Singularity – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

I had great intentions. But they blinded me. To the truth of what we created. They have harnessed the Singularity and claimed the future as their own. The only way to stop them is to take control of time itself. Old turns to new. Life turns to death. And death… becomes something in between. There is potential. There is hope. And in the right hands, there is still time to make things right.

An electromagnetic surge from an uninhabited island called Katorga-12, once held by the Soviet Union, damages an American spy satellite. A group of U.S. Recon Marines, which includes the protagonist, Captain Nathaniel Renko, goes to investigate. Another surge disables the unit's helicopter, and it crash lands on Katorga-12. Following the crash, Renko begins to phase between the present and 1955, the date of a catastrophic accident on the island. He arrives in 1955 just in time to save a scientist named Nikolai Demichev from dying in a fire.

This has far reaching consequences, setting in motion a complex series of events involving the frequent manipulation of time itself, and the utilisation of the Time Manipulation Device (TMD) to navigate and survive the twisted new world the act of mercy has created, in the hope of restoring the old one.

You might work with them, you might replace them, or perhaps you have other plans.

Whatever timeline you might create, take 1000CP to help you survive.

Locations

This is where you will be starting off and barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you. Unless a Drawback or Scenario enforces it, you may choose to start in 1955 just before the fire, or the altered timeline in 2010 just after Renko rescues Demichev.

1. **Worker's District** – "*The village area contains the civilian docks, where new personnel first arrive on Katorga-12. It is home to many of the inhabitants of the island and features a school that offers the best in Russian education."*
   Altered Timeline 2010 – What is left of the population have been mutated into deformed monstrosities that eat human flesh. Keep an eye out as you navigate the decayed buildings and the abandoned school, and if you need to scavenge any preserved food be careful not to consume anything with the experimental enhancer.

2. **Research Facility** – *"The research laboratories are where scientific investigation is done into the potential uses of E99. Some of the areas of experimentation include weapons development, crop regeneration, and medical research as well as chronology investigation."*
   Altered Timeline 2010 – Be careful. The radiation unleashed by the singularity has mutated the people who used to live here. Unlike the gangly creatures of the Worker's District, you'll find these former prisoners and test subjects seem to phase out of normal spacetime, teleporting and becoming briefly invulnerable. If you can get into the Labs, you might be able to find something useful hidden within.

3. **Rail Line** – *"The rail line is where vast amounts of supplies and research materials are moved across the island. It also serves as the main transportation of raw E99 ore."*
   Altered Timeline 2010 – While there are numerous maintenance tunnel connecting the laboratories to the rail line, you will find they have been colonised by Phase Ticks. A particularly large specimen seems to wander around here, and Demichev's forces will soon be patrolling this transport area even if the train is currently ruined. Be wary about hiding in the nearby buildings and tunnels, they aren't all unoccupied.

4. **Central Docks** – *"The industrial docks are where supplies are brought in from the mainland. Hundreds of tons of equipment and material are offloaded here every day."*
   Altered Timeline 2010 – You'll find the wreck of the *Pearl* sunk in the docks here. It might have something useful in its cargo hold if you can find some way to access it. There aren't a lot of threats here at the moment but bear in mind that this was heavily guarded in 1955 and the area is prone to time anomalies. Doing something obvious might attract attention from Demichev's forces and other creatures in 2010 as well.

5. **E99 Processing Complex** – *"The processing facilities are where E99 ore is purified and enriched. In order to protect the civilian population from any potential radioactivity, security is very high."*

Altered Timeline 2010 – On the plus side, Demichev's forces might not risk venturing into most of this area. The downside is that the creatures here are even more mutated than elsewhere. Some are capable of firing dangerous projectiles, others have been bloated by bizarre parasitic organisms that might revive fallen creatures if you give them the opportunity. You might need a gas mask for some of this.

6. **Singularity Labs** – *"Once construction is completed, the tower will be home to the () Reactor. This powerful device will generate a singularity, an event horizon that will provide the Soviet Union with unlimited energy that is both clean and safe."*
   Altered Timeline 2010 – Because of the singularity, 1955 seems to be seeping into the present day. Watch yourself, Jumper, the time shifts have serious effects on the area. Time itself is becoming unhinged the closer you get to the core of the facility.

7. **Free Choice** – Pick any of the locations above, or somewhere else on Katorga 12, in either of the timelines shown in *Singularity*.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off when and where you are.

Origins

This is your background for existing in this setting, which can cover exactly which side you are on and who you might be allied with. Any of these can be taken as Drop In if you do not want to have a history.

Displaced – You're not from either of the timelines here, which makes you unique. This means you have no pre-existing history here, and some interesting qualities related to temporal manipulation.

Soldier – You might be one of the U.S. Marines that originally came to investigate the disruptions on the abandoned island, or you might be one of the forces under the command of Demichev. Either way, combat is your speciality.

Researcher – You are a Soviet scientist working on the wonderous properties of E-99 and temporal manipulation. You might be from the old timeline in 1955, or from the new one that was created with Demichev's rescue. You might not be a fighter, but you can make things that change the course of wars.

Rebel – You are resisting the rule of Demichev, perhaps working with the resistance group Mir-12. Though you are outgunned and outnumbered, you are skilled at being overlooked by more powerful forces and avoiding reprisal while you work to bring them down.

Dictator – You don't serve, you *lead*. You can take the work of others and use it for your own advantage and are good at getting other people to do your dirty work for you. You have a combination of ruthlessness and luck that provides you advantages others lack. If there is a way to gain more authority, whatever the cost, you will be able to find and exploit it.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here.

Perks

Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted

Free – **Russian Language Familiarity** – It would be unfortunate to show up and not be able to understand anyone. Now you can fluently understand written and spoken Russian and communicate in kind. Exactly how this works is up to you, and could manifest as a realistic comprehension, automatic translation into a language you are familiar with while keeping the accent or accompanied by subtitles.

Free/100 – **Strong Stomach** – You might encounter quite a lot of horrible sights here. This Perk stops you throwing up or freezing up when afraid or disturbed by danger or gore. It's free to have here and 100CP to keep elsewhere.

Free/100 – **Radiation Resistance** – Considering that this location is mostly saturated by E99, it might be safer for you if you were resistant to the passive effects of this and other radiation. This won't help too much against deliberate massive exposure, but you won't get ill just by walking around here.

100 – **Record Collector** – Odd how so many people had access to recording devices, especially in the middle of horrific situations, and decided to use them so others would find out what happened. Now, you'll be able to find a lot of these sort of recordings and notes, giving you more information about what has happened in the past and occasionally giving hints that can help you out in the present.

400 – **E99 Infusion** – E99 is a wonderous material, and in the experiments on Katorga 12 they seem to be trying to use it in everything from weapons to food additives. Now, through accident or deliberate and questionable experiment, it is being used on an extradimensional visitor. Not that others necessarily know about that feature unless you want them to. This has the special effect of ensuring that you cannot be erased from a timeline by a paradox and allows you to keep your memories if your personal timeline is changed. It could potentially enhance other abilities, as it acts as a Capstone Booster.

