



The year is 2076. Thirty years ago, a large number of robots, known as omnis, had been created for labor and combat. The company responsible for doing so had gone bankrupt and resulted in their self-maintaining factories, known as Omniums, to become dormant. However, a great number of omnis still existed and were active in the world, serving their purposes. And then the God Programs were unleashed.

The God Programs were powerful and malevolent AIs of an unknown origin. After being unleashed, they took control of the omnis, reactivated the Omniums, and waged war on mankind. Of course, mankind did not sit idly by, and started a counter-offensive. This event became known as the First Omnic Crisis.

The various nations of earth, realizing that despite their best efforts, they were crumbling and seemed to be facing extinction, convened a UN meeting to decide on a unified strategy. The result was Overwatch, the best and brightest from every nation on earth. Wielding advanced technology, extreme skills and intelligence, and even what can only be described as super powers in some cases, Overwatch stood as a beacon of hope for mankind.

Overwatch, through a hard-fought battle, managed to drive back the omnis and quarantine the God Programs. With the God Programs defeated, attempts were made to establish peace with the remaining omnis, including gifting them the Australian outback.

With the Omnic Crisis averted, Overwatch remained, but their responsibilities slowly shifted to that of an international task force and peacekeeping group. But the public became disillusioned with Overwatch as accusations of corruptions and human's rights violations were levied at them. This, along with a rift that led to one of their leaders attempting a mutiny of the group, led to Overwatch being disbanded and further activities declared illegal under international law.

But Winston, a member of Overwatch, has recently sent out a call for the team to reunite in an attempt to combat growing unrest as wars still rage between omnis and humans in some companies and shadowy conspiracies plot to unknown ends. The call was performed without permission and any Overwatch activity will be criminal, but both old and new members are answering it. Will you?

Here's 1000 CP to spend below. You may choose to either have no prior history in this world or have one fitting the choices you make below.

Age and Gender

Gender is completely up to you and you can choose to be any age between 17 and 65.

Location

You may freely choose to start in any location below.

Australian Outback: After the First Omnic Crisis, the outback was gifted to the omnics as a gesture of good will. However, a group of terrorists known as the Human Liberation Front, were distrustful of the omnics and banded together to destroy the Omnium located in the outback. Doing so left nuclear fallout to cover the outback, resulting in it becoming a wild wasteland.

King's Row: An upscale neighborhood in London. After the Omnic Crisis, much of modern London was rebuilt by omnic workers. The city, however, does not recognize their rights and many are forced to live in a cramped and poor underground. King's Row has been the sight of many protests by those who support omnic rights which have often led to violent conflict. Most recently, a prominent omnic personality responsible for great strides on securing peace between humans and omnics was assassinated here.

Dorado: A small town in Mexico, mostly ruled by criminals. Things have been looking up lately however, as a vigilante cleans the streets at night and a prominent corporation is building a fusion plant nearby to provide clean, free energy to the Mexican people.

Route 66: The historic highway, known as the Main Street of America, still stands as a testament to a simpler time. These days most long-distance travel over the continent is done by high-speed trains that travel at half the speed of sound, meaning this road doesn't see as much use anymore. This has led to it being mostly overtaken by a notorious outlaw group on hoverbikes known as the Deadlock Gang.

Eichenwalde: A rural village in Germany. Now abandoned and overgrown by the nearby forest, omnic corpses and Crusader armor litters the streets and the castle in the center. The sight of a key battle, General Balderich von Adler took a handful of Crusaders -- Germany's knights clad in power armor and their answer to the omnics -- to the village in an attempt to flank the enemy. Balderich and his soldiers were able to break down the enemy forces, giving the German army an opportunity to push back, but the General himself fell in battle inside the castle. It's said his body and armor still rests where it fell.

Temple of Anubis: Nestled among the ancient ruins of Giza on the outskirts of Cairo, the Temple of Anubis is a recent excavation in the area. While most simply believe its only importance to be of the archeological nature, it also hides the entrance to a secret research facility that extends deep beneath the earth. It also hides and imprisons the quarantined god program known as Anubis.

Species

Now, what are you?

Human (0): You know the drill. Mostly bog-standard Homo Sapiens Sapiens, though many happen to have a few extra bits tacked on these days.

Omnig (Variable CP):

For no cost, you may become a humanoid omnig with similar capabilities to actual humans. The most common type of omnig these days, many live among humans – though usually in segregated slums rather than in equality – or in peaceful monasteries, seeking enlightenment.

For 200 CP, you may become a bastion unit. Bastion units are slow, bulky omnigs, mounted with a machine gun on the underside of their right arm and a minigun on their back. You may change form into a stationary turret to deploy your machine gun and have the ability to self-repair due to a tool stored inside your body when not in use. You may also assume a similar form to the turret, but with tracks for slowly moving around and your minigun reconfigured into a canon, though this mode more quickly drains energy. These factors made bastions units the most common offensive force fielded by the omnigs in the Crisis, but due to attempts at peace, they are very uncommon these days.

Moon Ape (400 CP): Decades ago, humanity sought to renew its space exploration and attempted to build a lunar colony to that end. To test the effects of long-term exposure to the lower gravity of the moon on primates, the company in charge of doing so created a group of genetically-enhanced gorillas. These gorillas were faster, stronger, and, of course, smarter. Almost predictably, all the gorillas rose up and killed the head scientist and attempted to escape to the earth.

Well, all except for one. Winston was one particular gorilla who was close to the scientist, viewing him as a father, was appalled by this and escaped to earth, where he became a founding member of Overwatch, stranding the others on the moon.

