Revolution Drive Jumpchain
V1 By MechAnon
Thanks to Tempestuous

The Year is 2057, and one robot is all that stands between Freedom and Tyranny. After the terrible Brexit Famines and the rise of Neo-Nazism, the British Empire made a devastating return by re-annexing the United States with the cooperation of the highest echelons of the Military-Industrial Complex and the Media. The oppressed American people can only stand so much. Soon a young boy will fall into the cockpit of a prototype Mech fitted with the Mysterious Revolution Drive and Ignite the Powder Keg that This Great Nation Has Become!

You have 1000 Constitution Points (CP) with which to make your mark on history.

You can choose for any Origin you select to be a drop-in, without existing memories or connections in this world. You can select your age for 50 CP and your gender for free.

Pilot: You are a natural at piloting drones, mechs, and other vehicles, and have great reflexes. Your age is between 12 and 19 (11 + 1d8).

Support: You have a background in science or engineering and a keen insight into human nature. Your age is between 36 and 74 (34 + 2d20).

Influencer: You have grown up with your life split between reality and the internet and you are familiar with the social landscapes of both. Your age is between 14 and 21 (13 + 1d8).

Triple Agent: You aim to be ready for any circumstance and you have lived with a watchful eye for the advance of tyranny, biding your time for the chance to strike back. Your age is between 26 and 64 (24 + 2d20).

You begin anywhere in the continental United States and start no later than the beginning of the last season in 2059. No waiting out the Gainax ending and arriving after the rubble has settled!

Pilot perks:

Slice of Life (100, free Pilot): You are a natural at compartmentalisation, no matter what happens to you in one part of your life you can stop it from having any mental repercussions for your other activities. If you're bullied at school you can retreat to the cockpit with a smile on your face, and if the mech combat gets too traumatic it won't affect you while you're off the clock. This perk doesn't help you if those parts of your life start to bleed into each other, such as if your fellow students discover your secret identity as a mech pilot.

Just Like in my Video Games! (200, discount Pilot): Whenever you try something new, you can draw on your most analogous skill and begin at that skill level rather than as a complete beginner. Beware overconfidence, you might be able to use your pro gaming skills to pilot a mech but that won't transfer to knowing enough radio protocol to bluff air traffic control or having the mechanical talent to fix it if you crash.

Inertial Damping (300, discount Pilot): The most common superpower of the mech genre, while you are inside a sealed cockpit or other container you can't be injured by g-forces or impacts to your vehicle. You

can pull off impossible turns that would have any normal pilot lose consciousness and when another mech punches yours it doesn't even ruffle your hair. This effect diminishes the more exposed to the outside world you are, so if all the windows of your car get shot out then a crash could give you whiplash. Lose all the doors too and you might even break a bone!

Noosphere Navigation (400, discount Pilot): Don't you just hate it when things get abstract? When you find yourself sitting in a folding chair in a theatre talking about your feelings or living in an alternate timeline where Mandela survived prison? Now you always know when you're in something other than base reality, how it relates to the world you're familiar with, and whether there's a way out. For a prophetic dream this can be as simple as waking up or waiting for the vision to end, while if you're in a more conceptual realm like the collective unconscious you might have to find and crawl through a television screen. Stuck on a big blue ball in the middle of nowhereland and the animators have run out of ink? Maybe a bus route runs through there.
Any versions of you created after you get this perk will also have this knowledge, so your clones will be fully aware of the fact that they've been created by the enemy to take over your life and destroy the resistance from the inside.

Revolution Driver (600, discount Pilot): You have an empathy for tools and machines, one that makes them perform at their best in your hands. In a world with non-sentient AI, those belonging to you seem to learn faster and have more insight and loyalty than should be possible. In an animistic world, you would sustain and nourish the spirits in your items, and they would serve you faithfully in return. Should you connect with technology or enchantments that already have mental or emotional interfaces, you can achieve results that would otherwise be impossible like keeping a mech in the fight even when the battery is completely exhausted. However, all of these effects are dependent on your resolve and determination: should your will falter, your tools will follow suit.

Support perks:

Rollins With The Punches (100, free Support): With the pace of scientific advancement it's no longer possible for one person to know everything there is to know, but that doesn't mean you're not prepared to try. You learn faster when studying alone rather than with a teacher and are better at filling in the gaps in your knowledge when you have incomplete information to work with. You also find that these gaps in your knowledge don't hold you back nearly as much as they should.

