Version 1.0.0

SCANNERS

JUMPCHAIN

Welcome to the world of Scanners, the cult classic Sci-Fi film by David Cronenberg. It had 4 sequels a decade later not involving Cronenberg.

In this world the drug ephemerol was released as a mild transquilizer to ease pregnancy aches and pains. Unfortunately it caused abnormalities in the children born afterwards. These children suffered from a host of emotional and social disorders, and a tendency towards hearing voices. They also possessed telepathic abilities that allowed them to hear the minds of others. It is this ability – which seems causal to the other issues – which gives them their name as scanners.

These reclusive, usually introverted, telepaths possess the power not only to read minds, but with stronger scanners control the minds of others by telepathically linking to their nervous systems. Potentially they could even 'scan' a computer system. It can be a real mind expanding power.

These powers make them natural tools for war and espionage, something that the private military company ConSec has noticed. At least one division of it has. Unfortunately for their attempts to sell the service of scanners as assets, there is another who has taken notice as well. The powerful scanner Darryl Revok has begun building his own underground movement of scanners, removing those few that ConSec has been able to contact, and preparing for his own plans.

The two groups are heading towards a clash, and just like Cameron Vale you may find yourself caught in the middle of it. That is unless you choose to enter one of the later points in the timeline, though they each have their own problems and clashes involving scanners. Hopefully wherever you end up won't leave you with your mind expanded too much. We certainly wouldn't want that.

Whenever you arrive, you will need the following to help you with these:

+1000 Cranial Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Unaffiliated: You're not part of some group. Maybe Revok is looking to recruit you, or ConSec is. You might even be picked up by the Scanner Underground before Revok has it gunned down. Either way you're just somebody. Alternatively you're nobody, having arrived here without any new memories or connections, as a homeless, non-entity.

Conspirator: You're part of Revok's New World Order. Or maybe you're trying to start your own? You could even be working with John Forrester if you're starting late enough. You're somebody with big ideas on how to change the world, and plans to do it.

Cop: You're a cop. Probably a newbie, but maybe you've got some experience under your belt. Hopefully you won't have to deal with any mind control based crime, it's rather difficult to handle.

Corporate: You're a part of ConSec. Or maybe just another shadowy corporate group with too much power and influence. You might even be studying scanners, working on new forms of ephemerol to better suppress their powers, or control them for their power. Or you could just possibly be in a less shadowy corporate group mostly concerned with making money. Those do exist here.

Location:

You begin in a North American city. Given the setting is vague about where each film takes place, all you need to know is that your starting location is near to the action.

Age and Gender:

If you're a Drop-In your age and gender remain unchanged from the end of the last jump. Otherwise you may pick an age and gender appropriate to your origin and background.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Theatrical Looks (50 CP): You could be cast as the attractive figure in a Canadian theatrical film. While this alone won't make you top tier Hollywood hotness or getting acting roles primarily on looks, still you're definitely above average.

Muay Thai (50 CP): You are an expert kick boxer. This is good enough to go pro, or use in a real live fight, though probably of limited use against people who can take over mind and body just by thinking at you.

Yoga Master (100 CP): You possess a conscious control of autonomous bodily functions such as heart rate or willing your body into a fever or towards hypothermia. Unfortunately this isn't enough to resist anything more than a very weak scanner. Coupled with **Scanner**, however, this will make it where you can turn your scanner powers onto your own body and nervous system, and make it so you could do things like stop your own heart and put you into a state of cryptobiosis for a few hours where you can then wake up unharmed. This will also help you use other psychic powers you possess that'd normally only affect others to affect yourself.

I Live in a Monastery (200 CP): You have learned self-discipline and possess exceptional self-control in the face of temptation. Whether it's the temptation to abuse your powers, to indulge in a carnal forbidden fruit, or sneak that extra dessert, you know how to say no to temptation.

My Art Keeps Me Sane (200 CP): Does that actually work? It does for you. Not only are you now blessed with artistic creativity and a skilled artist in a visual medium of your choice, but you will find that the process of creating art is extremely therapeutic for you, and will help you recover from trauma, or psychological issues over time.

Unaffiliated Perks

Fitting In (100 CP): You possess an ease at adapting to new societies and cultures. Whether it's going from being a homeless schizophrenic to a corporate agent with just a tranquilizer that reduces your psychic voices and a new suit, or moving to Thailand and joining a Buddhist monastery, you adapt well to new situations.

Bum (200 CP): You might not be one, but you know how to survive as one. You have all the skills, and knowledge, that a modern day hobo, or homeless bum, would need to possess. You know how to scavenge for resources in a city, how to find and identify places that are good shelter in an urban environment, how to use social welfare systems, how to beg, and generally how to survive on the streets.

