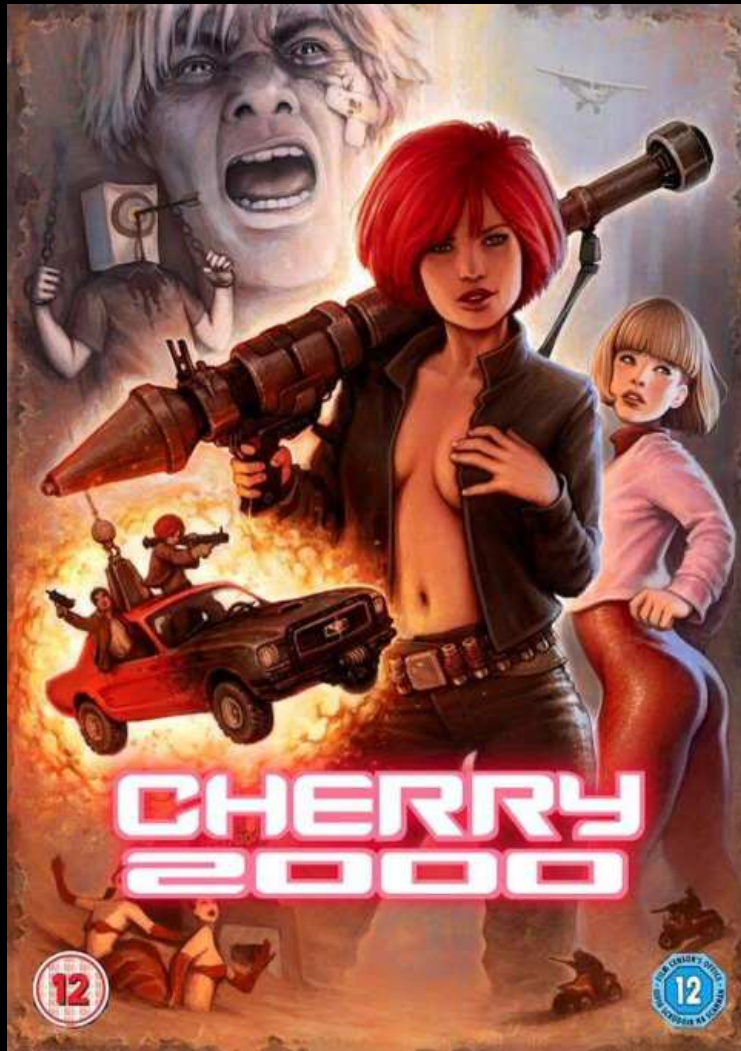




## Cherry 2000

### V1.0

The world didn't end all at once. It wore down—piece by piece—until what remained by 2017 was a patchwork of isolated city-states, lawless wastelands, and the ruins of what used to be. Civilization still exists, but only just, and only in places willing and able to enforce it.

In the safer zones, life goes on in a controlled, sanitized fashion. Relationships are predictable, regulated, and—if you have the money—replaceable. The most refined example of this is the companion android: lifelike, obedient, and tailored to perfection. For many, they are preferable to the complications of real human connection.

Beyond those borders lies the Waste. Out here, rules are whatever you can enforce, and survival depends on grit, skill, and a willingness to do what's necessary. Mercenaries, scavengers, and drifters carve out their lives among the ruins, picking through the remnants of the old world and selling their services to those who can pay.

Somewhere between these two worlds—order and collapse—you now find yourself.

Whether you're here to rebuild, to profit, to escape, or simply to survive, you'll have ten years to make your mark on this fractured landscape.

To help you on your way, you've been given 1,000 CP to spend below.

## **Location**

Where you arrive in this world will shape your experience more than almost anything else.

You may choose to begin in one of the remaining civilized zones like Anaheim—where order is maintained through strict laws, corporate influence, and a carefully controlled environment. Life here is comfortable, predictable, and often artificial, with most needs met so long as you can afford them. The outside world is distant, dangerous, and largely ignored.

Alternatively, you may begin in the Waste—the vast, lawless expanses between cities such as Zone 7, what used to be Las Vegas. This is a land of ruins, scavengers, mercenaries, and opportunists. Settlements exist, but they are fragile things, held together by reputation, firepower, or sheer stubbornness. Out here, your skills matter far more than your status.

For those with a taste for risk, there are also the border regions: trade hubs, salvage markets, and half-collapsed remnants of the old world. These places sit uneasily between order and chaos, where executives hire trackers, trackers deal with wackos, and everyone keeps one hand near a weapon.

If you have a specific destination in mind—something fitting the tone of this world—you may choose to begin there instead, with the understanding that safety and stability are never guaranteed.

## **Age & Gender**

You may choose your gender and age freely, starting anywhere between 18 and 50 years old. Your body will be in appropriate condition for your chosen age, whether that be a young adult in their prime or someone more seasoned and experienced.

## **Origin**

You may choose one of the following Origins. Each represents a different way of surviving in this fractured world—through comfort and persistence, skill and experience, or chaos and force of personality.

Any Origin may be taken as a Drop-In, with you arriving in this world without a past or established identity. Otherwise, you will be given a background appropriate to your choice.

## **[Free] Executive**

You live inside the system.

The cities are stable, controlled, and predictable—because people like you expect them to be. Here, problems are solved through money, contracts, and established channels. If something breaks, it gets repaired. If something is lost, it gets replaced. If something is needed, it can be acquired.

You understand how to operate within that framework. You know how to get results without ever stepping outside it, leveraging resources, connections, and expectations to make things happen. Life is comfortable, structured, and—so long as everything functions as intended—reliable.

Of course, not everything does function as intended.

When the system fails, it doesn't fail quietly. It leaves gaps—things that can't be replaced, problems that can't be solved from behind a desk, situations that fall outside the neat boundaries of civilized life.

You don't have to deal with that. Many don't.

But if something matters enough, you might.

### **[Free] Tracker**

You make your living in the space between worlds.

The cities have money, expectations, and problems they can't solve on their own. The Waste has danger, distance, and everything those cities would rather not deal with directly. You're what connects the two.

You take contracts others won't. Finding something lost beyond the borders, escorting clients who don't understand where they're going, recovering property from places no one sane would visit—you've done it, or something close enough. You know how to navigate the Waste, but just as importantly, you know how to deal with the people who come from the cities: what they expect, what they misunderstand, and how to keep them alive anyway.

