

Once home to peace and prosperity, The City has fallen into the hands of a ruthless and dictatorial Mayor. Elected on vague promises of "lower taxes" and "more beer", his true colors began to show immediately upon his inauguration. The Mayor's first executive orders were a massive raise on taxes, and a one-time confiscation of all alcoholic beverages. He stated that the confiscation was so he could throw "the mother of all ragers" for his constituents. But in reality, there was only like one keg and a bag of tortilla chips.

It was suuuper lame.

He used the money and extra booze to fund a private army of goons, happy to carry out his every nefarious bidding. Before long, the city had fallen into a state of chaos. But there is still hope! A secretive organization known only as "The Resistance" has been formed to fight back against the Mayor's tyrannical leadership. And that is where our tale begins. It is time to embark on your journey into the...



INTRO

The City, as it is known, is stacked in layers. Rather like lasagna. At the bottom is the Slums. Above that, the Industrial Zone. Then comes the Park, then Downtown, then finally Uptown. The only way to travel between these layers is via the use of Elevators. The Resistance has figured out how to hack into these elevators to activate them, but before they'll do that, they'll need you to run some important errands for them first.

Each of the five layers has three levels within it. When you enter each level, there will be a Resistance Contact nearby who will give you the first mission they need you to complete on that floor. On the first floor of each level, there will only be two missions to complete before you can move on to the next level. On the second and third levels, there will be three missions to complete. Once you have completed the final mission on each level, your Resistance Contact will give the codes needed to unlock the elevators to advance to the next level. They won't have the codes on them until you finish the final mission, so don't bother trying to pickpocket them or anything. However, there is a bit of a catch. On the final level of each layer, there will be a disaster happening. Roll against the table below to figure out what the disaster is for a given layer. You'll have to complete your missions while dealing with that disaster.

1	Bounty: You have a bounty on your head, and people will be actively seeking you out to collect it.	6	Ooze: A dangerous ooze is spreading throughout the level, poisoning anyone who touches it.
2	Bombs Dropping: There are bombs dropping near you from the ceiling. Make sure to stay out of the blast radius.	7	Riot: Everyone seems to have gone crazy, with everyone on the level attacking everyone else.
3	Radiation Blasts: Every five minutes, a burst of radiation will saturate everything outside of buildings. Get indoors quick!	8	Status Effects: Mysterious flashes of light occur throughout the level, causing a randomly shifting assortment of effects, from speeding you up to poisoning you or more.
4	Killer Robot: There is a killer rocket-launching robot that is tracking you down, Terminator-style	9	War Zone: Soldier, Cannibals, and Gang Members are engaging in all-out war. Try not to be caught in the cross-fire.
5	Police Lockdown: There is a curfew in effect, and the police will come down hard on anyone found outside.	10	Zombies: There is a zombie outbreak, with more and more zombies popping up as the dead rise once more.

The missions that you will be given can range from being asked to fetch an item to being asked to neutralize someone who is considered a threat to even just needing to go push some buttons on a few control panels. Your contact will give you some simple directions in your Resistance GPS (see the Item Section for more details), but that will only get you to the right building. After that, figuring things out is up to you.

Your ultimate goal is to ascend all the way to Level 16, the Mayor Village, and somehow acquire the Mayor's Hat, which will thereby grant you supreme executive power. The path that you take to achieve this is up to you. Will you use violence? Stealth? Science? Diplomacy? Greed?

On this journey, you will start with none of the powers or items or other purchases that you have gathered along your journey so far. Only your body, and what abilities you manage to purchase from this document will accompany you. You will not even receive any CP to start. That's right, you get **+0 CP**. You'll have to take some complications if you want to purchase anything from here. Or maybe you believe that you can make it on your own.

Either way, good luck!

MUTATORS (AKA DRAWBACKS)

Before we go any further, you're going to need to pick up some points. It won't do you any good to make any choices if you don't know what you have to spend. You can gather as much CP from these Drawbacks as you like. Choose wisely.

The Mayoral Cycle [+0 (Default)/+100/+200]: It turns out that all of this has happened before, and will happen again. Someone will overthrow the mayor and free the city. The new mayor will become mad with power, a Resistance will emerge, and a new person will ascend the city to overthrow the mayor. Again and again and again. And you will gain benefits from this cycle. By default, you will have 100 chances to try and ascend the city. If you run up against some failure condition (likely death), you will be forced to start over again from the very bottom, reappearing within the Resistance base and setting out for the top once more. Even if you win, you will find yourself respawning, with a new Mayor ruling at the top for you to overthrow once more. However, you can choose here to give up some of your chances. For an extra 100 CP, you will only have 10 chances to ascend through the city, and for an extra 200 CP, you will only have a single chance.

Extra Levels [+100/200/300]: Is three levels per section not enough for you? Well then let's add more! For an extra 100 CP, there are now four levels per section of the city. For an extra 200 CP, there are now six levels, and for an extra 300 CP, you get eight levels per section instead. All of the levels in the middle are identical to the second level normally, meaning that you have three missions to complete on each of them.

Extra Disasters [+100]: You can handle a bit of disaster. For an extra 100 CP, disasters will now appear on both the second and the third level of each section of the city. Roll independently for each level. If you chose to add extra levels to the various sections, this drawback instead means that the second half of the layer now features disasters (so, the last two, three, or four levels, depending on how many extra levels you have). If you want, you can instead choose to have the disasters happen every other level for the extra levels instead (so, you can choose to have them happen on levels two, four, and six when you've bumped the number of levels up to six).

