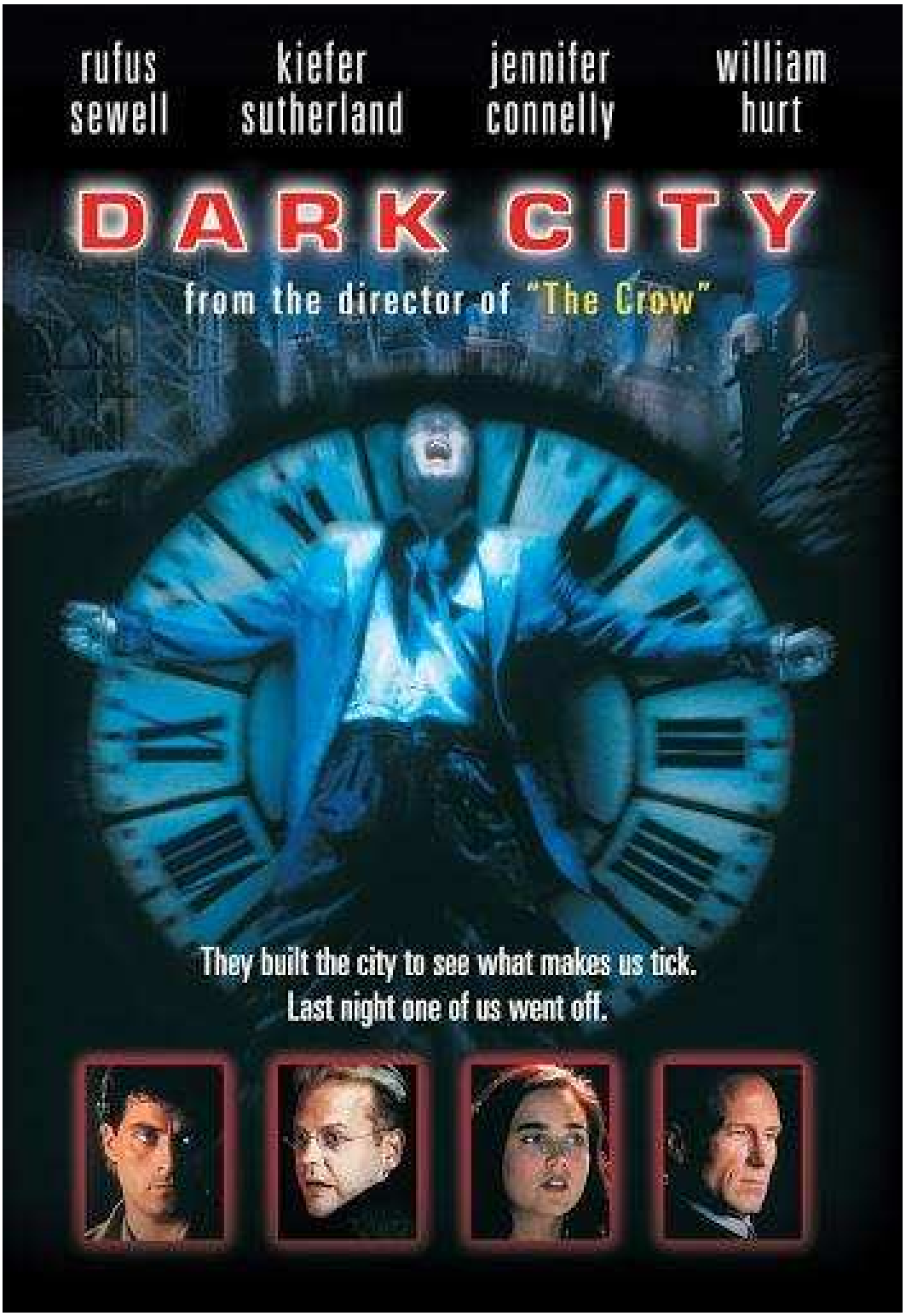
Dark City Gauntlet

Version 1.0.0



The place around you seems to be unfamiliar. In fact you seem to have no memories whatsoever of it. It looks sort of like a hotel room. And you just woke up in a full bathtub. There's broken glass on the floor, and your head is swimming.

How did you get here? Where even is here? What do you need to do here? These are some questions you might should be asking yourself. Soon a phone will ring and a man will warn you that people will be coming to get you. But they don't seem willing to tell you more at the moment. Making things worse you seem to be without your powers. And if you leave the room you'll find that everyone you come across is asleep. Except the men coming to get you. Try not to let them do so.

+0 Choice Points

It would seem this is a gauntlet, so the rules are a little special. First you lose all your perks, and powers from other jumps, and are physically reduced to your body mod. You have no access to your warehouse, and do not get to keep any items, companions, followers, pets, or allies from past worlds whatsoever. Second, you do not have any memories of this world. You're not a drop-in. You have a past in this world. Or at least everyone around you seems to believe you do, though it may be fabricated. Even so you have no memories of this world, and that includes meta ones. You won't even have memories of this jump doc or your ultimate goals. Third, if you die during this gauntlet you will not be sent home, you will have merely failed the gauntlet and keep nothing you would have gained here - save for a ***Flattering Suit/Dress*** *as a consolation prize - but may continue on your chain.*

You do not have to survive 10 years here. There are 3 ways to escape this gauntlet. Though you won't remember these. First is to survive a mere week. The Strangers will be hunting you, but if you can avoid them for a month you will finish this gauntlet. Second is to escape the city. Now, it's a city floating in space surrounded by a field keeping the atmosphere in, so this may seem like a bad idea. Still, if you are able to breach one of the outer walls, you will be able to see a special light only visible to you. It will point you to a portal somewhere upon the city's perimeter which leads out of this jump. You'll know instinctively what it is when you see it, but it's only visible from 'ground level' so to speak, so if you're flying over the walls you'll not see it. And the portal itself will never be where you breached the wall first. Most likely you'll have to circumnavigate the city somehow. Finally you may replicate John Murdoch's feat of defeating the Strangers (whether by claiming control of the machinery yourself as he did or some other means). Try and remember, hard as that may be given you'll remember nothing from this, that just

because he succeeded at this path doesn't mean it was easy, or a sure thing, or you have all of the traits of his character (and plot armor) which made it possible for him.

