Welcome to our reality show:

Killing Room

Decadent society of 22nd century is very polarized – great wealth or great poverty, nothing between. And most popular form of entertainment for rich is? Watching poor die. But don't worry, they die willingly and happily because Killing Room is the only way to gain wealth and enjoy life from the other side, the "watching deaths while hysterically laughing" side.

The rich are feeling particularly kind today. Take this, you're gonna need these:

+1000 CP

Made by u/usernametaken18902

Time and space

You start in the grim, dark future of the 22nd century, where human work has largely become irrelevant due to machines doing it faster, better and cheaper, apart from celebrities, company owners and people working as "slaves" who are willing to do things that even machines refuse. You can choose to start in any megapolis in the continental US.

Origins

Contestant — I would congratulate you, if there was anything special about you. But there isn't. You're one among billions of poor (literally) sons of bitches whose only choice is to throw themselves into the meatgrinder of Gore TV. No one really knows or cares where the meat comes from, so you can take this as a Drop-in origin. You are fiat ensured to take part in the death game during your time here.

Audience — Now this is something special! Watching Gore TV is only for rich people who can afford monthly fees (it costs 300 dollars a month while average salary in future is around 150 dollars a month and this average is unattainable for 90 % of citizens). You are now one of these people! Enjoy yourself, won't you?

Monster — Huh. Okay. You are one of the monsters designed to kill poor people in the meatgrinder of Killing Room. Either artificially grown in vats, genetically engineered from existing animals, or reanimated using technology, but regardless of how you came to be, you are a grotesque creature of death and gore.

Features

Also known as perks! You know the drill – 50% discounts for your chosen origin, with 100 CP ones being free.

Undiscounted

Expanded Understanding [200] – a collection of common sense and sensibilities prevalent in this world. Depending on what origin you take, you may receive varying degrees of additional knowledge, essentially expanding whatever origin you may take to include more helpful information. If you were to insert as a regular person, you may have knowledge of various street gangs; if you were a politician, you would have additional understanding of political and economic theory as well as otherwise uncommon knowledge and/or information. If you were a drop-in, you would receive a vague understanding of metamaterials pertaining to the setting you inserted into, akin to having read/watched/listened/played whatever medium the setting primarily existed in. Basically, expands the amount of memories granted to you by your origin.

Rebellious [200] – huh? You say you don't like the regime of this world? Shame, it's not gonna change… not without a driving force to stoke the flames of rebellion. This world utterly sucks, and it is understandable why many would like to change it. This perk doesn't let you do that, rather it gives you the will to at least make some headway, to start the process. Going against the ruthless, oppressive corporations and industries is difficult, but you can persevere. You will find likeminded individuals, start being an annoyance to those at the top, and give hope to the populace. You're still unlikely to succeed, but who knows? One thing for certain – no matter the obstacle in your way, you will never fold in the face of oppression.

Slavish Experience [300] – the only work still done by humans in this day and age are things that even machines refuse to do. People go and perform deadly, life-ending jobs for their corporate overlords, break laws and damn-near kill themselves just for some scraps. Chances are, you yourself have at least some experiences similar to this. But, naturally, no one actually wants to go through this, Jumpers especially. You come to these worlds for fun, for adventure! Slaving away at tragically dangerous jobs isn't fun at all! So, how about this: we'll just say you did that, even though you didn't. Whenever you do

something, you will receive full gains, experiences, skills, etc. from that task as if you were working away day and night at it at maximum intensity, even if you just did some light work. If you jog in the morning, you will be just as good as someone who sprints 10 kilometers every morning without rest. If you cook something, you will receive the experiences of someone who is a single cook in the busiest restaurant in the city and makes meals every second of every day of every week. Not all at once, of course – the more work you put in, the more you get out of this, but the point is, you don't have to slave away at something you don't want to do.