In addition to mundane knowledge, you seem to be hardened against the cold, inclement weather, and even diseases, parasites, and health issues that would be associated with living on the street in filthy conditions, and alongside others who are.

Medical Scanner (400 CP): You're a fully trained vet… or you can be a human doctor if you'd prefer. Beyond being traditionally skilled in medicine you will find it easier to repurpose powers you possess to medicinal and healing uses; you might be able to turn your psychic nervous system linking to let you help regulate the bodies of others to deal with shock, cardiac arrest, and keep them from dying after they should have, or even to 'train' their bodies' autonomous functions to work at a healthy level to cure congenital defects.

As a Scanner you will be able to perform more fine tuned control over the autonomous functions of the bodies of others, regulating them to deal with shock, cardiac arrest, and the like, potentially even helping pull people out of comas, and do things like consciously control an immune system response to cure a dog's encephalitis. You might even be able to learn further means to influence bodies, such as conditioning one to alter its hormone response, or other acts of minor biokinesis.

It Was Easy (600 CP): Was it? Most scanners never learn to control their scanning abilities, even with ephemerol. You? I'd give it weeks at most, probably days once you know how they function. You are a master of learning psychic powers. You could compress a decade of experience and training for an ordinary individual into a few weeks, months at most.

While this is best with psychic powers, you will see a significant (though at least an order of magnitude less) increase in your speed in learning how to use other powers.

Conspirator Perks

Police State Tactics (100 CP): That is interrogation. Whether it's isolation, intimidation, deceit, or good old fashioned good cop/bad cop, you know how to get information out of people, and are very good at doing so.

This also applies to using telepathy and psychic means, as you excel at finding information in the minds of others and plucking it free.

A Door to Close (200 CP): You possess a door in your mind. It's just symbolic, but if you are a scanner you have learned how to shut out the thoughts of others, and the basics of controlling these powers without going mad. You know how to do so with other telepathic abilities as well, and know how to shut your telepathic eyes/ears for any sort of spiritual or psychic senses you possess.

More broadly you can turn on or off any Perks or Powers you have gained from Jump documents, and find it much quicker and easier to learn how to shut down any powers you obtain.

Cult Leader (400 CP): You are highly skilled in conditioning and indoctrination. You can do so with traditional mundane means, and with the right drugs you could probably pull off turning people into programmed killers ready to kill on certain visual cues. But where you really shine is in using telepathy or psychic influence to change minds. You can use telepathic influence or normally temporary mind control to condition and indoctrinate individuals over time, until they are conditioned to act in accordance to the ways you have controlled them previously.

More broadly you find it easier to control the minds of others whether through indoctrination, brainwashing, drugs, psychic abilities, or some other form of (supernatural) powers.

Dreams of Dominance (600 CP): You can see them coming true. You understand how to use assassination, terrorism, and killing to create social and political pressure to shape the world in the ways you desire. This won't necessarily make it easy, but you excel at figuring out how to use these sorts of tactics to influence the populace and shape social change. Whether it's false flags, fear of violence, or strategic deletion of individuals, you understand how to shape behavior through violent means, and are good at understanding how the dominoes will fall when you do so. In addition to violence, this understanding extends to the use of mind control and mental manipulation.

Cop Perks

Keep Your Eyes Open (100 CP): You have an excellent memory for details, especially about people. You'll remember what someone was wearing, how they were moving, what look they had about them, even if they were only one person in a crowd.

See Below the Surface (200 CP): Some might call it a 6th sense, intuition, or just being good at profiling, but you've got an eye for picking out who has criminal intentions or has recently committed a crime from the way they move and carry themselves. You're unusually good at picking out the drug dealer, or the gangster from among the average populace. Though mind control can, unfortunately, throw this off.

You're also good at reading the pulse of cities. This requires a fair bit of time in one place, and a good deal of observation of people in it going about their lives, but as a beat cop who patrolled the city (most) every day for years you could tell when a crime wave or civil unrest was coming and the overall mood of the city.

How Are You Sane (400 CP): You are strangely mentally stable and resistant to things that'd cause you to go mad. See your father gunned down in the midst of a psychic powers induced psychosis as a small child? You'll not be traumatized, but continue to grow up as a healthy and well-adjusted individual. Possess a power that causes you to hear the thoughts of others in a constant stream that drives people to madness, and instead of learning to control it you medicated it with something that will make it worse if you ever stop… Well most people would go insane in days, but you could go cold turkey, and push your powers to the limit to psychically draw information from someone who is dying in a way which requires you to psychically plunge into a nightmarish reality that might be hell, and you might very well be fine. Oh you probably want to wean off of it, but you're all but immune to normal trauma, and even supernatural effects to destroy or damage your sanity will find themselves hard pressed to affect you. You're just really, abnormally sane.