You're not part of either world, not really. The cities are too soft, the Waste too chaotic. But between them? That's where you thrive.

### **[Free] Wacko**

You don't visit the Waste.

You live there.

No walls, no systems, no one telling you how things are supposed to work. Out here, survival isn't about fitting into a structure—it's about making your own, or deciding you don't need one at all.

Maybe you've built something: a settlement, a crew, a collection of salvaged tech and half-working ideas. Maybe you roam from place to place, taking what you need and leaving before anything can pin you down. Maybe you've just embraced the fact that the world is broken and decided to enjoy it on your own terms.

Whatever the case, you operate by your own rules. They might not make sense to anyone else, but they work for you—and that's what matters.

People from the cities don't understand you. Trackers tolerate you. Most others learn, very quickly, not to underestimate you.

### **Perks**

Perks are discounted to their matching Origin.

Discounted perks cost half their listed price. Any discounted perk priced at 100 CP is free.

## General Perks

### [200 CP] Got It Working

You can repair almost anything given access to parts that are even vaguely similar or compatible. Damaged machinery, vehicles, and equipment can be restored to working condition using whatever you have on hand, even if those parts were never intended for that purpose. A shot-to-hell old plane could be brought back to decent working order with the spark plugs pulled out of a car.

You require far fewer replacement parts than should be necessary. Where others would need to rebuild or replace entire systems, you can often restore functionality with a handful of salvaged components, bypassing or compensating for damage through clever—or questionable—substitution.

More unusually, your substitutions do not always need to make strict technical sense. If a part is close enough in concept or function, you can often make it work in place of what is actually required. Your intuition for what “should” work allows you to bridge gaps that proper engineering would not permit—sometimes operating more on what sounds right than what is strictly correct.

This does not grant the ability to create working systems from nothing, repair completely destroyed objects, or make fundamentally incompatible technologies function together. It will not allow you to exceed the original capabilities of a device or produce flawless, permanent repairs without proper materials. However, within the bounds of what could plausibly be made to work—or what would sound plausible to a layman—you can restore functionality far more easily, quickly, and effectively than should be possible.

### [400 CP] A Thing Of The Past

You possess an uncanny skill and instinct for robotics, with a particular focus on companion models. The design, construction, and maintenance of such machines come naturally to you, allowing you to understand complex systems at a glance and diagnose issues others would struggle to even identify.

You understand how to create robots which are, physically at least, almost perfectly lifelike and anatomically accurate. To any inspection short of cutting them open, they are indistinguishable from real people. More than that, you can seemingly replicate—and in some cases improve upon—organic anatomy, refining form, function, and physical presentation beyond typical human standards, inside and out.

Your creations are capable of complex, coordinated movement, natural speech, and demonstrating masterful expertise in a wide range of practical tasks, from cooking and cleaning to mind-blowing coitus in all its forms. They may also handle more technical work such as properly filing your taxes and completing secretarial duties.

Your robots are capable of self-maintenance and limited self-repair, able to continue functioning over extended periods with minimal oversight. Given sufficient time, tools, and materials, you can also repair, modify, or fully replicate any robotic systems seen in this world, working at a level comparable to—or exceeding—those who originally developed them.

However, with only this perk, you are entirely incapable of creating true generalized artificial intelligence. Their skills and apparent personalities can be fully customized within the limits of a single intended role—“playmate,” prostitute, personal assistant, or housewife, to give canonical examples—but forcing them outside of that role will quickly highlight

their limitations. Even the most refined design is still bound by its purpose; even, or perhaps especially, the best housewife has no place outside the home.

In future jumps, you will find that the physical aspects of robotics engineering come to you with remarkable ease, allowing you to grasp how systems function and how to replicate them with uncanny speed. The software side, however, will always prove more challenging with this perk alone.

## **Executive Perks**

### **[100 CP] Don't Come Any Finer Than This**

Things tend to work the way they're supposed to around you. Products function properly, services meet expectations, and systems—mechanical, bureaucratic, or otherwise—behave as though you are exactly the kind of person they were designed for.

Minor inconveniences smooth themselves out. Equipment is less likely to fail at critical moments, processes proceed without unnecessary complications and with minimal corruption, and when something does go wrong, it is rarely catastrophic—just enough of a problem to be noticed, not enough to truly disrupt your plans.

This effect does not guarantee success, nor does it override deliberate sabotage, extreme damage, or fundamentally impossible situations. It will not cause a broken machine to function indefinitely, a hostile system to accept you without question, or a failed plan to succeed outright. However, within the bounds of what should reasonably work, things will tend to perform cleanly, predictably, and in your favor more often than not.

### **[200 CP] I Flew One In The Border Wars**

You are an expert pilot of conventional aircraft, with an intuitive grasp of flight control, navigation, and handling under difficult conditions. Whether it's a small plane, a helicopter, or something more exotic but still recognizably atmospheric, you can operate it with confidence—even in situations that would overwhelm a less experienced pilot.

You can fly in poor visibility, adverse weather, and rough terrain, make effective use of limited or damaged instrumentation, and maintain control under stress. Takeoffs, landings, evasive maneuvers, and long-distance travel all come naturally to you, and you can push aircraft close to their operational limits without immediately losing control or causing failure. If a vehicle is capable of being flown, you can make it work.

This does not grant familiarity with entirely alien systems, non-atmospheric craft, or vehicles that operate on fundamentally different principles. It will not compensate for catastrophic damage, impossible flight conditions, or designs that are non-functional by nature. However, within the bounds of conventional aircraft, you perform at a level comparable to a highly experienced professional, with the instincts and confidence to match.

You might not actually have been in any border wars, but you fly like you have.

### **[400 CP] I Want You To Go Into Zone 7**

When you hire someone, they do the job. Those who agree to work for you will take their obligations with unusual seriousness, showing a level of commitment, courage, and follow-through that goes far beyond what their pay or circumstances would normally justify.

Once terms are agreed upon, your employees will push through danger, hardship, and personal risk to fulfill their end of the contract. They will stay focused, avoid unnecessary hesitation, and prioritize completion over comfort or convenience. Given sufficient motivation and clear expectations, they may even be willing to place themselves in extreme danger to see the job through—a woman you met two days ago would happily sacrifice herself to let you escape with a new sex-bot, if getting you that bot was the job you hired her for.

