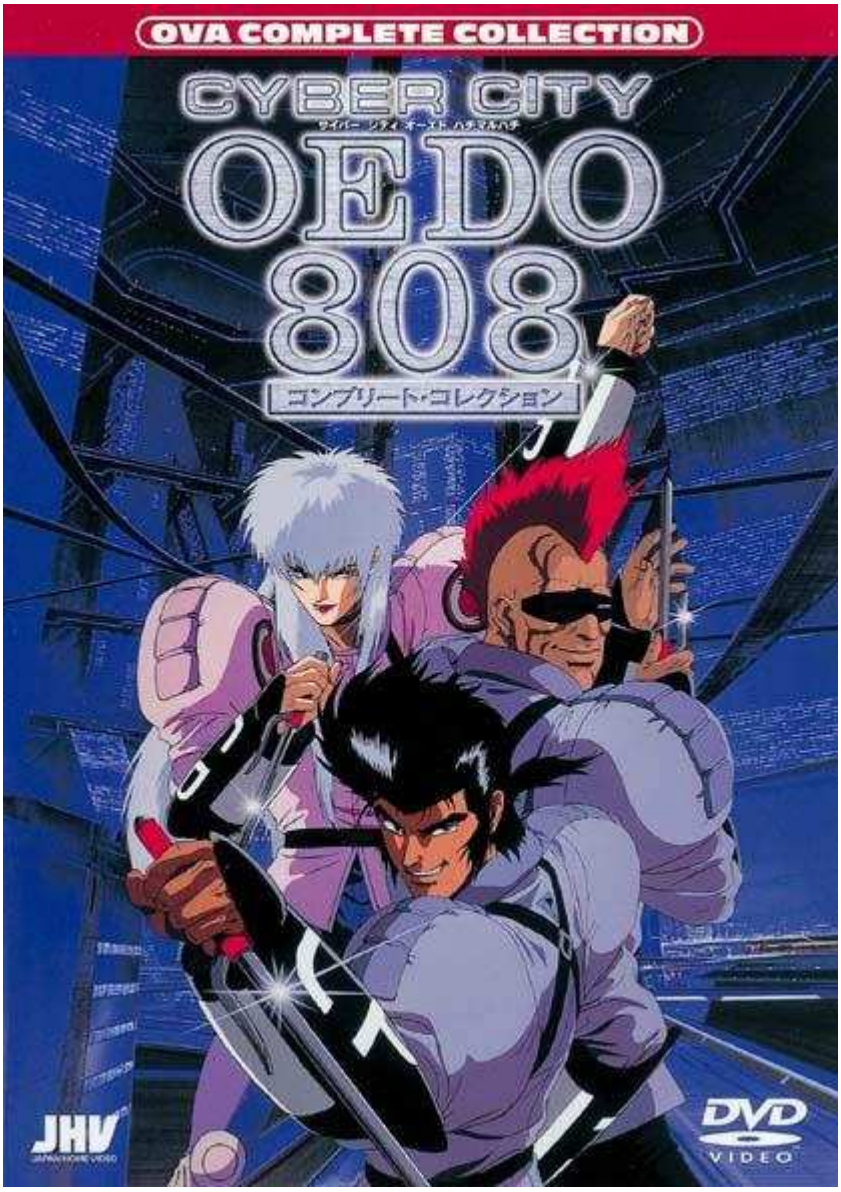
Cybercity Oedo 808 Jump V 1.1 By Atma/Wandering Shadow



So, things are a little bit different here Jumper. Don't think of this as a simple jump, you've been sentenced to ten years in a cyber version of Tokyo with a heavy 80's flair. Okay… about that sentence, yeah that's only if you take a specific origin. Hell, you might be the one doing the sentencing! Anyway, for the next ten years, you'll be here either aiding the law or going against it. Now, don't think this is some generic anime cyber-crime story, there are things that go bump in the night in this world. Things that have begun to blur the line between logical science and illogical fantasy.

Location

Your location within the Cybercity doesn't really matter. Oedo is a big place after all with multiple buildings and organizational headquarters well above atmo. Instead, you'll appear in the city in an apartment or appropriate domicile keyed to your origin.

Age and Gender

Roll 1d10+20 for your age and choose your gender freely, consider it a new identity for the future. You can pay 50cp to set your age. Do note though, that you cannot go below the age of majority, 18.

