Wall-E: Rebuilding Earth

Summary
So, that's it, huh? Wall-E and Eve saved the day, along with Captain Mcrea, and many others. But now, we have a planet to build! Remember, don't just survive, live! Don't always take the easy way out! Don't avoid pain, suffering, and struggle just because it's hard! This jump is about regaining what it means to be Human.
You'll need to colonize Earth, Jumper! And you'll be working hard for 10 years! And for that, take this!
1000CP!

Races
Human
Homo… Sapien? Something cleary went awry with you, however! Your bloated! And your bones are almost nothing, after your race has spent 700 years in space! Nevertheless, this is the only race for this jump, but this sub-category will remain as a Alt-form, should you ever wish to reminisce.

Origins…
There are no Origins. Your just here, to figure shit out, man.

Location
Anywhere, man. The world is your trash oyster.

Perks
Humanity - Free
No matter your form, your soul will always remain. You will always be capable of seeing, and feeling the world as a human being, even if you were a robot, even if you never even knew what it meant to be human.
This also acts as a luck perk, guiding you, and anyone even vaguely suitable towards experiences that allow them to embrace their humanity. You will always remain sane, and you will experience tremendous physical and mental growth from even the smallest of struggles, such that, even being raised on the Axiom, you could realistically rebuild the human race.

Freedom - Free
That time when machines quietly subjugated the Human RaceTM. Well, before that, it was subjugated by a CEO! Somebody call a plumber! Eh, Jumper will suffice.
You have an inviolable sense of freedom and independence, one that can never be snuffed out, no matter how hard the universe tries! You are immune to mind control, and no matter the comforts, you will always be willing to make the right choice, whatever that is. You gain freedom, such that you will never be ruled by comfort, or pain, ever again.

Endurance - 100

Synonymous with: Persistence. Which is what humans are good at! And you are the picture of it. You mind and body become endurance and persistence personified, being more robust. Your resilience to disease is super human, your recovery rate is that of an action hero! You can also rapidly adapt, and acclimate to newer climates, such that, something might take 50 years, would take 1 month. You also gain an increased pain resistance, up to that of an action hero. Your body will be ready to recolonize earth, Jumper.

Artist - 100
The thing that inspired me to make this jump! You gain an innate knowledge of all of humanities ancient art forms, and an exceptional degree of talent in them! 1 year of work will equal 10! And because your paying CP, this includes things like dancing, and singing.
Make sure you preserve history, Jumper. Lest we repeat it.

Farmer - 200
Now we're getting into the nitty-gritty! You have the abilities and willingness to get down and dirty, jumper! Hate dirt? Now you'll be able to power through it, and with style! While your fat body and have stupid-weak bones, you will make up for it in skill!
You know how to establish a primitive forms of farming. You have advanced knowledge as well, such as how to grow, or maintain soil quality. To create crop rotations. And how to maintain farms, or grow them for generations. Applying advanced science to agriculture becomes easier for you.
But more than that, it's what you do with it! You have the knowledge of a world class chef, and the fine-tuned senses of one too! With your cooking, no one will ever dream of a "Cupcake in a cup" again! Bwahaha, the greatest power of all was making healthy foods taste good!
Again, you have the ability to make rudimentary, and primitive items from plants, so weaving, to even sewing hemp or cotton is well within your abilities. Make sure it lasts, Jumper.

Landscaper - 200
More like an architect. Now, Jumper has all the knowledge to create house and small to large buildings from scratch. Your also somewhat of an engineer, and know how to dig holes, or even create mineshafts.
You can look at trash mountains, and immediately go through a series of epiphanies. You'll see materials, something you have encyclopedic knowledge of, and be able to put them all together by hand. Welding, soldering, to carpentry. This is the all in one skill you needed, Jumper! You, from scratch, can create workshops, and primitive tools, all the way into primitive machines, but nothing more advanced than the steam engine.

