

On June 1, 2009, months after twelve X5 super soldiers escaped enslavement, terrorists detonated an electromagnetic pulse weapon in the atmosphere over the U.S., which destroyed the vast majority of computer and communication systems, throwing the country into chaos. Ten years later in 2019, the now 19-year-old X5-452 who calls herself Max Guevara, struggles to search for her Manticore brothers and sisters. In the recovering United States, which is now barely more than a developing country, she tries to live a relatively normal life and evade capture by Manticore, which wishes to recover its lost asset. So take **1000 CP** to prepare yourself for the next 10 years.

Origin

You may choose your gender, age, & appearance for free. Any Origin may be Drop-In.

Normal - Free
The workers, police, and day to day people who have no idea what is really going on in the world.

Manticore - Free
Maybe you are a member of a secret government contractor that has been experimenting on children to create the perfect super soldier. Or maybe your job is somewhat more Familiar to the government?

Transgenic - Free
Where is the fun in being normal, you are one of the many individuals who have been enhanced with genetic engineering and are referred to as Transgenics, Mutants, and Freaks.

Starting Location

You may pick anywhere on the west coast of the United States for free, below are some notable locations important to the story.

1. Gillette, Wyoming
2. Seattle, Washington
3. Portland, Oregon

Perks

Both 100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin. Note you can buy perks from any category, they are only discounted for your origin.

General

Beauty - 100

So many people here are breathtaking. You may choose your appearance to have as long as your species is capable of it you will always look like it, so no chance of it being changed against your will. Your appearance never deteriorates due to lack of exercise or food, & you consume enough calories to prevent malnourishment. Any injuries will fully heal without scarring, when you can heal that wound. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost.

Polyglot - 100

You have the knowledge of how to read, write, and speak all languages from earth pre 2019. To top it off you will learn new languages in less than an hour and even be considered fluent in less than a day, and are an excellent teacher who can easily pass on these languages to people.

Natural - 400

You are at the peak of the physical & mental limit for your species, and any barriers to improve yourself are easily overcome. You have infinite psionic potential along with a body that can perfectly handle your power, and you will be able to generate psychic energy no matter where you go. You are able to control how much pain you feel. To help future generations any negative aspects of your species you have or gain will very slowly disappear over time, and this perk will be inherited by all of your children along with your spouses.

Normal

Jam Pony Messenger - 100

You are an excellent courier able to get information or objects to their destination. You can bypass checkpoints, get around guards, and deliver your package without incident. During delivery type jobs you do not get harassed, security and police pay no attention to you, and while passing under the radar you can always smuggle a person or object with you given you are a trusted courier.

Culinary Masterpieces - 100

When it comes to cooking you always seem to make great tasting food. Using high quality ingredients to make the best version of grandma's lasagna to plain old ingredients for making a tasty sandwich, when you are cooking the food is always enjoyable. You are quite gifted in the kitchen, even without having made a dish before you can follow directions and make a restaurant quality meal. When in the kitchen you rarely make mistakes, and if you do you can easily correct it so the food still tastes great.

Normal - 200

You are a natural leader of the people, you are so charismatic that even when you are being rude you are beloved by your people. If it relates to administrative or logistical work you can do it all in a quick, efficient, and error free way. If you do not wish to do the work you can easily find quality people to do the "boring" work, so you can take time for yourself.

Bodyguard - 200
You may have to protect and escort individuals from time to time, or even protect those you care about on missions. You never have to worry about them being targets as long as you or your people are present. You and members of your team will always be targets before anyone you are protecting or care about are in danger.

Detective - 400
You are now the type of person who can make connections between small details with truly staggering skill in inductive and deductive abilities. When given specific details you can quickly utilize your inductive reasoning skills to form a general outline of events, and as you gather more evidence it will flush out until you have the complete picture. While with your deductive reasoning skills you can take some general facts to create a specific outline to follow, and as you follow that trail you will make a more detailed picture of events. The utilization of these two skills allow you to pick up the details that even trained soldiers and modified transgenics miss.

Happy Ending - 400
You easily attract the attention of those you have a crush on and if the feeling is mutual your relationship will continue with minimal fuss. If another wants to join in, well who are you to say no. Those you are in a relationship with will appreciate the positive parts of it and you will work through any negatives that may arise. A happy ending is in the story for you, so no worrying about your loved ones being targeted by unscrupulous individuals. As long as the involved parties want the relationship to work, it will be better than they could ever imagine.

Logan's Luck - 600
Logan survived many attacks that should have killed him outright, and now you share this ability to survive attacks that should instantly kill you. This is because you are completely immune to any attacks that could be considered conceptual, instant kill, one-hit, instant death, or critical hits. You have absolute protection that will always prevent your death against these types of attacks.

