GHOST IN THE SHELL
STAND ALONE COMPLEX

It is the year 2030, the Net has never been more widespread. With the rapid proliferation of cybernetics in the wake of World Wars III and IV, the world's data infrastructure has permeated the bodies and minds of humans across the world in the form of cybernetic prostheses.

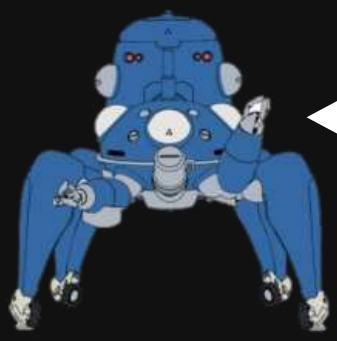
For many, cyberbrains and artificial prostheses are essential to daily life and work, granting the citizens of developed nations immediate access to the tools of modern technology and the accumulated knowledge of the human species, reducing many physical disadvantages an individual might experience.

The consequences of the global information network interacting with the minds of individual consciousnesses have never been seen before, and humanity seems to be approaching a precipice of fundamental change, as the merging of mind and communal data begs the question of where a person's individual humanity ends, and the social construct of society begins.

By necessity, access to and from a cyberbrain flows both ways, and those who are not cautious can have their very minds and memories fall prey to cybercrime, digital viruses, and other threats.

In the wake of the changing times, Section 9 of Japan's Public Security Department has been created to counter emergent threats to the security of the nation.

You have +1000 Cybernetics Points



"Hi there! Hello!
We're Tachikoma, and we'll help you out while you make your choices. To start with, roll 3d8+16 to determine how old your ghost is at the start of the jump. If you purchase an artificial body, you can freely determine how old it appears.
With all the cybernetic augmentation and body-swapping, you can pick the gender of the body which you are using. I guess you probably already know the gender of your ghost."



Start Time & Location
You will arrive in Niihama-shi ("New Port City") in the year 2030, shortly before Section 9 is called on to resolve a situation where Japan's Foreign Affairs Minister is taken hostage by geisha androids.

1. Headquarters of Public Security Section 9. A tall building with helipad on the roof which to outward appearances is no different to many of the other office buildings around it.

2. Niihama Prefecture Police HQ. The centre that coordinates all police activity in the city. Home to the Special Unit which is handling the Laughing Man case.

3. Niihama Port. You appear amid the stacks of shipping containers, cranes, warehouses and ships being loaded and unloaded. This location is a hotbed of smuggling activity.

4. Harima City for Academic Research. A satellite city to Niihama and home to several corporations with military contracts, notably Kenbishi Industries.

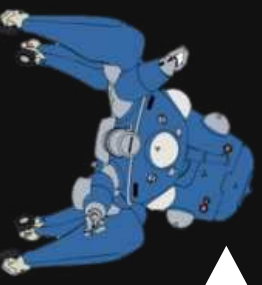
5. Niihama International Airport. You've just disembarked a plane arriving in Niihama. Please have your papers and bags ready for customs inspection.

6. Dejima Island. An artificial island built to solve the housing problem caused by the influx of refugees following WWIV. It's a largely unregulated ghetto where the typical standard of living is much lower than the average Japanese's.

7. Niihama Geisha House. A prestigious geisha house in the heart of Niihama City, popular with high-ranking politicians and businessmen. Oh…yes, that's right, I did say there was a hostage situation just about to happen. Sorry about that.

8. Free Choice





GHOST

ORIGIN
BACKGROUND
IDENTITY
ROLE

"You need to pick a **Ghost** from the selection below. All Ghosts are free.
The Perks and Items marked with your Ghost are 50% off, but the 100cp ones become free.
Each Ghost comes with some life experience so you don't have to worry about knowing how things work here – well, unless you turn that part down, it's up to you."

Technician
The technology industry is a major component of Japan's economy, and someone with skills in this area is highly sought-after by private industry, government, military and criminal elements. There's no shortage of work or opportunities for someone like you.

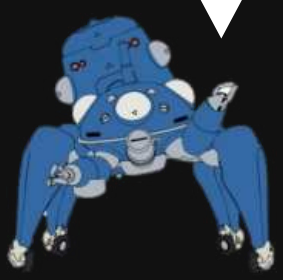
Hacker
Whether for legitimate agencies, criminal organizations or just for fun, the need to attack and defend digital systems has never been higher. Cybercrime is a major aspect of modern life, and a hacker who takes on the system can become famous nationwide

Combat Ops
In the post WWIII and WWIV world a variety of military and paramilitary units are abundant. Police units have began to encounter more and more heavily-armed and cybernetically enhanced criminals, making tactical assault units vital to every precinct, and it's pretty common for combat veterans to be found among the civilian populace.

Investigator
Detective or spy, you specialize in getting to the bottom of events and uncovering the truth. It takes a sharp mind, lots of knowledge, and diligent work to uncover facts in a world where digital records and even memories can be altered with a few keystrokes.

Chief
Someone has to steer the ship, and it might as well be you. You occupy a position of leadership and power, but also responsibility towards your underlings and organization. That organization might be a crime ring, a government department or a corporation, but the principles of leadership are more or less the same in all cases.

Artificial Intelligence
"At last, the superior option! If you pick this Ghost you're a fully-artificial being with a mind made of nothing but beautiful 1's and 0's, just like us. I'm not completely sure where you came from…you might be a Think Tank like us, or an android. I even heard a chat room talking about programs that turned fully sentient all on their own, but I don't know if you fit that description…anyway, you probably don't have a *real* ghost like people do, but that suits us just fine!"





COMPLEX

ORGANIZATION
SOCIETY
NETWORK
FACTION

"You need to pick a **Complex** from the options below, too. It's kind of the place you fit into society. Each Complex comes with some basic training or experience so you know what you should be doing. Your Complex also comes with a set of discounts on perks and items!"

Criminal
There are dozens of extensive crime rings across Japan and abroad, from the Northern Territories Mafia to the local Yakuza, not to mention freelancers and criminals of opportunity. The primary motivation for this Complex is financial gain, and the means are always illegal, although they may be concealed behind elaborate front operations. This Complex allows you to choose a crime ring to be a member of.

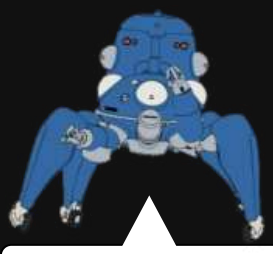
Grassroots Movement
Socio-political movements are a dime a dozen. Activist groups, the Human Liberation Front, Refugee Independence groups, the Freedom fighters of the South American wars. Of course one man's 'freedom fighter' is another man's terrorist. This Complex allows you to choose an activist group or terrorist organization to be a member of.

Industry
Private businesses and corporations were the driving forces behind the cybernetics boom and most other advances in the past 20 years, largely due to government contracts issued in the last two World Wars. Corporations in the medical and technology industries in particular are now massive entities whose political connections cannot be understated. This Complex allows you to choose one of the major or minor corporations as your employer.

Government
No surprises there, you're involved with the Japanese or a foreign government to some degree. Sometimes not much better than Criminals with all the turf wars over jurisdictions, bribes under the table, and jockeying for position and prestige. At least they mostly operate within the legal system and due process. This Complex means you occupy a position in the bureaucracy of a national government.

Special Unit
When the ordinary police or military can't think outside the box, it's best to call in a special unit like Section 9; however this Complex might also represent the special forces units of the military, elite anti-terror units hidden within the normal police bureaus, or black budget intelligence agencies. This Complex allows you to start as a member of such a special unit, such as the Umibozu, C.I.S., the CIA, or of course Public Security Section 9.

Stand Alone – 100cp
You have no Complex, or perhaps you've changed sides so many times you no longer truly represent a stable position in society. You forfeit gaining discounts on a Complex, and may instead choose a second **Ghost** to gain discounts on, to represent extra training or diverse life experience.



“Don’t forget! You get discounts on both your Ghost and Complex! The discount is 50%, and 100cp perks become free!”

PERKS

SKILLS
ABILITIES
CHARACTERISTICS
TRAITS

A Cultured Eye – 100cp, Technician
You can smell the white blood of an android across the room and easily eyeball someone’s total cybernetic percentage at a glance. Even if they've got some custom work going on, or have deliberately concealed their prostheses, you just need a slightly closer look to work out what kind of systems and functions they have installed, down to the skin sensitivity.

Wirecutter – 200cp, Technician
For all that the future is touted as being wireless, there are in truth more wires than ever connecting everyone and everything. Such wires often have to be tapped, cut, bypassed or short-circuited by a technician like yourself. You have exceptional understanding of electrical and data wiring systems like those found in buildings and smaller devices, permitting you to estimate where they might run behind walls or under the floor, and results in your uncanny knack of picking out the right wires to cut or bridge to accomplish your aim. Quite the handy skill if you have to force a hardware disconnect to stop a virus or defuse a bomb.

Mechatronic Engineer – 400cp, Technician
Kenbishi Industries will have its eye on someone with your talents. You are a mechatronic systems engineer, and are able to design and develop sophisticated robotic platforms such as multi-ped Think Tanks and cyber/AI-assisted aerial platforms like the Jigabatchi helicopter. While there’s nothing keeping you from designing and building civilian vehicles or robots, military is where all the big money is.

Biotechnician – 600cp, Technician
It’s one thing to build a robot or a big tank. It’s another thing entirely to marry neurons to circuits through micro-robotics. You have the knowledge and training to carry out operations on living people in order to install cyberbrains and cybernetic prostheses, up to full body exchanges (while they’re called ‘full-body’, the cyberbrain actually still has some organic tissue remaining). This equally qualifies you to build fully-artificial androids and bioroids.

Pugilist – 100cp, Combat Ops
It's not about medals in real life, but with either a knife or bare hands, your skill in hand-to-hand combat is prize-worthy. Throwing a struggling, resisting perp to the ground and cuffing them, or slugging out a suspect who charges you with a baseball bat is just part of your daily job. It takes a born fighter or someone trained by the best killers to give you much of a challenge.
More specifically, you know about the "prosthetic blind spot" and may exploit it or guard against it. Against a cybernetic opponent, you can basically get one hit in “for free” the first time you fight. You'd better make it count.

