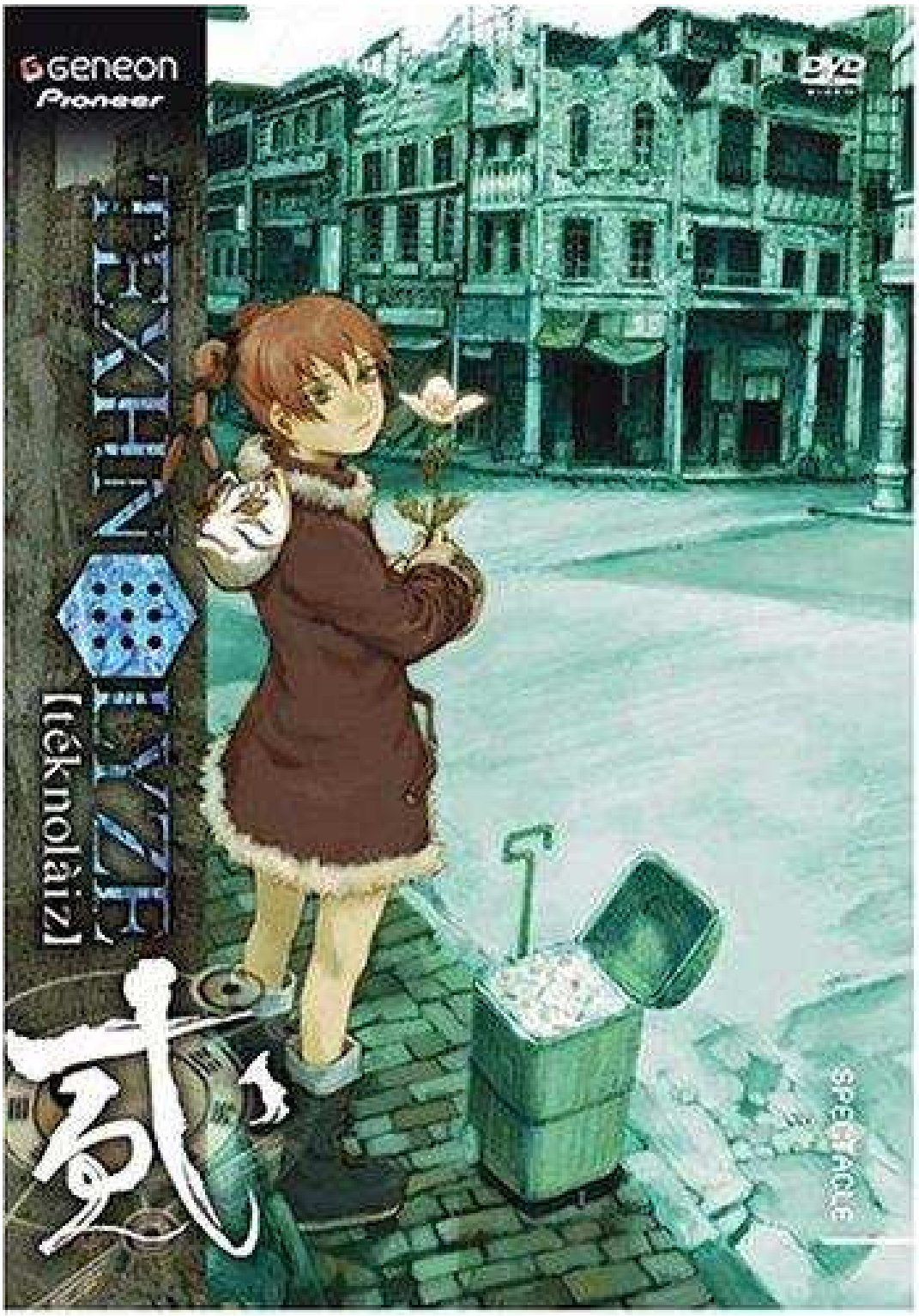
TEXHNOLYZE Jump

Version 1.0.0



You will be entering the world of TEXHNOLYZE. It is a small world, the events of the series focusing on the underground city of Lux. There are open areas outside of the city, even leading to a mountain village of Gabe, but it is still ultimately all in one large, underground cavern lit by an artificial sun. The city ostensibly exists to mine raffia, a substance – said to be produced as the reincarnation of human souls – used to prevent rejection of transplanted limbs and organs, and used in the process of creating and attaching the cybernetic prosthetics, or texhnolyzed (pronounced technolyzed) limbs, common in the city of Lux.

While the raffia mining operation provides the city with an influx of resources from the surface, the city is ruled by the organization known as the Organo. This organization, resembling a maffia, provides what law and order there is to the city of Lux since they took it over from the guidance of the village of Gabe. In addition to the Organo, there is the mountain village of Gabe, led by an elder but following the words and edicts of their child prophetess the Seer of Gabe who many of the other factions of the city consult. There is also the Union, a growing armed religious movement, which rejects texhnolyzation due to seeing it as a sin which weakens the soul and sickens the body. There is also the Rakan, a youth gang that rose to dominance over the other such gangs and has since been picking away at the edges of the Organo. Finally there is the Class who are the aristocracy of Lux and live isolated upon a hill in a fortress with technology substantially beyond that available outside in the city proper.

