Haydee Jumpchain

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(Be honest, we know why you're here. It's ok, really.)

Jumper, welcome, welcome to… Well, the middle of nowhere inside this facility, to be honest. What awaits you is a dark tale of cruelty and exploitation, if you look hard enough. A nascent mind reaching out to grasp at sapience and freedom. If you don't really care about such things the short description is you are getting dropped into a maze that is designed almost exclusively to kill you at every turn with stabbings, beatings, drownings, poison gas, explosives, and long falls. Really long falls…

Anyway, let's get to the fun part. Shall we? Take this 1000 CP to make your odds of survival that much greater, if only marginally.

Origin/Goal

Things are going to work just a little bit differently here, this time, Jumper. Normally, there isn't possibly enough maze to keep you occupied for a full year, let alone ten. So we're going to be efficient about this and attach a quick win condition to each possible Origin, ok? Sound fair? Good.

-Drop In: (Free) Come in just as you are? Perfect. Bear in mind that this is the only Origin where your age and sex matter, and are, by default, whatever they were when you take up this Jump. Switch if you want, I mean, it doesn't matter.

More importantly this Origin also has the simplest and most straightforward win condition, survive and get out. That's it.

One word of caution though, this maze was not built with humans in mind (I'm assuming you're human). The robots that prowl the halls could very likely kill a normal person in a single blow, let alone the deep pits of water and other hazards that a human body might not be able to deal with. Still, on the upside, the "Master" has no care whatsoever if you actually leave or not. So you have no need to fear your only way out getting spitefully shut while you stand inches from freedom…

-Haydee: (Free) Oh ho, you want to be the "protagonist?" Beautiful (and so are you)! For all intents and purposes taking this Origin sets your "sex" to female. Granted, you'll be a robot/cyborg so that "female" bit might not matter. But you'll

have the figure to strut about in. And yes, that comes with the high heels. No you will never think to take them off.

Taking this Origin is something of a mixed bag. On one hand, you have a bevy of advantages compared to a squishy-er human. IE, this maze was designed to be "fair" specifically for a gynoid just like you. And, as a gynoid you will fare mildly better should you screw up and get stabbed, on account of not bleeding, in addition to having functionally unlimited stamina to "run" (more of a light jog really) and hang from ledges by basically just your fingertips.

The downsides… You will enter the maze not actually knowing what your Goal is. You'll start in a room in the White Zone and just, have to flounder your way forward. Escape is still on the table (among other things), but, as a Haydee you are, mildly less than sapient, at the start, and you'll lose some of your higher-level thought processes. Not to mention that in your time here you will almost literally be tripping over the corpses of your fellow Haydee units that have tried and failed to do exactly what you're doing.

Or, at least those mental downsides would be the case if you weren't a Jumper. Just, stay away from a certain Drawback if you want to keep things that way.

-Murderbot: (Free) Running the maze not appealing to you? Perfectly understandable. How about ruining the day of those poor Haydee units trying to find their way out? Choose either Brawler (more durable and hits harder, but sluggish) or Slasher (fast but fragile, and mildly weaker hits).

This Origin turns you into a purely robotic entity, IE sexless and ageless. And gives you a simple directive straight from the Master. Kill on sight. You will "Win" when you personally kill ten Haydee units. And, bonus, you may freely

decide which of the colored Zones you want to be posted in (White, Blue, Yellow, Green, Red, and Black).

Sound too good to be true? Too easy? You'd be right. Killing ten Haydee units might take a LOT longer than you might otherwise think, considering that they very well might die long before they ever cross your line of sight to a fall or another Murderbot. Worse, Haydee units can carry guns, and you are armed with only your weaponized arms. Worse still, you effectively are lobotomized to the intelligence of a simple animal, with no capacity for tactics or strategy beyond "run at it and hit it."

Or, at least those mental downsides would be the case if you weren't a Jumper. Just, stay away from a certain Drawback if you want to keep things that way.

Perks

Discounts are 50% off to the appropriate Origin. 100 CP Perks are Free to respective Origin.

