

Welcome to PATHOS II. Your expressway to the stars.

What started as a thermal mining operation in the 2060's has now become home to the Omega Space Gun, the world's most affordable way to launch satellites and deep space probes.

Unbeknownst to most of the scientists who worked there, it was also on the cutting edge of Artificial Intelligence research.

Our unique Atlantic ocean location allows for this gigantic coil gun, running longer than a Marathon, to safely launch projectives without risk of damaging the payload with risky combustion.

It also allowed the facility to survive the Telos comet, which collided with Earth on January 12, 2103. The surface is a dead expanse of ruins and firestorms. There is nothing left of civilization.

The station spans multiple sites and has a diverse staff of engineers and scientists. Together they are able to produce, assemble, and launch the world's most sophisticated spacecrafts.

Not much is left of those sites, scientists, and engineers now. An intelligent biomechanical cancer called the WAU is absorbing the facility. How much of humanity remains alive depends entirely on how you define the term "human."

In addition to our principal operation, PATHOS II is also the home for multiple research projects within the marine sciences, including hydroculture, turbulence, and deep sea construction.

Is a brain scan living in a simulated environment human? What about the same mind uploaded to an unfamiliar body, or an artificial intelligence aware of its existence? Are you still human, Jumper?

From all of us here at PATHOS II, enjoy your stay.

Does any of that really matter if you're conscious and alive?

Goals:

Escape. That's your goal for this Gauntlet. Escape from the underwater hell that is PATHOS II without using any of your powers, allies, and items from your Warehouse. The only help you'll have will be in the form of abilities and items purchased in the Perks section, along with a few free abilities to make sure you don't immediately drown.

If you've played the games, you'll know what dangers will be standing in your way. Proxies, aggressive monsters kept alive by the miraculous substance Structure Gel. Proxies come in all different shapes and sizes, and none of them will think twice about killing you on sight. Stay hidden when one of them is lurking around.

Some of them were human at one point. They still are depending on your definition.

You'll also have to contend with the WAU, a biomechanical artificial intelligence with the goal of preserving humanity. The destruction of civilization has caused it to go completely out of control, and the way it thinks is alien at the least. It won't target you unless you give it a reason. It's up to you to decide how to deal with it.

To escape the nightmare that is PATHOS II, you'll need to collect a unique surface evacuation code from each of the facility's major research sites. Then you'll need to travel to Lambda and board the evacuation shuttle, upon which you'll end the Jump. Each of these sites are much larger in the Jump than they are in the game, meaning it will take some searching to locate all eight of the passcodes. Picture each one as the size of a large office building at the smallest. Some drawbacks may require you to exit the Jump in a different way after locating the codes, or give you additional objectives.

You start with 0 points. Take Drawbacks to earn them and buy Perks to survive.

Locations:

Roll 1d8 to pick a location. Pay 50 points to choose. Don't get stuck in Alpha.

1. **Upsilon:** Upsilon contains the facility's primary power generation plant. Geothermal boreholes are used to generate electricity. Upsilon also contains extensive facilities used to service and maintain PATHOS-II's collection of robots and Universal Helpers. It is home to a few human minds in robot bodies, called Mockingbirds. Some of them are aggressive, but they are easy to outrun.
2. **Lambda:** Lambda is the transport and shipping hub for PATHOS II, with shuttle trains leading to the other sites. By default the tunnels are damaged and blocked with debris, but a person could still walk through them. It is home to at least one proxy with the ability to damage your vision and hearing if you look at it. It can tell if you sneak a peek.

3. **Delta:** Delta is a small site situated atop an outcropping that extends up from the Abyssal Zone of the ocean. Consisting of several disconnected buildings, a communications antenna and a small control center, Delta is primarily responsible for manufacturing aerodynamic projectile shells for payloads to be launched from the Omega Space Gun. It is empty of hostile robots, but the ocean around it isn't.
4. **Theta:** Theta is one of the larger complexes, and contains multiple floors of research laboratories, staff living quarters, and administrative offices. It has facilities for everything from brain scanning and virtual reality simulation to rocket payload analysis. It is home to proxies with varying abilities, including one that still has the mind of an intelligent human.

5. **Omicron:** Omicron is located on the edge of the plateau, overlooking the Abyssal Zone. Omicron is dedicated almost entirely to research, primarily focusing on marine biology, hydroponics, and the effects of structure gel. Omicron also operates the Climber, an elevator used to ferry personnel to and from the sites located in the Abyssal Zone. It is currently under lockdown, filled with dead bodies missing their heads, and is home to a temperamental and lethal proxy. It behaves like a Witch from Left 4 Dead. Spending too much time here could incentivise a PATHOS II AI psychologist with a body made of Structure Gel to force you into killing the WAU. He'll get you both killed if you aren't careful.

