Cowboy Bebop Jump

People spread out to cover the solar system, bringing the human race to every planet and moon they could. They also brought the worst of the human condition: poverty, crime, and corruption are rampant in a time of fantastic technology. Even the cradle of human development is wounded, with remnants of the moon constantly pelting it from a gate accident years ago. Bounty hunters desperately try to make a living in this universe, catching the criminals who evade the police.

Jump-Chan's given you 1000 Choice Points to help you get started, don't spend them all in one place.

Welcome to Cowboy Bebop, and good luck.

Location:

Roll 1d8 for Location, and 1d8+19 for age (1d8+14 for Computer Genius), your gender is that which you left the last jump as. Or pay 100CP to change any of these.
Location:
1. Earth: Following a large gate accident, Earth has been continuously bombarded by meteor showers from the destruction of its moon. In addition, the temperature has increased leaving it mostly arid. Small settlements of hardy survivors dot the ruined landscape.

2. Mars: The largest population of humans live on Mars, with its numerous similarities to Earth. Colonies thrive in large craters where Earth-like environments are maintained. Its many cities have become a major trading hub.

3. Gannymede: The largest moon in the solar system, Ganymede circles Jupiter. It is covered mostly in water, and is a major fishing hub.

4. Tijuana: A small colony in the asteroid belt, “TJ” is relatively hot and dry. Existing within a dome, it is known for housing small-time criminals.

5. Callisto: Jupiter's third-largest moon, Callisto has had little in the way of terraforming. It is a cold environment, and its desolation has made it something of a criminal hub.

6. Io: Another of Jupiter's moons, Io is a small agricultural colony.

7. Venus: A large colony, Venus has been terraformed using floating plants. Unfortunately, the spores of these plants have been known to cause blindness in a small portion of the population.

8. Free Pick: You lucky dog, you can start your journey anywhere in the solar system you want.

Origins:

Drop-In: You wake up in a cryogenic pod with people scrambling around you. A Jane (or Jon) Doe, you have no ties, no memories, and no friends. They send you out into the world with the clothes on your back.

Syndicate: You used to be in one of the massive syndicates that span the solar system, a true criminal

empire. You're down on your luck now, with nothing by a few woolongs, a trusty pistol, and your memories, but have you really left that life behind?

Cop: You were a cop for the Inter-Solar System Police. Every day you dealt with corruption and incompetence while trying to make the universe a safer place. Now you're just little people, with a license to clean up ISSP's messes.

Computer Genius: You were always a little...different. People never made much sense to you, but computers spoke the language you wanted to hear. Now with an old computer terminal and the clothes you're wearing, it's time to start an interstellar adventure!

Skills/Perks:

Survival of the Fittest, 100 CP, Drop-In Free: You have a healthy distrust of, well, everyone. While this won't affect your close relationships, you find yourself difficult to be charmed, fooled, or otherwise manipulated.

Here's your hotdog, 100 CP, Syndicate Free: You have the unique ability to swallow and regurgitate things at will. Everything from keys to cigarettes is easily concealable and storable in...don't give it too much thought.

Tell me Some More, 100 CP, Cop Free: You can usually get the most out of any source of information you have. Whether this is a willing contact or a subject of interrogation, you seem to be able to eek out just one more minor fact before you're done.

Play Ball!, 100 CP, Computer Genius Free: You are considered either a genius or completely insane. Either, both, or neither may be true, but the fact is that you are a master in a battle of wits. Anything from chess to card games, your moves are unpredictable yet effective.

Honky Tonk (Wo)man, 300 CP, Drop-In Discount: You have a natural aura of charm and confidence that draws people to you. You'll have an easier time persuading people to give you what you want.

Like Clear Water, 300 CP, Syndicate Discount: Your body and mind have been finely tuned in the interest of self-preservation. You are adept at predicting an enemy's attack, avoiding it, and using their own movements against them.

You look ridiculous in that outfit, 300 CP, Cop Discount: You know that sometimes the best approach isn't as yourself. You can fashion simple disguises out of nearly anything you can find, but with planning and the correct clothing, you could fool your own mother.

Technical Knock, 300 CP, Computer Genius Discount: Technology seems to work better when you give it a stiff kick. If there's a piece of equipment with minor damage or malfunction, a carefully placed blow to it could knock it back into working order.

Easy Come, Easy Go, 600 CP, Drop-In Discount: You already escaped from your life once, you figure it's easy to do so again. You have an uncanny knack for leaving somewhere without a trace and showing up somewhere else for a fresh start.

Dreamer, 600 CP, Syndicate Discount: You're incredibly difficult to kill. Through a little skill and a lot

of luck, you can survive when the odds are clearly not in your favor, given enough time spent recuperating. If someone strong has the will to do so, you're still mortal, however.

