ELYSIUM

V 1.3 BY APOCBOX



Earth circa 2154. Heavy pollution, rampant diseases and extreme overpopulation mean majority of people live in poverty. The rich are of course unaffected, having escaped to live in a luxurious high-tech orbital space station called Elysium. But no matter how much they try to hide and the defenses they have the poor earthers still try to get there. Max Da Costa a parolee is exposed to extremely lethal dose of radiation on the factory he works and subsequently dismissed with barely any care given. With five days to live he enters a bargain with a hacker called Spider who runs space shuttle refuge operations to smuggle people into Elysium, for one of the technological miracles of the space station is a MedPod capable of curing nigh on anything.

Take this 1000 points to spend

You arrive the day Max gets fried during work.

ORIGINS

Choose your age and sex for free.

Drop In

You appear out of nowhere with no past or any records, either near the factory Max works on or in the random yard of one of the houses on Elysium.

Peasant

One of the many people living on earth. Your life is short, hard, miserable and filled with constant reminder that it could be better whenever you look at the sky. You wake up in a dingy hut you live in. You're hungry and tired but you got to get moving if you don't want to get kicked out from your job.

Merc

Despite their desire the guys on top still need to interact with the mud people down there, so they periodically hire people like you to do their dirty work. It's not a pretty job and most people on earth will probably dislike you for killing your fellows but you don't particularly care, do you? You get paid and that's all that matters. You wake up in some bar with a bottle of whiskey in your hand.

The Rich

You live a hedonistic life full of luxury with little care for the struggles of those ants down on earth. You're perfectly healthy and eternally young. You wake up in your villa up on Elysium and it's your choice if you work at all or if you spend your days doing nothing.

-Perks-

Perks are Discounted to their respective origins, perks worth 100
are free and the rest is 50% off.

General

Multilingual Free

Almost everybody around here seams to spick at least two languages, it would be a shame if you didn't understand them. You can now read, write, talk and understand any non-supernatural language you encounter.

Drop In

Adapted Resilience 100

You have adapted to life in this dystopian world and are far more resistant to disease, infection and radiation poisoning.

Grease King Kong 200

It's like you were born in a garage and raised with a wrench in your hands. A natural born genius of grease and metal you can spot what is wrong with a machine from just a single glance and then disassemble, repair, improve and reassemble something as big and complex as a space shuttle by your lonesome within a single day while taking only half the needed resources.

Transhumanist 400

From advanced prosthetics to implants and exosuits you're a master of coming up and creating augmentations for living beings using machinery. It would take you a single evening to figure out how to attach a combat droids' arm to a human or how to replace dudes eyes with 4k cameras or how to scale down that giant mech turning it into a power armor.

Make Way to Start a Revolution 600
You're extremely good at riling up the masses. You possess the knowledge of psychology and sociology as well as sheer charisma to make even the most beaten dawn and obedient people rise up against their oppressors. You're genius when it comes to dismantling dictatorships and have increased luck when you're trying to improve dystopian societies.

Peasant
This Ain't Gonna Kill Me 100
From a very young age you had to struggle just to survive and that made you stronger. You have Olympian level physic and can survive for decades on a diet of one shit meal, a glass of dirty water and 4 hours of sleep a day while working extremely physically demanding job 60 hours a week without seeing any detriments to your health. Your willpower is similarly improved allowing you to power through the most agonizing pain imaginable without a whimper and making you immune to mental trauma.

Surgeon 200
You are a great doctor possessing advanced medical knowledge and skill. Maybe you officially work in a clinic or operate somewhere in a back alley. From setting bones straight to getting bullets out to sewing people back together. You could even save people most professional doctors will consider condemned. People you heal become a little bit stronger and more resistant to whatever damaged them and even recover a few times quicker while suffering far less from any permanent injuries.