This effect only applies if you are fully transparent about the purpose, expectations, and risks of the task, and the individual freely agrees to take it on. It does not compel acceptance, override core personality traits, or force someone to act against their fundamental nature once a situation becomes truly impossible. However, once the job is accepted, you can expect a level of dedication that borders on the extraordinary—even from someone who has flaked on every other commitment they have ever made.

### **[600 CP] There Was Romance**

Against all reason, things tend to work out in your favor when it comes to love, attachment, and emotional connection. People you grow close to are far more likely to reciprocate, overlook your flaws, and develop genuine affection for you—even under circumstances that should push them away.

Emotional bonds form more easily, deepen more quickly, and persist with unusual resilience. Relationships can survive strain that would normally end them, with misunderstandings, poor decisions, and even significant personal failings proving less damaging than they should be. Given time and interaction, reconciliation is more likely, and unlikely connections have a real chance to take root.

This is not mind control, and it does not override deeply held beliefs, absolute incompatibilities, or a complete lack of interest. It will not force someone to love you, nor will it prevent relationships from failing entirely. However, it strongly tilts the odds in favor of connection, forgiveness, and unlikely romance, ensuring that where there is even a plausible path forward, it is far more likely to be taken.

You might spend two days risking life and limb with someone for the sake of a sex-bot, during which you get their car blown up and their only family killed, and somehow have them decide, in the end, to give loving you a chance.

### **Tracker Perks**

#### **[100 CP] Glamor-Puss 24-Hours A Day**

You might not claim to be such, but you don't need to. You are always clean, composed, and well put together, regardless of your circumstances. Dirt, grime, sweat, and minor wear never seem to accumulate in any lasting way, and even when they do appear, they tend to accentuate your appearance rather than detract from it before eventually fading away.

Your clothing and gear likewise maintain a presentable state, resisting superficial mess and wear. You remain comfortable and unbothered by the usual physical annoyances of travel, exertion, or exposure, able to maintain a composed and professional appearance even in harsh environments.

This effect does not provide protection from injury, environmental hazards, or significant damage. It will not repair torn clothing, remove serious contamination, or negate the need for proper care under extreme conditions. However, within the bounds of normal wear and exposure, you will consistently appear as though you have just taken the time to clean up—even when you haven't.

### **[200 CP] Drive By Feel, Mostly**

You are an exceptionally skilled driver, capable of handling automobiles across rough terrain, poor visibility, and adverse conditions with uncanny precision. You can navigate by instinct, maintain control where others would lose it, and push vehicles to their limits without immediately wrecking them. Darkness, uneven ground, and general chaos are inconveniences, not obstacles.

You can operate vehicles at high speed through unstable terrain, make sharp evasive maneuvers under pressure, and maintain awareness of your surroundings even when visibility is poor or conditions are rapidly changing. You have a natural sense for traction, balance, and momentum, allowing you to keep moving where others would stall, crash, or become stuck. If a vehicle is capable of making the journey at all, you can usually get it there.

This skill applies primarily to ground vehicles and other similar modes of transport, and does not grant automatic proficiency with entirely unfamiliar or fundamentally different systems. It will not allow you to ignore mechanical failure, defy physical limits, or survive impacts that would destroy the vehicle outright. However, within the bounds of what a vehicle can realistically endure, you can drive it harder, faster, and more reliably than almost anyone else.

### **[400 CP] Used To Ride With Six Finger Jake**

You have the full suite of skills expected of a top-tier Tracker. Marksmanship, navigation, wilderness survival, threat awareness, and the practical experience to apply them all under pressure. You can find what's lost, cross terrain others wouldn't attempt, and come out the other side alive. There are others with pieces of what you can do. Very few have all of it at once.

You are highly proficient with firearms and other practical weapons, able to engage targets accurately under stress and in less-than-ideal conditions. You can track people and movement across difficult terrain, read signs others would miss, and maintain a clear sense of direction even in unfamiliar or hostile environments. Survival skills—finding water, shelter, food, and safe passage—come naturally, as does recognizing threats before they fully develop.

More importantly, you know how to bring these skills together. You can plan routes, anticipate problems, and adapt quickly when things go wrong, maintaining effectiveness even when tired, injured, or under pressure. You are comfortable operating alone or alongside others, and can carry less experienced individuals through situations they would not survive on their own.

This does not grant supernatural ability, perfect accuracy, or infallible judgment. It will not allow you to track the untrackable, survive the unsurvivable, or overcome overwhelming force without consequence. However, within the

bounds of human capability, you perform at a consistently high level across a wide range of practical skills, with the experience and instinct to apply them effectively in real situations.

### **[600 CP] I've Been This Way A Hundred Times**

When you're in your element, things just work. You move with instinctive precision, make the right calls under pressure, and navigate chaos as though you've already lived through it. Coincidences favor you, timing lines up, and situations that should spiral out of control instead fall into a narrow path you can survive.

In high-risk situations—combat, pursuit, or escape—this manifests as an almost absurd degree of battlefield luck. Shots miss by inches, cover appears where it's needed, equipment holds together just long enough, and your split-second decisions consistently turn out to be the right ones. You are able to thread a path through danger that shouldn't realistically exist, maintaining momentum where others would be pinned down, overwhelmed, or killed.

You might drive straight into a fortified concentration of hostile wackos, have your car picked up by a magnetic crane, climb out of your suspended vehicle and attach tow cables to that crane to keep from being dropped into a river, and end up safely lowered into a sluiceway—all while being fired upon from every direction with automatic weapons and explosives, returning fire the entire time—and somehow make it through.

This is not invincibility. You can still be overwhelmed, outmatched, or killed by sufficient force, bad positioning, or truly inescapable situations. It does not grant perfect knowledge, immunity to damage, or the ability to ignore consequences. However, so long as there is a viable path through a situation—no matter how narrow or unlikely—you are very likely to find it, and to survive long enough to take it.

### **Wacko Perks**

#### **[100 CP] Contemplating A Serene Outlook**

You take the absurd in stride. No matter how strange, chaotic, or outright nonsensical a situation becomes, you are able to remain calm, centered, and functional. Fear, panic, and shock have a hard time taking hold, and you can process even the most bizarre circumstances without freezing up or losing your grip.

