Robot Jox Jump

Version 1.0.0



Welcome to the world of Robot Jox. A 1990 film produced by Charles Band, directed by Stuart Gordon, and written by Joe Haldeman, it presents a post-apocalyptic world where war has been replaced by combat by champion in the form of giant robots.

It has been 50 years since the nuclear holocaust almost destroyed mankind. War is now outlawed, and all territorial disputes between the two great alliances are now settled by single combat. The Confederation, which holds Siberia, and the Market which seems to control all of America. These two superpowers squabble over what remains of the world through the use of their champions the robot jox. The Market team of robot jox have been on a losing streak, the Confederation pilot Alexander having killed 8 in a row leaving all but two dead or crippled: Hercules, and Achilles. You will be arriving as Alexander kills the former of this pair, ending Hercules's life and leaving only Achilles - the greatest of America's robot jox who has won 9 of his 10 contracted fights - alive, with an up and coming team of artificially produced clone 'genejox' ready to stand in to replace him. The Confederation needs only to defeat Achilles to lay claim to Alaska, taking a part of America and all of Alaska's plentiful and very valuable natural resources.

You will be spending 10 years in this world. A world where the air is implied to be heavily polluted and unhealthy to breathe, a world where the most common ad is one encouraging repopulation, a world where giant robots clash over the resources needed to rebuild it. What you do in your time here is up to you, though to help you, you will be provided with these:

+1000 Choice Points

Crash and burn, Jumper, crash and burn.

Origins:

There are no discounts linked to your origin. You may choose to drop-in gaining no new memories or connections in this world, or to insert into an appropriate background. Maybe you're a mecha engineer, an ace jox, or a tactical advisor, or maybe you're something else in the larger world of this setting.

Age and Gender:

If you chose to drop-in, you will be the same age and gender that you ended the last world in. If you insert into a background in world your age and gender will be appropriate to your background.

Location:

By default you will arrive near the Death Valley facility that serves as the main centerpoint to the film. You may arrive at another location anywhere on Earth that fits your background, however.

Perks:

You may take a single 100 CP perk for free, and receive a discount (50%) on one 200 CP perk, one 400 CP perk, and one 600 CP perk.

Fight Name (100 CP): You are able to designate something as your name in a professional capacity. Not only will people respect this decision, but this name will become associated with you in that capacity. When you are not in it and going by your original name it will cause people to disassociate you with that professional role. They won't completely forget, but just by abandoning your professional nom de plume you could get people to treat you like a normal person again instead of a world famous jox champion; they won't forget that you are the world famous jox champion and someone with sufficient reason may still treat you as such, but the effects of your reputation will be minimized.

Genjox (100 CP): This gives you the equivalent of years of training that a Genjox would be expected to have undergone - physical fitness, unarmed combat, and actually piloting the giant robot - even if you are a drop-in or do not have an origin which would imply this experience, and the physical baseline of a Genjox. Now if you were someone with an origin that would have these years of training this won't do the most for you, so because you're paying points for this, this also ensures that these skills do not degrade below this baseline - though if you don't exercise this won't keep your body in the condition necessary to use these skills, but it will at least ensure that your genes are at least as good for physical fitness as a genjox's are.

Head Untraumatized (100 CP): Head trauma is a danger in the Tribunal, even with the padded helmets that the jox wear. Thankfully while you're not immune to head injury you seem to recover from it quickly and without lasting trauma. Knocked out and concussed you could be back on your feet and fighting an enemy jox within minutes at most, able to return to consciousness ready for the fight, and without permanent brain damage.

Hotwire (100 CP): So what if you can't read, you can hotwire a giant robot's dismembered arm to fire its rocket fist. Well maybe you can read, but whether you can or not you're pretty good at electrical circuits and hotwiring machines to get them to function without the proper controls. You could hotwire an unfamiliar giant robot arm to get it to fire its rocket fist instead of attempt to grab something.

I Already Killed Achilles (100 CP): In your mind, and that's where it counts. Somehow for you this sort of stupid threat works and is effectively menacing and threatening.