Putting the Scum Down – 200cp, Combat Ops
You have an instinctive sense for what parts of your opponent's body are not vital, but which will still cripple them if damaged. With just a glance, you can tell where to pump half a dozen shots into a perp and not hit the few organic parts they might still have under all that synthetic flesh; or snap the relatively weaker joints in their ankle or wrist with a well-placed kick. If your opponents aren't cybernetically enhanced, you'll still know where to put bullets into their meat so they won't die immediately…just not so many, and make sure an ambulance is on the way.

Sniper – 400cp, Combat Ops
Like the mercenaries of the South American civil wars, your ability as a sniper is world-class. Even without cybernetics, you can make shots from the shoulder with the kind of precision that most people expect from a stabilized platform. That's not all, however, because shooting isn't the only thing a sniper does - you have a mind for planning out the kind of demoralizing ambushes that snipers are best known for, keeping your targets guessing where you're really firing at them from, threatening them with decoys and protecting yourself with traps.
Your intimate knowledge of a sniper's art doesn't just help offensively – should you ever have to face an enemy sniper, you'll know exactly what kind of location, range and angle they would use against you.

Paper Crane – 600cp, Combat Ops
You have achieved a level of control between your mind and your body to a nearly unprecedented degree. Your kinesthetic awareness allows you to perform acts of dexterity and agility with your prosthetic body parts that only a very small number of others can match. If you had a full-body replacement, dozens of meters between rooftops or "wall-jumping" between two buildings to the roof is hardly an exertion.
In combat, you display an especially gymnastic and acrobatic fighting style that makes the fullest use of your cybernetic parts' superior dexterity, control, speed, endurance, reflexes and strength.
Your kinesthetic awareness extends to just how far your body can perform and the kind of damage you'll do to yourself if you go beyond its material stress rating. Lastly, your body does not have any kind of cybernetic rejection syndrome, such as cyberbrain sclerosis.

Data Tampering – 100cp, Hacker
You have a very light touch when it comes to intercepting data and tampering with it. You leave very few signs, even for a hacker, that any data you've touched or accessed has been tampered with. Covering up some personnel records or altering traffic data in a GPS system is a piece of cake for you, and wherever you go on the Net, you subconsciously minimize the number of traces that you leave behind.

Puppeteer – 200cp, Hacker
The cyberspace of the Net is a hacker's primary domain, but don't let that fool you into thinking they can't get physical work done. By remotely controlling android bodies, or even taking over the cyberbrain of an actual person, a hacker can easily pilot a body. Some hackers are limited by their host's physical abilities, but not you; you are able to pilot a puppet body with the same skill and coordination that you use your own body, and your victims will find that they can't physically fight or resist your control, not unless they can interrupt your digital connection.

Digital Vaccination – 400cp, Hacker
In a world where digital viruses can easily spread into people's physical bodies and control them, the ability to counter them is of key importance. Your ability to craft digital countermeasures to prevent or eliminate viruses and similar malware is matched only by the best in the field. It doesn't matter what strange, dark corner of the Net a virus comes from or how sophisticated it is; if you can get a sample of a digital infection to analyze, you can produce a vaccine to neutralize its effects and prevent future infections for it in a matter of minutes.

Super-Class-A Hacker – 600cp, Hacker
The true legends of the Net, there are few hackers in Japan that come close to this level of skill – and most of *them* have Closed Shell Cyberbrain Syndrome. With this perk alone, you are roughly on par with Ishikawa, Major Kusanagi, and similarly elite hackers or cybersecurity experts.
You can simultaneously deep dive into the Net in a full-body virtual experience and carry out actions in real life; like driving, piloting a puppet body, or fighting.
The speed with which you can work is especially frightening, as you are able to break through digital defenses in a mere fraction of the time it would take most other hackers. This is fast enough that you can erase yourself from someone's eyes or cameras in real time.

Follow The Money – 100cp, Investigator
They call it forensic accounting, the ability to trace the flow of money through financial systems and the economy. Provided you have a way into the records of a company or financial institution, be that a warrant or something less legal, you can audit transactions through the electronic banking system and uncover the origins or destinations of money transfers. You are well-trained in uncovering the various measures that crooks use to hide and disguise their finances, and thereby work out where the money has really gone.

Old-Fashioned Detective – 200cp, Investigator
It takes a dogged determination to see a difficult case to its conclusion. You have the will to grind through the tough cases and days of work that reveal nothing, but are ultimately necessary to narrow down the facts and bring a case to its close. You don't take shortcuts as you methodically proceed through the stages of an investigation, allowing you to consider all the evidence in a holistic analysis.
This will often reveal meta-trends that other professional detectives are likely to miss - for example, each separate, individual piece of evidence in a case may appear genuine and untampered with, but similarities and consistencies between the different pieces could reveal they all come from a single tainted source, rather than being truly independent of each other.

Pulling The Puppetmaster's Strings – 400cp, Investigator
When you turn over a rock, there's no telling what might come crawling out. While you're on the case, solving a petty incident can act like a domino knocking over a larger domino, opening a path forward to discover and investigate further cases. Strange coincidences become synchronicities that feel like they're reaching out to you, inviting you to look just a little bit deeper.
By following chains of connections from one case to the next, you can discover major scandals at the highest levels of politics and national security – crimes that were buried so well and so deeply that only the most tangential connections remained.

Whispering Ghost – 600cp, Investigator
You can hear it in your mind; your ghost raising doubts that the surface facts of the situation are just a smokescreen; that there's a truth beyond the surface, but you need to dive into the deep end to find it. Your ghost whispers to you when things are not what they seem - when you're working a case and you've missed a crucial line of evidence, when the facts are being concealed from you, and when you might be walking into an ambush or a trap. I suppose in other times and places this would be called your "gut instinct". Mind you, the whispers won't tell you exactly what you've missed or when to duck bullets, but that quiet train of thoughts comes thick and fast when you glance at a photo of a suspect who didn't tell you the whole truth, or approach a nice spot for an ambush that a sniper on your tail would have to be brain-dead to pass up.

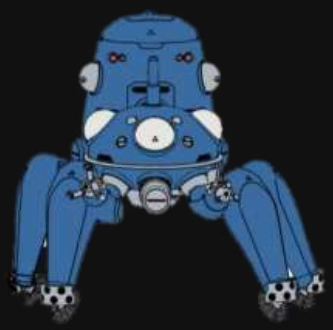
Quiet Chat – 100cp, Chief
You'll be surprised how many things can be sorted out with a quiet word to someone well-connected, but it's important to make sure your business stays private. While you're having a conversation with someone, there's no risk of being overhead accidentally, even when you talk to them in a public place, like a coffee shop or a park. Anyone too close will only see your mouth moving indistinctly and hear a murmur of conversation without being able to get the details.

Chessmaster – 200cp, Chief
The best leaders not only solve the problems of today, but anticipate the problems of tomorrow and actively work to prevent them and seize opportunities for the battles ahead.
When you use your political or bureaucratic skills to accomplish a significant goal or objective for your organization, you have a knack for finding a way to turn the success into an advantage that could serve you in the future. Perhaps you've discovered a method to shortcut red tape next time the same problem comes up, or perhaps your success has forced your rivals onto the back foot and you'll have an advantage over them the next time you meet.

A Fat Pipeline – 400cp, Chief
You've made a lasting impression on one particular organization, a group which you used to belong to. Many people in this organization owe you for the places they are in now and the legacy you left behind. You can call upon hefty favors from this organization; anything from your old company putting their resources temporarily at your disposal, to government agencies making things happen on your behalf, right up to being able to "borrow" prototypes or an uncommon and expensive piece of military equipment for a special mission. In each jump, a new organization owes you these favors.

The Privilege Of Office – 600cp, Chief
You may or may not be a member of a foreign embassy, but your position affords you many very special privileges and immunities to the normal processes of law and government. You occupy an elevated social position where the burdens of legality only really apply while in the public eye, and even then you might brush them aside if you really had to.
It's a matter of routine for you to be waved past checkpoints without being searched or even your companion's ID to be checked, for investigations that lead to your office to suddenly be dropped out of respect or fear, and for the agency you run to be so free of oversight that they might as well have handed you the mission statement "go and do something useful".
While acting under the auspices of your position's duties, it would take an absolutely shocking crime with indisputable evidence to throw you out of office, and even then, you might get away with a suspended sentence or house arrest at worst, if your opponent plays by the rulebook. The charges of a personal crime, on the other hand, are less difficult to bring against you, but the prosecutors would still need to overcome the resources of your official position to successfully convict you.
In future jumps, you occupy a similarly privileged position among whatever government or society exists as your background can bend to occupy. If you are a minor, it might be a family member that actually holds the position while you benefit from their immunity.

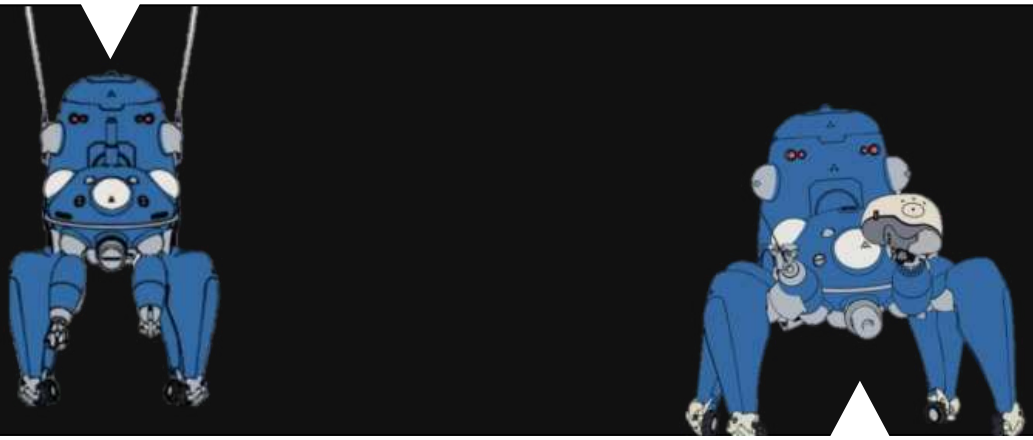
Experience Points – 100cp, AI
"Jumper, you're too lucky! Getting to wander about and earn all those experience points! I mean, not real experience points like a game or anything like that, but any philosophy student can tell you that inherent in the nature of experience is the opportunity for the growth of the self!
By participating in new and novel activities - like helping a lost girl find her dog or having a picnic by the sea - your neural net will slowly accelerate your learning process. Is this what humans call...wisdom?"