Starting Time and Location:

You will begin this jump in a hotel room. The money you paid to stay there is running out today. The Strangers are aware that you have not been properly imprinted and coming to deal with this fact.

In short you begin in a situation much like John Murdoch's, though you're not (yet) wanted by the police. You may even be inserted as Murdoch if you wish and take the **An Unhappy Coincidence** drawback. If you do not you will still be yourself, merely another similar experiment, and likely to meet a different supporting cast. In fact this can be another, similar city if you wish to have no chance of meeting them.

Even if you do not insert as John Murdoch, he will not possess the ability to tune, nor develop it during your time here - or afterwards - even if you do manage to find the individual who would be cast in that role by the strangers normally.

Age and Gender:

You can be any age that fits - that is you're probably an adult. Your gender is yours to choose as well. If you're John Murdoch your age and gender will match his.

Not Part of the Experiment:

Or maybe you're not one of the strangers' experimental subjects. Maybe like a certain psychiatrist you're someone they've recruited to work with them. Maybe you're a true drop-in. Maybe you're just not someone who woke up after a failed imprinting. It's even possible you are one of the strangers yourself.

Regardless, you may choose not to be part of the experiment, and to enter this world with your metaknowledge, and out of jump abilities, items, and allies fully intact. You will also not be guaranteed to be waking up in a hotel apparently having murdered someone, instead inserting into this world as you would normally. You will not however be eligible for the gauntlet rewards, or early option to leave, and will not gain ***He Can Tune*** *as a free perk nor can you take or acquire it. In fact you'll have to stay here a full decade, and death will have its normal effect on your chain success, instead of simply sending you to the next world, and given the strangers may finish their experiment and leave in that time it may be dangerous to you as they don't seem the type to care about the people of their city floating in space surviving after that. You will also be unable to gain more than 1000 CP from drawbacks, and gain the red value from drawbacks.*

However as you're taking this jump not as a gauntlet you will gain the following:

+1000 Choice Points

Good luck and good jumping.

Drawbacks:

To gain CP you must take drawbacks. These drawbacks will fade at the end of the gauntlet's scenario whether you choose to stay the rest of the decade here or not. If you chose to be Not Part of the Experiment these drawbacks will last until the end of the jump with its full decade duration, you will gain the red value, and you may only take 1000 CP worth of them.

She's Not Emma Anymore (+0 CP/+100 CP; requires at least 2 companions imported): Your companions do not have their memories of past jumps. They have been fully imprinted with new memories of this world, and their old memories have been irrevocably lost until the end of the jump.

Killer On the Loose (+50 CP/+400 CP/+0 CP/+200 CP): There is a serial killer in the city. And they're not you. But you do fit their target profile, and fate seems to want you to run into them. They can't tune, and they have no special powers, just being a serial killer. But do be careful.

Or maybe they can tune, possessing abilities equivalent to **He Can Tune, Dancing With Escher, Ripper,** and **Greater Heights** as well as a memory imprint concocted in part from that of the strangers to grant them skill and proficiency in tuning. They're a major threat to you or the strangers, and they will notice you, and they will target you. You might be able to escape and avoid a direct violent confrontation, but not matter how well you hide they will be directly on your trail at some point.

No Shell Beach (+50 CP/+0 CP): Shell Beach is a memory that doesn't fit, and a place that calls to people in a dreary, dark city. And now it's not part of the memories. They didn't decide to include a beach. This means one less sign post on your way to figuring out the mystery.

Nobody Listens to Me (+50 CP/+100 CP): People just don't respect your authority. They still might listen to your arguments and such, but when you give someone an order, or ask them to do something they'll mostly ignore you.

Dead Vessel (+100 CP/+100 CP): Your body seems to be dead. You still need to eat, and it can still bleed (out) though it will eventually stop, but you don't seem to heal anything. Oh bleeding will eventually stop after about the same time it normally would take, but the wound won't close at all. And the pain will remain. Be careful how much you let yourself be hurt.

Emotionless (+100 CP/+100 CP): Emotions are one of the things that separate humans from the strangers. Oh the strangers might have a touch of them, but they're much more muted if so. And now yours too are muted to near nothing. Even fear is a dull sense at best, without the burst of adrenaline and activity it might otherwise bring, and you will be completely unable to draw any power or strength from your emotions.

Imprint Successful (+100 CP/+0 CP): You were successfully imprinted with the memories intended for you by the strangers, now having internalized the past they set out for you. If taken with Gauntlet Mode you will find these memories particularly influential and compelling over those of your past selves as a Jumper, and as these memories are knowable to the strangers it will make you more easily predicted by them. This is worth 0 CP with Not An Experiment due to just being standard origin memories for a non-drop-in.

Nightmare Committed to Film (+100 CP/+600 CP): The film is like a nightmare of persecution brought to horrible - if exciting - life. The Dark City and the Strangers are like things out of nightmare. And now they are things out of yours.

Taken with gauntlet mode this won't change the overall objective danger level, merely reskin things to prey upon your personal fears; the strangers - and the world around you - has just gotten more terrifying for you.

Taken with Not an Experiment things are much worse. The strangers now scale to you, possessing powers even beyond those of a jumper. Maybe not so far you could never hope to reach them, but it will be more than you can do alone without stealing part of their power, and they are manipulating the world around you. Or if you take **Stranger** or **Sim City** there is something above even them, using them as an experiment. They're not immediately aware of your status as jumper - unless you took **Why Are They Trying to Kill Me** at which point they are aware and displeased - but whether strangers or beings beyond them should they discover that you are a disruption they will hunt you down and deal with you. And even if they are not… you are part of their experiment and it is no more kind to you than the strangers' experiment is to their human subjects. And if they do notice you it will be at least as dangerous for you as it was for John Murdoch; and stopping them will almost certainly take more than the few days it took him.

