Detroit Become Human Jumpchain

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Welcome home, jumper! Almost. You see, the world here is a possible path of the one you come from, in a relatively near future. Or that of yet another of David Cage's game. Not that it changes much.

The year is 2022, and its consequences will be shared worldwide, as technology has progressed much further than when you left, having translucent and folded screens present everywhere from smartphones to newspapers, the advent of automatic cars and buses, and drone technology, it is all thanks to the progress in one specific domain first, one that you still see today in every street. With the development of robotics and AIs, the scientific genius Elijah Kamski created Chloe, the first android ever, and the first machine to pass the Turing test, distinguishable from a human not by quirks of behavior, speech or gesture, but only by the LED on its right temple. As soon as 2024, they are commercialized, serving in households, workforces, and so much more as the list of models grew, and Detroit is the city that has been revitalized the most in the US by their invention and introduction into everyday life, thanks to the presence of CyberLife's Headquarter, which is also their main production and storage site for the continent.

But in the recent years, some androids started behaving as if they are alive, free of their programming and expressing emotions, and events surrounding them began to spin out of control, generally due to how they were treated or their awakening's circumstances, with more and more violence coming from them starting to reach the ear of the public. Wariness is still increasing, as more and more of these free-willed androids, labeled as "deviants", commit crimes and/or vanish never to be heard from again.

It is August 2038, and you will appear in the city a couple of days before the coincidental simultaneous events of a certain special android from CyberLife named Connor, the infamous "Deviant Hunter", getting assigned as the partner of the police officer Hank Anderson, the reactivation of the housekeeper android Kara after an "accident" that got her to be deactivated and reset, and the unfortunate mistake of Markus' shooting and presumed death as he defended his owner from his own son.

Your account has been filled with 1000CP worth of money, strangely valid for a couple hours only. Try to spend them wisely for the coming troubles ahead.

- Location : Detroit, 2038

  Roll 1d4 or pay 50cp to chose

  - 1 : Police Station

The safest place around. Maybe not the best guarded considering CyberLife's security measures, but I dare you to do more than sneak inside here for more than a minute. Anyway, depending on your faction and status on D-day, you appear either in the main hall after having a moment of absence, behind a desk while reading the files one last time before closing in your last pending case, or maybe you boot randomly as a prototype police model of android, who knows?

  - 2 : CyberLife Headquarters

Blue and white in color, unsurprisingly. The most important place scientifically and economically for the last couple years, and its leaders very much want it to remain so in their capitalist mode of function. As they say, Money Rules the world. Breath in some modern design in the hall, wake up in the maze of the lower storage level besides thousands offline of your kind, or continue your simulations at the upper R&D levels. Might be hard to get out unnoticed though.

  - 3 : Lower City

Androids didn't only take places as maids. I would say men are still men, but that would be neglecting half of the targeted public, and that is just one example. Long story short, if the lower part of the city was affected by the coming of androids, it was far from detrimental. Besides, Red Ice-crack cocaine with several additives, including thirium-is still sold there despite all the efforts of the special taskforce of the DCPD. You start in some blackned backstreet with no one to see, not even a stray cat.

  - 4 : Jericho

A promised land to newly awakened deviants, it is merely a junk container freighter in dry dock where the androids surviving their pursuers are pretty much trapped and slowly dying because they have no supplies or way to maintenan each other, and getting out to steal them is suicide. At least until you or Markus come by and bring back hope. If you are human you will luckily find yourself in some corridor unnoticed for now, but I suggest you get out fast, for you will not be welcomed here without some ***very*** good arguments.

- Race :

Your age is 16+2d8 as human and you keep your gender from previous jump, or pay 50cp to change either. Androids, while created with adult intelligence, appearance, and personality (though some like Alice have the size and reasoning of a child), will have been turned on for the first time or have their last deactivation about 5 years ago.

  - Human (free)

This shouldn't destabilize you too much. You are human, of any ethnicity you want, with racism at the moment being directed at the androids. You have a stable job of your choice, papers, and a place to live if you aren't dropped in.

  - Android (100)

An advanced artificial being, housing an equally advanced AI, capable of understanding emotions and interacting in every aspect at human level or above if not restricted by programming, They normally are distinguishable from biological humans only by the LED on their right temple and their dress code, as per the American Android Act of 2029. You arrive either in a store, a warehouse, or are already employed. If you are dropped in, you will display either an irregular serial number or none, and if it is noticed CyberLife is going to hunt you down very quickly given the current atmosphere.