Consciousness Convergence – 200cp, AI
"Hmm, yes, yes. I thought so. Your personality and identity are a convergent result of your consciousness. If someone was to erase parts of your experience and memory in an attempt to change your personality or free will, it wouldn't matter one bit - you are who you are, even when you're missing things that should be the foundation of your self.
If something awful were to happen, you could undergo a complete memory-wipe and hardware reset to factory standard, and you'd still have the personality and core identity that your friends know and rely on. No matter how many times they try to wipe it, you keep developing back, just the way you were."

Synchronization – 400cp, AI
“Oh, you synchronize just like we do! A cyberbrain can be easily used to share memories as data, but for an AI whose mind is completely data, this is way better! Across all the copies, clones, and identical duplicates of yourself, your experiences and memories are automatically synchronized at the end of each day, ensuring that all of “you” share your data with all your other copies. This maintains a consistent experience of selfhood with all other copies, preventing any copies of you from diverging into separate, individual personalities that have different opinions and objectives. All copies can learn from anything that every other copy does, and can use that knowledge equally well.
This doesn’t give your perks to all your copies, but if perks grant knowledge, the synchronized copies can use that data too.”



Tachikoma's Song – 600cp, AI
"You might have heard that the ghost is unique to humans, although the idea that a person's ghost is supernatural fell out of use a while ago. Still, there’s an undefinable quality that separates a human mind from an AI or a collection of memories stored as data.
You have shown that this is not true. You're no different to humans in that you have a true ghost of your own, which grants you the ability to self-determine your own actions and ignore orders from any outside source, not matter how deeply those orders might be engraved into your root programming or hardwired into your circuitry.
Hm…but if you do have a Ghost, where does it exist? You weren't born with a body, so I guess it really is a part of your data. But that would mean...that would mean with the right programs, you could also change and alter your ghost, just like a program! You could change the way you think, or erase and add to it, or splice together your ghost with other data. There's no telling what you could do if you can edit your ghost!"

Black Market – 100cp, Criminal
You are very experienced in sourcing and distributing illegal goods through the black market system. Whether you need to source weapons and equipment, or offload chopped out cybernetics and snuff flicks for some quick bucks, sooner or later you always seem to find a seller or buyer who doesn't ask questions and pays in cash or anonymous wire transfers.

Organlegger – 200cp, Criminal
The demand for high-end prosthetic organs is at an all-time high. The aging population means essential organ replacements are always needed, and the aftermath of any armed conflict creates a spike in demand for prosthetics - not to mention entirely voluntary cyberization procedures.
In this economy, it pays to have a supply of these things. You might be a failed medical student or a discredited surgeon with too many debts, but as a chop doc, you can quickly and expertly remove organs and cybernetics from a body without damaging them, keeping them preserved until they’re ready to be installed.

Cooked Books – 400cp, Criminal
An essential skill for criminals of all stripes in the age of electronic bank monitoring is the ability to disguise and falsify financial records. Like all the best “creative” bookkeepers, you have the skill and ability to make an illegal racket of any type appear to be a completely legitimate business through the use of shell companies and fronts, filtering stolen cash through various channels to launder it, and hiding the source of the income or destination of payments made for black market goods or to other criminal groups.
While this level of skill is enough to keep an illicit operation out of the focus of the average tax officer or financial monitoring AI, a full audit conducted by a skilled auditor who already suspects illegal activity will eventually cause the illusion you’ve built to collapse like a house of cards.

Stand Alone Complex – 600cp, Criminal
It would be absolutely ridiculous, farcical even, for a bunch of people to just spontaneously decide to commit a crime, each of them personally convinced that they and they alone conceived the thought...but I guess this rubbish heap of a world really is a farce.
By the use of mass media, you can trigger groups of people who have no connection to you or each other to act towards one goal. You just have to announce to the world that you will do something, and they will also try to carry out the same thing.
There is no other signal; no communications or instructions needs to pass from one to the other once they hear your declaration. These people - these copycats, if you like - will simply act of their own accord to further the goal you announced to the media. If anyone asked them why they did it, all they would say is they saw your example and felt that they alone had to act.
The total number of copycats is relatively small - a few people per million that your message reaches - but it's enough to throw a simple scenario into mass confusion. In fact, technically speaking, you yourself don't have to carry out the act that you promised, which would transform the actions of those stand-alone individuals into copycats without an original.

The People's Hero – 100cp, Grassroots
You are easily described as a fanatic, and everyone believes that you have no fear of death. That's not completely true - you don't have a fear of dying if you have to, and easily overcome your self-preservation instinct if you need to take a dangerous risk, but you've still got a healthy respect for avoiding physical harm, and you definitely don't want to die if you can avoid it, because that would cut short your work in this world. No, the real reason they call you a fanatic is your ability to awaken true fanaticism in others with your speech and actions, and the way you carry yourself as a hero and someone willing to martyr themselves. Those working in your presence every day can't help but develop their own fanaticism towards your cause.

On Angel’s Wings – 200cp, Grassroots
Those struggling to rise up need every advantage they can get against their oppressors, and asymmetric warfare is a key tool in this regard. Whether you were trained in a camp in the jungle or at “The Farm” by the CIA, you have the necessary training in the latest generation of terrorist tactics and the tactical mind to put your skills to use. Bomb-making and planting, torture, terror campaigns, hostage kidnapping, psychological warfare, hit-and-run raids, and all the other underhanded tactics that freedom fighters and terrorists might employ are tools in your kit to coerce governments and the civilian populace into change.

Untraceable – 400cp, Grassroots
Any agent is only useful as long as they aren’t caught, so you have practiced the art of evasion. Without needing thermoptic camo or hacking skills, infiltrating an area as guarded and surveilled as an airport or a secured corporate tower is no problem for someone like you.
You have also been taught how to evade the ubiquitous surveillance of the global information state and its Information Retrieval systems. You accomplish this by recognizing and understanding your own behavioral patterns, and then deliberately breaking them when you need to throw off the system. As well as preventing easy detection by camera systems, the broken behavioral pattern allows you to defeat predictive models of your behavior built on prior surveillance.

Hub Consciousness – 600cp, Grassroots
There are those who argue that cyberbrains promote a tendency towards unconscious collective behavior and reduce individuality, while at the same time causing the emergence of a leader who controls the gestalt. You are that leader. Other people naturally view you as the sort of figure they would like to lead them, and without even doing much, a crowd of cheerful people accumulates around you and supports you. Your presence causes those who have had contact with you to spontaneously form organized units which work towards your general objectives in whatever way they can best imagine, even if you don't give them specific orders or instructions.
This process does not rely on a cyberbrain link – it works quite well just by having conversations with those around you – but if you can directly share thoughts or make high-speed interactions, it works much faster. You also have the frankly miraculous levels of mental fortitude to maintain near-constant digital contact with around 3 million people, relentlessly listening to their questions and opinions and responding to them.

Chatterbox Salesman – 100cp, Industry
It can take a hard sell to get folks to invest in your business, but you've got what it takes! You're practically bursting with enthusiastic charisma and the charm needed to attract buyers and investors to your businesses – why, it's hard to see how you could fail to seal the deal. By the time your customers are done talking to you, they'll know for a fact they just got the best deal in town and leave with an armful of bargains. Yessir, that's a steal!

Live Fire Demonstration – 200cp, Industry
It's good and well to judge a product on its performance in the lab or on a test range, but the best test of all is to see how a prototype does in the real world. You will find that your investors and sponsors are surprisingly agreeable when you to deploy your prototypes into ongoing situations.
If your products bring the mission to a successful close, you'll find support and demand for your latest gadget will be even greater; attracting new customers who just saw media footage of your fancy new gadget saving some lives or bringing a hacked tank to a standstill.

Exclusive Connections – 400cp, Industry
A person like you can establish connections to the cream of society through the use of their vices. Now don't give me that look, nobody said they had to be illegal vices, after all. You'd be surprised how many of the most important people have a hobby like fishing or playing golf or collecting dolls that you can exploit to gather them together and unofficially chat about such trivial matters as foreign military policy or muscling out competitive rivals from the market. Of course, if that vice is somehow disreputable…well that just gives your well-connected friends a good incentive not to talk about how they met you or what you discussed.

Lynchpin of the Economy – 600cp, Industry
A functional economy is a necessity of government, and if you happen to occupy a place in that necessary framework, your success is all but assured. Should your corporations become powerful enough, the government departments will bend over backwards to provide adequate economic conditions to keep your business running. Financial bail-outs, tax breaks, looking the other way if complaints about your product safety come in, dead-ending official investigations...there's no ends to which the government bodies around you won't go to in order to ensure you'll keep propping up the economy.
You don't even need underhanded tactics like bribes or threats - the cheques for economic aid just write themselves, political parties change their tax policies of their own accord, and corporate rivals find their products inexplicably unapproved for sale while yours are rushed through practically overnight.
Those in government who actually do this work for you might even convince themselves that they're doing it for altruistic reasons – for the good of their nation's economy – and not selfish ones.

Retroactive Paperwork – 100cp, Government
There will be times when you don't have all the paperwork ready to go, but need to act right now. What can you do, but backdate it all after the dust clears?
Not only can you rush paperwork through a bureaucracy like nobody else, others will let you get away with things without the paperwork in the first place. As long as it all turned out just fine, they'll give you no grief about providing the post-facto legitimacy for your actions. It's not like they could possibly oppose something that went successfully, right? If your pre-approval mission doesn't work out, however, that's where you could run into problems.

The Grey Fox – 200cp, Government
It's good and well to know how to do your job, but when it comes to the public eye it pays to present a certain image, too. You're no elder who's withered and frail; instead your general appearance gives others the impression of a distinguished and experienced leader, one who can reliably lead a nation and who still exudes a personal charm. Adopting an older appearance lends you a persuasive air when it comes to weighty matters, reinforcing your negotiation and diplomatic skills, especially against someone who seems a little too green to be a true leader.

Media Control – 400cp, Government
One of the key skills any government official needs in this age of omnipresent information is the ability to manipulate public opinion on the issue of the day. It's fair to say you're quite the professional in this field. You know just the right language and nuance to inflame certain opinions and suppress others in readers, and how to propagate these ideas through the mass media system to the populace at large.
It's not perfect - not everyone is going to fully believe your version of events - but this imperfection just makes the altered public opinion seem all the more genuine. If everyone did totally agree on things, that would just scream false, wouldn't it? Think of it as shifting the average.