Eyes Only - 600
When it comes to the digital age you are a once in history savant. You could go from knowing nothing about the internet to being the greatest hacker on the planet in less than a week, if you had other things to do. You can hack anything connected to a network, can easily find secret information thought deleted and gone, & you could even create the software necessary to set up your own vigilante show that airs on every television all the while preventing anyone from ever tracking you. Your understanding of digital information is second to none, and with some training could easily overcome whole teams of government hackers on your own. This applies to any and all aspects that would be considered coding, hacking, etc.

Manticore

I Want the Records - 100
You are excellent at getting information out of people, and utilizing everything you have to squeeze information out of people. As a top tier interrogator you have a hunch when people are lying or telling the truth. From abusing your authority to "enhanced" interrogations you have a knack for being able to know just the right buttons to push to get what you are looking for.

Memories - 100
When you talk to a person you can easily help them recover memories and overcome mental traumas. Manticore trained all of their personnel on how to forget memories. You have taken it further to figure out how to reverse it and to not only help others recover memories, but also help them heal any mental damage they have accrued.

Escape & Evade - 200
You can escape any type of containment so no maze, prison, or trap can hold you. When you are surrounded on all sides and time is not on your side you can quickly analyze everything around you; and then you can figure out which of your perks, skills, abilities, and powers can help you escape.

Ranger - 200
You are a natural at tracking people down from the smallest of clues. While you are tracking someone down you maintain excellent awareness and are aware if the roles have been reversed. Urban or rural environments make no difference to you, you can track an animal in the forest as easily as you can follow a Transgenic in the city.

Phalanx - 400
You quickly learn anything related to combat even if it is in space, air, sea, or on land until there is nothing left to learn. Everything from martial arts to piloting to tactics and strategy. These skills and abilities for war will continue to grow and evolve as you experience combat, eventually making you best at every aspect of war. You will just be as deadly a decade or century from now, because you do not lose capability with your body, knowledge, and skills no matter how much time passes.

Transgenic Technology - 400
When you want to change the world, you need to first build the technology necessary to make those changes. You have mastery with all forms of STEM (Science, Technology, Engineering, & Math) but you have an unparalleled talent with anything related to Transgenics which includes medicine, genetics, cybernetics, & transhuman fields. This means with your talent you could learn everything related to Transgenics within a week if you started with no knowledge, and with your mastery with other STEM subjects means you could learn everything in another STEM subject in a month. You can apply the concepts of modularity, miniaturization, efficiency, redundancy, and robustness to their limits in anything you build or improve. You will quickly be able to reverse engineer & repair anything you come across, but the more advanced something is the longer it will take you to understand.

Father - 600
You are at the forefront of Transgenic Research & Development, a true master at repairing and tinkering with genetics. If it deals with Transhumanism you are the undisputed best at it. You will have vastly improved results when modifying the body along with no negative side effects and will never make mistakes. You also quickly learn and comprehend any knowledge related to Transgenics. This means you could repair and improve a sick transgenic within a day with the right equipment. With the right knowledge & equipment you could even create your army of Transgenics. This perk applies to all Transgenic, medical, genetic, cybernetic, & transhuman knowledge; and it synergizes with any technology, perks, powers, skills, or abilities in those fields.

Sandeman - 600
You have the complete and perfected knowledge of Transgenics from this universe up to 2019. To start off with this includes a perfected version of the X5 project. On top of the X5's it includes all of Manticore & its competitors Transgenic projects, along with genetic data called "Naturals". To ensure you can bring about an evolution of mankind you will get the knowledge of every piece of equipment ever used to make Transgenics; everything from laptops and super computers to DNA resequencers and centrifuges. This perk synergizes with all of your knowledge, perks, and powers so that you can continue to use knowledge of how to make the best X5's possible.

Transgenic

I Don't Sleep - 100
You are one of the lucky ones you can go for days at a time with little to no sleep. Your stamina is the stuff of legends and you could be active constantly for up to four days before your stamina runs out, and speaking of sleep you only need 3 hours to completely recover from fatigue and energy loss.

Cat's Grace - 100
You have the greatest ability of Max's at your fingertips, the ability to walk away from any fall. No matter the distance you fall you will always be able to walk away from a fall with no injuries. Other factors like ability to breathe where you fall, or endure the heat or cold during your journey are up to you to deal with. So as long as you could survive the temperatures and vacuum you could walk away from a fall from orbit with no injuries.