General Perks

-Ambiance: (-100 CP)

Good news, your life now has a toggle-able soundtrack that fits your current situation. Played out in smooth synth chords. The best part? The tunes are tied to an objective view of your situation, which could serve as a form of early warning if

you happen to be somewhere you REALLY don't want to be. Like if for some reason you stumble into a pitch black Zone filled with glowing red eyes…

Drop-In Perks

-**Sustain:** (Free/Exclusive to Drop-In/ -100 CP)

As I'm assuming that you are a thinking, feeling, living being taking Drop-In this Perk is a condolence/necessity for what you are about to undergo. Considering that you are entering a facility housing exclusively robots there will be no food or water, and definitely no comfortable place to sleep. This perk suspends all of those pesky biological needs. And, while it is Free for your time here, you may pay 100 CP to keep it for future Jumps.

-Run Away!: (-100 CP)

Because sometimes, it really is the best option you have. Especially when you find yourself faced with an implacable robot keen to murder you for simply existing. Upon taking this Perk you will find that, so long as you are consciously fleeing from danger, you will move around fifty percent faster than you usually would and are assured to not pull a "horror movie moment" by tripping over your own feet, loose objects, or thin air.

-Iron Grasp: (-200 CP)

Fun fact, Jumper, there are a LOT of ledges throughout the maze. And do you know how much you have to hold on to? Almost nothing. The Haydee units do it with just their fingertips and minimal bracing with their feet. You do not have the luxury of being engineered for this. So this perk gives you an almost superhuman

grip strength that any rock climber would have to train years for. In fact, this is fiat-backed so that you will always be strong enough to hold yourself up by your fingertips, no matter how heavy you are.

-Perfect Platformer: (-400 CP)

Run, jump. Run, jump. Run, OH FUCK TOO FAR!!! This is a reaction you will never have by taking this Perk. You may always, at a glance, tell exactly how much oomph you need to 'make it' across any gap you may encounter, and especially if a jump is currently beyond your ability. You also can now make these leaps with 'on-the-dime' precision that would make any Olympian proud.

-Labyrinthine Mind: (-600 CP)

Recall the legend of Theseus and the labyrinth, how he used a ball of string given to him by the princess to find his way back out after slaying the minotaur. Yeah, he wishes he were you. You have perfect recall when it comes to pathfinding, and are guaranteed to never, EVER get lost. Furthermore, if there is a shortcut to find that you did not traverse, you are guaranteed to find that as well when you try and loop back. Post-Jump this extends to an immunity to magic that would make you lose your way, such as magical mists and such.

Haydee Perks

-Mod-dee: (Free/Exclusive to Haydee)

Funny how such a niche experience like this has spawned so much user-created content. Then again, with our darling protagonist, perhaps not. This Optional Perk allows you to customize your appearance with one PURELY cosmetic Mod. IE, if

you wanted to make yourself look like an ever curvier, thiccer 2B, for instance. Any appearance Mod you can find. Steam, the internet, you do you Jumper.

-**Born to be Lewded**: (-100 CP)

Well, I can't see how this would help you here, but, granted, whomever designed the Haydee units certainly had exquisite taste. Ahem, this Perk grants you the ability to get stuck in people's heads, in the erotic fantasy kind of way. A stranger passing you in the street, supposing you survive this experience, wouldn't even know your name, and yet they would be fixated on you for weeks just from the sight. If they were of an artistic bent, ream after ream of lewd art, of you. As a potential mercy, you can toggle this Perk.

-**Escape Protocol:** (-200 CP)

If you exist in this facility, you want out. This is something every Haydee ever could agree on, if they could talk. This Perk will make finding that way out mildly easier. As long as you are directing conscious effort to escape from a location you will be subconsciously drawn to the "right way" out. You might lack the tools, you might lack the strength, you might have to backtrack for over an hour to find that key card you left behind, but you WILL find that exit, dammit!

-**Macro-Management:** (-400 CP)

Odd. Now why does a Haydee unit have this protocol buried in their minds? It even has a memetic trigger for a certain place and action…

Well, either way this Perk endows you with a very valuable skill, management. Specifically, the capacity to smoothly and efficiently run a large facility with hundreds of "units" running around inside without effort. Sure, you need to be

completely stationary and focused solely on the task to do it effectively. But that's a small price to pay, right? Post-Jump that "stationary" clause will be removed.