Things are approaching a powderkeg situation as Organo and the Union are increasingly coming into conflict, and could break out into a full scale gang war if poor decisions were made by either side, and the Rakan add fuel to that fire. Other, darker plans, move in the undercurrents of it all, and the tartarean city of Lux could live up to another name used for it: the Ninth Annex to the Reincarnation Hell.

Take these, you'll need them in this world:

+1000 Cyberpunk Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Outsider: You aren't from Lux, or even from Gabe. You aren't even from one of the cut off and elevated societies of the Class or the surface. You're not from this world at all. You arrive with no past in this world, and no memories either, simply an out of context problem. This is the drop-in option. You will be the same age and gender as when you ended your last jump. You will arrive at the train station near Gabe on the outskirts of the underground which contains Lux.

Fighter: You were a fighter. Maybe you're a current or former prize fighter, fighting in underground matches like those held by the raffia miners. Maybe you're some lower end thug or enforcer for the Union, the Organo, or even Rakan; though given the Rakan's size and (lack of) organization it might be better to just say a member of the Rakan. It's possible you're just someone living in Lux whose fight is the struggle to survive in this world. You are a young adult, and your gender is yours to select. You will arrive within Lux proper at a place appropriate for your background in the world.

Organo: Or maybe you're part of the Union or even Rakan. You are a member of one of Lux's three large, organized factions. You're somewhere in the middle ranks of whatever organization you choose, tested and trusted, but not in command, at least unless you purchase a faction which, while not having you replace the canon leaders, would bring you to the level of being someone with enough influence in the organization to have a direct say on top level decisions. You're older, not necessarily old, but approaching 30 at least, unless you're part of the Rakan who are all young adults. Your gender is yours to select. You will arrive within the headquarters for your chosen organization.

Waif: You are a child. Maybe you're just a child of the city of Lux, maybe you're a child from Gabe, perhaps you're a second seer of Gabe, a break to the normal one in a generation (and possibly even female) limit to them. You're young, but this is a nasty world and you've likely already seen much that is dark and terrible, and your hope could already have been crushed. You're at most 16 years old, but could be younger. Your gender is yours to select. You will arrive at the mountain village of Gabe, or on the streets of Lux.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

I'd Not Blunt My Blade on a Dog (50 CP): For such a violent world you are surprisingly good at non-lethal violence. This won't help you with ranged weapons, but you could hit someone with the blade of a katana without cutting them, apparently just applying bluntness to the blade, or hold back punches to knock people out instead of kill them.

Soul! Body! Truth! Salvation! Vengeance! (300 CP): Like Genji Kimata you know how to create a cult, and indoctrinate people into extreme loyalty to an ideal (and associate it with you as the leader) and usually violent. It won't work on everyone, but you have the sort of cult leader charisma to gather vulnerable people around you as your own cult.

Doc (300 CP): You are an expert in the creation and repair of texhnolyzed limbs. The creation of shapes, or texhnolyzed limbs on the level of Ichise's or Yoshii's both would be entirely possible for you, and your skills in the creation of these cybernetics are every bit as capable as Eriko Kamata in the art.

It might be hard to make texhnolyzed limbs in other places and settings without the obelisk to provide them power or rafflia to use for their installation, but you will find that you are good at creating other forms of cybernetics, and should be able to with time and effort create fully functioning cybernetics comparable to texhnolyzed ones without either of these crutches.

Shaped (300 CP): This is a little early isn't it? You have undergone the process to become one of the Shapes. Cybernetic soldiers of the Class, or Kano, the shapes are a human head attached to a life support pod stored in the chest of a robotic body. With a helmet they are mostly, but not completely, bullet proof and stronger and faster than a human. Oh and you don't need food or water and seemingly could live forever as long as your brain or life support system are not damaged. As a shape you possess a battery which will sustain your life support, though even without it you won't immediately begin to die just eventually, and would normally need the obelisk for power and information to keep your body moving, but because you're paying CP for this you won't need to worry about needing the obelisk so when the rest shut down and root into the city you should continue to operate just fine. This is an alt-form so don't worry about being stuck as a human head on a robot body.

Outsider Perks

Smiling Mask (100): Who would know that a soft smile and an affable tone hid the desire to see the world tear itself apart in violence and destruction and burn? You are particularly adept at hiding your true intentions, and giving off an air of affability and friendliness. You just sort of seem nice, even if you're actually plotting devastation.

Willing Informants (200): People talk to you rather freely. Something about you seems to make people much more willing to simply open up and tell you things. This won't make people tell you confidential information about themselves, but you are good at finding people willing to fill you in on the workings, alliances, and gritty details of the local societal systems and underbellies.

