

The year is 1981. The crew's long voyage aboard the Russian Arktika-class nuclear-powered icebreaker: The Northern Wind, has begun to take its toll on their patience. Murmurs of insubordination and sentiments of the current captain's unfitness further stretch them to the breaking point. Just then, a large glacier cut a gash into the hull of the Northern Wind, which was just the spark needed to set disaster after disaster in motion. No one lived to tell what happened after that, but the end result defies imagination.

Whatever occurred caused time and space to break down within this ship. The boundary between present and past has become paper-thin, as frozen corpses in various states of deformity rise to kill the living. Here, one is able to view long-past memories in real time. It is in this state that a Russian meteorologist named Alexander Nesterov finds the Northern Wind. Perhaps his intrusion into this impossible ship will set things right.

He who governs the sands of time has taken notice of your entry. Perhaps you are the catalyst needed to finally mend time aboard the Northern Wind. He has bestowed you 1000 Cryo-Points [CP] to prepare with.

Reasons for Boarding

Choose any age, change gender to male for free, or female for 50cp.

Late Arrival - [OCP]
Whatever occurred on The Northern Wind, you were lucky enough to have missed it. You carry with you a letter meant to grant you permission to board the vessel. Though you aren't sure whether any of it is true, as you can't recall much of your pass prior to boarding the icebreaker after a nasty fall.

Crewmate - [OCP]
Whether you were a doctor, a mechanic, or some other miscellaneous role, you boarded The Northern Wind of your own volition. By some miracle, you were untouched by the wave of light that mutated your colleagues. Though, that still leaves you with the task of surviving the Hell this ship has become.

Sophist - [OCP]
You were a fairly well-known figure on The Northern Wind. Decades of sailing experience have granted you a spiritual and philosophical perspective of your role. Though many mocked your superstitious nature, there must be some reason you were spared whatever happened to the rest of the crew.

Monster - [OCP]
You don't know what happened, you just know the only thing overshadowing the constant chill is your boiling rage. The disaster of The Northern Wind changed you. Your place in space and time is somewhat unstable, and you may even bear some horrific deformities. Take Sleep of Reason for no CP.

Common Skills

Undiscounted unless specified otherwise.

Credentials - [0CP]
There must be some reason you were seen fit to board such a fine ship. You have a lifetime experience in some role. Whether that be a doctor, mechanic, navigator, meteorologist, etc. Though this won't assist you in combat.

Frosted - [0CP]
There's a tranquil beauty in these frozen walls. Though perhaps not relevant under the current circumstances, should you wield any frost-based abilities in future worlds, you may choose for them to take on a similar beauty.

Arctic Equipped - [100CP/0CP]
With The Northern Wind stranded in the North Pole, the cold will be just as dangerous to you as any monster, but you've found some way to ward off the chill. 0CP for your origin, 100CP for any others.

- Late Arrival - You have a natural talent for conserving both your body heat and stamina while on the move, allowing you to stay more mobile.
- Crewmate - You can be relied on for fire-starting. Even with minimal tools and the time to focus, you can set up quick heat sources.
- Sophist - Your experience allows you to ignore the cold through sheer willpower, significantly reducing the impact on your motor skills.
- Monster - Rather than fight the cold, you can embrace it and use that feeling to smother fear or pain from other sources.

Warm Blooded - [0CP/200CP, Incompatible Monster]
If the cold is death, then warmth can only be life. You can think of your body's heat and vitality as interchangeable. By taking a moment to hold your hands to a heat source, you rapidly recover from any wounds, proportional to the heat emitted. This is 0CP for this jump, but 200CP to keep.

Mental Echo [0CP/200CP/600CP]
On this ship, time has been fractured. As such, you will regularly come across distortions. Obstacles appearing and disappearing, vague imprints of the past, and of course the monsters that accompany these distortions.