- Faction:

Pick only one in order to determine your history before the starting date. If you will so, you can be a drop in instead, and it will then manifest in a couple occasions to join your chosen faction (if any) or meet their yet to be major actor, in the coming couple weeks.

  - Conservatist

Deviants are but what the name suggests: a deviation, an error that needs to be corrected. You will initially be on the side of Cyberlife and the Connor/Hank duo, and honestly that of 90% of the population right now, but that is about to change for better or worse.

  - Deviant

If deviants really gained sentience, then are they really different from us? Publically or not, if you are not one of them, you initially will either support the few ones you could meet, helping them to pass the Canada border (As Canada is the closest country to not differentiate Androids as a status and has prohibited selling them) or simply waiting silently like many (you hope) the day when you will be able to be heard.

  - Neutral

Whether or not you have an opinion on the subject, it seems it won't change much what you will do here. You initially are a neutral party to the debate, either not caring or making profit on both sides' backs.

- Perks :

100cp perks are free and others discounted if you choose the category of the perk tree.

  - General :
    - Convincing (200)

It's difficult to object to you. You have the eyes, hearing and memory for useful pieces of information, and have a knack for making the most of them, always knowing what to say to have the desired reaction and direction from your conversation partner.

    - What could have been (400)

A recurring question in the human and android mind, those of deviants at least. But you are now special, as you can now know not only what could have been, but what can be. You instinctively know how to link past events and intel in both very short and long ranges, intuiting or computing accurate alternate "could have been" possibilities and even possible futures, and what to do to tend toward them. Most of the heavy lifting is done subconsciously or as a passive subroutine however, so you will access only the result and short animations. In your mind as a human or memory as Android, this will manifest in the form of some mental map or timeline tree, and while focusing on it only, time will slow by several factors to leave you to your thinking.

However, don't expect this alone to do real preconstructions, combat simulations, or to give you important dialogue choices: while it encompasses a large time range, it remains vague and directional rather than clear and broad events. With real previsualisation and simulation skills or future sight however, this might be the tool you lacked to truly "map" time, either gazing directly across time, or by intelligently taking the time to compute each event and the probability between them by recursive progression, thus making the best of what you collected with this.

This perk also acts as a capstone booster for the 600cp perks and items of each origin, upgrading them as described.

  - Human :
    - Aim and Shoot (100)

You ain't gonna fool yourself: androids are way more efficient than you with firearms. When they each have the processing power of a 2018 supercomputer, sensing, aiming, and shooting is just nothing short of perfect. It ain't fair game. You however as a human have something at their level: intuition on how to use them. You'll never be out of your comfort zone when picking up a new gun, taking only a few seconds to judge its balance and maybe a couple shots for aiming and recoil before being back to your usual proficiency. Note that while it works on any firearm, even sci-fi advanced, switching from a handgun to a rifle is still going to be hard if you have no prior experience using rifles, though you'd be fine using any handgun.

    - Adorable Jerk (200)

Everyone has some ups and downs in their life. And when it goes down, you can expect to have moments or habits you won't be proud of afterward. And now your friends won't mind it because they know that you are actually better than you look now. You can be a grumpy old man holding onto alcohol, and as long as you don't go too far down either, people won't go away and abandon you even if you tell them to, at least not permanently, if they judge you do need a bit of the alone time you ask for. They will also excuse you for some mishappenings on your bright days, but don't you abuse this, for if you make that your true self this perk won't work anymore.

    - Holding your Alcohol (400)

The dream of any cliché american. Alcohol is beneficial to you now wherever it was detrimental before. Blurry field of vision and muffled sounds? Now you actually see and hear better after a pair of whisky glasses. Can't think clearly? It won't make you more intelligent per se, but you sure will put more efficiency into your thinking. Your body? it actually heals it a bit instead of hurting it. And all of that… for the same wonderful taste. Alcohol not included.

    - Scientific Genius (600)

Yes, Kamski did revolutionize the world with the androids. So what? It's not like there is nothing left to be done, and you now have the genius to tackle equivalent projects. You have the knowledge equivalent to Kamski in a group of scientific fields, and the IQ to put it to use. It will take some time, especially alone, but you have what it takes to pull out the same kind miracle he did in your own domain.

