"DEATHLOOP"™

Gauntlet By Firri

Isle of Blackreef, 1960s based on the only questionable source that you can realistically ask. It was around this time that the AEON Program bought this island to take advantage of its timelooping property to gain eternal life. Now, every day is the First Day and based on that same questionable source, it's been the First Day for well over a century.

Unexpectedly, nobody knows this besides two people, Colt Vahn and Julianna Blake. For some reason, they're the only two people (besides you now) that remember these loops and Colt only started to remember recently. Something compels him to try to break this loop, while personal motivations compel Julianna to protect it. Might have something to do with the fact that she's Head of Security of the island.

To break the loop, 8 individuals, the Visionaries, must die.

In Blackreef, the only variable is death, and everybody gets a turn.

As a Gauntlet, you'll have one of three objectives depending on which origin you choose, you will either try to break this loop within 10 years, survive for 10 years, or protect the loop for the next 10 years. Regular Gauntlet rules apply so that means you'll be stripped down to your Body Mod, and your Warehouse will be emptied out. You start with 0 CP and you must take Drawbacks to afford anything besides freebies. Failing this Jump will not fail your Chain, so you can continue or try again.

If you manage to complete your objective, you gain a very powerful Meta-Perk, Jumper Infusion. Jumper Infusion allows you to infuse your Perks and Items by paying their full CP price again. Once they're infused, you can keep them in the cases where you would be unable to take them with you, such as when you enter Gauntlet Jumps or because of Drawbacks. As a Meta-Perk, Drawbacks that restricts your Perks or Items cannot restrict Perks or Items infused with Jumper Infusion. You can also sacrifice Perks and Items that you have or haven't infused to refund the points for 1/4th the original CP cost (rounded down to the nearest factor of 50), but keep in mind, it means you will lose them forever.

Your age and gender are up to you.

Locations

Roll a 1d6 or pay 100 CP to choose your location. At the start of every loop, you wake up in your rolled/chosen location.

1. The Tunnels

These tunnels run the entire length and width of Blackreef. They're locked by a secret code only Colt knows. Personal advice would be to get your hands on that code as it's the safest way to travel on this island.

2. Updaam

The residential area for a majority of the residents including The Captain, Colt Vain, Head Computer Admin Charles Montague, and The Wolf, Aleksis Dorsey. They're all assholes if you're wondering, but the latter is a significantly more gaping asshole than the other two, but then again, you haven't picked your Origin yet, so it's a matter of perspective really. Charles setup a LARPing game of alien invaders in the noon with half his brain while Aleksis throws a party every night under the flashes of fireworks without any brains.

3. The Complex

An old power station and outpost repurposed into a research facility. Here you will find Dr. Wenjie Evans and Egor Serling conducting experiments in the afternoon and evening respectively. This is also a good place to learn about residuum, Trinkets as well as about the timeloops in general as meticulous notes are kept all around. There are also some secrets hidden within the power station that tells of the old military facilities from the 1930s, if you're willing to play electrician with the generators that is.

4. Fristad Rock

Home to Blackreef's personal radio station and beneath it, a bunker arthouse owned by "Ramblin" Frank Spicer and Fia Zborowska respectively. Frank can be described as the closest Visionary to be decent, or at least not a total megalomaniacal jerkoff. He's also responsible for the sweet tunes you hear on the Blackreef radio, many of which he composed himself. Fia is the odd sheep of the AEON family. Her contributions to the program and its continued existent are minimal to nothing, and her personality is… worrying to put it diplomatically. She always disappears in the wintery afternoon. Just so happens that Charles Montague disappears around this time as well.

5. Karl's Bay

A seaside airplane hangar area that's occupied by one Visionary known as Harriet Morse. Cult Mother, she's called and author of self-help books. In the loops, she's become completely unhinged and has repurposed one of the hangars for her indulgence and exploration in suffering.

6. Free Choice

Fate is in your hands, more so than usual as you get to choose where you begin now.

Origins

Origins provide 50% discount on their respective Perks and Items with the corresponding 100 CP choices being free.

Drop-In

You arrive on Blackreef with no previous history or attachments, at least none that are relevant. Perhaps you're a random Eternalist or just some stowaway who managed to sneak on to the island just as the first loop began. Regardless, nobody knows you and presumably, you don't know anybody that isn't a key figure. You can choose to stay on Blackreef for the next 10 years or you can end this Jump early by breaking the loop.

Loopbreaker

You had a history with the AEON Program, or you haven't. Who's to say? Well, you can if you want to. But now, you realize being the only one of three people to remember everything that happens in these loops is no way to live, so you decided to break out of this loop. You have ten years to do so and not breaking the loop in ten years means you failed the Jump.

Head of Security

Because of your past, you were the perfect fit for the role. You might have been Colt's deputy before he defected so you succeeded him, or maybe it was the reverse. You were the head of security from the start while he worked under you. As AEON Head of Security, you're responsible for the safety of the eight Visionaries and make sure the Eternalists follow protocol. Protecting the Visionaries means protecting the loop, and that's your number one priority for the next ten years. The loop breaking means you failed the Jump. You can choose to take Julianna's place and have her return to being the AEON's archivist again, or perhaps she can be your deputy, or maybe you two can be Co-Heads?

The Visionary

You're one of several enlightened minds that have come to the island to either indulge in the vices that come with immortality or further the potential of mankind with your scientific breakthroughs. You will also act as an anchor for the timelooping mechanism of the island. You will be protected by a legion of masked followers who may or may not be your fans depending on who you were previously and what you're contributing to the island. Your goal is to make sure you don't die at the same time as the all the other Visionaries, resulting in the loops ending. You just have to keep that up for ten years.

Perks

General

Infusion – Free or 300 CP

By taking this perk for free, you only have this power temporarily during the Jump. By paying 300 CP, you can keep this perk even after the Jump. This gives you the power of Infusion. You gain the ability to see certain items that have innate residuum and you can absorb it. You can use the residuum to infuse items in order to keep it during a timeloop. This perk becomes especially useful if you're planning to take any of the Perks that loop time.

Drop-In

Messenger in the Sky – 100 CP

You start to see floating text, and they're only visible to you. These texts are far more aware of things than you. These texts have an eidetic memory and can remember things for you. It can even remember your original memories in the case you would have amnesia or your memory was altered somehow. These texts don't seem to limit themselves within your spatial awareness either. It also seems to be aware of things ahead of you, such as traps or enemies you can't see, but it doesn't know everything and it can't know something you would have no other way of knowing such as knowing the exact location of somebody you don't know in another country. Its precognition is only limited to what's immediately around you. But personal advice? Don't always listen to it. Its only personality trait is that it's incredibly homicidal so just because it tells you to "kill them all," it doesn't mean it's giving you advice.

Junkyard Wizard – 200 CP

A lot of tools and weapons in Blackreef have that junkpunk feel to it. It makes you wonder who could have made all that. Well, at least now you know one person. It's you. You're the guy, or gal, or other. Now you know how to make use of some leftover scrap and extra to make yourself things like Colt's Hackamajig or the PT-6 Spiker. Things that could be accomplished with properly sourced materials and parts in sci-fi, but you can achieve a similar or better efficiency with junk parts, like your own turrets and field nullifiers.

Let's Try This Again – 400 CP

Whenever you fail an objective that revolves around your Origin, you gain a boost in the necessary skills or stats to not fail that objective again. This buff resets by the end of the Jump. Say you fail in bodyguarding someone because you weren't fast enough, now you get a boost to your movement speed and reflexes.

Unstable Time Person – 600 CP

This is concerning. You've become a temporal anomaly. What does this do to you? Well, nothing really. Nothing about you has changed and your life won't be impacted in anyway except for one particular thing. Residuum come from time anomalies. You are now a time anomaly. You now passively generate residuum that gets absorbed into the things around. If your

weapons or tools happen to absorb the residuum, they will respond to your thoughts and intentions and thus gain anomalous properties that better fulfill their purposes such as a gun that fires faster or a wrench that slowly mends whatever device you're using it on. The longer these items spend around you, and the more you use them, the more powerful their properties become and may even gain additional properties.