6. **Tau:** Tau is located in the Abyssal Zone, approximately half a kilometer from the lower endpoint of the Climber. Guide lights illuminate a path between the Climber and Tau, used to safely traverse the Abyss without provoking the wildlife infected by Structure Gel. Tau contains several maintenance areas and living quarters for the crew that was stationed there, as well as a cargo transit system that connects to Phi, originally used for shipping payloads to the space gun. It is home to one of the most dangerous proxies in the facility, which is wearing a high pressure suit that grants him increased strength without hindering his speed.

7. **Phi:** Phi is also located in the Abyss, and primarily houses the Omega Space Gun. Phi possesses a receiving depot connected to the rail system from Tau, used to load payloads into aerodynamic "bullets" which are then loaded into the space gun for launch. It is free of proxies and in perfect condition.
8. **Alpha:** Alpha is a secret installation, whose existence is not known by all but a select few of PATHOS-II's staff. Alpha is where the WAU's central core is located, and the origin point of its influence across the station. For the purpose of this Jump, it is not entirely flooded. It is free of proxies, but the WAU does not like visitors and will "incentivise" you to leave unless you quickly locate a high pressure suit and flee to nearby Tau or Phi.

Perks and Items:

ITEM #2749: Jumper. (Free, Mandatory): For reasons which differ depending on what drawbacks and other perks you pick, your body now has the innate ability to resist oceanic pressures, currents, and temperatures. The strength of your physical resistance isn't clear, but it couldn't handle the Abyssal Zone of the ocean. You gain the ability to breathe underwater. You do not require food or water. Don't question it if you value your sanity.

Throughout PATHOS II, you will find glowing biomechanical openings growing out of the walls or floor. These are WAU inputs, and shoving your arm into one will return you to peak physical condition at the cost of damaging the nearby environment. Lights could go out, doors could fail, and proxies could be alerted to your location. Sometimes nothing significant will happen at all.

If there is ever a situation where your consciousness is copied onto another body or device that can hold it, you will be able to transfer your consciousness to that thing. Without this ability, uploading a copy of your mind would create a clone. For you, it's a consciousness transfer. You don't black out either.

Standard Issue Omnitool. (Free): This bulky looking thing is a combination computer interfacing tool, ID badge, short range wireless remote, AI housing, and probably a lot of other features that would take time to figure out. You get a standard issue one capable of granting you access to most facilities and machinery without a problem. Sometimes you won't have high enough clearance to enter a facility or unlock a computer, but there are ways around that. They usually involve destruction or solving a puzzle, and can alert proxies. Alerting proxies is a good way to get killed.

-Range Adjuster. (-50): The default Omnitool has a range of around 6-9 inches. This upgrade increases the range to 35 yards, enough to open doors and remotely activate technology from across the room. This is useful for trapping proxies behind doors and opening noisy airlocks from a distance.

-Enhanced Display. (-100): If you thought the default Omnitool was useful, wait until you see this thing. The enhanced display lets you use computers and almost anything that could have a wireless input from the tool instead of using that thing's controls. This can be helpful if the thing is question is damaged externally but functioning internally, or if you want a detailed options menu for something that would have otherwise been a mass of switches and frayed wires. With the Range Adjuster, you can do almost anything you'd normally need to do physically with the Omnitool.

-Structure Gel Coating. (-100): Is this even an Omnitool anymore? The device now looks like a rectangular shaped mass of tumors and electrical current, and feels slimy to the touch. It's able to self repair from almost any damage and has access to the WAU's security backdoors throughout PATHOS II. You won't need to worry about clearance unless the WAU itself is trying to keep you out of something, giving you frightening control over the mechanics and functions of any facility you're in. Please be

careful using this at Upsilon. Please.

Structure Gel Containment Case. (-50): This looks suspiciously similar to the container Umbrella uses to hold the T-Virus and antidote. Any unmodified or modified Structure Gel you place inside the container will be rendered inert and inaccessible by the WAU. If you know how to use PATHOS II's technology and can reach the relevant facilities in Theta and Omicron, you could examine and research anything in this case. That also goes for the other variants of Gel available for purchase.

-Arson Is Still Always the Answer. (-50): You gain an extra container full of a substance that burns with one and a half times the intensity of thermite when exposed to a significant source of heat. That's hotter than the surface of the sun. Have any airlocks you want to breach or trapped proxies you'd like to kill?

-Venomous Snake. (-150): This is a case of Structure Gel coded with a virus by the PATHOS II scientists. It was made to kill the WAU, and it will if you can get it to Alpha and shove the container into the heart of the cancer. Everything supported by modified Structure Gel connected to the WAU will collapse within hours, including a few proxies, a lot of absorbed scientists, and all the Mockingbirds that are barely functioning. It will die completely within a day.