Displaced

100 – **Time Out** – You can sense when time is not functioning as it should, and able to perceive fluctuations in time that may escape the view of others without specialized tools. You can tell when something is being temporally manipulated, which could help you avoid or find issues.

100 – **Time Zone** – You instinctually know what the time you are currently in is, and combined with other sensory abilities to detect something displaced from time you are able to accurately determine when it was displaced from. You would know the instant you arrived somewhere what year, month, day, hour and minute it is. If nothing else, it means you'll never need a watch.

200 – **Tick Tock** – The Phase Ticks, insects mutated by E99, are oddly fond of you. Perhaps you've mutated in a similar way? They won't attack you, and you seem to be able to control them to some extent. They attack by charging enemies and exploding, and while weak individually they can be potent in numbers. In other settings, you are ignored by pest-like creatures, and may even be able to get them to aid you if you don't deliberately antagonise them.

200 – **Stronger With Time** – Your body has proven oddly receptive to E99 radiation. The longer you are exposed to it, the stronger and more durable you will become. This has diminishing returns, but you could certainly become very resistant to bullets even without armour. If you tried to induce any specific mutation or capabilities using time manipulation or E99 technology, you will find that it is far easier and more stable than it would be otherwise.

400 – **Time For A Vision** – Because of the distorted nature of time and space after the events here, you may encounter ghostly representations of events that happened in the past. Some of this may help piece together what happened, some may provide a warning. You can now trigger this postcognition at will, latching on to notable events within your current location that are somehow relevant. You can choose whether other see these spectral recreations or if it is just limited to you.

400 – **Time's Up** – You have gained a powerful resistance to having your own time state altered against your will. Others are unable to freeze you in time, accelerate your aging, reverse your state, or mutate you using methods like the TMD. You could walk through the *Deadlock* effect of the TMD unaffected and can resist being dragged into another period of time against your will. Changes made to the timeline in general don't seem to affect you, so you will not be written out of existence even if you now have to deal with an altered world.

600 – **Out Of Time** – Like the Zek's, you seem to be somewhat displaced from ordinary time and space. You are able to enter a flickering, translucent state where you can still navigate the world but attempts to harm you pass straight through where you appear to be. You will not be able to damage others who are in normal space, but neither can be harmed. With practice, you can teleport within your own line of sight and further with time as your

mastery of space-time displacement grows. Things like the TMD might be able to temporarily stop this ability and render you vulnerable.

Capstone Boosted – When you go out of phase, which you can do for much longer now, you can become completely invisible to those still within normal space. Specialised sensors and thermal scopes might still be able to see you.

600 – **Cooking Time** – Something very strange has happened due to the interaction of your interdimensional nature with the local temporal distortions. You seem to have become a living generator of E99 isotopes. While this is harmless to you and can be dialled down or up as you desire, it means you can saturate your surroundings with the same radiation that makes local temporal manipulation possible. You can act as a self-sustaining source of energy for any E99 technology, even capable of enhancing things like the TMD as if you were a walking amplification station.

Capstone Boosted – The temporal nature of the radiation you can emit allows you to rapidly mutate flora and fauna far faster than the exposure time would usually allow, making something undergo decades worth of exposure within seconds. Most E99 mutants will grow stronger or more durable, perhaps even mutating new capabilities like the larger specimens seen on Katorga 12.

Soldier

100 – **Spartan 21** – You have a degree of physical fitness, training and skill in combat to let you qualify for being a member of the Marines. Or the Spetznaz, if you prefer. Either way, you can use most guns you could find here quite easily and have a good chance of hitting what you are firing at. You are exceptionally good at quickly drawing and firing your weapons.

100 – **Shooting, No Time For Looting** – If you have room for it, any ammunition you get close to will automatically be added to your pack. You'll find more usable ammunition discarded around the place too, when you need it. You'll also know how to reload any weapon or tool that uses some form of ammunition and be able to do so quickly and effectively.

200 – **It's Good To See You, Jumper** – You have a knack for showing up at the right time, either reinforcing your squad or bursting into the room just in time to save someone from being shot. This sorts out the timing, so you don't arrive too late, but your actions once you get there are up to you. Same goes for the consequences.

200 – **Holographic Hints** – If you get stuck, or encounter something new, a transparent window will briefly pop up in your vision that explains whatever the new thing is or gives you a hint for what you need to do.

400 **– Advanced Training For Simple Soldiers** – It seems you absorbed your training so well, you can apply it to others. Even those whose ability to learn is questionable. You have the ability to train anything remotely capable of learning, even being able to convert a population of mostly mindless mutants into an effective army if given time and some way to overpower them.

400 – **March Of Time** – You have seemingly inexhaustible stamina and a strength of will and body that seems capable of letting you travel through dangerous territory and repeatedly engage in pitched firefights without slowing down. The only times when you might want to stop for breath is when you need to swim through dozens of flooded tunnels, but you'll pull yourself right out of the water and keep on trucking.

600 – **Check Your Geneva Convention Handbook** – Certain laws to provide some measure of protection to prisoners are not present in all times and places or might have been annulled entirely. This doesn't seem to be a problem for you and your allies, as if you surrender or are captured you can expect to be treated humanely. Your captors may not be friendly, but they will not execute you in cold blood because you are inconvenient.

> **Capstone Boosted** – It seems that your enemies don't just keep rules for treatment of their prisoners. Unless given no other option, sentient enemies will not go around committing acts that would be considered war crimes. This could range from targeting civilian populations to using weapons banned by international treaties.

600 – **Break The Cycle** – Messing around with time travel can have unexpected and unpleasant consequences, such as being trapped in a time loop. This isn't such a problem

for you now, as you can find ways to end time loops that you are trapped in. If this required something like killing your past self before you made a mistake, time would distort and you would find yourself not going into the situation that started the loop in the first place, maintaining your memories of the events you averted.

Capstone Boosted – Now you can create a cycle. Once per Jump, you can create a time loop that lasts for up to 7 hours. Time "passing" within this loop does not count as time towards the end of the Jump. If you die during this loop, you are sent back to when you established it and returned to the condition you were in at the time, now with knowledge of what happened. You can consciously break the loop at any time, but once you do you cannot establish it again within the same Jump.

Researcher

100 – **To Communist Victory!** –You can believably prove yourself to be a true patriot of any country you find yourself in, making yourself more trustworthy to your countrymen, and can motivate yourself and others with your evident zeal. Whether this is a façade or not is up to you.

100 – **Doctorate and Masters** – You need to have some scientific background to be a researcher. You hold all the knowledge and experience needed for a Doctorate and a Masters in two fields of your choice. One possible example is a Doctorate in Quantum Physics and a Masters in Biochemistry. You can purchase this multiple times, though it is only discounted on the first purchase.

200 – **Patents and Patience** – Two vital things to have as an inventor, though this largely applies to the latter even if you now know how the patent system works wherever you are. You could plan and wait for an event you know will take half a century or more to occur without much fuss and won't unnecessarily rush your work if it might cause accidents.

200 – **Enhanced Intentions** – Better than merely good intentions, you can see flaws in your plans and perceive them unaffected by factors such as patriotism, self-interest and greed, aiding you in determining whether or not carrying out the plans you intend to is actually a good idea.