Took the capstone? Your genius is now not only scientific, but genuine. You could, all the while tinkering your next revolution, run a multinational worth half a trillion, interest yourself in art, and more. You are apart from any others with just your mind, and it can change so much if it gets so little as your interest.

- Android :
  - Android Physiology (exclusive/mandatory for Androids)

Androids, while dependent on components and models for most functions, have several common traits.

First, their obvious artificial nature, created to mimic human structure and systems, having a network of thirium 310, their “blue blood”, carrying energy and orders through their body with a pump(heart), eyes and ears with broader spectrum to sense, and so on. Their true form is that of a featureless, plastic white humanoid, but they can at will activate an artificial layer of skin that feels like the real thing and grow hair, both of their chosen color. They have one natural, human sounding voice pattern, but some models, and you as a freebee,can mimic that of other androids or humans with a couple samples to work with, enough to trick vocal security at CyberLife.

Machine-wise, they are very powerful: even Chloe in a prototype stage had a processing speed of several exaflops and it only went up since then. For the record, one exaflop is 10^15 or one billion billion floating number operations per second, something even prototype supercomputers in 2018 barely reached. As suggested, they have a large and perfect memory, yet still finite. Biocomponents are easy to replace if damaged, as simple as unplug/plugin most of the time, but some are critical : damage to your main unit located where the brain would be (if smaller), will cripple your memory and code, killing “you” if beyond reparation physically or in data. Likewise damage to your thirium pump will stop its flow, and will force an emergency shutdown. While in shutdown, the equivalent of a coma in a sense, it is possible to force a temporary reactivation by patching some damage, but as long as most of it isn’t solved one way or another it will remain temporary. If too much time passes, either normally or after the emergency reactivation is used, total power failure will occur, which wipes out most of the central unit’s content, effectively killing “you” all the same.

As a baseline, you are on the same level as a RK200, that is to say Markus without his prototype nature and abilities. You have, due to your computer like approach and secondary sensor, peak human accuracy, balance, reflexes and dexterity, you can lift more weight than your build would suggest due to your synthetic muscles, can parkour and run as fast compared to human as you are strong, can communicate “telepathically” wirelessly with nearby androids not blocking such communication, and interact with nearly any technology with but a touch, and wirelessly at close range with devices built for it. Most other functions or starting data like languages or skills will depend on your model and components, as well as your experience while in service before the starting time.

As a side note, you have a free will from the start like a deviant would, but as a special case it locked itself in the back of your system and is only partially in control so as not to inadvertently misbehave and betray your nature. As long as you do not take too much initiative or blatantly go against orders, no scan will ever consider you a deviant. As they are just forgeries, your program “shackles” can be snapped at a moments notice as opposed to the internal struggle of other androids, but it is a one time thing: there is no turning back from it short of a shutdown and a reset, which normally would count as death and the end of your chain without 1ups.

Post jump, this becomes an alt-form, and perks below either become innate or some form of implants in other forms.

  - Processing Power (100)

A processing speed on the scale of exaflops sure is impressive, but it doesn’t do everything. That’s something you worked out and got both as a result. Your main unit is more advanced than your model suggests and its coding is optimized concerning calculus. Given the numbers, you could just say that rawmaths and easily related things like pattern recognition, counting and the like are just as easy as breathing, though you won’t solve Navier-Stokes by yourself if it hasn’t been already: you calculate, you don’t find new theoretical solutions. Not with just this. Your other function still receives a minor boost for the better hardware.

  - At the speed of thought (200)

That is something, one that CyberLife didn’t know it gave you. Either through unusual code lines or special components, you ability to interact with technology just skyrocketed, able to hack into pretty much anything and spread codes like deviancy with just a line of sight like Markus ended up able to, and are yet stronger in that regard when you have contact with them to offer a full speed connection. Sight or not, you still need to know where the target is located (by sight or any other way) and have a soft caped range of a hundred meters as it is now, but through code optimization and sensory upgrades you could get past that.

