Ready Player One Jump

By SJ-Chan

v 1.6

The year is 2039 CE. The place, Earth, in the midst of an ongoing energy crisis that sees rolling blackouts hitting major cities on a weekly, if not daily basis. It is a world in the grip of climate collapse, economic collapse, and even social collapse, with the areas between cities (what cities that haven't been nuked out of existence) having largely descended into lawlessness and brigandage.



You arrive the day before James Halliday, the richest man in the world, creator of The OASIS (The Ontologically Anthropocentric Sensory-Immersive Simulation), and owner of Gregarious Simulation Systems which owns and operates the OASIS, dies. As you awaken, you are treated to a video left behind by Halliday, setting forth the terms of his will and laying the framework for what will become the greatest Treasure Hunt the world has ever seen. The Challenge? Locate the three keys that open three gates, defeating all the obstacles and solving all the riddles to be the first to find Halliday's Easter Egg. The Location? The OASIS, a 30 light-hour cube of virtual space that contains thousands of worlds and billions of players. The Prize? Controlling interest in Gregarious Simulation Systems, absolute dominion over the OASIS (which is the global economy), and 240 Billion USD.

Halliday, who had no heirs, was a reclusive (borderline insane) programming savant, and was obsessed with the 1980s. As such, his hunt requires obsessive knowledge of the movies, TV shows, comics, games, and music of the era. The world is a crapsack, but for the wretched masses of the planet Earth, the OASIS has become a refuge, a

place where the weak are made strong, the poor made rich, a place where you can be whoever you want to be, and where you can play all day for only 25 cents.

With Halliday's announcement, two groups set out to find the Egg. The first are the ragtag gamer elite of the OASIS, the "Gunters", either soloists like Parzival, Aech, and Artemis, duos like the Daisho Brothers, or entire clans like the OverRaptors. Gunters are obsessive gamers, the space cowboys of the OASIS, and the "Scrappy Underdogs" of this tale. The second, and far less sympathetic, are the Oology Division of IOI (Innovative Online Industries, the world's largest Internet Service Provider and Credit Card Company). The Oologists (Egg Studiers) are more commonly known as "Sixers" and they… not to put too fine a point on it… suck. Both groups are vying to become the first names on Halliday's scoreboard and unlock the first step on this great Treasure Hunt.

In five years, a name will appear at the top of the Scoreboard. Unless you interfere, that name will be Parzival. But what happens next is up to you. To help you on your quest, please, take these **1000 Copper Pieces.**

BACKGROUNDS

You begin anywhere in the Real World, and on Incipio in the OASIS.
You may be whatever gender you like in the OASIS, but you must pay 50CP to change your gender from what it was previously. Your age is 10+3d8, but you may pay 50CP to change it. Any background can be a Drop-In.

Knight of the Egg [Free]: You wake up in a mobile home, somewhere in one of the suburban stacks, 15-20 story high masses of lego-blocked not-so-mobile-homes that ring every major US city. You have almost no money, a battered old laptop, and clothes that are barely acceptable for the chill of the winter environment outside. If you're not a Drop-In, you have a substandard education and a history of poverty and privation. You live with distant relatives and have no living parents. Either way, you have only one goal, one quest, one all consuming obsession… Find Halliday's Egg. Oh, and survive. Survival is good. Your OASIS Avatar is Level 3.

> "The quest for the grail is not archeology, it's a race against evil." "and in this sort of race, there's no silver medal for finishing second."
>
> -Professor Henry Jones, Indiana Jones and the Last Crusade

Cyber Gladiator [Free]: You wake up in a rusty old RV with solar panels on the roof, somewhere in one of the many truck stops along the crumbling highways of the American south. Your vehicle isn't that insulated, so you tend to stay down where it's a bit warmer. You have a fair amount of cash in pocket and a decent laptop with wireless OASIS hookup (though you have to be parked near a node to use it), both of which you've earned fighting in the OASIS arenas, and a minor reputation. If you're not a Drop-In, you have a middle class American upbringing, a substandard education, no family you'd want to contact, and a healthy disrespect for the status quo. Either way, your OASIS avatar is level 15.

> "Are you not entertained?! Are you not entertained?! Is this not why you are here?"
>
> -Maximus, Gladiator

Virtual Adventurer [Free]: You wake up in an actual home, in one of the few enclaves of relative calm in this slowly decaying world. It is a family home, with an actual mother and father, and (miraculously) they both have jobs. You're a minor celebrity in the OASIS, known for your exploits in seeking the Egg and conquering various challenges around the OASIS. You have a decent computer, a stable OASIS connection, and relative comfort. Not a bad way to live. If you're a Drop-In… you have none of that besides the computer. You wake up in a private room in a pay by the hour OASIS Center and your time is up. Either way, your OASIS avatar is level 20.

> "What a fitting end to your life's pursuits. You're about to become a permanent addition to this archaeological find. Who knows? In a thousand years, even you may be worth something."
>
> -Belloq, Raiders of the Lost Ark

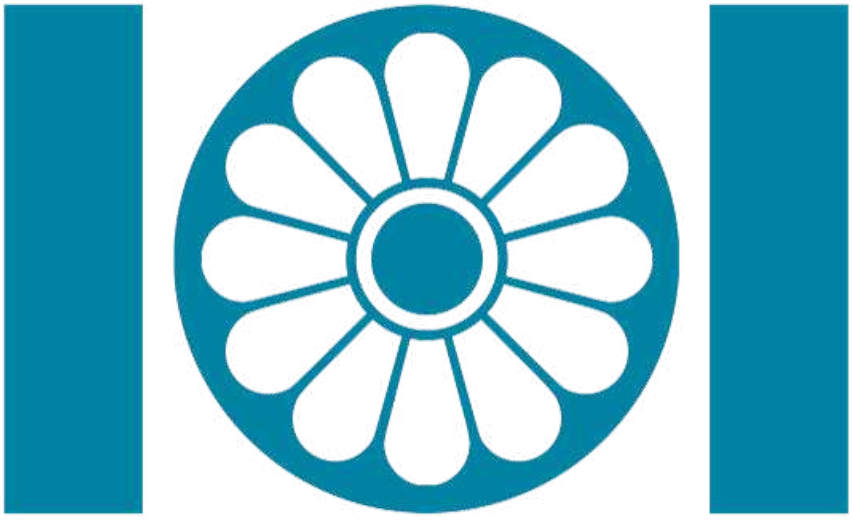
Digital Samurai [Free]: you wake up in a small apartment in Japan, in a lower class high rise. You have no life outside the OASIS. You are Hikikomori. Who cares if you have a family or not. You have a mid-range console, a trash full of delivery food, and no past anyone, including you, could possibly care about. Your OASIS avatar is level 25.

> “A Samurai should always be prepared for death… whether his own or someone else’s.”
>
> -Usagi Yojimbo, Stan Sakai

Corporate Tool: Congratulations, you work for IOI. You Suck. You are Nolan Sorento’s Personal Assistant and, like all the other Sixers, you live in Columbus Ohio, inside the IOI Corporate HQ. Did I mention you Suck? Cause you Suck. Your OASIS avatar is level 99, but you didn’t get it there, because you CHEATED. YOU SUUUUCK.

Ruthless Corporate Drone [Mandatory for Corporate Tool]: You lose most of your morals, sense of honor, and personal identity. For the duration of this jump, you will be known by a six digit code instead of your actual name and you will take the form of a generic heavily muscled male figure… at least in the OASIS. Think… Arnold from The Terminator… but without the charm or personality. While you will remember the plot of the book, you will lack the ability to tell anyone anything about it and if you win the contest, your evil corporate overlords will take the prize and then shoot you... or at least try to. At the very least, they’ll lock you out of the OASIS permanently. If IOI manages to win despite your assistance, that’s not a loss condition, but totally doesn’t benefit you in the slightest. If the Gunters win, you’ll probably find yourself locked out of the OASIS for the remainder of your time here… unless you can somehow hack the system so it can’t recognize your retinal patterns or change said retinal patterns.

> "We are the Borg. Your biological and technological distinctiveness will be added to our own. Resistance is futile."
>
> -The Borg, Star Trek: The Next Generation



PERKS

Background Perks are discounted for that Background, except 100 pointers, which are free.

