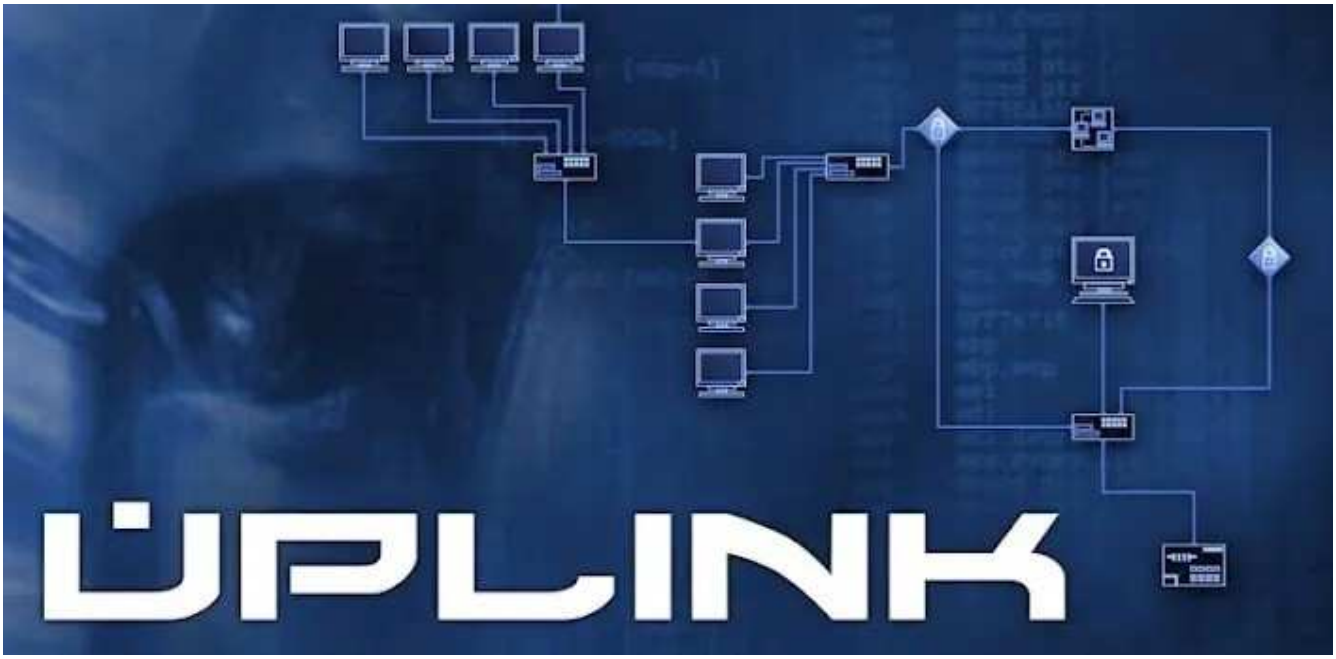
UPLINK JUMPCHAIN



In the year 2010, the world runs on data.

Corporations wage silent wars through digital espionage.

Governments monitor everything.

Trust is a weakness.

And somewhere in the shadows, hackers for hire make their fortunes breaking into the most secure systems on the planet.

Welcome to Uplink Corporation, your gateway to the digital underground.

You gain +1000 CP

ORIGINS

Choose one of the following origins to determine your background.
You can choose to enter with memories appropriate to your origin, or take any background as a Drop-In with no existing memories or history.
Your age is 18+1d8 years.

Drop-In (Free)

You appear in this world with no history, no connections, and no digital footprint. You're a ghost in the machine, which can be both an advantage and a disadvantage in a world where everyone is tracked. You start with basic equipment and an entry-level Gateway.

Uplink Agent (Free)

You're a freelance computer hacker just starting out with Uplink Corporation. You have basic hacking knowledge and some minor reputation in underground forums. You know enough to be dangerous but not enough to avoid making mistakes. You start as a registered Uplink Agent with a basic Gateway.

Corporate Insider (Free)

You work for one of the major corporations as an IT specialist or security consultant. You have legitimate access to various corporate systems and understand how businesses protect their data. Your day job provides cover for any suspicious activities, but you must be careful not to bite the hand that feeds you.

Government Spook (Free)

You're an intelligence operative working for a three-letter agency. The government closely monitors both ARC and Arunmor, and you're part of that surveillance network. You have access to government resources but must maintain your cover and complete official assignments alongside any freelance work.