Why Are They Trying to Kill Me (+100 CP/+100 CP): The strangers are fully aware of your jumper nature. They don't necessarily know your exact abilities but they know you are a jumper. If you took this with the gauntlet well they were already after you, but now they'll be more likely to be careful about you. If you took this with Not An Experiment, they are now convinced the only way to save their race is to forcibly subjugate you and implant their race's communal memories into you to make your chain theirs. Or if you're a stranger simply to kill you as they believe it will spread your Jumper status to the group. This will not apply to companions imported as Strangers. It will, however, apply to new companions created as Strangers or the follower group of Strangers.

Don't Hurt Her Please (+150 CP/+100 CP): You might not remember them, but there was someone in the life you were supposed to be imprinted with here - a wife, a husband, a lover - and you love them. They had an affair, cheating on you, but you still love them. Even without memories of them you love them. And you will find yourself seeking them out, attempting to find the missing piece of your heart. They'll serve as a weak spot as well; after all you love them enough to sacrifice your own life for theirs. This individual will not be a companion or follower (though you may export them as such afterwards if they might the requirements).

An Unhappy Coincidence (+200 CP/+300 CP with Imprint Successful/+50 CP/+100 CP with Imprint Successful): You seem to be a murderer. After all, there's a dead body in the room you woke up in. And you might not realize it but it matches the M.O. of several killings in the city. You seem to be a serial killer. Maybe you're innocent. But the cops are going to be looking for you. It might be possible to eventually clear your name, but that will take some time, effort, and probably involve revealing the existence of the Strangers.

If taken with Imprint Successful you will have memories of these murders, the motives which led you to them, and a compulsive urge to continue them. It will not necessarily be irresistible, but it will be there always, whispering in your mind to kill kill kill.

Broken (+200 CP/+100 CP): Your body has been damaged. You walk with a limp, your back malformed by injuries, and one eye is permanently half-shut, and that's without getting into your need for glasses to see properly even in your remaining field of vision. None of these are absolutely deadly to you, and you can still function, but it will make day to day life harder for you, and they'll weaken you substantially when it comes to a fight, or running, as well as making you more distinctive to look upon.

Emotionally Unstable (+200 CP; incompatible with Emotionless/+200 CP; incompatible with Emotionless): You are prone to emotional outbreaks and failures of emotional control. You are simply a very emotional individual. Unfortunately this makes any powers you possess hard to control, causing you to lash out with them in uncontrollable manners. With tuning you might launch someone flying out of a momentary anger, or accidentally fill a book with children's pictures because you wanted them to be there.

Have Him in Mind (+200 CP/+400 CP; Why Are They Trying to Kill Me): Within 24 hours of your arrival here a stranger will be imprinted with your memories. Not those you were supposed to have in this world, but your out of jump memories. They will know how you think and how you act, and they will be able to prey upon these factors. Of course they will only last a day or two. It might be possible to wait them out. Though they're likely to find you before then.

This gets worse if you're Not an Experiment. The imprint will be immediate instead of after 24 hours, and it will come with a copy of all your perks and powers, as well as coming with all of your items. Not a copy of them. Your items will have arrived among the stranger's base, and will recognize the imprinted stranger as you. Making things even worse, whatever nature of a jumper allows your memories to insert into new lives or new lives into your memory has made the process significantly less traumatic for the stranger in question. While rejection will eventually kill him, it can be expected to take at least a year, assuming you do not possess perks or powers which would help them survive.

Psychic Vampire (+200 CP/+200 CP): The Strangers seek to feed upon the human soul. They look like Count Orlock from *Nosferatu*. They have hypnotic powers. And they're repulsed by sunlight and water. While not all of these are necessarily true of you, the last two are. Bright light - especially sunlight - is painful and repulsive to you, as is feelings of humidity or moisture. Exposure to sunlight or humidity won't immediately kill you, but prolonged exposure might, and being submerged in water will. This will also damage any body you wear or possess, and if it kills that body it will kill you as well.

The Night Has a Thousand Eyes (+200 CP/+100 CP): The strangers have their means of observing the city. They have to. By taking this, though, these means have gotten significantly more effective and efficient. They will not need to follow your trail or guess where you go, because spy equipment has been spread through the city and they will be able to observe a myriad number of locations across it. It might still be possible to hide from them, or escape them, or surprise them, but it has become significantly more difficult to do so, or to use abnormal powers without them noticing.

If you are aligned with the strangers this will instead result in more human strays waking up and a general increase in the chance of you being surveilled by humans or strangers when you do not wish it.

Full Amnesia (+300 CP/+300 CP/+200 CP with Imprint Successful): Normally you'd remember your out of jump past, merely forgetting your metaknowlege about *Dark City* itself in gauntlet mode and nothing with Not an Experiment. Now, however, you have had your memories completely removed, much like John Murdoch. And so too will all of your companions. If taken with Imprint Successful you will have whatever memories you'd gain from the imprint, as will your companions whether that drawback was taken or not.

I Have Betrayed the Human Race (+300 CP/+50 CP; incompatible with Stranger perk or Sim City item): Normally you would be receiving a call from the doctor who was supposed to imprint you a few moments after your arrival warning you of the strangers. Even if it is not the same Doctor Schreber as in the film, the strangers have need of such an individual, and obviously they have some sympathy for you, and desire to undermine the strangers. Their help could be absolutely essential to escape or defeating the strangers, and even evading them will be a monumental task without that first warning.

By taking this drawback they're now completely loyal to their alien masters. The call will not happen. You will find no sympathy or support from them. Though they may fake such to lead you into their masters' clutches. This is worth little with Not An Experiment as the strangers are not initially after you, and your own memories should warn you while your powers should make dealing with them much easier.

Viewers Are Morons (+300 CP/+200 CP): The studio seemed to think so with their mandated opening narration that spoiled the plot because otherwise audiences might not understand it. Well apparently you now justify it. You intelligence has taken a nose dive to the lowest common denominator. You're not clinically disabled, but you're not very smart. You're especially bad when it comes to picking up little details, or unraveling mysteries. Certainly this won't hurt you here.