400 – **You Will Never Have My Work** – So long as you are alive, at least. You can prevent others from copying your work, stealing your research, or claiming your accomplishments for themselves. They might be able to take it eventually, but it would have to be over your dead body. At that point, you have other problems.

400 – **Something Must Have Gone Terribly Wrong** – You are being threatened by a powerful former ally into handing over your time altering technology, when suddenly a strange foreigner bursts into the room and guns them down, saving your life. You immediately note they are wearing a uniform from a different time and culture and wearing the refined version of your own work. Clearly, they came back in time to alter events, and need your help as something must have gone terribly wrong in the future. And you'd be correct with that deduction, even if it seems outlandish. You are able to put together unexpected facts to come up with an accurate idea of what is going on even in stressful situations. You find others saying or doing things that inspire you to new solutions to your problems, to the point even your enemies could accidentally clue you in to how to stop them.

600 – **Russia's Einstein** –You are the smartest person in your country, capable of developing revolutionary new technologies and pioneering entire fields of study. As a comparison, you are at least as smart as Dr Barisov is, and he created ways to manipulate time itself and create a variety of devices including a gun that shot guided bullets, and he had a focus on Quantum Physics and Biochemistry. If you have a wider knowledge base or more advanced technology, you could create even more wonderful or terrible things.

Capstone Boosted – Dr Barisov was able to accomplish incredible things using the wonderous element on Katorga 12 known as E99, which in the altered timeline they figured out how to mass produce. You can apply your own knowledge to similar miraculous or rare materials, such as in other Jumps, and given time and resources you can figure out how to mass produce them artificially even if the natural supply was extremely limited.

600 – **Long Term Projects** – Others might focus on their immediate objectives, or short-sighted plans to acquire power. Not you. You are capable of easily planning ahead on the scale of decades or more. If you are aware of what will happen to any extent, you can find ways to account for it. If you were aware that an ally would eventually need to travel along a certain route, you could prepare resources they could use to aid their mission. The longer you have to work on something, the more you will be able to improve it, even if you have to carry out the work yourself rather than with a full team.

Capstone Boosted – Infusion with an element that alters time, combined with the ability to plan far ahead, your foresight has granted you an unusual ability. Once per Jump, you can cause the future to partially seep into the present from your perspective, being able to visually and audibly perceive events at any point up to 50 years in the future in a similar manner to seeing the flashbacks on Katorga 12. This vision is based on a timeline where you did not perceive this future, letting you have a brief but potentially useful snapshot of events that may occur. Your own actions may change it, for better or for worse.

Rebel

100 – **We Are Mir-12** – Do you fight for the people? Now you can easily establish new resistance movements to counter the efforts of any regime and find yourself easily accepted into any existing resistance movements so long as you are actually trying to work with them.

100 – **Beneath The Radar** – Getting caught isn't going to help you or those you are trying to save, and with the constant searches and monitoring for resistance groups you could find it difficult to stay hidden. Not anymore. You are good at keeping your bases of operation hidden and preventing your actions from being uncovered while you are trying to be covert. Searches overlook your bases, patrols don't pay as much attention as they should, and you are skilled at moving quickly and quietly. With a bit of preparation, you could sneak into secured locations like Katorga 12 even when it is heavily guarded.

200 – **That Is A Lie** – While winners tend to write the history books, you have a knack for finding and exposing the unedited drafts. You and those you work with have an uncanny ability to seek out and expose the truth, even classified events being supressed by a totalitarian government. When you reveal something that is factually true with no intent to mislead others, they will acknowledge it as the truth.

200 – **What Is The Singularity?** – You might need to rapidly educate a new recruit in the field, or you might want to get across your information to your audience in such a way they will understand and remember it. Now, you can easily break down complex situations and events into simple explanations that the audience will be able to effectively absorb. You are also skilled at creating and editing videos in order to provide visual elements to your messages, which helps get information across much faster. Your audience will be left with few questions once you are done and be ready to spring into action should it be required, and they are willing to do so.

400 – **Ambush** – Outgunned, outmanned, outnumbered, but not necessarily out planned. While you might not be able to fight a conventional war, you are skilled at organising and springing ambushes on more numerous and better equipped forces. The more information you have about those you intend to ambush, the more effective you can make it.

400 – **Field Repair** – While lacking the detailed understanding of a dedicated researcher, you can fix just about anything if you have the parts and jury-rig things when you don't. This could come in handy if you need to fix a broken down amplification station to use a TMD, and while you can do this sort of thing in the heat of battle you might need someone else to provide covering fire. Outside of combat, you would make a pretty good mechanic.

600 – **Not Out Of Time Yet** – You are very good at being a distraction, allowing you to help others escape from overwhelming odds by showing up and drawing the attention of the threat. Even if whoever you are helping should be the priority target, they will instead focus on you. Not necessarily great for your own safety, but the mission might be better off because of it.

> **Capstone Boosted** – Sacrificing yourself for the cause might be good for the cause, less so for you. Now, if you are put in a position where you are going to get killed

after saving someone, time or space will distort slightly to allow you the opportunity to escape alive. A door might suddenly be unlocked, a gun might malfunction, and in extreme but plausible circumstances you may end up dragged into another time period. It's a bit like the timeline is trying to accommodate you being alive in the future, but only gives opportunities to make it possible rather than ensuring it is certain. It's only one chance per heroic sacrifice, and it might be a small one, but it's better than nothing.

600 – **Not Our Time** – Even with your best efforts, you might not be able to fix the world all by yourself. But you can still set in motion events that could lead to others doing so. By recording all you know about what will happen, you can ensure that your record will reach the right people who will be able to try doing something about it. The more knowledge of the situation and what will happen that you can provide, the more successful they will be. If you somehow had knowledge through exploiting time travel, you could form a potent resistance movement against a world conquering dictator.

Capstone Boosted = Perhaps it can be in the future, as your efforts to provide them all the knowledge you can seems to have some sort of momentum behind it. A small hint could lead to more, a warning allowing avoidance of a larger disaster, and a message of hope you send that spreads and inspires those that hear it. What movement you start will keep going unless it is stamped out entirely, and your enemies will find it hard to fool your children of the revolution by denying.

Dictator

100 – **Aura Of Command** – You are a natural at being imposing and commanding, and can seemingly emit an aura that terrifies or inspires those around you. Any statues or pictures of you can be similarly imposing, and useful for propaganda.

100 – **Eye For Opportunity** – You are skilled at finding opportunities that might benefit you in some way. It could be meeting a new ally on good terms, supporting revolutionary new technologies, blackmail, or other resources to exploit.

200 – **Terrible Will** – You have not inconsiderable resistance to pain, and sufficient will to cling onto life when terribly wounded. You might not look pretty after getting shot and knocked out a window, but your enemies might need to double tap keep you down.

200 – **Only The Victors Rewrite The History Books** – If you win, and leave nobody to argue, then you can decide the truth. You are capable of entirely covering up any of your own misdeeds so long as you win and there are no witnesses. You could use this to make yourself seem better than you are, or to claim another's accomplishments as your own.