PERKS

The 100 CP perk from your chosen origin is free.
Other perks from your origin are half-price.

=== Drop-In Perks ===

Digital Serenity (100 CP)

You have an uncanny ability to remain unnoticed online. Passive traces take twice as long to complete against you, and you instinctively know the best bounce routes to maximize your safety. Your digital footprint fades faster than normal.

Mystique (200 CP)

Once per day, you can completely wipe one system's logs of your presence retroactively. This works even on backed-up logs and includes any evidence of your activities. The removal appears natural, as if the logs were never created rather than deleted.

The Blue Valley (400 CP)

You have an instinctive understanding of computer hardware. You can overclock systems safely, jury-rig connections that shouldn't work, and somehow make incompatible components play nice together. Your Gateway performs remarkably better than its specifications suggest.

Deep in Her Eyes (600 CP)

You are impossible to trace through conventional means. Even when caught in the act, authorities cannot determine your real identity or location. This protection extends to all forms of surveillance and tracking, both digital and physical. You can choose when to allow yourself to be found.

=== Uplink Agent Perks ===

Fast Fingers (100 CP)

Your typing speed and accuracy are superhuman when it matters most. You

can execute complex command sequences in seconds and never mistype during crucial moments. Time seems to slow down when you're racing against a trace.

Social Engineer (200 CP)
You excel at manipulating people to reveal information or grant access. You instinctively know what to say to get passwords, bypass security questions, or convince someone to install your "security patch." This works in person, over the phone, or through digital communication.

Money Laundering (400 CP)
You can transfer money between accounts and delete the evidence seamlessly. You understand financial systems intimately and can hide money trails that would baffle forensic accountants. Any illegal funds you acquire become untraceable within 24 hours.

Clouds of Fire (600 CP)
You gain complete understanding of ARC's Revelation virus and how artificial life can exist on networks. You can create, modify, and control digital organisms that can evolve and spread through systems. With effort, you could recreate Revelation or develop something even more sophisticated.

=== Corporate Insider Perks ===

OpSec (100 CP)
You have comprehensive knowledge of how corporations structure their digital security. You know where companies typically store sensitive data, how they organize their networks, and what their standard procedures are. This grants you significant advantages when infiltrating any corporate system.

Plausible Deniability (200 CP)
You can always provide a legitimate explanation for your actions. Why were you accessing that restricted server? You were running a security audit. That

backdoor? Part of your penetration testing. As long as your explanation is remotely plausible, people will believe it.

Corporate Resources (400 CP)
You have access to high-end hardware and software through "legitimate" channels. You can requisition equipment for "testing purposes" and no one questions why you need multiple high-end systems. You also have a substantial expense account that refreshes monthly.

System Administrator (600 CP)
You have root access to reality's operating system. Once per jump, you can alter one fundamental "setting" of the world you're in. Changing a law of physics, adding a new technology, or removing an existing limitation. The change must be subtle enough not to break the setting.

=== Government Spook Perks ===

Security Clearance (100 CP)
You have legitimate access to classified information and restricted areas. Your credentials open doors both literal and digital. Government systems recognize you as an authorized user, though you still need to be careful not to exceed your actual clearance level.

Surveillance Network (200 CP)
You can tap into any surveillance system. Cameras, microphones, satellite imagery, network traffic monitors: If it's recording something, you can access it. You also know how to avoid being recorded and can create blind spots in any surveillance network.

Black Budget (400 CP)
You have access to unlimited government funds for operations. As long as you can justify it as necessary for national security, you can acquire any resource, hire any expert, or bribe any official. The money is untraceable and refreshes after each operation.

Jurisdiction Override (600 CP)

Your authority transcends normal boundaries. You can take over any investigation, commandeer any resource, and override any security protocol by invoking "national security", adapting to whatever the local equivalent of federal authority is.

ITEMS

Secure Uplink Account (Free)
You start with an established Uplink account with:
Agent Level: Confident (Grade 13) Starting credits: 10,000c
Clean criminal record Neutral Neuromancer rating

Bank Account (100 CP)
You have legitimate accounts at multiple banks with 50,000c distributed between them, making it easier to launder money and avoid detection.

Voice Analyzer (100 CP)
A sophisticated piece of hardware that can analyze a person's voice and create a perfect digital replica. Useful for bypassing voice-print security systems.