Good Bad Luck 400
Sometimes bad shit happens and you can't do anything about it. Well fuck that! While this perk doesn't prevent bad things from happening it does make it so there is always a way for you to reverse whatever happened to you and even gives a chance for you to come out better than you started.

I'll Take Us There One Day, I Promise 600
When you work to complete a wholehearted promise you made to someone you love your luck and willpower is greatly increased. The more invested you're in your goal the more metaphorical weight and speed your actions start to pick up. You can still fail but for that to happen the odds must be stacked against you monumentally.

Merc
Supreme Aim 100
You were probably shooting at things before you could even walk properly. You are a master of hitting things at a distance and your aim is impeccable, being able to shoot a fly from across the football field. Well, if you could see one that is.

Looking for a job 200
You have a talent for marketing your skills and abilities as well as great luck when it comes to finding good paying employers. You also have a sense for whether they're gonna try to betray you or not.

FUCKING POLITICS 400
Your employers hold you in quite high regard. As long as you do not work against them and preform adequately, they will tolerate many of your personal issues and give you quite a bit of leeway when it

comes to your work. And if they are ever forced to terminate a contract you will receive a nice severance package.

Peak Specimen 600
The technology behind the MedPods is phenomenal as it can even alter DNA to cure genetic defects. It seams you were in an experiment to determine how far a human might be improved using it or maybe you are just a freak of nature. You posses physical characteristics far beyond normal humans, easily being able to contend with someone wearing a Third Generation Exosuit. You heal 10 times faster and it's almost impossible for you to bleed out with how fast your blood clots. You can hold your breath for an hour and you require far less food and water to survive. Your senses are similarly improved allowing you to spot a fly across a football field, find a person in a crowd by their scent or determine if someone is lying by listening to their heartbeat. Finally, your bones were infused with carbon nanotubes and your overall vitality improved to the point that you are able to survive a stab through the heart and a bullet in your brain and your face being blown off for a couple of hours.

The Rich
Eternal Youth 100
The MedPods are capable of halting and even reversing aging, keeping someone in their prime with continued usage. But it seems you have no need of that feature, since a quirk of your biology makes you stay in your prime forever, your skills and physique don't degrade from disuse and you are immune to most if not all mundane diseases.

The Art of The Deal 200
You're great at spotting opportunities for alliances and partnerships. You have a sense for what the other party might want and have a way with words to convince them to do things they might have otherwise refused in exchange for hefty rewards.

Sabre Cerebral Defense. Premium Version 400
Originally a program meant to protect data inside of your noggin, this instead becomes a part of your very being. Whenever someone tries to view, alter, copy or steal the contents of your mind, no mater the methods they're using you are instantaneously made aware of the attempt and are able to choose one of the following options: A) Give them falsified information indistinguishable from the real one B) Deny any sort of access C) Temporarily paralyze them D) Instantly kill them.

Your New President 600
One might assume that if governments electronic systems were suddenly hacked and you were made president it would arouse suspicion, but nope. If you were to take some sort of position whether it be though aforementioned hacking or though falsifying documents or votes not only will no one assume it was you, unless they've seen doing it first hand, but people will just go along with it, even the person whose position you've just taken. All Hail president Jumper!

-Items-

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported in to a fitting item (Weapon in to a weapon, tool in to a tool etc.). If lost or stolen you get them back in an hour. You can combine compatible items like Third Generation Exosuit and Fourth Generation Exosuit.

General

Tech Archive 300
Databank containing comprehensive blueprints and scientific papers for all the local tech. From all the weapons and Exosuits, from energy shields to all the different spaceships and the Elysium itself.

Drop In
EMP Grenade 100
Handheld grenade that releases and electromagnetic pulse that can disable electronics in a 10-meter radius. EMP Shielding can only partially protect against it. You get a new one an hour after it's been used.

Hacking Gizmo 200
Handheld device capable of giving you highest possible level of access to any system. How fast it can hack in to something depends of the complexity of its target. It will take it about 10 minutes to hack Elysiums mainframe.

