PACIFIC RIM

CYOA

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Version 1.0 (JumpChain Compliant)

Welcome to the world of Pacific Rim! This world's troubles began on August 10, 2013, also known as K-Day. The Breach, a portal to the mysterious other dimension know as the Anteverse, opened up in the Pacific Ocean that day, releasing the first Kaiju - Trespasser. You appear on January 1st, 2016 and the Jaeger Project - a plan to develop giant robots designed to fight the increasing numbers of Kaiju - is now in full swing. The Mk. 1 Jaegers have been deployed, and the Pan-Pacific Defense Corps needs every ally and asset it can get. You will be spending ten years in this world, and to help you go big, rather than going extinct, you have been given +1000 CP. Now prepare yourself, and let's go fishing.

Section 1: Location

Roll 1d8 for location or pay 100 CP to choose.

1. Hong Kong

The first city to host a Shatterdome, this small island will be the scene of a number of pivotal battles. This is the home of the Mk-1 Jaeger “Horizon Brave” and the main headquarters of the PPDC.



2. Lima

By August this city will host one of the southernmost Shatterdomes on Earth. Lima is a proud city that refuses to bow to the Kaiju threat, and it will soon be home to the Mk-2 Jaegers “Diablo Intercept” and “Solar Prophet”, and will later hold the Mk-3 Jaeger “Matador Fury.”



3. Anchorage

This Alaskan city is set to house a Shatterdome by November, and it is expected to become the guardian of the Northeastern Pacific. It is currently home to the prototype Jaeger “Brawler Yukon” and will someday be home to the Mk-3 Jaeger “Gipsy Danger.”



4. Panama City

One of the greatest hubs of maritime travel, the Shatterdome here will be fully completed in late November, and it will soon house the Mk-2 Jaeger “Puma Real.”



5. Vladivostok

The Shatterdome in this proud Russian city will be complete by early December, and it will quickly become the guardian of both the Bering Sea and the Northwestern Pacific. Vladivostok is set to house the Mk-1 Jaeger “Cherno Alpha.”



6. Tokyo

The capital of Japan is as vibrant as ever and it's Shatterdome, the future home of the Mk-1 Jaegers “Tacit-Ronin” and “Coyote Tango”, is set to open by mid-December



7. Sydney

The only site in Australia scheduled to host a Shatterdome, this city has a thriving arts scene and an indomitable spirit. The Australian Shatterdome will house the Mk-3 Jaeger “Vulcan Specter” and later on the Mk-5 Jaeger “Striker Eureka,” but the Shatterdome won't be completed until May of next year.



8. Free Pick

Lucky you! You can, for free, choose any of the above, or any city with a Shatterdome or that would see a Kaiju attack.



Section 2: Identity

Roll 1d8+20 for your age and keep your current gender, or pay 50 CP to choose your own age (within what you could roll) and/or gender. All identities except for Drop-In give you memories of a new life in this world and history with the people in it.

1. Drop-In (Free)

You arrive in this world with no memories, no friends, no enemies, and nothing to cloud your thoughts. You're dropped off next to the current PPDC base in your starting location and given all the proper documents you need to get a job.



2. K-Science (100CP)

Whether you were a Kaiju groupie or just another concerned biologist, you're now a member of the PPDC's Kaiju Science division, dedicated to learning the enemy's secrets and weaknesses, as well as possible uses for their remains."



3. J-Tech (100CP)

You joined up with the PPDC shortly after they began recruiting engineers, looks like all those robotics courses were worth it after all. You're a member of the PPDC's Jaeger-Tech division, responsible for researching, maintaining, and upgrading the machines that will save humanity!



4. Ranger (200CP)

After seeing the destruction caused by the Kaiju, you volunteered to become a Jaeger pilot. PPDC Rangers are tasked with piloting Jaegers to defend the shores of the Pacific from the Kaiju menace, and raising the moral of the public to ensure support for the Jaeger program.