Loopbreaker

Parkour Enthusiast – 100 CP

You now have the body of an expert rooftop runner. There're very few places in Blackreef that you can't climb or parkour your way around. I mean it. Most buildings are one-floor tall anyway and abandoned. Did I mention most buildings are abandoned as well? So, you can easily just hop into a window or just break through it with the momentum of your sheer mass and parkouring finesse then out again like you realized you committed a crime and to get out of Dodge before the police show up.

Weapons Expert – 200 CP

You know how to handle weapons. You have a supernatural know-how on how to operate all firearms no matter how foreign the design and functions are. This also enhances your gun handling and accuracy. You can hit with your shots even when running or jumping over obstacles. In addition, you also instinctively know what supernatural properties are bestowed to the weapons and what conditions allow them to function.

I See You Not – 400 CP

You are a master of stealth. You can easily hide from others in plain sight, even if they were to see you outright. It would take a few moments for them to process that you're in an intruder unless they're alert or they're actively looking for you. This could also be explained away by the fact that most Eternalists have little to no combat experience and are mostly vacationers, backers, or scientists, but you being a modern-day ninja just sounds cooler.

Deathloop – 600 CP

Once per year, you can set an objective that can realistically be achieved within 24 hours. On that same day, time will revert until 12:00 AM. Now you have from 12 to 12 in order to accomplish that objective. If you die or it hits 12:00 AM next day, time will reset. During the looped day, you have infinite stamina and no longer need sleep. You won't keep any items you get when you reset, but you do keep your memories unlike other people. Residuum will begin appearing all around during the loops. The loop will break if you either complete the objective or end it yourself, and you must wait until the next year to use this power again. Being in the loop does not count to your Jump time as it's still the same day.

Head of Security

Protective Instincts – 100 CP

You have a supernatural sense of when VIPs you're responsible for are in danger as well as where they are relative to you. Julianna has always had this shtick of being all-seeing and all-knowing. While it's easily done thanks to the innovation of cameras and tracking devices, you can do the same just with your buffed up sixth sense.

I See You – 200 CP

You have a knack for tracking people, but also a knack for tracking them without them knowing how they're being tracked. Whether it's done magically or technologically, your attempts on spying on others is always covert and incredibly difficult to detect unless you announce yourself. Also, as a side bonus, you can communicate directly with the person you're spying and they have no way of muting you or tuning you out. They're forced to listen to you no matter what.

Just You, Me, and Them – 400 CP

Whether magically or technologically, you have the ability to lockdown a district or smaller area in order to trap a particular target. The lockdown is temporal, meaning time outside of the lockdown is stopped. The target is unable to escape unless they perform a certain task in order to lift the lock, whether that means destroying a pillar of magic or downloading unlock codes from a tower. While inside the lockdown, you and your allies gain a boost to your physical parameters such as reaction speed, movement speed, accuracy, strength, etc.

Timesplitting – 600 CP

You can "timesplit" yourself, inviting an alternate timeline version of yourself into your timeline. They will think like you and have the same goals as you, and they will work together with you to fulfill that goal. They're also time anomalies so they generate residuum just by existing. If they end up dying, their memories will be transmitted to you. If the original you ends up dying, your consciousness and memories will be transmitted to one of your timesplit versions, if there are any left. You can only do this a number of times, at most ten times before you have to rest. It takes a month before you can timesplit yourself again. There can only be twenty of you at any given time, which includes the original you.

The Visionary

A Figure to Behold – 100 CP

There's a good reason why the Visionaries are so distinguished in the unorganized AEON. It's because of either what they can offer or their charisma. In your case, you got both. You get a boost to your intelligence so you can at least understand whatever scientific drivel Egor and Winjie barfs at you, even if you can't or won't participate, and you have enough charisma to start your own mini-cult much like Harriet, or at least get a fan club going.

Protection is Earned – 200 CP

For spending CP? Of course, it's earned. Your Eternalists are bit more loyal to you than usual. Enough so that they have 0 problems with dying for you. You'd usually hear some back alley talk where Eternalists are wondering why in the hell do they have to protect the Visionaries and why you guys deserve it. But not you. In fact, here's 100 Eternalist followers who will only follow you. Unlike others, they don't need the time-loop to return from death. If they die in later Jumps, they return the next day and stronger, with higher quality gear and a random assortment of stronger trinkets. You can also import them as Companions in later Jump. They share one Companion slot, but any Perks or Items bought can only be given to one Eternalist at a time.

While I do say that they are unflinchingly loyal to you, they will take issue if you start killing them just so they can come back better. They might even start a union or go on strike if you're not too careful, but they will never betray you and will always be there for you in your time of need. Just don't expect them to fetch your coffee anymore if you do upset them.

I Make My Own Superpowers – 400 CP

Through the power of residuum, you can now create your own trinkets and Slabs. Trinkets are easier to make as they don't require as much residuum, except for higher quality trinkets as they require quite a bit. On the other hand, Slabs are very expensive. It would take killing somebody who is rich in residuum in order to make one Slab. You also gain the knowledge to fashion a residuum harvesting device or you can just buy the Infusion perk and cut out the middleman and get straight to draining and making.

LPP – 600 CP

You know what? Forget AEON and their precious "Visionaries." You're gonna make your own timeloop with blackjack and hookers. In fact, forget the blackjack and hookers, you're gonna make your own timeloop! Once per year, you can designate yourself and others as "anchors" for a timeloop. So long as you all don't die on the same day, this same day will repeat forever, and you will all remember it. If you all do end up dying at the same time, the day will loop one last time and you can't use this power again until the next year. Residuum will begin appearing all around during the loops. Being in the loop does not count to your Jump time as it's still the same day.

Items

General

Machete – Free/200 CP

Ah, the classic machete. Everybody gets this in Blackreef, and I mean everybody. It's about as important as your phone. You'll find nobody even leaves their house without their trusty machete, and what for? Well, to kill other people of course! Although, if you pay 200 CP, you'll get the Royal Protector machete. It may seem cracked, but it's actually far sharper than a regular machete, never dulling, and being able to cut clean through a person. Just holding it gives you a stealth buff that quits your footsteps and increases your movement speed while crouching.

Ammo Briefcase – 100 CP

The briefcase is smooth and it's such a deep color of black that you see it as more of a silhouette. It's embroidered with a silver symbol of two hunting rifle cartridges in an "X" shape being cradled in a golden rose. It contains three boxes of each ammo type that can be found in Blackreef. Small caliber, large caliber, shotgun, and nails for the PT-6 Spiker. It also contains 3 Strelak Sapper Charges, a form of explosive that can change mode from a proximity mine, to a laser trip mine, to a frag grenade. You'll find the rounds in the boxes will always be the suitable round for the gun even if the gun uses a custom-made round, so long as it fits within one of three aforementioned round classifications, it will be the suitable round. The briefcase refills by the end of the day.

Tribunàl, Golden Edition – 400 CP

This sleek golden version of the average sidearm pistol not only looks luxurious, it performs luxuriously as well. The perfect gun for an assassin, whether they want to be discreet or loud. Golden weapons are unable to equip trinkets but come with several perks in exchange**.** **Suppressor**: its shots are muffled with the only sound being made is the bullets tearing through the air. **Eat The Rich**: when targets are killed by this weapon, they will drop something of great value. It might be high quality gear, treasure, or a lot of money, and it won't be something they're already carrying. **Marked for Death**: the more you know about the target, such as their habits, their loadout, their names etc. the harder this weapon will hit them. **Streaker**: Every time you hit an enemy with the shot from this weapon, the next shot hits harder than the last. **Bullet from the Past**: If you kill an enemy with a headshot with this weapon, return the shot bullet back to the magazine.

The Fourpounder, Golden Edition – 600 CP

This golden revolver is as heavy as it looks and its shots are heavier. This beauty is geared more towards the flashier duelist. The outlaw with a deadeye aim. Golden weapons are unable to equip trinkets but come with several perks in exchange**. Focus Fire**: It fires slower but its shots hit harder. **.44 Karat**: Shots from this gun ignore armor and penetrate targets. **Little Boy**: Enemies killed with this weapon cause them to explode with the force of a grenade. This explosion doesn't hurt you or anyone that isn't an enemy. **Fat Man**: Enemies killed by a headshot with this

weapon cause them to explode with the force of 1 kg of C4. This explosion doesn't hurt you or anyone that isn't an enemy. **Napalm Love**: The explosions from the Little Boy and Fat Man perks also spread a blue fire in the same radius as the explosions. This fire spreads but it doesn't damage the environment or other people that are not enemies.