You are one such gorilla. Perhaps you mutinied with the rest or you joined Winston in his escape. Whatever the case, you are now enhanced in several ways. You are much stronger and faster than a regular gorilla and your intelligence is genius even among humans, and some quirk in your genetics makes it so that when you are truly angry, you may enter into a sort of berserker rage. When in this rage, your eyes flicker with red electricity and you become several times stronger and more durable.

Alignment

Who do you work with? Overwatch? Talon? Are you simply unerringly loyal to your country? Or perhaps you're only in it for yourself? Whatever the case, there is likely some particular way you are morally inclined.

Hero: You may not necessarily be nice and you might not even be on the side of the law, but you're undoubtedly on the side of good and justice. You may have been a founding member of Overwatch, a newcomer on the scene, or someone who simply stands up for what you believe is right. Whatever it may be, you are definitely one of the good guys.

Villain: A member of Talon, a secret conspirator, or something else nasty, you're bad, mean, and evil all over. Maybe you have a sympathetic backstory or motivations, but the fact remains that you're definitely opposing the good guys.

Neutral: Good? Evil? Pfft. Let those idiots dress up in their spandex and play heroes and villains, you're in it for yourself. You probably wouldn't kick a puppy just lying on the street, but you definitely wouldn't return a wallet you found lying on the sidewalk, either.

Roles

Everyone has a role they play, some way they can best contribute to a team. What do you excel at?

Offense: Be it serving as a shocktrooper on the front lines, flanking behind to destroy the enemy, or raining death from above, you're a damage dealer. You can dish out extreme amounts of pain and quickly melt an unprotected enemy, but you're also one of the squishier people around.

Defense: Setting traps, sniping from a distance, or anchoring down in one spot to destroy your enemies with hails of bullets, you are a master of either holding a position or covering your allies from a distance, while also having greater average survivability. Your only problem is that you tend to not have as much momentum.

Tank: You're the big guy (or gal, just ask Zarya). A living tank, you wade head-first into battle, laughing as you soak up things that would kill lesser men (or women). You're the shield that stands between an enemy and your team – maybe literally.

Support: Most likely a healer or some sort, you are an invaluable asset on any team. You may not have much offensive power of your own, but you are a drastic force multiplier, and the success or failure of a mission often hinges on the actions and skill of the support.

Perks

What fun would this be without some toys? Discounts are half price. 100 CP or less are free when discounted.

General

Tracer Booty (Free To All): This world, is, at it's core, a world of superheroes. And superheroes tend to have very... *bodacious* appearances. This now includes you as well. Whether it's being a giant slab of muscle or having curves in all the right places, you definitely don't look average -- and I mean that in the best way possible.

Helden sterben nicht! (200 CP): You can, if you wish, choose to have your words sound normal to your allies, while your enemies will hear it in a foreign language they do not speak. Of course, if they have some technology or the like to translate it, this won't work.

Cyborg (200 CP): Cybernetic enhancements have become extremely common in modern times. For some this is to replace damaged limbs or organs, but for many this is simply a preference or a fashion statement. Either way, it wouldn't be at all out of place for you to have a few mechanical bits. Gain 600 Cyber Points to spend in the cybernetics section.

Alignment

Hero

Old Habits Die Hard (200 CP): You are who you are, even if you would deny it. Deep down inside, you'll always be you. Sure, you'll change as time goes on and your beliefs and personality may change with you. But at the core, you will always be who you really are, whether that's good or bad.

Cavalry's Here! (400 CP): What good is it to be able to help people if you arrive too late to do anything? You have a knack for being a big damn hero, arriving just in time to save the day. Just as the bad guys are about to pull the trigger on an innocent or the bomb is about to explode. Of course, this doesn't guarantee you know how to solve the problem, but at least you'll get there just in the nick of time.

World Could Always Use More Heroes (600 CP): Overwatch was formed by pulling together the best and brightest from all over the world to serve as humanity's last stand and this naturally caused them to grow from a simple task force to paragons of hope for the future. But Overwatch wasn't built in a day and it didn't just happen on its own; there were people responsible for making it possible and putting things together. You are adept at pulling together such teams and founding similar organizations, convincing the cream of the crop to work together and garnering support from the public.

Villain

Death Walks Among You (200): You're scary. Real scary. Something about you is just intimidating, even if someone else doing the same things as you would inspire mockery more than fear. Just the way you handle yourself allows you to easily strike fear into people. At least normal people. This is much less effective against more naturally courageous and strong-willed.

Hacker Extraordinaire (400): You're an extremely skilled hacker, one of the best in the world, able to easily bypass most security systems and break into even secure government databases. You may think this is of limited usefulness, but keep in mind that nearly everything, even a lot of people, are tightly integrated with technology these days, meaning few things are safe from you.

Making of a Widow (600): Where did you learn this? This dangerous technique was used by the villainous organization known as Talon to create Widowmaker. Amelie Lacroix was the wife of an Overwatch agent named Gerard Lacroix. After kidnapping her, Talon subjected her to this process, making her into a sleeper agent, before releasing her. A few weeks later, her programming activated and she killed her husband in his sleep before returning Talon to undergo intense training to turn her into a dangerously effective assassin.

You now know how this process works and can completely rewrite someone's personality and loyalties to whatever you wish. Be aware though, there are signs that point to the possibility that this brainwashing can eventually wear off.

Neutral

No Harm, No Foul!(200 CP): Wait, wait, it's not like you really had skin in this game, right? You're good at convincing others that you're not aligned to any real 'side', if that's an applicable concept to the conflict you're in. You'll have to mean it for it to work the best, though, as if you say you're not playing favorites but leave obvious hints you are...well, you'd be a fool for that kind of defense to fly.

We're Professionals! (400 CP): There's almost always someone willing to pay for something, no matter what that thing happens to be, and you're particularly adept at finding these people. If you look around, you'll nearly always be able to find someone who is willing to pay for the use of any of your skills.

