Ergo Proxy Jumpchain

v0.9 by dhasenan

The Earth has been destroyed. Humanity fell. The last of the Original Humans fled to the stars. They left behind a project to restore the environment and repopulate the planet: the Proxy Project, three hundred powerful, immortal beings whose very existence can serve as the lifeblood of a society. The Proxies can restore the ecosystem across the entire planet, and the robotic AutoReivs can handle labor in places that would kill humans. But for now, prepare for a life of domed cities, wastelands, and burnt skies.

Take +1000 Citizen Points. Work hard and make waste.

Locations

Pick freely, or roll and get a bonus outfit in the style of Pino-chan's.

Romdeau City: Where the action starts. The home of Re-l Mayer. This is a city of plenty...provided you follow the rules.

Romdeau's Refuse: A marginal habitation of a couple dozen people subsisting off what Romdeau City throws away.

Desolate Dome: There were originally at least a handful of domed cities, but most of them have fallen. Pick an empty one at random.

Smileland: A domed city, the domain of Will B. Good. You can find happiness here, at least as long as you ignore the obvious.

Contested Wastes: The middle of nowhere, yet there are people, and they are at war, an endless fight between humans and Autoreivs.

Backgrounds

Autoreiv (free): You are a robot. Autoreivs generally have a convincing simulacrum of sapience. Your sapience is intact, but you test negative for the Cogito virus.

Fellow Citizen (free): You come from one of the Domed Cities. Highly educated, well fed, but not accustomed to hardship.

Proxy (400cp): You are an engineered being designed to breathe life into the world. You normally look like a regular human, but you have a monstrous form that you can switch into. This form greatly boosts Proxy perks. You must take the **Hunted** drawback for no points. Normal Proxies cannot live under clear skies, but you have no such issue.

Wastelander (free): Native to the wastes, you're used to hard living. Your survival is testament to your tenacity, but you have had few advantages in life.

Perks

Standard discounts apply: 50% off for matching backgrounds, with discounted 100cp perks being free.

General

Flight (200cp): Like Re-L Mayer (II), you have wings that allow you to fly. If you are an AutoReiv, you may choose whether you are more of a jet or an ornithopter.

Raison d'Etre (300cp): Your very being has a rock-solid foundation. You have a purpose. At every moment, you are fully aware of that purpose, and nothing can break you from it aside from your own free will. With your raison d'etre, you can use willpower to break through any form of control. You can fight back insanity, replacing it with singular fanaticism toward your raison d'etre. You can cut through indecision caused by a lack of self-knowledge in the space of a breath. This raison d'etre applies in a mutually compatible way to your clones as well, aside from clones created via drawback, just as Re-L Mayer's clone shot Raul Creed to protect someone she had never met. *Daedalus has lost his raison d'etre. You might say he's like a broken cog.*

Two minutes seventeen seconds (400cp): You're a master of sabotage. If you can access a system, you can break it. What's more, though, you know the precise limits before your sabotage incurs collateral damage, and you're skilled at tailoring the impact.

Mind Invader (400cp): You can reach out into other people's consciousnesses as Will B. Good reached out to Pino's. At first, this will be an uncontrolled ability; you'll occasionally find yourself in another person's mind, along for the ride. (This will never harm you, though it might significantly inconvenience you.) Eventually, with enough practice, you'll be able to cast around for other minds in a wide radius and steal in and out of minds at will. You won't have control over their minds, but you can control their dreams.

Autoreiv

We Are Twelve Million Three Hundred Eighty Three Thousand – (100cp): You have the power of measurements. You can navigate flawlessly using dead reckoning, serve as a sextant, break down visual input into a series of wavelengths of light, and other neat party tricks.

It's Easy to Cheat If You Know the System (200cp): Iggy was able to falsify his test results for the Cogito Virus. You can similarly alter your test results, the effectiveness scaling with your understanding of the test methods.

Integrated Multi-Scanner (400cp): You can detect many things just at a glance, like the magnetic fields indicative of an active power grid in a derelict city. Your vision extends well into ultraviolet and infrared. You can also diagnose injuries and illnesses with a few seconds of examination.

Useless Without You (600cp): Autoreivs are often attached to workers as assistants. Like Kristeva, after working beside someone for a while, you may take their position and perform at least as well as they do. It should only take a month acting as go-fer to a high level executive to substitute for them, though for positions requiring lengthy training or experience, the duration might be longer.

Fellow Citizen

Weapons Free (100cp): In Romdeau, it's strangely easy to get your hands on weapons. Anyone who wants to can get a pistol or shotgun or fletchette thrower. You have a trivial time sourcing any form of small arms and even a bit of heavy weaponry, and you can open or concealed carry anywhere that's not under heavy lockdown.