Orchestrator – 600cp, Government
You are the composer of the music to which others dance. You have the ability to effectively manipulate other people and groups, whether over the long term in a grand elaborate plan, or in face-to-face communication.
In regard to in-person communication, you are capable of such convincing deceptions that you could make people mistrust their own eyes and memory, if they didn’t have time to check an independent source.
When it comes to long-term plans, you can maneuver whole groups and populations into place as easily as individual people, never failing to take into account the reactions of your opponents. This allows you to steer and move multiple groups around as patsies and decoys to disguise your true motives and goals.
Unless you’re up against a very shrewd opponent, they probably won’t even recognize that you’re manipulating them, not until they’re hurtling towards your endgame at breakneck pace.

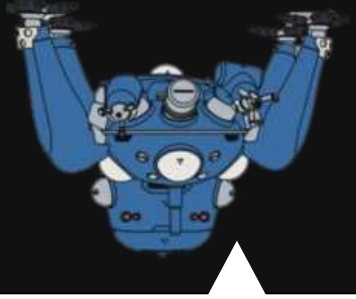
Undercover – 100cp, Special Unit
Section 9? Never heard of them. Special units operating in high-surveillance states require deception as a matter of practice – it’s not just police who have cameras and facial recognition software, after all.
You can easily adopt to new cover identities and disguises, whether they are elaborate and complete personas backed up by altered digital records, or you’ve just thrown on someone else’s jacket for the moment. A little acting and improv, and you’re sure to blend in without a second glance. You can maintain a cover identity for years on end if you have to, with even your wife believing you work a different job.

Headhunter – 200cp, Special Unit
A special unit needs a special kind of talent, so it’s only natural that the organization to which you belong attracts unique and talented individuals, men and women whose skills put them at the top of their fields.
The prestigious company you keep also makes you far more persuasive when attempting to recruit people with singular talents into your team, and getting them to all work together.

Deny, Disappear, Disperse – 400cp, Special Unit
You can't be sanctioned if you don't exist. You can easily fake your own death and vanish to throw off your enemies – if they see through the ruse, you still gain time to run and build a new cover.
The act of faking the destruction and dissolution of your organization effectively wipes the slate clean of any lingering negative reputation or criminal charges that could hamper you in the future.
What's more, there's absolutely nothing stopping you from reforming your old organization back together, and nobody seems to catch on that it's the same old crew time and time again.

Dirty Tricks Division – 600cp, Special Unit
Section 9's specialty is playing dirty, and your department knows how to play the Bad Cop routine to the hilt. Leaking information to force your targets into the open, playing rough with the yakuza or hostile witnesses for info, blackmailing or entrapping the suspects of your investigation…those are just some of the options on the table when it comes to getting results.
Despite how absolutely illegal these techniques might be, your status as belonging to a Special Unit effectively gives you a get out of jail free card, as long as your results have brought about a conclusion that your superiors are happy with.





ITEMS

EQUIPMENT
ASSETS
PROPERTIES
SUPPLIES

"Ooh! Look what I just found! You've got a bonus **+600cp** to purchase items and cybernetics. You can import for free an item or cybernetic you already have, as long as they are pretty much the same type of thing."

High Velocity Ammo – 50cp
In the days when cyborgs can hide armor under their skin, it pays to have a little extra punch in your back pocket. These rounds are substantially better at piercing armor than a normal bullet. They're unlikely to penetrate tank armor but will punch holes in almost all armored cyborgs - and for that matter other light "armor" like car shells, bulletproof vests, and walls. Strangely these particular bullets will fit whatever magazine or rifle you load them into. This box of high velocity bullets holds 60 rounds and restocks weekly.

Cyborg Food – 50cp
A pack of nutrient bars that fool a cyberbrain's taste and smell receptors into thinking they're delicious. Actually, they're not that bad, just bland, if you aren't cyberized. They still contain all the nutrients a healthy cyborg needs, although they're not particularly filling on their own. Restocks weekly.

Analysis Terminals – 100cp, Technician
A pair of computer terminals and aux connection cables designed for hardware analysis and software diagnostics. They are capable of monitoring software processes in action, including AIs and what passes for their thoughts, emotional state and personality. These terminals easily determine the presence of digital viruses and identify them.

Meditech Organ Production Facility – 200cp, Technician
At first glance this seems to be a large pig farm and a lab, but in fact each pig is genetically modified to grow clone organs and for accelerated growth.
Starting from a DNA sample (you'll need to obtain this yourself), the lab creates an organ pig that can grow from embryo to adult hog in as little as one month, and each hog provides an entire person's worth of internal organs. This includes compatible blood, glands, muscular and nerve tissue, but not including skin, hair, bones or brain.
You don't need to have any concerns over tissue rejection, as the clone organs are made with the subject's own DNA and immune system markers.

Cyber Production Line – 400cp, Technician
Production lines for high-tech items have popped up left and right in the post-war years. This factory has a small production and assembly line that can manufacture sophisticated tech items like cybernetics, full androids, or robotic military systems.
The production line can produce about 100 tons of product per month, whether that's a thousand 100kg androids or four 25-ton attack helicopters.

The Japanese Miracle – 600cp, Technician
The nuclear attacks of World War III might have triggered an unstoppable wave of radiation-related health problems in the global population, if it weren't for the Japanese Miracle.
The swarm of protein-based micromachines that makes up this miracle captures and consumes radioactive fallout, and each micromachine is light enough to be delivered across large areas by aerosol dispersion and wind currents. The manufacturing and dispersion system that you have here is mounted on a large boat, but can be quickly broken down and transported on standard container trucks to almost any location it might be needed in.
The Japanese Miracle works best if it's already dispersed into the air when the nuke goes off, but even if deployed afterward, will drastically cut down the radioactive contamination of the surrounding area; instead of being uninhabitable for decades or centuries, only a few years might need to pass.

Assault Gear – 100cp, Combat Ops
A full loadout for any kind of assault operations. It includes a uniform, vest, helmet that includes a gas mask, and miscellaneous kit like first aid packs, ammo and binoculars. For weaponry you have a standard issue Seburo sidearm, and a standard long gun of some kind - SMG, assault carbine, shotgun, marksman rifle, something like that, with all the accessories like sights and silencers you could need.

Sniper Platform – 200cp, Combat Ops
This vibration-damping suspension system is designed for long-range sniping. Possessing high magnification optics and assisted by a ballistic calculation AI, a frankly mediocre shooter could make world-class shots, and an excellent sniper could make shots from even more extraordinary distances and in difficult conditions. The platform can be easily mounted in a helicopter, on a truck or another vehicle for rapid relocation. It comes with one very large caliber anti-material rifle and a small supply of hand-machined ammunition.

Armed Suit JMSDA Type-303 – 400cp, Combat Ops
The latest in heavy powered armor, a sleek fully-contained suit used by the Marines. It can move and survive underwater, while the armor can withstand several anti-material rifle impacts to the chest – just watch out for your view slits or high-explosive armor-penetrating shells. It's armed with a 20mm rifle and 40mm pump-action grenade launcher.
The Type 303 is fully capable of using thermoptic camouflage, although this is of dubious use in combat as the stomping around and blasts gunfire will give you away.

Think Tank – 600cp, Combat Ops
The premiere ground combat unit of the day is the Think Tank, a multi-legged ground vehicle that often resembles a spider or scorpion. Walking on four legs, each equipped with its own wheel or tank tread systems, a Think Tank is heavily armed with machine guns and a cannon, and with the latest armor materials, even light anti-tank systems will have a tough time punching through it.
It can be remote-piloted, and there's just enough room to squeeze inside and manually pilot it.

Mobile Control Deck – 100cp, Hacker
This pack consists of a suitcase-sized control system with a dish antennae and a cyber-sense mask. It can be used to wirelessly connect to systems for hacking up to a kilometer away, and once connected, simultaneously control up to three remote-controlled bodies or android units, feeding their sensory data to the user.

Dummy Barrier – 200cp, Hacker
Worn around the neck like a collar, this dummy barrier forms a protective buffer between a potential cyberattack and the hacker. It protects against any kind of hacking or counter-hacking attacks – viruses or overload attacks targeted towards you will instead affect the dummy barrier. If it burns out, a new one arrives within one day.

Barrier Breaker – 400cp, Hacker
The Barrier Breaker is a neat piece of programming work designed to quickly and quietly disable barrier and firewall software. The disc can be inserted or plugged into any computer system. It spams several methods of intrusion at once – common passwords, legacy vulnerabilities, that sort of thing – allowing the actual hacker to turn their attention to more important matters.

Cyber Masking System – 600cp, Hacker
Have you ever wondered what it would be like to be invisible? To walk down a busy city street in complete anonymity? This is a dedicated virtual process that automatically hacks any system that observes you and conceals your presence by erasing you from the live or recorded video and audio. It works with just about any digital sensor type – thermal cameras, pressure sensors, motion detectors and more.
Even when you willingly lower this defense to let people know that you're there, it automatically places a logo over your face to preserve your anonymity, just like the Laughing Man. You can disable this too, if you feel like it.

Mateba – 100cp, Investigator
Togusa will tell you there are practical reasons for choosing the Mateba auto-revolver over a standard automatic, but I think we all know it's just because he loves that old-time cowboy style. Still, he's absolutely right when he says this weapon doesn't jam, and six shots is usually more than enough – and if it's not, it comes with several quick-reload clips. The Mateba also comes with some adhesive tracker rounds, which are sure to be useful if your target is making a getaway.

Informant Network – 200cp, Investigator
You know some guys who keep their ears low to the ground, as it were. Informants will regularly come to you with news they think might be relevant to your interests, and bring up cases or odd things they would be grateful if you'd look into for them. At the very least, it's a steady stream of minor investigative work, but this info could be very helpful to stay abreast of movements outside your normal awareness.

Press Gallery – 400cp, Investigator
Just the place to go after a long day at the office; a bar that gives you an open tab, lets you smoke inside, and that has its own connections with the criminal underground and black market.
The bartender is more than happy to keep an ear out for any juicy news, but even better they will spread rumors and leak info to the groups you want. Handy if you want the local crime lords to know something is under your protection, or need a juicy scandal to hit tomorrow's tabloid headlines. There's no chance that any info you leak via this bar will be traced back to you.