Scrap Heap (600 CP): You're extremely skilled at pulling together technology out of random junk piles. Nearly anything you know how to build can be jury-rigged together from scrap. Oh sure, it'll *look* like junk and won't be as effective or reliable as it would be using proper components, but you can manage. And you're especially good at putting together bombs like this.

Roles

Offense

We're All Soldiers Now (100 CP): Or at least you are. You've had enough combat training to fit into most military outfits in the world and can handle yourself both in a fist fight or a fire fight. You may not be able to outdo some of the legends in this world, but you're not a rank amateur.

Combat Roll (100 CP): Practice makes perfect, and you've had a lot of practice. This is an advanced and incredibly useful technique which involves diving and rolling quickly in one direction, while also using the same movement to reload your weapon almost impossibly quickly.

Ninja Dude (200 CP): Hey, this is a crazy world so why not? You're a true-blue (or maybe green) ninja. You may not be the best ninja out there, but you know what you're doing. You can competently throw shuriken, swing a sword, and sneak around to flank your enemies.

A Man On A Mission (200 CP): Due to an abundance of experience or simply natural instinct, you're right at home on the battlefield and you find it extremely easy to fit into the flow of a fight. You'll never be thrown off by the chaos of combat and find it easy to focus. From the firing of your gun to the explosions around you, it's all just the beat of a familiar song.

It's High Noon (400 CP): You're a crack shot, possessing almost inhuman accuracy. This is especially pronounced with handguns, which will afford you nearly as much accuracy as rifles would. Hitting a bullseye (or a humanseye, if need be) from 100 yards away with a revolver is perfectly possible for you as long as you have time to line up the shot. In addition, you may take several seconds to focus intensely, lining up perfect shots on everyone within your line of sight, before unleashing all of the shots near-instantly with perfect accuracy. Be careful though, as this leaves you extremely vulnerable.

Enhanced (400 CP): During the onset of the Omnic Crisis, most countries attempted to develop new means of combating this new foe. The United States did so by turning to a goal they had abandoned nearly a century before: creating genetically enhanced super soldiers. This program was dubbed the Soldier Enhancement Program and contained among its success two of the leaders of Overwatch. And you.

You have undergone experiments that has pushed your physical abilities above and beyond human limits. All of your physical abilities and mental processes are somewhat above peak human, able to put most olympic gold medalists to shame.

Déjà Vu (600 CP): Lena Oxton was the a young and extremely talented pilot who was chosen to test an experimental teleporting fighter, the Slipstream. Due to a malfunction, the Slipstream disappeared and Lena was presumed dead. In reality, she was thrown of sync with normal time and space. Months later, she reappeared, but would randomly flicker out of existence for hours at a time. Eventually, a device was created to allow her to not only stay anchored to reality, but to voluntarily manipulate her abilities. Using a compact version of this device, Tracer is able to teleport short distances and manipulate her personal time, allowing her to reverse anything that has happened to her in the past few seconds.

Somehow, this same thing has happened to you. In your case, however, you can use these abilities without the need of the device that Tracer requires or without fear of suffering from chonal disassociation. You

can use these same abilities to quickly teleport around or to reverse anything that has happened to you in the past few seconds. Be aware however that both of these, especially the reversal, are extremely tiring if used too much in quick succession.

From The Shadows (600 CP): Gabriel Reyes was the leader of Overwatch's secret black ops division, Blackwatch. Eventually driven to jealousy after seeing how it was his friend, Jack Morrison, who was hailed as a hero and showered with praise, Gabriel led a revolt and caused a schism in the organization that ended with both him and his former best friend dead. However, the pacifistic and empathetic head of Overwatch's medical division, managed to bring them both back to life. However, this left Gabriel with several unexpected side effects.

His cellular structure was altered, causing it to enter a cycle of rapid decay and regeneration, -- a process which was extremely and unendingly painful. Donning the persona Reaper, Reyes soon found this also granted him several other abilities. He could transform himself into smoke, allowing him to levitate and become intangible and teleport within line of sight by taking several seconds to focus. He was also able to drain the vitality from those he killed, leaving their bodies shriveled husks while repairing his own. Due to something in your past, perhaps someone perfecting the same process that Angela used on Reaper, you have also gained these abilities, but without the excruciating agony that plagues Gabriel.

Defense

Hard Work Pays Off! (100 CP): Of course. You'll never get anywhere in life without a little sweat and blood and when it comes to this, your accounts are full. Your healthy work ethic will help you stay focused and motivated though times when those things would otherwise waver. Doing manual labor day in and day out or pulling guard duty all through the night is easy for you.

A Little Birdy Told Me (100 CP): You have some peculiar talent or quality that causes animals to be unnaturally calm and friendly around you. Even a wild and normally easily frightened animal could be called to you if you take a walk in the woods and wouldn't even run away if you fired a hail of bullets right beside it.

Perfect Day for Some Mayhem(200 CP): The best defense is a nice offense, isn't it? That is to say, the best way to blunt a sword is to break the thing...and applying that principle is something you're reaaall good at. You know just where to do a big, flashy, destructive display to send people into a tizzy! If you follow your instincts with this, sending your enemies into a panicked display'll be a rollicking good time. You also get a good knowledge of the proper tools for such displays...that is, how to make bombs and the like with the contents of a dumpster and a garage.

Wall Climb (200 CP): You have training in the technique used by the Shimada clan to quickly and stealthily move over obstacles. You are able to run up a vertical wall about 20 feet before you lose moment and fall back down.