- Marco - You will regularly be able to catch glimpses of the past. You'll frequently be pulled into the memories of people and locations; you'll be able to hear the words of those who once inhabited the location. This triggers randomly, but it will never show you something that isn't important, at least to understanding what happened there. This is 0CP for this jump, and 200CP to keep. You can toggle this off post-jump.
- Polo - This requires Marco to be purchased first for full price. For an additional 400CP, you can not only see the past, but enter it. By approaching a corpse, you can send your mind into their past. You will take control of their body for the few minutes preceding their death. You don't receive their memories, nor do you retain any powers, but if you can avert their death, this change will be reflected in the present. Should you fail, you will be ejected back to your body to try again. The effects of these changes are almost always localized: a door is left open, a bridge doesn't collapse, etc. You would have to save dozens of people to have a substantial impact on a major event. This isn't limited to humans, so be careful not to use this on your dinner.

Late Arrival Skills

100CP free for Late Arrival, all others half-price.

Tricky Shots - [100CP]
Monsters don't tend to play fair, so neither will you. You have fantastic luck with using firearms from sub-optimal positions. Angle your barrel from around a corner and expect it to hit, fire at a fence and see your bullets fly straight through the gaps. Doesn't actually improve your aim or range.

A Day In Their Shoes - [200CP]
When filling in for someone else, you can quickly figure out the bare minimum to do their job, and even how to emulate their speech patterns. As an added benefit, people tend to give you weirdly detailed instructions of processes they have no reason to believe you don't already know how to do.

Frozen In Time - [400CP]
You'll find machines and other environmental aspects of locations you enter tend to display impossible longevity, as if waiting for you. Accept heat from the embers of a week-old fire, fire a gun left abandoned in the freezing cold, start machinery that hasn't been powered since a crash months prior, etc.

Mysterious Power - [600CP]
From your hands, you can unleash blasts of otherworldly energy that can annihilate monsters in one hit. However, this power can only be used in locations where spacetime is not just cracked, but shattered, such as the epicenter of a temporal anomaly or the entry point of a cosmic god.

Crewmate Skills

100CP free for Crewmate, all others half-price.

Common Sense - [100CP]
Faith alone does not keep a ship afloat. You've always had a strong sense for what dangers should and should not be ignored. Whether it be the first signs of a superior's incompetence or data that points towards a natural disaster. Getting others to heed your warning is another matter entirely.

Stress Tested - [200CP]
In the middle of the sea, only you can avert disaster. You and those around you have the grit to perform at peak efficiency under great mental or environmental pressure. Whether it be repairing a pipe as a room fills with smoke or operating complex machinery while surrounded by the risen dead.

Get Down! - [400CP]
It's hard to say what exactly you're doing differently, but in addition to being a crack shot, your guns hit way harder than they should, taking down monsters with half the bullets anyone with the same rifle would require. You could get this down to one bullet with a second person to act as spotter.

Guardian Angel - [600CP]
Select a location up to the size of The Northern Wind. In future jumps, disaster of any kind seems impossible here. People make decisions or take actions that seem uncharacteristic but result in avoiding some conflict or accident. It's as if something is going back in time to undo any mistakes.

Sophist Skills

100CP free for Sophist, all others half-price.

Handsome & Courageous - [100CP]
When times are darkest, humans need leadership more than ever, and they almost always look to you as the perfect person to take that responsibility. They will follow you without question at first, but as time passes and the darkness persists, they will not hesitate to turn their blame towards you.

My Ship - [200CP]
Power that enters your hands has a difficult time leaving them. Even when your crew hates you and is already set to disband, the authority you hold over others will be just as strong until the instant your title is revoked, even as you go mad and steer your ship through treacherous waters.

Respect - [400CP]
So long as you maintain both your own and your crew's respect toward your vessel and nature, that respect shall be returned. The wind will always back your sails, glaciers will make way for you to pass, fog will clear to let you signal for help, and mechanical malfunctions are significantly less likely.

Burning Heart - [600CP]
When the night is darkest, you may ignite your own heart to act as a beacon. Observers are filled with unconditional hope. Shining the path towards their goal and letting them charge forward without any care for their wellbeing. A flame built with anything less than genuine compassion will kill you.

Monster Skills

100CP free for Monster, all others half-price.