Droid Bodyguards 400
A platoon of top-of-the-line combat robots that you can summon to your side at any moment. Possessing frames immune to most conventional firearms and complete immunity to hacking and EMPs, strong enough to rip a car door of its hinges and fast enough to outrun any human. Come with variety of weapons. Repair any damage within a day.

Combat Mech 600
Mech that has been built from some old destroyed robot and modified to be piloted by a person from the inside and improved in it's overall capabilities. Standing at 6 meters tall it poses extremely varied arsenal and durable enough that it would take a few anti shuttle rockets to destroy it. Has flight capabilities and is space proof. There're also some damaged blueprints that look like some sort of remote-control helmet, maybe you can figure that out!

Peasant
Miporol 100
Miracle drug that will keep the pain away and make you function at full capacity but will not fix anything that is actually wrong with you. You get a bottle with fifty pills, each one working for 8 hours. Replenishes after being used.

Butchering Table 200
A dingy dirty room with medical equipment and an operation table. Despite the unsanitary conditions any person who is operated on has highly increased chances to survive. Any organ transplants, implants or augmentations installed here are never rejected by the body and are in fact perfectly integrated, never causing any discomfort, pain or unwanted side effects.

Third Generation Exosuit 400
This is somewhat banged up old exoskeleton but it's still functions. Once installed it is capable of providing its user with strength and speed equal to that of combat robots. But more importantly it seams to greatly slow dawn and diminish effect of any affliction the user might have had while they're wearing it, to the point that someone who with lethal radiation poisoning that would've killed them in five days could go for month without dying as well as giving higher pain tolerance.

Mental Data Extractor 600
Handheld device capable of getting information out of any mind or data storage device, completely bypassing any barriers or defenses, cyphers or attempts at concealments it might have had. Interestingly

it can even retrieve the data that had been forgotten, erased or scrambled. All without triggering any sort of security. Has an effective range of a couple of meters.

Merc

BBQ And Beer 100

A concrete home with barbed wires and security cameras everywhere. Has access to clean water and electricity as well as a barbeque grill and a mini fringe with infinite amount of meat and bear on the roof.

Implants 200

A set of subdermal implants the provide slight strength, speed, regeneration and durability boost. The main feature is that it acts as a sort of underlayer to any exoskeleton or power armor, boosting all their characteristics by about 20% while eliminating any drawbacks they might have.

Stocked Arsenal 400

From outside it looks like and old rusted minibus while in actuality it's a container possessing an extensive stock of the best weapons and ammo in this and any future worlds you may visit. Is bigger on the inside and no one but you and those you allow can open it and take staff from it. Anything taken from here restocks after a day.

Fifth Generation Exosuit 600

Brand sparking new prototype exoskeleton that you can simply put on and off by yourself without any surgeries or complicated machinery. Provides far superior physical characteristics compared to the previous models and has an inbuilt energy shield, but most importantly continuing to scale with you and gives proportional level of enhancement no matter how strong you become.

The Rich

Personal Shuttle 100

Sleek design, extremely comfortable and fast with coloration of your choice. Has infinite fuel and air, one seat with a separate compartment for two robot bodyguards. Reaches supersonic speed in 15 seconds and is space capable. Any damage to it or the robots is repaired within a day. Doesn't come with any robots.

Generational Wealth 200

You're in the 1% of the 1%. When it comes down wealth you very much might be the richest person in the world. You're the majority shareholder of a megacorporation of your own design that has a revenue bigger than most countries GDP. It holds eighter full or partial monopolies or over half a dozen different fields, from drugs to food production to construction to anything else you might be interested in. This gives you ginormous political sway and it would be harder to say who isn't in your pocket then who is. More than that all members of the board are completely loyal to you and are unable to betray you.