Why does it only cost 200 points to kill the WAU? Because you still have to reach Alpha alive, it's not an immediate effect, you will be targeted for murder immediately after striking the blow, and a lot of PATHOS II will collapse without the WAU running things. Six fusion reactors near Lambda, to start things off. There's also the issue of whether the WAU should be killed. If you don't want to kill it, you'll find this Structure Gel is equally poisonous to proxies. The poisoned Gel will burn through them like acid.

Framed Copy of Invictus. (-50): A framed copy of the poem Invictus by William Ernest Henley. Ironically, it will help ward off feelings of pathos. If you don't have any drawbacks which counteract it, reading it out loud will minorly bolster your confidence in your own humanity.

Datamining. (-100): By focusing on a source of unprotected, understandable data like the black box of an airplane, you can telepathically read and understand its contents. This doesn't give you the ability to speak in binary. Any hacking perks or abilities you have can be applied to your datamining ability after this Jump, letting you wiretap secured communication lines with your mind and line of sight. You can still only "listen in," not alter things or start talking to people in a private conversation.

All the employees at PATHOS II were equipped with black boxes that record the last 30 seconds of their lives before they die. Communication relays are located throughout the station, and can be accessed with this perk. Both will sometimes have helpful information you won't be able to easily access otherwise.

I'm a Shadow, One No Light Will Shine On. (-100): You have incredible skills at hiding in plain sight, even when someone is actively looking for you. Just by entering a dark room or turning off the lights in a bright one, you become twice as hard to locate by sight. This does nothing for sound or methods like infrared cameras, but what proxy is going to have an infrared camera? Most of the time it's going to be them versus your hiding skills.

Friendly Robot. (-100): Holy shit, you found a sentient robot that isn't trying to kill you? You are now followed by a completely loyal and uncorrupted flying robot the size of a large pumpkin, designed for routine maintenance and upkeep of PATHOS II. It can open locked doors, make minor repairs, do small amounts of damage to proxies with a welding torch, and will do everything short of sacrificing itself for you in a dangerous situation. It understands English and can communicate with you through electronic noises. Killing harmless sentient robots will scare it away. It recognizes that proxies are a threat and won't flee if you kill them.

If you choose, your Friendly Robot can be the corpse of a rat brought back to life with Structure Gel. It can't open locked doors, make repairs, or burn proxies, but it is still 100% loyal and will act as a scout and proxy detector with strong hearing, directional sense, and eyesight. It can't speak English but will understand what you're telling it. It has no fear of death and is aggressive toward all forms of life except you. It will never leave you. It can survive moderate ocean pressure and does not breathe. If it's your life or the rat's, it'll leap onto a proxy and start biting anything it can to buy you time to escape.

-AI Companion. (-250): Now we're getting somewhere. Your robot friend is now inhabited by a brainscan of a PATHOS II scientist, who will be much more helpful and knowledgeable about how you should proceed. When indoors they can deploy a faster and sturdier form resembling a Boston Dynamics BigDog, and can eject their cortex chip for transfer to your Omnitool if their body is damaged. They effectively have the You Are Smart and Measuring the Marigolds Perks.

If they were 100% loyal this perk would be more expensive, but they aren't. They generally don't care about your emotions or the risk their advice puts you in, and will sometimes disagree with you entirely. If you place them under enough stress with furious arguing, they'll short out and your points will have been spent for nothing. They take a companion slot. They will be more agreeable if you complete a side objective for them.

If you don't select a scientist to be your AI Companion, it will default to a brainscan of a Theta scientist named Catherine Chung.

Upgraded. (-150): You came in contact with a large amount of Structure Gel, and something about you partly activated the WAU's proxy creation algorithms. You now have one of these four abilities: Your hearing is enhanced, you can see 360 degrees around your head, one of your arms is increased in

strength and durability, or you possess a frightening speed even when injured. Try not to think about how they were accomplished.

-Curie Is Safe While Submerged. (-150): You possess a much more potent upgrade than any of the above. For a total of 60 seconds every two hours, you can generate a localized EMP effect that disables all electronic and biomechanical structures within 20 meters of your location. This includes proxies, PATHOS II machinery, WAU connections, helpful robots, and the core of the WAU itself. This EMP doesn't cause damage, it powers them down until you turn it off.

Using this ability to infiltrate Alpha or try to kill the WAU will make the WAU hostile. Using this ability on proxies doesn't bother it. Using this ability on John Ross won't do much of anything, but it will be great payback for the times he did the same to Simon in the game.

