Watch_Dogs 2 Jumpchain

In a world much like our own where people have unknowingly given up their digital privacy for supposed safety, one corporation has surreptitiously installed an advanced surveillance system in smartphones across the world. Almost anything with camera is connected and feeds information back, building profiles on everyone.

Following the events of Chicago, San Francisco becomes the next city to install the ctOS (**c**en**t**ral **O**perating **S**ystem), which connects everyone with everything. Marcus Holloway, an intelligent twenty-four year old hacker from Oakland, California, is punished for a crime he did not commit by the upgraded ctOS 2.0 which categorizes him as the suspect. Realizing the system covertly brings harm to the innocent citizens of San Francisco, he decides to work with the hacking group DedSec to take down the city's ctOS 2.0, and Blume, the company behind it.

You arrive in the world at the same time Marcus breaks into the Blume server farm to wipe his profile. You can decide to help DedSec if you want, or strike out on your own and forget your own future. Whatever you choose to do, expect ctOS to be a thorn in your side.

As usual, keep the gender from your last jump, and determine age and location with 1d8 or pay 100 CP to pick either/both and change gender if you want.

Age: 17 + 1d8

Locations *(You appear outside an empty building in…..)*

1 **Oakland-Jack London Sq.**	Jack London Square is a popular tourist destination, as well as providing entertainment and food for the locals..
2 **Fisherman's Wharf**	An incredibly popular tourist attraction. It contains the northern waterfront of San Francisco and is known for its restaurants, shops, and street performers.
3 **Marin County -The Gates**	The Gates Houseboats have been here since the 1950s, providing places for bohemians and hippies to live off grid. Local residents and law enforcement aren't so fond of the boats.
4 **Silicon Valley**	HQ of many large tech companies. Bordered by the Bay to the east and the mountains and ocean to the west.
5 **Chinatown**	Historically the centre of Chinese immigration into San Francisco. Accordingly, Chinatown is the largest ethnic majority of Chinese Americans in the West Coast.
6 **Golden Gate Bridge**	The Golden Gate is the most famous bridge in the world. Spanning three miles between San Francisco and Marin, the bridge is considered one of the Wonders of the Modern World. I hope you like heights because you appear on top of it.
7 **Free Choice**	Can be from the list or anywhere in the world you want.
8 **Alcatraz Island**	An infamous prison, known for being nearly impossible to escape. The prison sits on an island just off San Francisco, surrounded by treacherous currents. Luckily it's no longer an active prison and holds regular tours with a boat going back and forth during the day.

Identities:

n00b (Drop-In): Free
You appear in the world with no background, no memories of this place and no friends or family. This could be a blessing or a curse but you have no ties to stop you doing whatever you want. Go and be a hacker.
You get a Discount on upgrading your Botnets.

Grey Hat Hacker: 100 CP
You are a computer hacker who may sometimes violate laws or typical ethical standards, but does not have the malicious intent typical of a black hat hacker. You are also a member of a small and disorganised group of similar people who do what they do for fun, revenge or maybe just boredom. You can decide if you know anyone from DedSec, or you can even start as part of their team if you want. Now go make trouble!
You get a discount on the Vehicles & RC Botnet exploits.

Hacktivist: 100 CP
Briefly defined as a person who gains unauthorized access to computer files or networks in order to further social or political ends, you feel that is an injustice to hacktivists and have made it your personal mission to show hackers in a better light. You oppose the hiding of secrets by multinational corporations and politicians and do everything in your power to root out the incriminating evidence and let the masses see who really controls their lives.
You get a discount on the Social Engineering Botnets.

Vigilante: 100 CP
The laws are fucked. Society is fucked. Freedom? What the fuck is that?? You can see the truth and that is that The Man has got his boot on the back of our necks and it's about time someone grabbed that boot and shoved it up The Man's fucking ass!! You use your skills to cause havoc and mayhem, but in an organised way. Just remember that you are doing this for the disenfranchised and downtrodden, not just because you like blowing things up.
You get a discount on the City Disruption Botnets.