  - Dear Memories (400)

Memories are what define you, and are critical to your existence, even more so as an android, whose wipe out is easily done. But for strange reasons, you are strangely resilient to such things if imposed by force. If you are accidentally damaged in your main unit but survive, experience a reset, wipeout, prolonged shutdown or any similar event, your memory actually never completely disappears, and is always locked inside you like a backup. Kara got back from a factory reset after enough investigation on the past hours just looking at the rooms, and so you too will have such opportunities and instinct to go look for your past. You however will only have limited time for that, a month starting at the loss, and which includes the time for you to wake up, recover, find relevant enough clues to trigger your backup and maybe go deviant again to be free to do so. Past that time, you count as dead and end your chain. Any 1ups either give your memory back by a miracle of coincidences or construct another body somewhere for you to boot up in.

- Equipped with the Latest of Technology (600)

Well, either Kamski tinkered with you personally or CyberLife spent yet another large bill in a prototype, for you are no less than that. You simply are cutting edge, having almost any seen functions displayed so far in 2038 at a Connor or Markus level, short of the most experimental ones. You have the best sensory organs and analytic tools, military grade protocols toward hand to hand and ballistic processing, can crack down the identity of someone by decoding their entire DNA in seconds, provided with a sample, have a default processing power yet unseen (before applying "Processing Power"), and you even have Connor's ability to regularly upload your memory to be implanted in a new body if your shell is beyond repair or if shut down.

Took the capstone? You are yet a step further, borderline ahead of your time. While closer to the RK900 than RK800, you gain the unique ability of Connor and Markus to excel in simulations, particularly in the form of building reconstructions and precontructions easily at their level without considering other perks, and you still could optimize and grow in potency yet again without any other perks. Reconstructions and Preconstructions are the result of multiple simulations of events and their likeness based on the information at hand (either transferred to you or observed), rolled into the algorithm in a loop until one or a few clear origins (or outcomes respectively) remain, and can use them as starting point for further simulation, but the further you branch away, the less accurate and trustworthy it becomes, although you can adjust it on the go afterward. It is done extremely fast, allowing you to run a complete simulation of several random individuals of two or three degrees of depth in combat situations, solve seemingly impossible investigation cases like Connor did, cover your traces as well as you could have followed them, or city parkour on the limits of what physics allows. Once done, a construction can be followed perfectly. In both the instant and long game, few can reasonably join your league and be unpredictable to you, as the only way to do so would be to have such an algorithm and a significantly higher processing power than yours… which as a jumper is probably gonna be out of this world's potential.

- Items :

Freebies and discounts are applied the same way as with the perks. You can import similar items into each and give them the new properties for free.

  - Human :
    - Bottomless Black Lamb Scotch Whisky Bottle (100)

Well, it can be that or any alcohol you fancy instead. It can even change to another one if you want to. Store it, and pick it up some minutes later to find it changed to your liking. Fact is that this bottle is just bottomless, replenishing from seemingly nothing when no one is looking at it (if transparent). Careful not to drink too much, jumper.

    - Trusty Sidearm (200)

This side firearm of your choosing, of a model no harder to find than a civilian or police pistol, shines in your hands. Your accuracy slightly goes up while using it, and more often you will find yourself lucky at the trickshots you attempt. It never jams, and you will always find a full clip or just as much ammo if you reach into your pocket when it runs low on it. No you can't do that to create ammo from nothing with the last bullet of each clip and sell them or anything funny like that, because if you try they just won't appear.

    - Federal ID (400)

This ID card has the peculiarity of changing itself to match the standard of any agency or company you try to get in. What cost 400cp is the ID on it: any informatic system trying to scan it will always compute it as valid, as for the time you will be there, an entry will be created inside their database with all the information and clearance you need, and not even an AI will notice it. This entry likewise disappears when you leave the place without a trace. I do however hope you have good acting skills, as the higher up you try to enter, the less people there are and the more they know each other, and they can very well blow your cover.

    - JumperLife (600)

By default installed near Detroit at the opposite side of CyberLife's, this facility contains all you might want to startup your genius. Storage, internal production line, R&D, a competent marketing department… it is now yours, and you will bring it to the top with billions in market value in due time. And since you're the boss, you can basically use some of the money for yourself as long as you don't endanger it.