Hypersensory (600 CP): You've got unusually keen senses. Your eye sight is good, your hearing is sharper than normal, your sense of smell, everything. Including your sixth sense and others. You're able to pick up details around you in a way that sometimes almost feels like a danger sense; such as just getting the vibe that something is *wrong* about your front door because things are just borderline perceptibly *off*.

You're able to take in abnormal amounts of information at once as well. You can read entire pages of text at a glance, simply flying through it almost as fast as you can turn the pages.

This sensory keenness will even apply to other, special senses you have or develop. Such as allowing a scanner to hear, or read thoughts from further away or pick up a specific mind from the crowd more easily (though it'd not improve your range or ability to control minds). It would affect other special senses in a similar manner.

If you're a scanner this will also allow you to use your telepathic powers to sense things about your surroundings – even non-electrical inanimate objects – such as finding a secret door by focusing on doing so, or getting a feel for an object that's important for a case you're on.

Corporate Perks

Takeover King (100 CP): It's not something supernatural, but you're a skilled businessman. This is less about building a business, but you're good at playing the stock market, or the sort of power plays and hostile takeovers that go down in high stakes business dealings. You're also a pretty decent salesman. You know how to make people think they should hire your (business's) services instead of the competitor, and to convince them that it's worth the price. These are nothing more than mundane skills, but they can be useful ones.

Nothing to Fear (200 CP): You are highly skilled in hiding your thoughts, and in directing mind readers away from sensitive topics. You could easily hide thoughts from a scanner (or other telepath) who was only passively overhearing, and even if one went into your brain and started actively reading you, you could easily keep them from noticing where in your mind your secrets you didn't want them to find were as long as they weren't particularly persistent in prying or already aware of what they should be looking for.

If they're actively looking for a specific piece of information (such as your involvement in a certain program) this doesn't work as well, but you're also just surprisingly resistant to mind reading and psychic mind control. A weak scanner won't be able to get anything out of you that you don't want them to, and even a powerful one would have to exert enough force that they'd run a very significant risk of frying a normal person's brain before they could pull out your deeper secrets in detail or control you.

I Have a Way With These Creatures (400 CP): It's surprising one can when they think of them that way and the creatures in question are telepaths, but you might manage it. You're very good at befriending, and manipulating, those with special powers that isolate them from the common mass of humanity. It doesn't even have to be telepathy, but could be other forms of powers, god-like abilities, and the like. You've just got a way of understanding them, understanding their needs, and presenting yourself as a friend. Do try not to give them good reason to doubt you, though.

Psychopharmacist (600 CP): That is pharmacy dealing with the mind and especially psychic phenomenon, not being a psychotic pharmacist, though you could be that too. You excel at understanding, identifying, and developing psychiatric medicine, drugs that influence the mind, and even ones that can affect psychic powers. While you may not know the formula for ephemerol, you could study scanners' physiology to make drugs that work with it, and with a sample you could identify, reverse engineer, and modify

ephemerol, or possibly even create drugs to influence other psychic powers in other worlds. Or you could spend your time researching how to make a cocktail of drugs to help you brainwash ordinary people.

You’re also more generally good at studying and creating technology that interacts with psychic or spiritual phenomena so long as there’s some biological or neurological component to it.

Scanner Abilities:

To take any of these Perks other than Scanner or Receiving-Only Scanner requires you to first take Scanner.

Scanner (200 CP/300 CP/400 CP): You are a scanner. In general scanners are able to connect to the nervous systems of others through telepathic means. This allows them to hear thoughts and read minds. Some scanners can also transmit through these connections allowing them to influence autonomous bodily functions of others, control their body, temporarily puppeteer them, alter perceptions, see through their eyes, or even actively change their thoughts and make them make decisions (though they can later realize how weird this was). Stronger scanners can also use this to throw individuals as if through telekinesis, or even cause people to spontaneously combust, though this does seem to not be able to affect objects but only things with nervous systems which can be affected. Of course, it's worth noting that electronic devices such as computers, arcade games, and even electronics in some vehicles count as 'nervous systems' for scanners though they do seem to be somewhat harder to connect to, so it may not require a fully developed biological nervous system.