Maybe it's just the aura of menace and malice you seem to be able to turn on when you want to. Whatever the reason, you're good at being scary, and especially rather lame threats seem to land better when they come from you.

Just Doing Your Part (100 CP): Given all the advertisements encouraging reproduction, and people talking about how having 6 kids is just doing their part it seems that reproduction is something rather necessary in this world. Thankfully for you, you'll find that you seem to be able to control your personal fertility/virility ranging from normal human peak (or your own if it's higher) down to absolute sterility with a mental dial. You'll also find that pregnancies involving you as either the father, the mother, or even as a surrogate are extraordinarily smooth and free of complications and less strenuous than usual.

Soft on the Eyes (100 CP): You don't actually look any different, but somehow you seem to meet people who find you beautiful more often than before. Maybe you're just their type, or maybe people just wrote you as being supposed to be beautiful. Whatever the case, people are more likely to find you attractive, and treat you accordingly. This isn't a huge boost; if you looked average you'd be treated as if you looked good not absolutely spectacular, maybe 1 or 2 out of 10, but you'll still be you in the mirror and not look like some sort of inhuman horror of uncanny beauty.

A Little Dose of Fear (200 CP): Whichever you feel you are pretty good in high stress situations. Even if you do get scared like the rest of us, you handle it better than most. You don't panic easily, and while fear may goad you forward it won't make you freeze up. It will keep you with a healthy dose of caution and awareness of your danger, though under normal conditions you won't hesitate due to it. You're not immune to fear, but you handle it well which in many cases might be better, after all fear can keep you alive sometimes.

Battlefield Teleportation (200 CP): One moment you're in an exploding mecha. The next you're coming at your enemy from the other direction with a metal pole. How did that happen? Well don't ask. What you need to know is that you can teleport about a battlefield when all your enemies have lost track of your exact position. You can only do it once per day, and it is limited to the field of battle where you could reasonable observe and engage your opponent.

Charisma of the Champion (200 CP): To win is to be loved and adored, to lose is to be forgotten, and to refuse to fight is to be hated. It's a cruel truth, but one you carry around you now. When you win in competitions, you will find that your charisma is increased

when dealing with those who follow such competitions or have their lives noticeably impacted by them; winning a sporting event might just affect fans of the sport, or who live in towns where a good deal of the local economy are derived from the sport, winning a duel over which bloc will control Alaska might affect everyone in the world. The larger the stakes of your victory the larger the effect, and each victory will add more and more, until you could possibly live just off of the fame of your reputation or influence the masses with the weight of your name. This is in addition to the natural, non-perk influenced, way people do tend to like winners. However, all charisma bonuses from this perk for a certain field end should you lose in a competition in that field, or refuse a proper challenge; refusing a street fight won't impact you as a duelist, but refusing a duel - even one not quite proper - would. Well there is an exception to this, if you lose due to dying your memory won't be tarnished, and your reputation and charisma will retain this boost… even if you somehow revive afterwards.

Command Center Attendant (200 CP): Attack them, try your other weapon… For all Tex talks about the need for command center support he doesn't seem that good at it. You, though, are fairly good at the art of observing a battle from a wide angle view or multiple angles, and translating it into something useful for the person actually on the front lines in the midst of the heat and confusion of battle. You're good at recognizing what information would be pertinent and most likely to be missed, and quickly transmitting the necessary parts to an ally - attack them because they're especially vulnerable now, try your green laser because their energy shield's output has dimmed.

Radiation Resistance (200 CP): Given the world had a nuclear war in the not too distant past and both depopulation and air pollution are problems, it seems likely that there's a fair bit of radioactive fallout even if it is not directly addressed on screen. Even *Crash and Burn* has some references to dangerous ultraviolet radiation. So here's just a little thing to make you much more resistant to the effects of radiation than a normal human. You're not completely immune, but it'd take several times the exposure to radiation to affect you that it would an ordinary individual.