Drop-In

Mask of Detachment – 100 CP

Masks were handed to everybody by the decision of Harriet Morse. In Blackreef, there's no consequences and the reason for that is that nobody knows anybody's face. How can you hold a grudge when you don't know who killed you? While wearing this mask, you'll find any way you slight someone, they can't hold a grudge against you while unmasked. It's like they only hold the mask responsible and not the person behind it.

Dual Limp-10 – 200 CP

Light **I**nfantry **M**achine **P**istol or Limp-10 is a submachine gun better suited for runner-gunner type. They're of exemplar quality, meaning they can have up three trinkets equipped. One has the exemplar perk, **Suppressor**. Its shots are muffled with the only sound being made is the bullets tearing through the air. The other has **Vampire**. It heals you by small amounts when you damage enemies with this weapon.

Falloff Boots – 400 CP

These clunky metal knee-high leggings may look shoddy but what they do comes straight out of a sci-fi movie. When you fall from a height, the boots will take the kinetic energy you accumulated and pushes out in the form of a shockwave when you land preventing you from getting hurt from the fall. The caveat is that you have to land on the leggings to produce the effect. Landing with any other part of your body will just get yourself hurt. When you do land, it will feel soft as if you just stepped down from a single step.

Heritage Gun, Golden Edition – 600 CP

Normally, you would need to do a death course in order to get this gun, but just for you for dishing out so much dosh, you get this vibrant rendition of the peculiar Heritage Gun. It can be loaded with any shotgun shells of any kind because in the end, those same shells will get turned into glass slugs or buckshot depending on the firing mode. Oh, by the way, this weapon can change firing modes from slug rounds to buckshot rounds and vice versa. Golden edition weapons can't equip trinkets, but in exchange, they come with multiple weapon perks**. Bird Shot** allows the weapon to inflict more damage while you're midair. **Chock Point** reduces the spread of the buckshot. **In This Together** makes it so that dealing damage with one mode buffs the damage of the other mode. **Open Wounds** causes enemies to bleed when hit with this weapon. **Snare** slows enemies that are hit by this weapon.

Loopbreaker

Hackamajig – 100 CP

This hacking device was put together by Colt using whatever he could find around along with a recorder. It latches on to nearby wireless devices that sends and receives signals. It creates an access point to which you can send a command to the hacked device. It's quite ingenious actually, or maybe AEON never expected anybody to actually try to hack their devices. With the right trinkets, this thing can even allow you to hack proximity mines and trip mines.

Rapiér – 200 CP

A breech-loading single-shot high caliber hunting rifle. A single round from this gun is about the size of two knuckles and it's distinguished for being the hunting rifle equivalent of "hits like a brick." Its exemplar perk is **Myopic Muscle Memory**: Its effective range is reduced but your reload speed with this gun is increased dramatically.

Fiz-Pop Station – 400 CP

Not much is known about this strange candy spray that can be found everywhere. It couldn't be a drug as it doesn't fuck you up when you take it and it has a fruity flavor to it. Due to temporal shenanigans, consuming this candy spray actually heals you by a small amount. You get an entire Fiz-Pop Station along with a six-pack of Fiz-Pops that you can refill at the infinitely producing station.

Strelak Verso, Golden Edition – 600 CP

The Strelak Verso is an experimental gun found in the arms depot of the Complex. It's a pair of twin pistols that, when merged, form an SMG. You would have needed to the power the door in order to open up the vault where this weapon can be found. But with some incentive (read: bribes) with your generous donation of your CP, you instead get this golden version of this weapon. It may not be able to equip trinkets but it has multiple powerful perks to make it worth it. **Incessant Prattle**: For every kill with this gun, increase its fire rate. **True Greed**: For every kill with this gun, your next reload will conjure rounds from an alternate timeline that will overflow the magazine even if it's physically impossible to hold that many rounds. **Onslaught**: For each shot you hit with this gun, increase the speed of your next reload. **In This Together**: Dealing damage with one mode increases the damage of the other mode. **Stabilized Carnage**: For every kill with this gun, slightly reduce its recoil.

Head of Security

Captain's Office – 100 CP

This is the office of the head of security in Blackreef. It's small, yet cozy. It has several monitors that allows you to watch over people you're tasked with protecting or anybody you're friendly with regardless of where they are. The means you are able to see them can be described as a pore through the fabric of spacetime that's both invisible to them and undetectable. Unfortunately, as this is the free option for the Origin, the monitors will immediately go to static if you were watching the person during their private time. I.e., when they're going to the bathroom, changing, sharing a bed with someone etc. The only time you can see them during their private time is when they're in danger.

TranStar Trencher – 200 CP

This gun doesn't quite fit with the aesthetic of Deathloop. It almost looks like it's come from the future. It doesn't even behave like the pump-action Vopat Trencher as this one is fully automatic. It has a unique perk called **Dangerous Weapon**: Pumping this shotgun will condense two shells into one blast. This can be done up to four times to condense all five shells loaded in the gun into one shot. The gun's circuitry will glow brighter the more shots are condensed. This also infers the equivalent recoil of all the condensed shots.

Admin Access – 400 CP

As head of security, you of course would have backdoor access to just about every device on the island "for security reasons" obviously. In this case, you don't trust your charges to trust you enough with *all* their stuff so this is why you have this. This can take the form of a blue-ray disc, a USB, or a floppy disk. Inserting this into a computer or computer-like device and you will gain admin access to it and whatever network it runs on.

Sepulchra Breteira, Golden Edition – 600 CP

"Sniper rifle" isn't actually a classification of rifles as sniper is a role. But if there ever was a "rifle for snipers" then this would be it. It uses a magnified scope with multiple zoom levels. This weapon was originally going to be a present given to Colt for working hard as head of security, but ever since he defected, they planned to use it on him instead. Because of that, you wouldn't normally be able to get this weapon, even conventionally unless you steal it from the snipers or Colt. This golden edition, on the other hand, is made only for you. It can't equip trinkets but I bet you won't care once you see how many perks it gets. **Smart Bullet**: If a shot with this weapon would be a near miss, the bullet will curve to hit the intended target. **Nano Rocket**: The bullets this weapon fires have no bullet drop and maintains a constant velocity until it hits something. **Monk's Patience**: After a few moments while aiming down the scope, your aim will stabilize. **Ricochet Rounds**: This weapon's bullets will bounce around surfaces several times before it finally stops. **Flawless Assassin**: If you're about get a headshot with this weapon, the gunshot will be soundless.

Visionary

Minicom Privileges – 100 CP

Minicoms are typically only afforded to members of the AEON Program. Eternalists, being informal members, aren't given access. Now you have your very own bulky device that's sole purpose is to act as a communication medium via private chatroom channels. Think Discord if it was running on a MS-DOS. During the Jump, it will just mean you can log in into your own Minicom account when using these computers. After the Jump, you will receive a Minicom Admin Console as well as a blueprint to make User Minicoms. You can setup your own network of Minicoms that is unhackable and untraceable. The Minicom network will automatically set itself up when a new Minicom devices goes online and it will be able to send messages to each other no matter where or, in some cases, when.

Tribunàl & Firecrackers – 200 CP

A basic pistol with adequate performance and accuracy. It has a fast fire rate, although it doesn't have much punch. Its perk is **Toxic Haze**: Bullets release toxic gas on impact. A word of caution, don't breathe the gas and keep any spark or explosion outside the gas, it's flammable. On an unrelated note, here's a 12-pack of firecrackers that refills hourly. The firecrackers are lit by popping off the cap on either end, which can be done with one hand.