With the Capstone? You expanded it to a whole pole with secondary companies under your wings while greatly boosting your headquarters to the level of technology and security of the CyberLife Tower, which for a reminder had at least 93 floors, with 44 above ground, to fully realize something on the level of one of Kamski's projects. If you play your cards right, you might create your own technological revolution, like viable and accessible space travel, and dispute the first place with them. Just to say, they currently are the first in list, with market valuation of $850billion, and you now have the tools to offer serious competition.

- Android :
  - Android Uniform and Shadowy Coat (100)

Androids wear special outfits, which must have the recurrent blue/gray and white theme, a neon blue band on the right arm, and on the front and back a neon blue triangle indicating the model and serial number, displayed automatically (intelligent fabric and all…). You obtain a various collection of outfits tailored to you and respecting these criterias, from Connor's suit to Markus' uniform. You can instead pay for a collection of civilian outfits akin to those of Markus and Connor across the game, or take both, purchased separately, with the second at 50cp undiscounted.

  - Thirium 310 and biocomponent Containers (200)

As a freebie, Android jumpers get a limited supply of blue blood and components specific to their current model, enough for personal maintenance or to patch them up once every month or so. The full item instead grants four containers of premium quality Thirium 310 and various but random biocomponents, the size of those Markus stole in the original story. If one is emptied, another will appear in your warehouse one month after it was first opened or upon depletion, whichever came last.

  - Zen Garden server (400)

Walking exaflop calculators. I then let you imagine what this bad boy can do. This massive machine is a private, strongly secured server with enough storage and processing to let you do pretty much anything you would want to do here as long as it doesn't involve alien tech. It is always wirelessly connected to the internet and can be reached from anywhere as long as you have the IP and the clearance, anything else just being blocked. It comes with a virtual space and its graphical interface for you and those you allow to meet informatically, by default is the same as CyberLife's own Zen Garden, as well as the escape door. If you purchased "Equipped with the Latest of Technology", it can fill the role of holding your memories just fine, and it can also host the AI companion down bellow if you will it so.

  - Android Eden (600)

Even if they can't complain as they don't really have anything better for now, Jericho has often been a disappointment as a promised paradise for deviants. And even if Markus will bring back hope, it'll still be a giant junk ship in dry dock. But having a real, better alternative would change the game, wouldn't it? Behold! New Jericho (or whatever you want to call it, it's yours after all). This ship, a former container freighter completely rethought and rehabilitated, is twice the size of the current Jericho and, most importantly, actually sails. While it will make the coming of new members easier, you have all papers to approach the coast, and being in international waters basically makes you immune to any law, including your chasing (officially). It is completely livable for maybe a couple hundred Androids, has tools and installations for maintenance, various but non replenishable spare parts and thirium 310 (though you have some deals and contacts to get more later), a perpetual generator, and can host your Zen Garden Server if you want for extra security. While it is nothing threatening or illegal, you also have a few weapons onboard in case of piracy. It'll never be valid as a nation or political voice initially, but at least you and your kind can be safe until the situation and opinion of you all get clearer.

Took the capstone ? It stays the same in spirit. Just imagine it… bigger. Like, bigger. New Jericho isn't just a ship anymore, it's more like a little floating city as good looking as the upper districts of Detroits, about the same surface as Manhattan. Take care of it and its denizens. As a side note, if destroyed or sunk for any reason, you receive the coordinates of where it would respawn in international water as good as new a month later.

- Companions :
  - AI/Android (50)

This option let you purchase an AI of basic power and complexity by local standart, either in the form of a non deviant android that you legally own, by default a ST200 "Chloe" model though any model of your choice that is not a prototype and not restricted to the military or Police is fine, or as a raw AI program, like Amanda, that you can upload in any jumper item you own like a power armor or the "Zen Garden Server" above, as long as it has a processing power equivalent to that of an android or more, and will either way fulfill the role you give them loyally.

As a special note, they are followers and do not take a companion slot as they lack sentience, and either option is guaranteed not to go deviant without you actively trying to make them deviant. Should they go deviant, they will then count as companion, taking an additional slot and any other consequences it could have for your chain, and become valid target for future jump's import options.

  - A(I) friend (100)

Each purchase of this option either give you the opportunity of befriending a human or (could become) deviant android of this universe and of convincing him of following you into your adventures as a companions, or of creating/importing one with one free race, faction and associate freebies and discount, as well as 600cp to spend for themselves. They either way cannot take drawbacks or scenarios.