4. Experimental Human/Kaiju Hybrid (600CP)

A few months ago you were a Kaiju research scientist for the PPDC, but now you're a monster. Apparently one of the other researchers somehow figured out how to transform humans into Kaiju. He chose you as his first test subject, and now you have the strange ability to switch between human and Kaiju form at will. This new body has a number of specifics about it;

1. Regardless of how humanoid or monstrous you decide it looks, it has rough gray skin, blue bioluminescent markings (and innards), a tail, and is of Category III size. (200-300 ft tall.)
2. Even in human form, your blood is now Kaiju Blue. If something cuts you, this will be a dead giveaway as to what you are. After ten years you'll be able alter the toxicity of your blood at will.
3. This will not save you from Kaiju attacks – the hive mind constantly tugs at your will, and if the Precursors - The aliens responsible for creating the Kaiju - can't convince you to join them, they'll send your brethren to drag you to the Anteverse.



Section 3: Skills & Abilities

1. Djawadi's Favor (Free)

There will ALWAYS be a well-composed rock/electronic soundtrack for your fights, unless you choose to substitute a specific song during a given battle.

2. Drift Compatibility (100cp)

(Free: Ranger)

There is one individual in this world with whom you can Drift so as to pilot a Jaeger. “Drifting” is a process that digitally connects two people's minds, and allows them to see each others memories. Your Drift partner can either be anyone from this world, or someone you happen to have brought with you from a different universe. If you decide to create a new Drift partner from this universe, they can become your companion if you decide to leave.

3. Kaiju Behavioral Studies (100cp)

(Free: K-Science & Hybrid)

You have an innate knowledge of how Kaiju act and adapt to situations. You'll be able to form plans and strategies to combat them. If you decide to move on this ability will extend to cover all non-sentient aliens and monsters.

4. Quality Assurance (100cp)

(Free: J-Tech)

Something about your designs for new Jaeger weapons is always so... well-thought-out. Whatever you plan to stick on one of those machines, it seems to match up just fine with the plans, and a lot more of your ideas might be considered as a result. Don't try anything silly with this though, the Jaeger does not need a crotch gun.

5. Combat Training (100cp)

(Discount: Drop-In)

You receive basic military weapons and hand-to-hand training. Your hand-to-hand skills carry over to both Jaeger and Kaiju fighting styles.

6. Kwoon Training (200cp)

(Discount: Ranger)

For when combat training isn't enough. You receive master-level training for one weapon and one existing martial art. Your martial arts skills carry over to both Jaeger and Kaiju fighting styles.

7. Optical Kaiju Analysis (200cp)

(Discount: K-Science)

You seem to have a sort of “sixth sense” when it comes to Kaiju or anything like them. You'll know at least one of their weak-spots and special abilities just by looking at them. If you decide to move on this ability will allow you to literally see enemy weakspots highlited. This only works on "Boss" enemies, and only you will be able to see the weakspots highlighted.

8. Percussive Maintenance (200cp)

(Discount: J-Tech)

How is it that you're able to get things working again by kicking them half the time? Eh, maybe you know where to hit them?

9. Falling Down (200cp)

(Discount: Drop-In)

You're used to dropping into places, so don't be surprised if you survive falls from about a Mk. 3 Jaeger's height. These will still be painful, and you could still die if left untreated, but you won't die immediately

10. Delivery Boy (200cp)

You know, the PPDC need to move a lot of people and equipment around, how do feel about heights? With this perk you become an expert helicopter pilot, you can easily fly in formations, and bad weather no longer poses a threat to your skills. You'll also receive all the documents necessary to get a job as a pilot.

11. Multiport Drift (400cp)

(Discount: Ranger)

There are now five people you are capable of Drifting with without incident. However, these must stay in this world unless they were already traveling with you.

12. Hazmat Officer (400cp)

(Discount: Hybrid)

You have an innate understanding of the procedures for containment of Kaiju biological material and decontamination of areas subjected to Kaiju attack. If you decide to move on then this perk will not only allow you to immediately identify any biohazardous material you may see, but also and understand how to neutralize it.