Russian Bear (200 CP): You're strong. Strong enough to overpower other athletes and trained fighters fairly easily; even someone whose entire life since they were in the tube they were grown in has been dedicated to making them the best mecha pilot they can be - something that apparently requires unarmed fighting ability. This strength even seems to apply somewhat to robots you pilot, as they seem to be able to exert a little bit more physical force than others, making them just a bit stronger themselves.

As a bonus you've got a good, bad fake Russian accent.

Achaean (400 CP): You might not be Achilles, but you could easily be a good enough Jox to be on his team. This won't actually give you the physical conditioning or experience of a jox, but you've got talent as a jox. In fact it seems that the better trained and more skilled you are for both physical athletics and hand to hand combat the better you are when it comes to piloting a giant robot, your skills as a jox scaling with these physical skills. Sort of odd. But this doesn't just apply to the giant robots of this world, whenever you are piloting a giant robot or mecha you will find that the greater your skill in athletics, acrobatics, and hand to hand combat you are the greater your natural affinity and talent for piloting is.

Traitor (400 CP): If you aren't one already, you find it an easy role to acquire. When you are inside of an organization you find it easy to avoid suspicion of being a traitor; only you and the main designer know about something and the information still leaks, you'll not be watched extra carefully and could probably shoot the designer and frame it as he committed suicide and get away with it. Just try not to get caught on tape. This isn't total immunity to suspicion, but people will turn a blind eye to a lot of warning signs and some fairly obvious red flags when it's you. Of course being a traitor isn't just about not getting caught, you need another side willing to accept your defection to them. And you will find that people who are willing to reward you for acts of betrayal seem to naturally intuit when you'd be willing and able to help them (for the right price) via acting as a traitor.

Tubie Design (400 CP): Breeding humans for specific traits might not be in vogue these days, but apparently it is in the post apocalyptic future. Of course it's also not easy; traits tend to interconnect in ways that are hard to predict and where we don't care too much if a dog gets some detrimental feature or stupider in the goal of being better at the feature we do want, we care more with humans. Thankfully you're very good at using selective breeding to encourage traits in humans. By selecting people with certain traits and selectively mating them - or growing their children in tubes - you make them much more likely to appear and be prominent in their descendents. You could breed a lineage of star athletes, robot jox, or charismatic politicians. You won't necessarily rival the best of the best of the generation you're breeding them from, but they'll be above the average for natural selection.

We Can Live (400 CP): You can both live. You seem to be able to beat the bloodlust out of people. By defeating someone in a fight you drain them of their desire to kill. The longer and more thorough the thrashing the more this seems to work, and the more willing to cooperate peacefully they will become. This isn't the more resounding the defeat, but the longer and harder fought the fight is for your opponent. Even someone who took a perverse and sociopathic glee in stomping on fallen foes with a giant robot to

kill them after there was no more need, would after you thoroughly beat them decide that killing you with a rock was pointless and that it would be better to give you the fist bump of mutual respect and will to live.

Design Doc (600 CP): People aren't watching this film for the jox, they're watching it for the robots, and you are the person who make those possible. You are a skilled mechanical engineer capable of leading the team that creates, installs, and maintains a giant robot. Given a competent workforce and the necessary resources you could design a giant robot, with high-energy weapons, some form of defensive shielding to allow giant robots to resist or deflect high-energy weapons, capable of flying into space and surviving re-entry, and all the things that robots in this world are capable of doing. Like Doctor Matsumoto you are a foremost leader in the design of battle mechs.

Refs On Your Side (600 CP): They really do seem to be. Killing your opponent in a duel after the fight is called is something you can get away with. Firing off an explosive rocket fist in a fight after it has moved to the phase where only hand to hand weapons are allowed might get the fight declared inconclusive instead of being a forfeiture on your part. Someone steals your opponent's giant robot to fight in a duel of international geopolitical importance? There's a good chance the refs say they have to fight with whoever is piloting it. This can be pushed too far, and needs some time to reset to full strength - if you did the second and then in the rematch did the third and the first but failed to kill in one blow and continued the refs might actually disqualify you and killing or attacking the refs will blow this for you - but you have some rather blatant favoritism from referees. And this isn't restricted to just sports referees, but others with similar roles of enforcing or deciding the rules; if you were involved in a trial you could expect objections to be sustained in your favor when they really shouldn't be or ignored when they should be sustained, and mistrial would come easier; if you were breaking the law well speeding probably would be ignored though you probably wouldn't get away with outright murder… might get it down to a manslaughter charge though.