The Lowest Form of Wit (200, discount Support): You have a great vocabulary in every language you speak and can come up with groan-worthy puns in any situation. While your companions might disagree, these jokes serve a valuable purpose of defusing stressful situations and bringing everyone else together in solidarity against your awful sense of humor.

Science Officer (300, discount Support): You gain a photographic memory and develop a knack for filling any idle moments with studying. You could be eating breakfast during your commute or ducking under a desk during an artillery bombardment, either way if you don't have anything better to do you'll instinctively find yourself reading through the latest research papers or noting down flashes of inspiration while they're fresh. You also excel at sharing your knowledge in an accessible manner, turning technobabble into helpful and actionable exposition.

Cassandra's Truth (400, discount Support): You are talented at understanding the perspectives of others, even if they are alien or abhorrent to you. Combined with Rollins With The Punches, you can reach these

conclusions much faster and working off of more limited information. In the show Dr. Rollins could empathize with a Pilot just from seeing their mech in action and confront them with the contradictions in their worldview to give them a crisis of faith, disrupting their control of the Revolution Drive. Of course, it's easier to deconstruct a worldview than to reconstruct it in a healthier state, helping someone recover from a lifetime of indoctrination will take longer and require their cooperation.

Mechanics of Progress (600, discount Support): You know how to build and maintain all of the technology unique to this timeline, from drones and hoverboards to mechs and the titular Revolution Drive. This also includes software like narrow AI, addictive social media feeds, and cryptocurrency. Be warned, this does not include knowledge of the more esoteric effects these technologies can have, like how social media can affect the noosphere or the secrets of the Revolution Drive. That's what test pilots are for, right?

Influencer perks:

Silicon Valley Girl (100, free Influencer): You have a decade's experience at presenting yourself and your views online, as well as a miscellany of related skills such as I.T. and photography. You also gain girl-next-door good looks, and can choose for any other alterations to your appearance to look authentic.

Anon (200, discount Influencer): You can lurk and post on any website anonymously no matter what verification methods it uses. There's more to anonymity than leaving your username blank, though: you can also choose for any opinions you express to remain unassociated with you, so people can consider them without being biased by what they think of you. This also protects you from any backlash you might otherwise receive for expressing these views. However, it doesn't protect anyone else around you - if you start a provocative chant in a crowd, the Redcoats will still fire upon anyone who's inspired to join in.

America, Fuck Yeah! (400, discount Influencer): Redeeming people is one thing. Redeeming institutions is something else entirely. You now have the conviction to change organisations and movements just by interacting with the people who compose them, your ideals and arguments spreading like a virus. This also allows you to treat egregores, corporations, countries, and other such entities as people for the purpose of social perks, although their effects are diluted the more people are affiliated with the entity. Also, large and old institutions will have more to atone for before they can be considered redeemed - the US Military-Industrial Complex was covering up war crimes long before they capitulated to the Neo-Nazi British invaders.

Meme Warrior (600, discount Influencer): Remember Longcat? Memes were simpler back then, in 2006. They stood for something. And that something was nothing. Memes just were. You know how to make them go viral, and how to make them into something more. A timely image macro might be able to draw attention to a news story the Media wants to suppress. By making enough memes about someone, you can convert public opinion of them into a two-dimensional caricature that fixates on a single aspect of their reputation. With a concerted shitposting campaign, you could even sway the course of elections or incite a secession. You are also a master at coming up with scissor statements, short phrases that are self-evidently true or false to different people and inevitably cause controversy and disagreement the longer they are discussed. While a single such statement might be enough to bait your guards into arguing with each other long enough for you to slip away, the true value is in breaking up otherwise unassailable teams by repeatedly dredging up the differences between each member. These can take any format, the first documented scissor statement was a picture of a dress that's obviously white and gold.

Lastly, you are able to weaponize cringe: by making a bad enough joke or reference, you can put people off-guard with disgust or shock to set them up for an attack. Consider this the dark side of The Lowest Form of Wit.

Triple Agent perks:

Firearm Safety (100, free Triple Agent): You have learned how to handle a firearm properly and avoid being shot. This includes maintenance, trigger discipline, which kinds of cover will stop which bullets, and the basics of de-escalation. This isn't a crack shot perk, it's a perk to keep you alive long enough to reach that point.

Tradecraft (200, discount Triple Agent): You have the skills of an experienced spy at infiltrating groups and keeping your true motives hidden. Even if you get deep into character to work your way up the ranks, your ideals and personality will remain uncompromized. This also includes general spycraft like using dead drops.