Scanning an individual does tend to cause nosebleeds, and increasing force and pressure can intensify the pressure to their head and brain. Excessive force to dig into an individual's mind or control it can cause a target's head to explode; though this usually happens as a result of 2 scanners fighting over one mind, but it is possible for sufficient levels of power poured in to overcome resistance to cause physically pain, and potentially kill your target. Of course scanners can weaponize this as well, and it takes less power to blow up a head than to read someone's mind so hard that it explodes.

Physical contact makes scanning easier, but it is possible to scan beyond range of sight, and even to use scanning abilities through an individual whose body you are puppeteering. When dealing with electronics it is possible to scan through radio, internet, or phone connections, though landlines seem to be easier over distance than radio signals.

Scanners are also resistant to other scanners. The greater one's power the greater their resistance to attempts to read or control their minds, though this is much stronger when actively resisting.

For 200 CP you are a weak scanner. You won't show telekinetic abilities, and blowing up a brain is probably beyond you, but you are able to read minds, affect individuals' autonomous bodily functions, and even with some serious effort control individuals, though strong wills can resist your mind reading or mind control especially if they're aware. You might still manage to ride along on someone else's senses. Affecting machinery will be hard if possible.

For 300 CP you are a strong scanner. You're at the level of a weaker protagonist or antagonist. You have access to the full suite of abilities, and are powerful enough to overcome weaker scanners without too much difficulty. You are, however, not at the level of Cameron Vale, Darryl Revok, or the stronger characters among the sequels. Still controlling regular humans, throwing them around with your mind, making people shoot themselves, or accessing computers with your mind are easily within your capabilities.

For 400 CP you are one of the strongest scanners, equal to the likes of Cameron Vale, and Revok. Controlling weak scanners is easy for you, and blowing up their heads only somewhat harder. You might rip out every facet of someone's mind though this is likely to kill them. Doing something like making an ordinary person inject themselves with a drug while believing they had injected you would be easy for you.

Receiving-Only Scanner (100 CP): You are a weak scanner, like the 200 CP level above, however you can only receive and not send, allowing you to hear thoughts, and potentially read minds, but not to influence the minds of others, or perform any telekinetic feats.

This does not unlock the other perks in this section.

Telepathic Bonding (100 CP): You naturally form telepathic links with those you are emotionally close to, such as family, close friends, or lovers. This allows you to pick up when they are feeling strong spikes of emotion even from literally the other side of the planet, and potentially further. This usually is limited to very strong emotions – such as stark terror or murderous rage – and you'll need to learn to recognize each individual and each of their emotions separately.

You may take this perk even if you have **Receiving-Only Scanner** and not **Scanner**.

Telekinetic Superiority (100 CP): Your telekinesis is substantially improved. This generally bumps it up one level (from 200 CP to 300 CP or 300 CP to 400 CP). As a **400 CP** level **Scanner**, while this won't allow you to affect things without 'nervous systems', blowing up entire bodies would be easier than blowing up brains was previously, and you

can blow up people's heads more easily, as well as casually explode people's fingers or blow up a pigeon.

This perk will also improve any other form of telekinesis you possess making it both easier and stronger.

What is a Mind (200 CP): Scanning treats electronic devices as a nervous system. This is a rather loose definition of a nervous system, and yours has just gotten looser. You may scan things that don't have any traditional nervous system such as ghosts, magically animated skeletons or golems, genius loci, and the like. If something has a 'mind,' even simply as much as a computer does, it is now a possible target for your scanning.

This will apply to other telepathic powers you possess as well, expanding what sort of 'minds' you can contact if they were limited.

Will Transfer (200 CP): You are able to transfer your mind and soul into another. This is not necessarily easy, but you can transfer your 'you-ness' into another physical receptacle such as someone else's brain. You can even survive as a self-propagating digital signal in electronics. This is transfer not copying, but you can transfer your soul into a machine or computer not just a person. Your body and anything directly tied to it won't follow you, but despite being theoretically based on altered neurology and physiology your ability as a scanner will. You probably could already delete the minds of others with your scanning ability, but just in case this guarantees you can.

You must have the **400 CP** level of **Scanner** to take this perk, and it is free with the **1000 CP** level.

Broadcast (200 CP/400 CP): It's generally possible for a scanner to relay their power through the minds of others that they are scanning and when dealing with electronics over phone lines, and radio waves. You take this to a new level. Range does not factor into your scanning ability beyond a few feet; physical contact will still strengthen it, and if they're out of your normal range you will need some form of contact with them such as being able to see them, watching them on live TV, a phone call, etc. You can also broadcast your scanning abilities through audiovisual recordings. They don't even have to be live broadcasts, as you can record your scanning through the sound and image of yourself. This won't let you read minds of those watching videos of you, at least not without some other connection and activity on your part, but will allow you to send mental commands to them and leave recorded commands on video tapes or other video recordings so that they can affect viewers in the future.