Residuum Harvester – 400 CP

A practically supernatural device that absorbs the unstable energies that permeate time anomalies. While unwieldy and weighty, it does have the benefit of preserving residuum through the loops. It can even be used as a battery, having an electricity production power of 20 kilowatts for every single unit of residuum. In a pinch, it can even be used as a makeshift cannon as it already has the shape of a cannon barrel, it will consume 1000 units of residuum to fire an immensely powerful energy blast that results in a massive explosion. In addition, it can be used to infuse weapons and tools with residuum to give them exemplar perks much like the Unstable Time Person perk. Although, unlike the perk, you don't have much control over what properties it will gain and it's mostly trial and error, although it will never gain a property that will be a danger to you or your allies.

Constancy Automatic, Golden Edition – 600 CP

An SMG with two magazines, allowing to reload as you fire. You would have to take this gun from Frank Spicer, but he could never afford get this golden edition exclusive just for you. It can't equip trinkets but it has a bunch of perks. **Building Up Tension**: Hitting shots with weapon will give a stacking damage buff to the other magazine. **Sidekick**: This gun has a second inactive barrel. Getting a headshot will activate the second barrel for a short time. It will fire from the unused magazine. **The Jumpscare**: If both magazines reach maximum stacks of Building Up Tension, you can activate this perk to condense the remaining shots into two shots in each magazine that inflicts massive damage. If Sidekick is active, it will fire both shots at once. **Zero In**: Reduce spread the longer you fire. **Run & Gun**: Running while firing this gun does not reduce your accuracy.

Trinkets

Trinkets are these medallions found around Blackreef that are imbued with the power of Blackreef's time anomaly. It infers supernatural properties to the person who keeps them. There are two types: weapon trinkets and character trinkets. They come in 3 qualities, but the ones you can buy here is only of exemplar quality, the highest. Each trinket costs 50 CP and you get one copy of it. Purchasing again gives an additional copy.

You can equip 1 trinket on a crude quality weapon, 2 on a sleek quality, and 3 on an exemplar and unique weapon. You can only equip 4 character trinkets at a time. Some trinkets have "Restricted" in their description, meaning you can only equip one copy of this Trinket in any given time.

Weapon

Big Box

50% increase to magazine size.

Crack Shot

30% increase to aim down sights speed.

Hailfire

30% increase to fire rate.

Lightning Strike

100% increase to effective range.

Mind Leech

Restricted. 20% increased damage and when an enemy is hit by this weapon, reduce their current power/mana/psychic energy etc. by 50% of its current amount.

Mobile Marksman

30% increase to movement speed while aiming down sights.

Perforator

A single bullet now pierces up to five people.

Quick Draw

100% increase to weapon switch speeds.

Shock Absorber

50% reduced recoil.

Speedloader

50% increase to reload speed.

Stopping Power

Restricted. 50% reduction to healing and regeneration when enemies are hit.

Sure Shot

50% increase to accuracy.

Character

Backstabber

50% increased damage when attacking from behind.

Bloodthirsty Brawler

Heal equal to 100% of melee damage inflicted.

Comeback Kid

50% increase to health regeneration amount.

Creeping Death

30% reduced noise while moving.

Deep Pockets

50% increase to the maximum amount of reserve ammo you can fit into pockets, pouch, bag etc.

Double Trouble

50% reduced weapon spread when dual-wielding.

Extended Signal

100% increase to Hackamajig hacking range.

Fast Hands

100% increased reload speed while dual-wielding.

Glass Cannon

Restricted. 50% increased damage. You take 30% increased damage from all sources.

Golden Harvest

25% increase to new residuum you harvest.

Gunslinger

50% decreased recoil while dual-wielding.

Hard Headed

Restricted. You take 75% reduced headshot damage.

Juiced Up

Increase maximum Power charges by 2.

Last Stand

200% increased damage while low on health.

Master Hacker

100% increased hacking speed in general.

Mechanical Affinity

50% increase to turrets, nullifiers, and other mechanical allies' health and damage.

Mine Own

Restricted. You can now hack mines with the Hackamajig.

Never Say Die

50% increased maximum health.

Party Time

Restricted. When near other people, take 30% less damage.

Pistolero

50% increased damage while dual-wielding.

Plasma Power

Restricted. When you're out of Power. Your health will be drained to regain Power.

Remore Overload

Restricted. Hacked devices can be remotely detonated with the Hackamajig.

Renewable

50% increased Power regeneration.

Scavenger's Luck

50% increased to the amount of ammo looted.

Slow Fuse

50% increase to enemies' explosives' fuse time.

Spring Heeled

Restricted. You can now do a double jump mid-air

Sprinter

50% increased sprint speed.

Stone Wall

Restricted. You take 60% reduced damage, but the damage you inflict is reduced by 50%.

Swift Shadow

100% increased crouch speed.

Turtle Shell

Restricted. You take 30% reduced damage.

Unstoppable Force

When you're running, you carry a massive amount of kinetic energy, enough to punch through a concrete wall without hurting yourself.

Slabs

While it was never clear what Slabs are, what it is clear is that it's an exploitation of the time anomaly. These Slabs can warp reality in different ways. You can also upgrade a Slab to increase its possibilities. You can also steal somebody else's Slab, but it won't be fiat-backed to return to you in case you lose it by dying, unless you infuse it. You, and everybody else, can only equip 3 Slabs at a time.

Each Slab costs 400 CP to purchase, and each upgrade costs 200 CP. Your first Slab is discounted and the first two upgrades for the same Slab are also discounted. Only two upgrades can be active on one Slab at any given time but you can switch out your Slab upgrades during downtime.

You have three charges of Power. It regenerates after a few moments.

Reprise

This Slab's power is automatically active when equipped. Unlike others, this one doesn't draw from your Power and instead functions on uses. It has two uses to start off. When you die, you expend a use to reverse time for yourself and reappear with full health and invisibility for 10 seconds where you were last safe nearby. You regain uses every hour.

1-Up: Increase your maximum uses by 1.

Revenant: Extend your invisibility by 10 seconds.

Forsaken: Reduce your maximum uses by 1, but when you revive, your invisibility lasts for 30 seconds.

Discombobulate: Upon death, you will release a massive shockwave that stuns all enemies for 10 seconds.

Masquerade

This allows you to disguise yourself as any humanoid within your sight. You do so by swapping your appearance with the target. Using it costs a single charge of Power, but your Power won't regenerate while Masquerade is active.

Habit: You can perfectly replicate the habits and mannerisms of the person you swapped with.

Shape: The creature you swap with no longer needs to be humanoid but they must be at least a similar size to you. Half your size and 1.5x your size is the maximum for smaller and bigger respectively.

Mimetic: When you swap appearances with someone, you receive their memories of the past 24 hours.

Mixer: Instead of just switching your appearance with someone, you can also switch the appearance of two targets.

Shift

You can cover distances quickly by warping. While you can't go through solid objects or tight squeezes, you can bypass lasers and proximity detectors. Costs a single charge of Power.

Airborne: Time briefly pauses while aiming Shift mid-air.

Dropkick: While in the middle of Shift, you can kick enemies with enough force to cause a sonic boom.

Reach: Increase your Shift range.

Swapper: You can use Shift to switch places with a target.

Nexus

You hurl a ball of energy only you can see that links targets together. Anything experienced by one target effects all others, including death. Nexus drains your Power while active.

Attraction: The ball hones in on targets.

Influence: Targets affected by Nexus will link to nearby enemies.

Parasite: Damaging targets under the effects of Nexus will heal you.

Protraction: Nexus drains less Power.

Havoc

This Slab greatly increase the damage you deal while also protecting you by having the damage you take reduce your Power instead of causing you injuries. Havoc drains your Power while active, but further drains Power if you inflict or take damage.

Backlash: Release a grenade-like explosion when Havoc ends.

Bulwark: Damaging enemies while Havoc is active no longer drains Power, but Havoc drains Power faster and your movement speed is reduced.

Euphoria: You inflict increased damage while taking damage while Havoc is active.

Withdrawal: Regain Power when damaging enemies while Havoc is active.

Aether

You camouflage yourself. You become practically near-invisible while standing still but you become more visible the faster you move and the more Power you drain. Attacks or aggressive behavior ends the effect.

Erase: Killing enemies while camouflaged does not leave a trace.

Flicker: You become visible while attacking but the camouflage returns afterwards.