Cat Burglar - 200
You are a gifted thief. You start off able to case a location without drawing attention, can approximate the value of items, being able to sneak in and out secure locations without getting caught or setting off alarms, and finally you can now to either find a trustworthy fence or know how to put the word out about your stolen goods without drawing additional attention. As you continue to rescue objects of interest from their dusty shelves you will quickly grow in all of your capabilities as a thief, maybe one day you could even steal from the most secure government facilities on the planet.

Survivor - 200
You have been tailor made to be able to survive in some of the harshest places on earth. So you are immune to heat and cold, the vacuum of space, crushing pressures, & radiation. While you can survive in these conditions, you still need food and water to survive. To ensure your survival all of your perks are protected from being lost, stolen, suppressed, or removed.

Universal Donor - 400
All perks, except this one, you take in this jump may be shared with up to 11 people you designate by willingly sharing blood with them. Those you designate must have some trust in you to receive this, and in return you gain their eternal trust. Once you have done this to someone it can not be undone unless they die, but once someone you have shared it with dies you will regain that slot to give to someone new. You may add one perk you have from other jumps and add one person, every ten years or jump completed whichever happens first.

X5 - 400
You have been augmented with DNA from multiple feline sources. The results have enhanced you beyond the limits of humanity. Every aspect of yourself is enhanced in mind and body. Athleticism, mobility, dexterity, agility, speed, reflexes, instinct, endurance, stamina, strength, stealth, intellect, memory, senses, & night vision are the most notable beyond the limit of human enhancements for Manticore subjects. X5's have been noted to be capable of extraordinary feats of parkour to dodge bullets, or taking out whole squads of trained soldiers in CQC in mere seconds. You are in complete control of your body and all of its functions, you can utilize the perfect amount of strength no matter the circumstance or prevent unwanted pregnancies during inopportune times, as long as it is part of yourself you are in complete control of it. Beyond complete control of your body, you now have infinite potential in everything. All enhancements to you have the best possible positive results, and any negative side effects will either never happen or permanently disappear over time. You will never stagnate and evolve slowly as time goes on, and as a perfect example of your species you will have control over this evolution.

Anomaly - 600
You have gained a perfected version of one of the Manticore anomalies, Immortality. You regenerate as long as an atom of you remains and with no scarring afterwards. If your body parts are separated it is from the largest piece that you regenerate leaving no chance of multiple of you running around due to this. This regeneration affects your body, mind, and soul ensuring that any damage you take heals. The time it takes to regenerate a minor injury is near instant, while full body destruction would take a minute to regenerate. You have control over your regeneration; so if you want to permanently edit your genetics or stop something from regenerating you can. You stop aging once the prime of your life is reached or revert back to your prime, in essence granting you eternal life. Your appearance never deteriorates regardless of lack of exercise or food. Since you no longer need to eat, drink, or breathe for living anymore, but may still do so for enjoyment. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost. Your mind is equally made immortal granting you a perfect memory, with instant recall, unlimited storage, perfect indexing, perfect comprehension, and you can not lose your memories if your head is destroyed or time altered. Your immortality includes being immune to disease, poison, corruption, changing or copying your memories, mental attacks, hacking, mind control, brain damage, & possession.

Nine Lives - 600
Max is like a cat with how many lives she has, where others would or should have died she will somehow manage to survive. Like Max you now have nine lives that act as a 1-up in the event that you die. You can designate a safe spot you either own or are physically at beforehand that you can revive, fully healed but exhausted. If you do not pick a spot or just want to you can revive where you died, fully healed but exhausted. You will gain back one life every 10 years, until you hit nine lives.

Items

All Items may be bought repeatedly. All Items are discounted to half price for their respective Origin, this does include upgrades to items. Each Origin's 100 Item is free the first time, then it is only 50. Note you can buy items from any category, merely not discounted. Any changes or upgrades made to items bought here are yours and you keep them after the jump. You may import items to receive upgrades from purchases in this section.

General

Dark Angel Media - Free
You gain all media about the setting on an indestructible drive. This includes all books, tv shows, soundtrack, video games, and fanfictions that involve Dark Angel.

Bicycle - Free
You have a durable bicycle of your desired make and model.

EMP - 200
You have an Electromagnetic Pulse Bomb that you can calibrate the range and intensity of. Once it has been used it will self-destruct in a way that renders it unusable again. You also gain the blueprints to make more EMP's of different types and varying degrees of strength.