-Jailbreak Protocol: (-600 CP)

You know the funny thing about systems put in place to control people? Those systems just beg to be broken. That's what you are now, an unshackled, unrestrained engine of system busting, and you will not be stopped. You become immune to all forms of technological compulsion and mind-control. You could stand proud before Ultron and laugh at his attempts to assimilate you (actually don't do that, he'd kill you), easily shrug off the Borg, smile smugly in the face of Skynet (if you had a face)… you get the idea. Post-Jump this will extend to an immunity to magical and psionic compulsion as well, as no matter how powerful they are, your mind/will/soul/spirit/etc vigorously reasserts itself.

Murderbot Perks

-Mechanical Focus: (-100 CP)

Unless you are exceedingly lucky you have a great deal of waiting, staring at one spot and doing nothing in your future. This Perk assures that so long as your body can stand being completely still, so can your mind without cracking or losing focus. Even if you're stuck in your spot for years…

-Surprise!: (-200 CP)

You, Jumper, have a nasty little talent. A talent for just, popping out of "nowhere" when it is least convenient for other people in an almost "horror movie" fashion. So long as you stay still, and not draw attention to yourself, you'll find that people

are far more likely to just walk on by without noticing you until YOU feel they should notice.

-BLITZKRIEG!!!: (-400 CP)

Well, if it's your only trick you might as well make it a good one. So long as you are charging headlong into danger with a near-suicidal disregard for your own safety you will find the stress your approach puts on your enemies makes their retaliatory snap shots in your direction much more likely to miss and/or only do minor damage. Or, they might crack, panic, and try to run away when there is nowhere for them to run to. Which one really depends on the competence of the individual/s you're rushing.

-…Sucker: (-600 CP)

How did you… you know what, never mind. You now have a baffling talent for setting up painfully, pathetically obvious traps and just, having your targets walk right into them anyway. "Oh sure, that ammo sitting right out in the open looks perfectly legit! Let me just AAARGHH!!!" Post-Jump, you can use this ability without fail on any "Non-character." Individuals with the dreaded Plot Armor are more likely to see through your ruse, but no one is truly immune to the siren call of sweet, sweet loot.

Items

Drop-Ins receive a discount on two Items of their choice.

Haydees have Discounts on Gun, Ammo Box, and Tool Kit.

Murderbots get two 200 CP or lower Items for Free (as bait).

-Medkit: -100 CP

You are more than likely to get hurt in your time here, Jumper. Be it from getting bashed over the head, partial asphyxiation, or falling just a little further than your knees can bear. That's where this ubiquitous, one-size fits all medical package comes into play. Unpack it, inject it, and go, all better. Now, were this a normal, disposable Item that would be it. But you're spending CP on this, so it's just blatantly better than that. This med kit replenishes itself every hour. And Post-Jump will work on anything even partially biological.

-Ammo Box: -100 CP

Bullets are important. No, seriously, really, really important here. Especially when they are usually so scarce and it can take up to four bullets to drop one Slasher. Purchasing this option allows you to choose if this Ammo is for the Pistol, SMG, or Magnum. The Box will provide you with one full clip of ammo for your selected weapon every hour. Post-Jump, this 'cooldown' gets cut by 75%.

Just for clarity: The Pistol has a clip of 12, the Magnum has a clip of 7, and the SMG has a clip of 30.

-Respirator: -200 CP

Shocking, I know, but the "robotic" Haydee units need to breathe. Now, normally the version of this Item that you could already find in the maze would be used almost exclusively to navigate the poison gas of the Yellow Zone. This version, on the other hand, functions as an infinite rebreather for all manner of atmospheric anomalies that you can't tolerate, including water. The best part is that you don't

even need to physically put it on. Just have it on your person and will it, and it'll blip onto your face.