MedPod 400

Intricately designed and extremely advanced healing technology. It doesn't mater if the wounds are new or old as long as the target has most of their brain intact and hasn't been dead for more than 10 minutes it can perfectly heal them of any ailment they may suffer, and since you're paying for it even supernatural afflictions can be cured. With a bit of tinkering, you can make it be able to provide quite extensive body modifications.

Elysium 600

There were plans to build more habitats and you get the ownership of one of them. Recently finished and still empty of inhabitants this is space station in form of a torus with a five-pointed star in it. Has a

diameter of 125 km and has the potential to house 251000 people. Atmospheric containment systems operate on the principle of the plasma window: magnetic fields contain an invisible veil of plasma which is strong enough to hold back the internal atmosphere but weak enough for ships to pass through. Each jump you can choose if it's a warehouse attachment or is actually placed in the orbit.

-Companions-

Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 cp to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

-Drawbacks-

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle.

Verse Free
You can choose if the events of Chappie happened here and if you visited its respective jump to keep the changes you did there stick. Can't change the canon too much though.

Extended Stay +100 per
Stay for 10 more years. Can be taken as much as you want but you only get cp for the first 4 purchases.

Parole +100 per
You did something and almost got imprisoned but were released on parole. You are forced to wear an ankle bracelet and check in with your designated officer once a week, where your parole can be extended if you were caught committing crimes. Caught is a key word here. You'll be cleared in one year of good behavior. Can be taken four times with each one increasing the number of years you get, with second giving 2 years, third 3 years and finally fourth 4 years, so taking it four times makes it 10 years.

Short Temper +100/200
You are rather quick to anger and will start swearing at the source of your wrath. For additional 100 you have trouble controlling yourself and will resort to violence far quicker.

Irradiated +100/300/400/600
You have been subjected to an lethal dose of radiation. It will affect you the same way it did Max and your only chance at survival is a MedPod or similar level of tech. You have five days. You get 100 if you have easy access to something that can heal you and 400 if you don't. For additional 200 you cannot be permanently cured by anything and requiring you to subject yourself to healing at maximum every five days to stay alive for your entire stay here.

Work That Line +200
For the duration of your stay here you are stuck doing a job that you hate, with it having a minimum 60 hour work week.

Couldn't Keep Your Mouth Shut Could You? +200
You constantly antagonize people when you really shouldn't. Being stopped by the police and asked to show your bag? You'll refuse and start cracking jokes about how there's nothing but hair products there. When you're bold.

Don't Breathe On Me +200
You despise either the reach or the poor, not even being able to tolerate them breathing in your general direction.

It Is Not For Us +200/400
You are stuck either on Earth or in Space, wherever you started your jump and legally aren't allowed to leave. For additional 200 you physically cannot leave.

I'll Settle For a Cup of Coffee +200/400
You love somebody but they do not love you. You will constantly try to win them over and react very aggressively to anyone they might become romantically interested in. For additional 200 they have extremely wealthy and politically powerful friends while you become completely obsessed with them wanting nothing more but to keep them for yourself.

I Miss You +200/400
Someone is in love with you. Someone who is not compatible with you and for whom you have zero romantic feelings. They will not stop trying to pursue you but will not do anything too extreme. For additional 200 they're now extremely wealthy and politically powerful. They are completely obsessed with you and will not take no for an answer.

Someone To Take Care Of +200/400/600
You have a young child, whether they're biologically yours or are adopted doesn't matter. You love them unconditionally and will do anything in your power to keep them alive and happy. You will become severely depressed if they die. For additional 200 they have a severe health problem that even a Med-Bay can't permanently heal and therefore require a yearly use of it for them to survive. For separate additional 200 if they die your chain ends.

All Parolees Must Pass Weapons Inspection +300/600
You are forbidden from using any weapons. For additional 300 you cannot engage in any kind of violence at all.

Overpopulated, Diseased, and Heavily polluted +400/600
Something happened and Earth is on its last breath. The air, soil and water will become more and more toxic to the point that within a year it will become completely uninhabitable and it will require tremendous effort to have any chance of fixing it. For additional 200 there is no way to fix this.