Reputation System [500] – a significant part of the game is the reputation system, wherein the watchers can choose to award the contestant they like with various items to help them win. While you would have it following you around for your time in this game even without taking this, if you do spend your points on this you will receive several benefits. Firstly, the system will follow you around everywhere, even in other universes. It will be governed by a collection of metaphysical beings known as The Audience that will remain beyond your reach. They will watch your actions and give you a reputation score, and depending on what it is will give you various nice awards. They can be abilities, items, weapons, even companions. And if you have a bad reputation? They just won't give you anything, instead of giving you bad things, as it works in the game. And how to increase this reputation, you ask? Well, the tastes and preferences of The Audience are ever changing, and every time they shift you receive a mental update, telling what will raise and what will lower this score. One day, they may want to follow a hero, wishing for bravado and typical good guy actions; the next, they want to see some vile shit, and will reward villains of the highest order. This serves to ensure that no matter what kind of character you are, you will be able to make use of this system.



Contestant



Gun Tutorial [100] - guns are going to be your lifeline here. It sure would be a shame if they jammed, or broke down, or if you didn't know how to use them. Which is why this is going to make sure that that doesn't happen! You have at least a passing familiarity with most firearms, and now how to use, assemble and disassemble and perform basic maintenance on them.

Backpedal [100] - often times this might feel like a 'walking backwards' simulator. Strategic retreat is a common and useful tactic here. In fact, you're so used to it, that walking backwards is just as easy and fast for you as walking forward! You have a vague awareness of what is behind you, and are just as dexterous and agile going backwards as you are forward.

Self-Improvement [200] - nanomachines, son! We injected you with them before we sent you in here! You have a simple mental interface that allows you to direct them to perform various operations in your body. The better your performance, the more 'points' for doing so you get. Keep getting hit, and you'll get less. Be slow, and you'll get less. Clear out the entire floor in several minutes in a hail of gunfire, gore and explosions? Get more!

Definitely Not Safe [200] - something tells me that you weren't legally employed before entering into this show. You are very nimble, able to easily avoid most traps and blitz through trap rooms, and safes? Oh boy, they just fly open under your fingers, regardless of what challenge was in place. Now, the viewers might not like it if you disregard the intended way of solving safe puzzles, but hey. Who cares? Not you, certainly.



Shinigami Eyes [300] - Kira must wish he had these. While these won't let you kill anyone and everyone, you will be able to tell when they will die. Because you can now see their health points! Every creature has a floating red bar above their head that only you can see. If that health bar drops to zero, they die! Simple!

Fortunate [300] - either you cheat, or lady luck is on your side. Suicide booths never seem to actually kill you, wheels of fortune always stop on the result you want, contents of safes and mystery boxes are always useful to you, crit chance is much, much higher, and sometimes enemies just die in one hit.

Finders Keepers [400] - seems the producers decided to throw you a bone. Either that, or you mystically attract all the good stuff to yourself. All items and weapons you find are always of legendary or epic quality, or their equivalent if that grading system doesn't apply.



Charming [400] - you came, you saw, and you won over our audience! No matter what you do, you will not suffer any reputation loss, even if you kill Duck. You monster. Moreover, they love you so much, that anything you do is bound to result in reputation gain. This also works on singular individuals, but far less effectively than on groups of people. Everyone loves you!

Winning Strategy [500] - hey! You've won already! Why'd you come back? Oh well, nothing for it, I guess. As you've been through all this before, you know how to win. You know all kinds of tricks and strategies. You can bait out the second boss to do nothing but his spinning attack, which you can easily dodge. You know that shooting the first boss in the bandaged arm does a guaranteed crit. And other similar stuff that only a seasoned veteran would normally know. You gain similar knowledge for whatever circumstances you find yourself in, be it combat related or not.

Second Heart [500] - we implanted one in you! Aren't we great! Our doctors assure us that that's exactly how this stuff works. When you die (let's be honest, it's more of a 'when' than an 'if'), you second heart will start up and revive you back up with full health. It takes a few seconds for it to kick in. Unfortunately, you only get one additional heart, and it can only be fixed every ten years. Our doctors' words, not ours.

Copium [600] - there are a lot of things that can cripple you here. Pixelated vision, missing limbs, just pure laziness. Regardless of what ails you - what downside or drawback - you know how to minimize their effect. You know how to deal with various detriments - both in-jump and fiat-backed drawbacks - to reduce them to almost a non-factor. Doing so will still require some effort, but in the end, you could rather easily negate whatever the Jump throws at you.



