

DISCO ELYSIUM

Version 1.3 by MDAnon

"The furies are at home in the mirror; it is their address.
Even the clearest water, if deep enough can drown"
-R. S. Thomas

ANCIENT REPTILIAN BRAIN - There is nothing, Only warm, Primordial blackness. Your conscience ferments in it - no larger than a single grain of malt. You don't have to do anything anymore.. Ever. Never Ever. An inordinate amount of time passes. It is utterly void of struggle. No ex-wives are contained within it.

YOU - What was that about the *ex-* something?

LIMBIC SYSTEM - An awareness creeps up on you. A mass lies hidden in your dead angle, soaking in some lurid acidic sauce. It's bloated and shameful, a ball of meat surrounding you... This is a terrible line of questioning, and it will only lead to more awareness of the meat-thing.

YOU - No, I wanted to know about the ex-something.

ANCIENT REPTILIAN BRAIN - Ex-love, ex-tenderness. It is foolish of you to resurface to the loss. Not after all the damage you suffered to get here, some of it irreversible... Stay, sail with me through the Abyssopelagic Zone!

YOU - No, I want to get off now. I like pain and burning light and wanting things from people who don't want to give them to me.

ANCIENT REPTILIAN BRAIN - Somewhere in the sore, bloated, man-meat around you... *A sensation*! Like a fly to ointment your consciousness sticks to it. The limbed and headed machine of pain and undignified suffering is firing up again! It wants to walk the desert. Hurting. Longing. Dancing to disco music.

YOU - Mother, help me, there's a head attached to my neck and I'm *in* it!

LIMBIC SYSTEM - The stench of liquor rises from your mouth and with it... AN UN-GODLY HEADACHE!

YOU - Help! Someone! Cut my head off, it's trying to murder the rest of me!

1. - [Open your eyes...]

INTRO - Welcome to Elysium, more specificaly Revachol. The former world capital, now disgraced and wartorn. You will be entering into the world in the district of Martinaise. A particularly poor and rundown district north of Jamrock that is on the edge of RCM jurisdiction. You will be shortly waking up in your room in the Whirling-in-Rags after a insane drunken bender. You may choose to take the place of Harrier Du Bois or you may be a drop in. If you choose to take on the case with Harrier take the Rank item for free once, otherwise gain a additional 100CP.

However you are not left destitute for your troubles, below you may purchase up to 1000CP worth of skills, thoughts, and items to help you for your duration here. But first you must choose a catagory of attributes to specalize in. The attribute of your choosing will have all it's perks discounted for you, Choose One Attribute. Additionally choose One Signature skill to gain another discount in. *(Ex: Logic, Inland Empire, Endurance, Perception)*

Attributes:
Intellect - Raw brain power, how smart you are. Your capacity to reason.

Psyche - Sensitivity, how emotionally intelligent you are. Your power to influence yourself and others.

Physique - Your musculature, how strong you are. How well your body is built

Motorics - Your senses, how agile you are. How well you move your body.

INTELLECT



Logic - Wield raw intellectual power. Deduct the world.

200CP - Deductive Reasoning -
You are skilled at breaking down the big picture into smaller more managable and understandable chunks. You will notice the smaller details that once escaped your grasp.

400CP - Flash of Inspiration - We all have our moments of genius every once and awhile. However your mind has been enhanced where you find you will be struck by sudden epiphanies when you least expect it. Especially when you truly are stumped on a problem.

600CP - Jamais Vu (Derealization) - A simple mind simply accepts the reality that they are born into, however a brilliant one questions. Why, Why, Why? By questioning even the most simple of Axioms you are able to find novel and new applications of things you once took forgranted and possibilities that once seemed impossible perhaps are not so impossible as they seem.



Encyclopedia - Call upon your knowledge. Produce fascinating trivia.

200CP - Date of Birth Generator - Your knowledge is ingraned within you like stone, Sure the rocks are eroded and the inscriptions faded but still it remains. You are always able to recover information that you have lost about yourself, even through complete amnesia with work. Additionally you posses perfect recall for the memories you still do posses.

400CP - Know it All - You are a treasure trove of (Mostly Useless) knowledge. You know just about every minor historical detail and fact about literally any thing. This knowledge is not specific unless the thing in question is famous. Your knowledge bank of trivia facts is updated with each jump/setting.