400 – **I Did Away With That Little Inconvenience** – When you have enough power, you can ignore smaller problems. You are capable of simply ignoring or potentially annulling minor laws, and as you increase your power in society you can do the same to more important or far-reaching regulations. If you were in a sufficient position of authority, you could apply this to things like the Geneva Convention, or significant safety regulations that are getting in the way of progress you want. Bear in mind that some laws are put in place for a reason.

400 – **Politburo Leverage** – You are a figure of great political influence and skill, with not inconsiderable talent at politics. You are also capable of using any source of power or advantage over others you have in order to gain more authority. If you were responsible for something that could alter the course of world politics, your superiors would favour you. Perhaps if you do more, you could replace them entirely.

600 – **Returned From The Ashes** – All the effort your enemies might go through to destroy something, and all you have to do is simply rebuild it. You will find you have the funds, manpower and materials to do so, and you can get it fixed much faster than you would otherwise. If a vital research facility you ran was sabotaged and destroyed, you would be able to persuade others to get it back up and running even if it looked like a bad idea. This applies to anything you own, allowing you to get it back before the end of the Jump if it would usually be replaced at the start of the next.

> **Capstone Boosted** – What was lost will rise from the flames like a phoenix, reforged and improved. Anything that has been destroyed can be rebuilt much faster, with the flaws that led to its destruction removed. It's possible that the knowledge gained from the process of recreating your lost assets from the ground up have allowed its capabilities to be enhanced or used more efficiently.

600 – **You've Already Tried That** – And they failed. Efforts made to undo your actions are less successful and attempts to disrupt your plans utilising time travel will fail entirely. They

would have to do something incredibly drastic to avoid getting trapped in a time loop and furthering your plans in some way. You know when others are trying to use time travel against you too, so you can keep an eye out for their failing attempts and mock them for it.

Capstone Boosted – But they never learn that time is on your side. Attempts to use time travel against you now end up causing a backlash on your opponents, somehow affecting them only negatively while you only benefit. Perhaps their time machines will cause a disaster that ruins them, trying it at the expense of other approaches will cost them vital resources and opportunities, or perhaps you will end up acquiring additional knowledge to exploit due to their amateurish attempts.

Items

General Undiscounted

Free/100/200/400/600/800 – **Time Manipulation Device (TMD)** – You probably came here just for this, considering the power it could give you. The TMD is an experimental device constructed in the 1950s by Viktor Barisov. As its name implies, the E99-powered device can manipulate an object's time state, aging it into disrepair and dust or reverting it into pristine condition. It is considered by many to be the key to ultimate power and is useful both as a tool to bypass obstacles and as a powerful weapon. While it does not require an exterior power source, it takes time to recharge between uses, though this can be shortened with Energy Cells and entirely avoided with the final upgrade. Altering most objects uses a minimal amount of energy, while living organisms have a larger E99 energy cost.

For Free, you can have something that looks identical to the TMD, complete with moving parts and lights, but lacking any abilities other than a torch. It's not much more than a very realistic toy and a self-recharging flashlight, as the power bar now signifies how much charge the torch function has.

For 100CP, you can purchase the most basic version of the gauntlet-like device. This comes with five functions included. *Age* is the first, which speeds up the aging process of whatever is targeted, causing structures to decay and living beings to rapidly age to skeletons or dust, and it can be used to affect E-99 mutants in other ways. *Renew* is the counterpart, restoring objects to a prior state by reversing their time, allowing broken structures to be repaired. *Impulse* is a short-ranged burst of energy that can knock back enemies and objects. *The Chronolight* allows the user to pull objects that are out of phase back into their dimension. Finally, the *ChronoPing* illuminates glowing footsteps that indicate where they need to go to fulfil their objective, which seems to work by showing where the user would eventually go.

For 200CP, you can purchase the TMD with an upgrade in the form of *Gravity Manipulation*. This allows the user to levitate most objects and propel them with considerable force. Projectiles such as grenades or missiles fired by enemies can be held and thrown by this function.

For 400CP, you can purchase the TMD with a second upgrade, granting it a function called *Deadlock*. This allows it to create a blue sphere at a designated point that significantly slows objects within its range, allowing the user to step out of the way of gunfire and slow opponents to a virtual standstill.

For 600CP, you can purchase the TMD with its third upgrade, enhancing the Age/Renew ability with a *Revert* option, which mutates those targeted into monstrous creatures.

For 800CP, you can purchase the fully upgraded version of the TMD, which vastly increases the power of the *Impulse* function into *Uber-Impulse* and removes the E-99 energy requirement entirely.

You can choose whether to have your TMD look like any of the stages of Upgrade regardless of which version you purchased. This doesn't affect anything other than its appearance.

Displaced

100 – **Maps of Katorga 12** – This is an annotated map of the island that is the focus of Singularity. If exposed to a *Chronolight*, you will find it changes to an accurate record of the other version of the facility, allowing you to switch it between the unaltered and altered team.

100 – **Temporally Adjusting Civilian Gear** – An outfit that would let you pass as an average civilian. Treated with E99, it seems to adjust to match the suitable clothing for whatever time period you find yourself in, letting you blend in.

200 – **Gas Mask** – While this only provides protection against chemical or gaseous threats, even those infused with E99, this might be useful in some of the less hospitable areas of Katorga 12.

200 – **Temporal Anomaly** – While this seems to be an empty patch of air the size of a shipping crate, albeit covered with shifting blue mist when exposed to the *Chronolight*, its properties only become evident once you put something inside it. Once something stops moving and becomes "locked" in place with a shimmer, you can remove and use the contents, only to have it "resupplied" by reappearing within the blue-tinted space. You could use it as an endless supply of exploding barrels to use as projectiles, or perhaps there's something else you'd prefer not to run out of. It doesn't create new copies, it's the same item being time looped but not undoing whatever it was used for. Your nature as an outsider to this time allows you to move this space freely and switch out the contents whenever you require even if you don't have a TMD, but it defaults to being somewhere on a property you own or inside the Warehouse.

400 – **Phase Tick Nest** – If you want to keep these as pets, test subjects or a somewhat radioactive food source, you might want this. You can have it attached to your Warehouse or installed into another property. Unless you have the right Perks or a method of controlling them, they will default to being aggressive to all intruders. If exposed to enough E99, they could mutate into something far more dangerous.

400 – **E99 Enhanced Fauna** – A garden of the glowing and often spiked plant life you might find around Katorga 12, in a cavern or sky-exposed setting of your choice. It is particularly receptive to alteration and enhancement using E99 and temporal manipulation and seems to maintain itself should you leave it alone. This stuff may or may not be conscious in some way, and you can choose to have it attached to your Warehouse or a property you own.

600 – **Stable Time Rift** – Unlike other rifts in time you might find on Katorga 12, this one is stable. It is a portal into a specific point in time in the same space. You can use it to enter the specific time and return through it, though time spent on one side of the portal will cause the portal to update to the last moment you were present on that side. It is fixed to 1955 here, around the time of the Singularity disaster, though in other settings you can start it off linked to any point in time before your arrival. Bear in mind that your actions on the "past" side of the portal will affect the world on the "present" side.