13. Mental K-Watch (400cp)

(Discount: K-Science & Hybrid)

You can sense when the Breach is about to let out a Kaiju, a gut feeling will alert you to the monsters imminent arrival. This happens anywhere between three to six hours before the sensors actually detect the Kaiju signature. If you decide to move on this ability will extend to cover all non-sentient aliens and monsters. You'll be able to predict when a creature is about to attack you.

14. Neural Bridge Operator (400cp)

(Discount: J-Tech & Ranger)

When it comes to helping Rangers maintain their Drift you're one step above. It's like you've been born knowing how to do it. Heck, you could probably force them back into calibration if someone starts chasing the R.A.B.I.T. If you decide to move on then this perk will boost your computer skills.

15. Where's My Shoe? (400cp)

(Discount: Drop-In)

You can survive against the highly toxic Kaiju blood and guts for much longer than other humans. Also comes with a pair of functional but fancy shoes. If you decide to move on then this perk will boost to your overall toxicity and radiation resistance.

16. An Extra Pair of Hands (500cp)

Time to call in some backup. You gain up to 8 companions for your own personal team, each companion receives an identity and history in this world similar to your own, as well as any free boons granted from their identity. (Hybrids gain a Kaiju form, Rangers get a Jaeger & Drift compatibility, etc.) Items purchased multiple times can be given to companions.

17. Hazard Pay (600cp)

(Discount: K-Science)

Working around mechs, giant monsters and heavy machinery is a dangerous job, fortunately your employers recognize this and compensate you appropriately. Basically, the more dangerous your job get's the more you get paid.

18. Solo Pilot (600cp)

(Discount: Ranger)

To the surprise of everyone, your brain is strong enough for you to handle the neural load of a Jaeger all by yourself, seemingly indefinitely. If you decide to move on then this perk will give you a massive boost to your overall willpower.

19. One Man's Trash... (600cp)

(Discount: J-Tech)

They give you a nearly-scrapped Jaeger and you give them something stronger than it was before in a few months. You seem to know how to account for and mitigate the weaknesses that got the machine trashed in the first place when making repairs.

20. Today, We Are Canceling The Apocalypse! (600cp) (Discount: Drop-In)

When all hope seems lost, it's you who can make the speech and rally the troops, whether they be PPDC staff or scared civilians. In addition, you no longer fear the Kaiju at all, if one looked you in the eye you'd spit in however many it had.

Section 4: Items & Gear

1. Jaeger (400cp) (Discount: Ranger)

A brand new, completely unique Mk. 2 Jaeger. Refer to section 5 below for details. Rangers Receive 1 of these for free.

2. $200,000 (50cp)

It's money. You buy things with it. Can be taken multiple times.

3. Plasma Grenades (100cp)
(Free: Drop-In)

Five plasma grenades. Come in both sticky and non-sticky variates.

4. Acid Pustule Jacket (100cp)
(Free: K-Science)

A coat made of carapace and small acid sacs presumably extracted from a Kaiju corpse. One of the sleeves has a built in mechanism that lets you shoot acid outwards. Overall It looks pretty freaking cool.

5. Reactive Armor (100cp) (Free: J-Tech)

This armor negates impacts against you by simply falling off when you are struck with great force. Why are you wearing this? Because sometimes things explode when you're building a Jaeger.

6. Flare Gun (100cp) (Free: Ranger)

You've got a flare gun with unlimited flares!You could probably do something really stupid with it.

7. Kaiju Medkit (100cp) (Free: Hybrid)

A small black and blue box containing 5 rolls of medical gauze that can absorb Kaiju blood. There's also an instruction pamphlet in the box that shows you how to make more of the gauze.

8. Contact Book (200cp)
(Discount: J-Tech)

You have a small phonebook that lists important personnel. Bodyguards, Kaiju organ extraction crews, contacts in both government and the black market. Heck, this thing even has Stacker Pentecost and Hannibal Chau's numbers in it.

9. Pressure-Resistant Drive-Suit
(200cp) (Discount: Ranger)

This specially-designed Drive-suit can keep you alive for some time at the crushing depths of the sea. Good luck swimming back up in an hour, though, and don't get eaten by sharks. That still hurts.