Legend [600] - there are rumors. Rumors of a legendary fighter, one who could clear entire rooms in seconds with a but a single pistol and a half-empty clip. Someone whom the production crews despise with a passion, monsters and bosses tremble in fear of, and the audiences love and admire. You are that person. Your reputation spreads at an astonishing rate, and for good reason - those rumors of your combat prowess? All true. You are a terror on the battlefield, capable of taking down both hordes of fodder and massive beasts with ease. You move faster than a regular person, you hit harder, you are tougher, and all of those are so far above the regular person you might as well be a demigod to them.



Audience

Bloodthirsty [100] - the prime source of entertainment is gore and viscera on TV screens as contestants are torn apart and burned alive. You're used to these things. You could watch the most horrific things imaginable and be absolutely nonplussed by it, and even find some comedic value in it all.

One of the Crowd [100] - just another face in the crowd of sociopathic rich people. Take, take, take, all for yourself. Indistinguishable from other greedy pigs. You can easily blend into crowds of people, becoming just another face in a homogenous mass of people, indistinguishable from all others.

Posers [200] - for all that you're an obedient consumer and a slave to the system, if the entire population revolted, not even the governments could withstand that kind of assault. So, they instead keep you occupied with game shows, reality TV, sports programming, fake news outlets, and all sorts of other media. That's because your perception matters. And with this perk, your perception specifically matters. Everyone will work to keep you happy, within reason, and will move to entertain, entreat, en... something else, whatever. Point is, everyone will try to stay on your good side so long as these efforts are within reason. Keep in mind that different people and different organizations have different perceptions of 'reasonable'.

Backseat Warrior [200] - that dumbass! He should have gone to the right, there was an item there! And these bosses are all super easy, there are even strats to cheese them! You keep yelling that at your TV screen, I'm sure the contestant will hear you. But, despite the obnoxiousness, the advice is solid. You somehow know just what advice to give, just what to say to lead someone to a desired outcome. You don't even have to possess the knowledge to pass it along with the advice. This only works when helping others, and giving advice to yourself isn't a viable option.

In My Time of Need [300] - man, his accuracy is shit and the next floor has those fucking worms, he sure could use a shotgun, or the Boss' Eye. You have a knack for figuring out who needs what, and when exactly. You can look at an item, and determine who would make the best use of it, and where it is needed most. Similarly, you can look at people and know exactly what they need and why, even if they themselves don't. You also get an idea on how to get whatever they need and from where.

Socialite [300] - you're not just a run-of-the-mill pleb, oh no. You are a big shot... or you went to a fancy private school, and the mayor is your drinking buddy. You're good at forming connections with people - you're charismatic, amiable, likable, and generally a people person. You also know how to leverage these connections to greatest effect, and have a running tally of people's opinion of you that updates in real-time, almost like the reputation system for a contestant, but for individuals instead.

Visual Learner [400] - you've watched a lot of TV, you had to have learned something. And indeed, you have memorized every move, every muscle twitch of those you watched fight for their life. You have perfect, photographic memory, capable of absorbing

information at a mere glance. You could sit at home all day long, and emerge a deadly warrior.

A Word from Our Sponsors [400] – whatever your enterprise is, it's popular, and it attracts influential people. People want to associate with you, and moreover – they want to give you stuff. You are certain to receive a lot of freebies and giveaways from all kinds of people. They may hand it to you directly, or you may find help packages every now and then. Regardless, all these things will be useful to you – it can be money, it can be useful items, like guns and/or ammo, etc. As well, you will encounter many, many people who are interested in whatever it is you're doing and will seek to help you out.

Tech Magnate [500] - you're one of the people who run the things around here. You own the secrets to the technology of this age. Bioengineering, genetic modifications, nanotechnology, directed energy weapons, advanced robotics, energy carriers, etc. You have the entire tech base of this world stored in your head. You know how to create and breed biomechanical monsters, how to build railguns and cryo rifles and lasers, how to construct advanced robots and drones, etc.