Unaffected - 400
Huh? Weren't you more… fat? Sorry, I mean… wow. Jumper, you look perfect. Over six feet tall, rippling muscles, and a 10/10 appearance in terms of beauty and physique. You could probably

run ten kilometres before starting to get tired. Straight up. You also have 20/20 vision, and the equivalent for any other senses.
More importantly, your immune to bad health. Specifically, from bad hygene, diet, or generational de-evolution. If you take this perk as a non-human, who became weaker than an ancestor species, you will immediately gain those effects. You are as powerful as your strongest of ancestors, and peak of any race you are. As a human, you look normal. And unaltered by 700 years in space.

Renaissance - 400
Yes, you are now a renaissance man (or woman). Development in one field of knowledge of school of thought or skill will not hamper you from any other, and will only help you. As you learn more, you'll find your rate of learning accelerating, with yourself easily applying knowledge from one field to another, quickly recontextualising and familiarizing yourself with any new field of study like you'd practiced it for decades.
You have knowledge over politics, enough to create a primitive society from nothing, and then refine it carefully over time. Debate skills come naturally to you, as does deep, and thought provoking introspection. You've actually become something of a philosopher. You become able to write, and speak, ideas and emotions to excite others. You'd be a master play, or screenwrite! But more so, you can create new, long lasting doctrines and laws, and get people to obey them. Or break them, getting able to convince people of right or wrong, whilst also encouraging free will and freedom of thought.
People who listen to you will live lives of good morals, and your yourself are no exception, able to get out of bed of a mountain of motivation and willpower every single day. You will always have the ability to do what you think is right, and what you think you should do. Nothing too deep, eh Jumper?

Its just business, and its easy - 600
Jumper… are you sure? This perk gives you the skill to create a business, a small one, and then a group of businesses, which then becomes a monopoly. The monopoly becomes global, and you take control over all resources, eventually becoming the CEO of Earth, and its sole dictator.
This is what lead to Earths downfall. Not just companies taking over, just one, single company, ruled by one little man. And you can do all of this. Even rebuilding Buy-N-Large, subjugating the last remnants of humanity. The debate skills in Renaisance pale in comparison to this, as you gain the ability to convince people that yours is the best course of action, because of law, ease, comfort, etc. Your just slick. Oily. Scummy… But more than that, your good at what you do.

To create Love - 600
To create a sentient machine, capable of love. To create something that is human, from scrap metal, and a few lines of code. That is your skill, and aptitude. Going from the 21st century technology, you could create the things that Buy-N-Large built!
You mind is peak human, perfect memory, indexing, with an indefinite storage, and the ability to dull dangerous or unwanted memories, releasing them at will.

You have an innate, immovable passion, for science. But also great skills in machine building. You could take humanity from steam engines, to the stars, recreating technology seen in the movie. You have a complete understanding of engineering and mechanics, just without the actual blueprints. But have a supernatural intuition when inventing, or building. Moments of brilliance strike you on occasion, for no reason at all. But they are especially common in moments of doubt, difficulty and confusion. You'll never find something out that you were wholly incapable of. But you have the ability to see in moments, what might have taken decades, and rarely, centuries of introspection.

Companions
EVE 2.0 - 100
No, not actually Eve… This is simply another robot, of the same make. Perhaps they're your soulmate, jumper? Lol.
You met them when they first booted up, and since then, they rapidly grew attached. Where you met them depends, however, and will change any circumstances you may or may not have.

Barry - 100
Barry is a surviving human, descended from some small pocket of humanity that survived. He's an excelant survivalist, and he comes with a small Garden! Nice, with Barry on your side, you'll have no trouble teaching humanity how to survive!

Nier - 200
Eh? This isn't canon… but I don't care! With the science presented within the movie, it's perfectly within the realm of possibility that BNL could have made a perfect human replica! And if you've purchased this, they have!
A tall, thin, perfectly beautiful human being, with white hair and dark brown eyes. They wear a sleak black dress, and have a sword that can chop through metal! They also have the skills to wield it.
You met them when you opened up a large box, and inside… Boom! They launch out, since then, you've talked, and they became quite sad and depressed at the outcome of Earth and Humanity. They often say things like, "for the glory of mankind!" and are very willing to martyr themselves for you, or humanity.