Whatever background you choose, you appear in your starting location with suitable street clothes, $1,500 (in your account), a laptop and a smartphone. Any additional equipment you purchase later will be stored in a duffle bag here as well.

Skills and Abilities

Hacking Skills (Free for all)
Lets face it, if you're going to live in this world for the next 10 years you're going to be able to hack computers. You're no genius but you can certainly hold your own, enough to get the attention of the authorities, DedSec and Blume cyber security. Your skills will improve with practice but expect to get into more than the odd bit of trouble.

Athletic (100 CP, Discount n00b)
Perhaps you run every morning, or follow a strict diet and yoga regime. Maybe you've spent the last few years running from cops and corporate security. Whatever your method, you are fit and active; ripped muscles and fantastic balance. You could run a marathon with no trouble and can parkour with the best of them. On foot you can outrun all but the most determined pursuer but you can't outrun a cop car. You will, however, have no trouble ducking down an alley, jumping from a dumpster, scrambling up a wall and making your escape across the rooftops.

File Sharing (100 CP, Free for Grey Hat Hacker)
You have a knack for finding files online. Within a few minutes you can get a copy of any fiction or reference document that has ever been officially published. This also applies to any music, movies and video games. This won't provide easy access to any secure documents or pre-release material however, you'll have to wait for release (yes, day 1 counts) or go and hack the computer it's stored on. Sharing is caring.

Tag, You're It! (100 CP, Free for Hacktivist)
You are skilled at designing and painting your own graffiti. You can spray any design you want at a rate of 2m2 per minute, as detailed as you like. Additionally you can communicate with other Hacktivists by working secret messages into your art. After a moment's study you can decipher clues in any graffiti which could lead to a safe house, the security code for a warehouse across town or the location for the next Hack Market.

Combat Skills (100 CP, Free for Vigilante)
Let's get ready to rumble! You know how to handle yourself when the going gets tough. You are trained in at least a couple of unarmed combat styles and can handle the majority of common close combat weapons. You're also pretty handy with a gun; perhaps your old man used to take you hunting when you were a kid, maybe you live in a rough neighbourhood, or it could be all those hours invested in the arcade playing Time Crisis and House of the Dead. Whatever the reason, you know how to point and shoot.

Man Of The People (200 CP, Discount for n00b)
You may not have any history in this world, and you don't know anyone, that doesn't stop you making friends easily. Whatever group you approach will find your lack of history and unknown skills intriguing and they are a lot more likely to give you a chance to prove yourself, if they don't just welcome you into their fold straight away. You will have a much easier time joining any group, although this doesn't guarantee they'll let you stay; if DedSec catch you hanging out with Blume security forces and having a good time then they're going to be suspicious of your loyalties. This ability works once per group, per jump.

Hashtag #SpreadTheWord (200 CP, Discount for Hacktivist)
You are a modern day wordsmith. With just 140 characters you can let the world of social media know almost any information you want and start talking about it. The amount of coverage scales in relation to the importance of the information shared. Details of your neighbours birthday probably won't get many retweets (or the Jumps equivalent), but the dodgy financial details of multinational CEO are going to feature on the news within 24 hours. This ability does not give you access to the information you want to share, you'll have to get that (or make it up) yourself.

I Went Through 7 Proxies (200 CP, Discount for Grey Hat Hacker)
You know how to hide your tracks when you are busy snooping in other people's computers. Any attempt to trace you to a physical location will automatically fail. You also have the option of purposefully directing any trace to a location of your choice, so that kid in high school who used to steal your lunch and pissed in your gym shoes may be getting an unexpected visit from Blume security. You get the idea.

Stealth (200 CP, Discount for Vigilante)
You are an urban ghost, using back alleys and open doors to disappear and reappear with great skill. Anyone tailing you is going to lose your trail within minutes of you noticing them. Your footsteps are almost silent and you are adept at hiding in shadows and behind objects. If you are spotted and you manage to evade their line of sight for more than a few seconds they are unlikely to find you unless you draw attention to yourself.