The Kind of Luck That Doesn't Exist (600 CP): Big Tex's luck might have been fraudulent, but yours is quite real. You have a tendency to have strokes of luck in life or death situations; things like hitting the one weak spot in an opponent's shield with your laser to disable their mech in a single shot. You won't see more than one such stroke of luck in a single fight, and you shouldn't expect to see more than one in a given year, but you can expect some ridiculously good luck at times.

You're a Lot of Things But You're Not a Coward (600 CP): If Alexander had just wanted to kill Achilles it'd have been easy for him. But no. Achilles made him want to

fight him, for the honor of it, for the glory of it, for the fun of it even if Alexander didn't fight for fun only for money. And you have something of that as well. When you call out to your enemy in challenge to a fight they will want to beat you in a true and proper fight. Not kill you from afar, not crush you with a giant robot when you're just a man, not warp you from reality with a thought, but to fight you and truly beat you in what could be called a fair fight. If an enemy has an advantage that might be called unfair you can get them to hold it back and fight you properly; they might not lower themselves to your level - if they're stronger than you they won't hold back to be weaker - but they will do what can be done to make it a fair fight if possible; they'll let you get into your robot for a proper mecha duel but they won't upgrade your mecha to the level of theirs, a reality warper might make himself the perfect body instead of warping you out of reality. You do have to be ready to fight them, and they do have to be the one with the unfair advantage - challenging an old man in a wheelchair to fisticuffs at dawn won't benefit from this, but you might be able to challenge him to choose a representative to fight you instead of simply hiring assassins to kill you.

War by Proxy (700 CP; no discount available): In this world instead of having full scale war they have battles between pairs of giant robots with both sides abiding by the results. After the near destruction caused by nuclear war, nobody wants to risk full scale war once again. And now you find you carry this willingness for war by proxy to other worlds, when people are ready to fight a war, you may instead resolve the war by a duel among their champions. This must be a relatively fair duel - no challenging people to a giant robot fight unless they have a giant robot, no challenging people to a card game unless they play the card game there as well, you could challenge any country to football probably but maybe not American football - and they'll have to be given time to prepare and find a champion, no just challenging the general and expecting it to be someone in the room at the time. And you do need some sort of relatively equal standing and similar stakes to put up - no challenging a major nation to a sword fight for dictatorial control unless you've got a major nation behind you to put up as stakes. Still you will find that people respect the results of this battle as much as they did in this world; so you can expect sabotage, cheating, and unfair refs to be dangers, but if you win you win.

Items:

You may take a single 50 or 100 CP Item for free, and receive a discount (50%) on one 200 CP Item, one 400 CP Item, and one 600 CP item. If you are the Jumper (and not a Companion) you may trade all of these discounts to take a Giant Robot for Free (you will still get a free 50 or 100 CP item).

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%, not free even if only 100 CP before discount); 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.

Celebratory Meat (50 CP): This is a pot of beans with a sausage in it. It's enough to feed a family of 8 for a meal, albeit it barely. The pot will refill, ready to eat, once per week, and the sausage is real meat a luxury in this world.

Origami Paper (50 CP): This is a stack of high quality paper suitable to being used for origami. It will refill itself with new paper daily.

Your ABCs (50 CP): That is ale, beer, and cognac. This is a collection of 26 alcoholic beverages, one with a name starting with each letter of the alphabet. The collection refills daily, though exact drinks may change, and it even helps people learn their ABCs and to read and write should they be used as examples while drunk. Just don't drink too much, as getting drunk off of it may negatively impact such learning more than this item helps.