LAN Probe/Spoof/Scan (100 CP)
A set of advanced tools for infiltrating and mapping out Local Area Networks. Essential for more complex corporate and government jobs.

Corporate Database (200 CP)
Complete records on every major corporation in your current world, including employee records, financial data, system architectures, and dirty secrets. The database updates automatically as you visit new worlds.

Intelligence Archive (200 CP)
Access to classified government files from multiple agencies. Contains blackmail material on major figures, details of secret projects, and contact information for assets worldwide. Updates with each new jump.

Encrypted Satellite Link (400 CP)
A secure, high-speed connection to the internet that is almost impossible to trace. Infinite bandwidth, zero latency, and impossible to interrupt. You can

download entire databases in seconds and maintain hundreds of simultaneous connections without slowdown. It also allows you to bounce your signal off multiple satellites, making it even harder for anyone to find your physical location.

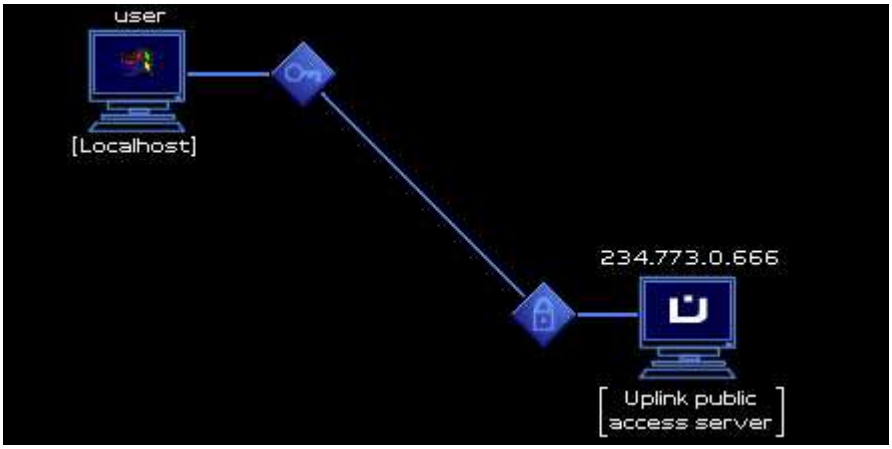
Digital Life Form (400 CP)

Your own evolved artificial intelligence based on the Darwin Project. It's absolutely loyal to you and can infiltrate, analyze, and take control of any networked system. It grows more sophisticated over time.

The Source Code (600 CP)

A digital copy of the source code for the "Revelation" virus and the "Faith" counter-virus. This allows you to study, modify, and even recreate these powerful programs. These programs could theoretically be weaponized to affect other systems too, should you have the means to do so.

GATEWAY



Your Gateway is the intermediary between your home computer and the internet, functioning as your hacking workstation.
It acts as your connection point to the global network, allowing you to route through various servers, run hacking software, store stolen data, and manage your digital identity while performing corporate espionage and cybercrime missions.
Your Gateway is physically located in an Uplink Corporation office, and you dial into it remotely to conduct all your hacking operations. If a Gateway is traced back to its physical location by authorities during a hack, the Uplink Corporation will disavow the user, destroy their Gateway, and seize their account. However, the user's identity usually remains anonymous and punitive action is nearly impossible to enforce. In fact, nothing is stopping a user from purchasing a new Gateway and opening a new account.
Any upgrades you make to your Gateway will persist, should you ever find yourself in the position where you need to start over with a new Gateway or even a new account altogether.

You can purchase higher quality base Gateways for CP.
You have **1000 Gateway Points (GP)** to spend on upgrades.

=== Base Gateways ===

Gateway ALPHA (Free)

The basic starting Gateway offered by Uplink Corporation to new agents.
It's functional, but barely.
1x CPU slot (60Ghz installed)
1x Memory slot (1x 8Gq installed)
0x Security slots
2Gq/sec Modem

VIRTUANET Gateway Plus (100 CP)

A useful all-round Gateway upgrade.
The VIRTUANET offers multiple CPU slots, allowing for actual multitasking.
2x CPU slots (60Ghz each installed)
4x Memory slots (2x 8Gq installed)
1x Security slots
4Gq/sec Modem

KRONOS Corp 90-970 (200 CP)