GENERAL PERKS

VR Power [200]: Normally you'd lose your powers in the OASIS. After all, it's a simulation, not the real thing. Things like reaction time and intelligence aren't a problem, but biological traits like enhanced vision or super strength or regen are, and the OASIS has its own set of magical, martial, and crafting abilities than those you brought with you. Except, that's no longer the case. Buy this perk and all your abilities will work just fine in the Oasis… as well as any other VR system.

> "Pathetic earthlings. Hurling your bodies out into the void, without the slightest inkling of who or what is out here. If you had known anything about the true nature of the universe, anything at all, you would've hidden from it in terror."
>
> -Emperor Ming, Flash Gordon

Loot Drops [200]: Whenever you kill challenging foes, there is a chance they will drop interesting and or useful items. These items will be thematically related to that individual, and very, very rarely, might be artifacts or unique items that could not otherwise be acquired.

> "It came to me, my own, my love... my... preciousssss."
>
> - Gollum, The Lord of the Rings

Knight of the Egg Perks

Pattern Memory [100]: Video games are all about patterns, and you now have the ability to memorize and analyze patterns, no matter how complex or obscure, with only a few repetitions needed to recognize the pattern if you don't know it's already there.

> "He's an autistic savant. People like him used to be called idiot savants. There's certain deficiencies, certain abilities that impairs him." "So he's retarded." "Autistic. There's certain routines, rituals that he follows." "Rituals, I like that." "The way he eats, sleeps, walks, talks, uses the bathroom. It's all he has to protect himself. Any break from this routine leaves him terrified."
>
> -Dr. Bruner to Charlie about Raymond, Rain Man

Identity Shifter [200]: Being you is often inconvenient. You now have the ability to shift into another persona that even those who know you will have trouble recognizing. Automatically comes with 3 alternate legal identities in any world you go to.

> "So, how do we know who's human? If I was an imitation, a perfect imitation, how would you know if it was really me?"
>
> - Childs to MacReady, The Thing

Stack Jumper [400]: You posses the rare ability to think in three or more dimensions. Your ability to process information and think outside the box is now limited only by your ability to conceptualize a larger box. At the most basic level, you'll always remember that attacks can come from above or below, but as your senses become aware of new avenues of attack, you'll learn to anticipate those as well. If you can conceive of a method of attacking you, you'll never be caught off guard by that kind of attack. The same holds true on when you're on the offensive.

"Remember, the enemy's gate is down." - Ender Wiggin, Ender's Game

Hope, Faith, Charity [600]: Three is a magical number. From Faith, you gain the ability to draw strength from from your friends, meaning that you are just that little bit stronger, faster, more willful, more insightful, when your friends are supporting you. From Charity, you gain the ability to draw out hidden reserves when helping others, finding new depths both in them and in yourself. And from Hope, you gain the ability to never grow bored, never know despair, never become distracted as long as you have a clear goal to work towards. Oh, and 3 is now your lucky number.

> "I am not gonna sit on my ass as the events that affect me unfold to determine the course of my life. I'm gonna take a stand. I'm gonna defend it. Right or wrong, I'm gonna defend it."
>
> - Cameron, Ferris Bueller's Day Off

Corporate Tool Perks

Recording Blocked [100]: You may block anyone's ability to record your actions, but may not retroactively do so. If they attempt to record you through your block, they will get a message on their device saying "Recording Blocked".

> "I always feel like somebody's watching me. And I have no privacy. Woh, I always feel like somebody's watching me. Who's playing tricks on me?"
>
> -Rockwell , "Somebody's Watching Me", Motown, 1984

Cybertrace [200]: As long as someone is not taking extraordinary measures to hide their physical location, you can, with a few minutes concentration, gain knowledge of where they are logged in from simply by looking at their online avatar, be it a facebook picture, a tripcode on 4chan, or a character in a MOBA. They must be currently logged-in.

> "FYI man, alright. You could sit at home, and do like absolutely nothing, and your name goes through like 17 computers a day. 1984? Yeah right, man. That's a typo. Orwell is here now. He's livin' large. We have no names, man. No names. We are nameless!"
>
> -Cereal Killer, Hackers

Hot Swap [400]: You may take control of any of your companions bodies, leaving your own body uninhabited or shifting them into control of your body. You can also do this to anyone in your employ, at any time, as long as you can see them. Switching back requires regaining a visual lock. You do not gain any of their memories, but you can use any of their powers and skills, if you know they have that skill or ability. All your physical abilities remain with your body. You must have obtained permission beforehand to do so. If you die in their body, it counts as dying, but a 1-up will revive you in your own.

> "What an excellent day for an exorcism." "You would like that?" "Intensely." "But wouldn't that drive you out of Regan?" "It would bring us together." "You and Regan?" "You and us."
>
> - Demon to Father Damien Karras, The Exorcist

Copy Paste [600]: You can create up to 6 copies of yourself, although they have none of your personality and must be controlled by others… or rather, you can turn people in your employ into copies of yourself. They gain your physical abilities, but not any of your memories or skill at using any of them. While they are copies of you, they cannot use any of their own physical abilities. Hopefully they don't turn on you. Copies cannot create copies and degrade over time, lasting only a week or so unless renewed by you.

"I feel as though I'm more myself than ever before."
- Anna Hart, Anna to the Infinite Power

Cyber Gladiator Perks

Name that Song [100]: You have an encyclopedic memory for obscure trivia… and the processing power to pull up practically any information as fast as you can formulate the desire to remember it. If you've ever heard, read, or seen a factoid (true or not), you can recall it instantly and correctly… as well as quote your source.

"Shareef don't like it! Rock the Casbah, rock the Casbah!"
-The Clash, "Rock the Casbah", CBS, 1982

Virtually Real Currency [200]: Any currency you earn in any videogame is added to your real world bank balance at (at best) the rate of 1 whatever to 1 penny. The harder the game makes earning in game cash, the more it will be worth. If you can basically do nothing and make a million Burger Bucks every 20 seconds, it won't be worth the pixels it's printed on. Hacked, modded, or cheated currency is not considered earned.

> "This planet has - or rather had - a problem, which was this: most of the people living on it were unhappy for pretty much of the time. Many solutions were suggested for this problem, but most of these were largely concerned with the movement of small green pieces of paper, which was odd because on the whole it wasn't the small green pieces of paper that were unhappy."
>
> - Douglas Adams, The Hitchhiker's Guide to the Galaxy

Traceless [400]: Once a month, all records of your existence can be modified or deleted simply by you willing them to change or be deleted. Any documentation you create or acquire will exist for exactly as long as you want to it, appearing spontaneously in the system as perfectly valid… then vanishing again the moment you don't need them. This doesn't erase you from the memory of any living thing or an actual AI, but paper and computer records, video recordings, etc all disappear or change to reflect whatever you want them to reflect.

> "There I was in prison. And one day I helped a couple of nice older gentlemen make some free telephone calls. They turned out to be, let us say, good family men."
>
> - Cosmo, Sneakers

Fast Twitch [600]: Incredible Reflexes, mastery of every videogame fighting style, and an instinctive feel for the pacing of duels, arena combat, and knowledge of how to use any handheld weapon to its fullest, seamlessly integrating those weapons into your own personal fighting skills. As long as you keep fighting duels against worthy foes, you will find that your reflexes and ability to anticipate your foes will keep improving.

> "Can't you hear the choir now? Listen to the animals sing! Can't you hear the slaughterhouse bells? In the land of the pigs the butcher is king! In the land of the pigs the butcher is king!"
>
> - Meat Loaf, "In the Land of the Pig, The Butcher is King", Epic, 1977

Digital Samurai Perks

Gamer Credz [100]: You are the best there is at videogames. Well, maybe not the best at each individual game type, but you're a master of every form of video game… and no slouch at board or card games either. You instantly gain a basic understanding of any game you come in contact with and your learning curve is drastically improved, allowing you to master most games in a matter of hours.

> "We are the champions, my friends. And we'll keep on fighting till the end. We are the champions, we are the champions. No time for losers 'cause we are the champions. Of the world."
>
> -Queen, "We Are the Champions", EMI, 1977

Dichotomy Wear [200]: Any clothing (or any other wearable item) you wear in real life will also be present on any in game or VR avatar of yours… and will grant them the same effects as they grant you in real life. You may disable either function separately, at will. You can, at will, control any in game or VR avatar by moving yourself, even if the computer / console system doesn't have body controls.