- **Total Disaster [+300, Requires Extra Disasters]:** Eh, let's make them all disasters! No rest for you, no sir! Now every level will have a disaster happening. Hope the city is still standing once you've finished making your way through it.

Time Limit [+100]: Normally, you'd have as much time as you need to perform reconnaissance and plan out how exactly you'll complete each mission. Now, however, you're going to be under a bit of a time crunch. Each of the missions you are given will now have a time limit for how long you have to complete them. In the beginning, it will be around 24 hours, but by the final level, it will have shrunk down to only 1 hour or possibly even less. If you don't manage to complete

your mission and turn in whatever evidence of it is needed to your contact within the given time period, then it will count as a failure for that mission and you'll have to start over with a new one.

- Time Limit EXTREME [+300, Requires Time Limit]: Time to put you under an even bigger crunch. Not only will you have to deal with time limits for each mission, but there is also now a time limit for how long you can remain on each level. To start with, you'll have a time limit of around a week on each level before you will automatically be found by agents of the Mayor, thrown in the dungeon, and end that run. By the time you reach the final level, you'll only have six hours to complete all the missions before it is game over.

Unrewarding [+100/+200/+300]: Money makes the world go round, and so you'll likely need to earn some as you ascend through the city. Now, however, your efforts will not be as rewarded as they normally would be. For an extra 100 CP, any rewards, whether cash or gifts, will be cut in half in either value, size, or some other metric. For an extra 200 CP, they are cut down to a fourth of what they would have been, and for an extra 300 CP, they are cut down to one tenth, and even loose change you might find is included in the effect.

Sucker [+100/+200/+300]: The other half of money is spending it, and that is now much more difficult. Everyone seems to think that they can rip you off. For 100 CP, all merchants and shopkeepers are throwing in a 25% markup on all of their prices. For 200 CP, the markup is an added 50%, and covers any person you might want to pay for anything, including bribes. For 300 CP, the markup is 100%, and it even covers things like vending machines.

Computer Illiterate [+100]: You just can't wrap your head around any of that fancy tech stuff. You won't be able to operate computers or any fancy technological devices, such as the Translator or Killerizer. If it is more complex than a handgun, you'll probably struggle with it.

Skinny Nerdlinger [+100]: Well, aren't you a skinny beanpole? You are a definite lightweight, and you'll struggle to put any power behind your melee attacks, and you'll get knocked around by the recoil of any guns you use. If you happen to get hit, it would be very easy for you to get sent flying.

Stubby Fingers [+100]: You a little bit clumsy, okie dey? It's kind of like you've got sausages for fingers, you keep seeming to fumble things and you'll have a hard time with anything delicate, like lock picking or picking someone's pocket. Even managing to pull the trigger on a gun will require a distinct effort.

Suspicious [+100]: Something about you just seems a little bit off. Shopkeepers and other 'upstanding citizens' will view you with suspicion, and pretty much anyone you meet will do their best to keep an eye on you if they spot you. This could make it very difficult for you to blend in or do anything clandestine. If taken with Free Game, this renders any attempt at hiding your identity useless.

Vocally Challenged [+100]: You can't speak. Not even Translators work right for you, just translating your gibberish into more gibberish. The only person who can understand you even a little bit is your Resistance Contact, and even in that case, if you try to talk about anything except your mission, they'll be completely lost.

Favored Food [+100]: Pick a specific type of food, such as chicken nuggets. Now, you are completely unable to eat anything other than that particular piece of food. Anything else you try to eat will just make you sick.

Bulky [+200]: You are just plain big. And not in the 'rippling wall of muscle' sense. More in the 'struggling to even walk anywhere' sense. You will find it hard to move at speeds greater than an average person's brisk walk, and you may even struggle just to fit through doorways.

Bodyguard [+200]: Well, this is annoying. You are now required to escort some random person up through the City as you ascend. This person is weak, completely unable to defend themselves, and will frequently demand to be taken around to specific locations on each level. Any damage they take will be reflected on you, you will also take damage if you stray too far away from them, and if they die, you do as well. Good luck!

Gang Target [+200]: There are two major gangs in The City, the Crepes and the Blahds. One wears blue, the other wears red, and they both hate the look of your face. Anytime you're spotted by a member of one of these gangs, they'll come after you guns blazing. Might be best to keep your head down. If taken with Free Game, there is now magically updating graffiti on the walls that will constantly point gang members in your direction.

For Science! [+200]: There are plenty of scientists dotted throughout the city, and they all want to study your brain. Don't know why, but they are eager to strap you to their lab tables, and they have some grant money to shell out for this. Not only will scientists do their best to capture you on sight, but they also have a small army of goons out looking for you as well. On the plus side, most Gorillas will probably think fairly positively of you if you should meet them, being a fellow victim of science and all. If taken with Free Game, Gorillas won't think positively of you, and the scientists have fancy 'science trackers' that are capable of slowly narrowing in on your location over time.

