Oblivion



Welcome to 2057. Fifty years ago, a race of aliens known to us as the Scavs destroyed the moon. This was their opening move, and set of a chain reaction of gravitational forces that caused earthquakes the world round. Humanities counter attack was nuclear, and ended up destroying what was left of the world. Here and now, humanity has migrated to Titan, one of Saturn's moons. Only a few thousand people are left on the planet, the mop up crew, guarding the fusion reactors that power the Tet, and by extension, Titan, from the last of the Scavs.

The Tet is humanities staging point, absorbing energy from the Fusion Engines before sending people to Titan. In a little over nine years your shift will be over, and humanity will leave the Earth for good.

You heard all that? Forget it. It's a lie. There is no Titan. In 2017, the spaceship Odyssey was launched on a manned mission to Titan. Before they arrived, they encountered an unidentified object. A UFO, basically. It used some form of tractor beam on the ship, which ejected the stasis module back towards earth, where it entered a stable orbit. Commander Jack Harper and his co-pilot, Victoria Olsen, died that day. And yet, fifty years later, they're alive and well. And alive and well, and alive and well. Every last clone of them.

Our last hope is to destroy the Tet before the Fusion Engines finish sucking up all our water.

000 - Drop In
Someone who shouldn't exist, at least according to the 'rules' here. No friends, no backup, no nothing. But you aren't being hunted down by Drones either.

000 - Technician
A clone of Jack Harper, partnered to Victoria Olsen, stationed on the Earth to fix the Drones that protect the Fusion Engines. The world's a big empty place, but there are so many sights to see.

000 - Mission Control
A clone of Victoria Olsen, partnered to Jack Harper, stationed on earth to act as mission control to him. You've never left the tower before, but you know more about technology than he does.

000 - Scav
A survivor of the war, driven underground on your own planet. There isn't much you can do to stop this mess, but that's no reason to stop trying.

Your age is irrelevant, but is probably bordering on 'old'. Your gender is the same as it was last jump, or pay 100 cp to change. Your location is anywhere on the planet Earth, probably near a major city or landmark.

Anything else…? Oh yes, take this.

+1000 cp

Perks

100's are free, rest are discounted to half.

Drop In

100 - Good Morning Sally

When you're on the phone, or a video conference, or any form of indirect communication, really, you can modify your image and your voice to be that of someone else's. Good for prank calls and convincing clones they're real.

200 - Another Day In Paradise

You'd think with the same routine day after day after day, that you'd eventually lose interest and get bored. Well, you won't. Getting your helicopter into the air by backflipping it off a cliff is awesome, and is always going to be awesome.

400 - Efficiency Is Key

When designing something, how efficient it is should always be taken into account. From houses and spaceships, to parties and cunning plans, you will have a sense for if something could be made more efficient, and how. There is a cut off point, however, as spending five hours to make somethin 3% more efficient is in and of itself, an inefficient use of your time.

Technician

100 - Jack Harper

You are a clone of Jack Harper. Which is both good and bad in equal measure, though mostly neither. One the one hand, you have a roguish charm, on the other will probably end up with an existential crisis. At least you're good looking and physically fit?

200 - Repair Man

While this won't help you learn to use tech any faster, once you know how to use it, you will find yourself pulling off complicated repairs even with inadequate parts. Need to realign the fuel cell? Stick a piece of bubble gum under it. You can't make do with nothing, but you can do it with less, or the wrong tools.

400 - I Am Jumper

Attempts to alter your memory don't seem to work quite as well as they should. Completely removing everything will still leave you with dreams of your life before, and attempts to just erase a day or two won't even last that long. It's not perfect, as you do need a trigger of some form, but even a small hint of the lost memory will quickly snowball into a full recovery.

Mission Control

100 - Victoria Olsen

You are a clone of Victoria Olsen. Not really anything special beyond that. You're rather pretty and decently intelligent, which is good because you run mission control for Jack Harper. Try not to have an existential crisis?