A mid-tier corporate Gateway with decent specs and your first taste of real security options.
3x CPU slots (100Ghz each installed)
6x Memory slots (2x 24Gq installed)
2x Security slots
6Gq/sec Modem

AM-CORE Supercomputer OMEGA (400 CP)

The AM-CORE is the best Gateway available.
It has actual security slots, and with all that memory you can buy every piece of software. Built for agents who prioritize storage and security.
4x CPU slots (150Ghz each installed)
8x Memory slots (4x 24Gq installed)
4x Security slots
10Gq/sec Modem

=== Hardware Upgrades ===

CPU Upgrades (Replaces existing processors)

100Ghz Processor (100 GP)
150Ghz Processor (200 GP)
200Ghz Processor (400 GP)
Top Series 400Ghz Processor (600 GP)

Memory Banks (Fills available memory slots)

8Gq Memory Module (50 GP)
24Gq Memory Module (100 GP)
32Gq Memory Module (150 GP)
64Gq Memory Module (200 GP)

Modem Upgrades (Replaces existing modem)

The modem does not influence your hacking speed greatly, but it interacts with the processor: the more you upgrade your CPU speed, the more influential a modem upgrade becomes.

4Gq/sec Modem (100 GP)
6Gq/sec Modem (200 GP)
8Gq/sec Modem (400 GP)
10Gq/sec Modem (600 GP)

Security Systems (Fills available security slots)

Motion Sensor (100 GP): Detects any movement physically near your gateway. It lights a red bar underneath the time controls when there is significant activity near your system, such as during a police raid.

Gateway Self-Destruct (100 GP): Explosive charges on the Gateway that can be detonated to dispose of any evidence should the Gateway become seized or compromised.

Biometric Lock System (200 GP): Only you and Uplink Corporation technicians are able to physically tamper with your Gateway's hardware.

EMP Shielding (200 GP): Your Gateway is protected against most forms of interference that could affect the internals or storage of the device.

=== Special Gateway Features ===

Pre-Installed Software Package (100 GP)

Your Gateway comes with the following basic hacking tools already installed:

Password Breaker v2.0 Proxy Disable v1.0 Firewall Bypass v1.0
Trace Tracker v4.0 Log Deleter v2.0 File Copier v3.0 File Deleter v3.0

InterNIC Access (100 GP)

InterNIC makes your life as a hacker much easier, functioning as a public library of knowledge as well as a virtual base of operations you can launch cyber attacks from. Your Gateway comes with pre-established admin access to InterNIC and a list of Internal Service Machines already mapped.

Optimized Bounce Path (100 GP)

Your Gateway has a pre-configured optimal bounce path through multiple international servers, making all traces on your Gateway take longer and causes novice attempts to fail entirely. Includes admin access to key routing servers.

Remote Access Terminal (200 GP)

Your Gateway has a wireless connection to the modem, so if you get traced they can't find your gateway. The remote transmitter provides some protection against physical traces, though it doesn't protect you from a log trace to your account.

Future-Proofed (200 GP)

Your Gateway's architecture is somehow compatible with all future technologies you might encounter. Any computer upgrades, alien processors, or magical computing enhancements can be installed without compatibility issues.

COMPANIONS

Other Users From This Terminal (Free)

Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take companions or drawbacks.

Additionally, for each **100cp** you donate, each of your companions imported or created this way gains an extra **200cp** to spend.

Black Hat (100 CP)

He's in it for the thrill, the money, or the sheer satisfaction of breaking through the most secure systems. He has a reputation in the digital underworld for being a skilled and audacious hacker. He might have a history of cybercrime, corporate espionage, or working for shady clients who pay well for his particular talents.

Black Hat comes with all perks from the **Uplink Agent** origin, as well as an additional **600cp** to spend on perks and items.

White Hat (100 CP)

One of the good guys, or at least he tries to be. He might have a history in corporate security, law enforcement, or just a strong moral compass that guides his actions. He excels at tracking down digital criminals and protecting systems from intrusion.

White Hat comes with all perks from the **Corporate Insider** origin, as well as an additional **600cp** to spend on perks and items.

Grey Hat (100 CP)

He might expose corporate corruption one day and sell their secrets to the highest bidder the next. His allegiance is to himself and his own code of ethics, which can be flexible when the price is right. A freelancer in the truest sense, taking on jobs that interest him, regardless of their legality.

Grey Hat comes with all perks from the **Government Spook** origin, as well as an additional **600cp** to spend on perks and items.