For 200 CP this only applies to your abilities as a scanner, but for **400 CP** you will also be able to broadcast other forms of psychic or spiritual powers you possess through phonelines, radio waves, television broadcasts, and the like, and even record them into videos that can activate them when played, not just your scanning.

Power Joining (300 CP): Scanners are capable of connecting with each other, sharing their total scanning ability. We're not shown how perfect or efficient this is, but we do know that they can direct this merged ability. It's no real surprise given scanning functions by connecting nervous systems. You will find that it is easier for you to join your powers with other scanners, and that you are closer to being the full sum of your parts (or more than it if you were already that).

This also extends to other psychic and spiritual powers you and others may possess as you are now able to form mental network links to share and pool any kind of psychic or spiritual powers. You do not necessarily have to possess the same power in question, nor does everyone in the gestalt need to possess the same kind of powers. You merely need to establish the link, and work together through this connection of beings.

This also allows you to use other forms of psychic and spiritual powers through individuals who you are controlling through your scanning abilities as if you were there; for those psychic and spiritual powers that would otherwise not be able to be relayed this way. You could parasitically use the psychic/spiritual powers of those you have sufficient mind control over through your body through this link as well.

Psychic Vampire (400 CP): You are able to telepathically consume the lives of others. This will leave their bodies burned, as you rip their life force out of them. Even an interrupted attack is liable to leave an individual in a coma until their mind is psychically stimulated and stirred back into life.

However the real power here is what happens when you consume the life of other scanners. Each scanner you consume will increase your own powers as one, though this increase in power is substantially less than simply adding theirs to you. Since you're paying CP for this you can consume other forms of psychic or telepathic entities in this manner, and use it to increase your own psychic powers more generally. The more powerful the psychics you consume the more your own power will grow.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Milk (50 CP): This is a quart of milk. It refills daily, and is guaranteed not to be laced with strychnine. Well, unless you do it yourself. You can choose to have it be whole milk, 2% milk, or even skim milk.

School Bus (100 CP): This is a van-sized yellow school bus. It will automatically repair, refuel, and maintain itself over time.

RPG (100 CP): This is a rocket propelled grenade launcher. It comes with several rpgs, and will automatically repair and refuel itself, as well as resupplying its ammunition over time.

Titanium Plate (300 CP): This is a metal plate like one that might be used to repair damage to someone's skull. If installed into an individual's head it will render them immune to telepathy, including those that this makes very little to no sense for such as scanning. It will be impossible to contact their mind, or their nervous system, through telepathic means, preventing control of their mind, sensing of it, or any form of telepathy used against them. However, this protection is voided against sources in direct physical contact with the individual possessing this plate. It will not interfere with the user's own telepathy.

You can choose at the start of the jump if you want to begin with it installed inside your own head.

List of Scanners (500 CP): This is a list of every scanner in the world. It includes their name, sex, age, and (most recent) legal address. Good if you want to track them down for some reason. It doesn't give details on their power levels or capabilities.

Post-jump this will update to a similar group of individuals born with special powers in the local setting, such as mutants in Marvel, kekkai genkai wielders in Naruto, or sorcerers in a D&D setting.

Security Conglomerate (600 CP): This is an international conglomerate of companies in the field of providing security. This ranges from manufacturing weapons, parts for vehicles, and gear for soldiers, to providing personal military contractors (that is mercenaries), and contracted intelligence services. It's not as big as one of the surviving companies after the consolidation at the end of the Cold War, but it's not small by Cold War standards.

It's not got stuff directly in enemy nations, but it likely has some tendrils across most nations in NATO. Post-jump you'll find yourself with a similar security conglomerate, again it's unlikely to have active assets in enemy nations to whichever you call home.

Unaffiliated Items

Homeless Clothes (100 CP): This is a suit of warm, comfy, and kind of cheap looking clothes. It's the sort of outfit you'd expect to see someone living homeless on the streets wearing. And they're good for that sort of wear. It's oddly cool when it's warm – though you still might need to remove some layers – and warm enough to wear outside in a Canadian winter.

It will also clean and repair itself over time, even as you wear it. In case you just never want to take it off.

Art Gallery (200 CP): This is an art gallery. It comes staffed by Followers who are professional art dealers who know how to run an art gallery so you never need to worry about that side of things, just maybe don't investigate what they do when they're not working. All you have to do is provide it with art and it will sell it, or rent out visitation to see it.