200 - An Effective Team

You have a near perfect understanding of whether two people, when teamed together, will be effective working together. If they are, great. If they aren't, then the top reason why will be obvious to you, and you can either pair them with someone else, or try and take steps to solve that issue.

400 - The Tet Is Online

You have an excellent understanding on how to use Tet-tech. Sadly, that may not be enough, which is why 'Sally' is here to help, and always available to lend a hand. Who's 'Sally'? Well, normally she'd be the AI running the Tet, but this one is a much less dangerous, and much more helpful, well, help program. She's automatically linked up to every piece of tech you own, though removing her is fairly simple. If you have another AI you'd like to use in her place, go ahead.

Scav

100 - Wasteland Survival

On a ruined planet, just surviving can be a challenge, let alone when you're being hunted. Thankfully, you know the basics of agriculture and guerilla warfare. Taking the fight to them simply isn't possible, so you'll need to play the long game...

200 - Wasteland Dreams

Fifty years is a long, long time to wait for a miracle. But, you can keep going. And so can your allies. As long as you've got a something to gamble your hope on, you won't lose faith in it, or they in you. Comes with free Morgan Freeman voice.

400 - Wasteland Tech

Tet-tech is good, but hard to come by. And human tech is… Decent, but you only have a limited supply of it. The obvious thing to do, when building something, is to use bits and pieces of both. This won't make you any better at using tech you don't understand, but hybridizing it with your own will result in stable and useful creations far more often.

Items

100's are free, rest are discounted to half.

Drop In

100 - Home amongst the Stars

A miniature Tet, for your personal use. While the original was big enough to hold a few thousand drones, this one can hold… about a dozen. Granted, it's been retrofitted to actually be livable, but most of the original systems are intact, if inactive. Also, it's not really in space, it's on the ground. It is actually space worthy, it's just not there right now.

200 - Processing Power

Some of the Mini-Tets inactive systems are back online, thanks to a scavenged fuel cell. It's not just a house anymore, it's a base. It still can't fly, but it actually has power now. This means that you have most of the technological conveniences that the Home in the Sky does. Specifically, the ability to control nearby Tet-tech.

400 - Information

Blueprints for pretty much all of the Tet-tech you now own. You own Tet-tech, right? Anyways, either buy it with CP or find a way to drag it inside them Mini-Tet, and you'll automatically get blueprints, schematics, and instruction manuals for that piece of technology. Works on everything that fits.

400 - Production Capability

Remember those inactive systems in the Mini Tet? They're back online, courtesy of five energy cells. This allows it to fly around, and, if you have enough power, to go into space. Or, if you were to divert power to the repair systems, it would slowly start making Drones, or other Tet-tech.

600 - "Sally 2"

An AI modeled after Sally, the Odyssey's Ground Control. Capable of controlling any tech you hook it - her? - up to, but not quite up to par with fighting Sally 1 for control of the Tet. On the other hand, she comes with all your knowledge of technology pre downloaded into her memory banks. Expect her to ask when she gets to play with your toy's fairly soon into the jump. Loyal to you, she has a slight problem with prioritizing human lives. Lives in a tetrahedron the size of a football by default.

600 - Fusion Engine

A rather large device, this floating hunk of technology works by sucking up water and feeding it into a fusion reactor. Which, in and of itself, is good, as you can just take it apart for the ability to do so. But the best part is that it can transfer that power to anything else you own, with no need for a physical connection, and with no degradation.

Technician

100 - Home on the Ground

Over the last few years, you've built a little shack by a lake. Nothing impressive, it barely even has power, but it's got a homey feel. Comes with few random books, a baseball cap, and a collection of old records.

200 - Stasis pod

A spare stasis pod from the Odyssey, fully functional but empty. Someone left in here could sleep for a century, and not age a day. Won't do much for keeping you alive through a gunshot wound, though it might buy you some time. Coincidentally, it's fairly easy to hook onto the Bubble Ship.