Puppies! - Free
Fine, you've found a colony of stray dogs, maybe somewhat feral from breading with wolves. You found them out there, living in the trash city. You rescued one, and now they've become attached! But still are somewhat feral, so watch out for that.

Feral child - Free
A lone child, living in a trash mountain. You found them, and sort of became their parent. They are very cute, just saying…

Items

Jumpsuit - Free
A red jumpsuit! And only in red. It stays clean, no matter what. It also always stays comfortable. Even defecating in it, will seem to have no issue, as all dirt and grime just… disappears. It'll always smell nice, and is quite breathable.
Automatically repairs itself, if completely destroyed, or stolen, or lost… will reappear in the warehouse 24 hours later.

A Future Gun! - 100
A gun, like the one that Eve's arm can turn into, firing beautiful blue pulses of energy, with it's strength easily adjustable in case you want to destroy something smaller. It's white, sleek, and always stays clean, and automatically repairs and recharges from nothing. If completely destroyed or stolen, it will reappear in the warehouse after 24 hours.

Futuristic armour - 200
It looks… Eerily similar to the Jumpsuit. Except its material is different. More leathery, and extremely advanced in it's scientific make-up. It's able to withstand the crushing pressure of the Ocean, the empty void of space. It can withstand extreme and sudden changes in temperature, from hot plasma, to near absolute zero. Impact isn't negated as much, so if you're shot by EVE, make sure you knock your head, alright? Also, has a gas mask on the head. Its hard to put on or take off.
Automatically repairs itself and cleans itself. If completely destroyed, stolen, or lost, it will reappear within your warehouse in 24 hours.

Schematics - 400
Schematics of the Axiom, and of all the machines on it. But nothing much. And what your getting is a hologram projector, holding all of this. It automatically cleans itself, repairs, and if stolen, lost, or completely obliterated, it will reappear in your warehouse 24 hours later.

The Ark - 600
An ark, like the Axiom, meant to cruise in the stars. One of many, iif you paid attention to the lore, lol. The humans and machines aboard will see you as their leader, and captain. And no auto-pilot will try to take control by force, as they are completely loyal to Jumper!
Note: you may choose to not have any humans on it, and have it as a ship that never left. Going inside, the machines will still think of you as the Captain.
Any humans you put in here, may be taken to another jump, so you can stock up on all your favourites, and after convincing them that the world is ending, and that they should get on board, you can freely take them into the next jump!
Note2: You may choose to import as a Captain who coincidentally came home to Earth at the same time as the Axiom and it's crew, if you choose to start out with a human population already on board.

Drawbacks
Extended stay - 100

Another ten years aboard earth. Note, if you take this, you have to stay on earth! No leaving, and no staying aboard an axiom, or the ark… Or whatever! You HAVE to HELP recolonize Earth, or chainfail!

Inert - 200
You weak, Jumper. 700 years in space actually made it HARD to live on Earth. Disease is something you are now extremely vulnerable to, and your body is quite weak. You also have several diseases, turns out, your paying for your ancestors crimes! You have several debilitating health defects and genetic defects.

Close-minded - 400
Because it is hard, we should avoid it. Your the same as that CEO, of BNL. A lazy piece of trash. You also seem to have lost your memories, Jumper! Though you have vague hints here and there, of something more, slowly regaining them over time, but it will feel like another person. You do, however, have self-awareness, and then perhaps some self-loathing. With hard work, and modern science, you can hope to match some of the other chubby humans, but never an old human. But your mind, and heart can grow and expand.

Feeble - 600
No out of jump powers, perks, items or abilities. You are completely cut off from your warehouse too, so deal with that.

Author Notes
1.0! Just finished this! Bery nice. I created this jump after watching Wall-E, and finding out there was an end credits sequence, showing that humanity actually does rebuild. And that shits was hardcore inspiring, so my first properly completed jump! Soz about seventh prince, lol. This one was just more streamlined and much smaller for a first project.