Assassin (400): You are a natural when it comes to killing from afar. You might not match a fighter up close, but you know how to find a good location to snipe from, how to set up an ambush, or prepare traps. You are good at figuring out locations and ways to kill without being caught. You can still leave evidence, but whether it's killing all witnesses or just avoiding them in the first place you'd make an excellent assassin. This also comes with a knowledge of how to use arson to devastating effect and make bombs, plant them where they'll remain unnoticed and with a touch of sleight of hand in the act, and to set them for good effect; if you ever decide the best way to kill someone is to destroy the entire building they're in.

Bringer of Chaos (600): You are oddly good at disrupting the status quo of a society, and generally breaking down an existing social system. You can quickly recognize how to disrupt social systems and cause a break down in the current relationships inside of one. This is especially easy for you in ways that involve violence; either through selective use of violence to break down the social order, or in ways that lead to plunging society into open and chaotic violence. Your control over the end results is far from perfect, but you could easily turn a cold war into a hot one with a few key assassinations, push a rivalry to boil over into a full blown blood feud, or or start a violent riot or even inspire revolution in an unhappy enough population.

While this is strongest with violent spectacles, you still are good at finding faults and weaknesses in the social order and have larger results when trying to exploit them even if it is not directed by or towards violence.

Fighter Perks

Attractive (100): People are attracted to you. You don't look any prettier or different, but for some reason you seem to attract people's lustful desires. This can be useful, whether you're looking for fun, romance, or just to sell your body for cash, but in a place like this it can be dangerous too and it doesn't come with an off-switch.

Desire to Survive (200): You might not know what you want, but you seem to really want to survive. Pain doesn't slow you down. Shock barely seems to exist for you; being beaten up and then having your arm cut off might make you black out briefly but it's entirely possible it wouldn't and you could possibly keep going after having your leg cut off soon after only falling down because you lack a leg to run on. Blood loss barely seems to affect you. Head trauma that would kill an ordinary individual will just barely knock you out. You can even power through anesthesia, though it depends upon potency. While it's still possible to put you down, it won't be easy and it won't be without a fight.

Prize Fighter (400): You are a good fighter. No, you are a great fight especially in hand to hand. You could be a champion prize fighter if you chose to compete in underground boxing matches or even more brutal no holds barred fights. In general you're at the level where you could beat other experienced fighters to death while still getting used to your new prosthetics, or beat multiple people in a mob to death while 2 of your limbs are paralyzed. Even with weapons you have good reflexes and instincts in a fight, and while you'll not be an instant master with guns or swords you'll be able to handle yourself well enough. You're even able to use the terrain to your advantage in a fight, losing enemies in hallways and keeping yourself aware of where they could be hiding… or you could. Strangely not the best for planning fights ahead of time, as it seems to be much more of an instinct.

By Whose Will is He Being Kept Alive (600 CP): Something seems to want you alive. Enemies decide to spare your life, and events seem to conspire so you live. Maybe you get sent on the escort mission right before shit hits the fan, or a psychopath decides he wants to kill you one on one with swords so he shoots down two of his allies to keep them from blasting you away. This can be pushed too far, though. Don't go charging machine guns, or expecting it to save you over and over and over again, and if civilization disappears hopefully you can find a way to feed yourself because it won't be feeding you on a regular basis.

This same luck also seems to somehow lead you towards important events. Often pulling you into them through the same means that conspire you to live, but you do seem awfully

likely to just wander into important people and events. Thankfully you've got something keeping you alive, since those are often dangerous events too.

Organo Perks

Worthy Attitude (100 CP): You are capable of presenting yourself as calm, cool, and self-assured under pressure. This won't actually prevent you from panicking on the inside, but you do seem to be rather more intimidating when you remain calm and cool under pressure. You could leave an amateur assassin frozen with your sheer nonplussed response to being threatened at gunpoint, continuing to calmly fix your tie while talking to him to cover your approach and disarming him. Though this won't give you the skills to disarm him or to actually think of such a plan, just the coolness to do it without a sign of panic.

Investigator (200): You have the making of a good investigator. Think more private investigator, than a Sherlock Holmes consulting detective, but you know how to follow up on leads, find and cultivate informants, and what sort of places are a good place to start looking for information in an investigation.

Executive Director (400): You're someone a little higher ranked than a mere investigator. You possess the skills to lead a governing body in a world like Lux. That is to say to rule over a cut-throat group that maintains order through the maintenance of its power base. You know how to organize their operations, balance separate factions, and maintain the necessary dance required to stay on top of a group of ambitious individuals who are more than willing to lie, cheat, and betray to get ahead.

This is rather applicable to leading the mafia, gangs, or other extra-legal organizations in general. Of course you'd make a pretty good leader for a less violent and treacherous group too. Most of the skills still apply, and you are a legitimately good director and administrator even if your underlings aren't plotting to stab you in the back.