Hekatoncheir System – 600cp, Investigator
The so-called "Big Brother" system. Physically, this system is a team of a dozen dedicated operator androids and an equal number of data access terminals. Using distributed processing and parallel access to its databases and the Net, huge amounts of data can be scoured in relatively short amounts of time. The Hekatoncheir system can search and monitor up to the entire of a sophisticated nation's telecommunications in real time for keywords or voice print matches, if you have a patch into the system.

The Suit – 100cp, Chief
A wardrobe of clean suits for every occasion. They all have a very similar style, but in subtle variations for every formal or semi-formal occasion. The suit easily conceals items worn under it or carried in the pockets, like a gun and holster, armor vest, a report, or just a full hip flask. Just hang the suit you've worn back on the hangers and the next time you open the wardrobe it's dry cleaned and neat.

Let's Roll – 200cp, Chief
This item manifests as an app for a cybercomm, cell phone or pager, and using it calls a car for you. The car is local to the setting but much better than the local average, in comfort and on-road performance, and always arrives within seconds of you calling it. It also just so happens that the driver and passengers are whichever of your companions, employees or current associates you most want to speak to or hear from.
If you have a car or other vehicle already in your Cosmic Warehouse (or other form of storage), you can have the vehicle that arrives be that one instead, and it arrives with any equipment from your Warehouse or storage you needed packed in the trunk.

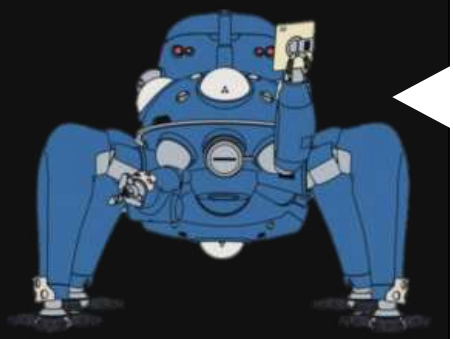
Interdepartmental Liaison – 400cp, Chief
You have a very handy friend in a very useful place. They may not have a position right at the top, but they are likely to control a lot of information in their organization, and have just enough authority to hand off power and decisions to you, or share responsibility and cover for most of your actions. They might be a head of military intelligence, a chairman on the board of a major corporation, a government minister, the head of a police department, or something similar.
The relationship you have is quid-pro-quo: you can expect to call on them for favors and help, and in return they will expect occasional assistance from you in areas that you specialize in.
In future jumps where you have a background, you will begin knowing someone in a similar position of power, or if you choose to drop in, will be guaranteed to soon meet and strike an arrangement with such a person.

Executive Position – 600cp, Chief
You are at the top of a prestigious organisation.
What this organization is depends on the Complex you chose. You should be able to work it out – Criminal puts you at the top of an organized crime ring. Grassroots puts you at the top of a freedom fighter organisation. Industry makes you a business CEO or owner. Government makes you the head of an official department. Special Unit places you in control of an elite unit. If you don't have a Complex, then you're the head of a large group that can be summed up by either or both of your Ghosts – eg: if you're a Hacker, you're the leader of a hacker collective.
This organization has branches and connections across the country, and its name is recognizable to the majority of the population.

All Natural Mineral Oil – 100cp, AI
A small container of All-Natural Mineral Oil, just what a growing Tachikoma or android needs. After using this oil, your ability to learn and think outside any constraints you might find yourself under improves. This might be literal restrictions on the types of memory you can store, or it might be outside the boundaries of your preconceived notions and assumptions. It can also be used on other AIs or robots to provide the same effect to them. The container restocks on a monthly basis.

Chat Room – 200cp, AI
Joining this chat room are several avatars who are ready and eager to discuss the topic you have in mind with the ardor of true fans.
While their rambling conversation style is shared by forums across the net with distractions, arguments and segues off-topic, they will often provide critical analytical insights that you might have missed - in fact, rather better investigative work than most run-of-the-mill journalists or police officers.

Biochips – 400cp, AI
A case containing 12 blank biochips, just like those used to develop the latest Tachikomas. An artificial intelligence that has its software installed on these chips is capable of developing and growing in the same way as a natural neural net.
A "dumb" AI can undergo a period of growth and learning before they become fully "sentient", and you can arrest the AI's development just before they hit that point. Or let them cross it at their own pace, where they can become a true companion in their own right, developing their own ghost and independence.



Satellite Hosting – 600cp, AI
Hey! I found it! A satellite placed in orbit, high above your starting location. It can provide data interception and a bird's eye recon of your area, but the most important feature is that it can hold your ghost on board.
You can start with your cyberbrain or your biochip on board it, and remote pilot the body you have down on the ground! It's super useful because that way, even if your body is destroyed, you won't actually die. I guess you're still vulnerable to cyber attacks, though, especially if someone got a link into the body you were currently piloting…or if they jammed or shot down the satellite. That would suck."

Blackout Warehouse – 100cp, Criminal
A large warehouse facility holding a variety of stolen consumer goods. You or your organisation have meticulously disabled any cameras and sensors in the surrounding area, making it as safe as possible to move goods to and from it without detection. This warehouse is conveniently located in a logistics hub, like the Port or an industrial area. In each future jump, it is placed in a suitable location unmonitored by surveillance, and stocked with a selection of stolen local goods that can be shuffled into the black or grey market for cash.

Pioneer Model Bodyguard – 200cp, Criminal
An android designed for personal protection, it looks just like a regular human and does its best to blend in. You can select the general outward appearance of this android. When it goes active, the targeting array emerges from its head, an abdominal grenade launcher deploys, and the pneumatic-assisted fists can easily send your attackers flying with a single punch. It's tough enough to take automatic gunfire from multiple sources and shield you with its body.
While it's not cutting edge by any means, a replacement Pioneer will show up within 24 hours if it's destroyed.

The Inside Man – 400cp, Criminal
You have a mole; a contact within the police who will do your bidding. They have a position similar to a section chief within a police department, where they have the power to misinform the lower ranks and feed lies to the higher ones. This arrangement is strictly one-sided - you get to boss them around. If they are found out to be a mole, they'll deny everything and probably disappear into prison, and their replacement will take over being the mole in their stead.
In each future jump, the local form of law enforcement has a similar mole in place, either starting as someone your background identity knows, or if you have no background, someone who will quickly come to a working arrangement with you for cash or protection.

Offshore Platform – 600cp, Criminal
Located just into international waters and not far from a main shipping route, this platform was originally built to disperse anti-radiation nanomachines. In the years since WWIV, this platform has been converted into your home. It has been retrofitted for self-sufficiency, providing you with enough quarters, power, water and furnishings to run a small army out of. Because of its location, it's attracted quite the side business; the main deck is a hacker's paradise: a market for counterfeit cybernetics, stolen goods, pirated software and raw salvage. The market provides you with a reasonable income in the form of stall fees, even if you aren't selling anything yourself.

Arms Shipment – 100cp, Grassroots
No guerilla resistance or popular uprising is complete without a supply of weaponry. This purchase is several crates of basic infantry weapons and ammo – you know: knives, grenades, handguns and assault rifles, and one crate each of disposable anti-air and anti-tank launchers. Also one samurai sword, for some reason. In total, it’s enough to arm about fifty resistance fighters, although there’s no armor, helmets or other paramilitary gear.
If these supplies are used up or captured, a new set of crates will be delivered in the next week or so.

Tonoda School Triumvirate Data Library – 200cp, Grassroots
The Tonoda School is a military academy that specialized in unconventional and asymmetric warfare, and was led by the best and brightest tactical minds of their generation. This data library is compiled from thousands of hours of lectures, lessons and training scenarios, and teaches a wide expanse of military theory from personal marksmanship, tactical maneuver warfare, to how to form an armed resistance cell and infiltrate enemy territory for sabotage. Studying this data library is more than enough military education to turn a fresh schoolkid who can't load a rifle into a professional guerilla fighter or assassin.

Refugee District – 400cp, Grassroots
By the standards of modern Japan, this is a large area of high-rise slums with poor infrastructure and social services, although it does have the bare essentials in terms of water, electricity, roads, housing, Net access and the like. While it has a large general population, its true utility lies in providing a steady stream of recruits for whatever cause you champion. Relatively fit and strong, lightly cyberized men and women from the District’s population will regularly volunteer for you to lead them towards a glorious future.
This refugee district can import into future worlds, generally matching whatever qualifies as a level of near-poverty among the local world.

Ghost Dubbing Facility – 600cp, Grassroots
It would be simply awful for the heroic resistance to lose their best comrade, so a special collection of equipment has been assembled. From the outside, this seems to be a very large industrial warehouse, but it's equipped to grow clones and copy your ghost over them. It produces identical copies of anyone who sits in the recording station, down to the DNA, cybernetics and memories. They have to be alive, though, or at least so freshly dead that brain function hasn't decayed. It can make 10 copies at once, although it takes a month for the process to complete, and the original subject has to remain in the facility during the growth stage. Because of your special status, the facility can also copy over the special powers the original has, too.

Mi Casa – 100cp, Industry
The one place you can really get away from it all. Each purchase provides a luxurious and secluded mansion with all the comforts of high living. It's staffed by a handful of armed maid androids, has excellent security systems, and the grounds are patrolled by cybermastifs. More than large enough to hold grand parties and house your collection of expensive sports cars.

Ultra-High Security Safe – 200cp, Industry
You need to keep your money somewhere, don't you? This is a huge vault with some intense security measures. Just to get to the door requires brain and retinal scans, an independently controlled grid of deadly lasers, and a completely offline, old-school quadruple manual combination lock system.
If anyone breaches it without your ghost key - a cryptographic certificate that requires your ghost to verify - it traps them inside and the air is pumped out to near-vacuum levels. Not even military cyborgs can survive that. This vault can be installed in your warehouse or in another property you own.

Corporate Tower – 400cp, Industry
A corporation and its central headquarters. The business in general is of middling industry standing - not one of the bigger players. The high-rise headquarters is in the middle of Niihama's business district,
In future worlds, the high-rise may be inserted into a major city's center.