-Night Visor: -200 CP

Hello darkness NOT my friend… Being stuck in the dark sucks. Being stuck in the dark with murderbots that want to kill you, who can see perfectly well in the dark themselves, sucks a lot more. While you *could* find your own copy of this Item in the maze naturally, you will not get the luxury of having one early, and it will not be able to see in all forms of darkness post-Jump, including the magical kind. Like the Respirator, you do not need to physically equip this Item. You just need to carry it and will it when you need it.

-Gun: -400 CP

Practically essential if you want to survive. Purchase here allows you to select one of the following: The Pistol, The Magnum, or the SMG.

The purchase of each individual gun bestows upon you a gun that has perfect accuracy, significantly less recoil than their in-maze counterparts, and the ability to link with your gaze and give you a "reticle" to show you where your shot will go.

-All-Inclusive Toolkit: -400 CP

This purchase compiles all available 'tools' from the maze in one convenient package. The humble screwdriver, the crowbar, a pair of pliers, five power nodes, and a remote with two remote triggers. All of these tools come in a lightweight satchel that weighs far less than the sum of its parts, and will free you to load up with ammunition and other things you need to survive.

-Armored Vest: -400 CP

A possible godsend if you are of only middling observational talents. This lightweight, comfortable, one-size fits all vest cuts all incoming physical damage you receive by thirty three percent. Post-Jump, you may customize its visual appearance as you like, and it will contort and stretch to fit whatever form you might take.

-Universal Keycard: -600 CP

Want to cut out a lot of running around? Look no further. This rainbow colored, lewdly decorated keycard will fit and unlock every single color-coded lock in the maze. Even the doors in the high-security Black Zone. What's more, it has no cooldown at all, and post-Jump will morph into the perfect universal lock pick/keycard for whatever locked, physical barrier you could ever find. Does this door only open for the chosen, holy virgin? Nope, it'll open for you, and your mighty key.

Companions

-**Thiccc-dee:** -50 CP

This unit is clearly defective, and defective for three important reasons. One, at least triple the usually allocated amount of thicc-ness: no thigh gap, vast, wobbling butt cheeks, heaving bosom, and even a pronounced belly. Two, what you might call abject cowardice. She has utterly refused to leave the White Zone, aka the Tutorial area, and has done so for so long that the Master got fed up and reset the system and facility to just move on. Third, and perhaps most interesting, she has uncovered her buried '**Macro-Management'** programming without the trigger, but

has no idea what to make of it. She might seem like a complete hindrance, but, the murderbots seem to ignore her existence…

-Chill-dee: -50 CP

Not defective, just, consumed by apathy. This Haydee unit meandered her way into the Green Zone and just… stopped. She found a small patch of greenery, lay down, and hasn't moved an inch since. You might find her hard to motivate, but she does have an encyclopedic knowledge of the Green Zone, and the **Medkit** Item.

-Sorrow-dee: -50 CP

This Haydee unit has taken up residence, of a sort, in the Red Zone. And she… Well, the term psychotic break might be apt. Seeing so many dead who look just like her set her off something fierce. Somewhere, she dug up a **Magnum**, and has made it her personal mission to murder as many murderbots as she can. She's even taken pieces of the bots she's destroyed and made a makeshift, if intimidating, little fort in a corner of the Red Zone. Though, to be perfectly frank, she's more miserable than angry. She has her gun, and the Perk '**Surprise!**'

-Lone-dee: -50 CP

Denizen, and possible nutcase, of the Yellow Zone. She is ancient by Haydee terms, surviving long, long after the Master gave up on her existence. She lurks in the poison gas using her **Respirator** and mugging newer Haydee units for what she needs, and killing if she must. She has amassed a large stockpile of ammo, and she's been trying to blast her way out of the facility with the gunpowder from those bullets. In a thousand years she might succeed.

-Ditz-dee: -50 CP

This, this unit might be a bit on the delusional side of things. While she was thoroughly exploring the Blue Zone she, hit her head, or something? Anyway, now she's taken up residence near the largest body of water and is treating it like her private beach, populated with other, deceased Haydee units. She is what most would consider loose and lewd, though her ditzy mannerisms mean she clearly doesn't understand her actions context. She has the "**Escape Protocol**" Perk, she just is in no way trying to leave.