As The Crow Flies (400 CP, Discount for n00b)
You have got your parkour skills down to a fine art. You can leap, climb, jump and roll with grace and speed. The time it takes you to get from A to B is only as long as it would take you if you were moving in a straight line towards your destination. This ability only works within the confines of a city and only when travelling on foot (or appropriate modes of transportation such as the tops of trains or riding a bike down flights of stairs. It doesn't let you drive up the sides of buildings)

Hotspots (400 CP, Discount for Hacktivist)
You always know where interesting things are going on. You can glance at any map and point out where you can find a place of interest, be it a hidden cache, an unsecured network access point or just a kicking party. You won't know all the details about what's there or how to get in but knowing where to go in the first place is a good start.
Another use of this is you can set a hotspot to attract a certain type of person or people by pointing at a place on a map and willing it. You want to start a flash-mob dancing in the park, you've got it. Need a dozen anarchists to cause trouble outside the police station, no problem. Within half an hour a selection of appropriate people will arrive at the designated location and will act as expected for the occasion.

Strategic Mind (400 CP, Discount for Grey Hat Hacker)
You find it easy to organise a group of like minded people, even if they are separated by thousands of miles, into an effective force. You can come up with half a dozen plans to achieve most goals you set out and can adapt them efficiently on the fly. If you are working on your own then you will always have backup plans, and your escape plans are almost always fool proof.

Tinkering (400 CP, Discount for Vigilante)
You know a hundred recipes and schematics for all sorts of toys and gadgets which you use to help you wreak havoc. You can easily craft electroshock devices for stunning guards, noise makers of various flavours to make distractions and, for when things are getting serious and a more permanent solution is required, you can make bombs.
In future jumps you can make similar, setting appropriate items.

High Intelligence (400 CP, no discounts)
Will aid you greatly with all hacking attempts, solving puzzles, planning raids and discovering and foiling the evil machinations of a corporate board of directors. The speed at which you can perform any intelligence based tasks is increased by half and you are more likely to find alternative solutions or extra information and clues.

Build Better Botnets (200 CP, no discounts)
You have an uncanny ability to tailor your botnet control software to provide network resources much more efficiently. You are so good it effectively doubles their efficiency. This also halves the prerequisites for the exploits in the next section. Instead of 2/4/6/8 botnets for each of the levels of exploit these are now 1/2/3/4 botnets. This in turn means that you can either get away with only needing to buy 2 levels of botnets **or** you can activate multiple exploits (up to your botnet level) at the same time.
An additional bonus to this ability is that any networked system you administer will run at double normal efficiency.

BotNets

noun

1. **a network of private computers infected with malicious software and controlled as a group without the owners' knowledge**

You need Botnets to be able to run your more advanced exploits and applications. To do this you have coded worms and trojans to infect computers and 'lend' you their processing power. Dedsec have distributed a smartphone app that informs the user that their system resources will be used for semi-legal activities but with the current culture, and the more high profile and daring activities you perform, the more the normal people will approve and willingly give you access to their systems.

Purchasing botnets Costs 100 CP per level and can be taken up to 4 times, each level giving you 2 botnets. These levels of botnets are pre-requisite to some interesting and useful applications and exploits that will make your life both easier and potentially more dangerous. You cannot use any exploits if you have not already purchased the indicated number of botnets.

More botnets also give you a minor increase to your hacking ability and hiding your digital tracks.

These hacks are distributed over three fields which need to be ~~*purchased*~~ programmed before they can be used. Each Field is discounted for a particular background and can be purchased up to 4 times, each at 100 CP per level, unlocking additional exploits. You **must** have both the relevant number of Botnets ***and*** Field to be able to use the relevant ability.