> "You see that city over there? THAT'S where I'm supposed to be. Not down here with the dogs, and the garbage, and the fucking last month's newspapers blowing *back* and *forth*. I've had it with them, I've had it with you, I've had it with ALL THIS - *I want ROOM SERVICE*! I want the club sandwich, I want the cold Mexican beer, I want a $10,000-a-night hooker! I want my shirts laundered... like they do... at the Imperial Hotel... in Tokyo!"
>
> -Johnny, Johnny Mnemonic

Gamer Duel [400]: You can, whenever faced with a disagreement, dispute, or clash of personalities, settle the matter with a head to head gaming challenge, as long as your opponent is familiar with the game and confident in their skills. The results of these duels are binding and can range from a simple admission of wrongness all the way up to death of the loser. You cannot force someone to face you in such a duel, but they won't instantly assume you're joking when you suggest it and will honestly consider your suggestion.

> "We face each other as God intended. Sportsmanlike. No tricks, no weapons, skill against skill alone." "You mean, you'll put down your rock and I'll put down my sword, and we'll try and kill each other like civilized people?"
>
> -Westley to Fezzik, Princess Bride

Matched Set [600]: Sometimes, you need a wingman, but you don't have one. If you take this, you're now your own wingman. You are now two people. Twins, a Big and Little Brother, a Husband and Wife team… doesn't matter. There are now two of you. You decide how your various abilities are divided, either giving some to one and some to the other, or splitting the power level of each so that, say, one of you gets 60% of the strength and the other gets 40%... entirely up to you. You always count as a single entity for jump purposes, so no double dipping for CP. Once this is bought, you will be two separate beings permanently. It cannot be turned on and off, dialed down, or toggled. This is not one mind in two bodies. This separates your identity completely. Each half might start with the same experiences, but unless you have a consciousness sharing ability, you'll eventually develop idiosyncrasies. For purposes of Drawbacks, this isn't an active effect, so it's not cancelled by powerless/perkless drawbacks. For Gauntlets, you'll both be the focal person (except Monopoly, where you'll only count as a single player).

"I'm a Mog: half man, half dog. I'm my own best friend!" -Barf, Spaceballs

Virtual Adventurer Perks

Competitive Spirit [100]: Competition brings out the best in you. Whenever you are trying to prove yourself to someone else of similar skill, you'll gain a small boost to your abilities, your focus will improve, and you'll get a little bit luckier. This doesn't work if you're showing off to those you're clearly better than, and doesn't work if you're fighting for your life.

> "I must not fear. Fear is the mind-killer. Fear is the little-death that brings total obliteration. I will face my fear. I will permit it to pass over me and through me. And when it has gone past I will turn the inner eye to see its path. Where the fear has gone, there will be nothing. Only I will remain."
>
> -The Litany Against Fear, Dune, Frank Herbert

You Made the Climb [200] (Not Available for SIXER SCUM): Congratulations, your Avatar is Level 99, as high as it goes. Now, normally, if your Avatar gets killed, you'll have to make another avatar, which will start at level 1 and you'd have to make the climb to 99 all over again… but if you buy this, you'll never have to worry about that again. Unless you actively desire otherwise, your Avatar, PC, or character in any RPG, MMORPG, or VR Game will automatically begin at maximum level. Doesn't apply to settings where you yourself gain levels, i.e. where character levels are applied to you, the jumper.

> "I have come here to chew bubblegum and kick ass... and I'm all out of bubblegum."
>
> -Nada, They Live

World Famous [400]: You are recognized Everywhere, but only when you want to be. You get preferential treatment, get invited to most of the cool things, and get offered endorsement deals constantly.

> "Cinderella story. Outta nowhere. A former greenskeeper, now, about to become the Masters champion. It looks like a mirac... It's in the hole! It's in the hole! It's in the hole!"
>
> -Carl Spackler, Caddy Shack

One Size Fits All [600]: Not only will any wearable item you attempt to put on instantly resize to fit you, but any clothing you wear will fit perfectly, making you as attractive / intimidating as it is possible for clothes to make you look. Not only that, but you can, if you give or sell an item to another person, make it so that that item fits them perfectly, with the same results. The item will not resize when you (or they) take it off. If the item has any requirements to use, you automatically meet those requirements as far as the item is concerned.

> "At least she'll never tell you that your hips are too fat. "
>
> -Hollywood Montrose, Mannequin

ITEMS

Background Items are discounted, and 50 pointers are free, for that background.

Knight of the Egg Items

Hidden Van [50]: Wade's hideout was a van, hidden inside a small mountain of junked cars. It was a safe refuge he could go to where no one could find him and where he still had access to the OASIS. Now, that's not particularly practical, but you will always have a place you can go, be it ever so small, cramped, and a bit rusty, where no one can find you and where you'll always have internet access. Not only that, but while you're in there, people who are looking for you will simply assume you're somewhere else.

> "Where's the great pay? Where's the travel? Where's the Winnebago, Goddamnit!"
>
> -Russell Ziskey to John Winger, Stripes

Complete Collection TV [100]: You have a high definition digital copy of every TV show that has ever aired on Earth. It updates with each new jump you visit, gaining a copy of that world's version of shows… and marking how they are different from ones you already have, if they are different (different actors or writers may exist in different Earths, for example) It is completely indexed and cross-referenced, and indicates which setting it's from. The index will also indicate anything related to your current jump with special priority. The copies you get from Ready Player One include both Our Earth and Ready Player One's Earth, just to be doubly sure. Original Commericals are included as extras, and watermarks are toggleable.

> "Alright, who stole my Incredible Hulk underoos?"
>
> - Douglas Pembroke, Charles in Charge

Complete Collection Movies [100]: You have a high definition digital copy of every theatrically released movie that has ever been released on Earth, as well as a copy of every made for TV movie that's ever aired and most of the direct to Video stuff as well. Even the stuff from Nigeria. It updates with each new jump you visit, gaining a copy of that world's version of films… and marking how they are different from ones you already have, if they are different (different actors or writers may exist in different Earths, for example) It is completely indexed and cross-referenced, and indicates which setting it's from. The index will also indicate anything related to your current jump with special priority. The copies you get from Ready Player One include both Our Earth and Ready Player One's Earth, just to be doubly sure. A physical copy in any format can be generated on demand once per movie per jump. Movie Reel copies included.

> "It's funny how the colors of the real world only seem really real when you viddy them on the screen."
>
> -Alex Delarge, A Clockwork Orange

Guntorrent [200]: You have access to a file sharing program that can access any media from any setting you are in and any setting you have visited… sure, more obscure titles might be harder to find, but this program is so good it can get digital copies of things that… I mean, I'm pretty sure they don't have an internet on Endor. Whatever, if it exists in video, audio, or printed form, you are virtually guaranteed to be able get a copy… though the fewer copies exist, and the less popular it is, the longer it will take to find someone sharing it. Be aware, GunTorrent isn't instant. It's a torrent program, no matter how fast your download speeds are, the possessor's upload speed counts too.

> "The internet is really really great (For Porn). I've got a fast connection so I don't have to wait (for porn). There's always some new site (for porn), I browse all day and night (for porn), It's like I'm surfing at the speed of light (for porn!)"
>
> -'The Internet is For Porn', Avenue Q

A 1981 Quarter [400]: You gain a Free Game. If at any time you are wiped from existence, you will find yourself restored to your condition just previous to that erasure, though anything destructible you were carrying will probably be destroyed and anything indestructible you were carrying will most likely be scattered around the immediate area by the force of whatever obliterated you. If you're merely killed, this probably doesn't happen. This can be used once to actually save your life from anything, and, if used to save your life, it may be recharged during the jump it was used in by playing a perfect game of Pac-Man on an arcade cabinet, but otherwise it will recharge automatically at the end of the jump in which it was used. Such a cabinet is provided, free of charge, and will be installed in your warehouse. You are rendered immune to whatever killed you for 30 minutes following respawn. It can also be used once per game (or game day for longer games) if you're playing a videogame without expending its charge. Of course, if you're using this in a competitive arena, people might get ticked off at you for cheating. It cannot be removed from your inventory… I mean pocket. It can be switched off for games.