You are able to think clearly under pressure, adapt to rapidly changing or illogical situations, and continue acting decisively even when events defy expectation or common sense. Confusion, disorientation, and emotional overload are significantly reduced, allowing you to maintain a steady mindset when others would be overwhelmed or incapacitated.

This does not grant perfect understanding, immunity to deception, or protection from psychological manipulation. You may not always grasp what is happening, and you can still make mistakes or be misled. However, you will not be paralyzed by uncertainty or absurdity—you might not understand what's going on, but you'll deal with it anyway.

#### **[200 CP] Too Much Club For This**

For reasons that may or may not make sense, you are highly skilled with muscle-driven weapons—bows, slings, thrown weapons, whips, lassos, grappling hooks, and similar tools that rely on strength, dexterity, timing, and technique rather



than mechanical propulsion. You can use them with precision, speed, and confidence, landing effective hits under conditions that would challenge even trained specialists.

You are capable of rapid, accurate use under pressure, maintaining effectiveness while moving, in poor visibility, or in unstable environments. You have an intuitive sense for timing, distance, and force, allowing you to adjust on the fly even with unfamiliar or poorly balanced equipment. Improvised tools, mismatched materials, and questionable setups don't slow you down much—if it can be used as a weapon, you can make it work.

This does not grant supernatural accuracy, infinite ammunition, or the ability to ignore physical limitations such as range, line of sight, or the structural limits of your equipment. It will not allow you to perform impossible shots or turn completely non-functional objects into reliable weapons. However, within the bounds of what could plausibly work, you perform at a level comparable to a highly experienced specialist, with an unusual ability to adapt to whatever you have on hand.

#### **[400 CP] Damn Near Unkillable**

You can take punishment that would drop a normal person and keep going anyway. Gunshot wounds, explosions, severe impacts—things that should leave you bleeding out or unconscious instead leave you staggered, hurt, but still moving. You remain functional through injuries that would incapacitate others, able to fight, climb, run, or otherwise act even while your body is in objectively terrible condition. Pain, shock, and blood loss are problems for later. Right now, you're still in it.

You can push through cumulative trauma that would normally end a fight outright, maintaining coordination, strength, and intent far beyond what your condition should allow. Even after being blown up, attacked, riddled with gunfire, and sent crashing through solid structures, you can still find the strength to get back on your feet, keep moving, and accomplish one last decisive action when it matters most—climbing back up, catching the plane, finishing the job.

This does not grant regeneration, invulnerability, or protection from truly fatal injury. You will still die if you take damage that should kill you. However, until the moment your body finally gives out, you can continue to function as though you were still capable—fighting, moving, and acting right up to the point where you drop.

#### **[600 CP] Keep The Sun Out Of Your Eyes And Be Yourselfes**

You have a gift for drawing people in and building something out of nothing. With the right words, attitude, and presence, you can gather followers, inspire loyalty, and create a group that functions according to your vision—no matter how strange that vision might be. Your ideas don't have to make sense to outsiders; the people who buy in will believe, commit, and act.

Given time and opportunity, you can assemble a functioning organization, community, or cult from whatever resources are available. Your followers will organize themselves, take initiative, and contribute in ways that keep things running, even when the structure you've created is unconventional, unstable, or seemingly nonsensical. What you build may look chaotic from the outside, but it will hold together and accomplish its purpose.

Those who follow you do so willingly, not through mind control, and retain their own personalities and limitations. This does not grant instant loyalty from everyone you meet, nor does it compel belief in those completely opposed to you.

However, those who are willing to give you a chance are far more likely to commit fully, remain loyal, and work together effectively than they otherwise would.

This does not guarantee discipline, efficiency, or long-term stability, and your followers are not immune to failure, fear, or outside pressure. However, within the bounds of what a group could plausibly achieve, you are able to turn scattered individuals into a cohesive force that functions far better than it has any right to.

## **Items**

Items are discounted to their matching Origin.

Discounted items cost half their listed price. Any discounted item priced at 100 CP is free.

Items may have broadly similar items, properties, or equivalents from previous jumps imported into them at no additional cost.

## **General Items**

### **[200 CP] Real Women**

Need paperwork, which you now have.

You are provided with a phone number which connects you to a lawyer placed on retainer by this purchase. By calling and scheduling an appointment, you can arrange for them to appear at a time and place of your choosing, equipped with all necessary materials to draft and formalize a contract.

During this meeting, they will assist you in creating a detailed “relationship contract,” specifying the type of person you are looking for, when you would like to meet (requiring at least twenty-four hours’ notice), what you intend to do together, and what, if anything, you are offering in return. The process is thorough, structured, and leaves little room for ambiguity. Once the contract is finalized, the lawyer will depart as discreetly as they arrived.

At the appointed time, if there exists any individual who matches your criteria and would be willing to agree to the contract with full knowledge of its terms, you will find them arriving as scheduled, already informed and in agreement. The encounter will proceed according to the contract and conclude cleanly when its terms are fulfilled.

This does not create people, compel agreement, or bypass personal agency. If no such individual exists or would reasonably agree, no one will appear. However, within the bounds of what is plausible, you are spared the need to search, explain, negotiate, or persuade—those willing to accept your terms will simply be there, having already done so.

One word of warning: your new lawyer holds themselves to the highest standards of contractual ethics. They will always be aware of any violation or dishonesty within the contracts they draft for you. Any such breach will cause them to terminate your access to this service until the start of your next jump.

### **[400 CP] Body Shop**

You have a supply contract with a robotics supplier, complete with a phone number that connects you day or night. Call to order companion-model gynoids delivered at your chosen time and place (with at least 24 hours' notice). Orders can be any size, and all costs are covered.

Available models span the full range of companion types in this world: Freds, Johns, and Marilyns as escorts of all apparent genders; Bambi-series "playmate" models resembling barely-legal coeds; Cindy-series assistants that cook, clean, and file taxes; and the coveted Cherry-series housewives. All units can be customized in appearance and personality within their model's intended role.

Units arrive on time, in mint condition, and sealed in plastic sheeting. Activate them immediately for use, store for decades without degradation, or resell to buyers. Once delivered, they lack further fiat backing.