10. Panic Button (200cp)
(Discount: J-Tech, K-Science & Drop-In)

Kaiju bothering you? Not anymore with the Panic Button! You can press it to call for Jaeger backup! Just make sure there's actually a Kaiju to fight.

11. Submarine (300cp) (Discount: Drop-In)

An underwater vehicle that has 4 seats, torpedoes, search lights, and an airlock. It's large enough to store a small escape boat.

12. Strange Notes (600cp)
(Discount: K-Science & Hybrid)

By one means or another, you've come across what appear to be highly technical (and somewhat insane) research notes. The only thing you understand right now is that there's a picture of an arrow pointing from a person to a Kaiju. Maybe a few decades of looking this over will crack the five different kinds of code it's written in...

13. Mysterious Blueprints (600cp)
(Discount: Ranger & J-Tech)

These blueprints look like they're for a Jaeger, but the comments on them say that half the stuff listed hasn't been invented yet, and the other half is too expensive. Even so, the design almost looks like it could be mass-produced, and that symbol near its power core looks kind of like the Breach. With a few decades of study, you could probably build one, then teach a medieval peasant how to do it... and the specs on this thing are better than Striker Eureka's. Where did these blueprints even come from!?

14. Mini-Jaeger (600cp)
(Discount: Drop-In)

A suit of power armor based on Mk. 2 Jaeger designs but modified to be piloted by a single person. It could serve as a control-suit if a
Conn-Pod were refitted to contain it, and you're pretty sure you could learn to make more if you took it apart and put it together a few times.

Section 5: Jaeger Loadout

Here, you can customize your own Jaeger (if you bought one) and purchase various upgrades from two different categories. Remember to choose a name and color scheme for your Jaeger, and that Jaeger names and components are never reused. Also remember that the Jaeger will have as many arms as there are pilots. If you take it with you you'll receive the Shatterdome Button. Simply press it when you need your Jaeger, and the Carryalls will arrive in about three minutes. After that it's just a matter of getting yourself and your co-pilot into the Conn-Pod.

Body

Basic Hull (Free) - The most basic form of Mk. 2 Jaeger hull. No special abilities, but it gets the job done.
Foghorn (Free) - A foghorn that sounds whenever the Jaeger approaches battle.
Hardened Hull (50 CP) - A tougher version of the Mk. 2 body, capable of withstanding severe Kaiju attacks.
Reactive Armor (100 CP) - A sort of "overcoat" for the Jaeger that peels off when struck, thus making the majority of the impact useless against the main systems.
Chest Conn-Pod (100 CP) - A Conn-Pod in an area that the Kaiju wouldn't ordinarily think of attacking. Very well armored too.
Tesla Armor (200 CP) - A layer of armor with a special trick - any Kaiju that attempts to strike the Jaeger receives a powerful electric shock!
Flex Joints (100 CP) - The Jaeger is now much more flexible, able to perform such maneuvers as flips and kicks!
Radiation Shielding (100 CP) - The most advanced radiation shielding known to man. This will protect the pilots both from the internal reactor and any outside sources of radiation.
Prototype Vortex Reactor (300 CP) - A prototype of the much more efficient nuclear reactors of the Mk. 3 Jaegers, and capable of keeping a Jaeger running for far longer than the usual Mk. 2 reactor.
Stabilizing Fins (100 CP) - Large fins on the back allow this Jaeger to keep its balance more easily in combat.
Sound System (50 CP) - Thanks to this new set of speakers, the pilots of this Jaeger can now taunt Kaiju loudly enough to be heard during battle.
Sprint Boosters (100 CP) - A set of rockets attached to the Jaeger's back that allow it to dash quickly over short distances during battle.

