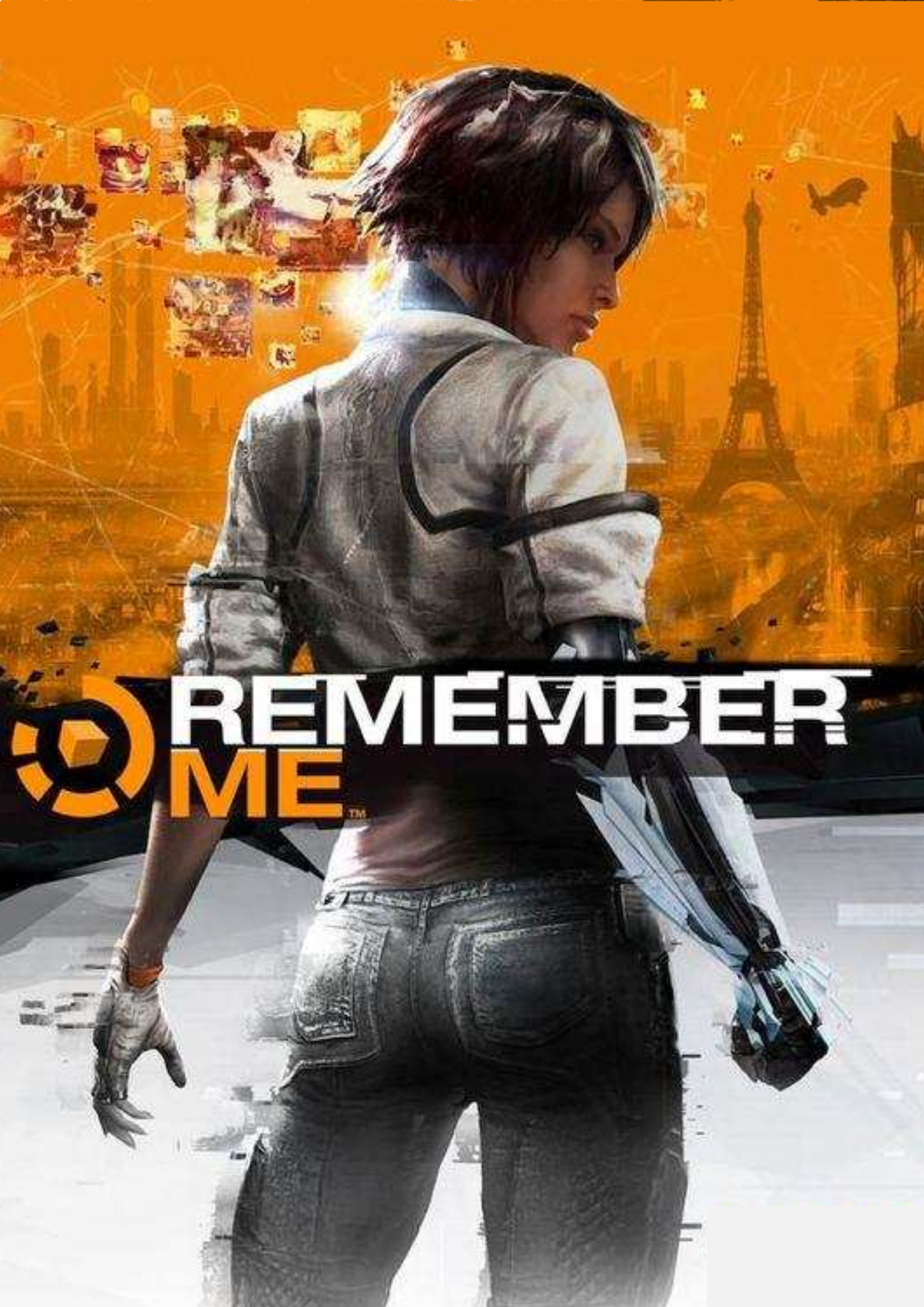

REMEMBER
ME™

New Contact

Do you remember your name, leaper?
Yes?
Oh, that's not good. The doctor will be by to perform a more thorough wipe in a few hours.
Do you know where you are?
No?
Good, you're in Neo Paris. It's 2084. Specifically, you're in the Bastille, where Memorize turns the dregs of society, like you, into useful servants through the wonders of the Sensen. Just stay right there, in the meantime, I'll be setting up your substitution memories.

Age and Gender

Roll 2d8 +20 for Age, and keep your current gender. If you're Edge, that's the image you show to the world. For 100 CP, you may choose an age from 21-36, and your gender.