Wanted List [+200]: Yeah, your face is known to the police and they will be out looking to ask you a few pointed questions. Luckily enough, the worst that they will do on the lower levels will be to throw you in jail for a bit while they interrogate you, giving you the chance to bust out, or bribe your way free. The cost of the bribe will be about 50% higher than it would be normally, but still payable. However, once you hit the areas where the Supercops are patrolling, they'll simply gun you down on sight. Best buff up your sneaking skills. If taken with Free Game, all cops will be coming at you to kill, and they all will have buffed up hardware when they are doing so.

Addict [+300]: It seems that your body has a chemical dependency, and not on the normal chemicals a body depends on like dihydrogen monoxide. If you don't inject yourself with a drug every eight hours, you'll start to experience withdrawal symptoms. Headaches, blurry vision, trouble coordinating your limbs. It doesn't matter what the drug is, even if it is straight poison, you just need something to take the edge off. Smoking a cigarette can help, but unfortunately each cigarette only staves off the symptoms for about half an hour, and if you smell too much like smoke, people are liable to kick you out.

Pacifist [+300]: For some reason or another, you just don't believe in solving problems with violence. It doesn't matter why, you cannot willingly harm another being for the duration of your stay here. The thoughts just will not coalesce into action on your part, and even if the harm would be indirect (such as shoving some poison in a vent), if you honestly believe there is even a chance your actions could cause harm, you'll just freeze. Good luck making it through this madhouse without harming anyone.

Free Game [+500]: It's almost like someone has glued a zombie mask on your head or painted a swastika on your back. Literally every living thing in this entire city considers you to be an "acceptable target", and will do their best to either kill you on sight, or draw others to your location to get them to do it for you. The one exception is your resistance contact, but even there, you'll note that many of your missions seem to be designed to drive you into contact with people. Note that taking this with Suspicious, Gang Target, For Science!, or Wanted List alters those drawbacks.

APPROACH (AKA ORIGIN)

Okay, now that you've decided on how much this is going to suck for you, we can figure out what tools you'll be equipped with to make it a bit better. To start with, you get to select your favored approach. Note that this doesn't mean that you can't handle things in other ways, it just dictates which sort of traits or items are easier for you to gain from this document.

Plucky: You don't have any particular focus, you are just going to go for it! You plan to get through on nothing more than grit and determination.

Combat: Your approach is based on mowing down the opposition. You will almost certainly be leaving a bunch of bodies and damage in your wake.

Stealth: Your approach is based on moving unseen, avoiding combat and solving problems by indirect means.

Technical: Your approach is based on science and engineering, from hacking computers to using various chemicals.

Social: Your approach is based on making friends, whether via pure charisma or paying bribes or some other such approach.

Inhumanity: Your approach is based on being something other than human, and employing those inhuman traits.

RACES

By default, you are human. This provides a wide variety of possibilities, but maybe you want something more. If you wish, you can purchase one of the following options, turning into a different race. If you have the Inhumanity approach, you can buy as many as you want, combining them freely, and you gain a 50% discount on each purchase here, as well as being able to take one of the 100 CP options for free.

Cannibal [100 CP]: While you are biologically mostly human, you have a unique trait: You gain a tremendous amount of nutrients from consuming human flesh or the flesh of whatever race you happen to be. This allows you to heal extremely quickly when eating mouthfuls of the appropriate meat. Just be aware that people will likely be put off by such a habit.

Gorilla [100 CP]: You are a gorilla. This makes you extremely strong, but means you will likely have quite a bit of trouble communicating verbally.

Zombie [100 CP]: You are a zombie. Those that come in contact with you or your fluids will rise as friendly zombies upon death. Just be aware that most other people probably won't view you favorably.

Robot [200 CP]: You are a robot. This renders you immune to a lot of things like poison, and makes you harder to damage in general, but you have to be wary of hacking and getting your internals wet. You can repair yourself by draining energy from most electronic or mechanical devices.

Werewolf [200 CP]: You are a werewolf. While you appear to be a normal human when not transformed, you are able to temporarily transform into a massively strong and fast wolf creature. This can last for up to a minute at a time, but also results in several seconds of dizziness when the transformation ends, with longer dizziness from longer transformations.

Vampire [400 CP]: You are a vampire. This allows you to drain blood from victims, regenerating your own health in the process. If you drink blood while at full health, it will instead raise your strength and speed. Those bitten will be dizzy and confused, if they survive, giving you time to leave the area. You are very stealthy, don't show up in cameras or other technological sensors, and can detect inhuman creatures in your vicinity.

Alien [400 CP]: You are an alien. You have access to potent mind control, capable of taking control of a small crowd of people at once, forcing them to act according to your bidding. It is easier to have all those you are controlling perform the same action in unison, but it is possible to have them perform different actions with practice.

Shapeshifter [600 CP]: You are a shapeshifter. In your natural form, you appear to be a child-sized human. However, you are capable of freely shifting into the form of any individual that you see, including matching basic clothing, granting you access to physical abilities and skills that the target possesses.

TRAITS (AKA PERKS)

Now that you've selected an approach, let's see what powers they come with. Some powers are discounted 50% for a specific approach, or are free, depending on how they are marked.