Ghost: Aether doesn't drain Power while staying still.

Phase: You won't turn visible when you take damage, and you take reduced damage while camouflaged.

Chronosis

You slow down time but this quickly drains your Power, only lasting for 5 seconds and leaves you empty.

Pause: Time stops completely.

Conserve: Chronosis drains less Power, allowing it to last for 10 seconds.

Accelerate: Your movement speed, reflexes, and mental processing speed is increased by 25% while Chronosis is active.

Dilation: Instead of slowing all of time, you can choose to slow the time of one target within sight. This only uses one charge.

Karnesis

You exert a telekinetic force that throws the target around. Uses one charge of Power.

Flesh Bomb: Targets explode like a grenade when they land.

Slam: Using Karnesis on a target a second time causes them to be slammed to the ground.

Suspension: Using Karnesis will suspend enemies in the air as if time was stopped for them.

Zone: Increase Karnesis coverage to push multiple targets.

Simulacrum

You summon an alternate timeline version of yourself that has all your items and perks but none of your Slabs, magic, or other powers for 20 seconds. They will follow any order if it comes from you. They can fight beside you or act as a distraction. Whenever they take damage, it reduces your Power. If you're completely drained of Power before its duration ends, your simulacrum will disappear as if its duration ended.

Double-ganger: You can summon two simulacrums instead of one.

Moocher: Whenever your simulacrum inflicts damage, you heal by a small amount.

Roll: Increase the simulacrum's duration by 5 seconds every time it kills an enemy.

Enduring: Less Power reduction when your simulacrum is damaged.

Scry

You can see more than most. Notable items, things and places of interests, enemies and allies alike will be highlighted and perceivable through walls within a short distance while this ability is active for 15 seconds. Uses one charge of Power.

Hawk: Increase Scry's highlight range.

Bat: You can see cones of vision of other creatures and visualizations of noises.

Haunted: So long as the target is within Scry's highlight range, you can affect the target with Slabs, magic, or powers even through obstructions like walls.

Stalker: If you're looking for a particular target, Scry will highlight traces, trails, leads, and evidence of where your target went.

Ravage

Accelerate the aging of a target temporarily for 10 seconds before they return to normal. While ravaged, their overall physical abilities are reduced such as their movement speed, melee damage, accuracy, recoil control, etc. Uses one charge of Power.

Viral: Enemies nearby a ravaged target will also become ravaged.

Decrepit: Targets that are ravaged will experience rapidly declining health. The damage will be done even if they return to normal.

Fragile: Ravaged targets will take increased damage, and if they die, they will turn to dust.

Atrophy: Ravaged targets are unable to fight back as they become too weak to carry any weapon.

Companions

Companion Import – 100 CP/ 400 CP / 200 CP

You can bring any of your fellow adventuring buddies on to this timelooping adventure of yours. They'll keep their memories in between loops. For 100 CP, you can import 1 Companion who will get an Origin, a total of 3 free Trinkets between Weapon and Character Trinkets, and 500 CP. For 400 CP, you can import up to 8 Companions who get the previously mentioned benefits.

For a one-time 200 CP purchase, no matter which option you use to import your Companions, they each get 1 free Slab.

Companion Export

You want to bring somebody out of this Jump? Then this option is for you. You can export them through one of the background options below if it's appropriate for them with Drop-In being a catch-all if none of the backgrounds fit. This will only give you a chance to convince them by having you meet in favorable circumstances where you can leave an impression on them. Whether they decide to come with you or not is based on you. The only excepts are Colt and Julianna (See the scenario Family Matters, Always).

The Genius – 100 CP, Free: Drop-In

Among all the masked people on the island, this unmasked person you knew personally even before you came to this island. Maybe you even came on their behest? They've always dreamed about studying and further our understanding of time and now that they found an anomalous island where time is practically tangible and they could study it forever? You couldn't stop them from coming even if you tried. So, they were made a Visionary. Once they realized none of what they recorded or discover stays for the next day, their enthusiasm just up and died. Now they spend most of their First Days hanging out with you and doing whatever since there's no consequences since, besides you four, nobody else will remember the loop. If you ever propose to break the loop, they're more than willing to help, or if you choose to stay, they're cool with that too. They're neurodivergent, so don't be too hard on them if they're not always socially aware. They get the A Figure to Behold and Protection is Earned perks. For items, they have the Tribunàl pistol, Minicom Privileges, and a Residuum Harvester.

The Traitor – 100 CP, Free: Loopbreaker

As it so happens, when Colt "resigned" from his job as head of security, Julianna wasn't the first pick. In fact, this person was Colt's deputy who stepped up once the former head went rogue, but during one of the loops, Julianna shafted them for the position, and since she was a Visionary, she had the right to do so, and unfortunately for her, they remembered. Now they've come to you wanting an out from this loop just as much as you do. Much like the Captain, they're ex-military. They had just turned 18 when they were conscripted for World War II. Now in their late 30s, they had a missing arm that was supplemented with a cybernetic prosthetic courtesy of AEON. They'd hoped they could just live at piece in Blackreef and not have to do crap because most people who die come back the next day. Now, without much to do and scorned, they want

payback, and more so, they want out of this loop and get away from their island getaway. They have the I See You and Let's Try This Again perks. They still have Admin Access and for a weapon, they use a Vopat Trencher (Not the TranStar version) shotgun with the perk **Double-Tap**: You can fire two shots before the gun needs to be pumped.

The Assassin – 100 CP, Free: Head of Security

They were one of the security department's deputies. They have a cheerful and devil-may-care attitude. No matter how stressful things are, or how much gets thrown their way, they always take things in stride. Even the prospect of murder was natural to them. Their past is shrouded in mystery and their skills brings into question what they used to do before they came to Blackreef. At some point, you two worked together and they came to just naturally take your lead. They even came to affectionately call you "Boss" whether you were their actual boss or not. In Blackreef, they hope they can get the chance to show off their actual set of skills to you. They have all Perks of the Loopbreaker origin except for Deathloop. They also have the Hackamajig and Rapiér items.

The Loyalist – 100 CP, Free: Visionary

This one is one of the Eternalists, one of those who earned the right to be part of the most extraordinary day on Earth. Although, they're not keen on talking what they had to do in order taken to Blackreef. Just the memory of it seems to cause them distress. That aside, you somehow acquired their eternal admiration, be it through your charming personality or your impeccable smarts. They're your "biggest fan" more or less, and have come to idolize you. That's not to say they have nothing to admire themselves. They have incredible determination in whatever they put their mind into, as well as a gift for workshop crafts, specifically ones that involve engineering. They have the Junkyard Wizard and Let's Try This Again Perks. They have the Mask of Detachment and Dual Limp-10 items. While it's taboo in Blackreef to take off your mask, they only ever take it off when they're alone with you. They want you to remember their face.

Drawbacks

Certain Drawbacks are restricted based on Origins. In the case of Drop-In, it's based on your objective. If your objective is to break the loop, then you count as a Loopbreaker for Drawbacks and Loopbreakers only Drawbacks. The alternate objective doesn't task you with protecting the loop, only to survive for the next ten years so Head of Security and Visionary Drawbacks don't apply to Drop-Ins.

Escalation Protocol – 0 CP, Mandatory

Every time a Visionary dies, starting from the next loop, your enemies (Eternalists or Loopbreakers depending on you Origin) get a little stronger, usually becoming more armored, have better trinkets, more upgraded Slabs, and better-quality guns.

Be The Man – 0 CP, Loopbreaker only

You take the place of Colt Vahn as The Captain but that also means you inherit his baggage as well as the ire of Julianna, and how much the details of the history between you two changed is up to you.

Be The *Wo*man – 0 CP, Head of Security only

You take the place of Julianna and her responsibility of preserving the loop, but whether that means you inherit her love-hate relationship/history with Colt is up to you.

Nearsightedness – 100 CP

You now have to wear corrective glasses, which you're now responsible for. They are very fragile and it's the only one with your prescription in the entire island, so do take care of it. If you happen to lose it, don't think you can shoot anything that's 10ft away from you, much less see.