600CP - Wompty-Dompty Dom Centre - If you can manage to rant in people's ears enough with your endless stream of fascinating trivia you are able to earn cold hard cash! For some reason everytime you manage to share a factoid about something you will find a small amount of cash near you in the future. Additionally learning more information also leads you to finding money. Don't ask where it's coming from though.



Rhetoric - Practice the art of persuasion. Enjoy rigorous intellectual discourse.

200CP - Nitpick - You now have the ability to easily notice any fallacies, flaws, or contradictions in any argument or statement someone makes, including your own. While this will help you win debate class it certainly isn't going to make you any friends.

400CP - Here's 20 Real! - Things always get a bit easier when there's money on the table. Bribery has become a great substitute for actual arguments and you are slimy enough to get away with it. You can now get away (most of the time) with straight up bribery even to a police officer, so long as you don't call it as such. Additionally anyone who accepts your bribes is much easier to convince as you metaphorically have them in your pocket now.

600CP - Human Can Opener - You can metaphorically open people like cans. Your arguments, threats, and commands with a little persistence can get almost anyone to crack and spill their guts, or even break apart their entire worldview. You could probably solve mystery cases by simply talking if you tried hard enough.



Drama - Play the actor. Lie and detect lies.

200CP - Detective Cousteau - Sometimes you can substitue clever deception and convincing lies with pure bludgeoning of stupid lies. Should your lies be small enough you can literally convince someone through sheer repitition. Additionally this perk grants you the knowledge on how to make actually convincing lies with a bit of work.

400CP - Human Lie Detector - You are now nature's fineist lie detecting instrument. You can sense when someone is lying to you on pure instinct. Now this lie detection is hardly specific however and it is hard to pinpoint what exactly was the lie, but you will feel that a falsehood has been spoken.

600CP - Thespian - You are an expert level actor, to the point where you could even fool yourself. This acting skill also transfers nicely to your lying ability after all what is acting but a convincing lie. You also get an amazing raspy singing voice to sing karaoke with.



Conceptualization - Understand creativity. See art in the world.

200CP - Actual Art Degree - Okay you might not have an actual art degree but you have the equivelent knowledge of a college art professor. You find that analysing art soothes your emotions and raises your moral.

400CP - Art Cop - Every mind has some level of artistry in it, even if it is a bit crude. Criminals are no different. You can visualize the intent of a crime scene by analyzing the creative significance of it. The more artistry went into the crime itself the more you can recognize and see the artistic intent behind it. Even if it is just a brutal gang beating, there is art to be found.

600CP - White Mourning - The world has never been kind, it is just filled with moments of happiness, only for it to rip it all alway. You are now experienced with loss and have developed a depersonalized perspective on the world, perhaps to get away from yourself. You can now see things as they really are completely unsubjective.



Visual Calculus - Reconstruct crime scenes.
Make laws of physics work for the Law.

200CP - Physical Deduction - You may not be booksmart but your practical mind can understand the general physics of things easily and how something could have potentially occured. After all the world is a deterministic place.
If you were to go into the physics field you would be a naturally talented student.

400CP - Detective's Eye - You have a genius level skill in investigation and any kind of detective work. With persistent effort you could probably match the skill of a certain Sherlock Holmes. Solving most cases for you is like child's play in your peak. Perhaps you will get some more challenging cases to put your true potental to the test?

600CP - Visual Overlay - Your investigative skills have become so honed that you have developed a 6th sense, you are able to activate a visual overlay which displays objects of use and relevance to any task you are currently performing. For detective work for example you might notice the exact size and make of the boot prints in the mud, or that glowing trash can that contains your case notes…. You should probably go get those.

PSYCHE



Volition - Hold yourself together. Keep your Morale up.

200CP - Rigorous Self Critique - By closely analyzing your own failures you are able to quickly deduce exactly where you went wrong in any endeavor and how to best potential avoid making the same mistake twice in hindsight. Unfortunately this has a damaging effect on your morale due to you being able to see every mistake you made.

400CP - Volta do Mar - You are filled with the ancient poems of sailors of old. These sea songs were used to pass through the pale and keep one's mind focused. This has granted you the skill to always keep yourself focused on a task, and through osmosis keep others in line as well. Additionally you have a natural resistance to the pale thanks to your training.