Attribute Boost [100 CP Each, Discounted and Two Free for Plucky]: There are four major attributes you can enhance: Endurance, Speed, Strength, and Accuracy. Endurance mainly affects how much damage you can take and how healthy you are, Speed affects how quickly you can run and how nimble you are at performing tasks, Strength affects how hard you can hit in melee combat and how far you can throw things, and Accuracy affects how well you can hit things with firearms or thrown objects. A single boost puts you at top-tier human, a second boost pushes you to just beyond "Olympic Athlete", and a third boost puts you at mid-tier superhuman. You can only purchase three boosts in a given Attribute. Those with a Plucky approach gain two purchases of this for free, and additional purchases are 50 CP each for them.

Modern Warfarer [100 CP, Free for Combat]: Never give up! Never surrender! Your body is tough, hardened by exposure to pain and war. You can take a lot more damage before you'd succumb, and if you manage to survive, you'll find that you rapidly heal enough to put you back on your feet in short order. It won't heal you completely, just enough that you aren't at risk of bleeding out, and you can then patch yourself up after you win the fight.

Nimble Fingers [100 CP, Free for Stealth]: Your fingers are well suited for doing delicate work. Whether it is hacking, picking a lock, cracking a safe, or disabling an alarm, you'll find that you can move your fingers quickly and precisely. You've also got a knack for swiping items from unsuspecting passersby, though you'll need to be careful for someone else seeing what you've done.

Tech Expert [100 CP, Free for Technical]: You understand computers better than almost anyone. Hacking through files is child's play for you, and you'll find backdoors and weaknesses in systems that no one else could uncover. You also have a better understanding of how to mess with electronics in general, such as disabling security cameras or sabotaging the lights in a building.

Charismatic [100 CP, Free for Social]: People want to be your friend. Everyone that you meet is just a little bit friendlier to you, and a bit more inclined to think well of you. That doesn't mean that they won't gun you down if you steal from them or if they find you breaking into their houses, but they will feel bad about it afterward. If you can avoid antagonizing them, then they'll be more willing to work with you than they otherwise would be, and you'll probably manage to get better deals from them than they might otherwise offer.

Clumsiness Accepted [200 CP, Discounted for Plucky]: You are adorably awkward, which means that if you accidentally break a window or knock down a security camera or wander into someone's house, people will almost certainly just shake their head in amusement and move on. Too much damage all at once can overwhelm this effect, and actually harming someone is certain to get their dander up (if they know it is you, anyway), but if you are sneaky and take your time, you could demolish someone's house around them and they'd just shake their head at your "antics".

G-P-Yesss [200 CP, Discounted for Plucky]: You know the city like the back of your hand. Whenever you enter a new area, you'll find yourself knowing where any major landmarks are in relation to your position, along with a general mental map of the area. This doesn't give you a perfect map of everyone and their locations in the area, just the sort of public knowledge that would come from having lived in the area for most of your life.

Kneecapper [200 CP, Discounted For Combat]: One of the key skills for a soldier is crippling the enemy if you can't kill them outright, and you excel in that area. Hits that you do are far more likely to cause crippling damage to your enemy, with the most common effects being to knock weapons or other items out of their hands while damaging their ability to use their hands and arms, and crippling their legs to limit their mobility and ability to move. This effect is heightened for melee combat, but it is still possible even when attacking at range.

Big Bullets [200 CP, Discounted For Combat]: More Dakka is always better! Now, any weapon that you wield will be made better in several ways. For guns and other ranged weapons, you'll find that they have magically bigger magazines, holding more ammo than they were actually loaded with, the actual projectiles are bigger making it easier to hit with them, and the amount of damage that they actually do is bigger as well. For melee weapons, they just seem to get bigger when you swing or stab with them, doing a bit more damage as well thanks to greater weight.

Blend In Nicely [200 CP, Discounted For Stealth]: You have a tendency to blend into the background. People are less likely to notice you unless they are practically right next to you, and if they do notice you, they'll have a hard time aiming at you if they become hostile. Even up close, you'll be just a bit slippery for them to hit.

Backstabber [200 CP, Discounted for Stealth]: What you don't see can hurt you, and that goes double for you. When you are attacking from someone's blind spot, you'll find that you always hit in some critical area, sliding between some chink in their armor or cutting just right to do the most damage you possibly could. This does require that you are actually putting in the effort to hit them. Poking someone in the back with a sewing needle isn't going to magically kill them, after all.

Studious [200 CP, Discounted for Technical]: You've actually got a brain in your head, unlike a lot of those you see in the city, and you know how to use it. You'll find that when you are trying to pick up skills or make plans that ideas come easier and faster to you. You also have an eye for detail, which can help you make sure that your plans are as good as possible.

Drug-A-Lug [200 CP, Discounted for Technical]: Your experiences have given you a sixth sense in regards to drugs or other strange substances. Now, when you see some unknown substance, you can tell exactly what sort of effect it will have if you inject it into your body. With a few minutes of study, you could also figure out what effect it would have on someone else, allowing you to account for different biologies, allergies, and stuff like that.

Moocher [200 CP, Discounted for Social]: C'mon, can't you borrow a little cash? Sure you can, people know that you'll be good for it. If you ask someone for some money, they are almost certain to give it to you, though they will expect you to pay them back before they lend you any more. The larger the amount of money, the less patience the person will have waiting for you to pay them back, but they will still wait far, far longer than anyone normally would. If the amount is under a hundred dollars, they probably won't ever actually lose patience waiting for it. And, as a bonus, none of them will think about charging you interest.