How Did I - Where Did I Get A Flashlight? (-150): You are randomly given an item from your Warehouse which you regularly use and are capable of using on your own. If you want to shave 50 points off the price, you can enter the Jump completely unaware of what the item is or what it does.

How Do You Think You Did It? (-150): Before you began your Gauntlet, a team of scientists who think similarly to you and your companions attempted the same thing. They didn't succeed, and it's unclear how many of them are still alive. Through carefully searching computers, security logs, investigating rooms, and thinking through how you would have approached the Jump, you can get an idea of how the other you solved difficult problems. It wasn't planning that caused them not to succeed, meaning you can trust what you find. Sometimes you'll run into roadblocks anyway, but the other you has a clever solution hidden somewhere.

If you take AI Companion before beginning the Jump, that scientist was on the team. They'll be able to share the perk by thinking about what they would have done.

The Shadow Over PATHOS II. (-150): People have been afraid of what lurks beneath the waves long before 2100, and since Structure Gel started infecting the wildlife that fear has been justified a hundred times over. Luckily their malice doesn't apply to you. Something about you actively places aquatic life on your side, with an effect less like Aquaman and more like a befriended Terrasque. If your life is in danger and it's possible for them to reach you, they'll swoop out of the blackness and take whatever is after you with them.

Not many proxies will bother chasing you outside of the airlocks. You won't have to worry about getting eaten while you walk through the Abyss. If the WAU sends an unholy monstrosity of the sea after you, you'll have some backup.

You're Locked In Here With Me. (-200): You're armed with a high powered, easy to load American-Style speargun. The weapon has been minorly infected with Structure Gel, and seems to regenerate rope and ammunition in the event you lose it somehow. It's cumbersome to aim and difficult to reload unless the rope breaks, but it can sail right through anything made vaguely of flesh.

Collection of Flash Drives. (-250): A bag of 9 flash drives, each holding a few hundred TB of data on PATHOS II's technologies. Every technology you can think of is located in here. Advanced geothermal power generation, the aerodynamics of "space bullets," and even the AI research that caused this entire problem. Even a few weapons, like stun guns and security armor.

The problem? Accessing this data requires a specific access key and the PATHOS II OS. Each facility has the access key loaded into the computers of high security users, and will automatically open the files for use in the Jump and transfer to your Warehouse if you survive the Gauntlet. This does mean you'll need to spend time in each site looking for an appropriate computer. See notes for information about which information is located in each site.

Haimatsu Power Suit. (-250): Rather than your body mysteriously sharing the properties of a regular diving suit, your body functions like a Haimatsu power suit. You are able to survive the pressure and currents of the Abyssal Plain without issue, and your strength is increased by the suit to compensate for the intense pressure of the bottom of the ocean. When you're not under that pressure, your strength is increased to a level where you could accidentily kill a regular human. You do not need to worry about battery power or oxygen levels.

Don't try to throw the proxies around unless you're really prepared for it. They're dangerous and at least one has a power suit like this one.

This Is All Your Fault, Catherine! This Is All Your Fault! (-300): Whatever Jumps you've gone through and whatever you consider yourself, one of the WAU's algorithms has identified you as a human. To ensure the preservation of your life, it's created a new Proxy of equal physical strength to the ones Simon encounters at Theta to defend you. You have a new ally.

Pick a rank of Upgraded to give to your proxy for free. For 150 extra points you can give him the EMP effect in addition. Proxies are unpredictable and have weird ideas of how best to protect you. They are completely loyal and effective anyway. Aside from having created this proxy, the WAU behaves normally toward you. It does not take a companion slot.

DUNBAT. (-400): It would be going too far to give your body the properties of an underwater cargo transport vehicle able to casually reach the bottom of the Marina Trench, so this Perk gives you the keys

to one instead. Every part of the facility except for Alpha will have an area to dock the DUNBAT, some inside the airlocks and some outside. There is no guarantee the docking facilities will be in good shape, but at worst they'll be barely functional, not broken. Having the DUNBAT will make navigating PATHOS II much quicker and easier.

Don't let it get eaten by a Leviathan or corrupted by the WAU. There's already one corrupted DUNBAT, and nobody needs any more of them.

You Are Smart. (-400): You are a scientist, a doctor, and if you took "How Can This Be Happening" you occupy the dead body of a full time employee. Your understanding of PATHOS II's technology is impressive, putting you on the level of Catherine Chung or a similar technical genius. You can casually mess with power grids, make educated guesses at the WAU's motives, pilot submersables, program simulations, and take brain scans of anything you can fit in a pilot seat. You are capable of sciencing the shit out of this Jump. Fuck you, PATHOS II!