-The Final Choice-

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of Elysium for free.

Now Choose

Stay Here

Don't want to leave? Kinda a shit place to settle but maybe you can make something out of it. Here take additional 1000cp to spend here

Go Home

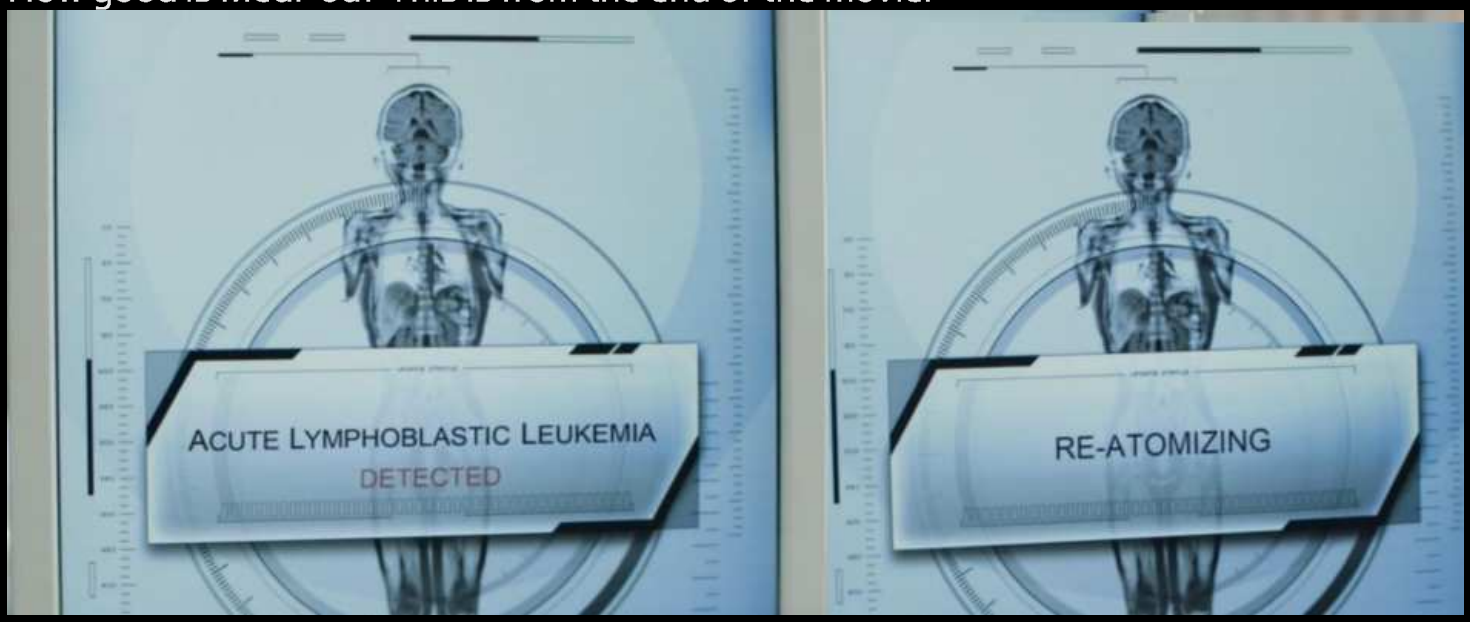
Got enough excitement? It's okay you can go home now. Here take 500cp to spend here before you retire.

Next Jump

That's what we're talking about! Here take this frying chamber, where Max got irradiated for free.

-Notes-

Combat Mech is a reference to MOOSE from the movie Chappie by the same writer/director.
How good is MedPod? This is from the end of the movie.



Changelog

V 1.0 Release
V 1.1 Added Tech Archive item.
V 1.2 Changed Parole drawback slightly
V 1.3 Minor Fixes