

Welcome to future Detroit. Here, it is ridden with crime even more so than normal Detroit. Here the cops are dying left and right and receive so little support that talks of strike are spreading. Things got so bad that when the city went bankrupt, it was bought by a Megacorporation O.C.P. which wants to build a new city in Detroit's place.
On this day, a cop named Alex Murphy just transferred in and runs into Clarence Boddicker, one of the cities most powerful and dangerous criminals. You arrive just after he was brutally murdered by repeated gunfire. OCP is now currently using him for their knew experimental program with the goal of eliminating crime. He is now part man, part machine, but all cop. He is Robocop.

BACKGROUND:

+1000CP

Age=20+1d8

DROP-IN -FREE

You wake up in one of the even more rundown areas of Detroit with no memories of this world.



COP -100

You are a new Cop who's just been assigned to the Detroit police force. You arrive just as your new partner greets you and 'welcomes you to hell."



OCP BOARD MEMBER -100

You work for Omni Consumer Products. While you're living better than most and are part of the board, so far practically no-one pays any attention to you.



CYBORG -600

An accident occurred and you received severe damage. In fact, you were legally dead for almost 5 minutes. But before you died you signed a waver granting OCP the rights to perform bionic surgery on you to help test their technology for the Robocop project.



Perks:

Basil Poledouris -Free All

With this you get not only several sets of music to fit any mood, you now have your own theme song. One that is like no other and matches you perfectly. Best of all, it is highly flexible. Able to work during moments of high tension and sadness just as well as the times when you are being a badass. It is togglable, but it will never get old or stale.

Can You Fly, Bobby? -100, Discount Drop-In

You know all the basics to criminal work. From lock picking a door to cracking a safe, and leave no to trail for the cops to follow.

You won't be making any rookie mistakes. Like blowing open the safe door and thus burning the bills, making them as good as marked.

Yes, I Am A Cop. -100, Free Cop

Handguns, shotguns, basic procedure, and most importantly, the law. You have been trained and memorized all of this enough to be a highly proficient cop. You even have general knowledge on smoke launchers, assault rifles, and sniper rifles. Finally, you know enough about driving that you can successfully perform the pit maneuver.

I Work For Dick Jones! -300, Discount Drop-In

Any job or crime you committed you can blame on someone else, stating that they hired you to do it. So long as the person has the record or position of power to do it, they will believe you. This could cause a Cyborg Cop who was trying to kill you for vengeance for you killing him to instead simply lock you up. This works less the more times you use it on the same people, but it is guaranteed to work the first time.

Somewhere There Is A Crime Happening -300, Discount Cop

Whenever a crime involving the risk of loss of life is occurring that you can stop, you will have a vague sense of where it is happening.

The greater the crime, the stronger the sense.

Can be toggled.

Good Business is Where You Find It. -600, Discount Drop-In

You know how to run your own illegal enterprise. Spending, buying, shipping, stealing. You know how to do it all and make a profit without the cops ever getting enough evidence to arrest you. What's more, you know how to get people to work with you. If you can prove that working with you is a sound investment, you could make people who think you are scum your closest business partner.

"Buddy, I think you're slime." -600, Discount Cop

Your will is stronger than titanium. You could be staring into the face of death, and you would not compromise on your values. You could be tortured, peppered with gunfire so viciously that you lose entire limbs and still you would cling to life.
There is even a small chance of surviving a shot to the head.

He fumbled the ball and I was there to pick it up. -100, Free OCP

You know how to climb the corporate ladder. Whenever you spot someone who makes a mistake or misses an opportunity, you know exactly how to take their spot and get the reward based on your own skills. Someone just horribly failed their presentation for the defense drone? You know exactly how to pitch to the Corporate Leader that you could use your cybernetic knowledge skills to build a bionic soldier. Even if the ONLY thing he knows about you is that you work for him, he will buy it and give you the chance.