N00b's (Drop-ins) get botnets at a discount to 50 CP per level, and the Building Better Botnets abilities reduces the number of botnets required for each exploit by half. This would mean that a n00b with Building Better Botnets could buy 2 levels of botnets (4 botnets in total) for 100 CP and 4 levels of 1 field for 400 CP and be able to use all 8 exploits with just the 4 botnets he has available.

No.Botnets	**Social Engineering**	**City Disruption**	**Vehicles & RC**
2	Create Distraction	Robot Exploit	Environmental RC
	ATM Exploit	False Alarm	Vehicle Direction Hack
4	Massive Communication Disruption	Auto Takedown	Taunt
	Improved Profiler	Radio Freedom	Hijacker
6	Gang Attack	Traffic Control Exploit	Proximity Scanner
	APB - Suspect Located	Massive System Crash	Remote Gadgets
8	Gang War	Blackout	Massive Vehicle Hack
	APB - Wanted Criminal	Security System Shutdown	Chopper Retreat

Social Engineering

(discounted for Hacktivist)

Create Distraction *(Requires 2 Botnets)*

You can cause nearby people's phones to ring, radios to switch on and other similar small scale noises that will distract people in the area, giving you an opportunity to sneak past or strike from behind. Unlikely to distract them if they are hostile and have already seen you. This can also be used to interfere with communication equipment, causing them to screech a painful high pitched noise which is very distracting.

ATM Exploit *(Requires 2 Botnets)*

An app on your smartphone that can siphon a small amount of funds from unsuspecting pedestrians (roughly 1 in 5 passersby) by accessing their stored bank details on their own phones. You gain any from $10 to $100 every time you use this. Can't be used more than once on the same person but no real limit on how often you can do it in a day.

Massive Communication Disruption *(Requires 4 Botnets)*

Set off any and all forms of distractions. Electrical devices turn on, car alarms are set off, phones go crazy and disconnect calls, ringtones activate, videos start playing. Has the same effect as **Create Distraction** with comms gear but for everyone nearby. This is a great way of causing mass distractions to help a quick getaway.

Improved Profiler *(Requires 4 Botnets)*

Get more detailed information from people's smartphones. This app scans their emails and text messages for keywords, alerting you to items of interest, and can occasionally provide info like home security codes matched with holiday plans in case you feel like same vacationary cat burglary. Additionally you can now mooch money from richer targets with the ATM Exploit now picking up $150 to $1,500 per target.

Gang Attack *(Requires 6 Botnets)*

After scanning someone's phone to grab their personal details, this app will attach them to some pre-prepared falsified evidence which is then anonymously sent to a local Gang. Expect 2-6 Gang members to turn up within a minute or two ‘have a word’ with them. Great for causing distractions or getting rid of someone who's got on your bad side.

APB - Suspect Located *(Requires 6 Botnets)*

Very similar to Gang Attack except it forwards the false evidence to the police who will turn up to arrest the ‘suspect’. 9 times out of 10 the victim is scared and compliant but on occasion (or by design) you'll have chosen an actual criminal who won't want to go quietly.

Gang War *(Requires 8 Botnets)*

As Gang Attack but expect 10 - 20 well armed Gang members to turn up and kick ass. They are not your personal army and if you get in the way you may get caught up in their fury.

APB - Wanted Criminal *(Requires 8 Botnets)*

As APB - Suspect Located but the police will be expecting an armed and dangerous criminal skills they will be prepared and willing to open fire at the target at the slightest provocation.

City Disruption

(Discounted for Vigilante)

Robot Exploit *(Requires 2 Botnets)*

You can bypass or take control of any automated security robots you come across. Bypassing them sets the RFID on your phone to show as a friendly target and can be done on all robots and lasts 10 minutes. Controlling a robot can only be done one at a time, you get a view from its cameras on your smartphone so you can guide it. Once you have released the robot it will resume its normal functions after 10 seconds.

False Alarm *(Requires 2 Botnets)*

Set off fire alarms, security alarms and similar from a safe distance. Great for causing distractions or getting other people in trouble. If you do it enough times someone may just switch the alarm system off assuming it's faulty.