Art Of The Deal [200 CP, Discounted for Social]: Everything has a price. Everything. If someone has an item on them, or knows a piece of information, or has anything really that could legitimately be sold, they will be willing to part with it for a fair price. Or slightly unfair, they still can wish to make a profit on it, after all. They do have to be at least neutrally inclined towards you. If they dislike you, they aren't going to be making deals unless you are paying way more than the object is worth.

Jack Of More Trades [400 CP, Discounted for Plucky]: You've lived an interesting life up to this point, with a nice bundle of skills that you can dust off when needed. Once per week, you can select one fairly common profession in the world you are in. You will gain the basic skills the average member of that profession would have. This does not give you any supernatural powers or actual authority associated with the profession nor does it magically change your physical abilities. It just gives you the talents and skills that someone who had done that job for a number of years might have picked up. When you select a new profession, any skills that you haven't personally practiced from the old profession will fade away, being replaced by the new set of skills.

Chaaarge [400 CP, Discounted for Plucky]: Sometimes, you have to fight with finesse, and sometimes, you've just got to charge in screaming. Now, with a couple of seconds of time to "charge-up", you can charge straight forward in a chosen direction, tearing through any obstacles in your path. Walls, furniture, people, it will all break before your unstoppable charge. Even if someone should get lucky and shoot you, you wouldn't be damaged. However, after stopping your charge, you'll find yourself winded for a few seconds, and you won't be able to use this power again for about ten seconds or so.

The Law [400 CP, Discounted for Combat]: It is always useful when you know that law enforcement will have your back when you are out shooting people in the face. Now, cops and other law enforcement professionals will see you as one of their own, backing you up, even if you are really the one who is in the wrong. Actually attacking them can break this effect, and if you are too blatant about breaking the law in front of them, they won't be able to look the other way, but they will still be far more gentle towards you than they probably should be. This ability comes with a whistle and handcuffs. The whistle can allow you to summon cops that are within earshot to aid you, and the handcuffs can take someone down non-lethally, while still counting as a 'kill' for the purpose of various missions.

Enslave [400 CP, Discounted for Combat]: To the victor, go the spoils, and when you manage to beat someone down, they are the spoils you get to collect. Now, when you render someone helpless in some way, you can choose to 'enslave' them, causing a helmet to appear on their head as a mark of their enslavement, and causing them to become submissive towards you and your commands. It would take them quite a bit of time to build up the courage to try and break free, and if they do, well, the helmet can double as a bomb that you can set off at your leisure.

Camouflage [400 CP, Discounted for Stealth]: The greatest thief is the one that people never realize was there, and this power will help immensely with that. You are able to turn completely invisible for as long as you can hold your breath. Anything that you are wearing or carrying becomes invisible as well, though the effect will break on an object if you drop it or set it down. Sounds that you make are also very muffled, though not eliminated completely, and your scent is dampened. If you actually interact with someone or something that isn't invisible, your invisibility will break, and you will have to wait for a minute before you are able to reapply it again.

Ghost [400 CP, Discounted for Stealth]: You aren't literally a ghost, but it isn't surprising that people might make that mistake, as you are literally capable of flickering into intangibility for brief moments. This can be long enough to slip through a wall, allow a bullet to pass through you, or avoid an explosion. After you've used this power, you will have to wait for around a quarter of a minute before using it again, and some creatures, such as actual ghosts, will still be able to touch you, even when you are intangible.

Chloroform Hankie [400 CP, Discounted for Technical]: Your intelligence has helped you gain a thorough grounding in the principles of chemistry, especially in regards to making special chemicals that can affect the body in a wide variety of ways. In addition to that, you have access to an unlimited amount of a safe derivative of chloroform. Found in the form of bottles that you can pull endlessly from your pockets, this substance can be applied via a rag over the nose and mouth or as an aerosol form through the air. You could possibly even find other ways to apply it, but the bottom line is that it will knock someone out cleanly and efficiently. Just be careful not to breathe it in yourself.

Medical Professional [400 CP, Discounted for Technical]: You have a medical degree, and you aren't afraid to use it. You are able to heal yourself and others. This is a slow process if you lack any tools, but even bare-handed, you can still encourage healing. With tools, you can heal people impossibly fast, drastically amplifying the healing qualities of whatever you are using.

Random Reverence [400 CP, Discounted for Social]: It seems like a positive reputation precedes you. You will find that random individuals in any new area you visit are positively disposed towards you before they even met you, treating you like a close friend. You will recognize those who are influenced by this effect on sight, and will automatically know basic details like their name and interests, allowing you to build a lasting relationship on this good 'pre-first impression'.

Joke [400 CP, Discounted for Social]: Sometimes, you just gotta laugh. You now have a sense for exactly what it would take to make any given person that you meet laugh, and if you manage to do so, you'll find that their opinion of you will immediately sky-rocket. Someone who hated your guts will suddenly think that you're not that bad of a guy after all, someone who didn't care much will suddenly want to be your friend, and someone who already liked you a great deal will become frighteningly loyal. These boosts to reputation aren't quite permanent, and can diminish over time, but one more laugh can help boost them back up. Knowledge of this perk (or suspicion about its effects) will diminish its effects on the target, though it won't eliminate them completely.

