IT IS THE PRESENT DAY, AND YOU'RE LIVING IN JERSEY (YOUR POOR BASTARD), WHICH IS ABOUT TO BECOME HOST TO VILLAINS FROM AFAR.

THANKFULLY, THERE'S A FAT MAN SOMEWHERE FINDING FIRST GEAR IN HIS NEW CAR.

HIS

GIANT

ROBOT

CAR



START WITH 1000 CP

ORIGINS

DROP-IN

+ Some crazy bastard has a giant robot car
+ No pesky memories
- No useful memories
- You don't get to drive the giant robot car

Ugh. The entire multiverse to experience, and you somehow landed in Jersey. You could reduce the entire place to rubble and it'd be an improvement. Oh. Someone just did. You totally called it, this *is* an improvement.

DRIVER

+ You have a giant robot car
+ You have a **GIANT ROBOT CAR**
- You get a lot of hostile attention for the giant robot car
- You live in your mom's basement

When Coop- your brother- needed those two bucks to pay for MEGAS XLR, you were the one that actually had it on hand. You've got a sort of joint ownership thing going on, but you're mainly the battle pilot while Coop keeps MEGAS maintained and upgraded.

SHOTGUN

+ Your buddy has a giant robot car
+ Nobody expects anything from you
- Nobody expects anything from you
- You don't get to drive the giant robot car

Your brother- Jamie- is a lazy, cynical, cowardly loser. You might not be too different. Either way, when his best friend, Coop, started playing around with a giant mecha from the future, he chickened out and cut ties- but you got interested, and somehow managed to strike a claim on Shotgun.

BACKSEAT

+ You've been through future-space-basic
+ You were part of the team that modified Megas XLR
- Neanderthals have modded Megas so you can't pilot
- Memories of war unending- and being on the losing side

Hundreds of years in the future, humanity is a subjugated race with a government in exile, victims of the Glorft Empire- think snot coloured tentacle faced slug-lamia- for… whatever reason. You're part of an elite team working on modifying a captured a Glorft prototype war machine for human use, and one of the two tapped to eventually pilot M.E.G.A.S. After it was sent back in time, you and Kiva Andru tracked it down in the early 2000s- basically prehistory. Downside? So did the Glorft.

PERKS

-	DROP-IN	DRIVER	SHOTGUN	BACKSEAT
100 CP (Free to Origin)	**Jersey Instincts** So long as harm isn't meant for you- you personally, or as a member of an enemy group- an instinct will guide you to safe spots to prevent you from being collateral, should you obey it.	**I don't know nothin'** You have the uncanny habit of forgetting erroneous information and not factoring it into your plans and learning- you still 'know' it, but you just never seem to consider it.	**Slacker** It takes work to be this lazy. So lazy that you can't work up the energy to suffer emotional peaks. At will you may decide to replace an emotion before it begins with apathy. Can also be applied to corruption and mind control effects.	**Engineer** You're a talented and knowledgeable multidiscipline engineer, particularly skilled in everything you could ever need to maintain Megas and similar war machines.
200 CP (50% to Origin)	**Two Bucks** You know how stores have 'up to 90% off' and then a *single* item that's actually 90% off? No more. The best percent modifier a vendor has now applies to everything they're buying or selling.	**Three Item Rant** So long as you have three grievances you can pin on your foe- or at least get angry about around your foe- you can pull out perfect peak performance powered by your anger, your decision making unmarred by the same anger.	**Lovable Coward** So long as your character flaws don't result in physical or monetary harm, people are extremely likely to not pay them much mind, not growing offended or hurt.	**Kickass!** You can kick ass like few others- even if your enemy doesn't have an ass. While this does make you competent combatant, it's real strength is in allowing you to apply your combat experience to nonhuman combatants without penalty.
400 CP (50% to Origin)	**You! Dig! Giant Robots!** Overwhelming displays of awesome, power, prowess, dominance and the like can elicit a variety of responses: you can strongly influence the emotional reaction of observers of your feats- from fear, jealousy, and dismissal to awe, worship, and impressed.	**Acceptable Damages** Any time you cause collateral damage, it will be guided to your foes' assets. Any damage you cause to neutral or allied to you assets will turn out to be superficial, if not somehow beneficial.	**Best Seats in the House** If you remain passive, events will conspire to put you in just the right place to properly appreciate all the action and fallout. Warning! Rarely the best for effecting a change to events.	**Homing Beacon** All items have a unique quantum fingerprint. You may focus on a name or mental image of anything you've ever built or maintained to get a distance and direction of the item and a rough idea of its condition.
600 CP (50% to Origin)	**Call Back** This is your get out of shit free card. Once per week, you'll receive a strange impulse that makes you seem foolish, insensitive, or stupid. You know better though- if you obey it, the impulse will have snowballed into a great situational advantage in your next challenging conflict.	**Context Sensitive Buttons** Any interface you use will have 'always had' a primary or alternate interface that is mapped exactly as you'd like and expect. It is intuitive to use, clearly- yet humorously- informative, and as generalized or niche specific as you need at that exact moment. As a side effect, video game piloting skills now translate 1:1 to real life.	**Stopgap Hero** The universe needs heroes. But sometimes, for whatever reason, they're indisposed. The important thing is Bad Things are going to happen unless someone steps up to the plate. That's you; if you're filling in for someone that's unable to act, you can start pulling out their tricks, their attitude- you have to be capable of it, no new superpowers, but you'll have the skills.	**Mind/Machine Interface** Machines speak to you, and you speak to them. Touching a created item informs you of how it works, and what needs to be done to make it work as it should. Doesn't directly help you innovate, but it does help reverse engineering and repair. If touching the controls, you may bypass them for mental control.