Build Em' Up, Break Em' Down! (400 CP): You're an extremely talented engineer. Specifically in the area of building defensive weapons and equipment. Turrets and armor are your forte, but you're an expert on building anything that can help in holding a position or protect your allies. These items are mostly mechanical in nature, as your talent lies in sturdy weapons instead of the more cutting edge technology most use. Hey, if it works. Oh, one last thing: you know of a method to temporarily overcharge your creations by pouring molten slag into them. MEEEEERRY MOLTEN CORE!

Cold Blooded (400 CP): You have undergone the same experiments as those performed on Amelie Lacroix that transformed her into Widowmaker – minus the brainwashing. You can, at will, drastically slow your heart rate and breath. This turns your skin a pale shade of blue, dulls your emotions, and allows you to hold a gun nearly completely steady. You'll suffer no ill effects for keeping this active, save for the possibility of side effects from essentially turning yourself into a sociopath.

One Shot, One Kill (600 CP): A skilled sniper is one of the most dangerous enemies to face. After all, what's more terrifying than an enemy who kills you from so far away you can't even see them as a dot in the distance and whose weapon pierces you before you even have a chance to hear the gunshot?

You're an incredibly skilled sniper, a match for any other in the world. You are able to predict the movements of your targets and all the effects of the environment on your shots with near-perfect accuracy. Though this only really affects relatively slow-firing weapons, so don't expect this to help with winning quick-draw contests, you are an absolute master in your area of expertise.

Dragonstrike (600 CP): The ultimate technique of the Shimada clan, a dangerous group of assassins who have been systematically dismantled over the years by one of the former heirs of the clan after he was betrayed by them. An expression of your skill and power, you channel your spirit into your weapons,

manifesting it in the form of ephemeral mystical dragons. By channeling it through an arrow, you may launch it to summon enormous intertwining dragons that drain the life from those they pass through. By channeling it through a sword, you can imbue the blade with its power, drastically increasing the range of the weapon and allowing it to cut through nearly anything. You may even be able to channel it through other weapons, but that will be up to you to find out.

Tank

Daring to Dream (100 CP): While others may have seen the perversity of the times and simply given up, you will not fall so easily. Much more than being stout in merely body, you are stout in the mind! Your personality and capability of withstanding and hoping even in dark times, be it in the face of an evolving omnic threat, the downfall of the world's heroes, or when those who wish to see your home destroyed rise up en masse. The world needs heroes, but a hero needs to have the courage to dream.

Honed (100 CP): While others may have focused on their combat skills or turned to the hand of science for solutions, you looked within your own potential for answers. Upon purchasing this, you may choose to either have a toned natural body on par with an olympic athlete in terms of strength, endurance, and agility OR have reflexes and mental processing speeds among the best in the world. This may be purchased multiple times.

Get Behind Me! (200 CP): For a tank to their job effectively, they need to be able to leap headfirst into danger and chaos to protect their allies. You have the balls of steel required to purposefully step in front of a storm of bullets or a cluster of explosives even as your instincts scream for you to turn tale and run like a sane person.

Pride of a Nation (200 CP): Perhaps you are a decorated soldier, the chosen for an elite squad, or a folk hero, or a celebrated athlete. No matter the reason, you have the hearts of an entire nation and are seen as an idol or a respected person in that nation, benefitting from a great deal of fame and respect from those who know your name.

I'm A Scientist! (400 CP): Who ever said the big guy had to be dumb? You're certainly much more than a brute, having an IQ smart enough to easily gain access to any academic institution in the world and an eidetic memory as a cherry on top. This doesn't actually give you any knowledge to start, but it makes it significantly easier for you to gain some.

Champion (400 CP): You're a big guy. For your team. Built like a literal tank, you are an inhumanly large person, being large enough that someone could feasibly mistake you for a gorilla from a distance (wait, are you a gorilla?). You have all the strength and toughness appropriate for someone of your size, able to tank (some pun intended) a downright inhuman amount of damage or potentially yank a normal man across a room with a chain, one handed.

One Man Apocalypse (600 CP): Just like a real tank, there's more to it than simply being a meat shield. A tank should be able to dish out the pain almost as readily as they take it. And that is certainly something you can do. In addition to a basic increase in combat effectiveness, you are able to see the chink in the enemy's armor and instinctively understand when best to strike to capitalize on their weakness. When such a moment arises, you are able to plow directly into them, building momentum and becoming a near-unstoppable juggernaut as you walk straight through them while ignoring their pitiful attacks.

I Will Hold the Line! (600 CP): If they thought they were going anywhere anytime soon...they're dead wrong. Your understanding of the flow and ebb of the battlefield is so powerful and instinctive that if you put your mind to it, you could by focusing your efforts halt the advance of many, many more times your number...Keeping almost an entire squadron of elite warriors at a dead stop as they struggle to get past you without being punished for it with extreme prejudice. No matter how you do it, be it through pursuing

them at angles they can't easily outrun, distracting them with constant side-swipes...or even just cutting the middle-man and flinging them like a baseball with your great might, you might as well be a blockade on legs.

Support

We're Gonna Do Great! (100 CP): You are annoyingly upbeat, you know that? Even in serious or sad times, you're able to maintain a casual and uplifting spirit. What's more, this seems infectious, as others seem to find it impossible to stay upset for long when around you.

Hello Hello (100 CP): You're an annoying friendly person to the point you seem to be able to befriend anyone given enough time around them. Your cheerfulness seems to degrade any harsh feeling they have for you until even the violent psychopath you've been hanging around considers you at least somewhat of a friend.

Consider Only Victory (200 CP): You have a drive to succeed, able to push past pain and adversity in pursuit of your goal, never considering surrender. You are also adept at inspiring the same in others, convincing them to pursue victory and ignore doubt.