The Structure Gel used by the WAU isn't the original Gel understood by the PATHOS II scientists. A log in Omicron reveals it's a modified version designed by the WAU using techniques beyond their understanding. Google "On the Origin of Circuits" for a real world example. You'll have some idea of what it does, but you can't start brewing it in the Warehouse.

I Don't Want to Miss a Thing. (-400, Requires What Coin Toss? and Your Final Mission.):

When you have a truly epic objective in your sights, the world will bend in tiny ways to keep it in the realm of possibility.

To use an example, the main character's objective in the video game SOMA is to find a computer housing a virtual world and launch it into orbit using an electromagnetic "space gun." Not only is the computer in perfect condition when the player reaches it, there's an automated system that will take it to the gun located feet away. The player then finds a spare battery that gives him exactly enough power to use that automated system, and despite serious concerns about the gun itself being damaged the launch goes perfectly. That's what this perk does. If any one of those things hadn't happened, he would have been out of luck.

Continuing the example, a lot of things went wrong on the way to the space gun. The WAU almost killed the main character multiple times, he spent a lot of time scared to death questioning who he was, and more than once he needed to take a more dangerous or less convenient route to get where he was going. The DUNBAT was corrupted. The elevator in Theta collapsed. The pressure suit in Omicron wasn't useable when he found it. This perk doesn't prevent things like that from happening. If you can survive the things like that, the perk makes sure you didn't do it all in vain.

Measuring the Marigolds. (-500): The world isn't that scary a place when you understand it, and comprehending difficult subjects is right in your wheelhouse. You gain a natural understanding for how things function the longer you're around them, enhancing your gut feelings about things until you can almost always rely on them. Not only that, but things have less emotional power over you the more you understand them. A proxy could be scary at first, but by the fifth or sixth time you've encountered it the fear will barely register. You'll have an idea of how best to avoid it, too.

This perk is not a substitute for a technical understanding of something, especially mechanical subjects like repairing or building technology. It effects your intuitive understanding of those subjects, which makes them easier to understand.

Drawbacks (Max +1600):

EM Interference. (+0): Something about the monsters that infest PATHOS II doesn't agree with your eyesight and hearing. As they draw closer to your location, your vision will glitch like a broken computer monitor and screeching noises will fill your ears. This can make it easy to tell when a monster is nearby and whether one is sneaking up on you. This can also make it difficult to do anything except run if one finds you, because it's difficult to fight through static and screeching.

She Was Nice to Me. (+50): Your body for this Jump is not your own. You perceive it to be your own and it feels the same as it did, but occasionally something will happen that draws your attention to the difference. You could be two feet taller or shorter, a different sex, or look entirely different. You won't know until your vision glitches and you see your body for what it really is.

-How Can This Be Happening?! (+50): The body you're in for this Jump is now clearly mechanical and likely unnerving. You could be a dead body held together by structure gel, or a robot from PATHOS II covered in WAU tumors that vaguely form a human shape. Your body will feel mostly normal, but you'll constantly see it for what it is.

Why are you hearing a heartbeat? Do you even have a heart anymore?

Incompatibility. (+100): By default, sticking your hand in one of the WAU's open access points will return your body to peak physical condition. Now all it'll do is sting and dye your arm black.

-Iron Manning. (+200): By default, not every Proxy will kill you in a single blow. Sometimes they'll knock you out and wander off until they realize you aren't dead. You'll be wounded and limping, but alive. With this drawback you don't get the usual free pass from death if a proxy strikes what would normally be a lethal blow. You die and your gauntlet is over.

Jumpscares. (+100): Really unsettling things have a habit of surprising you. They will never put you in danger or kill you, but they will be really scary and sudden. Sometimes they'll be a proxy seemingly teleporting ten yards front of you, then three inches from your face, then vanishing.

A Mile In His Shoes. (+100): Excluding the Climber and corrupted DUNBAT, all forms of transit between the different facilities will be destroyed. You will need to walk across the ocean floor to reach them. Items you purchase are not affected.

-It's a Long Way Down. (+200): The Climber and DUNBAT are both inoperable for the duration of your Jump, including the DUNBAT you can purchase. Reaching the Abyss will mean rappelling or the most horrible BASE Jump of all time. Getting back will mean scaling a cliff face higher than Everest. Good thing those high pressure suits boost your strength.

What Coin Toss? (+150): By default, this Gauntlet is a separate universe than the one the SOMA game takes place in. With this drawback, the two merge. Simon never wakes up, and Catherine's brain scan is never uploaded by the WAU. The ARK is still on Earth and the poisoned structure gel is still locked in Omicron. Unless you do something about it, they're going to stay there until the WAU absorbs them or the station collapses.

Feel free to ignore them if you're okay with 50 or more sentient minds in a virtual world possibly being lost forever. The ARK is the last of humanity, aside from two humans on life support.