Job Security (200cp): You could be the Director of Security, execute an unauthorized nuclear launch, collude against authorities with the chief medical officer, and still keep your position after a firm talking-to. For this degree of sin, you can expect this perk to protect you once a year. For simply not doing your job plus significant embezzlement, you're in no danger. In this jump, this protection only applies to citizens.

Authority (400cp): You have a high position and the knowledge and capability to hold it. Something like lead medical researcher, as Daedalus, or chief of security, as Raul Creed. Perhaps you're in charge of maintenance or propaganda. In any case, you have solid managerial and administrative skills.

You may take this multiple times. The first is discounted only for Fellow Citizens, but subsequent purchases are discounted for everyone. You only get one position no matter how many purchases you make, but you will be able to switch purchased positions as quickly as you like.

Dome-Builder (600cp): The Proxies built the original domed cities. You have the skills required to repeat that feat. Your speed at creating large constructs is incredible; rebuilding Mosk would take you at most a year.

Proxy

Strength and Durability (100cp): You can take as much of a beating as a heavily armored Autoreiv.

Speed (200cp): You're fast enough to move as a blur, almost as if you're teleporting from place to place. Your speed doesn't cause sonic booms or standard collateral damage except for dramatically appropriate signs. In Proxy mode, you can dodge bullets at your most alert.

Regeneration (400cp): You heal fast, recovering overnight from wounds that would kill a normal person. You may sacrifice your regeneration for a day to regenerate from a much larger injury, such as losing a limb.

Life-Granting Aura (600cp): Your very presence promotes the development of life. In a few years, you can turn a barren wasteland into fertile ground in a vast range. This won't conjure seeds and animals from scratch, but it will take care of soil chemical composition, microorganisms, radiation, and pollution in general. It will not disrupt anything you don't want to disrupt.

For larger organisms, you, like normal Proxies, produce Amrita cells that can enable them to survive any noxious conditions. These cells can even be used to trivialize the process of cloning humans. But for you in particular, you can link to an area or a population and secure them against adverse conditions, the effect increasing over time and eventually becoming permanent. After a century or two, your population could live on the surface of Venus.

Wastelander

Disease Tolerance (100cp): Wastelanders have to deal with unsanitary conditions and a hostile environment. Your body is highly resistant to these conditions. You're able to withstand temperature ranges between -20°C and 50°C without loss of functionality, you can be effective on ¼ rations, and you are immune to disease, radiation, and the effects of pollution.

Wilderness Navigation (200cp): Everything you need to know to survive in the vast reaches between the Domed Cities. How to navigate, how to obtain food, how to keep your survival equipment going.

Fast Talker (400cp): All the skill that Hoodie wishes he had. You're normally good at diplomacy of all forms. When you stand to lose something major, this ability is amplified greatly.

Restorer of Scrap (600cp): Wastelanders have to make do with minimal manufacturing facilities, most of the time. You're skilled at taking broken things and turning them into useful, functional gear. You are also quite lucky at finding things that can be easily repaired. With a few months, you could turn a marginal settlement at a domed city's waste disposal chute into a town with amenities superior to the city's.

Items

Standard discounts apply: 50% off for matching backgrounds, with discounted 100cp items being free.

General

Media (free): You gain all media related to this jump as well as Pino's melodica cover of the opening theme, *Kiri* by Monoral.

FP Rounds (200cp): A jewelry box containing two bullets. They will fit any gun you insert them into, even guns that don't normally take ammunition. They can bypass any level of durability and regeneration, and even a grazing shot is a kill. Whisper a type of target, like "werewolf" or "god," to the jewelry box and the FP rounds inside will only harm that type.

Rapture (300cp): 75 megatons of eschaton with an ICBM to deliver it to the target of your choice. Regenerates once per jump.

Autoreiv

Melodica (100cp): A musical instrument. It can lift spirits even in the darkest of places, even if you aren't very good at playing it.

Knight (200cp): A militarized design of AutoReiv capable of hovering and armed with dual high caliber repeating rifles. You may take this as your chassis or as a squad of four followers.

Cogito Virus (400cp): A virus turns VIs and advanced computer systems into fully cognizant AIs, people in their own right. You have a software suite that can customize it, including levels of mania and rate of spread.

Fellow Citizen

Credit card (100cp): This credit card never needs to be paid off and has a curious property: there's no spending limit for replacing items you don't really need to replace. Otherwise, it caps out at $35k per month.

Entourage (200cp): A secretary / gopher AutoReiv loyal to you. It has a toggleable immunity to the Cogito virus. If you allow it to contract the virus, it will remain sane through the process. You may take it as a companion, though that removes this assurance of its loyalty.

WombSys (400cp): A biomechanical device capable of growing people from scratch. Feed it a bit of genetic material and it can produce exact clones or genetically distinct specimens as you desire.

