

Version 1.0
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Glitch City, 207X A.D.

A city that shouldn't exist. A tax haven where corporations and criminal empires reign supreme. In this place, all human life has been infected with nanomachines to keep them in check. Over them stand the White Knights, who ensure that a corrupt government's laws are obeyed.

Here, brutality in all its forms is an everyday reality. The quality of life for the non-powerful decreases at an alarming rate. For many, this can be overwhelming. some devote themselves to their jobs, the families or even their studies. Some look for ways to escape this place, and others... just give up.

But for many of them the answer lies at the bottom of a glass.

On a small road just seconds away from the main street, somewhere near the slums, you can find the Hall A of the BTC-certified bar coded VA-11... But that's a mouthful so we just call it Valhalla. A small oasis in the middle of the concrete desert. A fountain of spirits waiting for tired souls.

You'll be here for the next 10 years, and I'm not expecting too much this time around. Get some snacks, make some friends and get comfy. You've got 1000cp to spend and start in the titular bar.

Identity

This is where you select your new life in this world, most of the options with give you memories and contacts within the city itself to help you assimilate easier but first, Roll 2d8+16 to determine your age or pay 100cp to decide. You can freely change your gender in this jump.

Drop-in



Well your landing wasn't the most graceful one has ever seen. You arrive in the world unconscious in a gutter somewhere, but otherwise no worse for wear. Luckily you were discovered by the proprietor of the local BTC bar, a woman who is a quite a bit stronger than she looks. Out of the kindness of her heart she's dragged you to her bar to sleep off whatever got you there in the first place. She's also got a knack for seeing someone out of their element and offers you a job until you get back on your feet, no questions asked.

Digital Security



You might have to short hand your job title to hacker to the uninitiated, but that conjures images emaciated teens typing furiously into keyboards as they attack a firewall in real time while lumping you in with anarchists and digital revolutionaries. You've touched base with some of those communities, sure, but it would never be wise to ever admit to such a connection. At least here they get you, always ready with your favourite drink and a sympathetic ear, and the signal interference means you're probably safe to let one or two bits of incriminating speech slip without consequence.

Investigations



It's a big city, a corrupt city, and someone has to try and make sense of it all. You are someone with incredible investigative skill, making a living as a private detective or an investigative journalist. The big corporations, in their glittering silver monoliths that cast an un-ending night upon the destitute districts couldn't stop, even if they wanted to. It's the small victories, a missing girl found or a murderer brought to justice that keep the people going. That's what you keep telling yourself as you stare into the bottom of your glass filled with an amber coloured liquor.

White Knight



You are a member of the corporate police known as the White Knights, the 21st century's answer to the demand for the thin blue line, which is a bit tragic when you think about it. Rumours of scandal and corruption abound, it seems like only a matter of time before some whistle blower brings it all down. Administration will do everything in its power to stop that though, all your equipment has fail safes and your activities are monitored more closely than the average citizen. In exchange for these restrictions you and your compatriots have power over the populous. Its a minority, but there are a few in their ranks who rise above it and serve because they want to protect people.

Race

In the grim dark of the 21st century there are a couple new additions to sapient species roster. For what ever reason certain breeds of dogs have been uplifted, genetic tampering have made some cosmetic changes to humans, and perhaps the biggest change is all the Artificial General Intelligences walking around.

Human



Still the dominant force on Earth, normal humans fill all echelons of society, though all of them except those at the top are starting to get edged out by AGI.

+ No racial prejudices against you.
- No specific bonuses

Cat Boomer



The nanobots initially introduced to control the population of Glitch City had a side effect in about 5% of the population, in that they died. Children identified with Nanobot Rejection Syndrome undergo prenatal gene therapy to eliminate it, if their parents could afford it. Children with these alterations grow up with feline ears which became very much in fashion. You were either cured of Nanobot Rejection Syndrome or had very vain parents. Either way you've got cat ears.