I'm Not a Monkey – 100 CP

Climbing in Blackreef isn't mandatory, it just makes things easier considering how many locked gates and doors everywhere depending on the time of day. Unfortunately for you, these rooftops are now inaccessible to you. You can't pull your own weight to save your life, literally. Seriously, avoid cliffs whenever you can.

Give Me... Huff... A Sec... – 100 CP

Speaking of physical inadequacy, you can't run. Well, at least you can't run all day like Colt can. You can still run but now you have the stamina of the average joe. Make sure you get enough water.

No Villain Like Time – 100 CP

Unfortunately for your night-owl butt, you woke up later than everyone else so now you have less time to do what you need to before the loop resets. Originally, you would have 24 hours to do what you need to but for every time you take this drawback, you reduce the hours you have left by 2. You can take this drawback up to five times.

They Put This Together in a Dumpster – 100 CP

It might as well be since now all guns in Blackreef feel like they were made much shoddier than they look. They have a higher chance of jamming but also have a rarer chance of simply falling apart in your hands, and even a rarer chance of a bullet exploding in the chamber. Every time a gun jams, it has a higher chance of falling apart and exploding. This affects all guns on Blackreef, even the ones your enemies are using.

The First Day for Another Year – 100 CP, Drop-In, Head of Security, & Visionary Only

Taking this drawback will an additional year to your stay, which means another year of protecting the loop. You can take this drawback up to ten times.

One Hour? I Just Need One Minute – 100 CP, Loopbreaker only

Taking this drawback will decrease your time limit to break out of the loop by one year. You can take this drawback up to ten times. Taking this drawback for a tenth time will make it so you only have one month in order to break out of the loop. Use your time wisely.

I Got Crazy in the Brain – 200 CP

You now have a penchant for seeing blood red writing on the walls or air that demands you to kill. The longer you go without killing a person, the more insistent these writings become, even infecting pieces of texts you're trying to read. Eventually, you start to see everything in a tint of red. Abstaining even longer infers auditory hallucinations where you swear people are goading you to kill them by saying the exact things that would make you want to kill them.

Slab Limitation – 200 CP / 400 CP / 600 CP

Normally, you would be able to equip 3 Slabs at most, but by taking this drawback for 200 CP, you can only equip two. If you take it for 400 CP, you can only equip 1 Slab at a time. If you take it for 600 CP, you can't use Slabs at all for the duration of the Jump.

We're Not Deaf, Ya Know – 200 CP

In real life, stealth missions aren't as breezy as they would be in video games. Humans generally make a lot of noise just by existing and now you do too! Stepping on asphalt makes sound, stepping on grass makes sound, stepping on wood makes sound. Even that snazzy leather jacket you're wearing is gonna make a butt-ton of sound. In short, you're never gonna be able to just waltz up behind or past someone without them hearing you completely ever again.

A Popular Vacation Spot – 200 CP, Loopbreaker only

Oh my, it seems AEON decided to do some last-minute advertisement for their little island getaway so now you'll be dealing with a bit more Eternalists than you're used to. At least double the usual amount.

Better Cameras – 200 CP

Upgraded cameras courtesy of Dr. Wenjie. Instead of the incredibly visible, vulnerable scanner cameras, it's instead a sound-pulse camera. So not only is its detection radius invisible, thus unknown, its instant. It releases a pulse every second and if it detects you, it will instantly raise the alarm. It can go through thin walls, but not thick ones.

The Gun Goddess is Fickle – 200 CP

Your weapons now have a higher chance of jamming. Even weapons that virtually never jam will now be capable of jamming every now and then. This stacks with They Put This Together in a Dumpster drawback only for you.

It Reminds Me of the Hunt – 200 CP

If you're a Loopbreaker, you now have an additional Visionary to kill before you can break the loop with their own unique Slab. This also spawns another entirely district for that Visionary, further complicating plans. Hopefully you have enough hours in the day. If you're a Visionary/Head of Security, there's now an additional assassin gunning to kill this loop. You've seen what one Colt can do in a single loop, imagine more than one. You can take this drawback up to three times for both origins.

Bitdefender Total Security – 200 CP

Or at least its Aeon equivalent. Now all Aeon tech has a much beefier anti-hacking software. Your Hackamajig won't even dent it without some powerful trinket upgrades. You can't even hack their toasters! They secured their *toasters*!

Does This Guy Ever Shut the Fuck Up? – 200 CP

If you want my personal opinion, I feel like I'm undercutting you with this Drawback, steeply. You're now Aleksis Dorsey's new best friend. Well, at least he thinks so. From morning to night, he's going to hound you. He's going to greet you first thing in the morning and he's going to harass you at night if you don't show up to his party. He considers himself an "Alpha Wolf." Yes, it means he subscribes to the idea that humanity works much like the animal kingdom. (FYI, the animal kingdom doesn't function under the Alpha/Beta/Omega hierarchy. That theory was debunked years later relative to Deathloop's setting.) So, he's going to also use his time harassing you to try to dominate you in every way. Socially, financially, psychologically, sexually (Yes, even if you're guy. He's the kind of guy who says "a hole is a hole" unironically. Gross.) and is all around a blearing shitstain which makes sense considering he's a CEO.

I Can't Remember Shit! – 200 CP

Oh-oh. It looks like you're suffering some side effects from the loops like Colt did. You can't seem to remember who you were or what you're doing on Blackreef and depending on your origin, your help could come in the form of a fellow Eternalist, Visionary, or alternate timeline version of yourself to point you in the right directon.

Temporal Suicide – 300 CP

If you're a Loopbreaker, there is now one additional Visionary that you have to kill… yourself. Of course, this is an alternate timeline version of yourself that decided to fully commit to AEON and bring their own contribution. They have every perk you bought in this document and the same combat experience as you. The only difference maybe their personality but they also have a Slab that's only unique to them and it changes with every loop. Their Slab is one of your 600 CP perk that can be used for combat in some way. In the next loop, their Slab changes to another of your 600 CP perks. For every other origin besides Loopbreaker, your alternate version of yourself is a Loopbreaker themself and unfortunately, you're on their hitlist whether you're a Visionary/Head of Security or a Drop-In.

Anti-Tank Turrets – 300 CP

The turrets have been vastly improved, sporting 50-caliber rounds at 300 RPM. Even its AI has been improved; no longer stalling in order to confirm a target. It profiles protentional targets instantly so it fires at soon as it detects something. Truly a marvel of modern weapons of war. Also, very very very unhealthy to your very soft meaty bodily person.

Scarce Supplies – 300 CP

The Eternalists finally found a certified storage manager to organize all their shit so that means you'll hardly find any ammo and medications out and about in the open. Good news is, they're now all stocked in a single place in a storage area or warehouse in each district. Bad news is, it's a heavily fortified fortress with a guard in every entrance and path, a camera in every corner, and a turret in every end of a hall, as well as tons of field nullifiers covering the entire building. Even if you're a Visionary, you've been barred from accessing these warehouses under authority of the storage manager because for some screwy reason due to the convoluted hierarchy of Aeon, the storage manager is higher than you in rank but not any other Visionary for some goddamn reason.

Nullification Tower – 300 CP

The Visionary decided to ditch the tired old field nullifiers in favor of the cutting-edge Nullification Tower. It has coverage of the entire district and is even capable of differentiating between people using their quantum superposition. If you're a Loopbreaker, it means everybody else but you can use their Slabs. If you're a Drop-In, well you're just a random so they wouldn't know to exclude you from the nullification field. If you're a Visionary, for some reason, the tower can't seem to detect your QSP, it's as if… you shouldn't even exist? But now while the tower is up, you can't use your Slab. The tower will always be the most heavily guarded place in the district and if you take it down in an unannounced shutdown, every Eternalist in the area will go high-alert, calling in reinforcements and converge on the tower.