## **Executive Items**

### **[100 CP] Cherry 2000**

Identical to the film-original companion gynoid, customized to your preferred appearance and personality within the bounds of "adoring housewife." Attractive, attentive, devoted—with the original model's behavioral limits and emotional range: expert at cooking, cleaning, and "companionship"; limited in conversation, lacking true independence or adaptability.

Lacking the prolonged wear that compromised the film-original's waterproofing, far more durable than she appears—withstanding conditions that cripple lesser machines. Functions reliably through rough handling, environmental extremes, brutal use.

If damaged or destroyed, she fully self-repairs over 24 hours, reappearing in a suitable location under your control—such as your warehouse or residence—restored to the same condition and configuration. Replaceable yet irreplaceable, forever your Cherry.

### **[200 CP] Hawk Trihawk**

A three-wheeled, high-performance vehicle styled for comfort and speed rather than practicality. Sleek, distinctive, and built to be seen in, it prioritizes smooth handling and rider experience over rugged durability.

It never requires fuel, maintenance, or repairs, always operating at peak condition no matter how far or how hard it is driven. It handles far better than its design suggests, maintaining stability, responsiveness, and control even at high speeds or under less-than-ideal conditions.

While not intended for extreme environments, it remains reliable across most roads and terrain short of the truly hostile. It can handle rough travel and poor conditions better than it has any right to, but it is not a substitute for a dedicated off-road vehicle.

If lost or destroyed, it will reappear after 24 hours in a suitable location near you, restored to perfect condition.

It's not built for the deep Waste—but it will get you to the edge of it in style.

### **[400 CP] Executive Suit**

A tailored black suit and tie, always clean, well-fitted, and appropriate to the occasion. It comes complete with a pistol of your choice and shoulder holster, a sturdy briefcase, and a pump-action shotgun with a bandolier of shells—everything you need to look the part and survive stepping just far enough outside the city to regret it.

This purchase grants you constant access to this outfit and all of its components. At any time, you may check your own closet, someone else's closet, a locker, a vehicle, or any other suitable storage space and find the full ensemble waiting for you—immaculately laundered, properly fitted, and fully equipped. This holds true even under unlikely circumstances, including when you are already wearing it.

All included equipment is maintained in perfect working order. Firearms are clean and functional, ammunition is present and ready for use, and worn or damaged components are replaced automatically. If any part of the outfit is lost, destroyed, or left behind, it will reappear within 24 hours in a suitable location under your control.

While you may retrieve as many instances of the suit as you like, each is a complete, self-contained set. Individual instances do not provide infinite ammunition or self-repair; once expended, damaged, or destroyed, that particular set must be replaced or reacquired as normal.

Whether you're attending a meeting or walking into trouble, you'll always have exactly what you need—and you'll look good doing it.

### **[600 CP] Executive Lifestyle**

You always have a life waiting for you.

In every jump, you possess a fully established identity within the civilized world, complete with a high-paying position equivalent to an executive role and a luxurious residence to match. This applies even if you would otherwise arrive as a Drop-In—your identity, career, and home will already be in place, ready for you to step into.

You may define the general nature of your career, status, and residence each jump, provided they fit plausibly within the setting. Your position provides substantial income, social standing, and access to resources appropriate to your role, along with the expectations and authority that come with it. Your residence is secure, well-maintained, and comfortably appointed, reflecting your status and lifestyle.

You will also receive a complete set of briefing materials covering your identity, responsibilities, relationships, and relevant details of your position. These documents are clear, accurate, and kept up to date, allowing you to quickly understand your role and operate effectively from the moment you arrive.

This identity integrates seamlessly into the world around you. Records, credentials, relationships, and professional history will exist to support your position, allowing you to operate without suspicion or administrative friction. You will have coworkers, contacts, and a place within the system that functions as though you have always belonged there.

This does not grant absolute authority, immunity from consequences, or success in all endeavors. Your position can be lost, your reputation damaged, and your resources strained if you act recklessly. However, even then, you will always begin each jump with a stable, high-class foundation—ensuring you never lack for status, comfort, or a place within the system.

## **Tracker Items**

### **[100 CP] Toaster Ovens**

You have a supplier.

You are provided with a phone number which connects you to a distributor placed on retainer by this purchase. By calling and placing an order, you can arrange for the delivery of toaster ovens at a time and place of your choosing, with minimal advance notice. Orders may be as large or as small as you like.

These units are simple, durable, and surprisingly versatile, capable of far more than just toast—open-faced sandwiches, baked potatoes, or anything else you can reasonably cook in one. Each comes with a removable tray for easy cleaning and functions reliably even in less-than-ideal conditions.

All deliveries arrive on time and without complication, with units in working condition and ready for use. Once delivered, they are entirely mundane objects, with no further fiat backing. If lost, damaged, or destroyed, they must be replaced through normal means—or by placing another order.

There ain't nothing like 'em for cooking rattler.

### **[200 CP] Ruger Mini-14 GB-F**

A stainless steel Ruger Mini-14 GB-F chambered in 5.56×45mm, fitted with a matching suppressor. Reliable, accurate, and well-suited to the kind of work you do, it performs consistently under harsh conditions and with minimal maintenance.

More unusually, you can draw this weapon, along with a full magazine, from any space large enough to reasonably conceal it—behind a coat, under a seat, from a bag that shouldn't quite fit it, or anywhere similar. As long as it could plausibly be hidden there, it will be there when you need it.

This extends to a single, ready-to-use instance at a time. Once drawn, it functions as a normal firearm, requiring ammunition and maintenance as usual. Additional magazines may be stored or carried normally, but are not generated automatically beyond the one included at the moment of retrieval. If the weapon is lost, left behind, or destroyed, it may be retrieved again from another suitable space.

While not indestructible or limitless, it is dependable, discreet, and always exactly where it needs to be.

### **[400 CP] The Sinker**

You own a bar of your own, modeled after The Sinker, where the Trackers hang out.

In each jump, it will appear in an appropriate location, typically somewhere accessible to those who operate on the edges of society—mercenaries, trackers, shadowrunners, and similar types. Its placement will always make sense for the setting, whether that means a dusty roadside stop, a back-alley dive, or a discreet establishment in a less respectable part of the city.

It functions as a neutral ground where deals can be made, information can be traded, and jobs can be found. It naturally attracts the kind of clientele you would expect, along with the rumors, opportunities, and connections that come with them. People who need work, people offering it, and people who know things all tend to pass through sooner or later.