Origins

Who you are and what you can initially do within the next 10 years.

Drop-In (FREE) – You arrive in Cyber City with no connections, no ID, and most importantly no rap sheet. You're on your own for now, but there are plenty of ways to get employment, both legitimate and illegitimate.

Cyber Police Officer (FREE) – You're an officer of the Cybercity PD. Whether you are already sworn in or are a parole officer, it's your job to defend the public from the evils of the world.

Figure of Power (FREE) – You belong to an organization and within that organization you hold a position of power that makes you mostly unassailable. This doesn't mean that you are free from duties and obligations, but you don't have to worry about the lesser things of life. The only position that cannot be taken is that of the chief of police, that belongs to Hasegawa and he won't give that up.

Criminal (FREE) – You're on the wrong side of the law. Taking this origin means that you have in-depth dealing with the criminal elements of Oedo and that the police might be knocking on your door at any time. Best be careful.

General Perks

A General Flair (FREE) – Jumpers hit a lot of different places during their travels and as such, may receive the odd look or two. This perk covers that. Now, matter how you dress, look, or carry yourself, you'll always be taken completely seriously.

Snap Comebacks (-200 CP) – Whether by hook or by crook, you can now level one hell of a comeback to anyone that cops an attitude with you. This comeback will usually leave them speechless and stunned long enough for you to do what you need to do in a brief amount of time. Like say, calmly walk off while they get arrested without them realizing it?

Telekinesis (-400 CP) – Psychic Power is yours for the taking! In all seriousness though, this is a basic psychic power package that includes a moderate amount of power with telekinesis. This will allow you to move and manipulate objects up to the weight of an average human.

Origin Perks

All origin perks are discounted for their respective origin. 100 CP perks are FREE for their origins.

Drop-In Origin Perks

Lantern Face of JUSTICE (-100 CP) – This cosmetic perk does one thing. It makes you the epitome of manlyness by giving you the physical features that scream "Yes I just fought a deathbot in a sky tower with nothing but my bare hands, I'm bleeding and tired and all I want to do is read classical poetry, so don't fuck with me." If you are a woman, then your physical features shift to become the epitome of a dangerous beauty. You are drop dead gorgeous and still exude the look that screams the above quote. If neither option appeals to you, you can instead take this perk to achieve the perfect level of androgyny.

All They Want To Do is Talk (-200 CP) – People can't help but talk in your presence. You may not know exactly why, but you won't complain if they were given hints at things, you feel may help you during your stay.

Legitimate Craft (-400 CP) – Oedo has a great deal of many avenues of employment. This perk will make a master of one such method. Wish to be a world-class Doctor? Gun Maker? If it is within the bounds of reason within the futuristic world, then you may be able to master that job path.

Safe House Creator (-600 CP) – You've got a knack for making facilities that can hold you, your friends, and whatever goods you can integrate within. These safe houses can be made in any area that is sufficiently ignored by most individuals and usually in spots that would lend themselves to not being opened normally. This doesn't mean that they can't be discovered or broken into. If you want security systems, you'll actually need someone else to work on them.

You Wouldn't Know a Goddamn Vampire, If One Jumped Up and Bit You At The End of Your Fucking Dick (-800 CP) – Oh boy. You may either have actually been an experiment from Saionji Medical Corp or you got your hands on the technical data for the retrovirus Saionji meant for himself. This virus will put you in the prime of your life, enhance your strength to monstrous levels, and give you powerful telekinetic abilities that may even allow you flight via levitation. The only downside is that the virus alters your hemoglobin to express a unique form of Anemia. In order to fix this, you will have to drink the blood of humans to survive, although there are probably ways around this with time and effort.

Cyber Police Officer Origin Perks

Tougher Than Steel (-100 CP) – It takes a lot to be an officer in the Oedo, this perk will help you out a little bit more. Your body becomes more resilient than it previously was. This doesn't mean that you can take bullets like Superman but get stabbed in the stomach, and you can rip out whatever is stabbing you and keep going. If Sen Goku could be impaled by a high voltage cable and kill a ghost, then so can you.