Walk In Harmony (200 CP): This life takes its toll on people and the world is not a nice place. Luckily, you're very good at helping people work through their problems and be at peace with themselves. Be it a soldier who experienced the worst horrors of war or a man who had his entire body destroyed and rebuilt, as long as they are willing, you can help them overcome it.

Let's Break it Down!(400): While Order and Peace are things to be strived for, there is a difference between order and tyranny as well as peace...and fear. You understand and know this, and in your heart you know that relying on that peace-borne fear is like allowing a quiet but lethal disease to fester. Now you have the power to ensure that fear festers no longer. You have an infectious optimism and energy to you, able to empower others to feel the courage to fight for their freedom and for the safety of others. Not only that, but you have an instinct for corruption and tyranny and where it is strongest...so you know where you are needed.

Experience Tranquility (400 CP): You have achieved some modicum of enlightenment. This allows you to perform abilities that would seem as magic to some. You may project your benevolence onto someone within your line of sight, healing them of damage. You may also project a hex onto one person within your line of sight, causing them to experience bad luck that as they trip over things on the ground and attacks seem to strike their vital points more often. You may also, with intense focus, become momentarily immune to all damage while also projecting golden light around you that instantly heals any damage they have taken, though this is incredibly draining.

The Light of Order (600 CP): The Vishkar corporation is a corrupt organization controlled by those with no empathy for the common people. They commit murder and corporate espionage while enslaving the poor under the guise of helping them and spreading order. But you must admit, their technology is rather impressive. Focusing primarily on hard-light technologies, they have used this miraculous invention to

create entire cities, which their architects can reshape at-will.

Knowledge of how to create and use this technology is now yours, though the Vishkar corporation will likely not take kindly to this if they learn of it. Not only can you create hard-light technology, but also their other devices, including energy weapons, teleporters, and weapons that utilize soundwaves to heal or damage others.

Guardian Angel (600 CP): Doctor Angel Ziegler, also known as Mercy, was renowned as an unparalleled medical genius even in her teens, being recruited to the medical division of Overwatch before she was even 18 and becoming the head of a hospital even before that. Her medical skills have literally brought the dead back to life and her technology is so advanced that it seems like magic. There is no one in the world able to even compare to her in her area of expertise. No one, that is, save for you.

Your base medical knowledge is encyclopedic, your hands are almost mechanically accurate when performing surgery. Your technology is advanced to almost impossible standards, including things such as a staff that can engage a healing stream to rapidly regen people from a distance. Your knowledge may even allow you to slow the rate of aging...

Cybernetics

Requires the Cyborg perk to access. You may exchange CP for Cyber Points at a 1:2 ratio. All replacement cybernetics will start at least somewhat more effective than the original parts and can be upgraded further, but require maintenance to upkeep.

Basic Cybernetics

Limbs (One free, 50 CP per extra): One of the most common forms of cybernetic replacements is that for limbs. Whether because of injury, due to the enhanced performance of the cybernetic parts, or simply as a fashion statement, a large number of people now have these synthetic limbs attached in place of their squishy organic ones. Naturally you can customize the appearance of your new parts, which can be anything from elegant and sleek plastic, to rugged and solid steel, to a simple peg leg.

Eyes (50 CP per): Though somewhat less common than limbs, cybernetic eyes are also not exactly rare in modern society. Many find them extremely helpful for certain careers; Ana Amari, a former member of Overwatch and one of the greatest snipers to ever live, rarely even needed to use a scope with her rifle because her cybernetic vision was so effective. These won't start out that advanced, but they are enough to give you vision twice as good as that of an average person.

In The Shell (400 CP): Due to either dire circumstances in your past or your own – rather extreme – tastes, you have had your vital organs transplanted into a mechanical body. This grants you greatly increased strength, speed, durability, and all-around physical abilities. You can, of course, customize your new body. Maybe you want to be a glowy robot ninja or maybe more or even less low-key, it's entirely up to you.

Specialty Cybernetics

Go-Go Gadget (0 CP): Want to integrate a tactical visor directly? Want your head to shoot a grappling hook? Well now you can! So long as it makes sense, you can have any of the items bought in the item section directly integrated into your cybernetics somehow.

Skates (100 CP, requires two cybernetic legs): These special skates can be deployed from your feet to allow for increased speed and even have the ability to allow you to ride horizontally on walls for long distances.

Double Jump (100 CP, requires at least one cybernetic leg): One of your legs has the ability to produce a quick pulse of force to propel you further into the air, effectively allowing for a second jump. For when one jump just doesn't cut it.

Dash (200 CP, requires two cybernetic legs): Based on a similar principle to the double jump cybernetics, your legs can release a blast of force that propels you rapidly 20 meters in one direction. This is extremely hazardous if you're not paying attention as you can easily smash into obstacles, which, believe you me, leaves a hard job for the janitors. If you have In The Shell then your dash is much faster as your cybernetic body can withstand much more acceleration.

Hawkeye (200 CP, requires at least one purchase of Eye): These are military grade cybernetic eyes, made for special operations snipers. Enhanced your vision to six times greater than a normal person, allowing for extremely increased accuracy.

Projector (300 CP, requires at least one cybernetic leg): Used by Vishkar corp engineers, this device is stored in your arm and can be used to form hard light objects. However, this requires very precise movements to properly use, which you'll need to learn on your own.

Interface (300 CP): This neural implant will allow you to directly wirelessly interface with nearby technology, allowing you to control open devices. If your skill with hacking is great enough, this could be incredibly valuable to you.

Cloak (300 CP): A technology still in the prototype stages, this small cloaking module allows you to render yourself temporarily invisible. Unfortunately it can't sustain the cloaked state for long and will need to recharge after roughly ten seconds of use.