Cloth Mask (100 CP): This looks like a cheap, disposable mask that might be worn during flu season, but it protects you from inhaled contaminants like a high quality gas mask might just by being held roughly over your face. It even filters out radioactive contamination in the air.

Family Apartment (100 CP): This is a normal family apartment. It has one large common room that includes a small kitchen, a dining table, an open space, and an area that can be closed off as a small office - though with transparent walls. It also has a bathroom, and a small bedroom that is kept separate, and basic amenities like running water, electricity, televisions (with access to local networks/broadcasts), and air filters. It's a bit cramped for more than one person, but you'll find that it expands as you have children; it'll always be cramped, but the open area will expand, and you'll get more bedrooms the more children you help populate the world with. 6 kids and it'll even have 3 bedrooms. It will appear in an appropriate lower class residential area each jump and all taxes, rent, and the like will be paid for in perpetuity.

Lucky Neckerchief (100 CP): This is a plain, white neckerchief. It just happens to be lucky. Should you wear it while piloting a giant robot you will find that you see a small, but noticeable, increase in your good fortune. It's nothing huge, but enough that you are better off for wearing it.

Sedative Injector (100 CP): This is a syringe full of a sedative built into a gun-like device. It won't shoot the sedative as a dart, it's just a convenient way to hold it, push it against their skin, and pull the trigger to have it injected. The sedative is realistic in speed and effects - it won't immediately knock someone out especially if their adrenaline is high taking some time to do so - but will always be a proper dosage for your target, and won't risk permanent harm. Though it won't ever be more potent than enough to knock out an elephant. It will refill itself within an hour if used.

Hover Car (100 CP): Similar to that owned by Achilles, this is a hover car. It comes with a radio remote control that can control it from a distance - you could drive it from a city block away at least - and is sturdy enough to crash through a (fairly flimsy) apartment building with only cosmetic damage. As a hover car it can also drive a few stories up into the air if you need it to, though you won't be flying up into the clouds. It will automatically maintain, repair, and refuel itself over time when not in use.

Bleachers (200 CP): These are large bleachers covered in darkened glass shields. These shields can block energy weapons and weaker blows from giant robots - though a robot falling on them or a rocket fist will go through pretty quickly. These bleachers may appear whenever you begin a fight, from a suitable - if somewhat unsafe - distance, and will populate themselves with members of the local population who would, if they knew about the fight, have liked to come and watch it. They'll even believe that's exactly what happened. If you don't want an audience for a fight you may simply choose not to have these bleachers manifest.

Elite Apartment (200 CP): This is a spacious bachelor's pad… at least by this world's standards. A small kitchenette which is cut off from the main room, a small dining room separated from the main sitting area/living room, and a bedroom. Like the family apartment this comes with basic amenities such as common appliances, electricity, a television, running water, and air filters, though they are of somewhat higher quality than the family apartment. By default it's still a bit cramped, but will expand as your fame and celebrity status in a setting increases; the higher your star rises the more spacious and roomy it will become. It will appear in an appropriate upper class residential area each jump and all taxes, rent, and the like will be paid for in perpetuity.

Jox Suit (200 CP): This is a suit designed to be worn when piloting giant robots. Since you're paying CP for this it has some advantages over the standard suit used. While all of these suits are padded, yours seems to do a remarkable job of preventing damage and harm to you as a result of piloting a mecha, as well as doing a better job than it should when it comes to helping your body deal with acceleration - like when taking off for space flight. A jox's suit isn't just padding to prevent damage from the way one can get thrown about in the cockpit when a mech takes damage, it is an important part of the machine's control system. The jox's suits link up with their robot when they are inside of it, allowing the main control of its body systems to be carried out by following their movements - when a jox swings his arm the robot he's inside will swing its arm, when they walk the robot will walk - with small hand held controls serving for other specialized systems such as weapons. You'll find that your suit can link up with any mecha you enter the cockpit of, even those not made for such a direct body-movement control, and can function to control them through your movements. Even if you choose not to control them in this way - possibly because as a transforming mecha they have entered a spaceshuttle or tank mode that doesn't match the human body plan closely enough - when wearing this suit you will receive data input from your mech directly into your nervous system giving you a simulated kinesthetic sense of its positions and movements.