Aircraft - 400
You get your own plane, helicopter, or spacecraft of your choice or design that does not exceed 100 meters in any dimension and uses 2020 technology. Any gaps in your design will be taken into account so you don't have to worry about forgetting a bathroom or wiring on a plane. Your aircraft will be unhackable & immune to EMP. It is powered by an advanced electric engine that has infinite energy, and even if the engine is improved or replaced it will still have infinite energy. Any damage done to the aircraft will repair itself within an hour, and if destroyed it will appear in your warehouse or near you within a day. Everything on the aircraft is upgradeable and changes will be incorporated into the vessel with no problems, as long as it is possible to be installed in or on your aircraft. It has an autopilot that can summon the aircraft to your location, fastest travel time should be taken into account. It can only be operated by you or those you allow, but approval can be removed at any time.

Normal

Cale Trust - 100
You get a monthly paycheck worth ten thousand dollars for the rest of your life. This will convert to different currencies in future jumps, and every additional purchase of this doubles the value.

Jam Pony - 100
You have a two story business that you own outright, and has all the bills paid for the rest of your life. This includes the infrastructure both in the physical world and on the web to find clients for your courier services. It will come fully stocked with computers, lockers, bikes, protective gear, employee kitchen, & everything else necessary for a successful small business to thrive. It will not run out of power or water, thanks to an electric generator that does not run out of power and a water tank that does not run out of water. Your business will repair itself if damaged, can be upgraded as long as it stays a business, & it will follow you in future jumps.

Computer - 200
You have a state of the art computer along with a server, half a dozen monitors, all the accessories, & a battery backup that never runs out of power. All of this equipment is unhackable, self-repairing, self-cleaning, & upgradeable. This includes internet service that will never be interrupted.

DOD A-054.1 - 200
You have a perfected version of the Department of Defense full body Exoskeleton, and the DoD has lost all knowledge of this version. This includes the complete blueprints on how to make more.

Present - 400
You get a custom pistol, pair of pistols, or submachine gun with any and all accessories you want as long as they are possible in the Dark Angel Universe. The gun you pick will be perfectly crafted with no defects, is made of the best materials possible, and will repair itself if damaged. Any being you shoot with this gun will bypass the defenses of whether supernatural, divine, demonic, or mortal. The gun increases in power as you grow, and If you kill something with this gun it stays dead permanently. It can only be used by you or those you allow, but approval can be removed at any time. It comes with infinite ammo for whatever ammo you load in its magazine, will retain any and all upgrades made to it, and you can summon it to your hand if lost or stolen.

Eyes-Only Network - 400
You have a working informant network that is completely untraceable and unhackable. These include websites for submitting information, cell service for informants that is undetectable, software that protects everyone that uses your network from detection, and it is built into the internet so it can never be shut down. You have administrative rights to this network and can further improve its software.

Manticore

Hover Drones Prototype - 100
You have half a dozen military grade hover drones along with the hardware and software to run them, and the blueprints to make all of it. They all purpose drones are connected to any computer systems you own, but do come with their own software on a tablet to run them. These drones can quickly run scans of people to identify them, can be equipped with a gun to attack, etc.

Tactical Hummer - 100
You have a hummer filled to the brim with weapons, armor, & communication gear. The hummer is upgradeable, is self-repairing, is immune to EMP, is electric, & does not run out of power. You also get the blueprints to make more advanced electric Hummers that are EMP resistant, but any you build does not include the rest that your hummer has.

Transgenic Research - 200
You have a copy of all Transgenic research done on earth from private research by Dr. Tanaka to the military research of Manticore & its rival companies. There are detailed notes about how to mass produce Transgenics not only in the womb, but in grown adults. This even includes the work of someone called Father that describes in detail an immunity that can be aerosolized. This is all on a durable drive that will repair itself and recover any list data if ever damaged, and in future jumps will add any Transhuman research from the setting to it.

Government Contractor - 200
You are contracted to work for the government, the thing is there is so much black ink on the contract they don't even know what you do for them. This contract gives you blanket authority to do as you please with the authority of the government at your back, but if you draw attention to yourself or those

under your employment the government can easily revoke your contractor status. In each future jump this makes you and your associates government contractors with all the benefits with no obligations to actually do anything, but in each jump you can have your status revoked if you mess it up.

RCF Demolition & Disposal - 400
You have a warehouse filled with a large cache of Military weapons & ammo, body armor, vehicles, fuel, MRE's, & everything you need to equip a company of troops. This also includes plenty of oddball items in the warehouse like crates filled with archaeological items, DARPA and DoD prototypes, & vials of snake venom. In future jumps this warehouse will follow and be filled with the most advanced weapons and equipment to a company of troops equipped, along with seemingly random items that are actually a mix of items from the past that are important and items that are worth a lot of money.