400 - Armory

Congratulations, you got guns. You got small guns, you got big guns, you got remodeled Drone guns… Okay, you only have the three kinds, but you have five of each. Try to always have at least two of them on you at all times, alright?

400 - Bubble Ship

A small two person jet-helicopter, the Bubble Ship is the primary method of transportation here. ...I do mean that, it's about the only vehicle here capable of going anywhere with speed, or carrying passengers. It's got a small fold out motorcycle in the back, but that's literally it. Oh, and it's space worthy.

600 - Spare Parts

How the hell did you get these? These shouldn't exist, they're a crime against nature. Or against the Tet, either or. Anyways, this is basically a disassembled Bubbleship and a pair of Drone's. Use them to patch up yours if they break, or build a new one, up to you.

600 - The Odyssey

The spaceship in which first contact was made, even if it did end poorly. Or rather, a copy of it. Room enough for seven people, and enough fuel to get to Titan and back. The back half can also separate, ejecting the sleeping crew members in their stasis as the ship enters a stable orbit. Comes with knowledge on how to be an astronaut and how to fly it, as well as a launching pad to get it into space in the first place.

Mission Control

100 - Home in the Sky

A small house sitting on a mile tall pole, this almost pure white building is full of modern conveniences. A workshop for Drones, a pool (yes, a pool a mile in the sky), and enough astronaut food to last for a decade. Oh, and a control panel to control every piece of Tet tech inside a fifty mile radius.

200 - Medkit

Technically this is also in the house, but this one is better. Future tech being what it is, this small workbox contains a few simple to use gadgets capable of keeping the body running. From simple diseases to gunshot wounds, you're not going to be dying anytime soon when this is nearby.

400 - Camera's From Nowhere

Want to take a look at something near a piece of tech you own, but there are no camera's nearby? No need to fear, the tech itself is a camera. ...I have no idea how that works. Anyways, every piece of tech you own, from a cellphone to an airplane, is now capable of acting as though it's absolutely covered in cameras. They can't look at themselves obviously - unless they're rather oddly shaped - but these data feeds are uninterruptible. If the tech has power, it's acting like a camera, even if it's under three miles of concrete in an effort to block the signal.

400 - Pair of Drones

The Drone's may be one of the things Mission Control directs, but ultimately you don't actually control them. These two however, can be considered 'free'. As long as you ask nicely and they aren't needed elsewhere, you can assign these drones to do pretty much anything. Capable of literally exploding people when they shoot them, and basically omnidirectional fire, these Drones are not a toy.

600 - Drone Squadron

Much like the previous item, but much much better. Instead of just two Drone's, you get twenty five. Three of them almost wiped out an entire base of humans, twenty five is overkilling the overkill. Fully under your control, and without the need for the Tet to be active, this is almost enough firepower to blow up the Tet. You'd never do that, right? *If you bought Pair of Drones, this is fifty Drones.

600 - Titan

...Um, you know this was fake, right? As in, there is no base on Titan? The Tet made it up to keep you complacent? Well, congratulations, there actually is a colony on Titan. It's not enough to hold all of humanity though, maybe just a small city's worth. Even beyond that, how do you plan on getting there?

Scav

100 - Home in the Past

After all the earthquakes, many of the world's buildings were either broken or buried. The Empire state building was buried up to the observation deck, and Lady Liberty broke in half. Some places are better of than others, but… Regardless, one of these buried places, from a famous landmark to a public landmark, has been fitted out as a roughshod military base. It's got a decent supply of food, but beyond that it's utterly empty.

200 - Stealth Suit

Technology intended to be used to cloak fighter jets, remodeled as a suit of not-quite-armor. Created and used by the Scavs to evade detection by the Drone's, this suit is good at it's job. You'd think alien tech would be more advanced than jury rigged fighter jet armor, but this suit can block nearly everything. Won't do much when you're ten feet away from one though. Comes with a nice big gun and some ammo.