Weak Heart (+300 CP/+200 CP): Your body has been damaged, and it goes far beyond surface levels. Your respiration is difficult, making your breathing hard and labored even in a casual situation, giving you an odd stilted speech pattern. It also means you will get out of breath with any physical exertion. Worse, your heart is weak, and you run the risk of it failing and killing you whenever you strain yourself physically to any substantial

extent. And using powers or abilities that require intense focus - such as tuning - may cause this fate as well. Some small act of tuning - such as levitating a book - won't put you in much risk, but trying to usurp the strangers' machines would be, and trying to fight them while doing so would be certain suicide.

Sleepy (+400 CP/+100 CP; Incompatible with Stranger or Sim City/+200 CP with They're After You): Normally due to **Sleepless in the City** you'd be immune to the ability of the Strangers to put you to sleep. Now, though, that immunity no longer applies. Maybe it'll help you stay unnoticed if you want to hide, but given they're already hunting you in the gauntlet that won't be a significant advantage. Taken with Gauntlet Mode you'll still gain **Sleepless in the City** post jump, but taking this prevents you from buying it with Not an Experiment.

Out of Tune (+600 CP/+0 CP): You do not gain **He Can Tune** as a free perk, and even if you take **Stranger** you will not be able to tune during this jump.

Perks:

He Can Tune (Free with Gauntlet Mode): Like John Murdoch you are able to Tune. The exact nature and limits of tuning is something you'll have to discover for yourself, but it seems to be a psychic power related to telekinesis, able to shape and reshape physical reality. Murdoch, before learning to actively usurp control of the strangers' machines, was able to telekinetically push objects and people, lift them, crack and destroy dividing glass without hurting people on either side of it, cause head pain, create doors in brick walls, return them to being a brick wall, put someone to sleep, and fill a book with pictures he thought should be there. This ability to tune can also be used to block the attempts of others to manipulate you with similar telekinetic and/or reality warping abilities; it is not full immunity, but you can resist and fight back with it. With machines bolstering this power, a city could be maintained floating in space, controlling whether a sun shone on the city, creating new structures and destroying old ones, rearranging the city's structures, creating a sea to fill space out to a horizon. It does not seem to be able to directly affect things like memories and thoughts, as the strangers mechanistically mixed up the former, and had to inject them by hand.

You possess the same starting point and upper potential with this power as John Murdoch. This does not guarantee you the same learning speed.

Sleepless in the City (Free with Gauntlet Mode, and while here with Not An Experiment, 100 CP to keep): The strangers use their tuning power to force humans into a deep trance-like sleep. Murdoch is immune to this, and it looks like you are too. Well mostly immune; if you're well and truly exhausted you might begin to become vulnerable, but even then it'll be harder than making a normal person sleep.

And for going through the gauntlet and surviving, or at a cost of 100 CP otherwise, you can keep this post-jump and it will apply to all paranormal or supernatural means of making you fall asleep. Drugs and chemicals still work, and you can be knocked out, but sleep spells, psychic powers, or miscellaneous inexplicable abilities can't knock you out.

Chanteuse (50 CP): You are quite the looker. You're a real, classic beauty. Maybe your body is just made to pour into a dress. Maybe you really cut a dashing figure in a suit. Either way you can turn heads. You've also got a particularly beautiful singing voice.

Menacing Hiss (50 CP): There's something simply inhuman about you. It's in how you walk, and how you talk, and all through your mannerisms. And it's off-putting. At least to humans. Your every mannerism is uncanny enough to disturb people - as if you had rehearsed it and had multiple takes to get it right - giving you a certain sense of clear and alien menace. You're also able to make strange clicking hissing sounds that don't sound like something the human throat should be able to make.

Nimble Finger (50 CP): You never know when they'll be useful. You have a deftness to your hands and your fingers which would makes you rather good at feets of manual dexterity such as those required in surgery, picking pockets, or sleight of hand. You get a bit of skill in these latter two as well. Enough to lift an object from inside someone's coat and replace another visually (near-)identical object with it when you're being observed.

Stalking the Streets (50 CP): Whether you're being hunted by the police, or by the strangers, it can be useful to know how to move around unnoticed. You're pretty good at staying in the shadows and moving quietly when you need to be. Nothing supernatural, or even cinematically exaggerated, but you're stealthy.

Study of the Soul (50 CP): Psychology that is. Though you're more of a psychiatrist than just a psychologist. That is you're a fully trained psychiatrist, one with the sort of skills that the strangers made sure you kept them due to how useful they would be when erasing your original memories. Maybe you were intended as a backup in case Schreber betrayed them.

Dancing with Escher (100 CP): Whether you're one of the strangers who love to float, intend to tune to fight them, or just don't want to get crushed when running around during city wide tuning, moving in 3 dimensions through shifting and twisting environments can be pretty essential here. Thankfully you're great at it. When it comes to moving you think naturally in 3 dimension, and are naturally adept at moving through moving and hazardous terrain whether it's timing your transits based on the relative speeds of where you are and where you're going, or immediately comprehending how fast you need to go to avoid being crushed by two moving buildings. These instincts will also help you to travel through other forms of twisted and eldritch locations, though aren't as good when moving in 4 or more dimensions.

I Do Know When Someone is Lying to Me (100 CP): You do. Or at least you can. You have a good ability to tell when someone is telling the truth or lying. This isn't necessarily perfect or absolute, but you're one hard person to slip a lie past, and for most people it might as well be.

Individuality (100 CP): You are an individual, and your individuality seems to be somehow sacrosanct. You are able to disengage from a hive mind through sheer act of will, and even if you allow yourself into a hive mind you will retain a capacity for individual thought and expression apart from the rest of the hive mind. This won't protect you from influence from shared memories and their influence, so letting the strangers inject you with their total collective memories is probably still a very bad idea especially if you start trying to really incorporate them to learn from them or the like, or active control from a hive mind attempting to force you into line if it has the ability to do so, but merely being part of one you will be able to retain your individual sense of self, and a part of your mind which remains wholly you. This does allow you to have thoughts (and memories) you do not share with the rest of a hive mind which would normally share all such.