ITEMS

Just having powers isn't enough, you are going to need some gear as well. As you move through the city, you'll be able to find a wide array of gear to grab, but the items offered here can help you start with a leg-up. Some items will be discounted 50% for the indicated approach, or free, depending on how they are marked. Unless otherwise indicated, all items will respawn if lost, destroyed, or stolen when you enter a new layer, or after 1 week in future Jumps.

Resistance GPS [Free]: A very simplistic GPS device. It will fill in a map as you explore each level, only revealing what you yourself see. Small dots will be placed on it to indicate the location of targets relevant to your given mission, but otherwise, you will need to fill in the map as you go.

Cash Wallet [50 CP]: A plain wallet, with \$20 in money in it. Fills with an additional \$20 each day, and never bulges, no matter how much money is in it. Can purchase multiple times to add an additional \$20 to the starting cash and cash per day.

Case Of Beer [50 CP, Free to Plucky]: Six cans of decent beer. Always has the perfect temperature for the drinker, and even provides a bit of healing when drunk. Can be useful as a bribe or friendly gesture, and restocks each day.

Combat Armor [50 CP, Free to Combat]: A bulletproof vest and combat helmet, which help to reduce damage that you take from various sources. Fully repairs each day.

Thief Kit [50 CP, Free to Stealth]: A set of lockpicks that slightly guide your hands when using them, a pair of gloves that eliminate fingerprints when run over a surface, and a glass-cutting knife that causes glass to vanish once it has been cut. All of them can be perfectly concealed on your person no matter what.

Hologram Bigfoot [50 CP, Free to Technical]: A small handheld device that projects an image of Bigfoot when activated. The image projected can be adjusted to some other fantastical creature. This can provide a distraction for those who aren't that bright, which thankfully encompasses quite a few individuals in the City. Reappears on your person within 24 hours.

Cologne [50 CP, Free to Social]: A bottle of expensive cologne, which makes you seem friendlier and more personable while you are wearing it. Lasts for a few hours once applied, with a couple dozen applications worth in the bottle, and the bottle refills fully each week.

Melee Weapon [100 CP, First Purchase Free]: An indestructible melee weapon. The free starting weapon for the Plucky approach is a crowbar, for the Combat approach is a police baton, for the Stealth approach is a knife, for the Technical approach is a wrench, and for the Social approach is a baseball bat. The Inhumanity approach allows you to freely pick which weapon you will start with, and additional purchases can take the form of any of the five offered.

Syringe Set [100 CP, Discounted for Plucky]: A set of five unmarked syringes. When injected into someone, they will have a completely random effect, from healing to causing a boost in speed to inducing confusion to instantly dealing terrible damage. The effect can be identified ahead of time if you have the skill to do so, but otherwise you will be playing roulette with each injection. Syringes refill and re-randomize their effects each day.

Cube of Lampey [100 CP, Discounted for Plucky]: A handheld golden cube. Whenever a street lamp or other source of light is broken by someone holding this cube, coins and other forms of money will spill out of the broken object. Typically around \$4-5 worth.

Grenade Box [100 CP, Discounted for Combat]: A set of four grenades, along with a dizzy grenade, EMP grenade, molotov cocktail, and warp grenade. Restocks each day.

Silencer [100 CP, Discounted for Combat]: A silencer that can be fitted to any weapon to cause it to only emit a slight high-pitched whistle, if they emit any noise at all. Yes, this can be attached to melee weapons.

Tranquilizer Gun [100 CP, Discounted for Stealth]: A gun with eight darts inside, each of which can knock out a target for at least a day when hit. Fires completely silently, and darts restock each day.

EarWarp Whistle [100 CP, Discounted for Stealth]: A whistle that will deafen anyone in the vicinity when blown. While this does technically mean they will not be able to hear you, it does not prevent them from noticing they are suddenly deaf.

Safe Cracking Tool [100 CP, Discounted for Technical]: A high-tech device that can latch onto a lock, such as the lock of a safe, and programmatically unlock it. This works, even on purely mechanical locks, though it will take more time the more complex the lock is.

Gas Mask [100 CP, Discounted for Technical]: A protective helmet that filters out any contaminants in the air, and somehow even protects your exposed skin from things like tear gas or similar chemicals.

Drink Mixer [100 CP, Discounted for Social]: A handheld device that lets you mix up cocktails from virtually any set of consumable ingredients, creating tasty drinks while maintaining any special effects the ingredients might have had.

Boombox [100 CP, Discounted for Social]: A boombox that will cause those who hear it to be struck with a powerful urge to start dancing along to the music. This can be an excellent distraction, or just a fun way to get a party started.

Bananas [100 CP, Free for Inhumanity]: You have access to an unending supply of bananas. You are always able to pull out a banana to eat, and their peels can function just like they would in a sketch comedy.

Fud Processor [200 CP, Discounted for Plucky]: A blender-like tool that can convert literally anything placed into it into cans of Fud, a food-substitute that is technically nutritious, but not that appetizing.

Leafblower [200 CP, Discounted for Plucky]: A handheld 'weapon' which doesn't do any damage, but is capable of blowing hard enough to blow away people.

Ammo Processor [200 CP, Discounted for Combat]: A blender-like tool that can convert literally anything placed into it into ammunition for weapons in your possession. The more valuable the items placed within, the more ammunition can be produced.

Machinegun [200 CP, Discounted for Combat]: A fully automatic ranged weapon, it can hold up to 50 bullets at once, and will fully refill its magazine each day. Alternatively, you can choose to have this purchase take the form of a pair of pistols instead, each capable of holding 25 bullets a piece.