400 - Earth's Finest

Sixty years of wandering the earth, that's enough time to mass up a good collection. Even if you aren't trying to. Regardless, you have the equivalent of a small library's worth of books. Beaten, battered, and probably falling apart, but a reminder of humanity nonetheless. You also have a few paintings, maybe a statue or something similar. Things to remind you of better days.

400 - Tech Cache

Human technology has stagnated in the last 50 years. Considering the complete lack of infrastructure, that’s not surprising. Thankfully, this is cutting edge tech. Computers, vehicles, even the internet itself for all your wasteland survival needs. Of course, powering them may be an issue, but I’m sure you can jury rig something.

600 - Rigged Drone

A hacked and reprogrammed Drone, with a payload of ten energy cells and a plutonium reactor. Sure, it's combat ready, but that's not what this is for. This is for giving your AI overlord the middle finger. The blast it causes would probably be about equal to a nuke or two, to try not to be right in front of it when it goes off. You get one per jump, so if you don't need it, save it.

600 - Dronetech Tank

Okay, calling this thing a tank is a slight overstatement. Built from scraps and scrapped Drones, this thing is a mobile artillery platform. Decently armored, thanks to the armor stolen from the Drones, and with just about every weapon the Scavs could find shoved onto it. Can be driven by one, but needs more people to operate the guns. Pretty much the only thing here capable of taking fire from a Drone and not exploding.

Companions

000 - Teammate

The thing is, nobody down here is alone. So, you get a partner. Can be an import if you want. If you are a Technician, they're Mission Control. If you are a Scav, they're a Drop In. And vise versa to both of those. They get 400 cp to spend on perks and items. For 100 CP, a Mission Control can get a Drop In, and a Technician can get a Scav. And the other way around, of course. Lastly, for another 100 cp on top of that, you can get a second, third, etc companion.

Drawbacks

Max of 600 cp.

+100 - Memory Wipe

For security reasons, your memory of your time before the jump was erased. All you have now is a few years of your time here on Earth. Finding yourself again isn't necessary, and you don't lose any of your powers. You might get a few flashes of memory while you dream, but for the most part? Nothing. This may end up with Drop In's actually having memories of time here, which you may chose to forgo.

+100 - No Leaving the House

For whatever reason, you do not, will not, maybe even can not, leave your home. Maybe it's against regulations, maybe it's the mile high climb throwing you off. Maybe it's not safe to go out because of the drones. Regardless, unless you're being dragged out kicking and screaming after throwing absolutely everything at the interlopers, you aren't leaving.

+100 - Running out of Parts

There's some problem you have to deal with, that you simply can't do anything about. And because it isn't getting done, you're going to get yelled at. Often. Maybe not harshly, but often And, for whatever reason, there is literally nothing you can do to fix it, and they just don't seem to understand that.

+200 - Not An Effective Team

You were placed here with someone. A mission control to your technician, a technician to your mission control… So and so forth. But, sadly, you do not get along. Maybe they stick too close to the rules, maybe they get mad at you for doing just that. Anyways, you're stuck here with them, so try not to fight too much.

+200 - Drone 'Malfunction'

Accidents happen. Sad, but true. Of course, I doubt this was an accident. Every time you argue with someone for more than a minute or two, a Drone will show up and try to kill the both of you. This might never happen if you get along…. Or it might summon a small army of them if you were somewhere well defended. Be zen or something?

+300 - The Long Haul

You don't arrive here in 2057, you arrive in 2017, the day the moon is destroyed. Your job is to survive all fifty years till then, and then ten more of the regular jump. And if you were thinking about destroying the Tet, you aren't allowed. Anything you try to do to it till 2067 WILL fail, no if ands or buts about it. And that will only result in you getting Sally's attention, which is… Not good. As a Mission Control or a Technician, you'll swap locations every decade after a mind wipe - one that fails, lucky you - until the jump ends.

https://docs.google.com/document/d/1RsOM4-GO-4ByEJEVQ6jC3BSiZKY4JYvx3GU-bFpgd1E/edit