Quisling (100 CP): You have useful talents… right? This perk won't give you any. But it will make enemies more appreciative of how useful you could be to them. At least enough to make them hesitant to kill you straight out. They might still do it if they can't feasibly break you, but you find foes defaulting to recruiting you over killing them. Maybe you could work against them from within?

You Can't Fake Love (100 CP): There's something special about love, isn't there? Well with you at least there seems to be. Your love for others, and their love for you, seems to have a way of maintaining itself. Even if either side's memories are altered, erased, or completely replaced, love will still be there, and you'll find yourself easily and naturally falling in love with each other again. Other means of suppressing or erasing that emotion don't seem to work against you either; mind control can't long stop someone from feeling love for you or vice versa as the emotion will begin to break through. And while this is limited to love for other people as opposed to hobbies or objects, it is not limited to romantic love.

Do you know the way to Shell Beach? (200 CP): A simple question, isn't it? But it's rather hard to answer here. After all there is no way to Shell Beach, and there is no Shell Beach. Yet everyone seems to think there is. It's a question people in the city don't think about, just like when was the last time you did anything during the day? It almost seems like they have something keeping them from thinking about these things. And maybe they do.

But you don't. Or at least they don't seem to work on you. Cognitive blocks to stop you from considering certain things or thinking in certain directions inevitably fall apart.

I Believe You (200 CP): Expect to be hearing this a fair bit. When you tell someone the truth they can just sort of feel that it's true. If you tell someone that you didn't commit the murders that people think you did and all evidence points to you, they'll be able to know somewhere inside that you're telling the truth. They might eventually be swayed to believe by evidence - if you tell them you didn't kill a prostitute and then they go to where you claim you didn't kill a prostitute and find a prostitute killed in your m.o., they might have doubts, but still there will be the nagging feeling you were telling the truth. You tell someone that the entire world is an alien experiment and they'll give it a lot more credence than they would otherwise.

Jumper Book (200 CP): You possess a certain something - let's call it charisma - which makes others prone to deferring to you. People, human or otherwise, are simply naturally inclined to look at you as a leader. If a hivemind you were part of needed a leader, you'd be the first person they'd consider, assuming nothing more significant removed you from the running. This won't make you win every presidential election on your own, but it would incline people to vote for you.

Laying Low (200 CP): You know if you're being hunted by mysterious aliens, and the police, maybe going to all of the important places in a life you don't remember isn't the best idea if you don't want to get caught. And you'd understand things like that as you seem to have an extremely good instinct on how to evade pursuers and remain undetected. This doesn't cover knowing how to hide in shadows, or move quietly, but how to cover your trail, predict where people would look for you, and how to avoid leaving secondary signs of your activities such as a paper trail. You know how to throw police and other investigators off of your trail.

Murdoch Doesn't Strike Me As One (200 CP): You're an excellent judge of character and personality. Even without properly meeting someone in person, by observing their actions you can get a decent idea for the kind of person they are, and when certain actions just don't gel with each other as if they were done by different people entirely. Meet someone in person and you can get a really good idea if they're actually the killer you're after, or you need to be chasing after some kid's bogeyman picture.

Inspector (300 CP): Those memories you've been uploaded with really are good. You can walk into a crime scene and immediately take it all in. Walk past a rookie cop while having a conversation, and your mind on other things, and you can still tell if his shoelace is properly tightened or if it's sloppy. Your brain seems to just automatically take in everything you sense, correlate and process what you see, identify what is relevant to your interests, and feed it all to your consciousness in a matter of moments. You're not

Sherlock Holmes, but you are definitely more on the fictional side of detectives than the realistic.

Ripper (300 CP): You probably don't have the memories of a serial killer, but you do have some decent killer instincts. These let you handle yourself pretty well in a fight - you're not some martial arts master or action hero, but you can throw a mean sucker punch, and recognize when to do so. Even if you don't know how to kill something, you seem pretty good at hitting the right spot to do so, or putting them into a position where the environment can for you. In fact the environment seems to be quite good about hitting your opponents in battle, or giving you a means to kill them. This works best when there are dangerous things in the environment to take advantage of. You'll still have to work to stay in a fight, or win one, but environmental hazards are extra dangerous to anyone you're fighting.

Whoever I Am I'm Still Me (300 CP): There are certain things about yourself which do not change. Things that you hold so deeply ingrained into your being that they will not bend or change. These are things like strongly held morals or ethics, and motives and goals you've followed for lifetimes. And they are a part of you now. No matter if your memories are removed or replaced, no matter what sort of corruption you bathe yourself in, as long as your will is still your own will, and not out right usurped, these core facets will not change or bend. As long as you are making the choices you will not break your code of conduct. This won't preserve everything about your personality, only the strongest, most important, core aspects of it. But they are steadfast.

It's still not advised to allow the strangers to inject their memory gestalt into you. It's entirely possible their group consciousness could and would usurp your will completely at that point.

Clue Finder (500 CP): When one is dealing with a shadowy conspiracy - especially by reality warping aliens - it can be hard to figure out what's going on. Thankfully you have a way of running into clues. When you try to follow a trail of information you seem to be given extra chances to do just that. If you're not observant enough, or smart enough, you can still reach dead ends, but there always do seem to be clues if you pay attention, hints that if you follow will lead you onwards. And they have a way of finding you. If you can't figure out a secret it won't be because all clues were destroyed, or because the knowledge is lost to the sands of time; it will be because you didn't try hard enough. This doesn't apply to scientific (or magical) learning, but mysteries, conspiracies, and even historical information. It won't necessarily be easy, and careful not to go insane from all the circles within circles, but the clues will be there.

Greater Heights (500 CP): Murdoch developed tuning and mastered it to the point of defeating a hive minded collective of tuners on his own, after mentally wrestling control of their machines from them. Even with the memories of a lifetime of training, that's a serious learning speed. One you now share. You are highly adept at mastering and learning psychic powers - such as tuning - able to obtain proficiency and mastery in a much shorter time than others. And this doesn't stop at 'mastery' as it would seem that there is no hard upper limit for how powerful your psychic abilities can become, as all of your psychic powers and abilities are now able to grow without limit.