-Your Final Mission. (+150): Before your Jump ends, you have to get the ARK to Phi and launch it into space. The ARK is currently located in Tau. If the launch doesn't go as planned or the WAU eats the ARK, you lose the Jump.

Resolution Errors. (+150): Something about your brain really doesn't want to be scanned. You can operate pilot seats without issue, but trying to make a virtual copy of your mind and give it

consciousness will be a horrible nightmare for that virtual person. They could constantly see virtual worlds as fake, screaming to be let out and begging not to be turned off. They could be in constant pain and beg for death, requiring you to kill a sentient being.

Hopefully you never need a digital clone of yourself.

They are not us! (+150): A copy of your brain as it is right now has been used as a template for Artificial Intelligence for years. Many of the robots and proxies you meet in Pathos II will have some part of yourself in their behavior and thinking. If the way they hum your favorite songs or seek out things you enjoy to guard doesn't creep you out, the way they react when they notice you will. Have you ever had a feeling of complete desperation as your worst fears were confirmed turn instantly to rage, directed at whatever happened to cause that feeling? Don't startle the witch.

Unless you take "The AI Does Not Hate You" any enraged proxies you hide from will stop looking for you like they normally would.

-They're not us! (+500): Are you sure you want to do this to yourself? Depending on the kind of person you are, this could end your Gauntlet right here. You lose all memory of having started on a Jumpchain, including the reason why you're here right now. You could remember the game SOMA, but you won't remember why you're in it.

At least not immediately.

At some point during your Jump, you will be reminded of your history as a dimension Jumper and start to regain your memories. Your hundreds or thousands of years worth of memories, all from different lifetimes and universes you remember as being fiction. You won't go insane or die from the stress, but other than that reality will ensue. Worst of all, any humans or robots you talk with will act like you being a Jumper is completely normal. Good luck convincing anyone of why it freaks you out. Assuming that learning your whole idea of existence and identity is a lie would freak you out, that is.

EMP Effect. (+200): For whatever reason, you're vulnerable to electromagnetic pulses. Around one out of six proxies you'll encounter has some measure of an EMP effect. They will activate at random and cause you to black out while they're active, making it look like the proxies are teleporting. Somehow your consciousness won't be cut off when you're frozen by an EMP. You'll see black for the amount of time you're unable to move, which will usually be a few seconds. A proxy will never teleport into you and kill you instantly, nor will they kill or notice you while you're EMPed. They could move right next to you such that one step in their direction would bump them, though.

Monster Magnet. (+200): Normally, proxies will sometimes wander away from your position if they don't know where you are. Now they'll gravitate to the general area you're inhabiting, and patrol there until you move somewhere else. You can still hide from them.

You didn't take EM Interference, EMP Effect, or The AI Does Not Hate You, right?

The Outsider. (+200): You look and feel exactly the same as you did before you took this drawback, but people act differently now. Whenever you see a human or intelligent being that isn't hostile toward you, they scream in fright and try to run away. What's wrong with them? You're clearly still yourself! Sometimes you have to fight not to hold open their mouths and fill their lungs with structure gel, but that's normal. You're under duress, but still human. Human human human.

Don't look in the mirror.

-I Don't Even Have the Small Guns Anymore. (-100): It's not only the humans and friendly robots who act uneasy around you. You can sense hesitation in some of the proxies when they start their approach, like every step in your direction could be their last. They seem to avoid the rooms you're hiding in, and search less thoroughly unless you're actively bothering them.

What are they so afraid of finding?

Constraints and Variables. (+300): Dead bodies pick themselves up off the floor, tearing into the WAU with hands of lightning and fire. All of them scream curses at a man named Ryan, like he's the one to blame for their tortured existence. Sometimes you'll walk down a hallway and notice a sickly looking child draining structure gel from a biomechanical vein on the wall. Only a few steps away is a monster with eight glowing yellow eyes and a scream that cuts through your resolve like a foghorn in a thunderstorm. Nobody else can see them, and nobody else can be harmed by them. You can.

Beta Release. (+300): A combination of water damage, shock from the comet impact, and WAU infection has left everything that could be considered software in a state of constant disrepair. At least that's what it seems like. When you're around computers will glitch, automated systems and pilot seats will malfunction, and virtual minds stored on cortex chips will act erratically.

Strangely enough, this effect doesn't apply to Artificial Intelligences contained in a biomechanical body or an Omnitool. They act normally.

Don't get near the ARK.

Sensory Deprivation. (+300): You lose the ability to hear for the duration of this Jump. Among other things, you'll have to rely entirely on EM Interference or something else to tell when a proxy is nearby. Communicating with anyone will difficult. For another 50 points, you can remove your sense of taste or smell. Removing both adds 100.