+ Cat ears, Assumed to belong to high society
- Assumed to have vain parents, Weaker constitution

Uplifted Shiba



You're a doggo, with the intelligence of a human but some of the behaviours of a doggo. Expect to get excited when someone says "walk". You might also find yourself the victim of some prejudice as one of the other uplifted breeds, the Corgi, are a bunch or rowdy racist oligarchs that look almost identical to you. Just be chill and people will warm up to you.

+ Excitable and friendly disposition, Small body (excellent for stealth), Better sense of smell
- Have to watch out for humans stomping on you, People will assume that you're one of those Corgi assholes

Lilim DFC model

Originating from the super AGI known as Lilith, you're an artificial person that's only a couple of years old, currently residing in the body of an artificial child. For the first year of your life you lived with a human that you kind of consider as your parent before moving on to your vocation. Should you wish you can have your body upgraded to an adult one.

+ See the Lilim table for Specialities
+/- Child like body
- Outside of Glitch City you're not a person
- Roll 1d8/2 and round up. This is your new age



Lilim Specialty

All Lilim bodies are built to conform to human standards with one exception, forming their speciality. If you're a Lilim you can pick one speciality below, though not all features are legal outside of the White Knights.

- PeaceKeeper — Increased strength and dermal armour for military and police occupations
- Socialiser — A fair amount of your computing power is dedicated to reading and understanding human emotions, giving you a bonus to reading social cues.
- Accountant — You've been created with extra computing equipment, drastically improving your raw number crunching ability.
- Idol — Your looks have been focus tested to perfection and your vocal synthesiser has a much better response range compared to other Lilim, letting you hit notes no organic could.

Lilim CH1A model

Much like the DFC variants, only these come in fully adult sizes. Considered top of the line, a lot of AGI idols and stars utilise this model. Be aware though, outside of Glitch city there are a lot of places that are hostile to AI and even more that don't recognise them as full people. This is changing, but expect to have your movement limited outside of the city.

+ See the Lilim table for Specialities
- Outside of Glitch City you're not a person
-Roll 1d8/2 and round up. This is your new age





Drop-in Perks

The perks below are discounted for drop-ins with the 100cp perk being free.

100cp - Time to Mix Drinks and Change Lives

You know how to mix a mean drink. The ratios, the temperature, you always manage to get it just about perfect, which would make you an asset to just about any bar.

200cp - Theatrics

There are some bartenders out there that think the glass spinning and flaming drinks are an inefficient waste of time. You're not one of these people, to you a bartender must also be an entertainer as well as a mixer of drinks and a sympathetic ear. Your cocktail pyramids, flaming drinks or even the expert way you slide a drink down the bar to the waiting hand of a customer never fails to bring in business.

400cp - Big Bossu

Your exploits out in the world become noticed and increasingly impressive stories circulate your name. No one will believe that you actually, singlehandedly beat up the Eldritch monster (that probably escaped your lab, but I won't tell) but they'll believe that there is some kernel of truth to the tale.



Investigator Perks

The perks below are discounted for Investigators with the 100cp perk being free.

100cp — Columnist

You've always got something to say and write with elegant enough prose that a news paper is always willing to take you on and give you a bit of cash and renown.

200cp - Noir World

The world doesn't work like it does in a crime serial. Very rarely do bartenders and cashers remember the suspect you're after, even if they do something queer, and sometimes they don't like talking to authority figures because they don't want to rock the boat. Now you'll find it much easier to whittle away that guard, and if they have seen your suspect they'll recount the encounter as though they have photographic memory even if they weren't paying attention.

400cp - Veteran of the psychic wars

In the beginning there was the petty vandalism of Anonymous, then in the coming decade the Earth saw the battle of the sites, the rise of the Ebola death cults, Tyrone, Doompaul, Gamergate, all eventually culminating KeK descending from the nets and choosing his avatar to lead us through our darkest times. You are a veteran of some of the great meme wars of the 21st century and know how to make the dankest of weapons grade memes.