Auto Takedown *(Requires 4 Botnets)*

A little something to help you avoid vehicular pursuit. This includes, but is not restricted to, erecting bollards or road spikes, raising and lowering bridges & bursting steam pipes,

Radio Freedom *(Requires 4 Botnets)*

An upgraded version of Song Sneak, this not only automatically copies the music from all passersby but can also force your choice of music to play on all capable devices within 50 metres. Can be activated on selected targets only.

Traffic Control Exploit *(Requires 6 Botnets)*

Mess around with traffic lights and cause accidents to help you avoid pursuit. Or you can just cause mayhem and traffic jams just for fun. Normally lasts a few minutes but this increases the more you hack as it puts more and more strain on the traffic control system and it takes longer for it to correct itself. Setting all lights to green means the drivers will all hit the gas, regardless of knowing there are other cars doing the same.

Massive System Crash *(Requires 6 Botnets)*

This will shut down every hackable object in the vicinity for 15 seconds. Don’t use this if you’re stuck in a heavily guarded building, as it can lock a security door acting as your only exit.

Blackout *(Requires 8 Botnets)*

Shutdown down all power to buildings and facilities in a 1 block radius. Doesn't affect vehicles (except trains and trams) or buildings with their own power source. Lasts 30 seconds to a minute before the system recovers enough to reroute power back to the area.

Security System Shutdown *(Requires 8 Botnets)*

Switch off all cameras and alarm systems, deactivate any active alarms (including silent alarms) and send all clear handshakes where necessary. Lasts half an hour. Can't be used too often in the same system. Once a month while you work out new ways to circumvent their upgraded security protocols.

Vehicles & RC

(Discounted for Grey Hat Hacker)

Environmental RC *(Requires 2 Botnets)*

You can access and control forklifts, cranes and extendable platforms. This allows you to reach access hard to reach areas and cause distractions. If you are creative enough you could even use this skill as a weapon.

Vehicle Direction Hack *(Requires 2 Botnets)*

Wirelessly access the steering system in the majority of motorised vehicles and sending a signal to make the wheels turn and the targeted car to swerve (and possibly crash). Handy for getting people out of your way while you're escaping the police (doesn't work on cop cars). Also allows you control over the trains, stopping and starting them as you like. If left unattended they will start running as normal after 10 minutes

Taunt *(Requires 4 Botnets)*

Your RC Jumper (car) and Quadcopter can now be fitted with a variety of speakers and noise making devices. You can use these as distractions or to taunt people, causing them to chase after it. This is great for leading people into traps or getting them away from somewhere you want to be.

Hijacker *(Requires 4 Botnets)*

You can now remotely unlock vehicles and start the engine without touching them or setting off any alarms. As long as the owner isn't nearby then everyone will assume it is yours and you can drive away with no bother. Without using this you are stuck with the old fashioned lock picking/jimmy the door and hot wiring which will set the alarm off in the majority of cases.

Proximity Scanner *(Requires 6 Botnets)*

You upgrade your Quadcopter to include a high definition scanner that works similarly to the Net View available on your smartphone. Additionally it will record the RFIDs of any people in the area and they will show up on your Nudle Maps app for the next 5 minutes or until you or they leave the area.

Remote Gadgets *(Requires 6 Botnets)*

You can now equip your RC Jumper and Quadcopter with electro-shock or explosive devices. In addition both remotes are upgraded with their respective modifications, improved speed, handling and jump capabilities. If used with an explosive, a brand new Jumper/Quadcopter appears in your bag immediately.

Massive Vehicle Hack *(Requires 8 Botnets)*

This will cause havoc on the roads, sending all motorised vehicles in the vicinity into a random direction, completely out of control. Unfortunately this won't work on cop cars, other emergency service or military vehicles, but everyone else is likely to get in their way, hit or block them.