600CP - Waste Land of Reality - No matter how bad things get, or how beaten you are so long as you are alive you can always return to your peak. Even if you ruin your body and mind though your progression may be slow you will always bounce back given time and effort.



Inland Empire - Hunches and gut feelings. Dreams in waking life.

200CP - Imagination - Allows you to literally talk with inanimate objects, concepts, anything you can imagine. Your skills and abilities will also chime in to talk. Their personalities depend on the skill itself or the ability. Best embodying it. You are not literally talking with these objects out loud, it's only in your head after all.

400CP - Cuckoolander - Your mind is brimming with creativity and a mix of madness. You always have creative ideas, strange tangent thoughts, and a strong connection with your emotions allowing you to always know how you are truly feeling. This will future boost the Imagination Perk making your encounters with imaginary animated concepts and objects more common.

600CP - Motorway South - Ability to sense the pale/supernatural forces and divine the past. Due to the nature of Disco Elysium this allows you to somewhat predict the future in a roundabout way. These semi future visions will still occur in other settings too despite any differences in physics. These future/past sights are not limited to visions either, If you have Imagination they might manifest as something as crazy as say… a corpse talking to you. Unfortunately these visions/messages are almost always cryptic or vague at best, and you cannot control when or what these visions will be or just that they will be somewhat relevant to you.



Empathy - Understand others. Work your mirror neurons.

200CP - What's This Kid's Deal? - With a bit of talking you are able to suss out the internal situation with a person. Their general living situation, emotions, and outlook on life. This is not mind reading however it allows you to read a person with a little more accuracy.

400CP - Overproductive Honor Glands - You have an innate sense of honor, for yourself, for others. You know a great number of ways to help others in any situation. As a bonus, doing honorable things for other people also makes you much more likable by everyone. However this may end up with you becoming people's tools if you follow it too closely.

600CP - Mirror Neurons - Your mirror neurons have been densified to the point where you can read people like a book. Almost no minor detail of their personality, emotional state, anything escapes you. You could probably tell a general person's life story after an hour of conversation and know them deeper than they know themselves. However while using this ability you are hyper empathetic and you feel every emotion that the other person does down to each neuron's pulse.



Authority - Intimidate the public. Assert yourself.

200CP - Bringer of the Law - People always recognize you as an enforcement figure by simply saying "I am the law". Though if you fail to actually enforce any law this effect will not last.

400CP - Stand Your Ground - You are not the only one in this world with Authority, others have much more tangible authority than just that white RCM sticker on your back. It is vital to recognize the pre existing hierarchies where you see them and know how to best approach them. You will be able to resist the attempts of others to utilize their intimidation tactics on you, and you will always recognize who the "Top Dog" is in a group and how best to socially approach them.

600CP - The Eyebrow - Your Authority is off the charts. Every fiber of your being radiates with reckless authority so much so that even small gestures can manipulate the weak willed. This is far from mind control however it enables you to practically puppet some meeker types of people with pure body language alone.



Esprit de Corps - Connect to Station 41. Understand cop culture.

200CP - Cop Code - You innately understand the coded language of cops and any other codespeak you may encounter in the future. This fluenancy runs so deep that you might accidentally speak pure codespeak instead of your native tongue.

400CP - Pulling Rank - Ruling through pure authority is straightforward and simple, however sometimes a pure show of imperious action is not enough to get others to bend to your will. Thus you can now resort to another method, pulling rank. If you out rank someone you are able to order someone to do something they might be reluctant or too stubborn to do. This works best if the person is your direct subordinate by law however it can work on plain

civilians if you are demanding enough. This won't force people to do something they would never do and it certainly will make them dislike you. But in a pinch or an emergency strong arm authority is a must. It can also fail if the person hates you, would endanger themselves, or go against their morals.

600CP - Detective Arriving on The Scene - You find that you are always presented with the most interesting mysteries, situations, and puzzling occurrences that when pursued with vigor will lead to personal growth, wondrous sights, and interesting people. You will never want boredom or an interesting tale to tell.



Suggestion - Charm men and women. Play the puppet-master.

200CP - Flattery - You have the good social sense to know what to say, and when to say it. You know how to flatter an ego or two and manipulate people's emotion to a degree. However should the other person see through your manipulation you might have a problem on your hand.