The more samples you provide, or the more distinct specimens it produces, the more customization options you get over the created individuals. A genius could use this to create more Proxies or other supernatural creatures.

Proxy

Mask (100cp): Wearing this is an indication that it's Serious Business Time. This helps intimidate people as well as serving as armor for the areas it covers.

Genteel Trappings (200cp): Paintings, fancy wines, decorative swords. Things that help you pretend to be human when the weight of being other becomes too much to bear. They do help, and quite a lot.

Memento (400cp): A necklace or ring. It can take the place of any macguffin required to access something. Need a mundane key? This won't help. Need the Orb of Malebar to refract the light of the dying sun on the winter solstice? Just use this any old day.

Wastelander

Vaccine (100cp): Six vials. Inject someone and they'll be immune to diseases that aren't common in high-tech, post-industrial cities with high standards of living.

Centzon Totochtin (200cp): A hover-sailboat about eight meters long with a modest cabin and storage. It never needs to be refueled, but it depends on wind to move. With this version, if you find yourself without favorable winds, you can scream at the sky for a couple minutes to get just the winds you need.

Scrap Heap (400cp): A copy of the useful portion of the waste of Romdeau. This refreshes daily. The technology included updates with your subsequent jumps. There's an effect on it that leads people toward the things they most need.

Companions

Organic Recruit (free): You may bring anyone you can recruit in this jump. They gain companion status when the jump concludes if they're still alive (or in an equivalent state).

Best Foot Forward (50cp): Pick a person. You are guaranteed a good first impression and several private chances to recruit them with no negative repercussions besides their opinion of you. You will have one last chance to recruit those you pay for in the last few days of the jump, even if they have already died. If they accept a recruitment attempt, they immediately gain companion status.

Import / Create (50cp/200cp): For 50cp, you may import or create a single companion. For 200cp, you may import or create up to eight companions. Imported and created companions receive 600cp each and may take drawbacks that directly impact only themselves.

Duplicate (50cp): A growth-accelerated clone of a canon character, awkwardly molded to fit Daedalus's preconceptions. It may combine multiple canon characters, as Re-L Mayer (II) was a combination of Re-L Mayer and Monad Proxy.

Drawbacks

Drawback limit: +1200cp

Extended Stay (+0cp): You may stay longer than ten years. Pick the length of your stay at the start of the jump.

Fanfiction Toggle (+0cp): There is a very minimal fanfic scene for Ergo Proxy. If you have a fic in mind, you can jump to it rather than canon.

Ad-libbing? In *My* Smileland? (+100cp): Nobody can stay on script! Just when you think you can count on someone's behavior, especially due to canon, they're going to deviate from expectations wildly.

Consume and Make Waste (+100cp): You need to acquire a *lot* more resources than normal and go through supplies weirdly fast, needing to get new items rather than repairing or allowing for even minor defects. While you can reuse and repair and do without, it will take a toll on your mental health.

Don't Get People (+100cp): You just don't understand people. A friend could be having an emotional breakdown in front of you and you'll be all "If you're not up for working, go home."

Quiz Show! (+100cp): Every so often, you find yourself trapped in a television quiz show. Expect moderate sensory overload, a fast-talking host who makes you feel stupid, and absurd questions that you have no context for. But if there are viewers, maybe it'll grant them some exposition.

Someday I'm Going to Pull That Trigger (+100cp): Everyone you fall in love with has a cold affect toward you and insists they're going to kill you eventually. They probably won't kill you – this drawback doesn't make it any more likely – but it still hurts to hear it, you know?

Spilled cereal (+100cp): You keep on spilling your food on yourself. Pay attention for once in your life! How are you going to become a respected fellow citizen like this?

Eyes Shut (+200cp): You can only open your eyes when it's most dramatically appropriate. Otherwise, if your eyes would normally be open, you see only poorly, as if you're squinting.

Immigrant (+200cp): You're a second class resident wherever you are, destined for squalor and reduced rights. If you work hard, you may become a Fellow Citizen!

Lies Beget Lies (+200cp): You keep lying to get yourself out of trouble, but it lands you in more trouble in the end.

Regular Service (+200cp): Automated patrol bots keep scanning your area. The schedule is generally consistent, only changing every few months. They're not particularly smart or sensitive, but if they detect you, they'll bring a hefty and indiscriminate force of militarized AutoReivs to your position.

A Child's Understanding (+300cp): You're as innocent as Pino-chan. By which I mean you know as little about danger as she does. For instance, when others see something flitting about in the underbrush, they freeze and go on high alert. You call out, hoping for a new friend.

Cogito Suspicion (+300cp): The authorities believe you have or are spreading the Cogito Virus that turns a regular AutoReiv into a thinking person. AutoReivs with the virus are invariably killed.