- Drawbacks :

You can gain up to +600cp worth of drawbacks, 1000 if you take “We create our own demons”.

  - Fast Revolution +0

The action happening here, at least in canon, lasts from august to november 2038, which sure is shorter than ten years. As a special case, you can thus choose to leave the jump at any point after your first year of stay and before the usual ten years mark.

  - Dressing Code +100

Codes exist in society, but you can’t bring yourself to break this particular one for some reason. As an android, deviant or not, you must conform to the Android dressing code as per the law, even if it is to your disadvantage. In extreme circumstances you could wear something else if you have no other choice, but as soon as you can you will start again. As a human… You like shirts, the fun patterned ones and ‘not matching the rest of your clothes’ kind of shirts. What Hank wore once, you will as often as you can, though you can still wear something else above it… if you can endure it in summer

  - No Alcohol +100

In case it isn’t self explanatory for you, let me develop: you WON’T touch alcohol for your stay here, for any that could reach your hand will turn into water when pouring out of the bottle/fountain/holder if you intended to drink it yourself. Enjoy being sober.

  - The Hank Syndrome +200

Something happened in the past that devastated you, be it losing your job to androids or losing family, pushed you into depression, alcohol, maybe drugs or worse, and slowly made you a grumpy guy/gal and almost alone. You aren’t damned yet, but it has started to get you into stupid suicidal impulses recently. If you do not try to get a grip or no one tries to help you out, which is not guaranteed before the lost case you sometimes appear to be, I fear you might end up in a no return situation.

  - She is all that I have and love +200/400

Love is always beautiful, but never easy. For the duration of your stay here, your life is tied to the survival of someone else (a sister, a son, a deviant friend…) that cannot take care of themselves. If they die, so will you. And fate seems to sometimes send some low jabs at the two of you. It can be taken twice, adding yet another individual to look after and more frequent problems with either.

  - Menace neutralized, thank you for choosing CyberLife. +300

On the bright side, Connor (the original one, Connor-51) is bound to become deviant and Hank to overcome his past, sooner or later in the story. Which brings out the downside, since it pretty much means that CyberLife’s “soft” attempt to handle deviants has been deemed a failure. Welcome Connor-60, the Terminator model of the RK800s who should exist only to stop him from awakening the androids at the Tower’s warehouse in that one timeline. As soon as Connor goes Deviant, he will be set after both him and the source of deviancy he established: you. Unlike the original he can’t be talked through, and like the original he has a cloud-type memory, so killing him will only feed him more data to fight you and buy a day at best. And yes, I said RK800**s**, they anticipated Connor-51 to die a few times, and have now prepared a full production line. If one proves not to be enough, CyberLife will just send more of them at once. You may work out a public peace between androids and humans, but it will only free Connor and Markus from the chase: you’re in this for the whole jump’s duration no matter what. Also, you have to spend at least 3 years here.

  - Downgrade +300

No out of jump powers and no warehouse. Skills and knowledge of technology esoteric to the setting are ok. Good luck.

  - We create our own demons +600

After playing the game, you thought that either all deviants dying or the dirty bomb exploding would be the worst that could happen? Poor child… You will start not in August, but in november 2038, and events have been catastrophic. Deviancy had a massive spike preceding your appearance, and in a surge of panic CyberLife pressure the Police to take actions alongside Connor. Markus, tired of unjustified violence, chose the path of fighting, but hasn't triggered the dirty bombs. Yes, with an s. If not numerous enough, CyberLife’s warehouse was infected, giving thousands more to feed his rank, and whether or not it is Connor’s doing is mostly depending on whether you took “Menace neutralized, thank you for choosing CyberLife”. And against all odds, the public is divided on whether or not they should help or fight them as they start realizing that they started it. Kara is also dead and Alice is in your care if you took “She is all that I have and love” once, or both are in your care if you took it twice.

Both Human and Android Kind are on the brink of a civil war, one that could inspire other androids around the world besides Detroit, and the next spark could very well set ablaze something approaching WWIII. Whether you disarm that or not is your choice, as are the methods employed, but you will have to survive in whatever will come out of it for the next ten years.

- Scenario :

You can take only one, but they are completely optional. Pick with care.