400CP - Homosexual Underground/Life Long Heterosexual Partners - You are always able to find life long friends and potential romantic partners wherever you go. Your bonds of friendship will be strong ever to the point where if you were to go down the shitter your partner would still try to save your sorry ass (Even as they curse you out whilst doing so).

600CP - Disco Dancer - Whether it is simple physical attraction, a charming personality, or simply because you look like an unassuming guy/gal people are surprisingly accommodating of you. For example a detective investigating you might simply overlook you as a possible suspect completely. This is not a mere consequence as you can literally compromise people's internal thought processes into your favor. This does not work on everyone and if you antagonize them enough they can eventually break your spell over them.

PHYSIQUE



Endurance - Take the blows. Don't let the world kill you.

200CP - Hobocop - You are a urban survivalist. You dont NEED things like a house, or money. You have all the trash and salvage you need. You have amazing scavanging skills and are a expert at living the homeless life. Additionally you are practically immune to food poisoning and highly resistant to disease.

400CP - Heartstarter - Your body is an absolute mess, you are overweight, you've been doing drugs for the past 30 years, and your liver is practically a brewery. However your body has coped and you now have a resistance to heart attacks, organ damage, and internal bleeding. To the point where a fatal amount of organ damage for a normal person would merely just be a serious ER visit for you.

600CP - Fairweather T-500 - Easily able to wear even the most bulkiest armor without any physical impairment. Also increases the likelihood of being hit in any armor you are wearing rather than your exposed parts. Additionally you also have a higher resistance to damage of a kind to that of wearing a chainmail vest at all times.



Pain Threshold - Shrug off the pain. They'll have to hurt you more.

200CP - Volumetric Shit Compressor - Gets your shit together, in essence allows you to face any insurmountable physical task without your body breaking. You can take beating after beating and still get back up to give it another go.

400CP - Guillaume le Million - The world hurts and you've done a lot of hurting to yourself but you've gotten used to it. People will find it much harder to send you into any kind of pain shock, stunning maneuvers, and or choke outs as you are able to resist against such things that would normally

render you out for the count. You still do need oxygen even if you are getting choked out though so don't expect this to be a substitute for breathing.

600CP - Masochist - Pain is pleasurable and invigorating. This doesn't grant any resistance to the physical harm that the pain brings, however it does grant you an energy boost which really gets the adrenaline running.
Like drinking 12 cups of coffee in one go.



Physical Instrument - Flex powerful muscles. Enjoy healthy organs.

200CP - Ballgame - It is a Ball Game, Grab a ball and play it. Of course you possess the strength required to do so as you can deadlift 400lbs easy. Additionally you get a professional level skill in any ball game you wish. Now stop thinking and go play.

400CP - Anti-Object Task Force - Your body is a hammer and the world is your anvil, what else can you do but smash it to bits, reforge it in YOUR image. Your blows against inanimate objects are extremely effective, as though your attack strength was doubled. Additionally you seem to heal from obliterating objects.

600CP - Coach Physical Instrument - Your body is a well oiled machine, and as a well oiled machine it must be well maintained. Your body has a slow regeneration factor allowing your organs to heal on their own (at a snails pace however). Additionally you find it is incredibly easy to improve yourself physically, consider it a double learning rate for your body.



Electro-Chemistry - Go to party planet. Love and be loved by drugs.

200CP - Magnesium-Based Lifeform - Your body has long since adapted to the sweet nectar of life. Speed, Crack, Alcohol, Pyrholidon , name it and you've done it. Why suffer through drug tolerance when there is so much more fun you could be having. From this point forward you will not grow tolerant to any drug if you wish not to.

400CP - Opioid Receptor Antagonist - Your body has developed an ultimate tolerance against your fun lifestyle. If you wish you can be completely immune to all effects of drugs. This immunity is not selective so if you wish to have FUN again you will have to disable it.

600CP - Hardcore Aesthetic - Drugs and Disco, that has always been your goto why change now? When you engage in copious amounts of drug use you will find that your abilities grow and grow. A detective living the self-destructive life of a rockstar could solve almost any case even those considered unsolvable, at the price of their body and mental health of course.



Shivers - Raise the hair on your neck. Tune in to the city

200CP - Street Smarts - You are naturally street smart. You always seem to know where to go, who to and who to not talk to. What's trustworthy and what's sketchy in urban environments.