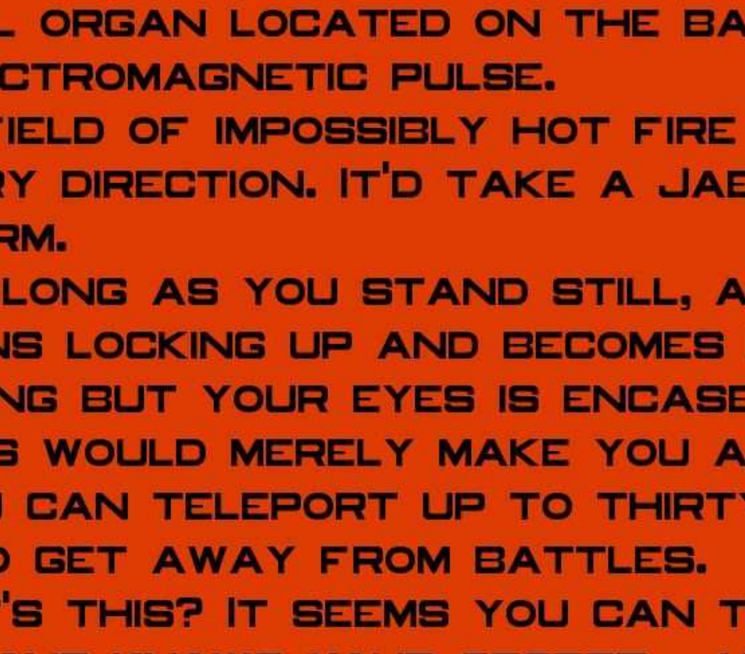
Weapons

Brass Knuckles (50 CP) - The Jaeger is now capable of punching Kaiju into submission, with enough time - and, as the hands are now damage and temperature-resistant, there's little need to worry about breaking the hands punching an especially tough Kaiju.
Roll of Nickels (50 CP) - A pair of incredibly dense cylinders that the Jaeger can grasp to increase the power of its punches.
Piston Punch (50 CP) - With powerful hydraulics installed in its arms, the Jaeger can deal much harder punches than before, breaking teeth and cracking skulls!
Tesla Fist (100 CP) - The Jaeger can now channel hundreds of kilovolts into its punches, and thus into the Kaiju it is punching!
Elbow Rocket (150 CP) - The Jaeger now has powerful rockets in its elbows, accelerating its punches further!
Fangblades (50 CP) - A pair of blades attached to the arms at all times. They are heated so as to cauterize Kaiju wounds before Kaiju Blue can escape.
Chainsword (100 CP) - A sword that deploys from the Jaeger's wrist. More powerful and durable than the Fangblades, but with no cauterization properties.
Sting-Blades (200 CP) - A pair of wrist-mounted, retractable thermal blades that deal serious damage to Kaiju.
Plasma Caster (100 CP) - The Jaeger can now fire plasma shots from one of its hands, and emptying the clip should be enough to take down most Kaiju at short range.
Incinerator Turbines (100 CP) - These turbines, linked to the Jaeger's reactor, are essentially a nuclear flamethrower.
Cryo-Casters (100 CP) - This liquid nitrogen launcher is capable of reaching through flames and freezing a Kaiju solid, given enough time to work on the whole body.
Thermite Rocket Pack (150 CP) - A rocket pack that launches thermite shells at Kaiju, potentially setting them aflame.
Fuel Purge (150 CP, requires Prototype Vortex Reactor) - The Vortex Reactor can now be used to spew a short-ranged but powerful jet of nuclear fuel at Kaiju.
Mercury Cannon (150 CP) - The Jaeger can fire blasts of molten metal at Kaiju to blind, scald, or finish them.
Shoulder Cannons (200 CP) - Exactly as the name suggests, a pair of shoulder-mounted cannons that can simply blast Kaiju to death.
Spitfire Cannon (200 CP) - An autogun that fires thermal shells for wound cauterization. The bullets are made from recycled metal so you're actually helping clear landfills by firing it.
K-Stunner Missiles (250 CP) - Chest-fired missiles capable of piercing Kaiju hide and killing on a direct hit.
Railgun (250 CP) - It's a railgun. Fire it at a Kaiju and it will hurt. Very scientific, very satisfying.
Light Amplification via Stimulated Emission of Radiation (250 CP) - It's a L.A.S.E.R! This can really mess a Kaiju up.
S-11 Pulse Launcher (300 CP) - Mounted to the wrist, this energy weapon fires bolts of electrostatic energy that can temporarily paralyze Kaiju.
Antimatter Casters (400 CP) - A pair of wrist-mounted antimatter shooters. Bleeding-edge prototype, highly risky, but VERY satisfying to use.
Impact Hammers (100 CP) - A pair of hand-implanted weapons for the Jaeger to wield against armored Kaiju. These essentially turn an open-handed strike into a shotgun blast against armored enemies by sending said armor bouncing around their innards like shrapnel.
Foot Spikes (100 CP) - Ostensibly a set of stabilizing spikes wired into the feet, these are in actuality more useful for stunning Kaiju for a minute or so by stomping on them.
Drills (100 CP) - A pair of drills mounted on the hands. With these the Jaeger can easily pierce Kaiju armor.