Ephemerol (400 CP): This is a mild tranquilizer intended to help with pregnancy. It also works to weaken or shut down the psychic powers of scanners injected with it, though smaller doses seem to just weaken them. Since you're paying CP for this it will work on non-scanner based psychic powers.

As a note, ephemerol given to expecting mothers is known to cause abnormalities in children. Notably they are scanners, which can even show up while they are still foetuses. Yours will still be able to do this, though remember most scanners go crazy due to the thoughts of others filling their heads.

You receive a case, with enough injections to keep a scanner powerless for 10 days, which will refill itself weekly.

Buddhist Monastery (600 CP): This is a Buddhist monastery complex. It comes fully staffed with monks and lay servants who count as Followers. The servants just tend the place. The monks, however, excel at teaching emotional control, the foundation of control over powers, how to listen to your heart, and psychic discipline and the use of psychic powers. The monks are not scanners, and may have difficulty teaching the ins and outs of some forms of psychic powers, and can't teach highly specialized esoteric techniques, but can teach the basics of things like telepathy and telekinesis and how to use psychic powers more generally. In fact, despite not being scanners, the monks are capable of sending telepathic messages, and might even be able to read minds with intense focus,

and difficulty, though this would probably require sitting at a table across from a non-resisting target, and can teach other normal people these basic uses of telepathy.

Conspirator Items

Shotgun (100 CP): This is a perfectly normal shotgun, or hunting rifle, that you could buy without question in the USA in the 80s or 90s. It will repair and maintain itself over time, and comes with a resupplying stockpile of ammunition and will reload itself after a minute or so if you need it to (though it may be faster to reload it yourself in the case of an emergency).

Neuroblocker (200 CP): This is an aerosolized drug that when sprayed into someone's face makes it extremely difficult for them to think or concentrate, while leaving them temporarily dazed, confused, and suggestible. While you'd need more than this for full scale brainwashing, it should be enough to get people to come with you to places, or generally make someone very easily manipulated for a short period. It's not as versatile as a scanner's mind control, but resistance to telepathy won't protect against it.

You get a single dose in a spray bottle which will refill daily.

Ephemerol-3 (400 CP): As opposed to an injection or pill, this is a patch which when worn greatly helps scanners control their powers while seeming to boost them as well. It is not chemically addictive, however it has many questionable mental effects. Notably it causes a lack of impulse control, and empathy as well as a suppression of guilt and regret leading it to having a tendency to turn users into violent, psychopathic monsters. So use it with care. Normally this patch would only affect scanners, requiring a chemical difference in their sweat as the final ingredient for its effect, but since you're paying CP for this it will affect any form of psychic, serving to boost their powers at the cost of several anti-social mental effects.

Given it's biologically inert until mixed with scanner sweat, this logically couldn't be used to create scanners, but since you're paying CP for it, wearing one of these patches will be able to cause them to give birth to scanners, though until the child has begun to develop scanning abilities it will not cause its mental or psychic boosting effects.

You receive a case with 2 dozen of these patches which will each last a bit over a week, and will receive a new patch each week.

Kill-Bots and Zombies (600 CP): This is a group of a dozen scanners. They are weak scanners, ranging from receiving-only scanners to just above the 200 CP level of the Scanner perk, and some in-between where they are barely able to project. Still, they can read minds, and can influence others with their telepathic abilities, controlling minds, and performing the various duties that a dozen (weak) telepaths are able to do including

pooling their powers to potentially act as a stronger telepath. They are also completely loyal to you and your will, as if thoroughly brainwashed until they are little more than kill-bots or zombies who serve your commands.

If one or more of these scanners are killed, they'll be replaced at a rate of 1 per week.

Cop Items

Pistol (100 CP): This is a perfectly normal, standard issue police pistol used in the United States or Canada. It will repair and maintain itself over time, and doesn't seem to run out of ammo.

Bullet Proof Vest (200 CP): This is a police standard issue bullet proof vest. It seems to work better than it should. It is capable of standing up to high powered rounds that would normally shoot through a vest, suffers less of a reduction to integrity with bullets it does stop, and will repair itself over time when not worn.

Ephemerol Special (400 CP): This is a variation of ephermerol. No information on if it is a mild tranquilizer, but what it does do is make it much easier for a scanner to control their powers without actually reducing their strength or ability to use them if needed. Since you're paying CP for this, it will work for any form of psychic power, not just those of scanners.

We have no word on whether this can be used to create scanners by being given to pregnant women, but since you're paying CP for this, we'll say it can.

You receive a case, with enough injections to keep a scanner in full control for 9 days, which will refill itself weekly.

Police Precinct (600 CP): This is a fully staffed, and equipped, police station. The police are considered followers, though they are police first. You can be the chief of these police, or an officer, or just a friend of the chief.