GEAR

-	DROP-IN	DRIVER	SHOTGUN	BACKSEAT
50 CP (Free to Origin)	**Lowbrow** It might have a different name, but it's still Megas XLR. Except with a better budget and a third season. Enjoy your boxed set.	**Retro Collection** Every console, controller, and game you can think of- they're all here. One condition: it has to run on a 16-bit processor or less.	**Reservation** The universe itself believes you belong next to the driver or pilot. So long as you aren't the driver, you will always be offered shotgun or equivalent and you will never be begrudged for taking it.	**Jumpsuit** Self cleaning, repairing, and more flattering and comfortable than a Jumpsuit has any reason to be, this item is somehow never out of place, and equally suited for working on machinery or fighting a dozen alien punks.
100 CP (50% to Origin)	**Chump Change** Once an hour, you can conjure the local equivalent of 10 USD from your pocket, to be used immediately.	**Mega Slushie Machine** You have a Mega Slushie machine. It magically has everything it needs to function, including power and an endless supply of disposable cups.	**Subscription** The Magazine will find itself to you once a week. It contains a selection of all the most personally interesting articles, photographs, and news that any publication has released in the past week.	**Nullspace Computer** You have a computer tower you can summon from and banish to nullspace, allowing you to upgrade it but otherwise keep it safe. You may summon holographic interfaces for it at will.
200 CP (50% to Origin)	**Sweet Ride** You are the proud owner of a vintage automobile that exudes cool. Opening up the hood reveals that it has a finely tuned modern engine. Inexplicably, if attached to a mech, spaceship, or the like, it serves as a perfectly functional command center.	**Monkey Wrench** Normally takes the form of a Monkey Wrench. If you could expect to find it in a chop shop, then with a firm shake and thought, the Monkey Wrench will perfectly imitate any handheld tool.	**Panic Button** In the true spirit of Megas XLR, this button will appear if you have need of it. It immediately alerts allies to your circumstances and location.	**0-D for Dummies** A set of textbooks that explain the basics of hyper-dimensional structures, most potent in making spaces with overlapping existences. In layman's terms, use tech to make expanded spaces and parts that don't exist in real space. Warning! Extremely energy intensive.

COMPANIONS

100 CP	**Cooplowski** It defies explanation, but if you supply him with videogames and junk food, he will display savant like skill to repair, maintain and improve *anything* even remotely technologic.	**Jamie** Um. Okay?	**Kiva Andru** She's an ace mech pilot from a dark future, martial artist capable of kicking every kind of alien ass in the galaxy, and an engineer literally centuries ahead of the curve. Also has an excellent grasp of small unit tactics and strategy, and is an adept military advisor.

COMPLICATIONS

Maximum +600CP before 150% bonuses

+	DROP-IN	DRIVER	SHOTGUN	BACKSEAT
100 CP (150% to Origin)	**Captain Obvious** Thank you for stating the *brutally obvious*. You're compelled to maintain a running narration, and not even of useful info, just what everyone else can tell anyways.	**Where's First Gear?** You're never going to win out of the gate with this Complication- you begin all conflict at 20% of your potential and slowly ramp up as it continues.	**Cowardice** You're a coward, and you won't find any thrills or enjoyment in this jump, convinced you're as frail as a mere mortal and mentally exaggerating all dangers.	**Endless Cheesy Pickup Lines** Those that repulse you- by appearance or personality- will constantly hit on you and make poor innuendo. They can't take a hint, and some may grow violent when spurned.
200 CP (150% to Origin)	**Coop Cleanup Crew** You know how by the start of the next episode, all the buildings and infrastructure were magically repaired? Yeah, that's your job. For the next ten years. Earth only, at least.	**What does this button do?** All combat powers are stripped from you and have become modules for Megas XLR during this jump. This is a complication; trying to reverse engineer these tech versions of your powers will make them self destruct, losing them for this Jump.	**Strikeout** You can't charm anyone. You somehow offend all but the most laidback and understanding. Those who know you well are resistant.	**Prehistoric Yahoo** All your hard won achievements will be outshone by the bumbling luck of someone else.
300 CP (150% to Origin)	**PopTV** Any and all stray attacks from Megas XLR will target you with unnerving accuracy and persistence.	**My Own Worst Enemy** A blood knight version of yourself has already conquered their universe, and five years into your stay will tear a hole across dimensions to conquer yours. Has all your powers (but all your drawbacks too), but only interested in a 'fair' fight to the death.	**I (Don't) Got Your Back** You are explicitly useless for the duration of this jump. You'll never be able to contribute anything but the most underwhelmingly minor things- like commentary and pessimism. Everyone will (accurately) peg you as the weak link in their conflicts with MEGAS. Hope Coop feels like saving your ass...	**Wait, explain it to me again?** The Glorft have hatched a scheme to prevent MEGAS from ever being sent back in time; killing the ancestors of the MEGAS project. Anyways, point is, you've now been given a squishy mortal to protect from yearly attacks (new year's day); they die and can't be rezzed? Jumpchain ends.

MOVING ON

Standard post-jump stuff: Drawbacks are undone, memories can be accessed but don't effect you, etc, etc.

You Can Drop Me Off Now

You've had enough, you're packing up, you're going home.

Living Here In Jersey

Somehow, Jersey has grown on you; you've decided to stick around.

Villains From Afar

The universe is a big place; the multiverse is a bigger one. Put the pedal to the medal!