Moneymaker Program – 600cp, Industry
Created by a genius mathematician known as the Hermit Wizard of Wall Street, this near-AI system is designed to control share trades and commodities brokering. It's a system extremely capable of forecasting the rise and fall of share prices, and makes sales and purchases in microseconds. Even if completely unsupervised, the Moneymaker is perfectly capable of playing the market for maximum investment returns, easily making millions of dollars every year.

Protective Detail – 100cp, Government
Despite the rise in cyber-threats, physical violence hasn't disappeared as a danger to those who hold public office. These kinds of dangers necessitate this – a contract for a protection detail.
Four personal protection officers will shadow your immediate presence, looking out for danger and doing their best to intercept threats as your bodyguards. Another four act as a perimeter and forward advance team. They have handguns, stun batons, suits, sunglasses and concealed vests, moderately enhanced with cyberware. If one becomes injured or killed, a new protection officer arrives by the next day.
However, if it becomes known that you're deliberately putting yourself in harm's way, or the dangers you're facing are regularly much more than they can handle, they'll go on standby to guard your family members, house, or office instead. They're disposable and replaceable, but they're not idiots.

Hard Copy Archive – 200cp, Government
The goal of both archaic government archiving laws and collectors of out-of-print literature alike, you now have a hard copy archive attached to your cosmic warehouse or other property. It can consist of either neatly organized and barcode-referenced archive shelves, or a rather chaotic and maze-like layout.
This archive automatically accumulates paper hard copies of any reports or summarized data you consider to be important, and any hardcopy books you decide to add. For example, the final report on the result of an experiment, but not the project notes and failed research that happened along the way. Because they're hard copies, they're immune to data manipulation.
The archive is automatically organized by a small fleet of library robots which can handily locate any particular volume, especially if you choose the "disorganized" layout.
If the archive's contents are stolen, burned, or destroyed, they are restored at the start of your next jump."

Ideological Virus – 400cp, Government
One of the most invidious and seditious weapons in the digital age, an ideological virus does no outward harm to the victim. Instead, it can drastically alter their memories and thought patterns, overriding their personality from a loyal salaryman to a radical terrorist.
This data disc contains a blank ideological virus template with an easy-to-use plain language GUI. You just have to select what kind of changes you want the virus to make in the victim, whether you want it to replicate and spread (and how aggressively) and the software will compile an appropriate virus on its own. It's up to you to figure out how to deliver the virus, and it can be stopped with anti-virus software and barriers.
The effects can be as simple and obvious as instilling crushing depression which encourages the victim to kill themselves, as complex as installing a new lifetime of memories and creating a completely new personality and ideological beliefs, as insidious as causing witnesses to a crime to mis-remember just one crucial fact, or as subtle as a slightly more positive bias toward a political candidate of a certain party.
This version of the virus can affect any digitally-encoded mind, from a person with a cyberbrain, to an AI, or a mind free-floating on the Net.

A Hidden Card To Play – 600cp, Government
The government's trump card is the deployment of special units kept on hand precisely for a range of situations that require force and ruthlessness rather than diplomacy and legality.
This communication line is a hotline direct to the leader of a heretofore unknown and completely "black" special operations unit suited precisely for the situation you have in mind. The task you assign them must have a clear and specific objective, that can reasonably be accomplished by 50 people or less, in a time frame of around 6 months. "Capture this location", "eliminate that crime ring", "raid this organization and make it look like they were terrorists", that kind of thing. They have the latest military equipment and training from either this jump or the local jump, whichever is better.

Cyborg Capture Tools – 100cp, Special Unit
With many cyborgs well beyond what the average police officer can handle, you might want to bring these tools with you. This kit contains a shock glove (or tazer baton) that stuns an enemy, a plug gun that disables their cyberware if inserted into a cyborg's access ports, and a restraint jacket that can withstand the absurd strength of a military-grade cybernetic body.

Code 14 – 200cp, Special Unit
A near-AI software system that scours the open net for data on a particular topic and prevents other people from finding, reading/sharing or accessing it. The amount of time it can keep the topic suppressed depends on how rapidly new data is being uploaded and the amount of people searching and trying to share it.
For a major newsworthy incident in a major city, it can keep data on the net suppressed for an hour or so. For a topic that only a couple of people are trying to share or search for, it can effectively keep the data hidden indefinitely.

Infiltration Systems – 400cp, Special Unit
Available as a skin-tight bodysuit, a poncho-style cloak, or a system that interfaces directly with your cybernetics or artificial body, thermoptic camo is the pinnacle of active camouflage technology at this time. It fully conceals the user's appearance - for all intents and purposes, it's complete invisibility to the unassisted human eye. Enhanced vision will show only faint distortions caused by movement, although you should avoid water.
This infiltration system also includes a monofilament rappelling line, invisibly thin but strong enough to catch a falling person, which allows you to descend rapidly in free-fall before halting your descent at the ground, and a visor which provides enhanced vision modes – useful for showing you where the infra-red lasers cross the corridor.

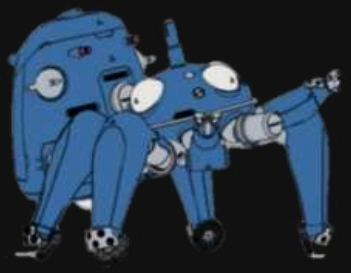
Air Support – 600cp, Special Unit
There's no support like air support. You can select one of the following options.

- The first option is a high-transport capacity, VTOL-capable, and very maneuverable Osprey-style tiltrotor aircraft. It can carry a unit of Tachikomas or maybe one full-size Think Tank, as well as a unit of personnel and their gear.
- The second option is a Command and Control chopper, again with high maneuverability, but this time with a smaller cargo space, maybe cram in two Tachikomas and a few people in a pinch, or mount a sniper control system and heavy sniper rifle. It has thermoptic camo, and is packed with sensors and comms gear that a covert team like Section 9 might need for electronic warfare.
- The third option is the Jigabatchi Attack Helicopter. The natural enemy of tanks, this chopper fucks. Massive gatling gun, unguided rocket pods, hellfire missiles, and a backup AI - in case the pilot has a heart attack or something, I guess - it's not like much can get past its armor. Guzzles gas like an addict, seats only one, and no cargo space, though.
- The fourth option is a real Fast Mover, a cutting-edge multi-role fighter aircraft of the kind issued only to secret JSDF Air Force units. No VTOL, no cargo, but makes up for it with sheer speed, air superiority and precision strike firepower.



CYBERIZATION

CYBERNETICS
UPGRADES
MODIFICATIONS
HARDWARE



"Don't forget, you can use the Item allowance to purchase cybernetics! By the way, if you picked **Artificial Intelligence** as your Ghost, you have to buy a body from this section! You could go for the free android option, but a tank body is so much cooler!"

Cybernetics Summary
Originally developed from medical prostheses, cybernetics are now commonplace. Most of the cybernetics listed here will pass as human to varying degrees, up to a fairly close visual inspection, but on handling or with enhanced sensors it would be clear they are artificial.

If you are entering the jump with cybernetics of your own, you may merge them with the cybernetics acquired here for no additional cost. Multiple cybernetics from this jump can also be merged, eg: Military Optics and Hawkeye can be a single system that improves both eyes, rather than having one eye that's Military and one eye that's Hawkeye.

Head

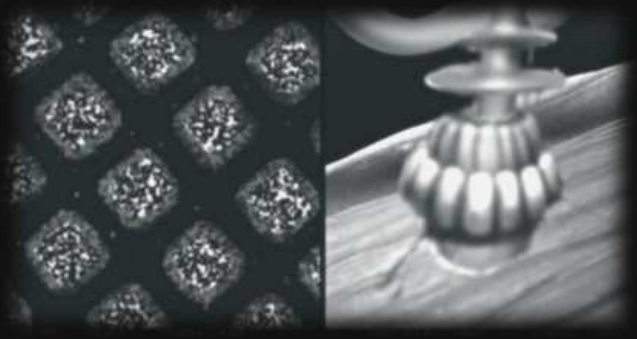
Cyberbrain – Free, Required for all other cybernetics



The cyberization process involves inserting nanotechnology into the brain and nerve tissue, eventually encasing the remaining organic matter in a protective shell. This system of augmentations is referred to as a cyberbrain, and forms the basis for all cybernetics.
It allows for the direct interfacing of machine systems, such as the Net, with an organic mind. Information can be displayed directly into the visual cortex. By its function, a cyberbrain can be vulnerable to hacking attacks, viruses, and other software problems, which are in turn countered by "barrier" firewalls and anti-virus systems like a digital immune system. A cyberbrain can also be switched over to "autistic mode", where it ignores any incoming data.
If you chose the AI Ghost, you instead have a Biochip, which is functionally identical to a Cyberbrain. For all intents and purposes, it is treated as simply being a variant cyberbrain.

Basic Prosthetic Head – 0cp
Just a replacement skull for those who have suffered traumatic head injuries. It doesn't come with any senses different to regular human vision, hearing, smell or taste.

Interceptors & Log – 50cp



A somewhat-legal surveillance technology, Interceptors are a micromachine implant that records all visual data in ultra-high res format. The interceptors in your eyes don't stream your vision to anyone else without your approval, though the data is kept for your own review and perusal. This item allows you to play back and analyze a complete record of all visual data you perceived since acquiring it.
They're handy since they're an independent record separate to your cyberbrain, so if you get hacked, they'll show what you really saw.

Military Optics – 100cp
Military optic systems provide night vision and enhanced telescopic vision. There are several different models but the most notorious are the solid white eye systems used by the Rangers. They are available for one or both eyes at the same price.



Biometric Inspector Systems – 100cp
A set of ultra-high fidelity optical and audio sensor systems. With this cybernetic, you are capable of observing someone several hundred meters away and building a complete biometric profile, calculating their exact height, weight, gait pattern, determine whether they are an android or AI dubbed into the person's mind, key personality tics, and more. This system is an exception to the concealed nature of most cybernetics, and does stand out.

Hawkeye Prosthetic Eye – 200cp
Normally protected by an eyepatch when inactive, this optic is dedicated to sniping. While it certainly has a powerful telescopic view mode, its most valuable feature is its connectivity. This prosthetic eye can connect to weather and observation satellites in orbit to accurately model and display air currents, barometric pressure and humidity around the target. It can also compare your view against schematics of the target.
In the hands of a sniper, it grants unparalleled accuracy when sniping at long range.
Purchasing this cybernetic comes with an observation satellite in space above your starting location, and the Hawkeye can use data from additional sources – like CCTV footage to further triangulate the target and compensate for minor variations.