Section 6: Kaiju Adaptations

This is a list of abilities that Experimental Human-Kaiju Hybrids may find themselves with. All Hybrids start with the usual size, strength, toughness, and pressure resistance of a normal Category III Kaiju when in their Kaiju form. Also, all of your physical capabilities scale to your new size. You also get three free 150-CP or below Adaptations in addition to the ones listed as being free

Might (Free) - You certainly hit harder than a lot of other Kaiju, don't you?
Speed (Free) - Well, now! Fast one, aren't ya?
Toughness (Free) - You're pretty tough for a Cat-III. Shrugging off a few more Jaeger punches should be a snap, but don't get too cocky
Bladed Appendage (50 CP) - Can be bought multiple times. One of your limbs (or perhaps your head or tail) has a natural blade on it somewhere.
Shedding Armor (50 CP) - You have a set of scutes atop your skin that fall off when struck hard enough, making the force from most hit's useless against you.
Acidic Feelers (100 CP) - You have a pair of antennae or such that secrete a powerful acid upon striking a target. They cannot, however, launch the acid at a distance.
Crushing Pincers (100 CP) - You have a pair of pincers somewhere (or one on your tail) that could easily crush a Conn-Pod... if they don't see you coming.
Extra Limbs (100 CP) - You have a smaller second pair of arms for more delicate work.
Poisonous Gas (100 CP) - You can spray a sort of aerosolized Kaiju Blue at human targets. This does nothing to Jaegers, though...
Cryo-Breath (100 CP) - Simply by exhaling forcefully you can freeze the liquids in and on a target rapidly, thus causing ice wedging and all other sorts of nastiness.
Carapace (100 CP) - You have an extra-tough layer of armor on most of your body, capable of shrugging off all conventional weapons and holding up against a Jaeger for hours.
Multiple Tails (150 CP) - You now have three tails, each with a spike on them.
Petrochem Spray (150 CP) - You can spray a slurry of highly flammable petroleum derivatives at your foes.
Acid Sprayer (150 CP) - You can spit highly corrosive acids at your enemies.
Sonic Wave (150 CP) - You can release a powerful sonic attack, capable of damaging Jaegers and disorienting their crew.
Pneumatic Spine Shooter (150 CP) - You can now fire tough, bony spines from your back and Shoulders.
Wings (150 CP) - You have wings big enough that you can fly into low Earth orbit. Yeah, that's pretty much it.
Invisibility (150 CP) - Wait, what? How does something this big change colors to blend in with its surroundings? Are we dealing with chameleons now?
Wait, I Died? (150 CP) - While your cognitive skills suffer a bit of decay in your Kaiju form, it would take the obliteration of your limbs and/or the utter annihilation of your brain to stop you from fighting at full strength - you are literally too dumb to go down when you should.
Organic Railgun (200 CP) - This weapon, built into your tail, works via Precursor Bio-Science (TM), but produces the same results as a railgun.
Slag Spray (200 CP) - You can fire a plasma-like burst of molten uranium and plutonium from your mouth.
Atomic Breath (200 CP) - How the heck are you weaponizing pure radiation, then shooting it from your mouth as a beam?
Pressure Sprayers (200 CP) - This weapon lets you draw in water through your skin to fill a pair of holding sacs on your torso, from which you then expel the water through your mouth at a pressure high enough to cut huge gashes in an unprepared Mk. 1 Jaeger's armor and lay waste to conventional forces.
EMP (200 CP) - With a special organ located on the back of your head, you can emit a 10-kilometer-radius electromagnetic pulse.
Wall of Flame (200 CP) - A field of impossibly hot fire extends out for half a kilometer around you in every direction. It'd take a Jaeger to even get close enough to see your Kaiju form.
Magnetic Field (200 CP) - As long as you stand still, all machinery within a 5-kilometer radius of you begins locking up and becomes difficult to use.
Iron Skin (200 CP) - Everything but your eyes is encased in a metal-like layer of flesh. Even nuclear weapons would merely make you angry.
Teleportation (200 CP) - You can teleport up to thirty kilometers twice per day, but this can only be used to get away from battles.
We Know (200 CP) - Oh! What's this? It seems you can tell, as if by psychic powers, whether or not anyone knows your secret... and where they are.
Living Breach (500 CP) - You have a miniature Breach inside of you, allowing you to spawn what are essentially Category 0 Kaiju - about five per day. You essentially vomit them out, but the process leaves you weak and sluggish.