Origin

Leaper

You have no memories worth mentioning of this world. Too much sensen abuse.
What's a sensen? It's a brain implant… more formally called a 'Sensation Engine'. It allows perfect retrieval of memories. You can even share or delete them.



Errorist:

Filthy scum! Err… I mean enemies of Memorize, led by notorious terrorist 'Edge', they work to destroy our culture (monopoly on memories), and object to your efficient and upstanding efforts to police the populace.
You were rounded up with the other terrorists a few days ago, and we'll soon have you an obedient servant of society.



Doctor

Ahh, don't worry Doctor Jumper. You aren't actually in any trouble. Unfortunately, you saw som… err, suffered from an attack by the infamous Nilin, and we need to purge… her alterations… from your memory before we restore them.
Sit tight, and you'll be back to work in no time!



New Contact

**********, yes Sir, I'll be right there.



100 Edge

crackle Right, now the fool's gone, I'll explain. You're not actually in that person's body, just riding their sensen for a moment. You were merged with a fragment of me. A …non-artificial intelligence, I suppose. No one intended me, I was originally just H30, an AI intended to manage the memory archive. You'll pull our gestalt in a few minutes, but basically, we evolved from the stored memories Memorize is storing...Nilin's crying was the first thing we heard. Yeah, a lot of them are bad memories people removed. Unfortunately, this is not healthy for society, and if we don't shut them down, Humanity will suffer. Your stay here ends when we, I, die.
If that doesn't happen in 10 years…well, I execute plan C. You go home, just as if you died.

Perks

Right, says here I'm supposed to load some basic utilities for you. Someone owe you a favor? Anyway, there's a list of abilities on your sensen. We can only fit 1000 CP worth into the package. Unless you have a glitch or something. Those from your own life, obviously, are easier to integrate, so they cost half the CP. Well, except the cheapest ones. Those are free.

Free Sensen (Mandatory)

Everybody has a Sensen, or at least, it seems like that. So you have one too. With it, you can retrieve and re-experience memories and emotions in full fidelity, whether they are your own, or some else's, or even download skills. You can also store or share them with others who have a means of viewing them.
Post-jump, you can activate or deactivate this implant at will, and your sensen will seamlessly work with any other form of memory storage.
When deactivated, the sensen will effectively not exist to others, in the same sense as your warehouse when the doors are closed.



100 HUD

Your sensen has a few more features, incorporating heuristic programs that help you find your way by highlighting potential objects of interest and routes. Nothing you couldn't figure out for yourself, if you were looking.
It can also interact with any augmented reality programs, displaying or filtering out the information others put out there.



Leaper



100 Productive Servant of Society

It's what we're going to make of you, leaper. No, not a member of society. In any case, once we're done, you'll get the Memorize seal of approval. As long as you don't remember and/or have paid the price for your crimes (or can pretend, I suppose), no one will hold it against you. It was a different person who did that.
This does have limits… if your current status is equal or higher than it was when you committed the crime, then the seal is obviously defective, and won't convince anyone.

200 Shared Memories

It's a well-known technique, leaper. Flooding one person with positive memories that you (used to) have, shared from someone who was with you at the time, helps to revive your own memories, reinforce your sense of self, and eventually help you recover from mental or neurological problems. You can, of course, return the favor.



400 This Is For Jake!

I suppose there's no harm in explaining, leaper. You have strong connection. Your family, girlfriend, boyfriend, etc, will remember their time with you fondly, and won't ever give up on you. They might even take up bounty hunting to pay for your medical bills.

600 Calling It To Mind

You're in …luck, leaper. We're trying an experimental procedure on you. If it works, it will let you index, tag, and search all the memories you have, much like a database does. If you work at it, or have other mental boosts, it can even get faster and more intuitive. By default, the tags include location (if you know it), original memory owner, length, last time edited (subjective time), and local time (again, if known). Universe? Yes Leaper, if you somehow go to other universes, the default tags will include that. More importantly, your search isn't limited to words, you can search for faces, sounds, smells… anything that matches within a certain tolerance. So if you see someone on the street, you could search your entire past for who it might be, and what you know of them, fairly easily.

Errorist

Edge here, I'm sure you don't want Memorize knowing about this particular skill set.



100 Combat Programming

Your sensen has the instincts and techniques derived from memories of a decade of combat training, primarily in unarmed combat. With time and training, you can self-upgrade this package to improve performance, though a professional could likely do it better.



200 Cache

One of the Errorists' activities is making caches of useful memories, to break Memorize's monopoly. You know how to make caches, and how to find them. This includes everything from constructing the equipment (by rote, though nothing prevents reverse engineering), to laying subtle signs or markers that guide those welcome to the spot, to disguising the cache as part of the debris (or equipment) of an area, to creating and using remembranes (3d augmented reality recreations from a memory, using memory anchors) and memory anchors.