In future jumps it may maintain the standards of a 1990s American police station, and either remain as a warehouse add-on, or insert into the setting without fully integrating, or it may integrate itself into the local setting as a local police station (or nearest equivalent). It will not replace a plot-important police force.

Corporate Items

Nice Suit (100 CP): This is a nice looking business suit. When worn it makes you look serious, respectable, and presentable.

It will clean and repair itself over time when not worn.

Cyan Laser (200 CP): This is a cyan colored laser. While it's not strong enough to cause physical damage, and brief exposure won't cause permanent or lasting eye damage (though it could cause temporary blindness or permanent damage if you held it in someone's eyes for a long time), shining it in a scanner's face makes it hard for them to use their psychic powers, and an unusual amount of agony and sensory overload. It will even work through eyelids, though, sufficient self-mastery, willpower, and emotional control can allow a scanner to overcome its effects.

Since you're paying CP for this, not only does the laser not need an external power source, but it will affect other psychic beings like it does scanners.

Ephemerol-2 (400 CP): This is a further development of Ephemerol. Where Ephemerol suppresses a scanner's power, this one makes it easier for them to control while also seemingly boosting their raw power. The only problem is that it is highly addictive, causing a user to not only develop an intense need for more, but also mental and physical degradation. Within under a year it will render most users into invalids, and seems to be more of a euphoric than a tranquilizer. Since you're paying CP for this it will work to help control and boost other forms of psychic powers and not just scanning.

We have no word on whether this can be used to create scanners by being given to pregnant women, but since you're paying CP for this, we'll say it can, though it's probably bad for the mother and child in ways unrelated to the development of scanning.

You receive a case, with enough injections to keep a scanner in full control for 9 days, which will refill itself weekly.

Bio Anon Amalgamate (600 CP): This is an industrial bio-chemical plant. It's almost completely automated. It comes with common chemicals for use in chemical synthesis, and can be used to produce a steady supply of chemicals (whether drugs, medicines, or something more industrial). It just needs someone to set up the feeds, and someone to remove the completed stock, and the plant will do the rest. While the restocking supply of reagents and reactants do not include everything used in chemical engineering and only the more 'common' chemicals, it can handle other chemicals you feed into it so long as

you provide it with the chemical formula and instructions, and they could be synthesized with its available machinery.

If you purchased any of the varieties of ephemerol here, it will already have their formulas, and be able to produce them with the full, extra features available to those purchased here though those produced by this factory won't automatically restock/refill. Similarly if you purchased the Neuroblocker it will produce more of this substance as well.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 150 CP you can import or create up to 5 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin).

You may pay 50 CP to give 1 companion you imported an additional 200 CP to spend on Scanner Abilities, 100 CP to give this to 3 companions, 150 CP to give it to 5 companions, or 200 CP to give it to 8 companions. You can only do this once per companion.

If you (still) desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Cameron Vale, Darryl Revok, David Kellum, Peter Drak, Alex Monet, Helena, Sam Staziak, or Carl Vokin. The listed characters cost 100 CP each, except for Helena who is 200 CP.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Extended Stay (Toggle): Scanners 2 takes place at least 20 years after the original, what with the 2 grown children of Cameron Vale that show up within it. The rest don't give any indication of when they take place, but presumably take place afterwards if they're even in the same universe. As such just to be sure you can see all of the films, you can extend your stay from 10 years in 10 year increments up to 100 years if you desire.

Loose Continuity (Toggle): By default you'll be arriving during the events of the original film. You can choose to arrive in one of the other films instead. Theoretically Scanners took place in the past of them all, but it's only Scanners 2 which directly references it or any shared events other than Ephemerol's invention and testing in the 40s and 50s causing scanners, so make of that what you will.

Funny Faces (+100 CP): You have to make funny faces when using your powers. The more power you use the more absurd and silly looking the face you make. This won't endanger you, just your dignity.

Hiding From Yourself (+100 CP): You did something you feel immense guilt over, such as killed your best friend. One way or another this act involved your special powers whether they're from here, or another world. You still have all your powers, and can use them, but you will associate them with some trauma and guilt, and will be uncomfortable with them and using them. You may eventually begin to get over this, but expect it to take say a decade before you're fully comfortable with them again.

It Gets Everywhere (+100 CP): Peoples' brains that is. Peoples' brains, and potentially entire bodies, will be blowing up around you. This won't make it any more likely to happen to you or those you care about, but one way or another you will be exposed to bodies exploding in a drastic manner. This will also result in you being covered in the sticky, gooey, stinky, bloody results. And things that'd normally clean it off for you won't, you'll have to do it yourself.