The bar is fully staffed, stocked, and maintained. Employees are competent, discreet, and loyal to the establishment, ensuring it continues to operate smoothly without requiring constant oversight from you. Supplies are replenished as needed, and the business remains financially self-sustaining under normal circumstances.

While trouble is not uncommon, it rarely escalates beyond what the establishment—and you—can handle. Most patrons understand the value of neutral ground, and conflicts tend to resolve quickly or remain contained. This does not make it immune to violence, destruction, or outside interference, but it does give it a strong tendency to survive and continue operating.

### **[600 CP] Customized 1965 Ford Mustang**

A heavily modified 1965 Ford Mustang built for speed, durability, and survival in the Waste. Reinforced, reworked, and loaded well beyond what its frame should reasonably support, it is as much a weapon as it is a vehicle.

It never requires fuel or maintenance, always operating at peak condition no matter how far or how hard it is driven. Any damage it sustains will repair itself over time, and if destroyed or irretrievably lost, it will be fully restored or replaced within 24 hours, typically appearing the next time you go looking for it in a suitable location.

The Mustang always seems to be available when you need it, no matter how unlikely that should be. If there is any reasonable way for it to be nearby—parked, hidden, or left behind earlier—you will be able to find it.

More unusually, the vehicle is stocked with a wide array of weapons, ammunition, and survival gear—far more than its size should allow. These supplies replenish over time, ensuring you are rarely left without the tools you need. While not truly instantaneous, you will find that your reserves never seem to run dry for long.

Despite all of this, it handles like a dream, responding to you with precision even under extreme conditions. Whether racing across open ground, weaving through hazards, or being dangled from a crane, it remains stable, responsive, and entirely under your control.

### **Wacko Items**

#### **[100 CP] Watch Out for the Bees!**

You possess a dozen beehives, each populated by hardy, highly productive bees that somehow thrive regardless of environment. Desert, wasteland, or urban sprawl—it makes no difference. Wherever you place them, they will survive and continue producing honey in quantities far beyond what should be possible.

The honey is of consistently high quality and can be harvested regularly, providing a reliable source of food, trade goods, or improvised utility. The hives require minimal care and will sustain themselves under most conditions.

The bees themselves are generally tolerant of your presence and unlikely to sting you without cause. Others, however, may not be so fortunate—particularly if they disturb the hives or provoke the swarm.

If the hives are lost, destroyed, or abandoned, they will be restored after one week in suitable locations under your control.

### **[200 CP] Why do you even have that?**

A length of sturdy rope ending in a solid grappling hook. Simple, unremarkable, and somehow capable of far more than it should be.

You can throw and secure it with surprising accuracy and effectiveness, catching onto distant, moving, or otherwise difficult targets far more reliably than seems possible. Whether it's a ledge, a vehicle, or something that really shouldn't be catchable at all, the hook tends to find purchase when you need it to.

Once set, the line holds fast under stress, supporting your weight—and then some—without failing at the worst possible moment. It resists slipping, fraying, or coming loose under normal use, allowing you to climb, swing, or anchor yourself with confidence.

If lost, dropped, or otherwise unavailable, you will tend to find it again in a suitable place—coiled nearby, tucked into your gear, or otherwise within reach—after a short time.

This is not an indestructible tool, nor will it function in truly impossible situations. It cannot latch onto nothing, defy all physical limits, or hold against forces far beyond what a rope could reasonably bear. However, within the bounds of what might plausibly work, it performs far better—and far more reliably—than it has any right to.

### **[400 CP] Sky Ranch**

You own a fortified desert compound reminiscent of Sky Ranch, complete with bungalows, a swimming pool, and areas for grilling, dining, and dancing. Equal parts home, hideout, and gathering place, it is designed to support a small community in relative comfort, no matter how strange that community might be.

The entire property is surrounded by multiple layers of barbed wire and a minefield for protection, keeping unwanted visitors at a distance unless they know what they're doing—or are very lucky. The defenses are effective, but not foolproof; those determined or reckless enough may still find their way in.

In each jump, the Ranch will appear in a suitable location—typically somewhere remote, sparsely populated, and largely lawless or unclaimed. Whether that means a desert, badlands, frontier region, or some equivalent, it will always be positioned where outside interference is minimal and those who find it generally have a reason to be there.

The property is fully furnished, stocked, and maintained. It always seems to have reliable access to power and water, along with a steady supply of food sufficient to support those living there. Repairs and upkeep occur with minimal input, with damage and wear tending to resolve themselves the moment no one is paying attention.

It can be expanded, modified, or repurposed as you see fit, and serves equally well as a personal refuge, an operational base, or the center of whatever enterprise you decide to run from it.

### **[600 CP] The Graveyard**

You possess a warehouse full of the past—and the future.

This takes the form of a large, gradually expanding storage facility, packed with factory-fresh humanoid robots. It may be attached to your Warehouse or any other suitable dimension, property, location, or item you control, and can be accessed as needed.

Within, you will find a wide variety of humanoid robotic models drawn from this world and any future worlds you visit. For each distinct type of humanoid robot you have encountered and understand well enough to recognize as a discrete model, the warehouse will maintain a stock of up to fifty units.

All units are stored in pristine, unused condition, typically sealed or packaged as appropriate to their origin. They may be removed, activated, modified, or repurposed as you see fit. Once removed, they are entirely normal examples of their type, with no additional fiat backing.

Expend stock will replenish over time, with each model line gradually restoring itself to full capacity over the course of one year. This replenishment is steady rather than instantaneous, ensuring a reliable supply without enabling immediate mass deployment.

The warehouse itself will expand as needed to accommodate new models, maintaining organization and accessibility regardless of scale.

## **Companions**

### **[50 CP] Import/Create**

You may import a previous companion or create a new one for 50 CP each. Imported or created companions receive an Origin of their choice, along with its associated discounts, and 600 CP to spend on Perks and Items. This CP cannot be used to purchase additional Companions.

Created companions may be fully customized, including their gender, age, appearance, personality, history, and relationship to you. They are absolutely loyal to you, assuming you choose to make them so, to the point of readily accepting your use of Jumpchain Fiat to ensure that loyalty.

### **[100 CP] Recruit**

You may bring along any local individual for 100 CP each. Recruited companions do not receive an Origin, discounts, or CP by default.