400CP - Whispering Wind - Somewhere far far away over the clouds, deep in the distance fog something is happening. There is always something happening but you are not always present to ever know of such things. However for whatever supernatural reason you will occasionally get random flickers of semi-relevant information and a view on a situation that you would have no natural way of knowing of. It can be anything from merely a vision of a location with something you might need, to hearing a conversation taking place about you, to simply just a random

vision. You can never tell how useful a vision is unfortunately and the visions are completely uncontrollable.

600CP - Speaker of the City - You are able to speak to Genius Loci of whatever area you are in. This unlike what Inland Empire is the location actually speaking to you in your mind. The Genius Loci always seem to know things that will happen in the future however it is extremely hard to hear their voice. It will require the right circumstances and the right mood for you to hear the voice.



Half Light - Let the body take control. Threaten people.

200CP - Goddamn Flamethrower - The world is a wooden house after all and you are a goddamn flame thrower. You are extremely intimidating to most people, only slightly less so than a rabid dog. You protrude an aura of danger and unhingedness that only most meth addicts possess.

400CP - Cop of the Apocalypse - The world is going to shit and not a goddamn thing is being done about it. Fine you will just rely on yourself as always. You have an innate danger sense to when things are about to go to shit, you can always read the air and tell generally what is probably going to happen in the next couple of seconds, giving you valuable seconds to act.

600CP - Kill Him - Kill him now, he thinks you can't do a goddamn thing, prove him wrong. You can always identify a perfect opportunity to sock someone where they aren't expecting it, your hits will be solid and it will definitely leave a mark if not outright knock them unconscious… or kill them. Using this however will make you much more unhinged and violent, but equally ruthless in a pure inhibitionless rage state.

MOTORICS



Hand/Eye Coordination - Ready? Aim and fire.

200CP - Catch! - No more slip ups you will never accidentally drop or lose your grasp on any item. And even if you somehow do you will always be able to perfectly catch any object falling near or thrown at you.

400CP - Armsman - You are well versed in almost any conventional weapon, firearms, swords, knives, you know most if not all the information from the caliber of bullet, length of blade, and the manufacturer. This also grants you atleast novice skill in utilizing those weapons.

600CP - Crackshot - Your aim is second to none when it comes to throwing, shooting, hell you could take the eyes out of some poor bastard wearing a full set of Fairweather Ceramic Armor. You can still miss of course but the likelihood of you missing is almost 0% and you would have to really be trying to miss.



Perception - See, hear and smell everything. Let no detail go unnoticed.

200CP - Vigilant - You are almost always on the lookout. You have been on alert for so long that it is almost unconscious. You will find yourself idly detailing every little detail and happenstance in any situation. This in effect increases your passive alert level dramatically to the point where it would be hard to catch you off guard.

400CP - Searchlight Division - You have a natural talent towards finding things. Given enough time you could find a small plastic badge in a massive city with effort and time. Though this doesn't grant you the detecting skill to best find things you will be able to find most things in a short period of time through unskilled search methods.

600CP - Col Do Ma Ma Daqua - Do you hear that? Of course you do, you've always heard it. Though you may of not been aware of it the sound always remains. Your senses have been pushed to a near superhuman limit. Additionally you are able to "feel" any possible sense that may be out of your true sense range.



Reaction Speed - The quickest to react. An untouchable man.

200CP - Quip - Your brain has a select portion made for constantly processing comebacks towards any sentence thrown your way. You will always have a creative comeback to throw at people whenever you need one.

400CP - Finger Pistols - You are an exceptionally quick quickdraw, enough to make even a gunslinger envy (if they didn't die from your first shot that is). This swiftness applies to any combat maneuver you could perform, not just a simple gunshot, roundhouse kick, magic spell, you name it.

600CP - Bullet Time - Time Slows as the neurons in your alcohol ridden brain fire, bringing the world to a crawl. At will you are able to enter and exit this Bullet Time mode allowing you time to think through your actions. Though this does slow down your perception of time to 1/100th of its speed it does not grant your body such speed. It is also extremely tiring to use due to it dumping all your stored adrenaline into your bloodstream.



Savoir Faire - Sneak under their noses. Stun with immense panache.

200CP - Slip away Unnoticed - You are adept at sneaking and skulking around (And also running away from minor debts due to property damage). So long as you make an effort to be sneaking you will find your foot falls mostly silent, and your form somewhat hidden.