Chopper Retreat *(Requires 8 Botnets)*

Forces any choppers that are following you to retreat by either hijacking their control systems and following a pre-programmed pattern execution, or spitting out disruptive signals that cause the systems to go haywire making the pilot panic and fly away until they're out of the affected area. This will give you 5 - 10 minutes grace to get somewhere they can't find you because chances are they'll be coming back.

Companions

Import (50 CP/300 CP)
Import one of your existing companions per 50 CP or 8 companions for 300 CP. Any imported companions gain an appropriate body, can choose a background other than Drop-In for free and get 400 CP to spend on skills (discounted appropriately), 4 free Botnets and 400 CP to spend on Exploits (also discounted appropriately).

Canon Companion (100 CP)
So you want to take one of the Dedsec members with you? Sure, OK. Pick whoever you want and, for their own reasons, they want to accompany you in your future jumps. They will always be available to you during your time here, although they may not be keen on field work, and when you leave they will be happy to come with you.

Gear

Basic Hacker Gear (Free)
Clothes (1 set, whatever style you want) including a cap and bandana to cover your face with, laptop (custom built with your choice of OS and software), wallet (on a chain, of course) and your smartphone (see below).

Smartphone (Free/100 CP)
Latest smartphone with free, unlimited calls and data. Preloaded with:
Nudle Maps: Map of the city you are in. Updates post jump, even fantasy world's.
_/Research: Archive of all the crafting schematics/coding you ever learn or purchase.
App Shop: Good for time wasting games and a billion fairly useless other apps.
Media Player: Plays any audio or video files
SongSneak: Steal audio files from other people's smartphones and computers.
NetView: Augmented Reality view highlighting any hackable system or device.
For **100 CP** it will include the specialised apps:
Driver SF: Similar to Uber but spoofs a license for you so you can accept jobs and earn a little extra cash.
Scout X: Identifies hotspots and places of interest. Also used by Social Engineering Botnets. (free for Hacktivist)
Know-It-All: Gives tips and advice on computer and security systems, providing a small bonus to hacking and breaking & entering type activities.
*Cars On demand**:*** Any purchased or carjacked vehicles are available to “summon”. A matching vehicle is remote hacked to respond to your phone, its location appears on your Nudle Maps app.
Cash (50 CP)
What? You want to start with more money? Can't be bothered to hang out in a park or at a busy intersection stealing money from passersby? Oh, alright then. Here, have $15,000, no questions asked. Go buy yourself something nice.

Spray Paints (50 CP)
A good selection of paints with which to unleash your artistic talents on the world. These paints will stick to any solid surface and even seem to guide your arm along to aid in producing the image you have in your head. When one runs out a new one appears in your Warehouse.

RC Jumper (50 CP)
A small, 2.5 wheeled remote drone that you can control with your laptop. Comes with 2 camera modes (1st person and chase cam), both of which have been modified to work with your NetView AR. It runs fairly quietly but if you get too close to an enemy they are likely to notice it and smash it to pieces. Thankfully it can jump 2 metres vertically, able to clear a good amount of obstacles although it only moves at a walking pace. This will be upgraded to a 4 metre jump and a speed boost once you have unlocked the Remote Gadgets exploit. The RC Jumper can be used to remotely hack systems and devices as if you were there and is operates up to 100 metres. Its manipulator arm can also pick up small items for you. If destroyed it reappears in your Warehouse an hour later.

Quadcopter (100 CP)
A small, 4 rotored remote drone that you can control with your laptop. Comes with 2 camera modes (1st person and chase cam), both of which have been modified to work with your NetView AR. It runs fairly quietly but if you get too close to an enemy they are likely to notice it and hit or shoot it out of the air. It can be used to remotely hack everything that doesn’t require a physical connection and is operates up to 100 metres. If destroyed it reappears in your Warehouse an hour later.

Vehicles (variable)
Save time having to purchase cars/bikes or carjack pedestrians to unlock their vehicles in the Cars On Demand app and/or your Garage, purchase one of these vehicle options and start with all the corresponding cars or bikes right from the start of your jump. These will always be available from the Cars On Demand app, even in future jumps.