Great Wealth [500] – you aren't just rich, you are Rich with a capital R. You are so absurdly wealthy that some might look at you and say that you have too much. That's just wrong – you can never have enough. Greed is not a sin – it is an obligation. Whatever world you go to, you will always have enough income and capital that you will never need to work for a day in your life. It might come in the form of a credit card, a data slate with all the necessary credentials, hidden treasure, filled vault, whatever. You are also an extremely talented businessman – multiplying your capital is laughably easy for you. As well, your monetary power also drags all you other forms of power – physical, mental, etc. along with it. It is not a significant increase, and you would need truly, utterly heinous amounts to become superhuman, but with your starting capital and skills when it comes to making more, it won't take you overlong to reach that point.



Monster



Grotesque [100] – the designers for the show really went all-out when making you. You look about as horrific as a monster can look here. Your appearance can range between simply gross and grotesque – like a floating head of an infant with knives strapped to it – and outright terrifying. You get to choose. Regardless, it will have the desired effect on your victims.

Kamikaze [100] – for all that contestants die a lot, monsters are the real cannon fodder here. So, why not make your death that much more painful for your killer? Upon death, you will explode into a fiery blast of hellfire, concussive force and napalm, almost guaranteeing that you will take whoever was foolish enough to attack you. Even in death, you manage to give your enemies one final “Fuck you!”

Tailor Made [200] – all monsters here have a purpose. Killing a contestant, yes, but that is a complicated process. So, monsters are assigned roles – some are chasing them around hostile environments, others shoot from afar, others surround, etc. You may pick what role you fit, gaining a boost to all abilities and skills relating to that role. Fast melee? Boost to mobility, minor boost to melee attacks. Bruiser? Boost to toughness, boost to melee. Ranged? Boost to accuracy, boost to ranged attacks. You get the idea.

Damage Sponge [200] – what’s the fun if all monsters die from one singular bullet? No, monsters are made to be tough, to withstand the assault of lead and explosions that the contestants will throw their way. It’s just that some monsters are more tough than others. You happen to be among their number. Your resistance to damage and pain are greatly boosted – you can take punishment that would kill others of your kind 10 times over and keep going. Bullets basically bounce off you. To put you down, they’re gonna need either endless ammo, or some heavy ordnance.



Gore Galore [300] – Yes! That is what you were made for! To entertain… and to spill blood! And what’s wrong with enjoying your job? Nothing! By spilling blood, you heal yourself – the gorier and messier the injury, the greater the effect. And if you manage to kill someone? Well, you’re basically guaranteed to fully recover from any wounds!

Rolling Around [300] – those snowmen are moving with the speed of a crackhead chasing the next high at all times. And why should you be left behind? Your speed receives a massive boost, to the point that you could cross a large room in less than a second. Moreover, you never get tired and don’t need to rest at all. And those pesky environmental hazards? Just disregard them. No, really, any traps and other similar hazards that are specifically meant to harm you will do absolutely nothing to you, nor will

any means to bind or otherwise impede your movements – freezing effect just won't take hold, bear traps will fail to activate, etc.



Teched Up [400] – it's not uncommon to encounter monsters that rely heavily on tech to pose any danger. You are now among their number. You can easily integrate any piece of tech into your own body, from guns, to power armor, to computers, to traps. All these pieces of tech will work well with each other and will not cause any health complications, aside from maybe being too bulky or heavy for comfort. They will be powered by your bioelectricity and will never run out of energy. Unless you allow it, these technologies will not be able to be removed by others, or by their own features (a recoil from a gun won't tear it out of your body, for instance).

Absurd Strength [400] – some monsters are unreasonably strong. Really, some of them can cause shockwaves with their punches! You now possess similar physicality. Your punches generate enough pressure to send out shockwaves, and you can lift nearly 100x your body weight. By the way, if you use this to swing super-heavy weapons, good news! You won't be thrown around like a ragdoll! Screw gravity, and screw momentum! Swing trees with the ease of daggers!

Advanced Model [500] – the further along the contestant is, the stronger the monsters are. To provide challenge for the contestant and entertainment for the audience, the basic creatures are replaced with advanced models, who are stronger, faster, better. You are now among these advanced creatures. All your physical attributes are boosted by a factor of 10, and whatever exotic or supernatural powers you have also receive a similar boost to their potency.