Manticore Lab - 400
You have a complete copy of Manticore's best Lab, before it was destroyed. This includes copies of all the genetic samples from the DNA lab along with some samples labeled Familiar. It contains all of the best equipment in the world for not only genetic and cybernetic work, but anything a secret black ops lab should have. The lab contains its own electric generator that does not run out of power, a water tank that never runs out of water, any upgrades or additions made to the lab will be integrated, and any damaged or destroyed equipment will repair itself including upgrades. You do not have to pay taxes or utilities on said building, and it will follow you in future jumps for your use.

Transgenic

Tattoo's From Within - 100
This is a tattoo of your design that is encoded in your DNA, since you are paying for this you can change your tattoo's design and location once a week, and it will stay with you regardless of changes to your body. This includes blueprints of how to edit genetics to give & remove "natural" tattoos.

Motorcycle - 100
You got your very own motorcycle. The motorcycle is upgradeable, is self-repairing, is immune to EMP, is electric, & does not run out of power. You also get the blueprints to make more advanced electric motorcycles that are EMP resistant, but it does not include the rest that your motorcycle has.

Thieves Kit - 200
You have a small backpack filled with all the supplies necessary for the greatest thief to use. This contains the blueprints of every item Max ever used along with a book written by Max about how to become a master thief.

Wardrobe - 200
You have a large trunk filled with all the outfits and their accessories worn by Max by default; but if you want you may take all the outfits and accessories worn by Logan & Alex instead. Each outfit is fitted perfectly for you and are incredibly resilient to changes in heat, cold, pressure, density, dirt, etc. They are upgradeable, comfortable, durable, self repairing, & self cleaning. The trunks are durable and self-repairing, & will return to you if lost or stolen. A second purchase will get you a trunk with the other set of clothes, and from the third purchase on you get an empty trunk that any clothes you put inside gain these properties.

Father's House - 400
You have a cozy nice house that will follow you to all future locations. It is a two story home with a large basement. The house has been paid off, taxes and bills will be paid forever by an offshore account, and is in your name. This has been fixed up to pristine condition, if damaged will repair itself in a day, and will retain any upgrades you make to the house. Thanks to an electric generator that does not run out of power and a water tank that does not run out of water you will never worry about utilities. The main floor has a cozy living room that has book shelves filled with books on archaeology, science, genetics, and even some journals outlining possible genetic projects for the future. The main floor also has a generous kitchen & dining room area, the food never goes bad and restocks once a week. Each floor has a full bathroom, and the second floor has 4 bedrooms. The basement is fairly empty, with only the generator and water tank taking up a small part of the basement.

Terminal City - 400
You own a copy of 20 blocks of Seattle including the Space Needle. This part of the city was once abandoned and considered a slum, but for you it has been repaired. This includes a top of the line upgraded version of the Transgenic base. This small city will remain fully stocked, have its own power generator that never runs out of power, a sewer system that is clean and maintained, a water facility that never runs out of fresh clean water, and a garbage facility that perfectly converts everything to its base materials. You will keep the walls that were built around this part of the city. The city will repair itself if damaged overnight, and any upgrades will be taken into account when repaired. Here you will be considered the owner of the part of the city through some legal shenanigans, in future jumps you can bring the city along making it a city you own and operate. Jam Pony, RCF Demolition & Disposal, Manticore Lab, & Father's House can all be imported into this city to be incorporated and upgraded.

Companions

Import/ Companion Creation - 50 CP for one and up to 200 CP for eight
You may import or create a companion. They get 600 CP to spend on the options presented. These Companions can only take Drawbacks that directly affect them, and you can transfer CP from yourself to a Companion, at a 2:1 ratio. You are free to decide the personality, history and appearance of created Companions and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

Recruitment - 100
With each purchase of this you can attempt to recruit a known person from the Dark Angel Series. You have the full duration of your stay to do this.

Family - 200
You have a group of up to 12 people that completely trust you. Each member of the group gets the Transgenic Origin, X5 Perk free, a free 100CP Transgenic item for each person, and 600 CP to spend with discounts applied. The make up of this group can be anything that is appropriate for their origin or perks: a harem, military squad, family, or any mix of different genders and professions. You can transfer CP with a 2:1 ratio to this group, and when you spend CP for this group each member gets the perk or item you purchase. You are free to decide the personality, history and appearance of all of

them and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

Freak Nation - 400
You have up to 200 people that completely trust you. Each member of the group gets the Transgenic Origin, X5 Perk free, a free 100CP Transgenic item for each person, and 600 CP to spend with discounts applied. The make up of this group can be anything that is appropriate for their origin or perks: a harem, military company, an extended family, or any mix of different genders and professions. You can transfer CP with a 2:1 ratio to this group, and when you spend CP for this group each member gets the perk or item you purchase. You are free to decide the personality, history and appearance of all of them and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

Drawbacks

No limits on drawbacks. All perks except the first 4 drawbacks, Max, & Comet can also be taken by companions. In the case of drawbacks that have enemies they are multiplied by the number of companions that take the drawbacks.