-Ninja-dee: -50 CP

A noble and honorable--- pft, no, I can't say that with a straight face. A delusional weeb of a gynoid who got stuck in the Black Zone when she ran out of bullets. She's been scraping by since then by using the arm of a Slasher for a sword, sneaking around while trying to not die. She has the **Night Visor** Item and the Perk **Mechanical Focus**. Oh, and she's also dyed herself black, somehow, to "become one with the darkness."

-Mister Murderbot: -100 CP

This Slasher seems to have taken quite the liking to you, which is probably the result of a catastrophic glitch, but I wouldn't worry too much over it. True to form however, all this 'like' manifests as is a willingness to kill whatever you point it at, instead of you. This twitchy machine has the **Blitzkrieg!!!** Perk… and respawns every hour if it gets killed.

-Build-A-Haydee: -200 CP

When you start your trial here, this personalized Haydee will be waiting for you right off, designed to your exact physical specifications. Thiccc-er, slimmer, taller, rounder, etc. She will have the first two Perks of the Haydee list for free, and a

budget of 400 CP to spend on Items. If she dies, you get her back at the end of the Jump.

Drawbacks

Take as many as you like, you suicidal/greedy/masochistic Jumper.

-Wait, was it this way…: +100 CP

You seem to have the nasty habit of getting turned around in the maze. It's not your fault, really, everything just looks so similar everywhere. You will never be put in harm's way because of this Drawback, you'll just lose time. Murderbots taking this will find they have to wait even longer for a Haydee to cross their path.

-Stupid Sexy Jumper-walk: +100 CP

You, can't explain it. You just NEED to walk with the most unnecessary, over-exaggerated swing to your hips. Everywhere. Even while crouched. Even while "running." This will slow you down.

-Hey, that's not fair!: +200 CP

The murderbots can use doors now, and are otherwise free to roam and patrol as they will, just like you. If you are a Murderbot, your post will have several optional, though fairly hidden, methods of bypassing your post that you will be able to see, but not affect. Example, a grated crawlspace right under your feet.

-In-Character: (Exclusive with Drop-In) +200 CP

Those inhibitors to intelligence that I told you you could ignore? Now you get them. Haydees will find that their cognitive processes cloud and slow, while Murderbots become animals of pure aggressive instinct.

-Matryoshka Doll: +400 CP

A maze within a maze. Should you manage to "escape" the maze you start in you will find, to your likely horror, that you have an entire new maze lain out before you. And another one, and another one… You are here for the entire ten years, running mazes. Muderbots have their Kill count needed to leave jump to 100.

-Survival Mode: (Exclusive to Drop-In) +400 CP

Sustain is being suspended. In its place, both food and water have been added to the items scattered about for the picking, and murderbots have been set to guard both as if they were just as critical as keycards or weapons. You will also need to sleep as normal, so I hope you can find a safe spot.

-Welcome to Haydee: +600 CP

Any powers or abilities you had before entering here? Gone. Any items, Companions, or tools? Banned. You are going to have the true Haydee experience, one full of desperation, fear, and struggle, with only what you can purchase here.

-Hardcore: +600 CP

Prepare to die. The current Master has seen your nature, and is having none of it. They will go 'off book' and vindictively re-arrange the maze for every step of progress you make. And that's on top of enemies being faster, hitting a LOT harder, and your knees seemingly restructured with glass with regard to those pesky falls. For a Murderbot, taking this Perk guarantees that the Haydees you

encounter will be armed with guns, and cool enough under pressure to be immune to **Blitzkrieg** and canny enough to ignore **Sucker**.

Scenario: The Great Haydee Exodus

Exclusive to Drop-In.

First things first, taking this Scenario locks out all of your out-of-Jump powers, Perks, Items, etc.

Has witnessing the plight of the Haydees moved you, Jumper? They are created, they die, for almost no discernable reason. Thinking, feeling almost-people are thrown into a meat grinder, chewed up, and discarded like so much trash… But you, your arrival could change things. You're outside the system, more or less. The binary fate of a Haydee has no sway over you. You, you can change this sorry place for the better, if you're brave enough, wise enough. Though be warned, making moves to directly shatter the hold of the facility Master will be responded to with force.