Hero Killer [500] – you've been in this a long time already. For all that you're a lobotomized killing machine, you're still capable of learning. Killing humans over and over, watching them kill other monsters and get killed in turn has taught you a lot of valuable lessons. Mostly on how to kill better. If there is a way to kill something, you can figure it out with but a glance. Moreover, all those that would fancy themselves heroes and/or better than you (almost all humans) will find themselves quickly overwhelmed. Overconfidence is a slow and insidious killer, but hubris is a nasty bitch with a machete, and she's on your side. Those who face you make the stupidest mistakes out of a foolish belief that their victory is assured and will deliberately hold back and sandbag in fights. Your body count grows ever higher.

Boss [600] – congratulations! You're not just a rote cannon fodder monster, but a floor boss! A fearsome beasty, close to three times the size of even the most well-built humans and with appropriate power. You have some sort of gimmick, be it spawning more monsters to help you, multiple phases, hitscan attacks that cover the entire room, minor cryokinesis, invincibility phases, etc. What exactly you have and how it looks depends on what type of monster you are – a giant worm might burrow and become invincible, a zombie demon might come back after being killed for a second phase, and on and on. You also have a powerful signature attack that is almost guaranteed to one-shot whatever it hits, be it a spinning claw swipe, a powerful laser, massive shockwave, area-denial acid spray, explosive napalm, etc. TLDR – you are a big mean motherfucker with a gimmick and a special attack.

Final Menace [600] – looks like the producers did an oopsie. You were accidentally injected with the same nanomachines that the contestants are given. But due to you being not human, but rather a genetically/mechanically engineered monstrosity not even approaching human physiology, they kind just spazzed the fuck out. They keep continuously optimizing your body and adapting it to new things that it encounters, allowing to grow in power without even doing anything. Moreover, they can help you absorb various bio materials – such as bodies of dead contestants – and incorporate them into yourself, gaining their abilities and unique quirks. Should you absorb enough biomass, they can even begin replicating, giving you control of a massive swarm of nanomachines, though it would take time for it grow truly sizable. Here comes the gray goo!





Also known as items and companions! Same rules as before!

Undiscounted

Clothes on Your Back [Free] – a simple outfit befitting your station. Can range from literal rags to extravagant suits, depending on who you start as.

Bare Necessities [Free] – a little bit of food that isn't rotten and water that is still drinkable, a small med kit, and 42.50 $. People on the street are literally willing to kill for this.

Contestant



A Gun [100] – a regular pistol with a 9-bullet magazine. Has infinite ammo.

Homerun [100] – a metal baseball bat. Strong and durable, but melee. Do you really want to get close to those things?

Lockpicks [100] – a set of lockpicking tools designed by a lawyer specializing in lockpicking and a Bill from Bosnia. Will never break.

Armor [100] – a Kevlar vest filled with ceramic ballistic plates. Will slowly regenerate any damage over time.

Boss's Eye [200] – an augmentation that will add a reticle to your line of sight. Significantly increases accuracy.

Double Pistol [200] – a double-barreled pistol! Well, okay, it's just two pistols we taped together, but still! Both pistols have a magazine capacity of 18 bullets, and have infinite ammo, and do double the damage of the regular pistol. No, you can't un-tape them.

Shotgun [300] – a pump-action shotgun chambered in 10 gauge, with a magazine of 4 shots. Powerful and deadly, especially at close range, but kicks like a truck.

A Faster Gun [300] – a Heckler and Koch MP5 with infinite ammo.

Cryo Rifle [400] – a rifle that shoots a projectile composed of supercooled particles that solidify upon impact, both dealing damage and slowing the target down. Comes with infinite ammo.



Quad Pistol [400] – well, it's more a set of two double pistols. Each pistol has a magazine capacity of 36 bullets and do four times as much damage as a regular pistol. Have infinite ammo.

Minigun [500] – a full-on M61 Vulcan with a recoil dampening system to allow you to carry and shoot it on foot. Has infinite ammo.

Reaper [500] – a scythe capable of killing… anything, really. One swipe – and they're gone. You just need to get in close.