Though perhaps it wasn't just learning speed and a lifetime of skill which helped John win. The strangers are not particularly emotional beings. There's some, just like despite their claimed lack of individuality they have certain quirks, but compared to humans it is muted. And emotions are a substantial part of the human soul. You'll see why as your emotions seem to lend power to your psychic abilities, whether fear, or anger, or love, the more emotionally invested you are the more powerful they will become. This does have some upward limit, and will hit diminishing returns eventually, but it might just give you the upper hand when you need it.

Science of Memory (500 CP; Free with Stranger or Sim City): The strangers have managed to reduce memory to a science. Oh, it's one they don't fully understand, but they can extract memories and re-mix them to create new memories, as well as create and maintain machines to do so. And now you can too. You possess a knowledge of the strangers' science of memory equal to that of the strangers themselves.

Stranger (1200 CP; discounted with Sim City): You are one of the strangers. A hivemind of strange alien creatures which live within the skulls of human corpses controlling and animating them, and hiding from moisture. Exposure to air is deadly to these creatures, though not instantly so, and sufficient water (salt or fresh) - such as being thrown into a water tower or submerged in a bath - may force you out of a body and kill you.

On the other hand this does have advantages, as the body you inhabit is rather resilient as long as the head is not damaged. Bullets might sting and push you back, but a pistol to the chest will do little as the flesh is already dead. Your entrance does seem to result in the head being bald, and as it's a corpse it is rather pale. This body will resemble your normal human one save for these changes.

Your memories from other jumps will not automatically be shared with the other strangers, which should hopefully allow you to retain your individuality. Though if any of

your companions are also Strangers you will share memories with them in future jumps as well, possessing a collective memory between you all.

During this jump you are locked in this form, but post-jump it will become an alt-form. As strangers are at least partially hive minded it may be questionable if one could survive and function alone, but you will suffer no ill-effects from removal from this hive mind.

Items:

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here. If taken in gauntlet mode, the items will merge at the end of the gauntlet.

Good Looking Suit/Dress (50 CP/1 Free with Gauntlet Mode): This is a tailored suit or dress, fitted and sized specifically for you as if custom tailored to fit you - no matter what form you're in. It's very flattering to you, and does its job well of accentuating your masculine or feminine features and beauty. It will never take more than 24 hours to replace itself if lost or damaged.

Automat (50 CP): This is a small automat diner. That is one where the food is placed in a vending machine that occupies the counter, and then paid for from it, unlocking the window which opens to allow a diner to take their food. You don't seem to have to pay for your food here. A kitchen is behind the counter somewhere, but the wait staff doesn't interact much with you. Post-Jump this automat may insert itself into future jumps where other people will visit it and occasionally leave behind objects, or it can become a warehouse add-on.

Mean Looking Knife (50 CP): This is a knife, or more of a dagger really given its thrusting design though it does have two cutting edges. It has a guard of two metal spikes - the sides away from the wielder edged as well - and a larger, central blade. All three can retract into the hilt, or spring out again with a simple manipulation of a mechanism in its hilt.

It's also particularly easy to recreate through tuning, allowing you to almost casually do so. Even if you can't tune you can cause this knife to appear with concentration and focus.

Police Handgun (50 CP): This is a normal handgun, not necessarily a police issue one, but of similar size and power. It doesn't have any significant special qualities, besides that it maintains and reloads itself when not in use - don't ask where it gets the bullets - and seems to be highly resistant to malfunctioning or jamming. It's just a good, reliable gun. Though it will never take more than 24 hours to replace itself if lost or damaged.

Stranger Suit (50 CP/1 Free with Stranger): This is an all-black sinister get up like that worn by the strangers. It's fitted and sized specifically for you, and when worn seems to lend you an air of ominous menace. It will never take more than 24 hours to replace itself if lost or damaged.

Memory Props (100; Discounted with He Can Tune, Stranger or Sim City): This is a box containing a small collection of personal belongings, such as family photographs, diaries, love letters, checkbooks, ids, social security cards, and the like. These are just the physical props of a person's life. Except they're fictitious.

By taking this box and willing it the objects will shift to ones that reflect a specific fictional life, showing the individuals you desire, and filling in the past you envisioned. The details aren't perfect, or more there tends to be a bit too little of them, if the history calls for scars they'll be in the pictures even if the individual doesn't have them, and , but they'll pass inspection if someone isn't paranoidly suspicious; though it's not really paranoia if you're gaslighting them this way.

This won't change the objects if they're not all in the box. Though if they're transmuted into a finalized form and placed somewhere, the box will generate a new set of objects after 1 week, or 1 hour if you have **He Can Tune**, or **Stranger**. Tuning could create these objects easily enough, but it would take time, concentration, and effort. This is just easier.

Wallet (100 CP): This wallet contains everything you need to legally identify yourself with the legal identity within, as well as the equivalent of about $5000 in modern (2024) money. It's not a huge amount of cash, but it is everything you need to legally prove who you are and the identity will be inserted into government databases and the like, and have corresponding papers on file.

In gauntlet mode this will be whatever identity the strangers were assigning you. In future jumps, or with Not an Experiment, this will be in addition to any identity you'd already possess in jump, providing you with a second legal identity. You may purchase additional wallets for additional legal identities.

Case Notes (200 CP): This is a collection of notes similar to the notes that Detective Walenski possessed based on his discoveries about the Strangers. Except these have been organized and trimmed down to something reasonably readable. This might not be the most useful if you have your meta-knowledge, though it should give you a fair bit more in-universe perspective of what is going on, and maybe even an idea of where they start their activities from. Of course if you don't have metaknowledge this will give you a decent idea of what you're running from.

In future jumps these notes will update to cover a fairly in depth investigation into a conspiracy or hidden paranormal activities in the current jump. Sometimes they might tell you something important that metaknowledge would miss.