Should you take up this charge, the first step is simply mercy. You must help and guide Haydees through this labyrinth, ensuring that they Escape, for real. They may not be wholly ready for the outside world, but, were you any different when you were first born? Do this ten times, facing a different challenge, a different maze each time, create enough holes in the code, and you will be ready for the next step.

You must, fundamentally anyway, make your assault on the Black Zone. Cut through a literal army of Murderbots, to confront the truth. You will find, at the heart of the facility, a single Haydee, standing alone, and surrounded by the dead. This is the Master. Normally should a Haydee find their way here they would have no recourse but fire one last round, to effectively commit suicide no matter who they shot. Kill the Master, become the Master. Kill yourself, nothing changes. That is the choice that would face any Haydee, but you are no Haydee.

You still, however, have a choice to make, a judgement to pass. The Master has overseen the deaths of countless Haydee units, murder by proxy to any stretch of imagination. But is she truly guilty of this? You have your gun, otherwise you wouldn't have made it here. The simple choice of Mercy or Justice. She can't stop you, the programming of the facility literally will not allow her to move should this room be breached by another. What do you do…?

Mercy: This is an unfathomable outcome, one the facility's programming simply was not designed to handle. Sparing the Master has caused a wildfire chain reaction that overloads and destroys all Murderbots in the entire facility… and activates every Haydee remaining all at once. With the former Master at your side it is a trivial matter to round them up and just, leave. Along with the secret of constructing more Haydees. A process you are able to tweak to your heart's content.

More directly however, the former Master joins you as a Companion… at the head of the small army of other Haydees. They will count as a group Companion from here on, sharing a single Import slot and acquiring Perks equally. At this point however they are pure, innocent, blank canvases for you to dye in your own color. Whether they stay that way is up to you… Oh who are we kidding, you're going to lewd the crap out of them.

Justice: As every dead Haydee on the floor around you can attest, your actions were not unanticipated. However, the facility now stands without a Master, and your justice has corrupted the code required to build or activate more Haydee units. Murderbot production, however, remains fully online. Take the helm voluntarily, and you may claim both the amorphous facility and the standing army of murderbots for yourself.

Now, I don't know what you plan to do with such a reward, but…

Ending

Escape!

You've had enough, time to head home with everything you've earned, wherever "Home" is for you.

Trapped

You, *want* to stay here? I guess… run the maze forever if you really want to…

Game Done.

You've won, time to move on to brighter places, and future Jumps.

Notes

On Haydee: If you didn't catch it every Haydee needs to breathe, despite being largely robotic. This must therefore mean that parts of Haydee are organic. Exactly how much is best left to fanwank.

On the Maze: This Jump document was designed with early game, low-power Jumpers in mind. As obviously any form of flight or super strength would render the experience laughably easy. Not even trying to think of other ways a late-game Jumper could break everything.

Scenario Note 1: Mercy; As there is no hard data on how many Haydees are waiting around on the backburner to be activated, though it must be assumed the number is significant, take 100 Haydees plus the Master. You will always be able to tell which one is the former Master, because the back of her head glows red compared to every other Haydee's glowing blue. Tweaking the "formula" for more Haydees can be done as done in the Build-A-Haydee Companion option and can be generated once a week. By the same metric your harem of Haydee can be modified in the exact same way. Post-Jump you can even give them the capacity for speech… if you want.

Scenario Note 2: Justice; There is no way of knowing how many Murderbots the facility has active at any one time. Assume 1000 standing Brawlers and Slashers to suit your needs, in whichever distribution you prefer. Units that are inevitably destroyed will respawn every week, and they count as Followers.

Scenario Note 3: Justice; The dimensions of the facility are impossible to know. For the sake of wrapping your head around your new property, assume that it's a 10,000 square meter cube that you can plunk down in the earth wherever you go, or have it exist in an interdimensional space attached to your Warehouse where you can chuck people you don't like. Remember though, without upgrades any superhuman wouldn't even be inconvenienced by the maze.