Jox Training Facility (200 CP): This is a well-equipped gym, with a sparring dojo, various obstacle courses, and working showers. It is the sort of facility that a jox might train at for their physical fitness necessary to complete their duties. It also seems to scale to you. While it won't adapt to esoteric abilities or things completely outside of the human norm, it always has weights heavy enough to serve as a fitting workout for you, and the obstacle courses will grow in complexity and difficulty as your physical abilities do; though they'll never become a full danger room style death challenge, just a difficult run.

Tubies Squad (200 CP): This is a group of 8 genjox. Testtube grown, scientifically bred, and trained since birth to be giant robot pilots. They're not necessarily as good as the best of the best of the older generation, especially as they lack testing in real world conditions and real life experience, but they are loyal, determined, and disciplined soldiers. And they are loyal to you. They count as followers not companions and will respawn at the start of each jump if killed.

Giant Robot (400 CP): This is a giant machine equivalent to the Masumoto 14 or Kobalyevsky 42. It can be an exact copy of one of these machines, or merely a similar, roughly equivalent mech. As an example of what these mechs possess they are roughly

25 meters tall, possess various cannons and beam weaponry, some form of shielding which can be set to specific (heat) frequencies to better protect against energy weaponry, the ability to fly out of Earth's atmosphere and fight in space in a flying ship mode, and various hand to hand weapons such as chainsaws, launchable chains, extendable fists and the like; the Kobalyevsky even has an explosive rocket fist while the Masumoto 14 can transform into a treaded tank form. Whichever machine you choose - the Masumoto 14, Bobalyevsky 42, or a custom equivalent - you will find that it is highly accepting of modifications and new weapon systems, and since you paid CP for this machine this includes those built on the technology of other worlds and species. Normally a robot like this would need a rather extensive team to keep it in full operational quality between fights, fully fueled and powered, weapons reloaded, etc, but yours will repair, maintain, refuel, and re-arm itself over time when not in use.

If you import a mecha into this, it will gain an alt-form to represent its Robot Jox giant robot form, though it may also blend certain aspects of its existing form(s) into this form or of it into them scaled appropriately for size.

Neutral Bar (400 CP): This is an ordinary bar. Or maybe a chain of bars. Still it's a drinking establishment, you seem to be able to find in most population centers. The decor and the bartender might not always be the same - or maybe they are, it all depends upon your Benefactor - but it has a special quality. When you're in it you tend to meet other important individuals, especially your enemies, also visiting it. These visits will not become violent unless you push them to do so, though they may be full of insults and verbal sparring, allowing you to meet with and talk to your enemies, or other important figures, in a safe location. That said this doesn't work if you arrange the meeting ahead of time, so it's a random chance who you'll actually meet, and if you do initiate violence (even if they're coming or leaving) or attempt to use this to trap a foe this peacefulness will be lost until the end of the jump.

Advanced Robot Parts (400 CP/600 CP): This is a shipment of parts for a giant robot. It's not enough to build the entire chassis for one, but give it time and you might get enough. The parts that come will be primarily things meant for repair, if you have a giant robot that is damaged and needs repair, though you'll also find alternate weapon systems that could be installed in place of existing ones, or just spare parts that could be used to slowly build a new robot. You'll get more parts every month, and assuming you aren't having to repair a giant robot, you should get enough to build a new robot for a jox every few years.

For the lower price of 400 CP (which may be discounted with your 400 CP discount) these parts will be solely the sort that may have existed in this world for the giant robots in it; you might be able to adapt them for other giant robots but it'll be on you to do that. For the higher price of 600 CP (which may be discounted with your 600 CP discount) these parts will incorporate technology from other worlds you visit, especially those used in giant robots, and will have a tendency to come pre-adapted for robots that you have paid CP for.

Either way these parts will not be directly replaced or repaired if damaged, instead you'll just continue to get new parts monthly.