PMC – 300 CP

The Visionary don't fuck around when it comes to their loops. Well, they do, but now they don't anymore. They hired a private military to guard and eliminate the one-man (or several) army constantly killing and succeeding in killing them every loop. They don't idle around like the Eternalists and take their job seriously. They investigate even the tiniest whiff of suspicious activity and if they have reasonable assumption that the shadow they saw was you, they're going to shoot first and ask questions later, even if they end up killing the wrong person, they'll just come back the next loop so they don't care. If you're a Visionary, you don't get the benefit of the PMC in your own district, in fact, due to some miscommunication that the other Visionaries are unaware of, they have orders to shoot you on sight if you move out of your district. The only one who knows (and has the authority to correct this) is Julianna, and she thinks this little mistake is too funny to fix so you're on your own. Oh, by the way, their weapons aren't the workshop junkpunk weapons that you would find among the Eternalists, these are actual military-grade assault weapons they're packing, the kind that can immediately neutralize you with a few shots even with body armor on. Similarly, it only takes one of their mines to scatter your corpse to bits, so be mindful where you step.

Memory Leak – 300 CP

The loops are taking a toll on your memory. Every time a new loop starts, you forget something, whether that something is inconsequential or important is entirely random, and considering that information is king in this game of death, this is a rather debilitating drawback.

Does That Mean Slabs Aren't Special Anymore? – 300 CP

Yes, because now everybody gets a Slab! Even the lowliest grunts of the Eternalists. Strange as Dr. Evans isn't a generous person by nature but she just decided to give everybody a Slab. While Eternalists lack formal organization beyond Eternalist and Visionary, you can tell when an Eternalist is more "elite," so to speak, by the fact that they have more than one Slab.

It's Actually REALLY Unhealthy If You Think About It – 300 CP

Saying that "this is an issue" would be an understatement. Julianna Blake is now smitten with you, in a psychopathic "I want to murder you again and again for all eternity" sort of way. She's now a constant presence in your ear, even if you dispose of all your communication devices, she'll just use the PA System to talk to you, joke with you, feed you white lies to get your goat, or get you killed. She'll always be close. Some loops she's content with watching from afar, commenting on your kills and strategies, other days she wants to take one hand to bring you close where your lips are practically touching while using the other hand to stab you in the chest with a machete. Her love-hate for you has truly blurred the line where the only way she can truly feel connected to you is when you're trying to kill each other.

This Is Somehow Worse – 300 CP

If the previous drawback didn't take you for a spin, then consider this other extreme instead. Julianna loves you. Not hate or twisted love, just plain love. BUT, this has really ruffled Colt jimmies. Whether its jealousy or protective instincts, he's swore to keep you away from Julianna no matter, which yes, also includes killing you. In fact, it's almost always is killing you. He's going to always try to kill you. Also, don't expect any help or pity from Julianna, she's actually enthralled by the fact that you two are fighting over her and is more than content with just watching the show. Colt isn't going to pull back any punches, and he's done this far longer than you have. If you've taken the previous drawback in addition to this one, then it turns into a ménage à trois of murder with it being a free-for-all whenever you three run into each other. Julianna also becomes utterly obsessed with you. You become the one thing that makes this loop worthwhile so she's going to do her damnedest to make sure that the loop never breaks. As far as she's concerned, it's just you and her in paradise forever, dying forever.

Armed to the Teeth – 400 CP

If you're a Loopbreaker or Drop-In, the Eternalists are now decked out in full bulletproof body armor and their arsenal now includes grenade launcher and rocket launchers among other things. If you're Head of Security or Visionary, the loopbreakers are now fully-equipped from the get-go, wearing some funky futuristic body armor in the same vein as the Batsuit V.8 from Arkham Knight, allowing them to move uncompromised while very resistant to ballistics while allowing them to hit harder and faster, allowing them to clear out a full room of Eternalists in close quarters in the blink of an eye. In addition, they'll have three fully upgraded Slabs and three trinked-out weapons of the highest quality all in a min-maxed loadout.

Everything Stays – 400 CP

You lose the ability to infuse, and every attempt to work the infusion device just fails you, even when you get it right. So now, you don't get to keep anything whenever you go from one loop to another. Weapons, Slabs, trinkets, nothing. You gotta make do with what you can pick up and keep going.

Your Visionary is in Another District – 400 CP. Loopbreaker only

Due to some time-loop anomaly, you wake up to a different timeline every day, but the only difference where the Visionaries are. Which also likely means they have a different schedule every day. Better put on that detective cap cause you're gonna be snooping every day to figure out where your targets are and what they're up to.

This Isn't My House – 400 CP, Head of Security & Visionary only

More time anomaly shenanigans mean you wake up in a different district every loop missing your gear, trinkets, and Slabs. Better hustle before Colt, or someone else, finds you. I hear he wakes up at sunrise.

Colt Must Die – 600 CP

If you're Loopbreaker, they've decided that they won't suffer your interventions on their First Day. They decided to disable the locks on your tunnels, so it's no longer safe down there. The Eternalists have grown incredibly aggressive, scouring the districts and tunnels for you. Their only job is to keep you in your tunnels dead every day for the rest of eternity. Their guns seem to hit harder and their far more accurate with their shots. Even the head of security herself decided to up the ante. She invades every time you enter a district, and even if you kill her, another version of her will immediately take her place when you enter another district. If you're a Visionary, the loopbreakers are far more ferocious, their use of their Slabs is masterful and they can grind through a whole district of Eternalists without being grazed, that is if they were seen at all in the first place. They will attack on every phase of the day. Even if you kill them, another version of them will replace them to attack you on the next phase.

Semi-Recall – 600 CP, Loopbreaker only

This is bad. This very very bad. They're starting to remember. In Blackreef, there's only immediate consequences and things reset by the next loop. Even Julianna didn't adapt with every loop, she fights harder, yes, but she doesn't change her tactics. Now, it seems the Visionaries and Eternalists are becoming aware of the repeats. They even started to infuse their own stuff to keep with each loop. The shorter the time limit of the Jump the faster and more they remember. To give an estimate, if you had 10 years, you would notice that the people are slow to remember and their behavior and tactics change month by month. But if the time limit is only a month? They remember everything that happened the day before and adapt accordingly.

Scenarios

The objectives given within the Origins are the default objectives. Choosing a scenario will change your objective and you get additional rewards. Also, the game is still very new as of this document being made. So, **SPOILERS AHEAD. YOU HAVE BEEN WARNED.** I mean, it's like one spoiler that you can easily guess from the very start of the game but still.

Kill the Past

Requires the Temporal Suicide and I Can't Remember Shit! Drawback.

You wake up with a start in your location. If it's the Tunnels, you wake up slumped against a wall next to the code-locked door. If Updaam, you wake up in your own apartment. If it's the Complex, you wake up in either the research facility on a desk, or you wake up in a lawn chair on one of the abandoned military outposts. If Fristad Rock, you either wake up on a couch in the radio station or you wake up in the security office. If Karl's Bay, you either wake up in one of the abandoned buildings or hangers.

You can't remember anything. Not your name, not where you are, what you're doing here. Nothing. You're a blank slate. All you know is that you have these vague ideas about the things around you. Like when you pick up a gun, you know by instinct that this is your gun. When you meet one of the Visionaries or walk down the streets of Updaam, you realize this all feels familiar. If you have the Messenger in the Sky perk, the floating text will spell it out for you and tell you your name. Through recordings, writings, and through conversing with others, you can start to piece together your past and your previous purpose as your memories return to you in echoes and hazy imagery. No matter what that might have been, you at least know your current purpose.

To break. This. Fucking. Loop.

Aside from your Companions, who remember you but don't know your history in this Jump, you run into someone in a very similar situation just before reset. Colt Vahn, the former head of security. Your meeting with Colt is marked with nostalgia on your end and a strange reaction on his. Particularly, you hang on to the fact that he said, "I thought I killed you already!" After a bit of a scuffle, and a few gun shots, you manage to calm him down and get him to listen. You narrowly convince him that you lost your memory and that you don't know what you're doing here. While Colt doesn't remember you anymore, all he knows is what he kept about you. He tells you your Origin's history and certain facts about you, but you do spot a mistake. He mistakenly identifies your Slab. You let him know that you never had a Slab like that. He waves it off as you recently losing your memory, and that your Slab is the only variable in this loop of constants. It's never the same every time you get killed. He even lists what Slabs you had in the past three loops, which confuses things even more because you first woke up more than three loops ago.