Voice of the City (600): You can't see the future, and you can't hear Ran's voice – whether that was a hallucination or not – but you do have a very keen feeling for the pulse, temper, and desires of your city. You might not be able to stop a madman from pushing a city teetering near the brink of a massive gangwar into it, but you could tell that it hadn't happened due to larger social forces but instead because a madman framed people. You don't necessarily know everyone in the city, or everything happening in it, but you have a feel for the economics and social forces and dynamics at play within it, and general undercurrents and desires of the population as a whole. It'd take extraordinary individuals or outsiders to really surprise you, or maybe the vagaries of an autocrat with too much power and no real interactions with the populace at large.

As for what counts as your city for this, anywhere you live long enough. It can actually be larger than a city. The sense will get vaguer, but can extend to an extent over an entire country or society. The closer the better, and the more interconnected the better; you'd not get anything from the Surface, or even particularly from the Clan, given how cut off and isolated they make themselves, but in a real world setting you'd have at least some idea about San Francisco living in New York City, though it'd be far vaguer than NYC itself.

Waif Perks

Stalker (100): You excel at following someone unnoticed. This is best in urban environments and crowds where you are good at guessing which way they turned, and limited options hedge them in somewhat, and where you can lose yourself in a crowd, but it'll still help a bit when in the wilderness. At the very least you're pretty quiet while doing it, good at telling when they're about to look around, and good at figuring out what could conceal you while you follow them.

Unaccompanied Minor (200): You may be a bit young. Ran definitely is. But you'll find that people are strangely alright with you acting independently from a young age. They won't sell you booze or let you run for president if there's laws against it, but they are oddly willing to let you wander around alone and make decisions for yourself even if they're supposed to be your guardians. Apparently you just are trusted to take care of yourself, at least well enough to merely need advice and not putting their foot down. People are also far more willing to accept un-childlike behavior from you.

Seer (400): No, you can't see the future, that's the next perk, but you've got something else that's nice. Ran, and Gabe in general, sells information about the future to all sides. Kano and Onishi both receive information from her and as an oracle no one minds her providing her services to whoever pays. And now you have the same trait. As long as you don't show favoritism to one side over the other, people don't seem to mind you helping their enemies. Sell to both sides in a war. Pass information to various individuals. Provide assistance to both sides of a blood feud. As long as you don't take clear sides in a conflict and will help them, people seem to ignore that you're helping their enemies. People are also more willing to accept your neutrality in general and staying out of conflict, though some people will be willing enough to respect you sitting out of a conflict in general, though be careful with those who just want to destroy the entire system, or will not brook neutrality at all.

I Saw It (600): You possess the ability to see the future. The one time we are clearly shown a vision it is fragmentary, and seemingly immediately averted through no act of the seer, though a later event could be the fulfillment of the prophecy unchanged. What we learn about other visions is that the seer is unable to change them, and she claims to be unable to change them, and her descriptions of them are fragmentary and in oracle speech which is unclear until it's too late to change. So it seems that these prophecies already account for your actions and attempts to change them. And they hurt, causing a seizure when you experience them.

Before you decide this is useless with those three major caveats, there are some things worth noting. Just because the fragmentary result is fixed doesn't mean you can't work around it; knowing some unchangeable future information is only useless if you fixate on changing it instead of planning for when it happens. Second the seers of Gabe have held the role for generations by selling their services as infallible oracles, indicating some ability to force a vision about a certain topic. It's not clear how well this works, but she didn't seem particularly pained when in a controlled setting as an oracle, so it is perhaps less painful than uncontrolled visions might be.

Items:

The first copy of each 50 CP item associated with an origin is free if you have that origin, other items associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Steak and Wine (50 CP): This doesn't have to be steak and wine. But this is a nice meal for one that will be delivered, fresh and ready, for your consumption once per day. You can even choose what exactly it is, though it is not a particularly large meal even if it is a high quality and luxurious one.

Blast Shield (200 CP): This is a thick, heavy piece of black metal. It'd be a solid rectangle of metal a few inches thick, except that it has a fold in the center giving it a V like angle. It's about half the height of a man, and can be carried by one – though it'll be more than a little awkward doing so – but if planted on the ground and braced by someone it'd serve as a pretty effective shield if you were squatting. After all it's hard enough to stop most bullets, and it's even more resistant to energy weapons and more esoteric science fiction weapons such as disintegrators are completely blocked by it.

Class Rifle (200 CP): This is a futuristic energy rifle. Or maybe it's disintegration. It shoots a beam that flashes with light and seems to just unmake solid matter in a circle. It probably has some limit to upper range – we see shots from a distance but never see them hit until closer – it only eat through so much matter – it can pass through a glass windshield to behead someone in the seat of the car behind it, but a metal arm was able to be sacrificed, and passing through a human body and clothes stops it from hitting anything behind it – and some form of particularly heavy and seemingly dense metal was able to block it at least when thick enough so it won't affect all materials, but depending upon how charged up it is it can be a small hole or one the size of a man's torso, and it can cut straight through several inches of dirt, stone, or building materials in a single shot as well as making a hole in a shape as easily (easier since they're thinner) than a human.