Quick Escape Teleporter [200 CP, Discounted for Stealth]: A special device that can automatically teleport you out of danger when you are grievously wounded, partially stabilizing you in the process. It will teleport you to a random but safe location within the current level, or a spot within 50 miles in future Jumps. Can be manually triggered. Once it has been triggered, it will have to cooldown for eight hours before it can be used again.

Taser [200 CP, Discounted for Stealth]: A handheld gun that fires small 'electric bullets', which cause a target to convulse and become temporarily paralyzed on contact. Non-lethal, and stronger targets can recover faster, but multiple impacts can help to keep them pacified.

Ray Gun [200 CP, Discounted for Technical]: A futuristic looking ray-gun, which can take the form of either a freeze ray or a shrink ray. A freeze ray will freeze the target, encasing them in a thin layer of ice and putting their mind in temporary suspended animation, while the shrink ray will cause the target to sharply reduce in size, to the point where an adult human would shrink down to be roughly half a foot tall. Either effect will last for roughly half an hour, either gun can hold 8 charges at once, and regain charges at a rate of one charge per hour. If purchased twice for both effects, they can be combined into a single ray gun, with separate charges for each effect.

Memory Mutilator [200 CP, Discounted for Technical]: A silver cylinder with a red light on it. Can be used to flash a red light in a target's eyes, causing them to forget the last 24 hours worth of interactions they have had with you. Once it has been used on a given target, it can't be used again on them for three days. They will still remember other events that happened to them, they simply will not remember that you were part of them.

Translator [200 CP, Discounted for Social]: A phone-like device that will automatically translate the voices of anyone the holder hears. Can also be used to scan and translate writing.

Shotgun [200 CP, Discounted for Social]: A large gun which can hold 12 shells in it. Fires a spread of powerful projectiles, and also delivers a powerful fear effect to those it is pointed at, causing most targets to become intimidated into behaving themselves. Shells restock each day.

Monkey Barrel [200 CP, Discounted for Inhumanity]: A small wooden barrel that can be set to break open within a few minutes, releasing up to half a dozen miniature gorillas. These gorillas will be friendly to you, but will otherwise rampage around. Restocks within a day of use.

Friend Phone [300 CP]: A simple phone which you can use to call for backup. This can be used once per Jump to summon up to three unimported Companions to your side. The Companions will gain your Origin or Race (Approach and Race, in this case), as well as copies of any freebies that you gained from those, but otherwise do not gain any other CP or purchases. If used in this Gauntlet, they will lose outside powers and items and such, the same as you did.

Boo-Urn [300 CP, Discounted for Plucky]: A glowing green urn. When opened, it will summon up to four ghosts to haunt the building that you are in, terrifying any other individuals that are living there. These ghosts will linger for at least a couple of weeks, and the urn can be reused after three days. If used within an already haunted building, it will double the time that the haunting will last.

Rocket Launcher [300 CP, Discounted for Combat]: A weapon that fires massively powerful rockets, capable of blasting through even thick walls in a single shot, and a single rocket can be strong enough to knock down an entire house. Holds eight rockets at a time, and restocks at a rate of two rockets per day.

Skeleton Key [300 CP, Discounted for Stealth]: A blue glowing key with a skull on the end. It is capable of unlocking any door with a touch.

Hypnotizer [300 CP, Discounted for Technical]: A fancy paddle with a spiraling pattern on it, it can be used to hypnotize those who stare at it. Once hypnotized, they will become agreeable to your suggestions for a couple of hours, though self-harming commands or totally hated commands could break this effect. Can't be used on the same target within eight hours or so. The target can be made to forget the commands once they have been carried out.

Sell-O-Matic [300 CP, Discounted for Social]: A locker-shaped machine which can be fed any object to get back the fair market value of the object in currency. Does not work on CP-backed items.

Mech Key [400 CP]: A small key that allows you to summon a powerful mech nearby. This mech is equipped with a laser cannon and powerful hydraulics that will massively improve your punches when riding it. The mech slowly heals itself over time when unsummoned, capable of repairing from complete destruction to full functionality within three days.

Four-Leaf Clover [400 CP, Discounted for Plucky]: A four-leaf clover that grants you a significant boost to luck when you are carrying it. As an example, an event with an equal chance of a good, bad, and neutral outcome would now have 1/6th chance of a bad outcome, and 1/2 chance of a good outcome.

Killenizer [400 CP, Discounted for Combat]: A device that dispenses benefits to you when you kill something. These benefits can be set to take the form of ammo, healing, or money, with the size of the benefit scaling with the difficulty and strength of the killed target.

Wall Bypasser [400 CP, Discounted for Stealth]: A small handheld teleporter that can teleport you a short distance in any direction, bypassing walls and other obstacles in the process. It will ensure that you arrive safely and give you a brief bit of foresight about the target landing area and its surroundings. Can be used roughly once per minute.

Laptop [400 CP, Discounted for Technical]: Effectively a portable supercomputer, it can remotely access any machine within a few hundred feet, regardless of whether they have wireless capabilities or not. Vastly increases your hacking speed and supports your hacking capabilities.