400CP - Teleport to the Roof - You are able to perform impressive acts of agility some would consider supernatural like teleporting to a roof (Not really, but it is impressive "You didn't teleport you just climbed the ladder with your eyes closed!"), oh and you are also able to bust out the sickest dance moves in all of Jamrock, now go get your groove on!

600CP - Light Bending Mega Rich Guy - Money makes the world go around, so it must be a physical force, like gravity. Money makes more money and eventually it becomes a singularity. You are literally able to bend light around you with a power equal to the amount of wealth you possess.
If you were say a billionaire you could make yourself almost invisible besides a single light point where your center of mass was.



Interfacing - Master machines. Pick locks and pockets.

200CP - Sleight of Hand - Your hands always itch when you an object right for the nicking. Your kleptomaniac tendencies have trained your hands to be quick on the steal and on the lockpick. You can now lockpick most normal locks in a matter of seconds and can easily pickpocket people by simply just bumping into them and stuffing your hand into their pockets, there is a very high chance they won't notice.

400CP - Kinetic Dressage - You was built for the car and the car was built for you. When it comes to driving you are akin to a professional racer. Your driving manuvers would put any bastard on the highway to shame. And you aptitute for learning new driving tricks is legendary

600CP - Torque Dork - Your body is a biological machine and as a machine it is only right that you know your inanimate brothers too. You are naturally gifted in the arts of all things machines. Engineering, Operation, Repair you know it all. There is never a machine in the world that you cannot use or understand.



Composure - Straighten your back. Keep your poker face.

200CP - One More Door - Some things are just inevitable, not all doors open in the world and you will have to learn to accept that. If you were unable before you are now able to accept the inevitable of things and learn to gain the strength to endure such pains/loss. This will also grant you the ability to know when your efforts are ultimately futile.

400CP - Lonesome Long Way Home - You are a long way from home, surrounded by conflict, angry people, and a world that hates you. Put on a strong face and continue. Your moral will be iron strong when you are committed to a task and you will have the motivation to see it to completion so long as you work towards it even as the world beats you down over and over again.

600CP - Poker Face - You are able to hide your emotions and true intent exceptionally well even from yourself. You will never be seen caught off guard as your face could literally be made of stone and no one would tell. This perk prevents people from reading you completely. Only if you want someone to know something about your feelings can you voluntarily express it otherwise you will be unreadable.

THOUGHT CABINET

100CP - Kingdom of Conscious - God is in heaven, everything is normal on earth. The world doesn't get better in a heartbeat, but with slow incremental change you can always make the world a little bit better. By simply doing simple good deeds you make the the world infinitesimally better by just a small amount.

100CP - Advanced Race Theory - You have a almost scientific level knowledge on every species and race. You know every racial stereotypes, slur, strength, weakness, everything a race could have. Updates each jump/ setting.

200CP - Regular Law Officer - Boring, you are boring. Throughout all your life you've been trying to be special but you've finally done it, you are normal. Well atleast in the perspective of other people. You have a perception filter around you that makes you far more boring then you have any right to be.

200CP - Cleaning Out The Rooms - You are able to compartmentalize yourself at your leisure, allowing you to stuff away bad memories to be forgotten whilst leaving those you wish to keep, consider it a defragmentation of your mind. Additionally this lets you start fresh by granting yourself intentional amnesia

400CP - Indirect Modes of Taxation - Fucking taxes, the man is always trying t o keep you down on your luck, stealing your hard earned money straight from your fingertips. No more, you are now somehow exempt from taxes. ALL TAXES. Mundane and Supernatural included.
Additionally you gain amazing financial knowledge in investment and money handling.

400CP - Mazovian Socio-Economics - You are able to insight revolutionary ideas in others. Despite how low your authority may be your words still hold weight and power to them. If you are able to get enough to listen to your ideas you could potentially kick start aa revolution in but a few years time, maybe less.

400CP - The Precarious World - God does not throw dice, bullshit your entire life has been a dice game. This thought perk offers both positive and negative effects. Your successes will be legendary, however your failures will be crippling. Additionally your success with this perk enabled is highly influenced by random chance, but your skill is still a critical factor in the equation.