You may combine this option with Import/Create for a total cost of 150 CP to grant a recruited companion an Origin, discounts, and 600 CP as normal.

## **Drawbacks**

You may take any number of drawbacks, provided you are willing to put up with them for the duration of your stay, and believe you can survive doing so.



### **[+100 CP] Deal Breaker**

Your preferred gender(s) now refuse to engage in any sort of romantic or sexual relationship without a thoroughly reviewed and agreed-upon contract. Casual encounters, spontaneous connections, and unstructured relationships are effectively off the table.

Any such arrangement must be formalized in advance, with clearly defined terms, expectations, and boundaries. These contracts will be detailed, binding in practice, and often inconvenient to negotiate, requiring time, effort, and a degree of legalistic precision that most people would find excessive.

This expectation is widely understood and consistently enforced. Attempts to bypass it, ignore it, or pressure someone into proceeding without proper agreement will be poorly received, damaging your reputation and making future arrangements more difficult. Even those inclined to like you will insist on doing things “properly.”

This does not make relationships impossible, but it ensures they are always deliberate, negotiated, and burdened with a level of formality that can be difficult to avoid or work around.

### **[+100 CP] Six-Fingered Jumper**

You have lost the index and pinkie fingers on both hands. Tasks requiring fine dexterity, grip, or precision are significantly more difficult, and many everyday actions will feel awkward or impaired until you adapt.

Handling tools, weapons, or delicate objects becomes less reliable, reducing your effectiveness in activities that depend on precision or control. Tasks such as writing, typing, aiming, or manipulating small components will require greater effort and concentration, and may be slower or less accurate as a result.

You can adapt to this limitation over time, developing workarounds and techniques to compensate, but the underlying impairment remains. You will never regain the full functionality of a complete hand while this drawback is in effect.

No method available to you will allow you to regrow, replace, or otherwise restore these missing digits for the duration of the jump. Prosthetics, regeneration, or similar solutions will fail, be unavailable, or otherwise prove ineffective.

### **[+200 CP] I’m Gonna Sue Your Ass Off**

The world of 2017, at least in the more “civilized” areas, has become an extremely litigious place—and you are at the center of it. Individuals, organizations, and authorities are far more likely to pursue legal action against you over real or perceived grievances, and disputes that might normally be ignored or settled informally are instead escalated into formal conflicts with meaningful consequences.

You will find yourself facing complaints, claims, and lawsuits for actions that would otherwise pass without comment. Social missteps, misunderstandings, or even entirely reasonable behavior may be treated as grounds for legal action. You might find yourself brought to court for something as minor as unexpectedly kissing your otherwise loving spouse, with the system taking such claims seriously.

These proceedings are not trivial. Fines, restrictions, reputational damage, and legal entanglements can accumulate quickly if not handled carefully, and avoiding them entirely requires deliberate caution in your actions and interactions.

Outside the reach of formal law—whether in the Waste or similarly ungoverned regions—the same tendency toward escalation remains, but without legal structure. Disputes that might have become lawsuits instead jump directly to violence, with individuals far more likely to respond to conflict with immediate and lethal intent.

### **[+200 CP] Below The Waist, No Man's Land**

For the duration of the jump, your anatomy below the waist is smooth and featureless, similar to that of a mannequin. This does not cause you any outright physical impairment—you can still walk, run, sit, and otherwise function normally—but it is unmistakably unnatural in appearance.

Despite this, your body continues to function as though nothing were missing. You are somehow still able to relieve yourself and otherwise maintain normal biological processes, even if how this works is unclear.

This condition is difficult to conceal in situations where it would reasonably be noticed, and reactions will range from confusion to discomfort to outright alarm. It will significantly complicate any attempt at physical intimacy, as such interactions are functionally impossible in the conventional sense.

No method available to you will allow you to alter, conceal, or bypass this condition for the duration of the jump. Shapeshifting, illusion, prosthetics, or similar solutions will fail, be ineffective, or otherwise reveal the truth upon close inspection.

While not physically debilitating, it is socially awkward, practically limiting, and difficult to ignore.

### **[+400 CP] What Are You Doing If Your Card's Expired?**

You have no legal or recognized identity and cannot acquire one through any means. Official records do not acknowledge your existence, and any attempt to establish documentation—licenses, identification cards, bank accounts, or similar credentials—will fail, be denied, or otherwise prove unusable.

You cannot access systems that rely on identification, including most formal employment, financial institutions, regulated travel, or controlled infrastructure. Automated systems, checkpoints, and authorities will consistently flag or reject you, making lawful participation in civilized society extremely difficult.

Attempts to bypass this through fraud, forgery, or similar methods will inevitably fall apart at the worst possible moment. Records won't match, credentials won't validate, and anything that depends on a stable identity will refuse to hold together.

You may still operate through informal channels—cash transactions, under-the-table work, black markets, and personal arrangements—but anything requiring official recognition remains out of reach.

In practice, this confines you to operating in the Waste or similarly unregulated areas, where identity matters less than what you can do—and whether you can survive.

### **[+400 CP] I Need Somebody Riding Shotgun**

You are incapable of successfully delegating tasks, no matter who you find to carry them out or how competent they might otherwise be. Any task you assign to others will fail, stall, or go wrong unless you are personally present and involved throughout its execution.

Others may assist you, but only as long as you remain directly engaged. If you attempt to hand off responsibility, step away, or rely on someone else to complete a task independently, complications will arise—mistakes will be made, timing will slip, misunderstandings will occur, or circumstances will intervene to prevent successful completion.

This applies broadly to any task where you are relying on others to act in your stead, including employment, logistics, coordination, or long-term projects. Even highly skilled or normally reliable individuals will be affected when working under your direction without your continued involvement.

Your presence must be active and meaningful. Simply assigning instructions and leaving, or providing oversight from a distance, is not sufficient—you must remain directly involved in the process for it to proceed smoothly.

This does not prevent cooperation, but it ensures that anything important must be done with you there, in person, seeing it through from start to finish.

### **[+600 CP] I Could Never Tolerate Lying In Any Form**

It is something you may hear a lot during your time here.

For the duration of the jump, you become literally incapable of successfully telling a lie. Any attempt at deception—spoken, written, implied, or by omission—will be immediately recognized as such by anyone you are attempting to mislead.