Voucher Creation Kit [400 CP, Discounted for Social]: A device that can print out various vouchers, such as vouchers for a free item from a store or vouchers to hire someone to complete a specific job. Comes with supplies for six vouchers, and the rate at which the supplies regenerates depends on the value of what a voucher was used on. For items or services worth less than \$100, the voucher supplies will restock within 24 hours. For \$200 worth, it will take 2 days to restock. For \$400, it will take 3 days, and so on, doubling value for each extra day.

Necronomicon [400 CP, Discounted for Inhumanity]: A book bound in human skin. By chanting verses found within, you can cause dead bodies nearby to rise up as zombies that will obey you. These zombies cannot cause those they kill to rise up on their own, but you can raise their victims yourself. Each time this effect is reused on a corpse after the first, there is a compounding 5% chance that the effect will fail, rendering the corpse immune to ever being raised as a zombie (so, it will always work the first time, 5% chance it fails the second time, 10.3% chance it fails the third time, 15.8% chance it fails the fourth time, 21.5% chance the fifth time, and so on).

Resurrection Shampoo [500 CP]: A bottle of shampoo that is meant for fixing dead hair. Turns out, it can work on dead humans as well, if drunk before death. The next time you die after you drink this, it will cause you to spontaneously resurrect. fully healed, an hour or so after you have died, appearing either in the vicinity of your body or the location of your death. This means that the triggering death will not cause you to restart a run or count as a failure for any Jump. This item will only restock after its effect is triggered, reappearing in your possession one year after the previous drinker was resurrected.

ENDING AND PRIZES

So, you have slogged your way through the streets of The City, but how far have you come? Depending on how far you got will determine what awards you'll receive. As mentioned in The Mayoral Cycle drawback, you will have typically had 100 runs to get things right. To earn a given prize, you will have had to have beaten a given level in at least ten of your runs. If you choose to reduce your number of runs to 10, then you will only have had to have beaten a given level in three of your runs to earn its prize. And, naturally, if you only have 1 run, you will have to have beaten the appropriate level in it to win the prize.

NOWHERE: You couldn't even make it past the slums. You receive nothing except for a consolation prize of a small cardboard box. When you open it, you'll always find a slightly stale, slightly warm chicken nugget inside. Enjoy. None of your powers or items that you purchased will follow you out of this Jump.

SLUMS: The poorest district in the city, full of drug dealers and gang members. If you managed to get past this point, then the sight of some of humanity down at its worst has given rise to the power known as Friend Of The Common Man. Simply put, people will be friendlier to you. The more ordinary they are, the friendlier they will be. Also, you will get to keep any freebies you gained from this document.

INDUSTRIAL: The factories of the Industrial Sector burn red-hot, and if you manage to make it past them, some of that flame remains within you, marking you as a Master of Flames. This not only renders you immune to heat and burning, but it also means that you can judge the engineering required for a given machine at a glance, giving you an idea of what tools and such you would need to recreate it. You will also get to keep all purchases costing 100 CP or less when undiscounted.

PARK: The Park levels are full of wide open spaces, with only a couple of buildings in sight. Passing through them leads to the great outdoors calls to something in your spirit, making you a Child Of The Wild. You can communicate with all animals, and they will be friendly to you. This includes beings who are able to transform into animals. In addition, nature itself will whisper to you about your surroundings, warning of traps and dangers, though these warnings will be harder to hear in more 'developed' areas. You will also get to keep all purchases costing 200 CP or less when undiscounted.

DOWNTOWN: If you managed to make it through the citizens of the higher-level of the city, you've proven that you have a spot there, showing that you are truly a Member Of The Upper crust. Any money that you earn will be multiplied by an order of magnitude, no-one will ever reject you due to reasons of class or social status, and you will find that any wrongdoing on your part can always be excused with a large enough bribe. You will also get to keep all purchases costing 300 CP or less when undiscounted.

UPTOWN: You managed to make it through not just Uptown, but also made your way into the Mayor Village and confronted the Mayor, taking their hat from them by whatever means you happened to choose. For your accomplishment, you now take his place as the Mayor Of The City. In any future jump, you can choose a position of political power, such as a mayor, governor, ambassador, king, emperor, council member, or whatever other position, and start out in that position. This won't stop you from being ousted if you prove unworthy of the position, but you can at least start out at the top. You are also able to keep all purchases you've made, regardless of cost.

BAD ENDING: It is possible that you have, in the process of gaining the Mayor's Hat, ended up destroying it. If you did that even once, while still earning the overall Uptown prize, you can choose to exchange the Mayor Of The City prize with the Hat Destroyer prize instead. This allows you to, once per Jump, choose a person who is in a position of political power and instantly depose them, causing them to be stripped of any protections and status they had and be cast out of their position, with no possibility of regaining it. You still keep all purchases you've made.

NOTES

As is typical, you can choose whether to **Stay Here**, **Go Home**, or **Move On** once you have finished here.

Changelog

Version 1.0 - Created

FAQ

Q. So, do I have to kill the Mayor to take his hat?

A. No. There are many different possible approaches you can take to this, ranging from sneaking in to steal the hat while the Mayor is asleep, to bribing him for it, to running in an election against him and either winning fairly it just rigging it in your favor.

Q. What happens to Companions I've summoned with Friend Phone with regards to Prizes?

A. They can keep anything that you were able to keep, even if you don't reach the point where you can keep the Friend Phone.