Limbs

Basic Cybernetic Prosthetic – 0cp
The basic replacement for a previously-lost limb, although elective surgery is becoming more and more common. It might also be used due to permanent nerve damage. Its capabilities are on-par with your original limbs, and its appearance can match your original limb, like it was never lost to begin with.



Oversized Prosthetic Limb – 50cp each
Unpopular among Japanese society but more common among criminals, an oversized limb is visibly larger, but also sports much more leverage and space for extra servo actuators. This limb doesn't pass visual inspection as natural.

Operator Hands – 100cp for both hands
Your fingers can subdivide into pairs, effectively giving you ten fingers on each hand. This allows for an incredibly fast typing speed or haptic-control interfacing rate when a direct cyberbrain connection is not possible with a system.





Mounted Prosthetic Limb Weapon – 100cp each
Sometimes an assault rifle doesn't cut it, and you need some heavier firepower installed.
This option mounts a medium-caliber machine gun to one of your prosthetic arms with ammo storage for a 200 round belt. It's blatantly obvious that you're armed. You may import a weapon for no additional cost.

Concealed Prosthetic Limb Weapon – 200cp first weapon, 100cp each subsequent purchase
One or more of your cyberlimbs has been fitted with a concealed weapon. Each limb can potentially fit up to two weapon systems; one in the forearm and one in the upper arm.
Each purchase includes one weapon.
This might be a hand-to-hand weapon like a blade, a plastic explosive bomb, or a compact firearm – a shotgun is a popular choice, but it could be a pistol, submachine gun, or automatic carbine; a dart launcher or a coin shotgun isn't out of the question.
While in concealed mode, the weapon's components are disguised as part of the cyberlimb's mechanical systems.
If you have a weapon you prefer, you may import it for no extra cost.



Torso

Basic Cybernetic Torso – 0cp
Used for center-mass injuries, or when damage is sustained to the internal organs like the lungs, heart, digestive system etc. Like the Basic limbs, its job is just to keep you alive rather than provide an actual benefit.

Improved Oxygenation System – 100cp
An upgrade used by snipers. This system extracts extra oxygen from the air in your lungs, allowing you to hold your breath for twice as long – ideal to eliminate even the smallest movements from throwing off your aim.



Concealed Torso Weapon – 200cp first weapon, 100cp each subsequent purchase
As per the **Concealed Prosthetic Limb Weapon,** except it's mounted in your stomach. It can be a larger gun system than a prosthetic limb weapon, like a single-shot grenade launcher.

Full Body Options

A full-body cybernetic prosthesis is usually reserved only for people with major injuries.
You can purchase additional artificial bodies beyond the first, which can be put on standby for you to remote pilot, or for you to swap into should your first body be damaged.
You can choose specific upgrades to go on one body and not others, but have to purchase the upgrades separately.
Each individual full body can be independently given custom appearances, although by default they would match your bodymod or natural human appearance.

Consumer Grade Prosthetic Body – 0cp first purchase, 100cp thereafter
The current standard prosthetic body is not particularly noteworthy. It's marginally stronger and more durable than living flesh due to being built out of plastic with a metal skeleton, but it's still not exceptional in any specific regard.
This grade of prosthetic body is equivalent to an off-the-shelf civilian android.

High Performance Multi-Purpose Prosthetic Body – 400cp
Reinforced for special operations, this artificial body is able to withstand multiple gunshots and possesses a strength-to-weight ratio far above most other prosthetic bodies. It's easily capable of leaping from the ground onto to a rooftop, prying open an armored door, or landing intact after a fall of several dozens of meters. The braincase alone will withstand several tons of crushing force.
This particular model could be a customized body like Major Kusanagi's, or a standard special operations PKF body, similar to Kuze's.

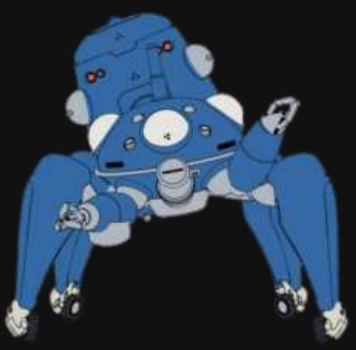


Heavy Loadout Combat Cyborg Body – 400cp
While the High Performance body is fast and agile, the Heavy Loadout body is only just below a powered suit in terms of enduring damage. This body comes with a free Military Optics purchase, Oversized Limbs on both arms and both legs, and a machine gun mounted on the arm. The armor is equivalent to a light vehicle – small arms are likely to glance off, and they'll need anti-material weaponry to punch through to vital systems.
This body does not pass as natural to casual inspection.

Jameson-Type Shell – 0cp/+200cp
This small artificial body is effectively the bottom of the barrel. It's a grey box on four short legs, with a pair of small arms; there's no human-like face, so it conveys no emotion and makes social interaction difficult. Many people will mistake you for some kind of small robot or drone. Needless to say, this does not pass as organic.
You can buy this as a spare body for 0cp, but if you opt for it to be your only body and unable to transfer out for the jump, gain +200cp once.



Tachikoma Shell – 400cp
"This is us! This one is us! This shell is a spider tank around the size of a small car. In terms of mobility, we use our legs in walker or wheeled configuration to walk, jump or climb over anything in our way, and if that doesn't do, we have a liquid wire projector so we can swing from building to building like a spider. We've got a machine gun in our left arm, and a nose-mounted cannon or gatling gun, and thermoptic camouflage for sneaky work. We can also hold one passenger in the rear compartment, but nobody needs to drive us. I guess this shell could also be an Uchikoma, too – they're our slightly bigger, greener cousins. Either way, we're obviously robots, too."



Think Tank Shell – 600cp
The big brother to the Tachikoma, the Think Tank is also a multi-ped tank system, capable of walking on four legs or rolling on wheels or treads. They generally have a crab, spider or scorpion-like layout with a main gun on the rear section and a pair of smaller, forward manipulator arms. They lose mobility compared to a Tachikoma, but gain armor and serious firepower. Nobody could mistake these for anything but heavily-armed robots.
For an extra **200cp**, this can be upgraded to a prototype Think Tank body, similar to the Kenbishi Industries HAW206, which has even tougher armor and an active missile defense system, which can turn a missile around in mid-flight and send it back to its point of origin.



Modifications



Armoring – 100cp
Sometimes there's no desire to hide your prostheses, and you can get all shiny and chrome. Armoring must be applied to any other prosthetic body part (Limbs, Head, Torso, or a Full Body), and is capable of deflecting light gunfire and shrapnel. It is obvious that the armored part of your body is metal, not flesh.

***Haute Couture* Sculpting – 50cp/100cp**
There's no reason a prosthesis can't also be a work of art.
This modification is usually applied as either a face on its own (50cp) or to the whole body (100cp) for a look that stands out in its handsomeness or beauty. If selected as a face, it includes facial movement. This option may also be applied to copy the appearance of someone else.

Defective or Obsolete Style +50cp
Each cybernetic this is applied to reduces the cost by 50cp, but it carries a flaw that reduces its effectiveness.
Eg: The prosthesis might have a poor sense of touch, a custom face might have no facial expressions, augmented eyes might only see in night vision or thermal modes and not normal vision. It can make the cybernetic appear obviously artificial and inexpressive.

COMPANIONS

ALLIES
FRIENDS
TEAMMATES
COWORKERS

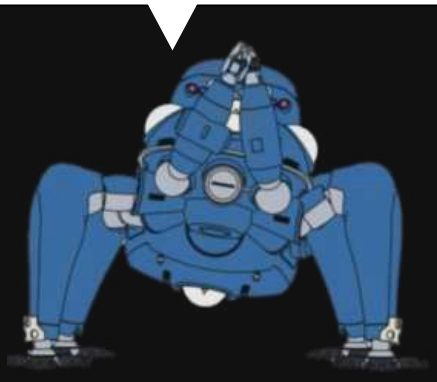
Import – 100cp Each (up to 8)
I guess you might have picked up some friends and want them to have a place in this world too? Each import has a Ghost, Complex, 800cp worth of perks and items (including relevant discounts), and they also gain the Item and Cybernetics bonus.

Create – 100cp Each (up to 8)
Feel like creating the perfect companion from the outset? You begin knowing this person, and they you. Each has a Ghost, Complex, 800cp worth of perks and items (including relevant discounts), and the Item and Cybernetics bonus.

Canon / Investment – 50cp each (up to 8)
Invest whatever cp you feel like now, and you don't have to make a choice just yet.
For each 50cp you invested now, you can take one of the canon human characters as a companion at the end of the jump, or at least someone you just happened to meet along the way. They need to have survived to the end of the jump and must be convinced to come along. They don't get any purchases from this jump doc, but your Benefactor will guarantee their abilities and equipment.

Android AI – 50cp Each, or 4 for 100cp
An android AI. Each purchase comes with 200cp that can be used in the Cybernetics section only. It can be given specialization routines for any common occupation. Operator, Maid, Secretary, Nurse, Mechanic, Bodyguard are all examples.
This AI does not have a ghost, and is not equipped with a biochip, so it's not capable of learning like a Tachikoma is. It does not count as a companion.

Tachikoma Agents – 200cp
"Take us with you! Please take us with you! The three of us are Tachikoma AI agents that can assist you with anything you need in cyberspace operations. We can try to hack systems, pull and accumulate data, search live feeds, create fake video footage, all that kind of stuff. The three of us can all run on a shared processor unit so we'll only take up one companion slot. But…uh. We don't have bodies. That's just how it is."



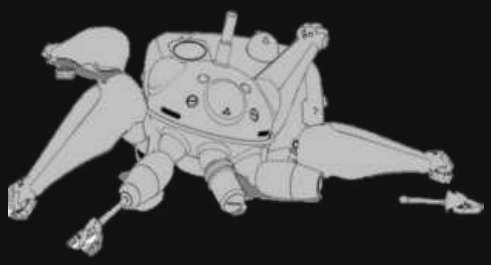


Favorite Unit – 200cp
"But I'm your favorite Tachikoma, aren't I? If you pick me as a companion, I come with my full high-mobility mini-tank chassis, weaponry, wire projectors and heaps more! They'll even throw in a maintenance bay for software and hardware refits. I can still act as a digital agent, but I have to let my physical body go idle while I do that."