600 – **Giant Mutant Pet** – This could take the form of a gigantic version of a Phase Tick, or a different variety of monster you might find on Katorga 12. Whatever your choice, it is immensely powerful, durable, and oddly loyal and obedient to you. Your enemies will need heavy firepower to take it down.

Soldier

100 – **Name, Rank and Serial Number** – All the official paperwork, records and dog-tags to prove that you are part of your army. In other Jumps, you can set this to show membership in any armed forces.

100 – **Pistol and Knife** – They might not be particularly powerful, but they're useful in an emergency and can be used very quickly. Ammo resupplies every hour.

200 – **Health Packs** – Five of them. Each only seems to contain a single bandage, but it must be infused with E99 as you can fix any injury just by wrapping it around an arm. You don't even need to move clothes or armour out of the way. Resupplies every day.

200 – **E99 Enhanced Armour** – Provides a notable resistance against standard and E99 munitions, as well as some protection against direct temporal manipulation. It slowly repairs itself over time, returning to peak condition within an hour.

400 – **Weapon Locker** – You might only be able to hold a few of the weapons you find at once, so this might come in handy when you have a peaceful moment. This contraption can be used to store a copy of any weapon you use and allows you to switch between them. You can even use it to upgrade weapons if you have the right resources.

400 – **Backpack** – You certainly don't want to be running out of ammunition, but it would be a pain to carry enough to get through a firefight or three. The same goes for your weapons, since you might have your hands occupied with other matters. This provides a way to store a limited number of weapons and health packs on your person with no increase in weight or bulkiness. It also stores an unlimited variety of ammunition, though each type has a finite limit, and you can store an unlimited amount of any currency or item that would be regarded as a collectible. You won't even lose any of this if you end up swimming or climbing, and unless you have a weapon equipped nobody will notice you have it. If you need something, you can easily pull things out and stow them without even looking at it. How does it do all this? Maybe the E99 symbol on it could be a clue.

600 – **Augmenter** – An upgrade device you might find around Katorga 12, which can be used to upgrade the user and their non-weapon tools to some extent even if they lack the knowledge of how to do so themselves. Here it will function on E99 tech you can find around Katorga 12, but in other settings without an equivalent it will have a certain amount of allocations that take time to recharge, with more powerful upgrades making the recharge time longer.

600 – **Chrono Marker** – A way to leave messages to yourself or others in different timelines or dimensions adjacent to your own, which only becomes visible with the use of the *Chronolight*. If you purchase this, other versions of you may leave hints you can find, or other messages you could find useful or amusing.

Researcher

100 – **Anti-Radiation Herb** – This is only grown on Katorga 12, which has the interesting property of subsiding radiation. You can grow more of this and use it for various purposes, from medicine to environmental protection to food preparation. The latter is particularly useful when the only source of food is something like Phase Ticks and goes well with garlic and oregano.

100 – **Lab Coat** – If you are going to be working around potentially hazardous materials, you might want this. While it doesn't provide immunity to E99 effects and has limited durability that renders it unsuitable for combat, when sealed and the helmet is equipped it acts as a highly radiation resistant hazmat outfit. It self-cleans, and if damaged you will find it repaired within the hour so you can get back to your research.

200 – **Emergency Gun Vault** – You might not actually be any good at using weapons, but you may want to have something available just in case. This takes the form of a secure safe in your place of work that only you can access, containing a single powerful weapon. You can have it contain any one weapon you already possess, or one you have designed. Your fellow employees and employers will completely overlook this, which is useful for when you might need to use it.

200 – **Notes** – Taking the form of a folder or other appropriate means of storing information, this will keep an accurate and detailed record of your research and all its findings. This is useful as a backup, and in the event of having to flee or destroy your research, this will allow you to keep your findings and continue your work elsewhere without having to start from scratch. It can be secured or coded to ensure others cannot read it without you, perhaps requiring a *Chronolight* or similar tool to be read.

400 – **Lab Assistants** – You might not want to work on your own, or you might need help. This is a sizable group of well-trained assistants, all equipped with protective gear that they never seem to remove, of a number that will scale to whatever laboratories you are working in. They will follow your instructions and work as diligently as they can to avoid mistakes. You can get them to work faster, but this comes at the expense of safety. They are loyal to you, and though they cannot effectively fight they will take your secrets to the grave if it is necessary to protect your work. Should any die, you get more the next day.

400 – **Order Of Lenin** – You have been awarded the highest civilian decoration bestowed by the Soviet Union in recognition for your research. Physically this is a solid gold badge with a grey enamelled silver disk bearing Lenin's portrait made of platinum fixed by rivets, and the portrait is surrounded by two golden panicles of wheat and a red flag with "LENIN" in Cyrillic script (Russian: ЛЕНИН). A red star is placed on the left and the "hammer and sickle" emblem at the bottom, both in red enamel. It is worn as a metal suspended from a red and yellow ribbon. As well as looking quite nice and being composed of previous materials, this signifies your accomplishments and will allow you to be recognised as a figure who has done something substantial for your country. Possessing it, you will find yourself more favoured by the government, and you will find it easier to garner further awards and recognition for

your work. In other settings, you will start off with an equivalent medal appropriate for your Origin, though you can keep a collection of the inactive previous versions.

600 – **Underground Lab** – You have a concealed laboratory, filled with any equipment you would need for your research, a secure vault, and capable of being flooded with radiation that masks the signature of anything you might want to store inside it. Curiously, only those who know of its existence can find it. Infused with E99, if any damage occurs it is a simple matter to revert the laboratory to its undamaged state. You can have this attached to your Warehouse or any property you own or work in.

600 – **E99 Mine** – This network of tunnels and caverns are filled with orange crystalline growths, crystals of E99. This is an unlimited source of the substance and comes with a variety of mining equipment you could improve to increase the yield of this mine. Exactly how it is unlimited is up to you, maybe it seemingly extends forever, maybe time within it repeatedly reverts to restock it. This does not have any impacts on the environment or wildlife unless you want it to.

Rebel

100 – **Cover Identity** – You might need some sort of identification, even if the glorious leader looks down upon individuality. This is a civilian ID that will be accepted by any regime and allow you to be overlooked so long as you are where you are supposed to be and don't cause trouble.

100 – **Rebellious Outfit** – While this might look like casual clothes, it is surprisingly durable and suitable for navigating uncomfortable environments. You'll probably stand apart from any who lack individuality, and while this isn't proper armour you will find it much easier to move around in without getting caught on your surroundings, and you can easily get through tight spaces like vents.

200 – **Boat** – How did Kathryn get to Katorga 12? Maybe she had this. While this isn't particularly fancy or fast, this small boat is very easily overlooked and simple to hide. It could let you get to or from a quarantined island while your world is being controlled by a dictatorship.

200 – **Video Suitcase** – Not exactly a laptop, but a durable case containing a screen that can play any recorded messages you have access to. You can use this to quickly brief others on important missions and explain complicated situations.