Demolitions Expert (300, discount Triple Agent): You can use and defuse explosives safely, and know where to place them to achieve your desired effect. You are also more capable at other kinds of demolitions, for example with wrecking balls or sledgehammers. These skills assume your targets can't respond to you, so this can't be used to identify the best way to demolish an opponent in a fight. It can, however, be used to destroy the freeway under their feet or the bridge above them. The scale of destruction you can achieve is generally limited by the amount of explosives available and the time needed to place all of them in their optimal locations.

Look Who's Back (400, discount Triple Agent): Once per Jump you can fake your death to convince everyone you're really gone and carry out your plans in secret. When you finally reveal the truth, everyone will be shocked and recognize that it's really you. As an added bonus, nobody will think to do anything with your stuff while you're dead so you can drop back into your old life once you're finished.

Proper Preparation Prevents Piss-Poor Performance (600, discount Triple Agent): You can prepare for any situation with enough time and resources, and this sets an upper bound on how wrong it can go for you. The more you prepare, the less bad the worst-case scenario will be. You can also sense how much preparation is required to avoid specific outcomes like a companion dying, though these preparations and their timescales can be comically extreme.
You also become more competent at any task you perform as preparation rather than advancing the main goal. This is a subtle effect, and not one you can cheat, but in general it can be considered a form of plot armor against accidents during your preparations that would make the situation worse.
There are some threats for which preparation won't help. As an ordinary human with only this perk, you wouldn't be able to do anything about a false vacuum collapse, and so this scenario would be skipped over. Similarly, you can't prepare for something you have no awareness of, though you can prepare for hypothetical scenarios. For example, you could prepare for antimemes in general even if a specific antimeme makes you forget about itself.

Items:

Merchandise (50, free Drop-in): All merchandise ever produced for Revolution Drive, including all 8 seasons on Blu-ray, figures for each mech and major character, the official soundtrack, and the cancelled run

of comic books. Bear in mind that playing with spinning top versions of genocide machines may be frowned upon by people from this Jump. Optionally includes the full abridged series.

Pilot items:

Quadcopter (100, first purchase free for Pilot, all purchases after the first discounted): A basic consumer-grade drone with impossibly lightweight motors and batteries that allow it to hover for hours while carrying a couple of pounds of payload. If you lose it up a tree or in a mech's air intake a replacement will fly up to you the next morning ready for pairing with whatever controller you choose. Each purchase doubles the number of quadcopters provided.

Hoverboard (200, discount pilot): Who needs bikes or scooters? You can choose between one- or two-wheeled designs, either way this is a gyroscope-stabilized electric motor you can stand on to zip around with about the speed and maneuverability of a moped. Unlike a moped they are steered just by leaning in the direction you want to go, which means that with practice you can fire an assault rifle from this surprisingly stable platform. They're not very durable but a replacement will roll up to you in a day should they be damaged. No, they don't actually hover.

Wingman Drone (300, discount pilot): For an additional 300, you can upgrade a single quadcopter to a customized model with an AI as smart as a dog, a walker mode transformation to save energy by moving on foot, manipulator arms that can cut through wires or interface with electronics, and enough lift to meaningfully slow your fall if you have to use it as an improvised parachute. You won't be able to have it carry you as it flies unless you're very light or buy multiple to spread the load. The Hindu god naming convention is optional, well-meaning attempts by the drone to help you flirt are mandatory.

Swarm Control Unit (400, discount Pilot): An adapted drone racing rig optimized for controlling many drones at once. Consists of a VR headset, a pair of haptic gloves, and a backpack with a fold-out drone charging platform and signal-boosting antenna. This can be used to connect to any remote-control electronic hardware and automatically uses military-grade encryption and frequency-hopping which works even if the devices you're connecting to don't support either option. The inbuilt AI learns your priorities and piloting style, enabling you to spread your attention much more efficiently to the extent that with enough training you can control ten drones as if you were focusing on each one individually. The device can connect to a maximum of ten thousand drones, although at that point you're managing the swarm rather than splitting your attention between individual drones. Also comes with an optional NeuraLink implant.

Mech (600, discount Pilot): Ambiguously sized between fifteen and fifty feet tall, this mech is about as powerful as the protagonist's one after the Season 3 upgrade and if you so choose can be an identical copy of it. It is powered by Lithium-Ion batteries that can be jettisoned as improvised incendiary weapons, but the heart of the mech is the titular Revolution Drive. This powerful gyroscope uses angular momentum bullshit to let it move with humanlike agility and produce a deflector shield that can safely knock away any attack with less momentum than a tank round. Because it works based on momentum rather than energy, massive attacks are much more effective than high-speed ones, so most mech fights are slugfests with blunt weapons like sledgehammers and cars. Knives and guns just wouldn't be as family-friendly as a child soldier beating her friend to death inside his wrecked mech with a chunk of pavement. The mech repairs monthly and also comes with a free NeuraLink implant that is required to pilot it.