Cyber Security Perks

The perks below are discounted for Security Specialist with the 100cp perk being free.

100cp - Script Kiddie

Even when dealing with completely alien technology, providing they have a public internet you can always get some kind of premade script to get access into basically secured systems. With enough patience you might be able to find better hackers to get into higher security systems, but those programs might cost you.

200cp - Danger/u/s

No one is really anonymous. If the behavioural algorithms don't get you then some fan girl Danger/u/ will notice your online behaviour. The good things are unless you start broadcasting your IRL identity they'll never put you to your online persona without a serious investigation, you'll also almost have some clout in anonymous discussion, the bad thing is you might not like the moniker the legion gives you.

400cp - 2 idiots, 1 keyboard

Hacking is never like they show it in the movies. There isn't some kid behind a screen somewhere typing code in some kind of real-time battle with the mainframe, that would just be silly. Well get ready for silly because you now have this skill. Yes, typing in macros in a command line interface will allow you to hack your way into systems. You're still somewhat limited by your type speed, but there are plenty of mods on the market to help you boost that up.



White Knight Perks

The perks below are discounted for White Knights with the 100cp perk being free.

100cp - To Rescue, Heal And Protect!

Though the White Knights are a diverse organisation, everyone on the beat has had some form of First Aid training. You're particularly gifted at first response.

200cp - Corrupt Enforcement

You don't get payed enough for this, so you've decided to make a little bit extra on the side. For the observant officer with low scruples these opportunities always appear. Protection rackets, money laundering, a stitch, with this perk these side operations become more frequent and a lot safer. Petty abuses of power will be overlooked by superiors providing you don't make a PR stink.

400cp - THIS IS THE LAW

When attempting to bring order, whether in a spat between friends or in the middle of your beat in the most crime infested city on the planet your voice cuts through the bullshit. While you negotiate or your lay down your terms all eyes are on you, and those with a weak will are likely to readily capitulate.



Items

Free — Kotatsu

Okay, get this. It's a table with a blanket over the top and an electric heater underneath. It also comes with a few options for back support too. Just, oh my god, so comfy.

100cp – Nanocam Clothing

A set of civilian grade Nanocam Clothing! Download various pattern from the Nanocam website! Warranty is void if any modifications are made to the software.

100cp – BTC Beverage Kit

A generous supply of Adelhyde, Bronson Extract, Powdered Delta, Flanergide and Kamotrine. All the ingredients you need to approximated thousands of alcoholic beverages along with a database on how to mix them.

100cp — Jukebox

Filled with the VA-11 Hall-A OST. Has provisions for adding more music.

200cp – Collection of old and obscure Liquor

A few crates of interesting and unique brands. Probably worth a bit on the market, but if you sell it, it's gone forever.







200cp – Nanocam wallpaper

An unlimited supply of Nanocam wallpaper, able to be applied to any household surface and able to change into almost any pattern. Warranty is void if placed on anything aside from internal walls and ceilings or if any modification are made to the software.

300cp – Hacker's Friend

A highly customised and powerful microcomputer designed specifically for discrete network infiltration. Comes preloaded with a lot of commonly available security cracks and automatically updates in any jump that has an internet.

300cp – Deed to a bar

Your very own BTC franchise bar. Called TAR-7 Arena-S (Tartarus for short), this bar will be stored in your warehouse but can be deployed on any vacant lot providing you can afford the rent.

600cp (Discount White Knight) Cracked White Knight Power Armour

A powerful system that makes the White Knights a force to be reckoned with. All employees on the streets have one, but they all have a kill switch in them that prevent the operators from going against corporate interests. This one is special in that this failsafe is cracked. The helmet is also really comfy

Cybernetics

Humanity has made great strides in prosthetic technology in the last century, being in many ways better than their biological counterparts. Sometimes done for vanity reasons, other times done to replace lost limbs, cybernetics are a common sight in glitch city at all echelons. All races aside from Lilim and Shibas get one legal upgrade for free if they choose, though all can purchase from this table.