Hack the World (-200 CP) – A lot of Cyber Police Officers are talented in the art of hacking into computer systems. Whether you're a parole officer or a regular, you can hack into heavily encrypted programs, records, and other data systems with ease, like you learned it straight from Golgol. This can be especially useful with say… bomb collars.

Acrobatical Mastery (-400 CP) – Just like Merrill 'Benten' Yanagawa, you can now move and navigate your environment in ways that are just a step beyond the human condition. Would you like to jump up the ruins of a once prestigious park and punch out someone. Well, now you can. Get jumping, Jumper.

Exploiting a System (-600 CP) – You are going to face many enemies both here and in your other jumps. This perk is here to help, think of it like a form of situational luck. If, in the middle of combat you happen to come across something in the environment that can be used against your foe, then not only can you use it, but it will cause agony to that foe. It won't cripple them, but it will effectively throw them off their game for the remainder of the fight.

I'll Download You Straight To HELL! (-800 CP) – There are surprisingly a lot of supernatural entities within Oedo. These entities can and will make mincemeat out of the most hardened persons. This perk... Well this perk, evens the field. You might be a normal human, but that doesn't mean that you can't get even. You can now kill any supernatural entity with whatever equipment you've got on hand. If there are prophecies or special conditions, you can alter your equipment with programs and viruses to do the job.

Figure of Authority Origin Perks

THE Poker Face (-100 CP) – In your position, you have a lot of enemies and showing weakness may prematurely end your career. This perk allows you to keep your game up whenever required. No one will ever realize what's actually going on in your mind when time calls for it.

Connections Limited (-200 CP) –Your position affords you the ability to use your connections to get what you want in a reasonable way. Need soldiers to test weapons? Your connections with JSDF High command will get you those soldiers. Need officers from the cyber police force to investigate corrupt officials, Hasegawa will allow it.

Crimes Against Nature (-400 CP) – The perk allows you to involve yourself in projects of questionable morals and have a unique effect on their progress. While these projects would have eventually succeeded without your presence, you can make them even more successful. As a bonus, you have a comprehensive understanding of the various technologies within Oedo.

Time Limit (-600 CP) – Hasegawa puts his subordinates through the proverbial ringer in nearly every assignment he places them on. When they cop an attitude, he tends to activate their bomb collars with hour-long time limits. Now you can do something similar. You can set any of your subordinates into an hour-long time limit. While that may not seem like much, they will get anything you ask of them done with outstanding results.

Da Chief (-800 CP) – You know, I said you could have a position of power except… He stepped down? Well, congratulations! You are now the Chief of Cyber City Oedo's PD. That doesn't sound like much on the surface but wait until you hear the benefits! First, you now hold the position of absolute legal power in the field of civil and federal law within the city. You have a loyal and clear-headed task force willing to do whatever they feel necessary to carry out the law. You may also be able to enlist 'Parole' Officers. These officers, formerly criminals, may bring a series of skills that the academy could never teach. All these officers will be loyal to you and Post-Jump you may insert yourself as the head of any legal authority. Do note however that within this jump, you may not be able to interfere in matters relating to the military unless of course the situation gives you the opening.

Criminal Origin Perks

No Questions Asked (-100 CP) – Buying goods from places that shouldn't be selling them can be a hassle for others. Not for you though as with this perk, you can safely and easily buy illegal goods from vendors as a legitimate deal. This means that these transactions can't be traced back to you.

Shutting the Door Behind Me (-200 CP) – Hacking is a common art within Oedo, unfortunately covering your tracks isn't. This perk nulls that aspect. You now have an absolute grasp in hiding your data breaches to prevent traces.

Black Market Special (-400 CP) – Criminals need a lot of support in their day-to-day functions, it's no different than the do-gooders. This perk will give you a comprehensive understanding of how to make tools that can be utilized in breaking and entering (Both in a physical manner and digital), disposal, and other criminal activities that you may find yourself involved with.

The Left Fuse or the Right? (-600 CP) – Sometimes, you may make an enemy of someone or walk into a situation that lends itself to bomb defusal. This perk will give a sense as to which wire or fuse to remove in order to safely deactivate ANY kind of explosive regardless of make and model.