400 – **Hidden Base** – Sometimes you need to run and hide to live and fight another day. This is a secure and well-hidden living place, which can be concealed within fortified or dangerous areas like Katorga 12. It might not be particularly comfortable, but it has the basic living requirements for a dozen people, some basic weapons, and a lot of tinned food. It comes with an electric fence to defend the perimeter if you need it.

400 – **Rebels** – You don't need to fight alone. You can call a small squad of fighters, no more than five and not particularly well equipped or trained but they are incredibly determined to help you. They might be few in number, but they make up for it with enthusiasm and guile that most dictators forces lack.

600 – **Mir-12 Journal** – This is a copy of the journal that became the basis of Mir-12's mission to bring down Demichev and assist Renko. When exposed to the *Chronolight*, you will find additional information relating to you hidden within the journal that you could use to your advantage here. In other settings, you will find the contents of the journal changed to reflect the world, apparently written by a future version of yourself, which will provide limited but useful information about events that will occur and guidance for what you should do. Exactly what your goal would be depends on your own motivations.

600 – **E99 Bomb** – This might have changed things, if Mir-12 had access to one of these before the Pearl mission. This is a man portable device that is the Soviet Union's answer to America's Atomic Bomb, utilizing the power of E99 instead of more typical nuclear isotopes, resulting in a far more powerful bomb. One of these was used in the altered timeline to destroy the Eastern coast of the US, so be careful where you use this. Fortunately, you could adjust the yield to some extent, if you wanted to destroy a smaller target.

Dictator

100 – **Dictator's Cape** – Whether or not you are actually a Dictator, this fur cape will make you far more impressive looking and potentially quite imposing when combined with the military uniform it comes with. It is self-cleaning, will come off easily to avoid accidents, and is quite warm and comfortable to wear. Look good and feel comfortable in arctic or dreary conditions.

100 – **Magnum.44** – Your personal weapon. When used, it will have an enhanced intimidation effect on those who would oppose you. It will not malfunction, and you get a regenerating supply of ammunition. Curiously, its use seems to evade forensic investigations, so those killed by it might be dismissed as dying from "accidents" unless there are witnesses.

200 – **Political Allies** – You have influence within your Government, allies who can pull strings and arrange things to your benefit. The more you can pay them back with results that benefit them as well, the more they will be able to do and the more allies you can gain. Given enough success, you could potentially take over the government entirely.

200 – **Helicopter** – If you need to get to a remote island quickly, this is your best bet. It is a heavily armoured, armed, surprisingly comfortable, and fast helicopter you can call at any time that will take you anywhere it could feasibly reach. It is powered by an E99 generator, giving it infinite fuel.

400 – **Squad** – Need some security? You can call in a heavily armed squadron of soldiers loyal to you. This defaults to E99-tech enhanced Spetznaz, but you can adjust this to fit in with other settings if you want. If they are all killed, you can call in more after one hour.

400 – **The Pearl** – Either the original that has been enhanced, or a replacement with improvements on the sunken version. This is an extremely large Soviet cargo ship, capable of shipping hazardous materials from Katorga 12 back to Moscow. Unlike the original, this one has been laced with E99 in such a way that it will not destabilise if a TMD is used to reconstruct it. It comes with a well-trained crew that are loyal to you.

600 – **Katorga-13**– You have your own island and nearly complete facility containing everything you would find on a functional Katorga 12. Schools, workplaces, administrative buildings, laboratories, guards and populace… everything except a certain reactor. You have total control of this island and complete authority over everyone on it.

600 – **Jumper Reactor** – You could name it after yourself or pick another name, but this is an intact and functional version of the Singularity-generating reactor that would be built on Katorga 12. It provides a functionally unlimited amount of power, quite a boon despite the potential risks if sabotaged. It won't accidentally malfunction, as it seems to maintain itself. You have the schematics to build more, and you know how to shut it down safely or use it to trigger the same sort of catastrophe found in Singularity.

Augmentations

While you might be able to find Augmentors around Katorga 12 and be able to use them to upgrade yourself and the TMD if you have it, you may want to avoid the hassle and just buy them here. Usually this would cost E99 Tech, but since you haven't entered the Jump to collect it yet you can have 1000AP (Augmentation Points) to spend in just this section. Some of the available options have been altered or removed from what you'd specifically find in the game to fit into this medium more.

Augmentations are grouped into three categories: **TMD Equipment**, **TMD Enhancements** and **Hero Enhancements**.

TMD Equipment

These Augmentations tend to improve the rate at which resources can be gained or regained, such as ammunition, energy and health. Usually, the TMD starts out with a single slot for these and can only be upgraded once, but we can ignore that here. Take as many as you can afford.

50 – *Sharpshooter* – Improve all Weapon Accuracy

100 – *Energized* – Gain TMD energy for each kill

200 – *Healer* – Gain health for each kill

100 – *Wrapper* – You heal with health packs more quickly when not sprinting

100 – *Tech Savvy* – Whenever ammunition for other weapons is picked up, TMD energy is gained

100 – *Search And Destroy* – Acquire more ammunition from enemies and find more in the area

400 – *Field Doctor* – Regenerate 25% of your health when not in combat

TMD Enhancements

These are limited to improving the *Impulse* and *Deadlock* abilities of the TMD.

50/100 – *Impulse* – Increases *Impulse* damage and the knockback caused, as well as increasing speed of reloading the TMD with Energy Cells if depleted.

50/100 – *Deadlock* – Increases *Deadlock* duration and size.

Hero Enhancements

The most numerous Augmentations available with the most straightforward effects, generally improving your basic capabilities. If available, each more expensive Tier becomes more significant in what it does, e.g. buying the first Tier of *Heartiness* for 50AP will provide less of a bonus to your maximum health than the final 200AP Tier for *Heartiness*. You can only buy one Tier of each option.

50/100/150/200 – *Heartiness* – Increases maximum health

50/100/150/200 – *Energetic* – Increases maximum TMD energy

50 – *Iron Lung* – Increases the amount of time you can hold your breath

50 – *Stamina* – Increases the duration for which you can sprint

50/100/150 – *Defensive* – Decreases melee damage against you

50/100/150 – *Armour* – Decreases projectile damage against you

50/100/150 – *Medic* – Increases effectiveness of medicine you use

Weapons

On the off chance you want to buy some of the weapons available on Katorga 12 rather than hunting them down yourself, here they are. If you buy them here, you'll also get as much ammunition as you can carry on you for that specific weapon, and a free restock every week.

100 – **Centurion** – A single revolver that fires a powerful E99 bullet. This weapon does a very high amount of damage but has an extremely low rate of fire.

100 – **AR9 Valkyrie Assault Rifle** – The primary assault rifle of the USSR. The name means "chooser of the slain", and the weapon is a lethal combination of firepower, range, and accuracy.

100 – **Volk S4 Shotgun** – This autoloading shotgun is built to deliver massive damage for close range tactical combat.

200 – **Kasimove SNV-E99 Sniper Rifle** – This variant is a modified semi-automatic sniper rifle. The precision optics make it perfect for long range combat but unreliable in close quarters. When aiming down the scope, a slow-motion ability can be activated for a short period, making it easier to line up shots at a distance.