The AI Does Not Hate You, Nor Does It Love You. (+300): By default, the WAU isn't commanding anything in PATHOS II to kill you. Unless you're right next to them or doing something they don't like, the proxies usually won't go out of their way to end your life. Almost all of them will lose interest if you put a barrier between them and you or hide under something for a few minutes. It's implied their aggression is a side effect of the structure gel used to revive them, not an attempt on your life by the WAU. The WAU could arguably be something close to benevolent.

If you take this perk, that gray area vanishes. The WAU is supportive of your demise, and so are the proxies. They see you as a threat to continued human life and will actively pursue you with the intent of killing you. Funny how that works out.

Thankfully none of them are invincible, and the ones that aren't made of vulnerable flesh are clunky hunks of metal. Except for any of them stuck in a high pressure diving suit, which gives the wearer increased strength at no cost to speed. Or in a vehicle like the DUNBAT, which could clearly move quickly and swing hand when frenzied. Pathos II is an underwater research facility.

Good luck.

Faulty Construction. (+300): You will only ever be able to visit each main building in PATHOS II once. After you leave, they'll collapse entirely within the hour and destroy everything inside. Smaller outposts will remain structurally sound. Alpha's collapse won't kill the WAU, but it will establish you as a high threat to the preservation of human life. The collapse of other buildings due to this perk won't bother it much.

I would make Upsilon your second to last visit if I were you. The largest geothermal power plant in the world collapsing in an instant isn't something I'd call survivable.

Zeroth Law. (+400): You are incapable of treating a virtual mind any differently than you would a "normal human." If you make a copy of someone to get a security access code, you can't delete it or leave them for dead unless you're comfortable with doing that to a person. If you find a mangled robot with a human mind uploaded into it, you'll need to help them before moving on. You'll still think of proxies as murderers, but murderous humans. Killing them in particularly brutal ways could make you feel like a serial killer.

“We love our customers. ~Robotica.” (+500): Before you read any further. Pick a goal for this Jump. It can be as specific or broad as you want, but it has to be something you're capible of achieving. "Escaping alive," "killing all the monsters," and "saving everyone on Pathos II" are all good options. Your sanity will thank you if it isn't too difficult.

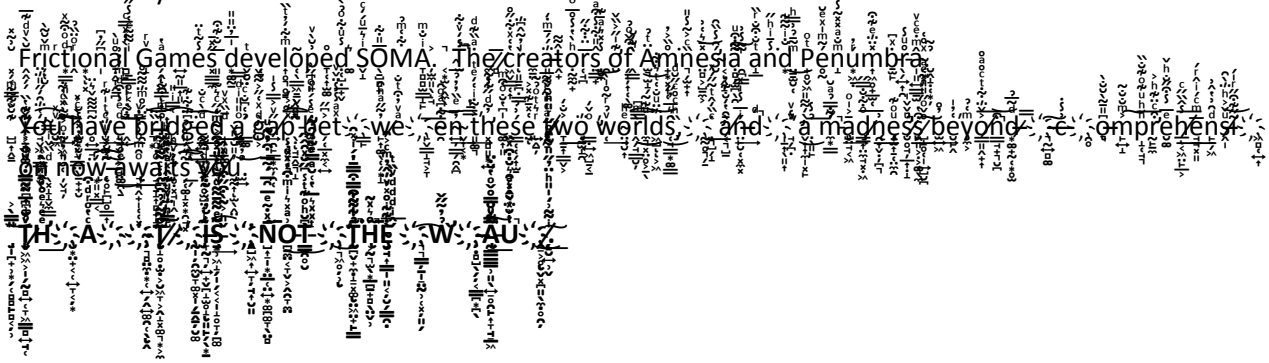
Have you picked it? Good!

You now interpret that goal in a way that makes perfect sense to you, but not to anybody else. Escaping alive may entail ignoring the escape vessel entirely and loading yourself into the Omega Space Gun, killing all the monsters could be defined as murdering the proxies but keeping a certain EMP using psychologist alive, and saving everyone on Pathos II would require you to get brainscans of everything that isn't dead and put them on the ARK. This includes the WAU, because it's self aware. The only thing you value more than this goal is your own self preservation, and you need to complete it before you can end the Jump.

Depending on your goal, the proxies, WAU, and Dr. Ross could oppose you violently. Does it sound exhausting to fight everyone over a goal you know is important? Now you know how the WAU feels.

Ph'nglui mglw'nafh Cthugha PATHOS II n'gha-ghaa naf'lthagn. (+1,600, no other Drawbacks can be taken.):

What have you done.