> "You fool! You're 30 cents away from having a quarter!" -Sweet Dick Willie, Do the Right Thing

Corporate Tool Items

Ear Cam [50]: This piece of jewelry monitors anyone you attach it to, cannot be removed without your permission (or surgery), has a built in tamper-proof tamper-sensing taser which can cripple a human being with agonizing shocks, and records everything they say and look at. You get a supply of 10 of them and a Genius-System Agent to monitor them for you and keep them in line. You also get the plans to make more.

> "Every breath you take and every move you make. Every bond you break, every step you take, I'll be watching you. Every single day and every word you say, every game you play, every night you stay, I'll be watching you."
>
> - "Every Breath You Take", The Police, A&M, 1983

IOI Towers [100]: A trio of 106 story office buildings, perfect for running a global telecom monopoly from. They have hundreds of offices, tens of thousands of cubicles, and sleeper coffins for thousands of indentured slaves. IOI is both a telecom and credit company and as such will extend you free high speed internet (top of the line) and a generous credit limit in any world, seeing as how you own the building. They will always be hated in any world you import them into, as their customer service department is always staffed from credit delinquent slaves taken from the local population. Officially you are the CEO, but they don't pay you anything and the Board of Directors are still a bunch of evil fucks who only appear via teleconference and run the company without any input from you. If you somehow manage to dispose of them, reform the company, and rehabilitate its reputation…it will revert to its evil ways at the beginning of the next jump.

"My program will not allow me to act against an officer of this company."
-RoboCop to the Board, RoboCop

Numbered Drones [200]: You can call upon an army of high level mooks… thousands of them. They will have the best equipment and training the setting will support, be nearly as tough as the toughest mooks the setting will support… and will be utterly and completely incompetent, easily being owned by non-mooks of matching level even when they have them outnumbered a dozen to one. They are however quite good at intimidating the rabble. Their gear is always worse than your own and you don't get any benefit (except catharsis) from killing your own mooks. If you somehow run out of mooks, you will be able to recover your losses in a couple months of recruiting. The maximum number you can have is 666,666… but they're no more competent in massive numbers than they are individually. They are not companions and are always locals from the current jump. You have to pay them regularly, or they quit. Any drones actually killed by you are not replaced until the beginning of the next jump. They always seem to show up when you need them.

"How do you account for the fact that the bombing campaign has been going on for thirteen years?" "Beginner's luck."

- Interviewer to Mr. Helpmann, Brazil

The Orb of Ozuvox [400]: Can only be used by a 99th level Mage. Creates an impenetrable force field as long as the user and orb remain motionless. The field will vaporize anything that comes into contact with it (except immortal objects) and is large enough to surround a castle in a 360 degree Sphere. The Sphere does not protect those inside from anything else inside, though it does block teleportation from outside. The sphere can be made smaller. The Orb is an artifact and as such is indestructible and cannot be duplicated by any means. In other settings, a maxed level will-worker can be substituted for a 99th level Mage.

"Whatever it is, it was inside the Sphere. Now it's out, free to act."
-Harry Adams, Sphere

Findoro's Tablet of Finding [400]: Once a day, you can write a person's name on it and it will tell you where they are. If not in the same sector, it will tell you what sector of space they are in. If you're not on the same planet but in the same sector, then it will tell you what planet they are on. If you are on the same planet they are on, it will give you their exact coordinates at that moment. The tablet is an artifact and is thus completely indestructible and it cannot be duplicated by any means. In future jumps, a sector is any major subdivision of a spaceborne nation.

"Malfunction. Need input." - Number 5, Short Circuit

The Cataclyst [600]: This is a small handheld bomb. When detonated, it will kill everyone in the same sector as the detonator. It can be used only once. It is an artifact and cannot be destroy, or duplicated by any means. The definition of sector is flexible. If you use it in anything called a sector (city sector, sector of space) it will be limited to that size. Otherwise, you can set it to the limits of any subsection of reality. It is capable of scouring all life from hundreds of worlds and will kill anything that can be killed, no exceptions. It has no fuse and no timer. You push the button, everything dies. Including you.

"Yippee ki-yay, mother fucker." - John McClane, Diehard

IOI One [800]: A mobile starbase, a giant floating chrome sphere that is home to a fleet of Lightspeed gunships, tanks, and drones. It has incredibly powerful defenses, including the ability to suppress magic or technology and the ability to dampen any invader's will to fight. It can be stored in digital space or expanded into real space. Note that, if magic or tech are suppressed, they are suppressed for everyone, defender and invader alike. Ditto the will to fight.

"That's no moon." - Obi-Wan Kenobi, Star Wars Episode IV: A New Hope

Cyber Gladiator Items

Gun Vendor [50]: This vending machine sells light body armor and personal weapons appropriate to whatever setting it's in. You can deploy it and it will stock itself, be perfectly legal, and provide an income, or you can simply keep it in your base to supply your minions. If deployed, it will slowly replicate itself into prime sales venues around the city, space station, or country you are in.

> "You wanna fuck with me? Okay. You wanna play rough? Okay. Say hello to my little friend!"
>
> -Tony Montana, Scarface

Complete Collection - Comic Books [100]: You have a mint physical copy and a high resolution digital copy of every comic book & graphic novel that has ever been published on Earth by a major publisher and most of the minor ones as well. It updates with each new jump you visit, gaining a copy of that world's version of issues… and marking how they are different from ones you already have, if they are different (different artists or writers or companies may exist in different Earths, for example). It is completely indexed and cross-referenced, and indicates which setting it's from. The index will also indicate anything related to your current jump with special priority. The copies you get from Ready Player One include both Our Earth and Ready Player One's Earth, just to be doubly sure. Bags and boards are included for physical copies.

> "Everything has its season. In spring, the world brings forth blossoms. In cherry season, you get cherries. But a season has dawned over three hundred years early: A season of heroes and marvels. My own conclusion--several of my colleagues laugh at me--is that the two are connected. That the universe fights to save itself. To save everything, the heroes have come."
>
> - Uatu the Watcher, Marvel 1602 v.1 #6, Marvel Comics

Complete Collection - Books [100]: You have a physical hardback first edition copy & digital copy of every Sci-Fi or Fantasy Novel ever published on Earth in any format, complete with high rez cover art, as well as any books about those books, RPGs based on those books, or just all RPGs in general. It updates with each new jump you visit, gaining a copy of that world's version… and marking how they are different from ones you already have, if they are different (different writers, editors, publishers may exist in different Earths, for example) It is completely indexed and cross-referenced, and indicates which setting it's from. The index will also indicate anything related to your current jump with special priority. The copies you get from Ready Player One include both Our Earth and Ready Player One's Earth, just to be doubly sure.

> "He was trying to teach **that** book down at the school."
> "Slaughterhouse-Five, isn't that an awful name?"
> "Yeah it's a great book... Slaughterhouse-Five, it's a classic."
> "Do you read much?"
> "Maybe in another town, it's a classic."
> "In **any** town."
> "Tom Sawyer *is* a classic!"
>
> -Mr. Guntz, Mrs. Allyson, and Ren, Footloose

The Sword of the Bahier [200]: An artifactual (read as indestructible) sword that is tangible proof that the wielder is the undisputed Swordsman (or woman) Supreme of the realm. While extremely dangerous in its own right, the true power of the Sword of the Bahier is that any trained fighter who sees it will instantly recognize that the wielder of the sword is (probably) better than them at fighting. If you are ever defeated while wielding the Sword, in a fair one on one fight, your opponent gets the sword. You'll get it back at the beginning of the next jump. As an artifact, it cannot be duplicated by any means.

> "MacLeod, I was born 2,437 years ago. In that time, I've had three wives. The last was Shikiko, a Japanese princess. Her father, Masamune, a genius, made this for me in 593 B.C. It is the only one of its kind… like his daughter."
>
> -Ramirez to Connor MacLeod, Highlander

The Basement [400]: You have a private Chat Room that cannot be accessed except by those you invite (or godlike entities or people with super user accounts). You, and anyone you have invited there, can instantly teleport to your Chat Room from anywhere in the universe or even across realities… though they must all return to their original point of origin. When you use this, you leave behind a motionless (and vulnerable) copy of yourself. You can give items to people in your chat-room or vice versa and you can install games, media systems, or furniture in it. The Basement repairs itself daily.