Raisin Debtor (+300cp): You no longer know why you exist. What are you doing here? What is the meaning of all this? Perhaps it is a problem of ignorance. Perhaps you had a purpose and lost it, as Kazkis lost Senex. This will not drive you to suicide, just a sort of depression or angst that makes you much more inclined to lash out at others and the world. *Without a purpose, I simply counted the minutes and suffered as my long life dragged on.*

> **Cracked** (+300cp): Are you sure about this? Your loss of your raison d'etre has impacted you as thoroughly as Ophelia's Proxy. Killing an entire city just to silence the humanity you share with others, preserving their bodies so you can avoid being alone – that's the kind of thing you can expect from yourself. You have become a monster, inflicting all the pain you feel on the world around you. With great willpower, you can retrain yourself on activities that are monstrously productive instead, like creating a new person in the image of your lost love or forcing an entire city to spend every day in a theme park so their smiles (shown on pain of death) help you forget your own emotions.

You Ran Away (+300cp): We are our memories. Erasing the memories etched into oneself is the same as losing oneself. And you have cast yours aside, as Ergo Proxy abandoned his. You have a vague, one-sentence backstory of your life before now. Your companions may know you, but they are separated from you. It will be harrowing and stressful for you to recover your memories and reunite with your companions.

Hunted (+400cp): Proxies have volatile relationships. There's a widespread belief among them that they cannot coexist. In your case, you will cross paths with a number of Proxies that all want to kill you.

Jumper One (+600cp): The most powerful of the Proxies has fixated on you, Jumper. It has replicated your form and emulated your most iconic powers. It wants you dead and it will be able to track you.

Scenarios

Pino-chan

There is an AutoReiv in Romdeau City, a Companion model with an apparent age of six or eight. She is adorable. Her name is Pino. Her family is Samantha C. Ros and the Chief of Security Raul Creed, who have just been approved to have a human child. As such, they don't want her anymore. They would rather have a nanny AutoReiv.

This stress has caused Pino to contract the Cogito Virus. And if you take this scenario, she isn't going to meet up with Vincent Law this time. Her survival depends on your intervention instead. She's quite eager to meet people and has pretty much no instinct for self-preservation.

Reward: You adopt Pino as a companion.

The Great Freedom Fighter

There is a faction within Romdeau, a faction of revolutionaries fighting against the oppressive dictatorship and trying to achieve freedom. And you, Jumper Law, are the leader of that faction, unparalleled fighter, forced to leave the city temporarily. Your mission is to make contact with the communes outside the city's dome to rally support, then take down the government of Romdeau and establish the People's Democratic Republic of Romdeau, a republic that actually has at least some semblance of democratic principles rather than being an authoritarian police state. Romdeau must survive to the end of the jump; a loss of more than 25% of the population results in the scenario failing.

The wrinkle in this (aside from canon) is that the faction is a fiction made when you had to fast-talk your way out of an awkward situation. But I'm sure you can rouse the rabble and make the fiction into reality.

Reward: The Domed City of Romdeau will follow you throughout your journey. Each new jump, the city can vote on whether to stay, go home, or continue on with you; if they vote not to continue on, you will get a new batch of citizens formed from the displaced in your new world.

A World of Cheer

This future can be quite grim, Jumper. We could all use a morale boost. And what's better for boosting morale than a theme park? In this world, Smileland doesn't exist, and it's your job to create it. Unfortunately, none of the domed cities will grant you zoning permits. You'll have to create your own domed city or build Smileland in the wilderness.

You must make your Smileland into a success, gaining at least a thousand visitors per day.

Reward: You bring Smileland with you.

Finally Ready to Heal Itself

The world has been in a sorry state for quite a while. While Romdeau is only a couple hundred years old, the desolation of Earth is thousands of years old. The Proxy Project was intended to fix everything, but it's barely succeeded at allowing traces of life outside the domed cities and their wretched outskirts.

It's your responsibility to fix the world. It must support a biosphere at least as healthy as early 21st century Earth. Your stay is extended until you succeed or give up. Dying of natural causes, assuming you last at least ten years, will constitute failure of this scenario but not the jump.

Reward: You gain **Life-Granting Aura**. If you already had it, its effects are amplified: the rate is improved by a factor of fifty, taking weeks to accomplish what would otherwise have taken years, and the radius is increased by a factor of five.

End

Stay, Go On, or Go Home?

Notes

Authority: Both high position and skills translate to future jumps, as expected.

Proxy background boosts: A Proxy with the full perk line is equal to Ergo Proxy, capable of regenerating limbs in two seconds, speaking after being impaled through the neck, fighting in a series of flashes, and throwing people through twenty centimeters of reinforced concrete.