Escape:

Death: You are cured of any psychological problems or physical injuries you received and keep your perks and items. Drawbacks you took vanish. You still have your humanity. You begin your next Jump without anything from this Jump except memories.

Survival: The shuttle departs and you are treated to an enjoyable view of PATHOS II disappearing beneath you. You are cured of any psychological problems or physical injuries you received and keep your perks and items. Drawbacks you took vanish. You still have your humanity.

As a reward for completing the Jump, a copy of the ARK without any inhabitants and a pilot seat appear in your Warehouse. You and any companions you want are able to transfer your consciousness into the ARK at any time, without any problems with copying. The ARK is an almost perfect virtual simulation that can be modified from the inside and outside by the development team, which is you and whoever else you want. It can never leave your Warehouse, but can be modified and upgraded by any technology and Perks you have. If you need a vacation or want to play through this Gauntlet again as a Disciple of Old Man Henderson, the ARK is there.

Notes:

Thanks to the posters in the thread who suggested Perks and Drawbacks.

The ARK isn't a hyperbolic time chamber pre-spark. Post-spark it can function as one.

Some information for the locations section is taken from Soma.wikia.com. Specifically the PATHOS II article.

There are multiple ways to figure out enough about the Wau's modified Structure Gel to produce it with the right facilities. One of them is combining You Are Smart or Measuring the Marigolds with the Flash Drive from Omicron. Another is combining You Are Smart and Measuring the Marigolds without the drive and using the research facilities at Omicron. Those aren't the only ways.

Flash Drives:

The drive containing data on power generation, geothermal boreholes, electrical engineering, autonomous repair, and Universal Helper robots must be opened in Upsilon. Look for a computer near the staircase to the communications tower.

The drive containing data on the shuttle transit system, cargo vehicles like the DUNBAT, construction used in PATHOS II's buildings, the airlock and pressurization systems, and miscellaneous parts and materials shipped to and from the facility must be opened in Lambda. Look for a computer with a survey about participating in the ARK project.

The drive containing data on the manufacture of extremely durable and aerodynamic payload incasing "bullets" capable of instant acceleration to terminal velocity and exiting the atmosphere without damaging their contents must be opened in Delta. Look for a computer with more than a thousand games of chess played by the former user.

The drive containing data on brain scanning, pilot seats, miscellaneous research projects undertaken by the PATHOS II scientists, and simulations like the ARK must be opened in Theta. Look for a computer used by the former chief of security.

The drive containing data on PATHOS II's marine life, advanced hydroponics, power suits, the version of Structure Gel understood by the scientists, and research on the effects of the WAU's modified Structure Gel must be opened in Omicron. Look for a computer in a clean room dedicated to the study of Structure Gel.

The drive containing data on PATHOS II's incredibly advanced life support systems, the Climber, and hints into AI psychology must be opened in Tau. Look for a computer in the living quarters behind a locked door.

The drive containing data on the Omega Space Gun must be opened in Phi. Any computer will be able to open the drive. The Omega Space Gun is an electromagnetic railgun running from the Abyssal Plain to the surface of the ocean, capable of precision spacecraft launches which takes around 45 seconds from countdown start to successful orbit. It can remain functional on a planet struck by a comet. That technology can be adapted in numerous ways.

The drive containing information on the construction of PATHOS II's launched satellites must be opened on the Omega platform on the surface, requiring you to climb the Space Gun to reach it. The air on the surface is toxic, but you will be able to survive as if you were wearing an airtight diving suit. It isn't clear what satellites PATHOS II launched, but they were likely compact, advanced, and well designed. It is possible they had received military contracts they were unable to fulfill due to the comet striking the Earth. Any computer on Omega will be able to open the drive.

The drive containing information on PATHOS II's AI research must be opened at Alpha. This is a risk/reward situation. PATHOS II has made incredible progress into every kind of artificial intelligence,

including accidentally creating a self-aware general AI capable of self improvement. The only thing they didn't reach was the Singularity, but arguably they came close. That's the reward. Here's the risk.

There are no working computers in Alpha. The WAU has completely taken over the facility and absorbed almost all of them into itself. The rest are clearly broken, meaning there is no easy way to insert the flash drive and access the files. Unless you have Perks that allow you to get the data another way, you'll need to stick the flash drive into the heart of the WAU to transfer the files to your Warehouse and Omnitool. This will cost you your arm.

Don't feel bad about taking How Did You Do It. It doesn't spawn people and kill them, it spawns their bodies and all the useful stuff they "left behind." You aren't creating human suffering.

Measuring the Marigolds will understandably not make you immune to madness if you take the Lovecraft drawback. It will help.

If you can think of a creative result from combining Perks that work together, 99% of the time it's going to be allowed. Friday the 13th VII was still a horror movie. You don't need to be the only one afraid.