Support items:

Cooler Full of Root Beer (100, free Support): Cheers! This minifridge needs no external power supply and is always full of delicious root beer chilled to the perfect temperature. Despite the negligible alcohol content the root beer still serves as an effective social lubricant, easing tensions and lowering inhibitions without impairing your judgment or causing a hangover the morning after.

Badass Labcoat (200, discount Support): This starched white labcoat is stylish and practical. Any harmful chemicals you encounter will be drawn away from your body to the fabric which then soaks them up like a sponge to keep you safe. This works for gases as well, just hold a sleeve over your mouth and nose for it to function better than a gas mask, although it can't provide oxygen where none is available. Also protects against heat, radiation, and small caliber bullets. A freshly-pressed replacement is provided daily.

Wikipedia Cache (300, discount Support): The most fantastical part of the setting, a free online encyclopedia anyone can edit that is somehow impartial, accurate, and comprehensive. You receive a cached copy available offline (your choice of a single compressed file or a truckload of paper printouts) that nonetheless somehow updates with the latest research and current events. In this and future Jumps, it contains all knowledge that could be considered public, conveniently organized and hyperlinked. Perhaps too convenient, it can be addictive.

Transcranial Magnetic Stimulation Headset (400, discount Support): Can't be bothered with therapy? This headset contains powerful electromagnets and an analysis suite that can be used to diagnose and alleviate mental illnesses like depression by inducing electric currents in the brain. If you're less scrupulous this can also be used to create artificial transcendent experiences, allowing you to turn your pilots into the kind of fanatics that can push the Revolution Drive to its limits.

Nuclear Launch Silo (600, discount Support): Before you ask, you'll have to supply your own nukes. This decommissioned and refurbished nuclear launch silo has everything you could need to run a resistance movement: a war room full of old but robust radios and computers, barracks large enough for a company of freedom fighters, a repair bay stocked with plenty of spare parts, and reusable self-landing rockets that can carry mechs anywhere in North America and back again. Electricity is supplied by a nearby solar farm that can in an emergency be jury-rigged into an Archimedes-style death ray. Post-Jump, this can be added to the warehouse or imported as an equivalent superweapon site sans superweapon.

Influencer items:

Streetwear Wardrobe (100, free Influencer): This contains all the outfits seen in the series, from Redcoat uniforms to all the bizarre future fashion trends like the fanservice-material yoga pants. You also receive free t-shirts bearing any slogan you coin or meme you create. Comes with a free fidget spinner.

Smartphone (200, discount Influencer): A futuristic smartphone with unlimited cloud storage, data, and battery life. Should it be destroyed, another will be delivered the next day with all the files safely backed up to the cloud. You can use it handheld, project screens and keyboards onto any surface, or fold out arms from the case to wear it as an AR/VR headset. This can be used to interface with any remote-control device, although not as easily as with a dedicated tool like the Swarm Control Unit. Comes with an optional NeuraLink implant.

Crypto Wallet (300, discount Influencer): Being rich is great, but all those green bills are tied up with a lot of red tape. What if you didn't have to pay taxes any more? This sort-of bank account uses cryptographic techniques invented by a reclusive Japanese genius to ensure that cash flows in and out completely

untraceably, free from any external meddling, taxation, or oversight. Now only death is an inevitability - with your other perks, maybe not even that?

Filter Makeup (400, discount Influencer): This makeup set replenishes automatically and is good for your skin as well as making you look great. More importantly the smart brush can also be programmed to include adversarial patterns in your contouring, meaning that any camera recording your face gets hacked with a pre-selected effect. This ranges from airbrushing your appearance so you always look your best to editing you out of the shot so you don't appear at all.

Sponsorship Deal (600, discount Influencer): Billboards and commercials are like, so last century! What advertisers want is authenticity and word-of-mouth - and in a world where everyone's online, word-of-mouth can go a long way. Now whenever you persuade someone to make a purchase, intentionally or otherwise, you'll receive a fraction of the payment from the advertising budget of whoever sold it. Writing glowing reviews for Mom & Pop stores might earn as much as a part-time job at one of them, but when you leverage social media fame you'll find wealth pouring in to match your celebrity status. This functions even in Jumps without a capitalist surveillance state to record every transaction.