Section 7: Drawbacks & Future

You can take up to two Drawbacks for a total of +600 CP.

Kaiju Groupie (+100 CP) - You seem to have a strange appreciation for the giant monsters destroying the world. This will earn a bit of suspicion from your peers and may hamper your ability to fight or flee. If you happen to be able to turn into one, this will make you more likely to give in to the voices that tell you to kill all humans.
Numbers Never Lie (+100 CP) - Well, aren't you an analytical one? Of course, you've also become near-notoriously inflexible and impersonal. That couldn't possibly go wrong...
Chasing the R.A.B.I.T. (+200 CP) - Whether in the Drift or outside of it, you have a bit of a problem. You will often get lost in your memories, causing you to become dangerously detached from reality.
Puny (+200 CP, Hybrid only) - Your Kaiju form is only Category-I. Uh-oh.
Trying To Stacker The Deck, Are You? (+200 CP, Ranger only) - Well, now. Looks like you've got radiation poisoning. You might wanna get that treated...
Two-Way Street (+200 CP, K-Science only) - You drifted with a Kaiju brain, you idiot. They know where you are now.
Heavy-Hansen'd (+300 CP) - You speak with accents and slang obnoxiously characteristic of your home region, and you tend to hold pretty much anyone who isn't you with quite a bit of disdain. Expect to act like a total jerk on a regular basis.
Top of The Wall (+300 CP) - You'll spend five years working on the Anti-Kaiju Wall, haunted by the knowledge that it will fail. Also, on your last week on the Wall, there will be a Kaiju attack at your location, and you won't have anything fancy from this world to fall back on. Better hope you could already kill a Kaiju. Don't worry, you'll find your stuff again when that's over.
Jumper Alpha vs. The World (+600 CP, takes both Drawbacks) - Welp. It's just you, your partner (or Kaiju form), and this one city. The plan to seal the Breach failed, and Cat-5's are escaping the Breach every single day. Japan and China are completely overrun. Nobody's heard from Australia in years. The PPDC doesn't exist anymore - Stacker's dead and they never recovered Gipsy. There's even rumors of something unholy out there - a Category TEN Kaiju.

Regardless of what Drawbacks you took, they are revoked at the end of the ten years - also, the Breach closes automatically at that time regardless of what you changed, should you so decide. You have three choices from here:

For My Family - You return home to Earth at the moment you left with everything you've gained so far. Good luck, and enjoy your life!
Apocalypse Status: Cancelled - You remain in this world with everything you have obtained so far, and on Earth, it is as if you simply died. Your affairs will be taken care of.
Let's Go Fishing - You move on to the next world, taking everything you've obtained so far with you. Good luck out there!

And remember... you can always find me in the Drift.