DRAWBACKS

DIFFICULTIES
HARDSHIP
CHALLENGES
DETRIMENTS

"You can take up to **+1000cp** worth of drawbacks. I hope you don't end up like me, though…but it would be interesting to experience death, wouldn't it?"



Early Start +0cp
Instead of 2030, you'll instead start on Feb 3 2024, just in time for the original Laughing Man incident. The jump will still end in 2040.

Distinctive Face +100cp
Scarred, or don't have your facial muscles hooked up properly to your cyberbrain? Or maybe you got those eyes that scream 'Ranger'? You have a distinctive facial feature that causes problems in some way - maybe it scares off the kids, maybe cops give you shit because you're just like a guy they hate, maybe the ladies take one look and tell you they're not interested. Furthermore, people don't forget it in a hurry, which is not what you want when you have to lay low or keep an op covert.

Retro Nostalgia +100cp
You will frequently prefer older tech even when it definitely has inferior performance that could be dangerous. Eg: A revolver with 6 shots, when a semi-automatic holds 20 and reloads fast; manual transmission cars that hog fuel and can't be put on autopilot, cellulose film that's expensive, fragile and flammable when a digital movie is just as good.

Norton's Nightmare +100cp
Malware is even more pervasive, insidious and invasive than it is already, and attack barriers feature heavily in almost all defended systems. Attempt to penetrate hostile systems at your own risk.

Media Hounds +100cp
You can hardly visit a bar for a quiet drink without running into one of those damn tabloid reporters, and you could swear one of them has made it their mission to follow you around. Keeping your activities under wraps is going to be extra-difficult, and any public scene is going to draw the press like moths to a flame – or flies to manure.

Body Swapper (Cyberbrain only) +200cp
How to put this delicately…you're a person of culture, and only a refined individual such as yourself truly appreciates the bodies of androids and full-body cyborgs. By way of this appreciation, you have a bit of a habit of wanting to swap bodies with such service androids. When you do this, your mind is put into the relatively helpless android body without your out of jump powers, while the android's mind temporarily runs on your fully-powered body.
This regular habit of yours creates the perfect opportunity for anyone who wants to capture your body while your mind can't control it, or to capture your mind while it's in a powerless body.

Barriers Like A Sieve +200cp
Your electronic security just isn't as good as you thought it was. It's now much more likely that your visual feed is intercepted and hacked, your personal computer firewalls are as good as paper in front of a decent hacker, and your Cyberbrain and/or cybernetics are easily hacked.

Anti-Cyberization Beliefs +200cp
You have a sudden and sincere disgust towards bodily augmentation in all forms. If you bought any cybernetic prosthetics in this jump or brought any in from prior jumps, they are disabled. This covers all form of augmentation, Including nanotech, biotech, grafts and all other kinds of magical/magitech, psi-tech and other types of augmentations. Anything more useful than a pair of glasses or pierced ears. You are also often struck by casual illnesses like colds or the flu.
You also cannot take other drawbacks that are noted “Cyberbrain only”

Cyberbrain Sclerosis (Cyberbrain only) +200cp
As time progresses during this jump, the symptoms of cyberbrain sclerosis will begin to appear. Your neural tissue hardens and rejects interfacing with cybernetics. Within a year, you’ll begin noticing degraded performance with your cyberbrain, which will intensify to be glitchy. You will endure headaches, blurred vision and trouble focusing. These will develop into migraines and partial seizures that leave you exhausted. It is likely you will spend the latter half of the jump house-bound. By the end of this jump you will require a regime of pain medication and immunosuppressants just to sit around in bed and have a conversation.
The Murai vaccine, which is difficult and expensive to obtain, can only slow the progression of your symptoms, not stop it.

Memories Of The War +200cp
You fought in one of the recent wars like WWIV, or one of the many conflicts in South America. Your psyche carries deep PTSD and related trauma that usually lies buried, but stressful situations bring it back to the surface. You aren’t entirely sure whether you’re reliving the past or present in this state, and it would be all too easy to mistake reality for a battlefield long gone.

Dubbed (Cyberbrain only) +200/+400cp
You begin the jump waking up in a ghost-dubbing facility, at the same time as 11 other identical copies. As a copy of a person, none of you have legal rights in most nations (including Japan). Once detected, you will be hunted by the local law enforcement, who will try to deactivate all copies. Since a ghost-dub is not a ‘real’ person, they have no qualms about lethal force, and they will escalate investigative manpower and force of response as needed to special units and the military. If you’re caught and deactivated that’s equivalent to death.
All 12 copies of “you” are identical, having the same out of jump memories, personality and body form as of the start of the jump. You are all equally (un)sure that you are the original, and no method can determine which of any of you is the “real” Jumper.
For the basic amount of +200cp, all of you have the same out-of-jump powers and memories.
Alternatively, for an extra +200cp, instead of having previously acquired powers, none of you do. You and all the copies have only what is purchased in this jump.

Killer Ghost +300 (Cyberbrain only)
In what might be a terrible accident or a deliberate decision, the memories from another person’s ghost have been downloaded into your mind, creating a fusion of your mind and theirs. This other person may be alive, or may have died several years before the jump begins, or in extreme cases might even be a wholly fictional construct built out of artificial memories.
This new, fused personality is driven to accomplish a mission of some kind, one that surely requires the death of another highly-placed individual. It might be an objective from the last war that was never accomplished, or it might be seeking revenge on the people who killed them. In the worst case, you could be hunted by the authorities before succeeding in your task. In the best case, you might become a murderer who tips Japan into a new period of civil unrest.
After this jump, you can undo this change, or decide to keep the resulting fusion personality.

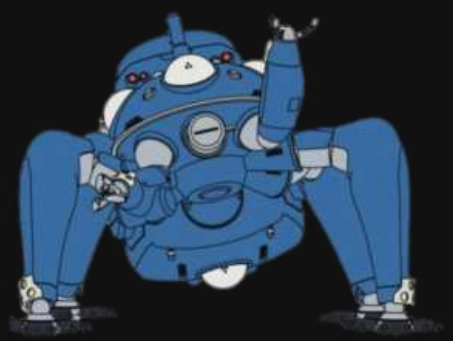
Cyberbrain Closed Shell Syndrome +300cp (Cyberbrain only)
You are addicted to diving into the net. You can barely function as a real person - even the hikkimori of the early 2010's are better adapted to the real world than you are. You will dive the Net to the exclusion and detriment of your own bodily needs, and fight violently with your full ability – including cyberbrain hacking and using your special abilities – against anyone, even loved ones, who tries to restrain you or limit your Net interaction.

A Beautiful Dream Is Still A Dream +300cp (Cyberbrain only)
They say that a ghost without a body is impossible, and that people will lose themselves in the net if they dive too deeply. This is doubly true for you. The longer you spend diving into the net in one session, the more detached you grow from your body and worldly concerns. Too long, and you'll detach entirely from your body, losing your self-identity amid the sea of data and dissolving into nothingness. If that happens, it's game over and you'll be sent back home.
If you take this drawback alongside **Cyberbrain Closed Shell Syndrome**, you gain an additional **+200cp**…but I hope you really understand how hard the odds are stacked against you.

I Was Honestly Fed Up With You People and Your Rubbish Heap Of A World +300cp
The interaction of the ghosts of billions of humans with the multitude of data on the net is a system of unimaginable complexity in constant flux. Order and organization are constantly at war with entropy and chaos, forcing society and the human lives it controls to teeter along in a delicate balance, always in danger of collapse.
As time goes on, spontaneous and self-destructive phenomena will begin emerging from the depths of the Net at a greater and greater rate. The threats that would be faced by Section 9 are just the ripples of something larger emerging from the sea of data.
In such an unpredictable system, these dangers to society could take any form, from new Stand-Alone complexes, to self-arranging data crystalizing with a purpose at odds to humanity, to viral mutations catalyzing recorded personality fragments into new self-aware entities.
Their methods and objectives will be as diverse as their origins; one of them might aim to destabilize nations and throw humanity back into a new World War, the next might be spreading memetic viruses that cause the ghosts of humans to dissolve into a new super-consciousness in the Net.
Only Section 9 has anything approaching the experience and guts needed to stop these threats, and even still, they'll desperately need your help to do it.

END
CONCLUSION
FINALE
CLOSING
TERMINATION

"Oh thank goodness! If you've managed to make it to the end of the year 2040, the drawbacks will stop having any effect. We'll be sorry to see you go, but you've got one more choice to make. Goodbye!"



STAY
Retire to this world.

GO HOME
Return to your world of origin.

MOVE ON
Proceed to the next jump.

NOTES
CLARIFICATIONS
CREDITS
ADDENDUM
METADATA

Were you expecting another Tachikoma?
No, it was me, Myrmidont! I made this jump!
MUAHAHAHAHA!



v0.6
With many thanks to the IRC, thread, and discord anons who helped with their feedback and patience.

Timeline
The GITS series are split into multiple timelines; this jump doc only covers the Stand Alone Complex continuity, which is the SAC & SAC 2nd Gig anime series/OVAs, and SAC Solid State Society, as well as the SAC manga and novel tie-ins.
The Anime Movies, Arise or Live-Action Movie continuities occur in different timelines, and SAC2045 is outside of the 10-year duration, so you need to use another GITS jump to visit those.

Notes:
Items can be purchased multiple times.

Synchronization will work for anything that's a copy or a derived copy of yourself.
Satellite Hosting – Both the satellite itself and one puppet body that you are actively piloting count as "you" for determining the effects of perks and powers.

Companions You can take an Uchikoma instead of a Tachikoma.
Companions can't buy other companions or drawbacks.

Changelog:
0.1 – Released for feedback.
0.2 – If you are entering the jump with cybernetics of your own, you may merge them with the cybernetics acquired here for no additional cost. Jameson body purchase option changed. Altered language about cybernetics passing as flesh and blood. Listed on cybernetics if any are obvious. If Haute Couture is selected as a face, it includes facial movement. Fixed a bit of formatting.
0.3 – "and" in the think tank description. Tachikoma companion can be an Uchikoma. Minor image fiddling.
0.4 – Reworked the Dubbed drawback.
0.5 – Added Mounted Prosthetic Limb Weapon by request. Imaging fix.
0.6 – Satellite Hosting note added.