"You keep a horse in the basement?" - Mark Rumsfield, The 'Burbs

Digital Samurai Items

Hanzooooo [50]: You gain a +5 Vorpal Masamune Katana.

"It's dangerous to go alone! Take this." -Old Man, The Legend of Zelda

The Console-Ation Prize [100]: You have a physical copy of every console ever released, with a physical & digital copy of every video game ever released for those consoles, as well as every major computer game released for any home computer. This updates with each jump as if it were a Complete Collection.

"Shall we play a game?" -Joshua, Wargames

The Arcade Expansion [100]: Your warehouse gains an expansion with a physical copy of every arcade game ever released in cabinet form. You can detach this Arcade or just part of it to create a real world arcade as a business. Any cabinet arcade game you play in any jump is automatically added to your arcade if you can beat the high score (though they will be normal versions, not ones that summon recruiting scouts from the Star League). No fair turning the machine off to blank the high scores.

> "Greetings, Starfighter. You have been recruited by the Star League to defend the frontier against Xur and the Ko-Dan armada."
>
> -Centauri, The Last Starfighter

The Leet Haxorz Warezhouse [200]: This black market file clearinghouse sells system backdoors, exploits, and malware to the highest bidders. From now on, you'll be able to find a similar group of people on any network you access, and you'll always have a secure connection and nothing you buy from them will damage your own systems… though some of the stuff won't do what they promise it will do.

> "This is our world now. The world of the electron and the switch; the beauty of the baud. We exist without nationality, skin color, or religious bias. You wage wars, murder, cheat, lie to us and try to make us believe it's for our own good, yet we're the criminals. Yes, I am a criminal. My crime is that of curiosity. I am a hacker, and this is my manifesto."
>
> -The Hackers' Manifesto, Hackers

Beta Capsule [400]: You can turn into Ultraman (The Tokusatsu one) for 3 minutes. If you don't transform back before the 3 minutes are up, you die. It can be used no more than once per day, even if you don't use all the time. Ultraman is 40 meters tall, weighs 35 kilotons, and can fly at Mach 5. He is incredibly strong and his skin possess natural protection against extreme heat, electricity, and atomic bomb explosions… as well as the fists, fangs, or claws of giant monsters.

His signature attack is the Spacium Ray. which is performed by having his forearms form a cross stance, with his left arm in a horizontal position and placed forward while his right arm is in a vertical position and placed backward. When his arms form the "+" stance, his right hand emits negative Spacium and his left arm emits positive Spacium, thus creating a destructive beam with the heat of 500,000 degrees and power level of 500,000 horsepower.



Ultraman also uses the Ultra Slash, an energy projectile saw disc attack launched from Ultraman's right arm in a manner of a flying disc. This is mainly used to dismember an opponent, usually by slicing them into half down the middle.

> "We will become one in body and soul, and fight for the peace of the Earth."
>
> -Ultraman to Shin Hayata, Ultraman

Virtual Adventurer Items

Dungeon Map [50]: This digital map pops up in the corner of your vision and maps any fictional building or city, including any hidden spaces. This also works in real world cities and buildings that have publicly available maps or blueprints. The greater the known details of the place (i.e. the more it appears in the fiction), the more detailed the map. A Star Destroyer's blueprints would be easy to get, but they'd be utterly standardized for any Star Destroyer that hasn't appeared in a book or movie or comic. A city that only appears as a name on a map in the front of a novel would he a barebones map. Any dungeon in any video game or Role Playing module is going to be completely mapped… unless it has roguelike elements.

> "When I have the map, I will be free, and the world will be different, because I have understanding." "Uh, understanding of what, Master?" "Digital watches. And soon I shall have understanding of video cassette records and car telephones. And when I have understanding of them, I shall have understanding of computers. And when I have understanding of computers, I shall be the Supreme Being!"
>
> - Evil and Robert, Time Bandits

Complete Collection - Music [100]: You have an ultra-high fidelity digital copy of every album that has ever been released on Earth with more than 100 copies, including bootlegs. This also includes a copy of every song ever offered for digital download and every concert ever broadcast in any medium, as well as all music related documentaries and books. It updates with each new jump you visit, gaining a copy of that world's version… and marking how they are different from ones you already have, if they are different (different musicians or writers or venues may exist in different Earths, for example) It is completely indexed and cross-referenced, and indicates which setting it's from. The index will also indicate anything related to your current jump with special priority. The copies you get from Ready Player One include both Our Earth and Ready Player One's Earth, just to be doubly sure. This provides both physical & digital copies.

> "'Cause they say two thousand zero zero, Party over, oops out of time. So tonight I'm gonna party like it's 1999!"
>
> -Prince, "1999", Sunset Sound, 1982

Chuck Taylor Allstars [100]: These red high-top tennis shoes are an artifact… if not a great one. They cannot be duplicated by any means nor can they be destroyed. They grant the wearer a sizable speed boost, no matter how fast the wearer is without them, and the power of flight.

"I do feel pretty sexy in a pair of Converse." - Kristen Stewart

Tomb of Horrors [200]: You gain a complete and functional copy of the Tomb of Horrors which you can deploy as a dungeon into any setting you visit. It resets at midnight each night. Of course, this isn't very impressive, so you also get a copy of the Zork House, complete with all its underground areas (and maybe a grue lurking in the dark).

> Somewhere under a lost and lonely hill of grim and foreboding aspect lies a labyrinthine crypt. It is filled with terrible traps and not a few strange and ferocious monsters to slay the unwary.
>
> -Tomb of Horrors, Gary Gygax

Asteroid Base [400]: You gain a massive asteroid base that follows you from jump to jump, always slipping into a distant but stable orbit of whatever planet you're on. You have control over whether magic and/or hypertech works inside your Base, but if you turn it either off, you can't use them either. Switching either one on or off takes a couple of minutes. The base is big enough to dock the Nostromo or TOS Enterprise in it, but cannot be used as a Warehouse, as it always resets to its default state (plus any upgrades you've made) at the beginning of each jump, leaving anything stored in it behind.

> "Saturn 3. When they want to give the Solar System..." "...give the Solar System an enema, that's where they stick the tube in. We've heard that one!"
>
> -Adam to Benson, Saturn 3

General Items

Haptic Rig [Free]: You gain an OASIS visor and a pair of Haptic Gloves. They can interface with any VR system or video game system, providing tactile feedback and adaptive controls.

> "I'd come to see my [OASIS] rig for what it was: an elaborate contraption for deceiving my senses, to allow me to live in a world that didn't exist." -Wade Watts, Ready Player One

Where there's a Wil [Free]: Wil Wheaton will offer commentary on anything you do in the Jump, and will narrate your past, current, and future adventures.

> "Wil Wheaton Says: Don't be a dick." -Wil Wheaton

Sludge [Free]: Sludge is a nutritionally perfect food substitute, designed to provide shut-ins everything they need to maintain their physical and mental health. You gain a supply of 240 cans that restock once a month. If you want more, you can double your amount each time you buy this. It comes in 6 largely indescribable flavors.

> "You've gotta tell them! Soylent Green is people!" -Det. Thorn to Hatcher, Soylent Green

Walking Around Money [50]: 10,000 OASIS Credits. Can be purchased multiple times, doubles each time you purchase it. Usable as physical currency in the real world.

> "Pay up, Mortimer. I've won the bet." "Here, one dollar."
>
> -Mortimer Duke to Randolph Duke, Trading Places

Extra Credits [50]: You gain a limitless supply of arcade tokens / quarters that can only be spent at arcades / limitless credit card that can only be spent at an arcade.

"I got a pocket full of quarters, and I'm headed to the arcade."
-Buckner & Garcia, “Pac Man Fever”, Columbia Records, 1981

Backup Systems [50]: This simple looking handheld computer unit has a copy of every file you possess and automatically updates itself any time you get a new file. It has a Genius Level search protocol, that always can find whatever you’re looking for, even if you can’t quite remember what that is. It automatically backs itself up in a second redundant location that becomes accessible 24 hours after the original is damaged or destroyed.