Mental Patient (+100 CP): You spent years in an asylum being put under inhumane experimentation on your unusual nature. This has left you with a decent amount of trauma, and reasons to question your own sanity. You can recover from this, but only at a normal human rate. You may have been released (even years ago), or still be in the asylum even now.

Nympho Bimbo (+100 CP): You are clinically a nymphomaniac. Your self-control with sexual situations is terrible. Hopefully your enemies won't exploit this… and hopefully you aren't in a committed relationship.

Vengeance (+100 CP): You have apparently wronged someone. They now want vengeance against you. Unfortunately you don't even know they're still alive, and while they're not guaranteed to be a powerful scanner (they might be), they are highly intelligent, willing to take advantage of their anonymity, and if they're not a scanner have a dangerous mastery of pharmaceuticals. They might even be a foe from a previous jump, who likely is now a scanner.

You will forget taking this drawback.

Conspiracy (+200 CP): Your nature as a jumper is known to certain existing powers in this jump. Some large conglomerate with a great deal of resources knows about you, and has plans to use you for their ends. Ends you will not appreciate. They have connections, money, reach, and power.

You will forget taking this drawback.

Homeless (+200 CP): You will begin this jump completely broke and homeless. You will lack all access to your warehouse, out of jump items, and even your in-jump items except for those which cost 100 or less CP. You will have some (rather dirty) clothes as well, but nothing more than what someone who was homeless would be likely to wear. This won't keep you broke and homeless, just start you as it.

My Father Went Mad After 3 Days (+200 CP): Using your powers, from here or elsewhere, will drive you insane. The more power you use the more quickly you will go mad, and you can recover – slowly – by not using them at least up to a point, but a few days as a scanner with powers fully functioning would drive you irrevocably mad, and if you had powers beyond those of a scanner… good luck.

Power Obliges Us (+200 CP): You feel a compulsion to use your powers to shape the world, and to ~~rule it with an iron fist~~ guide it in an act of self-sacrifice. Of course, you will feel that this self-sacrifice really ought to be properly rewarded.

Attack of the Scanners (+300 CP): Somehow you've made an enemy of a very powerful scanner. Unfortunately they've used their powers to make some extensive connections, have a small army of less powerful scanners working for them, and aren't stupid. If you manage to deal with this scanner another, similarly connected and powerful, will replace

them a short time later. Still probably worth doing as they will be building plans, and even if they can't kill you, they can mess up your plans.

Nosebleeds (+300 CP): You sometimes get odd nosebleeds for no apparent reason. This often follows you having acted strangely or out of character. It's almost as if people were influencing your mind and controlling your actions. But that couldn't happen in this world could it?

You (and those with you) have also forgotten about the existence of scanners. You may learn it by practice, but even once you understand it, that won't stop them from appearing and manipulating your mind for their purposes.

People in Your Head (+300 CP): You hear voices, and you can't control it. Even ephemerol won't stop them. It's like you have whole entire other people in your head, thinking their own thoughts and drowning out your own. It's hard to think, or even figure out what is your thoughts and what is someone else's, you may even find yourself acting out based on others' desires, if you don't just break down completely.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

It should be possible to learn to use your scanner abilities without going crazy even without perks. Each background has something to help with a Door to Close avoiding the need entirely, It Was Easy allowing you to replicate Cameron Vale's learning speed so and once he understood what it was he learned it pretty quickly, and How Are You Not Crazy probably sufficient if you've not been medicating your power in a way that makes it more maddening when you stop (Corporate merely has psychopharmacist to recreate ephemerol and eventually make a version like ephemerol special). Avoiding urban centers probably helps in the study.

Being a scanner seems to be inherited as every child of a scanner that we see is also a scanner. Though all such children have scanners as both parents so it might require both parents.

How powerful various scanners are is hard to really say. The 100 CP level are those guys who work for Helena or Revak and just use guns. They're scanners so we know they can read minds, but most don't use their powers and we see that telekinesis was initially a surprise, and more than mild mind control isn't shown by them. The 300 CP level unlocks the full suite. I'd say Alex was probably on this level, Peter Drak without Eph-2, and Vokin before he started eating other scanners (though he might be below). Sam and David I don't think is at the 400 CP level, but might be above this level. The 400 CP level would of course be Vale and Revak. The 800 CP level is just bundling some of the other abilities in free in at a discount with the 400 CP.

The Nosebleeds drawback makes you highly vulnerable to mental intrusion from scanners, and will guarantee they can and will manipulate your thoughts and actions during your time here.

Changelog:

Version 1.0.0: Released.