400CP - Some Kind of Superstar - Lights, Camera, Action. The world's a stage and you are the supercop within it. You are able to make the most mundane mystery into an action packed CSI level investigation. You have a new affinity for drugs, sex, violence and being the best goddamn detective this side of Revachol. Unfortunately this demands a high level of delusion of your actual status within the world as a depressive beat cop to maintain this ability and insanity. Essentially you will always find yourself in situations that will always be interesting instead of your boring depressing mundane life. Also you have plenty of opportunities to find attractive “Partners”.

ITEMS



FREE - Horrific Necktie - This ugly and horrific looking necktie has a strange tendency to speak to you in your mind, encouraging you to perform self destructive behaviors such as drugs, violence, and any other bad idea that is possible.

50CP - Toolbox - A simple toolbox containing a number of tools such as a flashlight, prybar, and chain cutters. It also contains any common tool you would require in a new setting



100CP - Rank - A Rank in the RCM. Each purchase increases your rank. You can also refuse to rise a rank when purchasing this for a for a second time to get a yefreitor which is essentially seniority in that rank. The ranks are as follows Junior Officer, Patrol Officer, Sergeant, Lieutenant, Captain. Lieutenant is the last ranking that can operate on the field so choose wisely if you wish to rise to captain. Each rank also comes with more responsibilities than the last.



200CP - Pyrholidon - A military drug designed to treat and prevent radiation sickness. However it is more commonly used for its psychedelic side effects. In effect this balm increases the potency of your Psyche Skills/Perks, and anything to deal with seeing the "paranatural". Unfortunately it turns your eyes yellow due to the liver damage, and also gives you temporary hyper photosensitivity. You get a week's worth of doses that replenishes every month.



200 CP - Amphetamine - The Good Stuff, Speed, Crack, Cocaine, whatever you want to call it the effect is still the same. This drug sets your heart beating and your hands shaking yet it allows you to perform incredible feets of motorics increasing the potency of any skills/perks in that category. However if you abuse this drug your heart might simply stop. You get a week's worth of doses that replenishes every month.



200CP - Commodore Red - Red wine you find it loosens your stiff muscles, blurs your inhibitions and makes the world spin all funny like. you find that with this loss of inhibition your Physique skills/abilities are increased in potency. Though your liver will certainly be feeling the pinch. Drink too much and you may end up with a completely memory destroying bender like old Harry. You gain a week's supply every month.



200CP - Smokes Tioumoutiri - Smoking is still cool right? Well it helps calm your mind, gather your focus and wits. When smoking from this pack of cigarettes you find that your intellectual skills are increased in potency. Smoking is good for you and definitely won't ruin your lungs and give you cancer, false advertising! You get a week's worth of packs every month.



200CP - Bag of Dice - A simple bag of d20 dice, though you find these 3 dice have a strange quality. Whenever you roll one you find that sometimes you will get a second chance at something you failed in the past. You could say a second opportunity. Though oddly the die used completely disappears and it wont come back for another 10 years or until your next jump.



100CP - Villiers 9mm Pepperbox Pistol - A standard issue pistol of the RCM. It has 3 shots in total. Upon its side is inscribed "Sunrise, Parabellum"... This isn't your gun. You may encounter a certain drunkard soon...



400CP - Coupris Kineema - The standard patrol car vehicle of the RCM. this marvel of engineering has a rear mounted V12 engine and can reach over 60 miles in less than 10 seconds. It's blaring engine sound is iconic, a brand new one can go for about 40,000 real… try not to crash it.

400CP - Pale Compressor - A strange camera looking contraption. It appears to condense the pale in an area to a single localized point. In theory this device is only a curiosity for study. However in practice this can be used to basically incapacitate anyone in it's effective area so long as it's active. It would take a feat of extreme willpower to break free of its grip.



400CP - Fairweather Armor Set - A Full set of Fairweather T-500 Ceramic Armor, these things are worth practically a fortune but when it comes to life and death there is almost no doubt of your safety. The armor is practically immune to all but the most extreme physical impacts and protects the user by dispercing the physical attack's weight through each tiny little plate, making you highly hard to even knock back.

MISC ITEMS



50CP - FALN Set - You are now the proud owner of the most futuristic and fashionable sportswear money can buy Atleast thats what Cunno keeps telling you. Its actually just a set of nylon clothes.