400 Memory Invasion

Sometimes, an Errorist needs to get at information that's only available in someone else's memories. You can do that, with or without a Sensen… though it isn't as quick and simple as Nilin makes it seem. For a willing target, you can do this in a few seconds, but you'll have to find what you want, for those that resist.

Admittedly, if they've got it indexed and sorted this is easier. A Hunt glove makes this much easier, but you won't require it after this jump.



600 Re-Mix

A dangerous ability with serious implications. If you know a way into someone's head, whether by implants, psychic powers, magic, or the like, you can alter memories, much like Nilin, turning them into sort of guided 'what if' scenarios that the victim remembers as the truth. While this can be as useful to help people as to harm them… memories are largely what make a person who they are, and there are horror stories about 'identity death'.

Moreover, this doesn't prevent them from realizing what has happened if confronted by evidence of the tampering. If, for example, you convinced someone that their husband died, and they stop paying the hospital bills, they are doubtless going to be furious.

Doctor

Here we go, Doctor. The files from your work for the Memorize company have loaded.



100 Actually A Doctor

I'm sure your medical degree was well earned, looking at the size of this memory file. It seems to contain all the skills and knowledge for a 21st century general practitioner, along with specialist knowledge in neurology, addiction, and everything related to memory and Memorize technology.
In any case, your diploma is still in your office, and will be accepted as valid anywhere you go. If lost, a new one will be issued within 1 week.

200 Minored In (Memory) Engineering

As a doctor, you work extensively with Memorize technology. Not just the Sensen itself, but therapeutic machines, installation devices, memory storage, drugs… you learned how they all worked (or possibly downloaded someone's memory of learning), and given a few hours, could reproduce a blueprint (or formula) for them.
It's still patented technology, though, so don't think you can do that in Neo Paris without consequences!

400 Crippling Consequences

Well Doctor, this file is about a thesis you prepared two years ago. You talked about how your experience treating all the consequences of memory abuse made it much easier to resist indulging yourself.
In fact, you generalize the thought pattern, so that the more you know about the results, and the more victims you've seen, the easier it is for you to resist any form of temptation, persuasion, or pressure to do something harmful, to yourself or others.



600 A Matter Of Perspective

You're well beyond most people who use Sensen… you don't even need one to reconfigure your memories. With a thought, you can remove your memories, either permanently, or locked away for a certain time (or trigger), and alter what your senses tell you. Of course, in order to control such a power, you also have a mental inventory of all such edits, with either a complete summary (if done by someone else) or a description you make of the edit. This doesn't alter reality by itself, you can choose to ignore a person completely, but it won't keep them from shooting you (though if you're immune to bullets…). On the other hand, you could insert a tiny picture of something into your mental eye to keep it from being forgotten, utterly remove memetic hazards, and get that annoying earworm out of your head.
Of course, until your chain ends, your benefactor still has a loophole for any drawbacks you choose to accept.

Edge

Be careful, Jumper. Edge's abilities are based on an extreme 'person'. He isn't just willing to die for the good of humanity, he is actively working towards it. Attempting to alter, bypass, or trick these abilities against that purpose will not work. Not even if you trick yourself! The benefits only apply when your intent or allegiance to a cause is genuine.

100 Shell games

Edge lacks a body, but he still gets things done. So will you! You can always find a way to communicate with those who champion a cause you support. Even if they can't remember their own name, and are in the heart of an enemy stronghold. Be cautious now, this doesn't keep your communications secure, or help you avoid traps, it just guarantees that there will be a way that is **not** a trap, or that you can make one.

For an additional 100CP, you can help any intelligence 'stuck' in a shell that requires or causes suffering, evil, or the general detriment of society, to one that does not. You can, of course, help yourself.

200 Secret Intelligence

One of the hazards of collecting lots of information is that your enemies will want to steal it, and you make a large target! You can take advantage of this, and rapidly gain access to any one target organization's surveillance files. Anything involving public areas, or information that they aren't supposed to be collecting or examining but are, is free for your examination. Security cameras, restricted areas and the like on their own property, however, are not included.

You may change your 'target' once every ten years, or new jump, whichever comes first. You cannot be tracked when accessing this information (or at least, your access to it cannot be tracked), and can view as much as you can handle at any given time.

400 Path To Recovery

Sensen memory alterations aren't perfect. Sometimes there are glitches, or resistance to the process. And sometimes there's you. If you know, broadly, what has been done, or what is missing, you can guide someone to progressively recover their original memories by working against the intent of those who did it. If their intent was secretive or benign, just a bit of time and effort will be sufficient. Against an enemy intending to harm them, however, more violent action may be needed.