It also comes in a pistol if you'd prefer, though the range will be smaller and the maximum width of its shots as well.

Whichever you choose it seems to have an unlimited number of shots, though it does take some time to charge between each shot so you won't be able to simply spray it at some sort of rapid fire.

Raffia (200 CP; discounted with Lab): Mined as ore, though talked of as flowers as well, you will find that this is a resupplying stockpile of raffia. You'll get a fair amount of the material, though not as much as Lux as a whole would normally mine. Raffia are used to prevent rejection of transplanted organs and limbs, as well as preventing bodily rejection of cybernetics, and we even see individuals – potentially clones – floating in it so it may have other uses. In this world, the blackmarket trade in it should make you very wealthy if nothing else.

Lab (300 CP): This is a small building including facilities necessary for the creation and maintenance of cybernetic prosthesis, especially texhnolyzed limbs, as well as an operating room for their installation. The lab comes with its own power supply, easily sufficient for normal running and operations, and is even able to beam the necessary information and power to specially designed and prepared texhnolyzed limbs without the need for the obelisk. Its range is still limited but it should be sufficient to cover a city, if not power a city's worth of cybernetics. The lab comes with a slow, but steady, supply of parts for texhnolyzed limbs included a limited supply of Rafflia Flowers.

Obelisk (500 CP): This is a large structure in the shape of an obelisk. It produces power in some manner and is able to beam it across an area large enough to cover a small city and even outlying farmlands and neighboring villages; beyond this point there will be increasing loss in the power beamed though if you're not trying to beam through the ground it should go further than this. Yours seems to just simply produce power as needed, easily enough to power a modern city covering its range, and an artificial sun that sits at the top of the area and provides light for plants to grow and mimicking the natural sunlight such an area of ground would receive and it would still possess an excess of power; you don't actually get an artificial sun, it's just an example of something the Obelisk could power. If you need more power, it should be possible with work to hook the obelisk up to a larger power source should you possess one.

The obelisk has a control room inside of it which allows you to shut off areas of the power supply field. Yours can even be used for directional control and power supply, and you could even beam energy in a direct line to a certain device if you didn't want to spread it out for common use. It can also be used to beam information; the canon obelisk provided control instructions to texhnolyzed limbs.

The obelisk will not be limited to beaming electrical power. If you have another type of power or energy it could be used to beam it, however it will not automatically produce it, and it will not beam it at weaponized levels; creating a receive for this power is also up to you.

At the start of each jump you can choose to make any items you have obtained directly from a Jump doc be able to receive power (of any appropriate type to power them) from the obelisk. You may also choose to make them no longer possess internal power sources (if they normally would), or even means to plug into them, but instead require the obelisk for power. This would limit the range in which they could be used, and make it easier to shut them off from their power source. Think of it as a low end anti-theft option if you wish to implement it. Instructions for how to make power receptors that will allow electrical systems to receive power from the obelisk are included with this item.

Outsider Items

Train Pass (50): Do the trains in this world cost money? Well they don't for you as long as you have this. Or other trains. This is a pass card that will serve to get you a ticket on any train you come across, as long as they take riders from the public.

Backpack (200): This is a sturdy backpack. Sturdy enough that while it'd take damage from handguns, it could be used to block them without quickly endangering the contents within. It's not completely bulletproof, but it's fairly resistant, so while you could use it as a shield in a gunfight, be careful as enough bullets (or strong enough ones) will penetrate and even if they'd have to pass through it twice to reach you, the contents inside are less lucky. It is also good at protecting the contents from other dangers being fairly heat resistant, waterproof, and generally offering protection from the elements and hazards much like it does bullets.

You possess a vague 6th sense for its location, helping you to track it down if you misplace it or it is stolen. Hopefully before someone can rifle through the insides. It will also repair over time and be replaced if truly lost to you.

Anarchist's Cooking (400): This is a collection of guns and bombs. While it's not an equal to the numbers provided by Gun Shipments, and doesn't include any directed energy weaponry like Class Rifles, it does include a variety of guns from futuristic high powered handguns, up to sniper rifles, and a variety of explosive devices. It's nothing for equipping an army, but a single man with this should be equipped for many types of combat. This collection of weapons will automatically replenish supplies as they are used.

Texhnolyzed Limbs (600): This is a pair of cybernetic limbs. Maybe they're arms or legs. Either way they've been made for you to use. They come with a HUD when attached to help you keep track of them, but because you're paying CP here these will have many advantages.