DRAWBACKS

You can gain a maximum of **+1000 CP** from drawbacks.

Active Trace (+100 CP)
From the moment you start a hack, an active trace begins. You have a very limited amount of time to complete your objective and get out before you are discovered.

Rival Hacker (+100 CP)
Another Uplink agent has made you their personal enemy. They'll try to frame you for crimes, steal your contracts, and report your activities to authorities. They're about as skilled as you are, but they're only human.

Federal Investigation (+200 CP)
You are the target of an ongoing federal investigation. Law enforcement agencies are actively trying to track you down, and they have significant resources at their disposal. Other hackers might even try to turn you in for the reward.

Game Over (+200 CP)
Normally, failing your chain in this world is difficult because everything takes place over the internet, but now you don't have that safety net. If caught and convicted of cybercrimes in this world, your chain ends. No appeals, no escape, no second chances.

ARC Vendetta (+300 CP)
You have a powerful enemy in the Andromeda Research Corporation. They will actively try to sabotage your career, and may even send assassins after you if you become too much of a threat.

Arunmor's Most Wanted (+300 CP)
You have earned the ire of the Arunmor Corporation. They will use their considerable resources to hunt you down and make your life difficult, both

online and in the real world.

Publicly Disavowed (+400 CP)

The Uplink Corporation has publicly disavowed you. Your agent account is terminated, and you have no way to create a new one. You'll have to find your own clients and missions, and you'll be a prime target for both law enforcement and rival hackers without the Uplink Corporation's support.

Doxed (+400 CP)

Your real identity has been exposed and published worldwide. Everyone knows who you are, where you live, and what you've done. You cannot hide behind aliases or false identities.

Revelation (+600 CP)

No matter what you do, Revelation will inevitably be released into the world and begin to spread. If you don't stop it, the internet dies and civilization collapses, taking your chain with it. You must prevent the apocalypse while managing your normal activities.

ENDING

Ten years have passed. As your final hack completes and the trace reaches zero, reality itself seems to pause. The screen before you flickers, displaying three options in simple green text against a black background.

Stay Here

You've found your place in this digital world. Perhaps you've become the ultimate hacker, with admin access to every system on the planet. Maybe you've built relationships worth keeping, or simply enjoy the thrill of the constant cyber-warfare. Whatever your reason, you can choose to remain in the world of Uplink permanently.

Go Home

You're tired of proxies. You're tired of viewing life through a computer monitor instead of living it. You disconnect from your gateway and return to your computer. Your personal computer. You're home.

Continue Your Chain

Naturally. There are infinite worlds to explore, infinite systems to hack, infinite possibilities to pursue. Your Gateway becomes a permanent part of your warehouse, always accessible when you need it. Your criminal record, however, stays in this world. You start fresh in your next jump, though your reputation as a legendary hacker might precede you in certain circles across the multiverse.

As a final parting gift, you gain an additional **+1000 GP** to spend on Gateway upgrades, and can bump your current Gateway system up a tier if you aren't already using the highest-tier model.

NOTES

Your Gateway, along with any hardware and software you purchased or acquired during the Jump, becomes part of your Warehouse. Gateway security items like the Motion Sensor and Self-Destruct are primarily for use during this jump. In future jumps, your Warehouse's own security systems will likely be superior.

Time in this jump can be accelerated. You may experience the full 10 years in what feels like 10 months if you prefer.

Your hacking skills work on any computer system in future jumps, adapting to local technology. You can also continue to use your Gateway as an additional suite of tools with some additional protections.

Unless you take certain drawbacks, if you side with neither ARC nor Arunmor in the storyline, Revelation will likely never manage to infect the internet and Faith will never need to be created to counter it.

All Gateway upgrades are fiat-backed and will continue to function in future jumps, adapting to local technology levels while maintaining their relative power. Your Gateway can be summoned to any location with computer network access, and will automatically translate its interface to be compatible with local networks.

Getting traced and arrested doesn't count as death or a chainfail on its own, but some corporations aren't above sending bombs or assassins if they have an identity and a reason to silence you.

All software purchased here will automatically update to remain cutting-edge in future jumps. Your Password Breaker v2.0 won't become obsolete just because you jump to a cyberpunk setting with quantum encryption. If you plan to upgrade your Gateway's hardware/software, that's also a viable route to take. Gateways are modular by design.