Nanomachines [600] – six vials filled with special nanomachines we inject contestants with before they enter the Killing Room. Can interface with the nervous system of the person being injected, allowing them to choose how exactly these nanomachines act. Quite similar to a gamer system, really. Will replenish once every year.

Killing Room [600] – that's right, the entire game show! You are recognized the rightful proprietor of Killing Room. You get all facilities necessary for the game show to take place, which become attached to your warehouse or are placed on an existing property.

Audience



Moneys [100] – several hundred dollars, let's say 600 $. Believe you me, this is a fortune here.

TV [100] – a 70-inch, plasma wide-screen TV. With Netflix. And a Gore TV subscription, of course.

A Place to Live [200] – a dingy apartment with all utilities paid for. Has running water, heating, electricity, plumbing, and even internet. A palace fit for a king, in one word.

Transport [300] – a VTOL aircraft capable of supporting up to 4 people. Basically, a flying car. Has infinite fuel. Unfortunately, the regulations on personal air travel are pretty strict here.

Tech Enterprise [400] – an entire company dedicated to researching and producing tech, from smartphones to smart vehicles to spacecraft. Currently consists of a single production facility and a single administration facility. Will appear attached to your warehouse or on an existing property.

Highrise [500] – a skyscraper with 200 floors. Comes with all utilities – water, electricity, heating, internet. Pretty barren otherwise. Capable of supporting most operations and businesses. Will appear attached to your warehouse or on an existing property.

Gore TV [600] – the entire, expansive network of news broadcasts, game shows, talk shows, etc. All the facilities necessary for the operation of such a thing are attached to your warehouse or are placed on an existing property.



Monster

Trophy [100] – a human skull. Like, a regular human skull that fits over your head. May or may not have dried bits of flesh on it.

Exploding Barrels [200] – a secret stash of exploding barrels. You magpie managed to find and drag a whole bunch or barrels and canisters to one place over the years. Includes regular explosives and the cryotic variant. Will replenish every week.

Armgun [300] – a gun that can be attached to your arm. It shoots blasts of energy and it is fueled by your own neuroelectricity. Can be safely removed and reattached to either yourself or others. Never breaks and never runs out of ammo.

Boss Room [400] – a room dedicated specifically to making it easier for you to kill people! A room, let's say 15x15x15, with a bunch of environmental hazards and gimmicks specifically tailored to maximizing your deadliness. Depending on what kind of monster or being you are it will contain different things. It will change along with your powers and/or physical form to suit them as best as it can.

Horde [500] – an army of creatures akin to yourself. A collection of various monsters, from floating heads to zombies to robots, 500 in all. There are several lieutenants in the form of Bosses. All of them save the Bosses are mindless beasts that will unthinkingly follow your every command. Should any of them be killed, they will respawn in your warehouse 24 hours later.

Monster Lab [600] – an entire facility dedicated to creating and innovating various monsters. From fleshy abominations to mechanical horrors, everything is bred, built and assembled here. Comes with a full suite of cloning vats, biomass pools, assembly lines, surgical labs and other facilities of similar nature. Comes attached to your warehouse or on an existing property.



Companions

Import [100] – you can bring any of your followers into this world for only 100 CP. They get an origin of your choice and 1000 CP to spend on perks and items.

Lily [100] – a receptionist for Killing Room. Often times the first and last person that the contestants see when they arrive to participate in Killing Room. No one actually knows if she's just a nepo baby, a celebrity who got a cushy job, or maybe even a lucky commoner who got the job because of her… assets.



Some Dude [300] – uhh… what's he doing here? Welp, I guess one of the bosses is just… some guy? Whatever. He's an average dude, pretty plain and boring… until he puts on his suit. Then, he becomes a terrifying killing machine capable of tearing apart scores of people, and tough as nails. When it's all over, he reverts to the boring dude he actually is.





Also known as drawbacks! Take as many as you like.

Extended Stay [100] – you may remain here for an additional 10 years. For every additional 10 years you stay you will get 100 CP, up to the limit of 100 years and 1000 CP.