While here in Neo-Paris, this only works on sensen related issues. Afterwards, it doesn't matter what caused the problem, whether it be a psychic, technology, magic, or even time travel! Altered memories are still retained, if with reduced emotional impact.

600 Martyr

You are walking in Edge's shadow, and It's an unfortunate necessity that he needs to die for Humanity to prosper, but you are safe from that necessity, at least. If, for whatever reason, your existence becomes a problem for which you can find no other solution, you can convince one of your friends to end it, and they will be able to fulfill your request. You will, however, revive in a new form some time later, mind and soul intact, if your temporary death made the world (or universe) a better place. You can similarly recover from mutual annihilation with otherwise immortal threats. This process wears at the soul, and you may only pull this off once per jump (or every ten years, post-chain).

Companions

(Varies) Contacts

For 50 CP each, you can import a companion as a Leaper, Doctor, or Errorist. They get 200 CP to spend. For 300 CP, you can import 8 of them. For an additional 100 CP, all imported companions get 300 CP instead.

100 Edge

If you take down his server, you can take Edge along with you when you leave. He has all Edge discounted perks and items, Cache, and Minored in (Mental) Engineering. Optionally, you can import a companion as Edge. They get the Edge Origin, 200 CP to buy perks and items, and all his memories. Comes with a server large enough to hold him, with room to grow.



100 Canon Recruitment (discount Edge)

If you can convince them to come along, you can take someone from this setting (other than Edge) along when you go. They get all freebies for their approximate origin and HUD, along with whatever skills and abilities they already had. This can be repurchased without limit.



Items

50 Money

Money makes the world go round. You've got enough saved in the bank to afford an apartment and luxuries for three months, and your salary, when you have a job, is the equivalent of $10 more per hour (maximum of double what you'd get normally, regardless of how many times repurchased).

100 (free Doctor): Aesthetic Control

Working at Memorize (or spending a lot of effort, I suppose) does have some perks, and your Sensen interface (Senwall) has been customized to the appearance of your choice. You can alter the appearance with roughly the same difficulty and range of options as computer wallpaper. If you know (or learn) how to make Sensen, then you can choose to make them be just as modifiable with no extra difficulty.



100 (Free Errorist): SAT Patches

Many Errorist steal these healing nano-agents from S.A.B.R.E. forces, giving them significantly boosted vitality, and a combat applicable form of regeneration when used in certain combinations, and you have them in your body. Be warned, however, that while you can refill them at fairly common stations throughout Neo-Paris, the most they can replace is skin or organ tissue… even a missing finger is beyond them. (Similar nano-robots are probably behind the mysterious disfigurements leapers suffer from, though). You do know how to make more.[1]

100 (Free Edge): A Robotic Panda Toy

A robotic panda toy, Jax was the cause of the accident that ultimately split the Cartier-Wells family apart. Still, it's an icon of childhood memories, and a fun toy. Will be replaced if lost or destroyed.



100 (Free Leaper): Costume Makeup Kit

Now, most leapers don't actually use makeup, they're too far gone, you might be an exception. The size of two briefcases, this kit contains full body makeup, enough to disguise yourself as a normal person of any complexion, or even an Orion Slave Girl. It also has lipstick, blush, and the like, for those just wishing to look their best.
Roughly 10 pounds of cosmetics can be taken out of the kit at a time, and it will refill once they are used. A subtle bit of engineering adjusts the various forms of concealer, blush, and the like to the color of your choice while in the box.

200 (discount Doctor): SAFFE (Security And Freedom for Everyone)

You're upper class, or you've learned to fake it. This item is a form of ID that broadcasts your identity 24/7 (you can turn it off) to all local sensors.
Private security, unless they have orders otherwise, will keep a protective eye on you, keep undesirables from hassling you, and even walk you home if you're too drunk to navigate. Basically, treat you like a Mildly Important Person. Once every ten years, you can set the ID to a different identity, though it must be **your** identity, and it will adopt the preferred shape for such (Drivers License, Passport, implant, omnitool chip…) . Does not work in societies where ID isn't actually used.
As a bonus, you can also adjust electronically controlled locks and doors to open at its prompting.