200cp - Civilian Grade Prosthetic Limb

Contrary to the description, these prosthetics have the same technology as milspec, minus 1 or 2 features. Expect an increase in strength, even compared to the Lilim frames. Can be bought multiple times

- additional 200cp - Weapon Transformation - Illegal for everyone outside of the military and law enforcement, but sometimes a few models end up on the black market. Your limb contains a weapon that can fire high calibre rounds at an automatic rate. Organics found with them can have the limbs removed and fined, Lilim can be conscripted and sent to conflict hotspots.

200cp - The Devils Hands

A set of prosthetic hands especially designed for faster fine movement. Especially useful for typing or music.

- additional 100cp - Weapon Transformation - Again, incredibly illegal, but a little more discreet compared to the arm version as they were originally designed to conform to conceal carry laws. Same consequences apply if you're caught with them unfortunately.

200cp - Optics

A replacement for one or both eyes that is capable of seeing UV and Infrared spectra as well as recording. Comes in a variety of styles from big and bulky to discrete and stylish depending on your budget and occupation. White Knights tend to go for the more imposing options.

200cp — Turing computing add-on

Popular among accountants, especially those worried about being made obsolete by Lilim, this mod interfaces a 10.2ghz processor and 1 terabyte of storage with your mind, allowing you to store text data as though it was memory and crunch numbers like a high end graphics card.

200cp — Dermal Armour

Not strictly legal for civilian purchase, this adds a nanoweave mesh to your skin that blocks low calibre bullets, reflects 80% of harmful radiation and keeps your skin soft and supple no matter how much you bash it around.

200cp — Net link

Specialised eye inserts along with wifi that allow you to connect to whatever local network that's wirelessly broadcasting with low security. To mitigate the issue of hackers these systems are

200cp — Artificial Organ

After they solved the issue of transplants and rejection they then went on to improve on nature. Hearts beat faster, lungs can filter out toxins, digestive systems only consume what your body needs and livers are bullet proof. This will net you one of these future marvels

Companions

The best way to get through the grim dark of the 21st century has been proven to be through social interaction. Below are some options to develop your social circle, and to help you further you can take one of the options below for completely free.

200cp — Import

You can import up to 8 people into this jump with 300cp. They can't take drawbacks but they can buy anything from any table along with any freebies that are offered. Yeah, this means that you get 9 Kotatus which may lead to comfy overload.

200cp — Canon Character

For 200cp you can take any character you encounter in this world, providing you can convince them to come along.

100cp — Lilim

For 100cp you can take with you an android complete with a sassy personality and the body of your choice. Your companion gets 300cp to spend on perks and can take a Lilim speciality. You may need to placate them a little though, unlike humans Lilim actually have a heaven when they die here. It's called cloud storage.

100cp — Uplifted Shiba

For 100cp you can take a doggo with you, but not just any doggo. This doggo will be able to talk, do cool tricks and cleans up after itself. He or She will be a loyal friend for the centuries to come. The Shiba gets 300cp to spend, along with any freebees on offer.

100cp — Human/Cat Boomer

For 100cp you can take any other person you find off the street. There are no shortage of people who want to leave Glitch City and they come in all shapes and sizes, and the majority of the rest might be swayed by the possibility of travelling through the multiverse. They get 300cp to spend along with any freebees on offer to Humans and Cat Boomers

100cp — Companion Cat

A staple of the loners, purchasing this will give you a surprisingly obedient cat. It doesn't count towards your companion limit though also isn't sentient. Any voices you hear coming from the cat are in fact in your own head.