First they adapt to your body and share your perks and powers as if they were a natural part of your body while they're attached. If you change alt-forms they'll change with you. If you can reshape your body you can reshape them in the same way. If you can light your body on fire, you can set them ablaze. These powers won't hurt them any more than they'd hurt you, and they'll remain cybernetics separate from your flesh and blood as far as others are concerned: a zombie biting them won't infect you, you someone who drains power on a touch wouldn't drain you unless they could normally drain someone through a prosthetic limb.

Second, they will scale to your body. It's definitely possible for you to become harder than whatever metal cybernetic limbs around here are made from, or to become stronger than prosthetics made to be attached to a normal human ever could be without tearing themselves off of their possessor. Well don't worry, these limbs will always be harder and stronger than your biological ones. While they may be more vulnerable to certain means of electronic attacks or hacking, they will also generally scale with your durability and resistance to attacks; harder to burn for example than your flesh. They'll always be superior to your natural limbs in general durability and strength.

Finally, texhnolyzed limbs normally require power to be beamed to them from the Obelisk which also provides information regarding their movements. This means they won't work outside of Lux, such as on the surface, requiring bulky external attachments to work at even reduced capacity, but since you're paying they won't need it, simply receiving power and the necessary information from thin air.

Fighter Items

Comfortable Coat (50): This is a hooded coat. It's surprisingly comfy in an oddly broad range of temperatures.

Motorcycle (200): This is a motorcycle. It refuels, maintains, and repairs itself when not in use. Has a way of being nearby when you need it if you happened to leave it behind somewhere.

Curved Sword (400): This is a katana, saber, or some sort of sword with a curved blade. It's surprisingly durable and keeps an edge when it really shouldn't. Beyond that it is capable of cutting through materials it really probably shouldn't. A texhnolyzed limb can parry it, but if you cut properly it can cut through them or the limbs of a shape which is pretty impressive when it comes to a sword vs metal limbs that can withstand bullets.

It also has a way of leaving people with an impression of your sheer superiority when they see you beat gunmen with just this sword. Well more impressed than they normally would be.

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Organo Items

Nice Suit (50): This is a nice suit. It looks good on you, and seems to be particularly easy to keep looking fresh and clean. Wearing it makes you look more respectable.

Car (200): This is a classy car, the sort you might see an organo member, or a mafia member, riding around in. It will repair, maintain, and refuel itself when not in use, and even comes with a chauffeur. They won't do anything but drive you around, but still you won't have to drive yourself. If you had a means of contacting the car you could even get them to drive to you, though don't expect them to drive through buildings to reach you.

Curved Sword (400): This is a katana, saber, or some sort of sword with a curved blade. It's surprisingly durable and keeps an edge when it really shouldn't. Beyond that it is capable of cutting through materials it really probably shouldn't. A texhnolyzed limb can parry it, but if you cut properly it can cut through them or the limbs of a shape which is pretty impressive when it comes to a sword vs metal limbs that can withstand bullets.

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Faction (600): This is a group of thugs, ruffians, and (relatively) loyal criminal-elements. It's far from the full size of the Lux ruling Organo, or even the Union or Rakan, but it's large enough to be a serious faction within the Organo. You've got a fair number of loyal agents and enforcers here, and enough individuals to have to have hierarchies within them, but you are definitely at the top and while they expect to be treated well they won't betray you easily; you won't see them selling themselves to Kano and turning against you.

Waif Items

Flowers (50): This is a closed basket of white flowers. The flowers have a pleasant smell and look pretty. The basket refills daily if you use the flowers for something.

Fox Mask (200): This is a mask made to resemble a fox. You can choose to have white like Ran's or the more common black. Whichever you choose, wearing it makes you look mysterious and lends an air of profound meaning to your actions while it makes reading your motives and the reasons for your actions harder.

Guns Shipment (400): This is several crates of guns. Crates and crates of guns. Hundreds of them. And you'll get new shipments of guns regularly. Maybe you can sell them. Or equip a small army.

Mountain Clan (600): These individuals see you as some sort of holy existence, or at least they treat you like such. They don't necessarily obey you, but they are concerned with your safety and well-inclined towards you. They're further spread and more numerous than a Faction, large enough in number to be spread throughout all of Lux in this jump, and generally spread through the core area of any jump you go to, but are far less obedient and much more inclined to just sort of give you a helping hand if you're obviously in trouble but otherwise leave you be.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Short Stay (Special): Not too much time passes. It's hard to say exactly, we don't get clear dates and there are some times where time is implied to pass off screen. Still it's only a very short period. And given the ending, well staying here past that will be *unpleasant*. So if you want to reduce your stay to merely the length of the series that's perfectly acceptable, however it comes with two conditions. First you will be unable to travel to the surface during your time here; it'd be too easy to just make this into a short vacation in a really boring town if you could. Secondly, you will only receive ½ CP from drawbacks other than Evolution which will still keep you here its full additional time.

Forget About That It's a Lie (+100 CP): You have a tendency to do and especially say things that you know will push people's buttons and piss them off. You'd tell a killer with a hair trigger temper that you flushed his mom's ashes while knowing he's extremely protective of them.