Ghost In the Machine (-800 CP) – This is uh… okay how do I explain this… In simple terms, your body can now accept any cybernetic enhancement without issue. However, that's not the end of it. YOU can now be physically accepted into any mechanical system that you come into contact with and control that system to perform any action within its limits. If the sky tower could be hacked into stopping its geo-rotation by a decaying corpse, then what can happen when a healthy mind is integrated with something similar?

Items

These are what you bring with you throughout your decade here. Origin discounts are worth 50%. 100 CP Items are FREE for their Origins.

General Items

Specific Outfit (FREE) – You get to design for yourself a special futuristic 80's outfit for everyday use. This outfit, if damaged or dirtied, will restore itself within a day. However, it carries with it no defensive properties.

This Burning World (FREE) – You get both the Original and the UK re-release soundtrack to take with you. Enjoy!

Drop-In Items

Legitimate Business (-100 CP/FREE Drop-in) – You now own a small-time business of your choosing. This is more of a way to give you something to get by with, so don't think you'll be making millions day one.

A Really Big Gun (-200 CP) – You now own a .454 Casul Revolver sold to you by a well-regarded gun maker. This revolver can stop a heavily armed and armored man dead in his tracks with a single shot. While it's customizable, it comes with a 6-shot cylinder and an 8-inch barrel. Ammo for it regenerates daily.

Hover Platform (-400 CP) – This platform, used primarily for small personal flights, comes with a stable guidance system to allow for steady movement. It can also reach the speeds of most high-speed vehicles.

VARAS (-600 CP) – Technically it's AI but I'll let this slide. VARAS is a semi-mobile computer that can and will follow you during your time here. It understands any legal code to its most in-depth interpretation and is capable of instant communication and data sharing between you and a desired third party. Just don't expect it to get metaphors and curses.

Cyber Police Officer Items

Futuristic Jutte (-100 CP/FREE Cyber Police Officer) – This futuristic sword breaker/baton is a common item among Cyber Police Officers. It is both a defense and offensive tool with the ability to collapse in on itself, fire the main body as a projectile. It can also be utilized as an alternative ID to denote your status as a law enforcement officer.

Benten's Razor Wire Ring (-200 CP) – This ring is an interesting design. Within the core of the ring, is a length of monofilament wire that can be used for multiple purposes whether they be for rappelling down an elevator shaft or cutting things in half with ease. The length of wire seems to be dependent on what you NEED and not what you WANT.

Cyber City Police Armor (-400 CP) – This futuristic set of police issue armor is made from a composite material that includes kevlar weaves and heavy metals. This result is an armor system that deflect high-caliber bullets and melee weapons with ease. The only things that damage this armor and by extension you, would be experimental weapons and the supernatural.

The Truck (-600 CP) – This futuristic 18 wheeler is yours. This truck has no cargo itself to haul. Instead, the container contains a large luxurious apartment that has all the amenities for your use. It can safely hold multiple people inside of it, will never need maintenance, and has within it a large selection of classical Russian literature. Not all that impressive, the facilities

within the truck can be continuously upgraded and the library infinitely expandable. You may very well have a moving, untraceable command center and none would be the wiser.

Figure of Authority Items

Timer Lighter (-100 CP/FREE Figure of Authority) – A gold-plated lighter that can act as a timer. It has infinite fuel and can link up with one device per timer click. Once the timer has counted down to zero, whatever device is linked to the timer will activate without fail.

Ornate Weapon (-200 CP) – Functional, but you got this to show off didn't you? This weapon of your choice is highly ornate and probably costs several years worth of salary to acquire.

MOLCOS Design Specs (-400 CP) – You have the plans for the psychic trooper MOLCOS project. If you are willing to do some grave digging or morgue shopping, then you can make quite the force with these plans.

Palace of Moonlight (-600 CP) – You own a veritable palace with one caveat, It's in SPACE! This palace has full life support, sports a futuristic-gothic design, a bay for small personal ships and will always have an orbit that allows the soft moonlight to be used as natural light.

Criminal Items

Mobile Data Terminal (-100 CP/FREE Criminal) – Listen, this thing looks clunky but it's built to last. This data terminal is the size of a large laptop and can be used for a variety of jobs including hacking. Just be sure to not leave any traces with this.

Heavy Flamer (-200 CP) – Mmmm can't you just smell that pork a cookin? In all seriousness though, this flamethrower is the size of a large rifle and carries an internal fuel source that will last for an hour of continuous use and nice range for the flame. Fuel will restore itself a day after use.