50CP - The Dick Mullen Collection - This set of books details the legendary (fictional) cases of Detective Dick Mullen. It is a good timewaster, and also a excellent door stopper.

50CP - Disco Elysium - This is a quite simply a copy of the video game itself along with the book “Sacred and Terrible Air” and the OST of the game itself in every format you can imagine.

Companions



200CP - Harrier Du Bois - The insane depressive drunken madman of the RCM. He has the following Perks: Every Pschye Perk, Every Visual Calculus Perk, Human Can Opener, Whispering Wind, and Speaker of the City.

Alternatively you can choose to change his perks equal to the total CP required to gain his perks above.

He has the following Drawbacks: The Expression, Total Amnesia, Eccentric, Overactive Mind x3 (You choose), Broken Body, Intrusive Thoughts



200CP - Kim Kitsuragi - The professional, stoic, and uttler implacable lieutenant of the RCM. He has the following Perks: Lonesome Long Way Home, Torque Dork, Kinetic Dressage, Crackshot, The Eyebrow, and Volta do Mar.

100CP - Import/Creation/Canon - This option allows you to import, create or take a (canon) character to join you during your chain. They have 600CP to spend on this Jump.

DRAWBACKS

100CP - The Expression - This facial thing... has inscribed itself across your facial issues like a carving in stone. It would take a minor neurological miracle to get rid of this creepy smile.

100CP - Intrusive Thoughts - Your mind is overactive and constantly racing. Your skills will constantly speak to you and try to influence your decisions. You will be unable to stop these thoughts from occurring. This will still function even if you do not purchase "Imagination".

200CP - Total Amnesia - For one reason or another your mind has been reset back to square one. Every memory you had for the duration of this jump has been completely wiped out. Hell you've even lost some knowledge on stuff besides your personal memories. You'll recover your memories at the end of the jump.

200CP - Tequila Sunset - Is it a name or a event... you are unsure. However it is your true name now. You feel an almost unstoppable urge to take every drug you encounter. Worst of all you cannot resist the negative effects of the drugs taken. Should you consume enough drugs you will go on a bender of worldbending proportions.

200CP - Eccentric - To put it in light terms you are a bit of a nutcase.
You find yourself engaging in strange behaviors constantly, going off on completely unrelated tangets, and generally being sort of a wacko.

200CP - Overactive Mind- Can be taken up to 3 times. One of your skills/abilities has become a strong presence in your mind. It's constant jabbering and influence is heavy on your mind. You will find yourself almost unable to ignore the compulsions that it tries to give you. it will speak to you on a near constant basis. This effect is stronger the more developed or stronger the ability is.

200CP - Mr Evart Is Helping Me Find My Gun - You owe a serious debt to someone and they have the leverage on you to make you a puppet on their strings. Unfortunately whatever they have taken from you they will not give it back unless you perform various tasks for them. These tasks will not be personally detrimental however it will require you to do some questionable things. You will be practically forced to do these tasks for the entire jump. However you will still have freetime and will only be asked to do something once a month

400CP - Idiot Doom Spiral - You have absolutely terrible luck, and now things tend to spiral out of control you for. It might start with simply losing your keys to your house, next thing you know you've lost everything and are a homeless drunk. You will go through a doom spiral unless you work hard to actively avoid it.

400CP - Lost Gun - Oh my god, its not here, you lost your gun. YOU LLOST YOUR GUN. Well you've lost a bit more than your gun. You've also lost everything that originates from outside of this jump. Perks, Warehouse. All of it is out of your reach until the end of the jump.

400CP - Broken Body - Your body is broken and abused. Through years of neglect you can barely function as simply a living being anymore. You will constantly have to be on the look out for heart attacks, organ failure, or any number of things that could put you in a critical state. You best keep a doctor on speed dial.

400CP - Compromised - I've got bad news for you... Your compromised You know these guys... yeah your skills/abilities/perks whatever you call them, they are compromised. At best they will be unreliable when you need them. At worse they will go against your interests outright.

800CP - Finger on the Eject Button - You are constantly plagued with self destructive and suicidal thoughts. Every month you will be put into a situation where the appeal of suicide will be extremely tempting. You will find it hard to resist these self destructive temptations.

NOTES

You may choose any skill with your signature skill to be discounted, this discount will stack with your attribute discount.
Discounted Perks from 50-100cp are free.