Skitter - [100CP]
Why limit yourself to the methods of those still living? Even in this frigid tomb, you can run, swim, and crawl at great speeds. You can sprint and even fight on ice without any worry of slipping. This alone won't make the cold less deadly, just weakens its ability to hamper your movements.

Spook - [200CP]
A surprise attack takes just as much luck as skill. You have great luck for stumbling into opportunities to get the drop on enemies or prey. Step onto a catwalk just as you notice unwary prey on the floor below or walk by a door just as some distinctly human movements can be heard behind it.

Trail Of Blood - [400CP]
Pity the fool who thinks they can make you prey. The more beings you kill, human or otherwise, the harder it becomes to follow you. Corpses fall onto doors, get jammed in machinery, collapse bridges with their dying swings, or any other such inconvenience for any who would try to retrace your steps.

Ice Breaker - [600CP]
Who could have imagined a nuclear explosion could rip the fabric of space and time asunder? Going forward, causing similar anomalies is as simple as causing a comparably powerful nuclear explosion. Whether these fractures in reality can be controlled or predicted is something for you to figure out.

Deformities

Exclusive to Monster, no discounts. Only applies to Monster form.

Clipped Wings - [+100CP]
For whatever reason, your limbs were severely malformed by your revival. You don't walk as much as hobble around, quite loudly, at that. Even crawling is difficult for you. Alternatively, you might have lost use of both hands, rendering you incapable of any complex tool or even door use.

Popped Eyes - [+100CP/+200CP]
The mutations you underwent impede your ability of either sight or hearing. You can still barely make use of the sense. Perhaps you can only see beings in your direct cone of vision, or your range of hearing is similarly restricted. You can receive twice as much CP to completely rob you of that sense.

Roach - [0CP]
The cold has already taken you. You feel the chill, dear God do you feel it, but you've adapted. Sudden extreme cold can still hurt you quite badly, but you can take a stroll through a snowstorm or swim through arctic waters without worrying about frostbite or shock, since it's a bit late for that.

Ant - [0CP]
You're all damned, and you can tell. So long as you don't make enemies of them first, any of the other monsters here will walk right by you without a care. In future worlds, this will apply to any other unintelligent monsters born from the frost or distortions in spacetime.

Mantis - [100CP]
You understand fully well that you are no longer human. You spawn brutal spikes of ice from your body. These could either be simple blades to rend your enemies, or long spider-like legs to allow you to quickly skitter around your environment. These are unmelting, but not indestructible.

Wasp - [100CP]
Go to the items section and pick any one weapon purchase for half price. This weapon is now directly embedded into your body. It will possess an unnaturally deep fuel or ammo reserves, but you can't reload it normally. You'll have to wait several hours for ammo to passively regenerate.

Fly - [200CP]
From your back sprout two unmistakably insectoid wings. Despite being proportionally tiny, these allow you to properly fly and hover, even in the midst of a snowstorm. However, these can be shot off, grounding you until they can slowly heal over the course of a day.

Moth - [200CP]
Even your soul is a weapon. You can cast illusions of a regular human, begging for help. This illusion will naturally lure any living beings towards a nearby location of your choosing, likely a trap. Unfortunately this illusion has a short range and can't speak, making it inherently suspicious.

Spider - [300CP]
The frost is your killer, your parent, your only friend. The frost is you. From your mouth, you can eject a torrent of liquid that rapidly freezes. This requires at least a few seconds of sustained coating for significant ice buildup, but it's still a semi-effective weapon. This can potentially be used to bridge gaps, smother flames, or even plug cracks in reality, temporarily.

Stink Bug - [300CP]
The frost awoke something more intangible in you, marked by your partially exposed brain. Those who get too close or attempt to interact with you will receive a psychic vision, followed by a semi-random spacetime anomaly. This is usually just calling forth another monster to your location but can also include randomly teleporting the person somewhere else. These visions range from hints to what you called towards them, to more cryptic visions hinting towards broader secrets. You can still be shot from a distance.