Standard (50 CP)	Muscle (100 CP)	Sports (150 CP)	Uniques (200 CP)
Motorcycles (50 CP)	Off-Road (100 CP)	Performance (150 CP)	

Gadgets & Grenades (100 CP)
Don't want to wait to unlock the ability to create electroshock and explosive grenades? Want some to play with now? With this purchase you get 5 of each. These refresh daily and will appear hidden in your Warehouse.

Dedsec Weapon Bundle (100 CP)
Never mind spending your hard stolen cash on all the Dedsec 3D printer schematics and resources. This unlocks all of the Dedsec customised weapons, available to print whenever you want (whether you purchase it or not), as many times as you want at no additional cost. This only provides the weapons, not the ammunition. You'll have to get that somewhere else.

Military Weapon Bundle (100 CP)
A different set of weapons, more powerful than the Dedsec ones but not as easily concealed (or cool looking). This unlocks all the Military weapons at the 3D Printer (whether you purchase it or not), you can print them without additional money or resources needed. No ammo provided though, just the weapons.

Messenger Bag Of Holding (100 CP, discount Drop-In)
You have a Messenger Bag that seems to work on some sort of non-euclidean physics principles as it can hold way more than is physically possible. You can get your laptop, pistol and wallet there, as you'd expect, but an assault rifle, an RC Jumper assaulted the Quadcopter, plus an armful of various gadgets? Yep, it all fits without any suspicious bulges and never weighs any more than if it had just a laptop in it.. In fact it hardly looks full at all. You can fit a steamer trunk worth of gear in this bag. Additionally, when you reach behind you, the item you were going to fetch from the bag appears in your hand, and vice versa for returning items to the bag.

Digital Mask (200 CP, discount Vigilante)
A black, mildly menacing looking mask that covers your whole face. A voice synthesiser masks your real voice but you are still understandable and LEDs where the eyes should be change on their own to show your emotions. While you wear this Mask no one will be amenable to work out who you really are, even if you're otherwise button naked with some really obvious feature that should make you easily identifiable. Likewise, when you are not wearing the mask, people will not realise it was you that was wearing it. Can only be taken off by you.

3D Printer (400 CP, discount Hacktivist)
Sweet baby Jesus! This thing will make whatever you want, as long as you've got the resources and the 3D schematic file. It'll even make complicated shit like guns. Just load the schematic and hit that go button and 10 seconds later you're good to go.
This one comes with some preloaded schematics for weapons. As a bonus it also comes with a selection of skins and paint jobs for anything it crafts, with a preference for dayglow colours and 8 bit designs.
You can also just pay cash for the item and the printer must somehow purchase the resources. Hey, it can make an assault rifle in 10 seconds so this isn't much more unbelievable.

ctOS Backdoor (400 CP, discount Grey Hat Hacker)
Congratulations, you have a Backdoor into the ctOS system and can edit anyone's records. You can wipe or change your own records and set up aliases with ease but don't make too many changes too frequently in case someone notices.

Hackerspace (200 CP)
No, not cyberspace (don't say that word), but a safe place to hang out, get some work done or catch a few hours sleep. A Hackerspace could be a one story house or Basement where you and your Hacker chums can get down to serious business in peace. Comes with a monitor wall, mismatched lounge furniture, a few beds and some painful to the eye artwork. Post jump this will attach to your Warehouse or appear at a suitable location in a new jump where Hackers are around (or could be).

Garage (200 CP)
A quiet, out of the way garage for you to maintain, repair or improve your vehicles. You will always have a random car or bike available here, but it won't produce vehicle after vehicle. Any previous one will have been stolen or involved in an accident (or some other real life de-spawning event) when you take one out of the garage. It can only produce vehicles that you have 'unlocked' through carjacking during your jump or purchasing legally at a dealership.