Triple Agent items:

Everyday Carry (100, free Triple Agent): A collection of small useful items like a flashlight, multitool, pocket knife, lighter, paracord bracelet, and optionally a basic handgun, pepper spray, or stun gun. Unless you are searched or stripped you can always retrieve one of these from your person, a bath towel is sufficient coverage. All items self-repair over a month.

Bug-Out Bag (200, discount Triple Agent): A larger, more comprehensive version of Everyday Carry, the Bug-Out Bag contains everything you could need to survive for days if you had to leave civilization behind, including an extensive survival kit and first-aid kit, a week's worth of MREs, several LifeStraws, all your legal and financial documentation, and optionally a basic handgun, hunting rifle, crossbow, bow, or axe. All items self-repair over a month, so the MREs alone aren't enough to survive on.

Armory (300, discount Triple Agent): Enough guns and ammo to arm a company of freedom fighters. By default this contains crates of bullets and several 3d printers that can produce Liberator pistols and Avenger rifles on demand from plastic feedstock. You can also print any other guns you have blueprints for, but the plastic models will be a lot less durable and reliable. The armory can instead contain a random assortment of firearms that could plausibly be found in the U.S., which gives you a much broader variety to choose from but makes ammunition distribution a nightmare. Restocks monthly.

Explosives (400, discount Triple Agent): Several crates of explosives, containing a mix of grenades, anti-vehicle weapons, and demolition charges as well as cable and detonators. Comes with a free copy of the Anarchist's Cookbook. Restocks monthly.

Always Be Prepared (600, discount Triple Agent): If you have purchased Everyday Carry or a Bug-Out Bag, they are considered part of your Body Mod and so you can bring them with you even to Jumps that restrict Warehouse access and items. This benefit is lost if either item is ever upgraded, imported, or otherwise improved beyond their baseline.

Companions:

Companion Import (50+): Each purchase imports one companion as any Origin and grants them 600 CP to spend. For 300, you can import 8 companions.

Canon Companion (200, discount for purchases after the first): As a fairly grounded setting, all characters in it are fair game for recruitment. Pilots like the protagonist or the McElboys can bring their mechs with fiat backing but other belongings lack this protection.

Drawbacks (maximum +800):

Party Like It's 1773 (+100): The parallels to the War of Independence are already blatant. Why not go all the way? This changes the setting to the real American Revolution, with the appropriate changes to the key features of the series: mechs run on clockwork and steam, memes become political cartoons where everything is labelled, and drones become well-trained carrier pigeons or something. Fanwank it! What doesn't transfer is the quality of life of a modern setting, even one like Revolution Drive.

Filthy Nuclear Bunker (+100): No matter where you go, it's going to be as dirty and unhygienic as is believable for your location. The mech cockpits stink of body odor and have crumbs in the control panel, there's litter everywhere you look outside, and you really don't want to end up in a field hospital.

4Kids Dub (+100): The original series went to great lengths to be family-friendly enough to get past the censors, but the adult implications were clear. Now this Jump is for all ages, which means beer doesn't exist, everyone's shooting tranquillizer bullets, and if those mean Redcoats manage to wash your hair you've failed the Jump.

Constitutional crisis (+200): You are sworn to abide by the U.S. Constitution and all amendments to it as if you personally represented the U.S. government. This includes being unable to impede people's free speech, take away weapons, force people to let you or your troops stay in their homes during peacetime, search people unreasonably, punish them without a fair trial, or issue cruel or unusual punishments.

> Prohibition (+100, requires Constitutional crisis): You also must not tolerate the making, transport, or sale of alcoholic beverages. Hope you like root beer! If you took 4Kids Dub as well, you cannot abide the existence of any drink other than water.

Panopticon (+400): The powers that be will have comprehensive records on your life so far (or suspicious lack thereof, if you're a drop-in) and capabilities, and will have you under constant observation throughout your Jump. Expect police quadcopters hovering outside your windows, household appliances recording your most intimate conversations, and don't even think about doing anything illegal or subversive on your shiny new smartphone.

America Stands Alone (+400): All your out-of-Jump powers and items are disabled, you lose access to your Warehouse, and only the companions you import can join you.

Olympus Has Fallen (+400): Anyone sharing your affiliation in a position of military or political authority over you will die within a year. If you want to win the War, you'll have to become a leader on par with Washington and save America yourself.

Nemesis (+100): A prodigy mech pilot is dedicated to hunting you down. They have the full support of their faction and cannot be conclusively defeated until the end of the Jump.

Jumper's Shadow (+300): All the powers and items you have in this Jump have a presence in the collective unconscious, and only your nemesis can access them through their Revolution Drive.