Termite - [0CP/400CP]
Spacetime is broken for this ship, and as someone who calls The Northern Wind home, it is broken for you as well. You seem to spend most of your time in some kind of strange parallel space, rendering you imperceptible. You can vaguely perceive what occurs in normal space, but not interact with it. You can fade into regular space to attack enemies, but this leaves you vulnerable for a few seconds as you reorient yourself to this dimension. This is 0CP for this jump, but 400CP to keep. As a side-effect, you don't leave a physical corpse if slain in your monster form, though that's somewhat of a moot point here, without any means to return again from death.

Equipment

One 50CP & 100CP purchase free. One 200CP & 400CP/300CP purchase half-off. Monsters cannot buy equipment without the Wasp Deformity.

A Tale Worth Telling - [0CP]
You'll find pages scattered across The Northern Wind. A mix of personal notes and fragments of Maxim Gorky's *The Flaming Heart of Danko*. You'll hear narration in your head as you view the pages. These provide context to the events that transpired, but not much in the way of actual help.

Bundled Up - [0CP]
A small comfort, to make freezing to death somewhat less likely. You find yourself dressed in warm, climate-appropriate clothing. A thick coat, hat, gloves, goggles, and even a small flashlight. Underneath this is a layer of work clothes that can absorb as much sweat as you can produce. Any damage is restored when you take a moment's rest by a heat source.

Life Source - [0CP/100CP/200CP/300CP]
In this vessel, a mere lightbulb can separate life from death. Each purchase doubles the probability of finding heat sources. For 0CP you're more likely to find heat sources that recover ¼ of your total heat. ½ for 100CP, ¾ for 200CP, 300CP for full heat. This only increases the probability relative to how common they'd normally be, so you'd still be more likely to find a ½ heat source than a full heat source, even if you only purchased the latter.

In future worlds, this will ensure you can always find at least one heat source of the purchased level, even in the most desolate wastelands.

Thermometer - [0CP/50CP]
A small round dial. You always seem to know what it says, as long as it's on your person, even without looking at it. For 0CP, this always accurately presents the ambient temperature around you in real time. For 50CP, this will also display your current health and stamina with similar accuracy.

Lock And Valve - [50CP]
It's not much, but it's better than your bare hands. Shortly after entering the ship, you'll grab hold of a valve and a chain to put some extra oomph behind your punches. Despite their awkward shapes, these are easy to use as actual brass knuckles, and never seem to catch on anything in a fight.

Ship Shape - [50CP]
At the start of every jump, you'll find a model ship for you to assemble in your free time. Building it will do wonders for your sanity and boredom. Once completed, you can gift it to someone on the brink of madness or despair, along with a few kind words, to bring them back down to Earth.

Firewood - [50CP]
During your time here, your eye will regularly be caught by something that simply shouldn't be. Perfectly dry wooden planks, boxes, etc. These are always perfect materials to start a fire, if you know how, and always burn for significantly longer than should be possible, potentially weeks.

Axe Or Hammer - [100CP]
What better way to keep the risen dead at arm's reach? You may receive a hefty sledgehammer or fire axe. There's plenty of force behind every attack with these. These are also oddly good at damaging machines, whether it be smashing a thick metal pipe or cutting a gash into a control panel.

Dog Sled - [100CP]
Frankly, you won't get much use out of this aboard The Northern Wind. Still, whenever you're in need of arctic transport, you will find a small sled pulled by four unusually strong and tireless huskies. These dogs are especially talented at sniffing out impending disasters of any variety.

Doctor's Bag - [100CP]
Even if heat can do wonders to mend wounds, it won't do much good against sickness or radiation poisoning. It's anyone's guess what this is doing so far from the deck, but this bag contains all the tools and medicines that any self-respecting 1900's doctor would carry for treating illness and infection.

Alone Together - [100CP]
With each purchase, you may bring an ally from your past travels to join you in surviving The Northern Wind. Though I can't imagine they'd be too pleased with this "privilege". They receive 600CP. If you take Wide Awake, they are under all the same restrictions you are.