Hey Did I Look the Part (+100 CP): You just come off as a poser. You never seem to be quite able to do things quite right, but instead manage to appear as a wannabe playacting the role.

I Don't Really Know What I Want to Do (+100 CP): You seem to have a very poor understanding of your own desires. This makes you easily influenced and led by others with more clear desires, because it's just easier than doing something without motivation, but you do actually have desires, they just unfortunately have a way of not making themselves clear to you until it is too late to act upon them, or at least to fully realize them.

If You Want Something You'll Have to Pay the Price (+100 CP): People are always transactional with you. You're their son? They still expect payment for anything they do to help you. You saved their life? Should have negotiated a reward ahead of time if you want even so much as a bowl of soup. There's no such thing as a free lunch, especially when they're giving it to you.

Silent Type (+100 CP): You're not mute, but you have a difficulty getting yourself to communicate to others, and a tendency to just sort of start breathing heavily when you get emotional. Expect to be extremely laconic when you talk at all, and to simply neglect to communicate important information sometimes.

Can't See (+100 CP/+200 CP): As much as Ran's visions of the future failed to change it, knowing what's coming should make it possible to change the future of this doomed world. At the very least Yoshii's and Kano's plans could both be cut off with proper actions and foreknowledge. Unfortunately you have lost all metaknowledge of Texhnolyze and its setting, as well as any precognitive or prophetic powers you possess (even purchased here). You'll have background memories if you don't drop in, but that's all the knowledge of the setting you'll get.

For 200 CP not only do you not know what's coming but you cannot meaningfully change it. Any character whose death is shown on screen will die. The city will fall into absolute carnage and mayhem. The train connecting to the surface will be shut down permanently. The Obelisk and Lux's artificial sun will cease functioning. You'll forget what can't be changed of course, and maybe you'll try and fix things. It'll be futile of course.

Only Sane Man (+200 CP): You alone in this entire insane world are sane. The world is a creation of your mind and exists only for you. You are a god above and beyond this world. Well in your case these things actually might normally be true, but you're definitely not sane now. You have a major case of megalomania, with various antisocial disorders thrown in on top.

This is Supposed to be my Leg (+200 CP): Half of your limbs are prosthetics which will never ever feel *right*. They seem to be texhnolized because they put the HUD over your vision, and will shut down on the surface or if the Obelisk fails, but they're slow and awkward by the standards of texhnolized limbs, and easier to damage. If not taken with Short Stay you may forgo the CP from this drawback to take Texhnolized Limbs at a discount and if your origin would normally get them at a discount for free instead, however until the end of the jump they will function only like these prosthetics and lack the benefits of the item version.

You're Wasting Your Anger (+200 CP): There is a demon inside of people. A furious, destructive demon of violence which makes them lash out and kill their fellows. And you love this demon. You might not think you do, but you have a great deal of rage bubbling inside of you, and no matter how great your self-control you will, from time to time, find that this rage bubbles forth causing you to enter into a fugue state of extreme violence. This violence will often be at those who have wronged you, but also often be in ways that doesn't actually further your goals, and you can expect to leave dead bodies in your wake after it if your senseless berzerker rage doesn't result in you being one.

You've Done Enough to Fulfill Your Duty (+200 CP): Kindness is rare in this world. Maybe that's why you seem to go to extreme ends to repay it when it's done for you. The length you'll go for even minor favors is immense, and a few kind words could potentially see you risking your life; if someone saved your life you'd serve them for the rest of it without complaint. And somehow you'll find that the people who are kind to you have a strange tendency to need help that will put you in danger.

If taken with **If You Want Something You'll Have to Pay the Price** then you may still occasionally encounter small bits of kindness – maybe people give you a somewhat better deal – and the amount of gratitude will be even more blown out of proportion.

Evolution (+300): Briefly before the end of the jump your body will cease to function and root itself into the ground. You will then be left conscious and aware for millennia, growing as one with the Earth able to feel every passing moment, able to think, and observe, but unable to take meaningful action, trapped in your body for ages. Only after this hell of endless inactive awareness and boredom will the jump end.

Lockout (+300): You have no access to your warehouse as well as no access to perks, powers, abilities, items, followers, pets, companions, or anything else from outside of the jump. You will have only your bodymod and whatever you purchased here. You will be unable to import companions.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I watched it. I had enough material to make a jump. I felt something didn't grok, and the wiki didn't help except in convincing me that people who thought they had it figured out didn't either. Still I decided someone might enjoy even a 3rd rate jump for the setting and at over 20 years old it was free game and I might as well make it. If someone can do better, please go ahead and do it.