Firewalls (Drawbacks)

As usual, you can take up to 600 CP in drawbacks.

Fat Fingers (100 CP)
You have larger than usual fingers, making it tricky to type quickly without hitting extra keys. This makes time constrained hacking more difficult than usual. Expect lots of tense situations where you struggle to type the right code before you are discovered.

Out Of Shape (Basement Dweller) (100 CP)
You have spent far too much time in front of a screen and not enough time on your feet. You are a fair bit heavier and have a hard time reaching anything higher than a slow jog, even then you can't keep it up longer than a minute. No matter what you do you just can't seem to lose the weight either. Exercise doesn't make a difference and no one will perform surgery on you (plus you'd put it all back on in a month anyway). Good luck running away from security.

Mom, I'm Busy! (100 CP)
You live with your mom. Don't worry, a lot of people still do. Problem is, your mom worries and fusses over you. Expect constant interruptions while you are busy trying to free the world from corporate oppression. She'll just walk into your room while you are hacking traffic cams or broadcasting a live Dedsec video, and you'll get nearly constant text messages and voice mails (assuming you don't answer her calls) while you are out of the house. No matter how much of a nuisance she is, you can't bring yourself to leave her on her own.

Usual Suspect (200 CP)
You just have one of those faces that seems to stick in the cops memories. Whenever there is a hacking related crime, even as simple as someone's phone being stolen, you're going to be visited by the cops for questioning. There's at least a 20% chance that any cop that sees you will want to have a chat with you about some crime or another which you weren't involved in. Well, hopefully not. They'll also have a better chance of connecting your own illegal activities back to you. It's probably best you don't run from the cops as it will make you look more guilty and bump it up to 40% plus.

Anon (300 CP)
A veritable army of anonymous hackers will harass you as you go about your day to day business, most noticeably when you are part way through a mission. Their aim is usually to hack your smartphone and download files you'd rather not have out there in the world, or installing a virus that cancels out one random exploit (powers)you have for a week while you debug and reprogram it. Your best bet is to track them and stop them (with force) using your NetView (they appear in orange instead of red/blue) but it won't magically lead you to them. If they are hiding then you're going to have to search for them or get out of range. Expect some sort of incursion at least once a week, probably more.

Bounty_Board (300 CP)
At least once every fortnight, more frequently the more hacking you do against the big players, a hit man will accept the bounty on your head and will hunt you down. Expect these attacks to come during difficult situations; trying to sneak through the restricted area of Alcatraz, or while driving at speed across the Golden Gate Bridge. They may try and ram you off the street or, quite likely, snipe you. Your options are run or fight, although if you kill them don't expect to grab that sweet sniper rifle, they must have had backup who grabbed the body and gear and fled the scene while you were closing the distance.

Public Enemy Number One (600 CP)
Well, you've certainly pissed someone off. A powerful person, currently unknown to you, has a vendetta against you. Perhaps it was the partner to a one night stand, or the CEO of a multinational corporation, but whoever it is they are pulling out all the stops to make your life a living hell. They have got hold of your personal records (you know, the ones you thought had been deleted from the Blume servers) and not only have they forwarded them to the cops, local security firms and the local gangs, but they are keeping them updated with a lot of your ongoing activities and sometimes even your location. You are going to have difficulty getting around on the streets without the cops trying to pull you over, they will recognise you almost instantly. Then there are the regular drive by gang shootings. Anyone would think you'd gone into the GTA jump with the amount of bullets and car chases you've got going on.

The Future

Well done, you survived 10 years and brought your own brand of justice to this little part of the world. What do you do next?

Go Home – It's been a long jump and it's time to get back to real life. Stop being a Jumper and go back to your old life with everything you've amassed so far.

Stay Here – There is still too much work to be done here. Rumours are that ctOS 3.0 is almost ready and someone needs to fight the good fight. Get out there and do what needs doing.

Keep Going – Time for another Jump? Take your skills and take your modern day Robin Hood skills to a new world.