When I Bite, 600 CP, Cop Discount: If it's lost, you'll find it. If it's hidden, you'll discover it. You have the determination and savvy of the finest investigators, and can crack a case after it's long gone cold.

Radical, 600 CP, Computer Genius Discount: There's no firewall that can keep you out. No server that is safe. You're an undisputed maestro in cyberspace, able to break any security given the time and equipment to do so. Just try to stay out of trouble with it.

Equipment:

Bounty Hunter's License (Free for all but Drop-In) [50]: You're licensed to legally capture bounties posted by the ISSP in exchange for compensation for your services.

Woolongs [50]: The universal currency used in this universe, Jump-Chan's given you 30,000 ₩, an ample amount to help you start your journey.

Snoopers [50]: These high-tech goggles scan the user's surroundings, and may also be changed to scan in the infrared spectrum. They can analyze and compare objects, or faces, with a database to help verify identity.

Space Suit [100]: A personalized space suit, this lightweight and lightly armored suit will protect you from the rigours of exposure to space, while also having a maneuvering pack, radio, and holsters for various gear.

Red Eye [100]: You have a sizeable stash of the illegal, highly-addictive, and expensive drug known as Red (Or Bloody) Eye, enough for about 30 doses. When sprayed into the user's eyes, the drug makes them hyper-aware, while also greatly boosting physical power. This comes with a marked increase in aggression, and its long-term effects have yet to be analyzed.

Toys in the Attic [150]: You have a veritable armory of weapons. You have most types of small arms ranging from pistols, shotguns, rifles, even a flamethrower and a collection of grenades.

Data Dog [200]: Through an advanced procedure, this dog (or similar animal companion) has been upgraded with vastly-increased intellect. It can fully-understand its surroundings, and comprehend human speech. However, its vocal chords have not been upgraded and still produce animal noises.

Hammer Head [200]: An amphibious recovery zipcraft, the Hammer Head has heavy-duty manipulators for towing other ships, as well as a harpoon gun. While unarmed, this sturdy craft can take a serious beating.

Red Tail [300]: The Red Tail is a multi-purpose zip craft, mounting manipulator arms and dual 30mm miniguns, which may also fire a wide variety of missiles.

Swordfish II [300]: Previously a racing craft, the Swordfish II is a high-performance zipcraft (single person space-ship) equipped with a plasma cannon, machine guns, and the capability to mount missiles

(if you've got the cash to afford them). Bear in mind, finding parts for this craft may be difficult.

MONO (Not compatible with “Get Everybody and their Stuff Together”) [400]: You are now the proud owner of a space-faring vessel, with enough room to carry you and whatever companions you bring along, through the solar system (with the help of jump-gates). Just make sure to keep her fixed and fuelled.

Drawbacks:

Get Everybody and their Stuff Together. +0: You wind up on the ship licensed by a certain Jet Black, along with his accomplice Spike Spiegel and (soon to be) others. Depending on your age, gender, and disposition, you might not get a warm welcome...

Peppers and... +100: You have a hard time hanging onto whatever money you might make. Any time that you seem to get ahead, collateral damage or other expenses push you back into the red. Good luck staying fed for the next 10 years.

The Real Lesson +100: Wherever you stay seems to constantly turn into a mess. What's more, is that mess turns hostile. Anything that can grow mold, including stored or left-over food, will have a propensity to evolve into an aggressive life-form. Cleaning better be a priority.

Real Folk Blues +200: Something in your past haunts you constantly. The loss of a loved one or maybe a part of yourself constantly scratches at the back of your mind. While you might have fun and adventure in this universe, you won't ever truly enjoy it.

Ballad of Fallen Angels +300: Someone from your past is hunting you. They have similar skills and abilities as your own, but their hatred and obsession runs deep enough that they will not rest until at least one of you is dead.

Pierrot le Fou +400: The psychotic mad-man known as Mad Pierrot wants you dead. He can fly, has a force field of invulnerability, and a cane that doubles as any number of firearms. Good luck.

Ending:

After surviving 10 years in the solar system, it's time for you to make a decision.
See you, Space Cowboy: It's time to go home. You've had your fun, but this isn't where you belong. Take everything you've earned and learned from these Jumps and return exactly when and where you left.

Life is but a Dream...: Why should you go anywhere else? You know it's all a dream, and you're much happier in this place. You can spend the rest of your life here in Cowboy Bebop.

You're Gonna Carry that Weight: 10 years is enough time here, but it's not time to return to your real life. It's time for your next adventure, with everything you've gotten here.