200 (discount Leaper): Memory Vendor

Memorize is a commercial company, they only got involved in military applications later on. You have one of their memory vending machines, which will take any currency you have, and dispense memories. Things like a recorded first kiss, college courses, how-to demonstrations, recent events… the selection varies from day to day, but you can always find something useful or fun. Post-jump, this will have memories local to the setting you're in, and include the relevant skills for purchase. Be warned, though, the cost for such is comparable to the college or tutoring fees to get it normally, and nothing secret (from your demographic, you could still purchase memories of transfiguration classes in Harry Potter) or truly advanced will be available. You can safely integrate roughly 1400 hours of memory per (subjective) year, after that you start to suffer degenerative memory problems.



200 (discount Errorist): Hunt Glove

A useful tool for memory hunters, as well as general consumers, these gloves are used to interact with augmented reality, Sensen, and other modern technology. These gloves can be customized and programmed to suit their users, and this one in particular comes with spammer, a combat application, pre-installed. If lost or destroyed, this Hunt glove will appear in your warehouse within 24 hours.

200 (discount Edge): Robot Blueprints

Sensen aren't the only advanced tech in this world. There are many androids, gynoids, and anti-gravity drones that serve useful functions, whether that be cleaning, piano, picking up shopping, electric repair, or guard duty. You have the schematics and production notes for these common goods, enough to bootstrap early 21st century factories to make them (including the materials they're made of).
You made need some good programming tools or memory tech to program them, though, as only basic motion is included.

Drawbacks

At most 600 CP can be gained from drawbacks. Take as many as you like, though.

+100 Names

The new generation in this world have some funky names, and now, so do you. Or rather, everyone will find your name as odd to their sensibilities as a 20th century American would theirs. This applies even if you say your name is Nilin or Edge… they can somehow distinguish a tonal difference. Expect mocking, even from leapers.

+100 Leaper

More than the origin, you suffer from the disfigurement that marks a leaper. Discolored skin, slightly altered head and bones, glitching Sensen display (the Sensen still works fine, though).. it's obvious what you are to anyone in the world, and most people will want you gone. Normally, this could be cured with the righ treatment… but you're stuck with it for 10 years.

+200 Issues? We Have Subscriptions (Doctor or Errorist only):

On the one hand, your family is still alive. On the other, they're deranged! And so are you. You are Nilin's younger sibling, and directly responsible for the memory alterations she, her mother, and even your father did to themselves and each other following the car crash. All three must be alive at the end of the jump, be at least moderately sane and ethical, and all four of you must possess your full memories (of this life), true and unedited… and Path to Recovery will not help any of you.
Good luck!

+200 Read Only

Your sensen is damaged, and most of its features are disabled. You can't view, alter, or otherwise manipulate memories with it…it can only be used to download your memories, or wipe them all. You cannot repair or replace your sensen during your time here, and any magic, psychic abilities, or other power that affects memory is shut down for the duration.

+300 Brain Drain

You didn't escape the Bastille intact. You have no memories prior to being ejected below the fortress prison, including the choices you've made. If you can break back in, and find your file without it being destroyed, you can recover them. Of course, you don't actually know that, at first… *For an additional 100 CP, your memories are not recoverable.*

+300 Bounty

There's a large bounty on your head, jumper, and someone is hiring assassins for even higher rates. Moreover, the weapons of anyone trying to cash in on this bounty can and will hurt you as normal for a human. You can kill the person offering money, but the bounty was prepaid, and will remain your entire stay.

+600 Glitch

There's something wrong with your head, Jumper. You can't keep memories in it for more than a week, and for any given day there's a 10% chance of the ones you do make being 'remixed' with false information. Some powers are quite dangerous, so as a courtesy, all powers from outside this jump are shut down so you don't hurt yourself, and you can't take anything out of the warehouse (you can still visit, if you remember it).
Any record of your life prior to this jump is also completely unusable.

Notes:

If it wasn't obvious, black text is a perk name, or information from your benefactor. Blue text is the flavor text of the technician uploading your memories (and perks) after the initial brain wipe. And red text is a message from Edge.

[1]You can easily acquire this in-jump, as most security forces, errorists, and many civilians have them.

You can choose to remove the Sensen implant post-jump, if you really dislike it. However, deactivating it does make it effectively cease to exist until reactivation.

While Edge claims responsibility for the Leapers in the game, this jump assumes he was largely bluffing, to motivate his longtime friend to actually kill him. Your conclusions may vary.

Shell Games:
Examples of what shell games can be used for Edo Tensei zombies, Edge, DND undead to positively aligned undead or humans, anything 'powered by a forsaken child'.

Martyr
Examples of what Martyr can be used for: the grey warden sacrifice in Dragon Age, Code Geass Requiem, an evil that parasites your immortality, possessed, infected with Phyrexian oil, etc.

Cosmetic upgrade by myrmidont (with permission).