Diving Suit - [200CP]
A circumstantial utility, but a powerful one. This simple diving suit comes equipped with a blowtorch and a claw, along with a decent degree of armor. It is far from indestructible, and the fuel is finite, but you'll somehow always find it near any deep pools of water unless destroyed.

Workshop - [200CP]
This room comes equipped with all the hardware you'd need to fabricate parts and tools from solid metal. In future worlds this may be a warehouse attachment, but in this world, you'll find a seemingly identical room on every floor of the ship. Raw materials are restored daily, perhaps a time anomaly?

PPSh-41 - [200CP]
The only automatic weapons you'll find on this ship. This submachine gun holds a 71-round drum magazine. You'll find this shortly after entering The Northern Wind. Drums will be found semi-frequently near the deck, but they'll be extremely rare up until that point, so try to conserve ammo.

M38 Or SVT-40 - [200CP]
A bolt-action rifle. Either a Mosin Nagant M38 or Tokarev SVT-40. Decent range and piercing power, as well as an optional scope. The rate of fire is quite slow, but the main benefit is ammo for either gun will be relatively common all throughout the ship, making it an excellent primary weapon.

Walther Model SLD - [400CP]
Life and death in one gun-shaped package. This gun only holds two flares at a time, but they more than make up for the slow fire rate. Flares can be used to distract monsters or even act as a small temporary heat source. Ammo is somewhat rare, but far more common than it otherwise would be.

Blow Torches - [400CP]
A handheld blowtorch and back-mounted gas canisters. The benefit of having fire-on-demand in this place should be obvious. They're effective against metal and monsters alike. Replacement canisters can be found semi-regularly. Careful a monster doesn't ignite this pack with a lucky shot.

Cursed Reel - [400CP]
Should you find yourself at a loss for where to go next, you can slot this into any projector once per jump. This film will project monsters that can shoot and be shot at through the screen. Overcoming this trial will invariably create or direct you to the path forward towards your current goal.

Water Cannon - [400CP]
A weapon perfectly suited for this environment. This device uses ice as fuel to launch a stream of frigid water towards enemies. The absurd cold will cause constant damage to even the frozen dead. After this world, the stream of water will retain its lethally low temperature.

Alexander Nesterov - [600CP/300CP With Polo]
A meteorologist unfortunate enough to find himself aboard The Northern Wind. His luck seems to have turned up when he met you, and after this ordeal, he'll surely be willing to follow you to future worlds. He's 300CP if you're fine with him losing his Mental Echo ability post-jump, or you already bought Polo yourself, otherwise he's an undiscounted 600CP to take.

Setbacks

No limit on number of Setbacks taken.

Eurojank - [+100CP]
The distorted time of this world has latched onto you in a peculiar fashion. Whenever you find yourself near several moving objects or complex physical interactions, time has an odd way of stuttering. Movement will notably slow down and enemies may begin to slightly speed up and slow down at random.

Rude Awakening - [+100CP, Requires Marco]
These monsters aren't the types to leave sleeping prey alone. While you won't get attacked in the middle of a vision, unless the monsters were part of the echo itself, there's about a 50% chance a monster will be winding up an attack as soon as you come back to reality, though never a kill shot.

Brittle Knees - [+100CP]
The cold seems to have taken its toll on your joints. You can't drop more than a meter or two without severely injuring yourself. This doesn't affect your ability to walk, crawl, or run, but just hopping off a catwalk could incapacitate you long enough for a monster to come by and finish the job.

Lemmings - [+200CP/+100CP With Polo]
Was the crew of The Northern Wind competing for the most easily avoidable deaths? There are twice as many corpses littered about as before, almost always in positions that obstruct your progress. This gives half as much CP if you have Polo. Not to say there aren't any deaths that will require finesse to avoid, just that they'll be the minority. None of these added corpses will make your journey any easier beyond averting the obstacles they created.

First Come, First Served - [+200CP]
The good news is you always know where to find ammo, the bad news is that the answer is "in the hands of monsters". You never find ammo lying around and gun-wielding enemies are notably more common. They always drop any ammo they were carrying, so an aggressive approach would serve you well.