Things get a little metaphorical and poorly explained once they hit the surface, and the wiki doesn't help given it says a character talks bitterness about how becoming a shape was supposed to make him live forever before not caring when his battery is taken saying that Lux has become hell, as opposed to the anime in which he talks about how that's still the plan and he doesn't want to die despite being locked up for who knows how long in his shape body before getting noticeably upset that his battery is being taken and then bitterly saying "Fine, take it. I don't care," before explaining how he had heard long ago that Lux was always hell. This level of accuracy makes the wiki useless for any sort of metaphorical nuance here. Like it's a scene with many ways to take it, including that he's being actively deceptive and trying to hide his bitterness, but the wiki manages to pick one that is directly contradicted on screen. Which makes everything else suspect. Oddly it manages to point out that we don't know what theonormal means and it might mean people who use mechanical supports instead of texhnolization. Still the surface gets weird. The ghosts there seem to be some form of projection; we see the actual person behind the little girl ghost and he's an old man, an old couple talks about being willing to experience the world through their ghosts but seem to be ghosts themselves. Ichise meets the ghost of his dead father, but narration calls this into question by saying it was a ghost that he 'accepted as his father'. Doc has a scene that could imply suicide and we next see her with the effect used for ghosts, but it's not confirmed as to whether she died and is a ghost, or just has gone into the same state of living death as the surface dwellers and has a projection (and for the anime itself it doesn't really matter). The shapes once they power down grow metal roots into the ground and we have no explanation as to why they do that except that Kano seems to believe his plans are still proceeding according to plan until Ichise kills him, and Kohakura doesn't want to die while trapped like that and still talks about how they'll evolve. Maybe it has to do with raffia used in the creation of texhnolyzed limbs.

For I Can See I had to make some judgments about Ran's visions and seemingly inconsistent statements. Ran's apparent grandfather says that she only sees possible

futures, but Ran's visions all come true, she claims to be unable to change the events and that they din't change, outright states that she wants to change it with Ichise, and fails miserably if she even tries instead of fatalistically going along with it having learned it's futile in the past. So you have a conflict between observable effects and statements, and 2 sources of statements. The elder also claims Ran hasn't really come to term with her powers and figured out how to live with them, so it's possible Ran doesn't know how they work, and just conflicting with the person who has the powers doesn't make him automatically wrong, especially since Ran includes other statements about her powers which do not much when we see them in use or her actions, but since there is conflict and his don't hold up against events in the story that implies he's more likely wrong. Ran says she can see everything, but the one vision we directly see just shows a gun, and then the Gabe elder shot through the torso flying back and beginning to fall. It seems to be the area around them, and the wiki takes this as the future was changed because she brought Yoshii to them. However when he does die later on, we don't see how he does, other than that he's falling from a seemingly similar area hands over the spot where he got shot in the vision; and given she saw the vision after leading Yoshii to the spot she didn't change it after receiving the vision. Given she seemed to be leading Yoshii there for a reason, which is seemingly to save her grandfather, that'd imply she's not seeing his death right then and there (though it could be she's seeing how she failed to do more than delay it). But we know she doesn't see everything, and it's not conclusive proof that her visions can be changed (though simultaneously he's serenely falling in his final death scene and we don't know what started him falling, her could have intentionally jumped backwards off of the cliff). She doesn't seem to actually understand how things get to the points that they get to given she eventually seems to realize her own attempts to change the future led to the future she saw because it predicted her responses to the visions, and the future was easily avoidable by taking other courses of action. The closest we get is when she tells people their futures and always they're futures she wants changed and if she gave them more detail could have been changed, but instead she uses oracle speech that will not become clear until precisely too late to do anything about it, but will lead them to making the choices that lead to it. This could be that she is locked into fulfilling the futures that she sees, and that the act of seeing the future makes her obey it, this could be that her grandfather is right but she's flawed as a prophet, only sees partial glimpses, and just really dumb, or it could be that she only sees partial glimpses and it's already accounting for her actions and she's still a kid. Locking you in makes the perk a trap where you see something don't like it and then get dragged along kicking and screaming behind it so I didn't go with that. Future visions that are only a possible future and easily changeable doesn't fit with the story at large, the one display that points to it is

inconclusive and given she had the vision, communicated no information, and then her grandfather was saved doesn't point to it being changeable but that her visions are flat out wrong. Future visions that are the future as it will be after you make choices based on your vision already predicting your response is *similar* to locking you in, but if it screws you over it's due to you using it dumbly and making dumb decisions where you futilely try and change something that you can't change instead of planning around it to take advantage of things you know will happen, or prepare for the aftermath. Given the one time it was 'changed' would involve her having taken actions to change the vision before having it, and still seemingly came true by the end, it seems more likely that her grandfather got shot during the time when the whole area was going crazy and shooting people and that's why he's falling and it's not just suicide. So I went with the last option, instead of the wiki's 'well they're changeable if they're short term but human action leads to them being impossible to change if she sees them far ahead of time' given most of the visions we learn about are about individual human's actions and not something statistical like that.

Why is Shinji's motorcycle on the Ichise background? Because the Fighter background needed a 200 CP item and Racan initially existed for having gang fights.

Changelog:

Version 1.0.0: Released.