Supplement - 0
You may use this in conjunction with another jump.

Fanfiction - 100
You begin in a Dark Angel Fanfiction, any drawbacks taken still apply.

Crossover - 100
You can crossover this with one or more franchises of your choosing.

Stay Longer - 100
Stay 10 years longer. Can be taken as many times as you like, but only receive CP the first time.

Freak - 100
You have a telltale sign that you are a transgenic experiment. This will default to a vibrant cat's eyes, but you design your own outward appearance as long as it is something noticeable.

Call for instructions - 100
Any jobs you do for the next 10 years you have to do to the letter of the job description. Anytime you veer from directions you have to call for permission, failure to do so will result in constant nagging and reminders from your boss.

Notice any trespassers here? - 100
You get police stopping by your place of residence once a week. They will come in the morning but the day is rarely the same, and they expect to at least be offered a beverage and some small talk.

Mysterious - 100
First impressions matter, and you give the impression of someone who is hiding secrets.

Lydia - 100
You will have a stalker following you. She will try to sabotage your relationships with your friends and loved ones. How you deal with her is up to you.

CREAM - 100
The world runs on money, and for the next 10 years you have trouble holding onto it. If you were a regular person your bills and repair costs of items you own would keep you in the red constantly. If you were a wealthy person or a business owner, you would find you can't access those accounts due to legal trusts or some kind of legal and financial shenanigans.

Flushed - 200
You require a weekly dose of Tryptophan to keep yourself healthy. If you do not take it you get progressively worse seizures. After a year you can try to pursue treatment to rid yourself of these side effects, but if you can't they will take 9 more years to disappear.

Heat - 200
You will go into Heat 3 times a year for the next 10 years. If you have any perks or powers that normally prevent mental influences, those perks and powers are greatly reduced, only granting you a little bit of self control during these moments. You will only go after your preferred Sex while in Heat.

Brownouts - 200
Once or twice a month power will go out in the city you are in. It can last anywhere from minutes to days. If you have personal generators the power will still work for vital things like experiments or the fridge, but lights and tvs would still be out. After 10 years all of your properties will no longer be affected by this drawback.

Did You Know Your Tail Light is Out - 200
For the next 10 years you will be harassed by the police at least once a week when you are on the streets. The harassment can range from catcalling all the way to impounding your vehicle.

Vanished - 200
You seem to have got the wrong kind of attention. Maybe a mobster or a corporate stooge, but someone has hired a team to make you disappear, forever. You might not think much of this at first, but remember these people are just as good as the government at making people disappear. If you can find who put the hit out on you, you might be able to find a way to have the job canceled.

We Will Be Seeking Damages - 200
You are being blamed for injuries to a police officer, regardless of whether you did it or not. Unless you can find the culprit or prove the corruption of the officer you will be on the hook for 10's of millions of dollars.

Special Ops - 200
It seems someone has spent the time training up all of their troops. Every member of Manticore & the Familiars is now at minimum equal to special operations in their skill and training.

Right Reverend - 200
A local televangelist has picked you to be the antichrist. If you are a normal person you will have a near impossible time disproving his accusations, but if you are a Transgenic then you have to find a way to fight religious fanaticism.

Famous Cyber Journalist - 200
Your name and face is known worldwide. Maybe you published an article, or maybe you were on the front page of the paper. Regardless of how it happened, your face and name are known across the country. Good luck trying to stay under the radar when everyone knows you.

Wanted - 200
Manticore put a 50,000 bounty on you, and distributed posters all over. You can try to have it rescinded, but even if you have the bounty removed afterward people will believe they can collect it if they turn you in.

True Lies - 200
It seems one of James Cameron's other works has found a way into Dark Angel. Harry Tasker has been assigned to capture you by Omega. He and his team are all "normals" but they are expertly trained good guys. You could just kill them, but the Omega organization might just send more then.

Gossamer - 300
A whole squad of Gossamer has been released in the sewers of the town you are in. There are a couple of trackers that have your scent, but the rest are all hunters that are trained to kill. All of them can shoot out a ball of snot that can stun whoever it hits, and the hunters are trained killers.

I Corporation - 300
The corporation from the Dark Angel video game is here. A rival military contractor to Manticore, it had a parallel genetics program but with theirs being more accepting of Transgenics.