> “I come from the Net - through systems, peoples, and cities - to this place: MAINFRAME. My format: Guardian. To mend and defend - to defend my newfound friends, their hopes and dreams, and to defend them from their enemies. They say The User lives outside the Net and inputs games for pleasure. No one knows for sure, but I intend to find out. ReBoot!
>
> -Bob, ReBoot

Flick Syncer [50]: Turns any movie or TV show you plug into it into a fully immersive VR simulation with you as the any character you pick, and multiple people can jack into the same time. Can be set into competition, which tracks points, or casual mode, which doesn’t. Can accept any visual medium.

> “I knew Leo G. Carroll was over a barrel when Tarantula took to the hills, and I really got hot when I saw Jeanette Scott fight a triffid that spits poison and kills. Dana Andrews said prunes gave him the runes and passing the used lots of skills. But When Worlds Collide, said George Pal to his bride, I’m gonna give you some terrible thrills. ”
>
> - ‘Science Fiction Double Feature’, Rocky Horror Picture Show

Rapid Respawner [100]: This device causes slain NPCs to spontaneously respawn whenever the button is pressed. Only works correctly in VR settings, but if you point it at a machine running a game that has random encounters, it will cause one to happen automatically. If you use it in the real world, it will cause the waiter to show up at your table in a restaurant, your calls to be answered by real people without being put on hold, and the guy you’re randomly searching for in an area to randomly show up (unless he was actively avoiding you).

“They’re heere.” - Carol Anne, Poltergeist

Licensing Contract [100]: You now have carte blanche to use anyone else’s intellectual properties any way you like.

> “He who receives an idea from me, receives instruction himself without lessening mine; as he who lights his taper at mine, receives light without darkening me.”
>
> — Thomas Jefferson, Selected Writings

War Door [100]: You gain a deployable reinforced airlock style war door that can be installed almost instantly on the doorway of any room. Resizes to fit any style of door. Alternatively, it can be installed on your warehouse to give you an airlock entrance protection. If you have a portal entrance, this adds a standard doorway to your warehouse if you want it to. It can be upgraded with whatever tech you have lying about.

"Open the pod bay doors, HAL."
"I'm sorry, Dave. I'm afraid I can't do that."
-HAL to Dave Bowman, 2001: A Space Odyssey

VR Giant Robot [100/200]: You gain a 12 inch doll that can transform into any one classical Giant Robot from Earth visual media released before 2000 AD. If you pay only 100 for this you'll have to earn the VR Giant Robo in jump, just like the various Gunters did, and must select from those that are left. If you pay the full amount, you have your pick of any of the Robots and don't have to beat the challenge. These cannot be reverse engineered, but can be upgraded with new tech. You cannot change which Giant Robot this doll transforms into once the decision has been made. After this jump ends, it can be used in the real world as well.

"Form feet and legs; form arms and body, and I'll form the head!"
- Keith, Voltron: Defender of the Universe

Ring of Teleportation [100]: Once per month, the Ring of Teleportation can teleport you anywhere within the same reality or multiverse.

"Time counts and keeps countin', and we knows now finding the trick of what's been and lost ain't no easy ride. But that's our trek, we gotta' travel it. And there ain't nobody knows where it's gonna' lead. Still in all, every night we does the tell, so that we 'member who we was and where we came from... but most of all we 'members the man that finded us, him that came the salvage. And we lights the city, not just for him, but for all of them that are still out there. 'Cause we knows there come a night, when they sees the distant light, and they'll be comin' home."
-Savannah Nix, Mad Max Beyond Thunderdome

The Tyrell Building [200]: a Gigantic double pyramid arcology you can deploy into any city in future jumps. Once installed, it cannot be moved. It has a Voight-Kampff machine in the main office and NPC guards in the lobby. It cannot be used to store things, but is huge and imposing and has lots of space for offices and houses and shops and factories.

"I've seen things you people wouldn't believe. Attack ships on fire off the shoulder of Orion. I watched C-beams glitter in the dark near the Tannhauser gate. All those moments will be lost in time...like tears in rain..."
-Roy Batty, Blade Runner

Megadon [200]: A giant, ruined, domed city, complete with largely defunct computers, a half-ruined Temple of Syrinx, and a waterfall cave with a guitar in it. Why you might want this is anyone's guess, but it's yours. It will follow you from jump to jump, always in some relatively out of the way spot. The city is uninhabited and the dome is cracked in hundreds of places. Repairs to the city persist, but anything stored in it becomes relatively generic.

> "I lie awake, staring out at the bleakness of Megadon. City and sky become one, merging into a single plane, a vast sea of unbroken grey. The Twin Moons, just two pale orbs as they trace their way across the steely sky. I used to think I had a pretty good life here, just plugging into my machine for the day…"
>
> -Rush, "2112", Mercury, 1976

Odinware [200]: A Shaptic Suit, Omni-Directional treadmill and suspensor chair… and of course an OASIS Rig (i.e. personal computer) with, as Parzival says "a cycle time that borders on precognition and an HD that can contain 3 copies of everything in existence."

> "The idea was fantastically, wildly improbable. But like most fantastically, wildly improbable ideas it was at least as worthy of consideration as a more mundane one to which the facts had been strenuously bent to fit."
>
> — Douglas Adams, The Long Dark Tea-Time of the Soul

Distracted Globe [200]: A 3D Zero Gee Nightclub is added to your Warehouse. The entire club can spin to the music and has R2-D2 as the DJ.

> "Nobody puts Baby in a corner." - Johnny, Dirty Dancing

The OASIS Source Code [200]: A VR seed that can handle any number of online avatars spread across a virtual 30 light hour cube. You have Superuser powers inside your version of the OASIS, but this does not come with the infrastructure of the actual OASIS, merely the code to recreate it on your own computers or in future jumps.

> "You seek solutions to the gates, But know you what reward awaits? Like Kirk, Scott, and Chekov, too; The genesis is all for you."
>
> -James Halliday, Lacero

Quest Portal [200]: This is a special doorway that, if you state a quest goal, will take you to the general area in which that goal can be reached. It has a light atop it that runs from bright green (extremely safe) to glaring red (you will so be dying) that judges how difficult surviving the area beyond the portal will be. For instance, you want to acquire the One Ring. You are a first level Hobbit Thief… the gate will be a somber red. You want to acquire the Horcrux Goblet. You don't have magic. Red RED RED! You want to get a rare goats cheese for dinner. Happy green… takes you to the front door of your grocery store. The gate will never take you to the item, nor indicate which way you should go… merely it will drop you off at the entrance to where that quest goal is.

> "We are now no longer the Knights who say Ni." "NI!" "Shhh…" "We are now the Knights who say..."Ekki-ekki-ekki-ekki-PTANG. Zoom-Boing, z'nourrwringmm."
>
> -The Knights who say Ni, Monty Python and the Holy Grail.

Middletown [200]: A deployable US town, circa 1980. It is inhabited by period appropriate NPCs.

"If you build it, he will come." -The Voice, Field of Dreams

Zone Control-Combat [300]: You have a special device that allows you to set any zone to one of the following three settings; PvP, PvE, or Pacifist. In PvP, players can harm each other. In PvE, players can only harm NPCs and be harmed by them in return. In Pacifist Zones, Players and NPCs cannot harm each other. This effect ends the moment the system takes note of the change and corrects it. It can also be used in the real world, though its effect is more limited, making it more difficult for people to harm each other. It cannot make people more hostile to each other than they already are. Its effective range in the real world is roughly city-wide, though massive cities will not be completely covered. You are bound to the same rules as everyone else in the zone.

"We can dance if we want to, We can leave your friends behind. 'Cause your friends don't dance, And if they don't dance… Well, they're no friends of mine"
-Men Without Hats, "Safety Dance", GMC, 1983

Zone Control-Balance [300]: This is a special box that has two toggles, one for Magic, one for Technology. If the respective switch is set to off, no hypertech or magical devices or abilities will function within the zone the box is currently in. This effect persists until the box leaves the area or until the system takes not of the change and corrects it. It can also be used in the real world, though it only suppresses technology or magic rather than cancelling them out completely. Its effective range in the real world is roughly city-wide, though massive cities will not be completely covered. You are bound to the same rules as everyone else in the zone. The device can function for up to an hour in the real world, but it takes two hours to recharge before it can be used again.

“What was Kiri-Kin-Tha’s first law of metaphysics?”
“Nothing unreal exists.”
-Testing Computer to Spock, Star Trek IV: The Voyage Home

Instance Maker [300]: This machine allows you to create a perfect copy of any zone you can clearly define (a dungeon, a house, a military base, a city). It will drop down in the next open area that it could inhabit. You have no more control over the copy than you had over the original, and only NPCs are copied.