Spare Vessels (200 CP): This is a small morgue added to your warehouse - or existing as a freestanding building. It contains a few dozen bodies in stasis. Each of them is a copy of one of your alt-forms, and if you happen to be able to occupy corpses and reanimate them - either as a 'parasitic' life from, or as a possessing spirit, or whatever else, they will have all of your perks and powers even if those usually would not be granted to a body used as your vessel.

The Moisture Makes Them Uncomfortable (200 CP/300 CP): This is a large, heated indoor pool, and a small building around it complete with lockers and changing rooms for using the pool. This pool will maintain itself, and there is staff to work it as if it were a gym. You've got a free, permanent membership. The pool is special, though, as extraterrestrial, supernatural, and paranormal non-human entities find themselves quite uncomfortable around this pool. They will be more fearful, edgy, and simply ill at ease around this pool. Actually entering the pool will cause them pain; though unless they're already deathly allergic to water they will not be killed by it. If water does hurt them already this pool will hurt them more.

Post-jump this may become a warehouse add-on or simply insert into the world where appropriate.

For the higher price this will include a full gymnasium which will scale to your physical abilities so that it will always serve as an adequate exercise space for you.

Memory Syringe (300 CP; discount with Science of Memory): This is a syringe which has been filled with a certain set of memories. What isn't under your exact control, but you can set the general parameters. The syringe will fill with memories appropriate to the setting in question, though cannot be anything too specific such as those of a specific individual or something truly rare; a serial killer is fine, a master of a rare martial art is not. By injecting this syringe into the brain through the center of the forehead, you are able to overwrite the subjects memories with those contained in the syringe - immortals and those who have more than human amounts of memories may not be completely emptied. The memories are not perfect, but there is a mental block against analyzing them too thoroughly; though this can be overcome and challenged if the flaws are made forcibly clear.

The syringe will refill itself once every 6 months with suitable memories. If taken with **Stored Memories** you will be able to fine tune the syringe's contents with anything from those stored memories.

Stored Memories (300 CP; Discounted with Sim City): This is a collection of memories reduced to liquid form where they can be remixed and shaped to fit your needs if you have the skills and knowledge. Even without such skills you can at least view them with included machines.

In this jump they will be the memories stolen from the abducted humans, and which the strangers use to make their new lives. In future jumps it will be the memories of a random cross-section of individuals from the jump in question.

If taken with **Science of Memory** or **Sim City** the gear and machinery needed to extract and implant memories will be included with this collection.

All You Need to Know (500 CP): This is a special memory syringe. For one it doesn't overwrite the past memories of the one it's injected in. For another it is the memories of a lifetime of specialized training in a field of your choice designed to integrate into your background memories in a jump or memories in general if preferred. You may choose which field this is, though here I might suggest tuning.

Each jump the syringe will be refilled with memories of a skill of your choice appropriate to the jump - it won't be filled with mecha piloting skills in a jump taking place in our history, though it is not necessarily limited to skills available to humans.

Sim City (1400 CP, requires Not an Experiment): This is a copy of the titular dark city. It comes complete with the machines which allow the strangers to rearrange the city every 12 hours, and even a collective of strangers to call it home.

It does not come with abducted, experimental subjects, or their stolen memories, though it does come with the technology related to such that the stranger possessed and built into the city.

It cannot be used to carry individuals to future jumps, besides the strangers which come with it and who count as followers.

Companions:

Companion Import/Creation (100/200/300/400 CP): You may import or create a companion for 100 CP. For 200 CP you may import or create 2 companions, for 300 CP up to 4 companions, and for 400 CP a full 8 companions.

If taken in Gauntlet mode they will have ½ the CP you gained from drawbacks. They do not gain He Can Tune for free, and cannot be Strangers. They will also have imprinted memories which have fogged their out of jump ones. They will still be able to remember things, but it is vague and foggy and almost like events were dreamt not lived, but being confronted with the memories - or simply things that don't fit their new ones - will quickly and easily break this hold.

If taken with Not an Experiment they will gain 600 CP to spend freely though cannot purchase more companions, or Sim City, and if you are a Stranger they may take the Stranger perk at a discount. Companions do not gain He Can Tune (it's not a gauntlet for them either).

Stranger Hive (300 CP, requires Not an Experiment as well as one of Stranger or Sim City): You may import any number of companions. They do not gain CP or any purchases but gain Stranger, the Science of Memory, and a Stranger Suit for free. They will share all memories, from this jump and others, with each other and with you if you are a Stranger yourself.

Companion Export (Varies; requires Not an Experiment): For exporting companions from gauntlet mode see rewards below.

For 50 CP you may export 1 human companion other than John Murdoch.

For 200 CP you may export 1 (named) stranger as a companion. This is reduced to 100 CP if you are a Stranger yourself or Free if you purchased Sim City.

For 300 CP you may export John Murdoch.

Rewards:

Your rewards for succeeding at the gauntlet will vary based on how you succeeded.

Regardless of method you will get to keep everything you purchased here, including **He Can Tune**; that is unless you took **Out of Tune** in which case you do not receive **He Can Tune**. You will also gain a copy of the movie's OST both as physical media, and the ability to cause it to play where only you can hear it at any time.

Should you survive the full duration of the gauntlet you will also gain **+100 CP** to spend immediately. In addition you may remain in the jump for the duration of 10 years with all drawbacks lifted and your powers restored, or immediately finish the jump. If you took **Stalking the Streets** and **Laying Low** as well as **The Night Has a Thousand Eyes** your survival will also reward you with the following special perk:

> **One With the Dark (Reward)**: For hiding from reality warping aliens descended from nightmare, you cannot be detected through psychic senses, magic, clarktech, or paranormal abilities. They may still be able to penetrate protections you have against being detected normally - a spell to see invisible beings would still allow you to be seen if you were invisible - but they won't be able to do more than level the playing field.