Malleable Retrovirus Sample (-400 CP) – You have a sample of the retrovirus Saionji had his scientists working on. Don't let this fact be common knowledge, despite its drawbacks, this pure strain can be altered to suit your needs provided you have the expertise or know someone who does.

Mega Tower (-600 CP) – This tower is a miniature city unto itself with apartment complexes, malls, sewer works, and food distribution centers. Now that may imply this is a big thing right? Yep, this tower reaches high up into the upper atmosphere and requires an internal gyrocenter to maintain its stability. Still, who knows what kind of skeletons you can hide here.

Companions

All Companions get 600 CP to spend on Perks and Items.

New Employers (-50 CP to 400 CP) – You can import up to eight of your previous companions into positions necessary for your stay.

Plucky Officer (-100 CP) – You can now have a plucky officer from Cyber City PD as your companion. They get up to the 400cp perk in the Cyber Police Officer Origin

Old Flame (-100 CP) – You now have an old lover of whatever your preferred gender. While they may not get any pre-set perks for the purchase, you can set their perks to your choice. They are also completely loyal to you.

Reimi Masuda (-300 CP) – The ancient woman that was used as a test subject for Saionji's attempts at immortality. She starts with the 'You wouldn't know a Goddamn Vampire' perk already. You can choose the rest of her perks after this.

Drawbacks

Drawbacks Limit is up to +1000 CP and an additional +800 CP may be awarded if the Drawback Scenario 'Travelled Millions of Years' is taken.

OVA Special (+0 CP) —This drawback limits your time within the Cybercity into three major events related to your origin. You awake the morning of the first event, finish it and then get booted along to the next one. This may be a blessing if one wants to get through this decade quickly and a curse for those that don't.

Sailor Talk (+100 CP) – It doesn't matter what kind of conversation you'll be having or the context of the situation, you'll feel the inexplicable urge to curse in the foulest and strangest ways constantly. Hope you don't mind dropping F bombs faster than Sam Jackson.

Role Lock (+100 CP) – This drawback is a little weird. It basically locks you into your role and its duties. If you take the Drop-In origin for example, you can never directly involve yourself in matters that pertain to 'Figure in authority' and vice versa.

Gonk (+200 CP) – Cybercity Oedo 808 is home to some fantastic character design… Unfortunately, you don't have that. You now look like the extra that got knighted with the ugly

shovel. This won't really affect you physically but don't expect to be seen as anything other than a bit player on first meetings.

Realistic Physics (+200 CP) – Take your anime world rules and throw them out the window, reality has checked in and it's here to stay. High flying moves and last minute saves common to anime and action films don't exist anymore. You'll now have to plan your moves carefully and be aware of where you are going because you might just drive off a bridge and never be able to escape your car.

Lost Lenore (+300 CP) –You have someone you love here. You'll have a great relationship with them and while you may never pop the proverbial question, they always stay with you. Halfway through your jump, they will die in a manner that can't be prevented. While you may eventually recover, just know that you caused this. You have no one to blame for that heartache but yourself.

You're Under Arrest For A Whole Host of Shit (+300 CP) – You're in for it now. A warrant for your arrest has been put out and the Cyber Police Officers are out in full force. This isn't some standard fair too, these police have the right to shoot on sight if they feel it's necessary. If captured, be prepared to spend the remainder of your time within a hellish prison system.

ACCESS DENIED (+400 CP) – It would be too easy to roll through this world with the power of the gods wouldn't it? This drawback locks out your previous powers and items in your warehouse. You'll have to make due with what you've got.

Collared (+400 CP) – Hasegawa owns you. This drawback means that you've committed a crime and are eligible for rehabilitation. It also means that Chief of Police Hasegawa is now your de facto boss and will absolutely trip your bomb collar if you disobey him. You cannot remove this collar or it will explode and the explosion will ignore any perks or abilities that circumvent death. Having the collar trip will end your chain.

Psychic Trooper Initiative (+600 CP) – It seems that the JSDF has become aware of your status as a jumper. Don't worry though, they don't want to strap you down to a table and see what makes you tick, or throw you in a hole. What they would like to do is set you up in deathmatches with their new Cyborg soldier prototypes, The MOLCOS. These psychic troopers have incredible psychic power and resilience. To make matters worse, if you defeat the MOLCOS, a new one will be hastily redesigned to account for the previous shortcoming and the JSDF will want to test it out.