Poor Man [100] – you just can't seem to keep hold of any money. At all. Any money you procure will just… either disappear, or some unexpected expense will come up and force you to spend it. Yeah, you're not gonna make it big.

Televised [100] – your entire life has been turned into a Truman's Show. Every single aspect is televised. Every second of every minute of every day is recorded and transmitted for billions of people to watch. You will never have a single second of privacy, and you will be keenly aware of that fact but won't be able to do anything about it.

Paparazzi [200] – you will be persistently hunted by very, very annoying and rude reporters and news people. They will take pictures of you, will get in your face, will be rude to you, will insult and impede you and provoke you, they may even break your stuff to get a reaction. You may kill them, but there will always be more.

Perpetual Paranoia [200] – the constant threat of death has made you perpetually paranoid. You find it difficult to trust anyone, including your allies and followers.

Frenzied Fandom [200] – wow, you sure are popular. You have a dedicated fandom. Thing is, they're a little… cray-cray. They will stalk you, they will steal your personal effects, they will be more akin to a cult than a fan group. Every word out of your mouth is gospel to them, and they will religiously and unthinkingly follow every word you say to them, to reporters, to the press, on screen, and in general.

Resource Scarcity [200] – yeah, what did you expect in such a dystopia? Every basic resource will be far more rare than normal – water, food, fuel, ammo, medicine, armor, money, etc. will be encountered far less frequently.

Product Placement [200] – sellout. Every now and then your speech and behavior will be interrupted and disrupted and you will be forced to give a cringy endorsement to one product or another. You will turn to an imaginary (or real) camera and will give a plastic smile and say cringy ads in the name of your corporate overlords.

Glitchy [300] - I don't know what it is about you, but technology and you don't mesh together. Around you, technology seems to glitch out, run into errors and exceptions and

encounter bugs far more often. Even mechanical tech will jam, break and otherwise malfunction.

Hated [300] – ah. Not very popular, are you? No, you're actually rather disliked. Everyone hates your guts. Every action will be analyzed and picked over and picked apart. You will be criticized, and ridiculed, and should participate in Killing Room the audience will make you life hell. And if you're a rich dude, there will be assassinations and petitions against you, and all sorts of similar stuff. If you're a monster, you will be actively hunted and contestants will be sponsored and supported solely to kill you.

Bodily Inautonomy [300] – ah, something went wrong there… you don't seem to be quite in control of your body. You are jittery, jumpy, twitchy, and your body will frequently spasm. Cannot be cured, and any relaxants or other medicine designed to deal with such things will be ineffective.

Pixel Vision [300] – hope you like retro games. Your vision is severely degraded, and now everything looks like video games if they were made in the 1950s, with pixels the size of watermelons. Everything is pixelated to you. Say bye-bye to any and all details. Or accuracy. Or… a lot of things, really.

Blind [400] – really? Fine. You are blind. Not partially sighted, or only blind in one eye, but fully and utterly blind in both eyes. Whether you open or close your eyes has no bearing, all that will greet you is blackness. You do get slightly better hearing, and you even get to keep it if you survive with this. Cannot be cured and replacing your eyes with implants will not fix it either.

Amputee [400] – you can choose any limb of your choice, and that limb will be removed. You won't even have a stump. Beside the limited functionality, you will also be plagued by phantom pains. Any and all replacements will fail, and it cannot be regrown. You may take this up to four times, but why would you?

Lunacy [400] – you are going mad. You regularly hallucinate. These hallucinations are very life-like and realistic, and can range from seeing more or less enemies, imagining items that aren't there, hearing whispers, voices and screaming. It is very disorienting.

Intoxicated [400] – I don't know what you're on, but it's something strong. For the entire duration of your stay, you will be severely intoxicated. You will violently sway and stumble, struggle to maintain your balance, your vision will be swimming, you will struggle to construct long sentences, all your speech will be either slurred or come out as muttering. You will never be sober in this world.

Starting With Rags [400] – generic warehouse lockout.

Powerless [600] – generic power remover.

YOU ARE VICTORIOUS

Ending

Stay

Really? This shithole? Oh well, your choice

Leave

Ending it all here? You know what, understandable

Go on

May your future adventures be fruitful, Jumper