Should you manage to escape you will also gain **+100 CP** to spend immediately. In addition anyone you can convince to take the leap of faith into outer space because you say there's a portal only you can see and who is willing to join you on your journey to future worlds may join you as a companion for free. If you took **Inspector**, and **Clue Finder** as well as **No Shell Beach** your escape will also reward you with the following special perk:

> **Wings of Daedalus (Reward)**: You managed to find your way out of an alien trap designed to hold men like mice, and you can do it again. Whenever you are imprisoned, trapped, or simply lost in a maze you will find that it becomes

strangely easy for you to identify means of egress and to seize them making escape far easier than it normally should be.

Should you manage to kill the strangers you will not gain any bonus CP. However you may remain in the jump for the duration of 10 years with all drawbacks lifted and your powers restored, or immediately finish the jump. And regardless of other perks you take you gain the following item as a special reward:

Dark City (Reward): The titular city itself. This is not a copy, but the city. It includes the strangers' machines, in whatever state you left them in, and everything else in the city. This won't include the strangers - you killed them all to get this - but it can include the human population. Though if you'd prefer you can have them returned to where the strangers took them from with their original memories restored. Either way the city and all its contents are now yours, and if damaged in the future will repair to the state it was when you succeeded at the gauntlet at the start of the next jump.

If you took **Out of Tune**, and somehow still managed to defeat the strangers and seize the city, you may trade the **Dark City** reward for **He Can Tune**.

In addition if you defeated the strangers (with **Out of Tune** or not) and took the **Individuality**, **You Can't Fake Love, Do You Know the Way to Shell Beach?,** and **Whoever I Am I'm Still Me** perks you will gain the following special perk as a reward:

The Human Soul (Reward): They tried to steal yours. They tried to take what made you you. Never again. Your mind and self are inviolate. Your memories cannot be removed, erased, altered, or covered up. No hive mind can bend you to their will. You cannot be possessed against your will, nor can your mind be controlled. Your soul is yours and yours alone.

If you took **Dancing With Escher**, **Ripper**, and **Greater Heights** and either won by defeating the strangers or killed in battle the special enemy resulting from either **Have**

Him in Mind or the higher price version of **Killer on the Loose** you will gain the following special perk:

> **Psychic Warrior (Reward)**: You are particularly adept at battles using psychic or spiritual forces and powers. They come particularly easy to you in battle and you seem to have a sense for how to use them to maximum effect. This is most true when using the same powers as your opponent, as you will find it particularly easy to dominate them and predict their usage. Even if they were substantially more powerful or skilled than you, this combat instinct still might give you the edge.

Similarly, if you took **Mean Looking Knife** and either won by defeating the strangers or killed in battle the special enemy resulting from either **Have Him in Mind** or the higher price version of **Killer on the Loose** your knife will be upgraded. It now excels at overcoming psychic force fields, and is particularly easy for you to wield telekinetically.

The following special rewards do not care how you win so long as you do.

If you took **Stranger** then your companions, and followers, may all gain the benefits of that perk. This is not limited to current companions. You may now, and in perpetuity, grant the perk to anyone who you import into a jump as a companion, as well as any followers you obtain.

If you took **Study of the Soul**, **Quisling**, and **Science of Memory** for making things harder on yourself by taking a thematic set which don't particularly help you survive this gauntlet you will gain the following special perk:

Eternal Engrams (Reward): Your long term memories cannot be deleted or removed by outside forces. New memories can be added but attempts to alter memories will see the original remain unmodified albeit alongside the new. Your memories will never fade with time, always remaining as fresh as they were when first committed to your long term memories. And you will never run out of space for new memories.

If you took **Greater Heights** and the higher priced version of **The Moisture Makes Them Uncomfortable** the gymnasium will be upgraded so that it includes training facilities for any special powers you possess. Like the main gym these will scale with you to always be suitable for further training and development.

If you took **Stored Memories** you may choose up to 3 beings each jump. A human lifetime of memories from each will be added to the memory storage. If the entity lives significantly longer than a human this will be a random sampling of their memories. You may choose a single long lived entity multiple times. If you also took a **Memory Syringe** this will increase to up to 10 beings.

Finally, if you took the **Automat** you will find that it inserts into future worlds as a chain instead of a single automat, and that you are paid a portion of their profits.

Perks and items taken with CP granted by a reward do not qualify you for other rewards.

Outro:

Your time in this world has come to an end. And now you have a choice to make:

Shut It Down Shut It Down Forever: Return to your original dimension and end your chain.

A Stay at Shell Beach: Assuming you didn't fail the gauntlet, you can choose to stay here and end your chain.

Another Trial: Or you can continue your chain, going to the next jump.

Notes:

Jump by Fafnir's Foe

How exactly tuning or the strangers work is… well there's an element of dream and nightmare logic to it. This makes exact details and limits guess work. Did John create a sun… or did he just move the city into position to receive its rays, possibly lowering some shield that blocked it? Why was Anna on the pier he emerged out onto, did she just happen to wander there, was she guided by the red string of fate stronger even than the strangers' machine, or did John make her be there showing a perception and will altering the strangers never did?

What They Seek

You're still here? Well then… Here's a special, secret scenario for those of you who looked far enough. To take this scenario requires you to take both **Not an Experiment** and **Stranger**.

Your goal is to save the strangers from extinction. John Murdoch is not the way. Even if they should manage to implant their communal memories into him it will not save their race. You must do so. You must find a way to prevent the extinction of the strangers, and ascend them to a higher level of being; one which no longer needs to ever fear extinction.

This will not be easy. The ability to alter physical reality by will alone is not enough. Even should you grant them the human soul that would not be enough. There is no power available in this world alone sufficient to the task, and whatever you do will require your nature as a jumper.

No matter what powers you bring to the table there will be at least some level of risk to you in the ascension process. And should you fail that's it, you will be completely wiped away.

But should you succeed they will not be the only ones to ascend. Besides undergoing the ascension yourself and gaining whatever powers come with it, almost certainly personal powers far beyond that which the machines of the city reached, you will gain your final goal. You will gain your spark, and unlock the greater multiverse to roam at will. And as the savior of their race, the strangers may be more than willing to accompany you.

Changelog:

Version 1.0.0: Released.