Colt shares in your confusion, but before you could figure things out, the loop resets. You remember Colt told you him in the tunnels by Karl's Bay if you meet him, so you head there as agreed. When you arrive, he explains to you his plan. The Visionaries suffered side effects from

the timeloops, so they don't remember the previous loops. Which also means they react the same way to certain actions. You set Colt's plan into motion. You kill the Visionaries, setup traps for other Visionaries, and herd them into one spot. But you then discover one snag in your plan, you run into yourself. They have clear differences to you, but it's clearly you. As the other you freaks and either runs away or tries to kill you two, you kill your other self with Colt's help. You two are left in the dark about what happened. Colt comments that you was also very different from the versions that he killed. You continue with your plan, killing every Visionary, including Colt and yourself for good measure. You wake up the same day, and you can feel the loop is still intact. Colt doesn't know what's going on, so you decide to ask the one person who could know what's going on.

Dr. Wenjie Evans.

You dedicate this loop to capturing Dr. Evans and interrogating her. You explain what's going to the best of your ability. After some back-and-forth questioning, she came up with a hypothesis. It seems Blackreef isn't the only one experiencing a time anomaly. It seems you are too. According to her, she remembers this current version of you, but she also remembers a different version of you, the one that is in this loop right now. It seems alternate versions of you have anchored themselves to this timeloop and it's possible that this may keep the loop going forever as there are infinite versions of you.

As you hear her explanation, something is clicking in your head, parts hazy memories, others clearly your own understanding formulated through trial-and-error a long time ago. There aren't infinite versions, at least, there aren't infinite yous attached to this timeloop. These are your past lives from your previous Jumps. If you can kill every one of your past lives, you may be able to break this loop.

Tally up all of your 600 CP perks from outside this Jump. Eliminate four random ones. The rest will be the Slab of your upcoming Visionary versions. With every version of yourself you kill, eliminate their Slab/Perk from the list. Once every Perk has been crossed off, your Visionary version will no longer appear and you can finally break the loop.

Successfully breaking the loop will reward you with the ability to transpose your Perks as Slabs and share it with others. You can also reverse this process by giving yourself Perks via Slabs. In addition, when you kill somebody who has a signature power, i.e., a power they heavily identify with, it will drop as a Slab.

Finally, you also get a new unique gun as a trophy, the Rapière de l'Ouest. It's an upgrade to the Rapièr gun. It sports a cylinder to cycle rounds into the barrel and a double-action trigger. It has two perks. **Hitscan**: Shots from this weapon collide immediately with the target through a laser-guide. **Bullet from God**: Shots from this weapon neither spreads nor drop. You cannot suffer accuracy penalties when using this gun.

Preserve the Present

If your Origin is Head of Security, your location will be overwritten to be Fristad Rock and you wake up in the security office.

You've been in the long-time service of the AEON Program as deputy of the security department. It's been years since the loop started. Things used to change day by day based on the whims of the people, but as time went on, less and less people started to remember and just the repeated the same things they did yesterday. Eventually, it was just the Visionaries who could remember anything.

Suddenly, or perhaps inevitably, Colt decided he didn't want to stick around anymore. After much deliberating and arguments between all of you, Visionaries included, it turned bloody. One of the first people he killed was you and Julianna in a surprise attack. It was over coffee during breakfast. Nobody expected him to be so cold. Since you were dead, you didn't know what happened, but from what you heard from the other Visionaries, he got gunned down.

In Colt's absence, you were promoted to the head. You had full authority over the security of Blackreef. You kept track of him, intervening whenever you can, sometimes failing, sometimes succeeding. But every loop, he got better and got farther. One loop, he succeeded, killed every anchor, but the loop kept going. You didn't know what happened. Julianna thought he didn't end himself just to keep the hunt going, that he learned to love it, but you find it hard to believe. You thought she was just understandably bitter and traumatized. You were all friends once upon a time and Colt was the one that kept you heavily dysfunctional Visionaries together. It was just hard to believe.

You learned what really happened later on. Colt was also hit with the amnestic effect of the timeloops, but it was worse than everyone else. He couldn't remember anything, not his name, not who he is, where he is, or what he's doing here.

As Head of Security, it's protocol to protect the loop and to do that, you have to protect the Visionaries. In order to do that, you have to bring an end to Colt's quest. You can do that by either convincing him, or you can permanently end him. You believe there's something in Wenjie's lab that could help you. Something that allows you to… "eject someone" from a timeloop or at least keep them dead.

If you succeed, you can take the entirety of Blackreef with you as your own personal land that you can place in any Jump, or attach to your Warehouse. You will have a fully legal deed to the island. If you can figure out how it works, you can use the timelooping device to utilize the time anomaly of the island to make another loop wherever you go. But remember, days spent in the timeloop don't count to Jump time. Unlike the initial version, this one is perfected so you don't need any anchors to keep the loop going and you can shut it off at any time. While the timeloop is in effect, attempting to leave the island's boundary will just reset the day for you.

For your unique weapon trophy, you get the Meteor Trencher. This shotgun fires armor-penetration frag grenade slugs. Its onboard AI automatically detects its depth when penetrating a target and calculates the most damage it could inflict based on when it explodes, tearing apart the

target in a whirl of shrapnel. It has two perks. **Rampage**: For every kill with this weapon, it buffs its fire rate, effective range, and bullet magnetism. Bullet magnetism will make it so that the bullet will be attracted to weak points of the target. More bullet magnetism means the greater the bullet will curve in order to hit the target. **Mercurial**: While wielding this weapon, you gain increased movement speed, processing speed, and reflexes by 35%.

Family Matters, Always

Depending on the current state of your memories, or your relationship with the AEON organization, you may or may not know this as it's an open secret. Julianna Black is Colt Vahn's daughter. Colt used to be stationed on Blackreef as part of the Motherland's experiments with the island's localized time anomaly back in the 1930s. He met a woman there and she got pregnant with his child. They involuntarily separated due to the nature of their work, separated by time. Colt lived until the 1960s while still in his late 20s while his own daughter grew up to be the same age as him.

Julianna only joined AEON in order to find her father. She did, and it seemed like they were happy that they found each other. When the time came that Colt wanted out of the loop, he murdered his only daughter, not once but many times even before his amnesia. This caused their relationship to breakdown as Julianna learned to defend herself against her own father. This twisted her, making her unwilling to live outside of the timeloops while her father still lived after causing her untold suffering.

If Colt succeeds in breaking the loop, their relationship will become unsalvageable and Julianna will disown him as her father. Colt is hellbent on breaking the loop no matter as he always has been. Your job is to convince him to follow the third option, which is to repair his relationship with his daughter. Julianna, while incredibly resistant, will be open to reconciliate if Colt is willing as well.

The reason is Colt is so uncompromising about breaking is the loop is because he's doing it FOR Julianna. He sees the pain she's in, not just for what he did to her, but also being the only person who remembers anything as the day repeats again and again. He can't guarantee he won't lose his memory again and hurt her again, so he wants to break the loop so that they can go back to normal lives.

The reason Julianna is so adamant about preserving the loop is that she hopes one day Colt might get his memories back and that they can be father and daughter again. If Colt breaks out of the loop before this happens, she fears she may lose her father forever.

If you succeed in getting them to see that, you will succeed and you can take both of them on as Companions. Julianna is naturally a woman of adventure, so she won't say no. Colt was hoping for some father-daughter bonding time, so obviously, he'll come with.

For your gun trophies, you get the Golden Tribunàl and Fourpounder from the items section for free and your CP is refunded if you did buy them. If you were hoping for a unique weapon, well, you'll still get one. The Nanite Offensive Machine Pistol, or the Nomp-1 for short. Bullets it fires

release a swarm of lethal nanite drones on impact that seek out nearby enemies and penetrates through targets as they fly around.

The Nomp-1 has two perks. **The Plague**: When you kill a target with this gun, the nanites that sprout from the bullets that killed them will merge into several bomb drones that seek out the nearest enemy and explode on contact. **Digital Threat**: This gun's scope has a threat detector that marks enemies with a red highlight. When your nanites are airborne, enemies will be highlighted like a digital threat through walls when within 10 meters of the drones.

Credits

- Logo render from this website.

Changelog

Ver. 0.9

- Document is created.