"What is it that is exactly the same about every single vacation you have ever taken?" "I give up." "You! You're the same. No matter where you go, there you are. It's always the same old you. Let me suggest that you take a vacation from yourself. I-I know it sounds wild. It is the latest thing in travel. We call it the Ego Trip."
-Bob McClane to Douglas Quaid, Total Recall

Digitizer Portal [300]: The big problem with the OASIS is that it's a Virtual setting and all your stuff is… well, not in the right format, let's say. With this addition to your warehouse, you can bring real world items into a digital setting, or vis versa. Real items will function just fine inside any digital system that can handle what they do. Virtual items in the real world will only function to the degree of complexity they are designed with. The bigger and more complex the item being digitized, the more power required to use this. A single human being would take as much energy as a medium city uses in a few minutes. Digitized items cannot be copied by the system they have been digitized into. If you have any of the Complete Collections, this can undigitize them.

"You're looking at the future, Mr Grossman; people translated as data."

-Bryce, Max Headroom

Super-User Account [400]: You gain a portable back door into any one computer system in each jump. In this jump, it can either be the OASIS or IOI or the Federal Government. If you take the OASIS SUA you cannot win the contest. Does not work on True AIs.

"You've enjoyed all the power you've been given, haven't you? I wonder how you'd take to working in a pocket calculator."

-Master Control Program to Sark, Tron

The Red Button [400]: Will completely wipe the Internet or any over VR or Networked system it's attached to. Can be used once per jump, but will absolutely erase the system from all drives it is stored on and scrub its hardware clean.

"You Maniacs! You blew it up! Ah, damn you! God damn you all to hell!"

-George Taylor, Planet of the Apes

COMPANIONS

Dream Team [300] (Not available for Corporate Tool): You can import up to one companion each into the three non-Corporate Tool Origins you didn't take. They gain 1000 CP and all the freebies, plus they can take up to 1 Personal Drawback each. If they are killed, they will not respawn until the end of the jump.

"Friends don't lie." -Eleven, Stranger Things

Gunter Clan [400]: You can import all your companions into any background (except Corporate Tool). Each companion gains 600 CP and freebies, but cannot take drawbacks. If you are a Corporate Tool, all your companions import get the mandatory drawback and get 800 CP instead and they can take any background.) All companions imported this way get a free Haptic Rig.

"Warriors, come out to plaaay." -Luther, the Warriors

Old Geezers [100]: You can recruit President Wil Wheaton and/or Cory Doctorow as companions. They've done a pretty decent job protecting user rights in the OASIS for decades. They are pretty ancient, but you can probably fix that.

"Go back to your own timeline Wil Wheaton!" -Wil Wheaton

Canon Companion [200]: You can recruit Ogden Moro, Daito, Shoto, Aech, Art3mis, or Parzival if you can convince them to join you. Or Nolen Sorento, even if he refuses.

"Come with me if you want to live." -The Terminator, Terminator 2 : Judgement Day

Acererak [300]: You gain the Demi-Lich Acererak as a Companion. He is extremely good at Joust and has all the powers of a Lich. If he is slain or destroyed, he respawns at midnight. He will join you at the end of the jump, or once you've beaten him in the Tomb of Horrors. He comes with a cool throne and a Joust cabinet.

"It's worse than that, he's dead Jim." - 'Star Trekkin'', The Firm, Bark Records, 1987

Anorak [300]: You gain Anorak, the Avatar of James Halliday, a brilliant and troubled game designer, as a companion. He will join you at the end of the jump, or once you've won the contest. He no longer has Super User Account status when he joins you, but his avatar in any video game is unkillable.

> "I created the OASIS because I never felt at home in the real world. I didn't know how to connect with the people there. I was afraid, for all of my life, right up until I knew it was ending. That was when I realized, as terrifying and painful as reality can be, it's also the only place where you can find true happiness. Because reality is real."
>
> -Anorak, Ready Player One

PARZIVAL'S CHALLENGE

Scenario: Nothing. You get nothing. Just you. If you can beat Halliday's Challenge before Parzival or Sorento, you get Gregarious Simulation Systems and the 30 Light-Hour Rubik's Cube that is the OASIS. They follow you from jump to jump, arriving fully established in any society technologically advanced enough to support them. Otherwise, they're just a game company. Any interstellar level setting or higher, the Oasis will physically manifest, complete with all its planets (thematically complete but otherwise of the same general power level as the rest of the setting you're uploading it into), with GSS functioning as the government of the area. This comes free with Licensing Contract.

You can still buy things with CP, but you just don't actually get them in jump (aside from the rig and cash and the sludge, or the complete collections (baring a copy of *Ready Player One* itself) you can have those if you bought them. You can even have 1 purchase of the cash for free). You get some documentation saying you're a citizen of wherever. But you literally get nothing. No Warehouse, No Perks, No Companions. You get your Body Mod and choice of gender. But no heroic body or any Body Mod Substitute. Once you get your hands on the Egg, all your companions can enter the OASIS as Autonomous NPCs and all your powers switch back on. To keep you from being sent home in utter failure, you gain the 1981 Quarter for free… for the duration of this challenge… at least insofar that if you die in the real world of this setting, you fail the challenge and all your powers reactivate. If you actually buy the Quarter, you gain a second chance to complete the challenge, but this second chance cannot be recharged.

While you are limited to the purely human realm in all things until you complete the challenge, you are guaranteed to possess the baseline reflexes, hand eye coordination, pattern memory, stamina, attention to detail, and basic intelligence needed to be a top 10% gamer, but you will need to develop your skills on your own. Nothing else is guaranteed, (and you also *might* want to take the Obsessive Personality Drawback).

"If I'm gonna die, I'm gonna die historic on the Fury Road!"
-Nux, Mad Max: Fury Road

DRAWBACKS

You may take up to 1000 points of drawbacks.

Now a Major Motion Picture [0]: Instead of entering the book version of the setting, you enter the movie version instead. If combined with the scenario, the difficulty of the movie's challenges will be increased to match the difficulty of the book's challenges. Alternatively, you may make this an aesthetics shift, where instead of changing the events from book to movie version, you just get the movie's look.

> "The Future," says Ian, in a film-trailer voice. "Coming soon, to a Present near you."
>
> - David Mitchell, The Bone Clocks

Poor Body Image [100]: Maybe you're transgendered, maybe you've got a huge birthmark, maybe you're fat, ugly, or old. Whatever the case, you're utterly embarrassed by your looks and don't want anyone to see you.

> "U.G.L.Y. You ain't got no alibi, you ugly!"
>
> - U.G.L.Y., Daphne & Celeste, Universal, 2000

Newb [100]: You have forgotten everything you knew about gaming and will have to learn it all over again. Everything.

> "You can be a coffee achiever, you can sit around the house and watch Leave It to Beaver. The Future's up to you, so what you gonna do?"
>
> -'Dare to be Stupid', Weird Al Yankovic, Scotti, 1985

Poseur [100]: You think you know everything about anything cool (i.e. geeky), but in reality everything you think you know is slightly wrong, uncool, or yesterday's news. Every Gunter will look down on you and try and kill your avatar because you are a poseur.

> "Ray, when someone asks you if you're a god, you say "YES"!"
>
> - Winston Zeddemore, Ghostbusters

Hopeless Romantic [100]: You keep falling in love with people you barely know, then pining over them when they inevitably break your heart.

> "Love means never having to say you're sorry."
>
> - Jennifer Cavalleri, Love Story

Made of Money [100]: Every time you take damage you'll find yourself dropping loot such as personal items and or money. Furthermore, everything you own that isn't a physical location will be in your inventory at all times.

> The point is, ladies and gentlemen, that greed, for lack of a better word, is good. Greed is right, greed works.
>
> - Gordon Gekko, Wall Street

Network Security Failure [200]: You have absolute no ability to remember passwords and will not only have to write them down, but you'll constantly be leaving notes to remind you of them lying around places where people will find them. Expect to make other similar security mistakes constantly, such as giving out personal information without noticing, forgetting to lock things up, and leaving the keys in your personal vehicles. This disables any security enhancing perks you might have, or perks that stop people from using your stuff without permission.