Alaska (600 CP): Given the Confederation and Market are fighting over it might as well give you the option to steal it away from them both. This won't mean much during the jump, but you'll find a copy of this world's Alaska will follow you to future worlds with all of its natural resources, and animal populations but not any sapient populations. This landmass can attach itself to your Warehouse as a pocket dimension or insert into new jumps.

Mecha Maintenance Hub (600 CP): This is a facility much like that used by the Market's support team for the Tribunal fights. That is, it's a state of the art facility for maintaining and repairing a giant robot, including a hangar designed to get it into the fight, and a command room built for relaying tactical advice and assistance to it from afar. It comes fully equipped, with sleeping quarters, and a group of followers who while lacking any top tactical advisor or head engineer are trained as a pit crew for a giant robot. This pit crew will be able to do general maintenance and repair on any giant robot you bring them, as long as humans (or the default species of the jump if it's not human) could do so. They won't be able to repair black boxed alien supertech that no one in the setting understands, though they do learn very well when it comes to giant robot repair and maintenance. They could even help with fabrication of parts, just don't expect them to do creative heavy lifting.

Companions:

Companion Creation (50+ CP): For 50 CP you can create a new companion with 600 CP and the same discounts you received (though no option for a free giant robot). For 100 CP you can create up to 3 new companions with 600 CP. For 200 CP you can create up to 8 new 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).

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.

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 600 CP and the same discounts you received (though no option for a free giant robot). For 200 CP you can import or create 3 companions with 600 CP. For 300 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).

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 other than Alexander, Achilles, or “Doc” Masumoto. The three aforementioned characters are 100 CP each, but Alexander and Achilles come with their giant robot (the Kobalyevsky 42 and Masumoto 14 respectively) upgraded with the benefits of the CP purchased Giant Robot available in this doc; Masumoto simply brings his engineering skill and brilliance.

Drawbacks:

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

Early Arrival (Toggle): Want to avert Hercules's death? Or just become part of the story and setting before events shown in the film. You can arrive up to 11 months before the start of the film.

Short Stay (Toggle): Look, there's not much to this movie. We don't know how long between Hercules's fight and Achilles's first, but there's only a week after Achilles's fight. So maybe forcing you to stay here a decade is too much. So you can reduce your stay down to as short as 1 year - still plenty of time to experience the film and living in a post-nuclear war dystopia, but if you reduce your stay time to below 5 years you'll receive only ½ CP from drawbacks you take.

I Can't Read But I'm Not Dumb (+100 CP): Well the first part is true even if the second part is on you. You are now illiterate. Completely and utterly illiterate. It could be worse, most people in this world seem to be unable to read. But you will be completely unable to learn as well, and even have trouble remembering things you've read in past jumps.

Once in a Full Moon (+100 CP): Charles Band and Full Moon Features have a certain reputation for low budget B-movies. Now Robot Jox was in the Empire Pictures era which generally had higher quality (Re-Animator and From Beyond are downright good), and had a very large budget for a Charles Band production - possibly as high as $10 million - so while its effects aren't anything to compare to say Pacific Rim they're fairly good, and you'd be entering into the world for real so they'd be a lot better. Now though… well everything just seems to be on a lower budget. The robots will look downright goofy, and like bad photoshop edits at times, and even your out of jump stuff will come off looking terrible. No one else seems to notice, but you'll get to live in a world that looks like a badly designed prop for the decade.

Saying Good Luck is Bad Luck (+100 CP): Saying good luck or having someone else wish you good luck brings you very real bad luck. You can get around this in the classical jox, or actor, method of wishing ill-fortune in a friendly manner. Break a leg and crash and burn.

Ten Fight Contract (+100 CP): You have a contract to fight in 10 fights as a jox. It's an iron-clad contract since if you don't fight all 10 fights you will fail the jump. Thankfully

they will give you more than that many chances across the decade so there's that. The CP reward from this drawback is not halved due to taking a Short Stay… but you'll still have to fight all 10 fights and survive.