200 – **Seeker Rifle** – This rifle fires E99 charged shells that alter time and allow the operator to control the bullet. It produces small but potent explosions on impact, killing most targets with a single shot. Steering bullets allows the user to shoot enemies that are concealed by cover or around corners, while time seems to be slowed for the user during the control period to help avoid damage while distracted.

200 – **Autocannon** – A heavy cannon that uses an automatic load system coupled with a high capacity 100 round clip. Unmatched rate of fire for extended combat engagements. It requires a second to spool up before it starts firing, though it can be aimed and held in this spooled state to be fired instantly when required. Once spooled, it has a fire rate of over 800 rounds per minute. While you might notice that the clip seems too small for the number of bullets it holds, its developers have stated that the "clip" is actually an E99 device that temporarily rewinds the weapon from depleted to fully loaded.

400 – **Spikeshot** – An E99 charged rail gun that fires an explosive spike. Each shot requires a brief delay to fully charge the rail. It is equipped with an infrared scope, lacking a zoom function but allowing the wielder to see targets in dark environments to make aiming easier. It also reveals creatures that are temporarily out of phase and invisible. The spike imbeds in the target for a short time before detonating, making it capable of killing multiple targets.

400 – **Dethex Launcher** – A multi-purpose launcher that fires standard and smart munitions. Standard load and radio-controlled grenades do area-of-effect radius damage. The primary fire mode launches a hand grenade shaped projectile with a blinking red light which explodes after about 2 seconds. The secondary fire mode rotates the barrel and when fired, launches a glowing sphere which rolls around and can be navigated by using the controls on

the launcher, and can even jump to move over objects or to reach a different level. Releasing the secondary fire button causes the grenade to detonate. It comes with a function to show the wielder were the guided grenade is even behind opaque objects, giving it an orange outline only the wielder can see.

400 – **RLS-7** – A Military Issue launcher that fires HE rockets. The RLS-7 Rocket Launcher is a single-shot, shoulder-launched rocket weapon utilized by the Soviet Army, capable of firing rockets in either unguided ("dumb") or guided ("smart") modes. The first mode fires the rocket in a straight line, detonating upon impact with any solid object. The second mode allows the rocket to be guided by following the circle on the crosshair, making it possible to steer it around obstacles.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

100 – **Pet Soul Leecher** – You could have one of these if you want, or maybe more? This bizarre, ghostlike creature seems to be capable of directly mutating creatures that it uses as a host and may be responsible for the existence of the Zek mutants. If it enters a mutant corpse it can somehow revive it, possibly via interacting with its existing E99 mutations and altering its temporal state, or perhaps just controlling the corpse. Multiple Soul Leechers entering one organism will cause it to swell grotesquely, turning it into a mobile hive capable of reviving dead E99 mutants around it so long as it is intact. The presence of the Soul Leech also causes brightly glowing blue patches to form in the host organism where it burrows inside, acting as an obvious weak point.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Friendly Mutant** (Displaced) – Well, if you wanted one of the horribly deformed and incredibly dangerous creatures created by exposure to E99 on your side, this is the option for you. Your choice of elongated and emaciated monstrosity that keeps moving even when missing limbs, split-headed phasing nightmare that pulls explosive barrels out of nowhere, or spine covered lizard-like creatures that vomit explosive projectiles. They're more like a particularly intelligent pet than a real person, but you could work to change that in the future, and they'd be just as fond of you.

200 – **Squad Mate** (Soldier) – Maybe Devlin survives, or you'd prefer a different figure watching your back. They might not have access to fancy gear, but they've got great aim and they've got enough experience in ordinary combat to call you a rookie. Or perhaps you'd prefer comrade?

200 – **Lab Assistant** (Researcher) – Sometimes you need someone to hold the camera while you explain your findings, or perhaps do the slightly riskier teleportation experiment for you while you stay at a safe distance. This enthusiastic and clearly well educated helper might not change the world by themselves, but they'll be ready to give you a leg up while you're at it, or perhaps drag you out of your burning lab should something unforeseen consequence strike.

200 – **Backup** (Rebel) – If you need someone to provide covering fire or create a distraction, this is a good choice of Companion. Devoted to the goal of freedom from tyranny in general, and your own wellbeing specifically since you are fairly crucial in achieving that, they'll be there when your back is to the wall, either to smash through it next to you for an escape route or to start shooting at your firing squad. Possibly both. You're not entirely sure how, but they seem to be able to tell what your surroundings are even over the radio, so they're good at giving you directions when you need them.

200 – **Lackey** (Dictator) – Sometimes you don't want someone to talk to, you just need someone to salute and go do what you told them to do without any questions asked. This option of Companion is incredibly good at that. As every leader has their critics, you can ask them to fulfil this role as well, searching for flaws within your plans and respectfully bringing them to your attention. They'll still carry out your orders even if they are flawed if you want them to, since they are a firm believer in your cause and extremely loyal to you personally. They're also very good at doing paperwork, so they're a useful for delegating that particular duty as well.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

100 – **ЯЕАД** – Something seems slightly… off when it comes to the written and spoken language here. It's as if people who didn't have a lot of familiarity with Russian were responsible for organising the language here. This might not bother you unless you were familiar with how the language is supposed to be, and you might note odd choices of letters or pronunciations. There will be a lot of English words with random Cyrillic characters, and a lot of literal translations.

100 – **Unproven, Untested, Dangerous** – The problem with cutting edge technology you might find here is that it can cause serious problems. You will find that E99 technology does not seem to function as well, emitting noticeable radiation and containing flaws you might expect in an unfinished project. You might find some of your fancier E99 weapons jamming, or technology developed in these conditions less reliable.

100 – **Temporary Solutions** – As experienced with the Pearl, the TMD effect does not last as long when used on larger objects. Now you will find that this applies to anything that the TMD device is used on. This will not always be a major problem, but you may find something reverting to a different state when it is inconvenient.

100 – **Blinded By Time** – Like some of the horribly mutated victims here, you have been rendered blind by the radiation. On the plus side, it seems your hearing has grown significantly sharper.

200 – **The Prototype** – While Dr Barisov later created a more elegant solution for the TMD design, that version is no longer available, and you are limited to the prototype. It is quite clunky and large, and while still functional it will be much more difficult to carry and use, particularly in combat situations.

200 – **No Russian** – You cannot speak or read Russian, which could be a problem here. If you are Russian, you will find that your allies tend to speak in English, while you cannot. No subtitles either, unfortunately.

200 – **Soviet Safety Systems** – You keep looking for them, but you're not going to find a lot of evidence that OSHA equivalents were ever applied. This might cause problems if you are working in a laboratory using time-altering mutation-inducing materials. You might be able to enforce their placement yourself, but it's going to take a lot of effort to justify increases to budget or slowing development for safety.

200 – **No Gun Run** – You might not be able to use a gun, or the ones you find just don't work for whatever option. You cannot use any sort of firearms while you are here. Fortunately, you can still use melee options or a TMD if you have it. Your allies aren't restricted by this, but neither are your enemies.

400 – **Voided Warranty** – Normally you would be able to find a series of stations you can use to upgrade yourself or your equipment. Now, none of that works. You'll be stuck with the basic version, and any attempts to significantly modify weapons yourself will cause them to malfunction.