> When you're unhinged, things make their way out of you that should be kept inside, and other things get in that ought to be shut out. The locks lose their powers. The guards go to sleep. The passwords fail."
>
> - Margaret Atwood, The Blind Assassin

In Context [200]: Of course, anyone with outside context knowledge of Halliday's quest can pretty easily find the challenges, and, with a lot of practice, beat Joust, Black Tiger, & Tempest, as well as master the Flick Sync's of Wargames and Holy Grail. That's the old quest. This is the new one. Halliday knew about the book and rewrote the quest just so you'd have no idea. All new riddles, all new games and movies and locations. Either that, or all your Out of Context memories of this setting are erased upon entry into the world. Either way, the Gunters and Sixers will still make the same progress they made in the story. Only you and your companions will be affected.

> Fourscore and… [looks at his pocket watch] seven minutes ago... we, your forefathers, were brought forth upon a most excellent adventure conceived by our new friends, Bill... and Ted. These two great gentlemen are dedicated to a proposition which was true in my time, just as it's true today. Be excellent to each other. And... PARTY ON, DUDES!
>
> -Abraham Lincoln, Bill & Ted's Excellent Adventure

Insensitive Asshole [200]: The feelings of others are completely opaque to you and you will constantly forget to take them into account. Hurtful words will spill from your mouth all the time.

> "I'm mad as hell, and I'm not going to take this anymore!" -Howard Beale, Network

Obsessive Personality [200]: It's not that you can spend hours and hours and hours reading and rereading and re-re-reading the same passages over and over again… it's that you will be doing so. You will waste weeks studying the minutiae of Charles in Charge and months practicing Xaxxon and Ms. Pac-Man. You will watch the same movie a dozen times in one week… then read the script until you've memorized every line of dialogue.

> "I never sleep, I don't know why. I had a roommate and I drove her nuts, I mean really nuts, they had to take her away in an ambulance and everything. But she's okay now, but she had to transfer to an easier school, but I don't know if that had anything to do with being my fault. But listen, if you ever need to talk or you need help studying just let me know, 'cause I'm just a couple doors down from you guys and I never sleep, okay? "
>
> -Jordan, Real Genius

Gave Up on Humanity [200]: You have no faith humanity or any of the members there of. You have no hope for the future and cannot trust anyone. Well, non-human companions or pets. But no one human.

> "How can we dance when our earth is turning? How do we sleep while our beds are burning?"
>
> - Beds are Burning, Midnight Oil, Columbia, 1987

Stranded in a Safe Zone [200]: On the plus side… no one can attack you. On the minus side… you can't attack anyone else. In the real world, this might be fine, but it seriously limits your ability to travel anywhere important in the OASIS.

> "Christ. Seven years of college down the drain. Might as well join the fucking Peace Corps."
>
> -John "Bluto" Blutarsky, National Lampoon's Animal House

Stuck at Third Level [300]: You cannot gain any levels past 3rd in the OASIS and all your powers are damped down to 3% of their normal strength. Immunities become resistances.

> "I coulda been a contender!" - Terry, On the Waterfront

Shut In [300]: You are an anti-social, agoraphobic, loser who cannot and will not willingly leave your house without becoming heavily medicated first. Medicated to the point of serious intoxication or being barely conscious. If unwillingly removed from your home, you will become instantly consumed with nausea and panic attacks.

> "Going outside is highly overrated." -Parzival, Ready Player One

Hunted by the Man, Man [300]: IOI has a complete dossier on you, including all your abilities. Which wouldn't be a huge problem normally, but most of your powers and abilities have been deactivated for this jump. You lose all psychic powers, all magical abilities, all super powers that aren't memory based, and all spiritual powers that affect others. IOI won't necessarily try and kill you, unless they think you're close to winning the contest. But if they think so, they will do almost anything to stop you. All your warehouse items can only be accessed in the OASIS, except for food, which you can access as normal.

> "Leave the gun, take the cannoli." - Peter Clemenza, The Godfather

Road Agents [300/500]: You will be constantly harassed by brigands, burglars, and thugs in the real world and their equivalent in the OASIS. These constant raids will never drop loot or be worth Experience points, nor can they be farmed for any resources. They will be a threat to you, but probably not much of one. They will be a huge annoyance. If this is your first jump, or you are Hunted by the Man, you gain 500 CP for this instead of 300.

> "I am the Nightrider. I'm a fuel injected suicide machine. I am the rocker, I am the roller, I am the out-of-controller!"
>
> -Nightrider, Mad Max

Fitness Lockout [300]: You're on a strict diet, must exercise every day, and keep in near perfect health or you cannot access your warehouse, or the OASIS or any other entertainment system or computer system. All abilities which would guarantee you remain in perfect health are disabled. If you want it, you'll have to work for it.

"Hey, blimpo… too many Twinkies!" - Max, Flight of the Navigator

Dead Man's Party [400]: For this jump, you exist only as an Avatar in the OASIS. This means you have no powers based on physical abilities, and cannot access your warehouse. You will be unable to eat, sleep, or do anything biological, but will remember being able to and long for all of them. Also, you cannot turn off your sense of smell and many zones are programmed to be highly obnoxious. If your avatar is killed, you die.

"Who could ask for more, Everybody's comin' leave your body at the door."
- "Dead Man's Party", Oingo Boingo, MCA, 1985

Haptic Uber-Betty [1000]: For the entire jump, you are trapped in the body of an animatronic female sex doll, with no powers, no perks, and complete awareness of what's going on. At best, you'll be stuck in a closet… at worst… don't ask. You are not mobile. Your companions do not know where you are, and none of your tech will work for you. You are guaranteed to survive the jump, but your sanity might not.

"Well, no sandwich for him.", Ginger, Cherry 2000, MGM, 1987

END OF LINE

Charter a Starship and Head Out of the System: Move on to your next jump

Push the Button: You've had enough of jumping, time to live in the real world.

Make the World a Better Place: You have decided to stay here and save the world.

NOTES

OASIS Items and Artifacts cannot be manifested in the real world until after the end of this jump. This includes the following items: Acererak, Anorak, The Red Button, Instance Maker, Zone Control, Quest Portal, The Distracted Globe, Megadon, The Tyrell Building, Middletown, Ring of Teleportation, VR Giant Robot, Asteroid Base, Tomb of Horrors, Chuck Taylor Allstars, Beta Capsule, The Basement, The Sword of the Bahier, IOI One, The Cataclyst, Findoro's Tablet of Finding, & The Orb of Ozuvox.

Your powers and abilities in the real world do not apply in the OASIS aside from things like memory, intelligence, perception, multitasking, or reflexes. Your warehouse items are also bound to Real Life, not VR.

Halliday will die the day after the jump begins. Any attempt to stop the Easter Egg hunt before it begins will result in this reality experiencing a BSOD and resetting to an earlier state, or simply ignoring your efforts if they are minor enough. Time Travellers will find that the past prior to the beginning of the jump is extremely hard to deflect from its path.

The Consolation Prize Consoles can hook up to any Visual Display system, freely accept mods or mod the games on the fly, and all systems and all their games come in their original packaging. Systems not currently hooked up or on display (and all their games) go a special storage area that takes up no more room than a small wardrobe, but has infinite storage for videogame systems and games.

Changelog V1.1: Added Copy Protection to Digitizer
Changelog V1.2: Made the Complete Collections Indexing and Updating to reflect the cost. This includes Console-ation Prize. Arcade Expansion gained a measure of updating. Noted that GunTorrent is a Torrent program and is not instant. Realized I'd forgotten to mention that Odinware came with an OASIS Rig Computer. Virtually Real Currency gained a note. UberBetty Drawback added. Discount Notes added Name that Song buffed slightly
Changelog V1.3: Formatting, Added Haptic Rig to Gunter Clan, added a note about temporal effects. Added Drawback Limit. Clarified the role of the Quarter in the Scenario.
Changelog v1.4: Clean up. A few words added here and there. Formatting.
Changelog v1.5: Revised Guntorrent, the Quarter, The Scenario. Added Licensing Contract.
Changelog v1.6: Clarified the format of the collections, clarified the Dream-Team and boosted their CP to 1000, added Movie Toggle, Made of Money, Network Security Failure, removed companion Item lockout, Lowered the cost for items.