To Think, The Light From These Stars…(+600 CP) – Your start in this jump actually begins 200 years prior to the events of the story. Unfortunately, that means you are in cryo sleep for

those 200 years and you will be aware of every second of it. When you are finally released, you will suffer from what can only be described as intense culture shock that will not fade for the remainder of this jump.

SPECIAL DRAWBACK

This drawback can only be taken if the Drawback ***"To think, The light from these Stars…"*** Has already been taken.

… Traveled Millions of Years to Reach Here (+800 CP) – During your time in cryo, Saionji Medical Corp. has been taking samples of blood to aid in the research for an immortality virus. However, as with any viral agent, there are many tests and failures before a working sample can be made. When you truly wake up from cryo and start your jump, you'll find that the cyber city is infested with cast-off experiments each holding a hodge-podge of your abilities, skills, powers, and features. They will be a constant threat to all inhabitants of the city and have a burning desire to destroy their progenitors, principally you. To make matters worse, Saionji himself has a sample of the perfected strain and has taken a large dose. He has all your powers and abilities as well as the vampiric capabilities he originally designed. Even if you live out your ten years here, you must destroy Saionji to leave this jump.

If you win, you will not only have earned the 800 extra points this drawback gives, but you also have a copy of Oedo affixed to your warehouse. This mirror city will naturally progress in advancement and time, never seeming to run out of resources for projects. Anytime you enter this copy, you will be considered its de facto head of state and can benefit from the advances that the city produces. New technology, theories, and understandings can be introduced into the city but any item produced by the city will still carry with it the 80's design flair.

Decisions Decisions Decisions

Retirement -- You're done Jumping, you're going back with everything you picked up so far. Good job!

Tour of Duty -- Job's not done yet it seems. You're spending the rest of your time here in this world.

Promotion! -- You're moving on Jumper, see you next jump.

Additional Notes

The information found below is kinda important, so please pay attention.

- Cybercity Oedo 808 has a mix of science fiction and supernatural horror with a heavy technological bent. If it can be explained with even the most speculative of sciences, odds are it's free.
- Cybercity Oedo 808 was a three episode long OVA that focused on very short time frames for each of the main characters. Fanwanking for the sake of world building is encouraged.
    - Each episode had a central supernatural theme to it.
        - Episode 1: Ghosts and Poltergeists
        - Episode 2: The MOLCOS Unit is basically a futuristic Frankenstein for military use.
        - Episode 3: The vampire was an attempt to make an immortality serum.
- Oedo has a alot of crime that goes on between digital based crimes, murder and organ trafficking. Just be prepared to see this being blatantly done in the day and night.
- If the General Perk "Telekinesis" is taken with the Drop-In perk "You wouldn't know a goddamn vampire" then the jumper can telekinetically pick of objects the size of an 18 wheeler and treat it like playdough as the two psychic abilities add to each other.
- The MOLCOS Unit does have a weakness, although if exploited and if the Psychic Trooper drawback is taken, then this weakness will be immediately fixed in the next MOLCOS iteration.
    - A MOLCOS unit requires a fresh body to be utilized per creation. We'll put that down as a month old corpse.
    - The MOLCOS has enough psychic potential to hold several tons worth I beams above its head for several minutes.
- Psychics are implied to be a normal part of everyday life in Oedo and by extension the greater world.
- Chief of Police Hasegawa is shown to be a veritable slave driver but he is unquestionably on the side of the law. He is not a blind follower of the letter but rather the spirit. He will perform actions outside of legal tender to ensure the populace's general safety and can be reasoned with.

Fun Side Note

- Two of the Characters (Benten and Golgol) are voiced in English by Daniel Flynn (Benten) and Sean Barret (Golgol). Later on, both actors would appear in Dark Souls as Solaire of Astora (Daniel Flynn-Benten) and Andre of Astora (Sean Barret-Gogol). So, if you ever wanted to hear Solaire tell someone to fuck-off, this is your anime.

Changelog

- 4/27/2024 Version 1.1 Created
    - Minor Grammatical and Spacing fixes were made to this Jump-Doc.