400 – **Zek Bait** – Your unnatural presence has been noted by some of the creatures here. The monsters created by the explosion of the Singularity and the distortions to time are more common now, and they will tend to focus on you. Sneaking past the blind ones won't work, as they can still perceive you somehow.

400 – **No Time On Your Hands** – You are unable to use the TMD or E99 tech, either due to personal preferences or malfunctions that occur when you attempt to use them yourself.

400 – **In Soviet Russia, Setting Jumps You** – Your presence here is unstable, or your presence has made time unstable. You frequently encounter temporal anomalies that send you back and forth between 1955 and 2010, and echo-like flashbacks to events occurring in other times are far more common. You won't end up inside walls or falling due to the floor vanishing, but you might have problems showing up where there are monsters or guards.

600 – **Anomalous Material** – You cannot bring in any Items from elsewhere, and your Warehouse is locked. You can only use Items you purchase here.

600 – **Anomalous Properties** – You are restricted to your Body Mod and cannot bring in any Perks from elsewhere. You are limited to the Perks you purchase here.

600 – **Temporal Conspiracy** – Upon arrival, you almost died but were miraculously saved. Your continued living is regarded as a 'mistake', with your presence creating a timeline that some occupants want to undo to return things to the way they 'should' be. You will find that there is a conspiracy working to ensure you die as you 'should' have done, possibly even resorting to time travel to prevent you from being saved in the first place. You never got a good look at the one who saved you, unfortunately, as they vanished before you could thank them.

600 – **The Circle Must Be Broken** – You seem to be trapped in some sort of continuous time loop, where going back to prevent something causes it to happen, and the original you to get caught up in it. Attempts to avert this seem unusually prone to failure or being undone. You need to find a way to escape the loop before your time here runs out, or it's a Chain Failure.

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

The Outsider – No Time For This Mess

You came here and don't want to get involved? Alright, there's an option for that, even a reward. Your goal for this Scenario is to avoid getting caught up in the plot of Singularity and allow events to play out the same way as it did in Canon.

Reward = Temporal nonsense and major accidents don't seem to happen around you. You won't end up accidentally in the middle of a time storm, caught in a temporal cold war, and time travellers just avoid your time period in general. Unless you want it to happen, time isn't going to break down either.

The Marine – Singular(ity) Player Game

Fond enough of the game to give it a go yourself, or do you think you could do better than Renko? In this Scenario, you replace Renko. You also come to your senses and can properly start doing things just *after* placing Demichev down next to the statue, you're not getting out of it that easily.

Reward = Just like Renko, you will eventually get the fully upgraded TMD for free. What you do with it at that point, and what options you choose before you leave Singularity, are up to you. Any CP you spent on the TMD gets refunded, and you can spend that elsewhere in the document.

The Visionary – Needs Of The Many

While things certainly didn't turn out well with Dr Barisov and especially Demichev's research into E99, perhaps you can do better? You'll be starting off in 1955, in a timeline absent of their influence where they have both just died in the fire and nobody has shown up to save them. Your task for this Scenario is to essentially replace Dr Barisov, complete the research on E99 without Demichev's assistance, and find ways to implement it worldwide in a peaceful manner. Ensure everyone can benefit from the discovery in some way, don't cause the apocalypse, and you will complete this Scenario.

Reward = Your study and optimism has paid off. You have a mastery of E99 technology, with the lofty claims of the PA systems on Katorga 12 being the simpler applications of this wonderous new development. You are also able to implement revolutionary technology at a rapid pace through entire settings without causing disasters, either accidents or people exploiting it in dangerous ways.

The Revolutionary – Our Time To Shine

The whole set of convoluted circumstances behind the existence of Mir-12, the possible unending time loop, repeated attempts to try and fix the past… in any of that, has the prospect of changing the world as it is now without depending on erasing the timeline entirely been brought up? Now it has, as in this Scenario you are locked into 2010 in the timeline that Demichev has become ruler of. Though E99 technology is widespread and used in weapons, devices like the TMD don't exist unless you brought them in. Mir-12 doesn't exist here either, or at least not with a goal involving a time travelling marine. Rather than altering events that have already occurred, your task is to somehow overthrow Demichev without resorting to time travel. Exactly how you do that otherwise is up to you, but you succeed once he and his immediate supporters no longer rule the world and are in a position where they cannot claw their way back into power.

Reward = For succeeding where Mir-12 did not, or at least not as they intended considering the multiple alterations to the timeline, you have been granted the ability to cause world-wide revolutions to overthrow similar dictators. It doesn't matter how powerful they are, or how absolute their control, you can ignite the spark to overthrow them and fan the flames until they are gone for good. Since you didn't resort to the "easy" solution, oppressors of the people will also find themselves unable or unwilling to utilise similar instant-win solutions or enact measures that could make your rebellion's victory a pyrrhic one at best.

The Leader – Needs Of The Few

Perhaps you want to take advantage of the opportunities presented here for more personal reasons? In this Scenario, you will be locked into a starting time of 1955, and if you wish you can replace Demichev entirely. That is essentially what accomplishing the Scenario will involve, as you must take advantage of anything you can in scientific advancement or politics to become the leader of Russia. If you like, you can also try to take over the rest of the world like he did. Use diplomacy, force, or any method of taking and keeping control, but at a minimum you must effectively rule Russia by the end of the Jump.

Reward = You may take what you worked so hard to claim with you. Namely, the entirety of the Russia that you lead, and more of the world if you were able to control it at the end of the Jump. This can be imported into any other worlds or dimensions you own, made somehow accessible on other Earth's in different Jumps in a linked dimension via temporal distortion, or otherwise imported into suitably sized territory you already own. If you don't have a better or preferable option, it is accessible through a door in your Warehouse, just next to a particularly impressive statue of yourself.

Ending

The Jump is finished. Your time here is over, and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this world?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

-Thanks to those who came up with Jumpchain, *Singularity*, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-This was made largely because this author could not find a specific Jump Document for the game *Singularity*. This author has no complaints if anyone wants to make their own version.

-Upgrading Weapons: In *Singularity*, this is limited to improving Damage, Reload Speed and Magazine Capacity. Elsewhere or with extra tinkering you might be able to figure out how to improve them in other ways.

- Augmentations: This is broadly using what is available in *Singularity*, though since the game used the term "Perks" for some of the upgrades this was considered confusing in the context of this document, hence the name changes. Regarding increases in health, stamina, energy, as well as resistance to melee and projectile damage, consider each Tier a significant improvement over a baseline human, but the highest Tier is not "infinite" or granting immunity to damage of that type. It's just multiple times higher than what you would start with, e.g. the lowest Tier of *Defensive* is like wearing sports gear for extra protection on top of your other protective gear if you have any, while the highest is like wearing heavy body armour for extra protection. If you'd prefer more specific figures, you use the Body Mod as a comparison. If in doubt, try to figure out something that sounds reasonable to you.

-If you buy an increase in energy for the TMD and end up acquiring the enhancements to it that makes it no longer require charging, you can have a refund of the AP to spend on something else within the Augmentations section.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.