We Are Dead (+100 CP): You have some issues. You really like to kill people, preferably by stepping on them with a giant robot, but if you can't do that you will find another way to get to kill people. You'll even put your life at risk, fighting in deadly duels or worse, to get this chance to kill. The murderous urges just won't go away.

Bleacher Bum (+200 CP): You know how the origin let you pick a background of your choice, even something nice like tactical advisor, ace jox, or high end engineer so long as it fit your perks and abilities? Well now you're lower class. Maybe you're a washed up jox, or someone trying to get their start as one, maybe you're just another bleacher bum. Whatever the case you'll find that replenishing supplies of food and drink have dried up, that any housing from outside of this jump is unavailable to you and even if purchased here you'll have to pay for it normally and its CP backed abilities won't activate till post jump, and any outside sources of wealth are gone. You'll have to make a living in this dystopia yourself. And to make things worse somehow attempts to improve your place in life have a tendency to crumble. You'll be experiencing the life of the underprivileged in a post-nuclear armaggedon world now, and while with enough effort you can rise above the common level of subsistence, you'll have to put some real and serious effort into it and even then you'll only be what passes for 'middle' class here. And this applies fully to your companions as well.

Crash and Burn (+200 CP): Hope you weren't planning to get in a robot. When you drive, control, pilot, steer, etc a vehicle or robot it has a tendency to crash and burn horribly. Almost every time you do it will end up crashing, catching on fire, and likely exploding. This drawback won't ensure these crashes hurt you, but don't expect to win any races or robot fights. And for some reason you will find yourself regularly behind the controls of vehicles/robots.

Genejumper (+200 CP): You seem to have inserted as a genejox, or a similar tubie, and inserted deep. You are socially stunted and have difficulty with normal socialization, lacking normal human social mores, and see yourself as having been custom designed for a given purpose and everything not essential for that purpose cutaway. You'd fit right in among the genejox.

Sequel That Never Was (+200 CP): Two films were billed as sort of sequels to this one. Neither take place in the same world, or have any connection to the plot of this one, and

are merely other movies with the same producer and giant robots - one barely even the latter. However there was a sequel talked about being made. It never was but we know it was supposed to involve using the robot jox to fight aliens who were attacking the Earth. … And now you'll get to find out how that goes as aliens will invade the Earth during your time here and for some reason they do consider you a most prominent and dangerous threat and will follow you if you flee the Earth.

The Person With the Most Confidence is Most Likely to Win (+200 CP): That's some philosophy you got there. Next thing you know you'll be saying you were bred not to have fear. Whatever you believe you're now very confident. Overconfident even. However good you are, you believe you're better by an unhealthy margin.

Lockout (+300 CP): Look this isn't that high end of a world. There's nothing here you have to worry about *that* much. So… everything you possess from out of this jump is stripped from you, reducing you to just your body mod and what you bought here. Companions that you pay to import will be stripped down to just normal human bodies and whatever they bought here. Have fun.

Return to War (+300 CP): War has been forbidden in this world after the nuclear war that nearly destroyed all humanity. Unfortunately it seems people have changed their mind. No later than halfway through your stay here the world will break out into total, global, thermonuclear warfare the Confederation and Market breaking up into various warring alliances and factions, and giant robots - like nukes - being used in all out war. Barring your actions by the end of your stay humanity will be extinct except for scattered survivors with no hope of repopulation. And just so you have to live with this, you cannot leave the world - either to outer space or other dimensions - for more than brief stints.

Too Many Damn Spies (+300 CP): Maybe it's your companions? Maybe it's someone else. But somehow information that any of your allies know about any of your capabilities keep getting to your enemies. Enemies who are now extremely good at creating counters for your capabilities. This is most true of your out of context capabilities, as your enemies seem to develop miraculous means of countering them, but even things that are developed and work in an in-context fashion once your allies know about them your enemies are extraordinarily quick to counter them. Some things will require more work than others, but expect your foes to fine tune themselves to your specific abilities and weaknesses.

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

Changelog:

Version 1.0.0: Released.