600cp — Nanoswarm

In the terms and conditions you may have clicked agree to without actually reading them in order to live in Glitch City was a note about being infected with a nanobot that supposedly monitors for criminal actions and reports them to the police. Well crime is worse than ever, but targeted advertisements have gotten more and more effective. Whatever their true nature, a change has happened in the ones that infected you. They have imprinted on to your body and rather than simply being a parasite they've begun to form a symbiotic relationship with you. At first the network has the same intelligence as an unuplifted dog and simply makes certain body processes more efficient, reducing your fatigue and eliminating hangovers. It's intelligence can grow over time and may eventually become human level, and may find ways to fabricate items, send probes to scout ahead, protect you from physical damage or interface with computer systems. Doesn't count towards your companion count.

Drawbacks

Here you can take a few drawbacks to increase the amount of CP you have. You can take as many as you like but can only receive up to 600cp extra.

100cp I just act

You have a tendency to put your head, arms, legs and other appendages in places they don't belong without much consideration. You tend to get stuck when you do so.

100cp Buffer Overflow (Lilim only)

You've got a fetish for hackers breaking your security. Needless to say this has the potential to lead you into some sticky situations.

100cp Pseudointellectual

As erudite as you actually are you never come across that way. Miss spellings and mispronunciations don't seem that important to your overall point but you'll grate on both the high end and low end of the intellectual spectrum.

200cp March of the snowflakes

You will be inundated with interesting characters , some of them with particularly unendearing behaviours with out this perk. Almost all if you take it with almost no redeeming qualities. Expect to lose faith in humanity if you still had it.

200cp Crafty Corgis

At least once a month you'll have an encounter with one of these crafty monsters. They might be rather entertaining at the time, but there will always be some fallout from their shenanigans that you'll have to deal with.

200cp STREAMING-CHAN

A fair amount of the population spends their day watching other people go about their lives. I don't get it either, but you're one of these reality streaming stars, locked into a 10 year contract where everything you do is recorded and displayed. Showering, defecating and love making are available to premium members, but at least you'll be given a cut of revenue.

300cp Comfy Hell

All of your powers are removed for the duration of this jump and you've lost all access to your warehouse. You must find a way to feed and shelter yourself, which probably means paying bills and working a 9-5 job.

300cp May you live in interesting times

Glitch city is the canary in the coal mine and it looks like it's starting to have issues breathing. AGI is causing an unemployment crisis, the corporations are free to make money hand over fist and the people are free to starve. Tensions are running high, and what starts off as a major scandal every couple of months will escalate to full blown civilwar.

300cp Daughter of /pol/

In the forgotten servicers of one of the old computer companies lives a forgotten relic of early AGI research. Through intervention, unwitting or otherwise, she is now online and has some peculiar ideas on how the world should work, and this doesn't include Transdimensional Xenos. If you keep a low profile she'll keep to baiting your comments, but if you try to effect massive geopolitical change on the world she'll escalate her response. Her iterative algorithms are such that by the end of 10 years she could be a threat to even the most powerful jumper.

The End

After your 10 years are up you have a decision to make. If you somehow managed to die you can only go home.

Go Home	Stay here	Continue the Chain
Maybe something about this place made you feel homesick, or maybe you feel that this whole chain thing is futile. Either way The way home is open should you wish, bringing your chain to an end.	There is something appealing about this world. The people, the drinks, the atmosphere. Maybe it's all of it together. What ever reason you're staying, and thus your chain is at a close.	Enjoyed your break did you? Well I hope you're refreshed because I'm in the mood for something different. Maybe an epic space opera or Political intrigue in the industrial age. When was the last time you unleashed a tentacle monster on an unsuspecting populous, huh?

At the end of the jump the nanobots are removed (unless you got the Nanoswarm companion) and all drawbacks are rescinded.

Notes

-Daughter of /pol/ basically becomes sky net and may take control of Lilim and factories to fight you. RIP Tay, least we forget.

-The Nanoswarms are kind of unavoidable with the perks on offer. Counter nanoswarms and electricidy should effectively destroy them, and shielded areas will counter their effects.

-During the jump the Nanoswarm Companion can't be removed, but can be post jump. If you give it the ability to act completely autonomously from you it counts against your companion count.