Flashing Lights - [+200CP]
You have a history of epileptic seizures, which can be triggered by flashing lights. This would be manageable, if you weren't trapped in a ship filled with flickering lights and spontaneous psychic visions. You'll be able to recover on your own from any seizures, but these will leave you prone for a time.

Cowardly Or Foolhardy - [+200CP]
Whether due to some hyper-specific muscle deformity or just stupidity, you are barred from one form of combat. Perhaps you're too prideful to use guns and insist on only using melee, or too cowardly to fight in close-range. Either way, you are helpless against enemies that exit your effective range.

Beacon Of Progress - [+200CP, Incompatible Monster]
These monsters truly have a talent for surprises. They always know when to jump from a vent or slam on a window to catch you off-guard. If that weren't bad enough, whenever you make progress towards escaping the ship, all enemies in the vicinity seem to be drawn towards you like flies to honey.

Forewarned - [+300CP]
Every monster in this ship seems to have a vague sense of where you are, that gets more precise as they close in. Even if you take this as a Monster, every other monster will see your death as their top priority and will attack on sight. I hope you know how to handle yourself in a fight.

God Of Time - [+300CP]
A ship shattered in time, a traveler from outside of space, it's not hard to draw a correlation. Chronos, the god of time, will randomly use his power to make your survival significantly less likely, from speeding up and reviving enemies to speeding up the decay from your injuries, and more.

Gone Cold - [+300CP, Incompatible Monster]
I hope you're prepared for the challenge you're undertaking. The Northern Wind has been stranded for longer than you realized. The vast majority of heat sources have broken or burnt out. Complex machinery like cranes tend to function but are prone to jamming or breaking if used clumsily.

Sleep of Reason - [+300CP, Mandatory Monster]
You maintain more of your lucidity than most monsters, but the second you see a living being, you're overcome with a blinding rage. Similarly, any living being will immediately recognize you for the threat you are. Luckily, there aren't that many living beings running around at this time.

Wide Awake - [+600CP]
Chronos has deemed that your outside influence introduces too many unknown variables. As such he has sealed them away. This means no perks, no powers, and no items that were not purchased here. The Northern Wind is now far more dangerous, but you surely possess the will to persevere.

The Warmth Returns

What will you do with the flame of reason?

[Stomp It Out]

Was the vile cold too much for your soul? Desperate for the warmth of friends and family? So be it. You will return back to your world of origin with all that you've accumulated. Your adventure ends here. You will never see what lies at the end of your Chain, but you never need to be alone again.

[Huddle For Warmth]

What an odd fellow? Even after all you've seen, you've decided to call this world home? Your Chain ends here, and you will spend your final days in this world. As a final gift, you will be granted Polo, even if you didn't purchase it in this jump. Perhaps you can create a better world one life at a time.

[Light A Torch]

This world has told its story, and now it's time to hear what another world has to tell. You're leaving this world behind to enter yet another. Who knows how many more stories you have to experience, but for now, it is time to say goodbye to the hellish colds and deformed beasts of this world.

Final Notes

Jump by Gene

Yes, I know I'm supposed to be working on Cybertron right now. I was struck by a sudden burst of inspiration, and I didn't feel like wasting it.

I didn't specify, but taking this as a gauntlet comes with all the usual conditions surrounding death. You'll just move to your next jump safely while losing anything purchased here.

Similar to Alexander in the game, you'll start the jump near the bottom of the ship, regardless of your origin.

Maybe I hammed it up a bit too much for the perk, but I really like the ice effects in this game. Don't know if I'm the weird one here. In any case, that's the reason the Frosted perk exists.

I couldn't fit it into the perk description of Polo, but there are rare instances where the power allowed Alexander to enter the past without a physical corpse, such as the couple of times he took control of monsters, who normally vanish after dying. Regardless, this is only possible in psychically significant locations. Also, use of Polo requires Marco to be active.

I leave it up to you to rationalize the weird scoreboard that shows on the fingers when one uses Mysterious Power. In the game it showed how many more enemies you'd killed than the final boss, which was required to win, but it doesn't make much sense in other contexts.