Red Series - 300
You pissed off the wrong person and now twice during the 10 years you are staying here you will have to deal with a squad of 10 Red Series soldiers. They are immune to pain, have super strength, & are fearless. They are trained convicts that are given super soldier implants that can wipe out a city or take out a company of soldiers by themselves. You can try to wait them out as they will die after a year due to their implants, but if you do so the death toll where you are will be astronomical.

Loco - 300
Well it seems the city you live in has its very own Manticore serial killer. They are very intelligent and you are on their list. You will not be aware of their identity, and you will not know their agenda. They could decide to tease you for months leaving trophies or maybe they will go after you right away.

I Thought You Were Dead - 300
At least twice a year for the next decade someone you thought was dead will show back up to make your life interesting.

May 22 Movement - 300
The terrorist group called the May 22 Movement will be a larger more organized threat. The end goal of the group is still a mystery, but they are often seen attacking corporate and government interests.

Mark of Cain - 300
You have a distinguishable barcode tattoo on your neck that marks you as a valuable person to Manticore. The tattoo can not be removed, and any attempts to will be extraordinarily painful and any damage or removal of it will regenerate within a week or two. After 10 years you can have it disappear or keep it.

X7's - 400
It seems you really pissed off someone, you have a full Platoon of X7's after you. They are stronger than X5's and have a linked hivemind. Together they operate like a supercomputer at problem solving and off near perfect coverage of each other during operations.

The Comet - 500
After thousands of years there are at least tens of millions of members of the Familiars, and they are waiting for the comet to arrive. Within the first 3 years of you being here the comet will pass by Earth, and this one will kill off all non-Familiars and Transgenics who do not have the immunity to the disease it will bring to Earth again. If you want you can let it happen, you could try to destroy the comet and hope the debris doesn't still reach earth, maybe create an immunity and find a way to spread it to everyone, or maybe even make everyone on earth a Transgenic in time. Whatever you decide, after this is over you will still have to find a way to deal with a massive worldwide conspiracy involving the "Conclave."

Max - 500
You take the place of Max in the Dark Angel universe, ten years earlier in 2009 as she escapes Manticore's Gillette base. If you take the Flushed drawback the Seizures will be more frequent and sometimes it will take longer for the pills to take effect, and you can not try to treat them until 2019. The Heat drawback still only affects you 3 times a year until 2029, but now the effects are pronounced and any perk or power will have no effect stopping it. Mark of Cain will now regenerate within 48 hours and Manticore is actively looking for your barcode. You will have to get to Seattle to help Logan with his Eyes Only crusade from 2019 until 2021, but how you do it is up to you. You will also have to release the experiments from the Seattle Manticore facility and eventually found Freak Nation. Those are the only obligations you have after becoming Max, but you will have Manticore and the Familiars interested in you regardless of any changes you may or may not have made.

Final Choices

After ten years in the setting you are required to choose one of these options:

1. End your Jumpchain game and return home
2. End your Jumpchain game and remain within the setting
3. Continue your Jumpchain game and move on to the next Jump

Notes:

- By Soulreaper31337, because Dark Angel is Awesome and needed a jump.
- I have not read the books in over 10 years so that knowledge is pretty faded, the video game I played once and I only really recalled the competitor government contractor to Manticore and the fact that there are even more Max look-alikes, but the show I rewatched recently so the jump mostly reflects that.
- 3 Origins reflected the series fairly well. Normal named after the character for those were not Manticore, Familiar, or Transgenic. Manticore for both its namesake and the Familiar group that came before it. Transgenic is a given for Max and the other Manticore subjects.
- General perks. Beauty is a given with Jessica Alba, Michael Weatherly, and Jensen Ackles. Beauty also prevents your appearance from being changed against your will. Polyglot was originally a Manticore perk for silent communication, but I felt a general language perk was more appropriate. Polyglot applies to all forms of language from sign language and english all the way to computer and alien languages. Added a Natural perk for the Familiars/Breeding Cult/Conclave from the show/books, the familiars may have had psychic powers so that is why the peak of body and mind with ability to easily overcome obstacles of human limits. I reworked the Natural perk to reflect the psychic/psionic potential since the telekinetic in the exposure episode is proof the breeding cult had found something along the way. This does not awaken the abilities, you have to figure that out. Since I was asked, for further clarification the Natural perk ensures you have infinite psionic potential and a body that will always be able to contain your power. This means there is no limit on what you can do as long as it relates to anything psychic, psionic, psyker, etc. Being able to generate psionic energy no matter what was also included, because as a natural being able to use your psionic abilities anywhere you go is your right.
- Normal perks. Jam Pony Messenger is a simple courier perk, reflects Logans and the normals being the good cooks, Normal gets his own perk since he was able to operate a hectic business and by the end of the 2nd season he was truly respected by his employees given the 180 he took, Bodyguard is a jab at the pilot episode, Detective is about not just eyes only but the police and private detectives who kept doing superb work, Happy Ending is a comment made directly during the Aquatic Transgenic episode and reflects the ending of the books, & finally Eyes Only truly states just how good with digital media Logan was some of his feats especially after Manticore was aware of him just showed how he was operating on a different level compared to anyone else. Added Logan's Luck to reflect his nature to survive things that should have killed him.
- Manticore perks. I Want the Records is Lydecker and White being able to get the information out of people, Psychology is a bit a twist on the training that allows their soldiers to erase memories, Ranger is a direct stab at Lydecker being he was former Army Ranger and he also spent over a decade tracking the X5's, Escape & Evade was stated to be a course at Manticore so a gimmie, Transgenic Technology this reflects the fact that someone would have had to create much of the technology necessary for Manticore, Phalanx reflects both the Familiar and transgenic immense capabilities with all forms of combat, & Father may seem weaker compared to the other 600 perks but as long as you put any time into genetics you can easily make perfected subjects with no side effects. Both Transgenic Technology & Father perks apply to all medical, transgenic, genetic, cybernetic, & transhuman applications of the perks. If you have both Transgenic Technology and Father you can rapidly learn, and then build any medical and transhuman technology. Since I was asked, yes both Transgenic Technology & Father apply to all S.T.E.M. (Science, Technology, Engineering, & Math), magitech, and other such applications of the transgenic umbrella. Also reworded Transgenic Technology again, hopefully it is more straightforward about applying to all STEM but you are the best with Transgenic Tech. Added Sandeman to give the knowledge of all transgenics, genetics & technology to make those changes included, but all of this knowledge is the perfected version so the best version of genetics and technology.
- Transgenic Perks. I Don't Sleep is actually pretty accurate for what was shown for not only the X5's but most transgenics, Cat's Grace is spot on for Max being able to fall from any height with no injury, Cat Burglar is again about Max's job to pay the bigger bills, Survivor reflects the Transgenics made for certain environments all rolled together & i added perk protection from loss / theft / suppression / removal here,

Universal Donor is a direct quote and reflects the miraculous effects of a Transgenic blood transfusion but instead of double edged healing i made it a perk sharing other perks, The X5 perk may actually undersell just how advanced the genetic treatments of the X5's were, & The Anomaly perk is actually based on a Transgenic from the BOO episode guy got his head cut off and still kept ticking. For the X5 perk if you or someone else has enough understanding of genetics you could replicate the X5 treatment. Added Nine Lives since Max should have died multiple times and this reflected that.

- Most of the Items are self explanatory, so unless asked I will not give notes about them.
- Added an aircraft to the general item section. I originally had it in Manticore before I released it, but I removed it to equalize the number of items for each section. You can import both Manticore Lab and Father's House to further upgrade your aircraft. If you want to import a vessel to receive upgrades, go ahead, size or type do not matter.
- Since I was asked I updated Terminal City so if you import any of the other building items into it they will be incorporated and all will be upgraded. You can merge the building location items together. If you want Terminal City with your own business along with your personal house that has a manticore lab underneath it, go ahead. Terminal City, Manticore Lab, & Father's House can be imported to upgrade personal dwelling like a spaceship with those items and properties. You can also move them over to your Warehouse if you desire.
- Present item does include ammo as accessories, so if you want multiple magazines of different ammunition you can do that. Smgs include the more modern personal defense weapons like the P90, lots of them in the show, since it is just a modern smg classification. You can have all the accessories included in a bag that can only contain accessories for the gun and then the bag with any lost accessories will return to you if lost or stolen. For example if you got the most common weapon from the setting the P90 you could get bag with a long barrel, an enhanced receiver, a few scopes, some suppressors, AP ammo, Hollow Point ammo, FMJ ammo, a FN Herstal case, & whatever else you want that all go in a bag along with any further improvements you discover or make for the P90; but only the gun and those accessories can go in the bag/case that would return to you if lost or stolen. Since I was asked, yes you can import a pair of firearms to upgrade them. Yes revolvers are included as a pistol or pair of pistols. If you want to import a melee weapon to upgrade it go ahead.
- Companions.
- Drawbacks. I actually left out quite a few drawbacks I had, since many of them were starting to overlap with each other. The main one I will leave a note for is Comet; if I recall in the books nothing happened after the comet hinting at the Familiars being wrong, but for this drawback will guarantee that it does contain an illness that will wipe out over 95% of the population again. Honestly for the numbers of Familiars it could be as low as under a million or as high as a billion. I just assumed strict but growing family planning and losing some still to venom, and came to the conclusions of 10's of millions.