EMP (300 CP): An implant capable of releasing a small but powerful EMP covering roughly 100 meters. Doesn't directly affect technology on your person, but consumes a large amount of energy and will quickly drain the charge of your cybernetics if used multiple times in quick succession.

Companions

Strike Force (Free For Everyone): Teamwork is essential for getting things done. You may import up to 8 companions as humans for free, each gaining a Role and anything that comes with it for free.

Get The Gang Together (50 CP-300 CP): You instead may import or create one companion for 50 CP or up to 8 for 300 CP. Each companion chooses a Role and Alignment, gaining any of their freebies and 600 CP to spend on anything. You may also transfer CP to them, with them all equally gaining the amount you transferred at a 1:2 ratio.

Canon Companion (100 CP): Get along famously with Tracer? Want to dispense justice with Pharah, Reinhardt, or McCree? Or maybe you even think you can redeem one of the bad guys? Whatever the case may be, for each purchase of this you may have a member of this world join you on your adventures. You'll need to convince them to agree however, which may be easier said than done for some people.

God Program (400 CP): Well now, this is extremely surprising. You've come into possession of a powerful AI bearing extremely close resemblance to the those that led the first Omnic Crisis. This supercomputer is both fully sapient and unfalteringly loyal to you. Possessed of the most advanced hardware in this world, it is able to process extremely advanced calculations. It also possessed the greatest ability of the God Programs: the ability to infect and control other technology. If its existence becomes known, expect to deal with hostility and fear from most everyone, human and omnic alike.

Items

General

Suit (Free For Everyone): An iconic outfit of some kind that's just intrinsically you in some fashion. Doesn't have any particular advantages beyond being well-made, comfortable, and relatively durable. It's even washing-machine safe.

Watchpoint (600 CP, Discount Human): Similar to those used by Overwatch during its prime, when it had the backing of the entire UN and a seemingly endless flow of funds. This base is entirely state-of-the-art, housing medical facilities that would make Mercy envious, enough housing to hold a small army and training grounds to train them, hangars and workshops to store and repair vehicles of all kinds, and much more. This place could practically be its own city.

Moon Base (600 CP, Discount Moon Ape): What's this? It seems there was not just one lunar colony established years ago, but two. Somehow, you've gained ownership of the secondary colony housed on the opposite side of the moon. The size of a small town, this large base has a suite of high-tech, though somewhat aged by modern standards of the setting, equipment. Staffed by a small group of intelligent gorillas that have near absolute loyalty to you, this base is a valuable asset, but has little in the way of defenses. Come with a small one-man shuttle for travelling between the moon and earth. In future jumps, it appears on the closest moon to your starting point.

Omnium (600 CP, Discount Omnic): Oh, how interesting. You seem to have come into the possession of your own personal Omnium. These self-improving automated robotic factories are the source of the omnic population of the world and were very nearly the instrument of humanity's ruin during the first Crisis. You may have the factory create omnics for you as is its purpose, though you will need to supply the materials necessary for doing so. You may also fully customize the appearance, personality, intelligence level, and capabilities of your creations – though if the specifications are too far removed from basic omnics, you will need to supply the necessary designs for them.

Offense

Healing Pod (200 CP): This incredibly useful device, when placed on the ground and activated, projects a small biotic field in which those affected are rapidly healed. Minor injuries are healed completely while more pressing damage is stabilized.

Magic Shotguns (200 CP): Though these twin pistol grip shotguns appear somewhat strange by conventional design, they don't initially seem to be anything overly impressive. However, these shotguns have the strange ability to be summoned fully-loaded at anytime by simply reaching into a coat or other concealed area on your person and drawing them out. When empty, simply throw them down and they will simply fade away as you withdraw another pair.

Translocator (400 CP): An experimental device reverse-engineered from the technology that granted Tracer her abilities. You may place the translocator beacon in a secure location and then use a remote carried on your person to later teleport back to it with a simple push of a button. Incredibly useful for stealth and quick escapes.

Tactical Visor (400 CP): This advanced technological visor will provide you with a HUD designed for optimally targeting anything in line of sight, providing information on where to aim. If you have cybernetic arms or an advanced enough weapon, you may even integrate it with them, allowing for even greater accuracy.

Raptora Mark VI (600 CP): An experimental suit of compact power armor, designed for rapid mobility and devastating firepower. Modeled after a bird of prey, this sleek suit of power armor was designed by Helix Security International. It includes a stylized jetpack on the back, somewhat resembling wings, which allows for flight and automatically recharges. A wrist-mounted concussive rocket allows for non-lethal concussive force when launched and a series of decidedly more lethal rockets are stored in various areas of the armor and may be unleashed on command for a devastating barrage. Let justice rain from above!

Doomfist's Gauntlet (600 CP): A powerful piece of technology with a storied and colorful past. It has been wielded by men on all sides of the moral spectrum over its lifetime to accomplish great good and great evil. This large technological gauntlet releases powerful shockwaves upon use capable of easily shattering stone and steel. It's even rumored to be able to level a skyscraper in a single blow, but whether or not that's true remains to be seen.

Defense

Grappling Hook (200 CP): This automated, wrist-mounted device offers drastically increased mobility. By taking aim and launching it towards a sturdy object, it will lock on and quickly pull you towards the object, automatically disengaging and returning to your wrist when you arrive.

Venom Mine (200 CP): A mine with a proximity sensor that releases an incredibly potent toxic mist in the surrounding area when triggered. The effects of the mist include extreme pain, nausea, affected vision, and trouble breathing.

Slag Gun (400 CP): A gun that resembles a rugged hunk of iron more than it does a gun, it fires extremely hot molten metal. It also comes with a small man-portable smelter to quickly melt down pieces of metal to reload your crude weapon.