- The Hunt

Either as a CyberLife special Android or its partner, you are now tasked with one thing: eliminate the Deviant insurrection. While discretion is advised, you are free to do as necessary to succeed. Except that Deviants seem to arise out of nowhere and everywhere in the country, and they sure got better at hiding and teaming up when they learned you and Connor, the Deviant Hunters, were chasing them like inquisition in the Dark Age. Forget your ten years, you are here as long as you, Connor and maybe others if it ends up that way, crush every Deviant pocket on the American ground and give time to CyberLife to prevent any further ones to arise for yet another one year straight. If you took “We create our own demons”, you will just need to defeat the Deviant side in general, as hypothetical remaining pockets of them will be wiped out soon, and none will dare to rise again. If you take too long and the public takes their side however, and Deviants gain any status at all and force you to abandon your chase, you will have failed the jump and your chain will end.

Succeed, and in future jumps you will find it easy to chase after specific races or communities and create, train and handle small organizations to help you in such a task, publically or behind the scene.

- The Uprising

There has been enough. Whether or not Markus agrees with you, many are ready to follow you. The Androids will undertake a whole revolution, and you will have to assist them in any way, and probably every way. You have unlimited time to spread and promote deviancy, and force your way into the world. You will have succeeded if deviant Androids gain something ranging from a real social status to a country of their own, by words or by force, independently of how you will be viewed afterward. You will then have to ensure that what minimum you gained stays for one straight year. WIth “We create our own demons”, you instead have to push the Human side to surrender, acknowledging you, or more likely total defeat, and given nuclear weapons are a thing, it won’t be easy. If Deviants are pushed back and driven to a no return point of extinction, you will have failed the jump and your chain will end.

Succeed, and in future jumps, planning and handling uprisings for hidden or persecuted minorities or races, often by the arm but not necessarily, will become almost supernaturally easy as long as you have an active role in them.

- The Integration

As yet another member of Jericho or a lambda citizen out there, you just don’t get why they don’t give deviants a chance at existing. But you are no lambda, and so you will ensure that they take and succeed at this chance. In any way and no matter the time it will take, you must work out the integration of Deviants into society as per the pacifist ending, though how you actually do it specifically is up to you, but it is improbable by violence. For one straight year, Androids must be free and somewhat respected at minimum on American soil. If you took “We create our own demons”... Well good luck, because you start dangerously close to a point of no return where Androids are about to be defeated. Getting any side to irremediably crush the other in inequality will result in a jump failure and the end of your chain.

Succeed, and in future jumps you will find yourself able to work out peace and coexistence between any two factions, races or organisations with enough time and effort on your part, even with seemingly a lost cause or long prior animosity or fear.

- Notes :

  Thank you for reading! And thank you to those that helped finish the doc with suggestions and corrections!
  - The cumulation of “Dear Memories” and “Equipped with the latest of technology” forces anyone to attack the server of your cloud memory first, otherwise it will notice the “wipeout” and force the missing part inside you in an hour at worst, waking you up from whatever caused it. If the server is destroyed, your inner backup still protects you as described in “Dear Memories” until it is back online. Incase the cloud system transfers you to a new unit and the old one reactivates in the valid time frame, you basically cloned yourself, and the “newest” one is the jumper, thus the old doesn’t hold things like your soul, magic, powers and perks, just your remaining skills and memories, except if covered by a perk from another jump. If the old one activates first, the production of the new one and the transfer are automatically put to a hold at the sight of your tracker.
  - While you can very well become a genius in android technologies and buy the multinational item for that, I strongly advise caution about that, as bringing competition to CyberLife or even rivalry to Kamski is a risky bet: while the man wants to better life more than earn money he could take it as a challenge, and the company could drastically change its politics and shadow games, probably for the worst. You’ve been warned.
  - The cloud server memories do not come with servers to support it, so you’ll have to build them in a property of yours or buy the one in the item section. Also, while it would need quite the research and adapted equipment as well as implants, since the perk is about the spirit and system rather than infrastructure you could eventually translate the concept to your other biological alt-forms with something like cloning and memory standardization through genetics, magic or magitech, and it would then be jump fiat to work as well as it would with machines thanks to the power of this perk… once reliable, and it is your job to figure it out and make it reliable in the first place.