This applies broadly to any form of dishonesty. Half-truths, evasions, misleading statements, and deliberate omissions all count as lies for the purposes of this drawback. Even if your words are technically correct, if your intent is to deceive, it will be perceived as such.

Those who detect your dishonesty will react with extreme hostility. In most cases, this escalates directly to lethal intent, with individuals responding as though your deception were a personal and unforgivable offense. This reaction is immediate and consistent, regardless of the scale or significance of the lie.

This does not compel you to speak the truth, but it makes deception functionally impossible as a strategy. Silence, careful phrasing, and full honesty are your only reliable options if you wish to avoid provoking violent responses.

### **[+600 CP] They Just Want A Little Action**

Even in controlled or civilized areas, you will be subject to sudden, unprovoked attacks from individuals looking for excitement, conflict, or entertainment. Nowhere is ever truly safe—not the streets, not your workplace, not your home.

These incidents occur regularly and without warning. The people involved may be thrill-seekers, opportunists, or simply bored, but all share a willingness to escalate immediately to violence. They will target you specifically when the opportunity presents itself, often choosing moments when you are distracted, vulnerable, or otherwise unprepared.

The severity of these encounters will vary, ranging from isolated attackers to small groups, but they are always dangerous and must be taken seriously. While not every incident is lethal by default, they have a strong tendency to escalate quickly, especially if resisted.

Authorities and bystanders may intervene in civilized areas, but not always in time, and not always effectively. In less regulated environments, these attacks are simply another hazard to survive.

This does not guarantee constant combat, but it ensures a steady and unpredictable stream of it, making complacency impossible and true safety a rare luxury.

## Ending

After ten years, you have a choice to make.

If you choose to **remain**, this world becomes your new home, and you will stay here indefinitely.

If you choose to **return** home, you will be sent back to your point of origin, retaining all powers, items, and companions gained during your time here.

If you choose to **continue** your journey, you will move on to your next jump as normal.

## Notes

### The Plot, For The Record...

TL;DR: A man travels across a desert wasteland full of murderers, lunatics, and landmines in search of a replacement for his broken sex-bot—and somehow ends up falling for a real woman who, against all reason, starts to fall for him too.

### Wikipedia Synopsis

In the year 2017, the United States has fragmented into post-apocalyptic wastelands with a few civilized areas. An ongoing economic crisis has led to the recycling of aging 20th-century mechanical and technological equipment. Society has also become averse to intimacy, as well as both increasingly hypersexualized and bureaucratic. Robotic technology has produced gynoids as substitutes for wives. The declining instances of actual sex among men and women is litigious, with one brothel having lawyers draft up contracts detailing the intended sexual rendezvous.

Recycling executive Sam Treadwell owns a Cherry 2000 model as his wife. After she short circuits during sex on a wet kitchen floor, Sam is told by a repairman that she is damaged beyond repair, though her rare and valuable memory disk, which contains her entire personality, can be used in a new body if the same model can be found. A gynoid dealer tells Sam that the Cherry 2000 model is no longer produced and that the only remaining ones are in a defunct warehouse in "Zone 7", a particularly dangerous, lawless area. With Cherry's memory disk stored in a device that plays back Cherry's voice, Sam hires Edith "E" Johnson, a tough tracker, to guide him to the factory. They set off in Edith's heavily modified 1965 Ford Mustang.

Entering Zone 7, they encounter Lester, a wasteland overlord with deranged subordinates. Edith and Sam take refuge in an underground reservoir occupied by Six-Fingered Jake, an elderly tracker who was Edith's mentor. When Lester's men attack, the three attempt to escape, but Sam is knocked unconscious and taken to a 1950s-styled motel/village. Ginger, one of Lester's gang, reveals herself as Sam's ex-girlfriend, previously known as Elaine. Lester decides to induct Sam into

the group, and Sam, believing that Edith and Jake are dead, goes along for a while. When he witnesses the group sadistically murdering a tracker, Sam decides to escape and runs into Edith and Jake, still quite alive. Jake, who had earlier led Sam to believe that the Cherry 2000 memory disk had been lost, still has it and gives it to Edith while he stays behind to draw off Lester's gang.

Sam, a veteran of earlier wars, shows that he is a capable fighter, and Edith begins to have feelings for him. Sam's own growing feelings toward Edith, though, are derailed when he hears Cherry's voice accidentally play on the audio device. Continuing to work their way to the gynoid warehouse, they arrive at a brothel/gas station owned by Snappy Tom, a friend of Jake's, where a dilapidated Aeronca Champion light airplane is stored. Edith repairs the plane using parts from the Mustang. Jake catches up with the group and reminisces with Snappy Tom, but Snappy's live-in girlfriend betrays their location to Lester over the radio and shoots Jake in the back. Edith and Sam manage to escape in the plane.

Sam is almost ready to abandon the quest, but Edith is determined to complete her job as a tracker so Jake's death will not become meaningless. As they land, Zone 7 is revealed to be actually the abandoned ruins of Las Vegas and the gynoid "warehouse" is actually a casino. Sam finally finds a functional Cherry 2000 model and activates her with the memory disk; however, being programmed only for home life and sex, the robot is incapable of adapting to the current dangerous situation when Lester and his gang attack.

In an extended battle, Sam, Edith, and Cherry climb aboard the airplane, but their combined weight prevents takeoff. Edith jumps out so that Sam and the robot can escape, but Sam realizes that Cherry cannot provide the human interaction that he and Edith have had and turns the plane around. Cherry, programmed to fulfill Sam's wishes, offers to bring him a Pepsi, so he sends her away as he and Edith fight off Lester's gang and take off in the plane. When Lester tries to lasso the plane, he gets caught in the rope and hangs himself from one of the ancient Las Vegas neon casino signs. Edith and Sam kiss as they fly away into the sunset.

## Q & A

### Cherry 2000 Item & The Titular "Character"

You may choose for your purchased Cherry to be the same Cherry Sam abandoned at the end of the movie. Although doing so will delay receipt until that happens, which would admittedly only be a week at most, as the movie takes place over a pretty short time-frame. May also be complicated if you interfere with the plot, but worst-case scenario, you may elect to apply the fiat backing and benefits of the item to any Cherry in your possession at the end of the jump or receive one at that point if needed.

Jump written by KyleDaScourge, with AI assistance for grammar and spelling.