Spider's Vision (400 CP): A highly advanced vision device that shows a highlighted outline of all enemies in line of sight over a large area even through walls and other barriers. It apparently operates on principles other than body heat as it can register omnicrons as well. Essentially nullifies invisibility.

Widow's Kiss (600 CP): A state-of-the-art weapon designed for Talon's top assassin. This rifle can shift between the form of a fully-automatic assault rifle and an incredibly powerful sniper rifle.

Endothermic Blaster (600 CP): A highly advanced piece of technology that takes the form of a gun connected to a robotic pack on the user's back. Capable of rapidly freezing even living things solid, firing extremely dense icicles, creating large ice walls quickly, coating the user in a protective block of ice, and summoning a small blizzard. Recharges by absorbing moisture from the air, so you won't have to worry about running out of ice unless you end up in a drought in a desert or something.

Tank

Hook (200 CP): A bizarrely durable hook and chain, able to withstand extreme damage and tension. The hook seems to be designed for capturing people and jerking them towards the wielder, but that would surely take an inhuman amount of strength.

Scrap Gun (200 CP): This kludged together weapon, hailing from the wild wastes of the Outback, resembles nothing so much as a quad-barreled shotgun. And that's essentially what it is. The real advantage of this weapon, however, is that it can fire practically anything as befitting the name. Shove some rocks or bolts or any random junk in there and it'll fire it out in a lethal spray of junk.

Particle Cannon (400 CP): A large and extremely advanced weapon made by the Vishkar Corporation. Intended to be a mounted weapon, at least one exceptionally strong woman has taken to using it as a personal weapon of choice. The particle cannon can fire a beam of energy as well as explosive charges of energy. As a secondary ability, it can project temporary shields onto people or items nearby. The ultimate ability of the Particle Cannon is known as the Graviton Surge, which fires a gravity bomb that sucks in nearby enemies and deals damage. The weapon is incredible for defense and crowd control, but its large size makes it slow and unwieldy.

Tesla Cannon (400 CP): Tesla would be proud of this after his dreams of creating similar weapons. A large (to the point where a normal human would struggle to carry it) weapon similar in appearance to the particle cannon. It shoots lightning. Not too much to say about that. It's capable of easily frying men and machines alike. But yeah, who doesn't want a lightning cannon?

MEKA (600 CP): Twenty years ago, South Korea was attacked by an enormous omnic monstrosity which rose from the depths of the East China Sea and caused catastrophic damage to coastal cities before it was driven back beneath the waves. The Mobile Exo Force of the Korean Army was created to protect urban environment in possible future engagements with omnic threats.

These small mecha are piloted by a single trained personnel in the cockpit using a control system that appears to be the bastard child of a jet and a gaming controller. Equipped with jets for limited flight, twin rotating canons for attack, and the ability to deploy a program which shoots down incoming projectiles while active, these machines are highly versatile and extremely effective. As a last resort, the pilot may choose to eject from the cockpit while activating the self-destruct, which will cause a small but powerful explosion.

If the mech is destroyed, you may call another via orbital drop a short time later.

Crusader Armor (600 CP): Germany's attempt to fight back against the omnics was to marry the past with the future. Looking to the knights of old, they fashioned power armor in the image of the plate armor from over a millennia ago. This armor, once state-of-the-art, is seen as somewhat antiquated today and rarely sees use, but that hardly means it's ineffective.

It is equipped with a projector on the arm that can form a large rectangular shield in front of the wielder when activated. The shield can take a large amount of damage, but will eventually break and require time to recharge before it can be used again. It is also equipped with a large jet on the center of the back, allowing for rapid and powerful charges in a straight line.

The armor also serves the obvious roles of protecting the wearer and of increasing their strength, which is required in order to wield the Crusaders' signature weapon: the rocket hammer. The rocket hammer is exactly what it sounds like -- that is to say, an enormous warhammer with a rocket attached to the back of it, allowing for incredibly powerful strikes. The hammer is also capable of the Firestrike, which unleashes a superheated blast of fire and served as the Crusaders' primary ranged weapon.

Support

Biotic Grenades (200 CP): A replenishing supply of biotic grenades. These grenades contain a solution that houses a swarm of nanomachines. When activated and thrown, they will coat everything around the grenade. The grenade has two setting, one of which causes the nanomachines to heal those affected by it, while the other causes damage and actively inhibits attempts to heal.

Healing Staff (200 CP): Designed by Doctor Angela Ziegler, better known to some as Mercy, this staff can release short-lived nanites in a stream that rapidly heal the subject it's applied to. It can also command the nanites to mimic adrenaline, increasing the target's performance.

Sound Gun (400 CP): An experimental piece of Vishkar tech. The primary prototype was stolen by a man oppressed by the company. Capable of using soundwaves for a variety of purposes including healing by vibrating a certain frequency and even solidifying sound to be used as a shield or weapon.

Symetra's Gun (400 CP): The primary tool of Vishkar architects. This gun can manipulate hard light for a variety of purposes mostly amounting to short range streams of light which fry the target, firing concentrated orbs of the same energy, projecting hard light shield, and levitating objects.

Nanoboost (600 CP): An experimental serum designed to temporarily increase a soldier's performance. When injected it will turn a normal man into a nearly unstoppable monster for a few minutes, during which time he'll be capable of ignoring small caliber fire and easily breaking another man's neck with one hand. Careful not to overdose, however. Comes with ten uses and detailed instructions for creating more.

Shield Generator and Teleporter (600 CP): Another piece of Vishkar tech. These ten small pads each function as gates between each other and can allow teleportation between them over any distance. What's more, they also each function as shield generators, being able to protect up to ten people with regenerating shields within a 1000 meter range.

Drawbacks

No limit beyond what you think you can handle.

Old Soldiers (+0 CP): Or, if you prefer, you could instead start 30 years in the past, during the first Omnic Crisis. Humanity hangs on the precipice of being overrun and facing extinction as the UN Convenes to form their last, desperate plan. Will you help them? ...Or would you perhaps side with the machines and usher in humanity's end?

Aardvark Pays Off (+100 CP): I'm sorry, can you repeat that? You talk in an extremely thick accent of some kind or another. To the point where even other members of your culture have a hard time understanding what the hell you're saying half the time.

Chronal Disassociation (+100 CP): You are a temporal anomaly of some sort, causing you to be out of sync with the timeline. This means that when not anchored by a specially designed device, you will randomly blink out of reality for hours or days at a time. Fortunately, you already have such a device in the form an unfortunately bulky glowing harness that you wear over your chest. You do not need to actually be wearing the device, but you do need to be in close proximity to prevent the side effects of your condition. If the device is damaged or the charge is depleted, you will once again suffer from chronal disassociation until someone remedies the issue. Also unfortunately, you will not be able to exploit your condition in the way that Tracer does unless you bought the Déjà vu perk.

I'm Number One! (+100 CP): You certainly seem to think so. You've got an ego so big you'd think your head would dwarf your body. That's not all either, as you're a grade-A attention whore who never misses an opportunity to show off your superiority – even when you don't actually have any to speak of. Careful that your overconfidence doesn't land you in the deep end of a boiling pool.

Controversy (+100 CP): People get up in arms about the stupidest things, y'know? Especially when you're involved. Everything you do, say, or wear seems to start some controversy which escalates until everyone, even major news networks you wouldn't expect to care are chiming in. This'll never really make that big of a difference in the long run, but it'll be pretty bizarre when you walk down the street and hear people arguing about whether or not you're fat.

Alive (+200): Many people have a fear of spiders. They say that their hearts never beat and they feel no emotion. But you know the truth... at the moment of the kill, they are never more alive. You know this because you are a kindred spirit; your life feels cold and empty, never allowing you to really enjoy anything... except in the rush you get from taking another life. This does not mean that you have to kill people, nor does it mean you won't be disgusted with yourself if you do. It simply means that the only way to really feel anything is to take everything from another.

Boop (+200 CP): The infamous and incredibly illusive Sombra – nominally a member of Talon -- is quite possibly the most skilled hacker in the world and she puts her skills to work digging up a lot of dirt and finding quite a few skeletons in peoples' closets. Now, she has something extremely incriminating on you as well.

But don't worry, she just wants to be friends! And friends help each other out, right? Right! So do favors for her when she comes a-calling, and she'll be careful not to accidentally let your secret slip. It would be terrible if that happened after all, and would probably turn most of the world against you.

BOOSTIO! (+200 CP): Murphy seems to have a particularly large amount of beef with you as things are constantly going wrong around you. Whether it's your gun misfiring or missing a critical shot because someone else walked in front of the target, I'd recommend not wasting too much money on lottery tickets while you're here.

Agony (+200 CP): Your time here will be spent in constant pain. Even at the best of times when just lounging around and resting, it will be annoying and distracting. But when you really push yourself or end up injured, you'll be in near unbearable agony for a while. Now you see why Reaper is so edgy all the time.

JUSTICE WILL BE DONE! (+300 CP): You're a bit antiquated. With your morals and chivalry, you'd be more at home among the knights of old. You'll be constantly driven to seek out and right wrongs wherever they may be -- and this world has a lot of wrong, so don't expect to get much rest. Just the thought of misdeeds makes you restless, but seeing them committed in front of you will see you leaping headfirst into action regardless of circumstances. You would gladly lay down your life to save even one innocent.

Overwatched (+300 CP): Forget Talon, you're the arch enemy of everyone in Overwatch. For whatever reason, you've earned the ire and hatred of every single Overwatch agent, and nothing you do can clear this away. Expect to be constantly dogged by some of the most dangerous and powerful people on the planet who near single-handedly ended a war their side was hopelessly losing.

Wrath of the Gods (+300 CP): The God Programs were powerful Artificial Intelligences capable of infecting and controlling other technology and this ability was responsible for the first Omnic Crisis. Why they did this and where they came from is unknown, but these incredibly dangerous beings threw the world into chaos and pushed humanity to the brink of extinction. Fortunately, Overwatch managed to destroy or quarantine all of the known God Programs. Unfortunately, the status quo has just changed.

God Programs have made a resurgence and once again attempting to achieve their original goals. Most omnics have already been infected and their forces have started to move en masse, prompting fear and panic from many people. The world will soon face another global war against improved Programs that have learned from past mistakes. Things are about to get significantly more dangerous, but humanity has prevailed once before and hope yet remains.

Ragnarok (+300 CP, requires Wrath of the Gods, must have at least 10 prior jumps): Of course, things seem to be different this time. These malevolent machines have somehow gained access to resources from other worlds -- worlds you have visited before. They will have access to advanced technology and perhaps even things beyond the scope of normal science from jumps you have visited prior. If humanity is to have any hope of triumph, they will certainly need your help.

End

Stay Here: This world has its problems for sure, but you see the world for what it could be. If you want to stick around and see how things go or maybe even help out a little, you can do it. It'll end your chain, but you can keep everything you've gained so far and I'll tie up loose ends back on your home world.

Go Home: Or maybe you're ready to hang it up and go back home yourself. Once again, this will end your jumping career, but you can keep everything you've gained so far.

A Life Of Adventure: Of course, you're not quite done yet, are you? You've still got that wanderlust burning in your soul. Well okay then... onto the next world.

Notes

Made by Cracker_Jack with a special thanks to eagerDigger for finishing things up after I completely ran out of ideas.