Role models can be very important to a boy. -100 Free Cyborg

You know exactly how to act and what words to say to make something stick in a kid's mind. Life lessons you impart on them will stay with them for their entire life.

The younger they are, the more effective it is.

We practically are the military. -300, Discount OCP

Thanks to your company's extremely close ties to the military, you have full access to all of their handheld equipment. The only thing you need to do is say your name and the weapon you want and they will give you the price. No questions.

"Dead or alive, you're coming with me." -300, Discount Cyborg

Saying this line alone will cause people to pause and focus solely on you, both ignoring and forgetting about any hostage or plan they might have had for a few seconds. Say it after you have shown yourself to be superior to your opponent to the point that they have no chance of defeating you, they will recognize it no matter how thickheaded they are and surrender to you without hesitation.

They'll fix you. They fix everything. -600, Discount OCP

You have extensive knowledge on cybernetics. From organs to limbs, you know how to create an artificial version and merge it with the flesh with little chance of rejection. Replacing a persons hand is easy. Making eyes for a person born blind is only somewhat challenging. Given enough time and effort, this skill could improve to the point that if a person was killed, so long as roughly 80% of their brain is intact, you could bring them back to life.

Anon, it's you! -600 Discount Cyborg

No matter what happens to you, no matter what you become, you will always be you. You could be just a brain in a jar and you would still have everything you need to make you 'human'.

Cybernetics:

Terminal Strip -100, Free Cyborg

A spike-like device that is hidden in the fist. It can interface with corresponding data ports to operate computer systems and download or upload vast quantities of information instanta-neously.



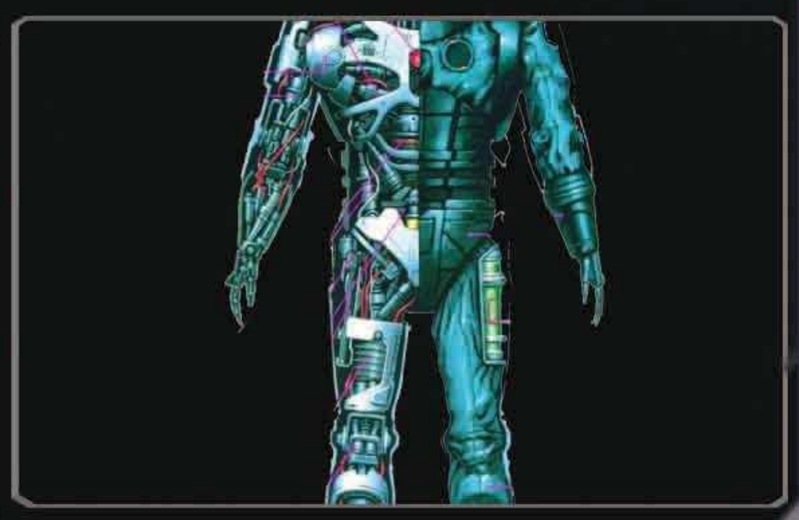
Senses -100, Free Cyborg

The eyes and ears are replaced with robotic versions. The Visual sensors allow for internal zoom capability, as well as tracking and even a weapon reticle that accounts for basic ballistic trajec-tory. While the Auditory sensors allow for enhanced hearing to the point of hearing whispered conversations across the room in a nightclub. Together, it allows the ability to record everything seen and heard.



Total Body Prosthesis -200, Free Cyborg

All but the brain is replaced with synthetic and artificial materi-als. The new body requires only a small amount of simple nutri-ents to survive. Needs very little sleep. Built in emergence oxygen tanks. And has storage pockets for items built in. This body allows for more than 70% of its structure to be destroyed and still function so long as the brain casing is intact.



Artificial Muscles -300 Discount Cyborg

A system of powerful hydraulics and actuators as used in place of what would have been muscle. They allow for enough strength to break a door off its steel hinges, smash through walls, and even deliver 400 foot pounds with just the hand.



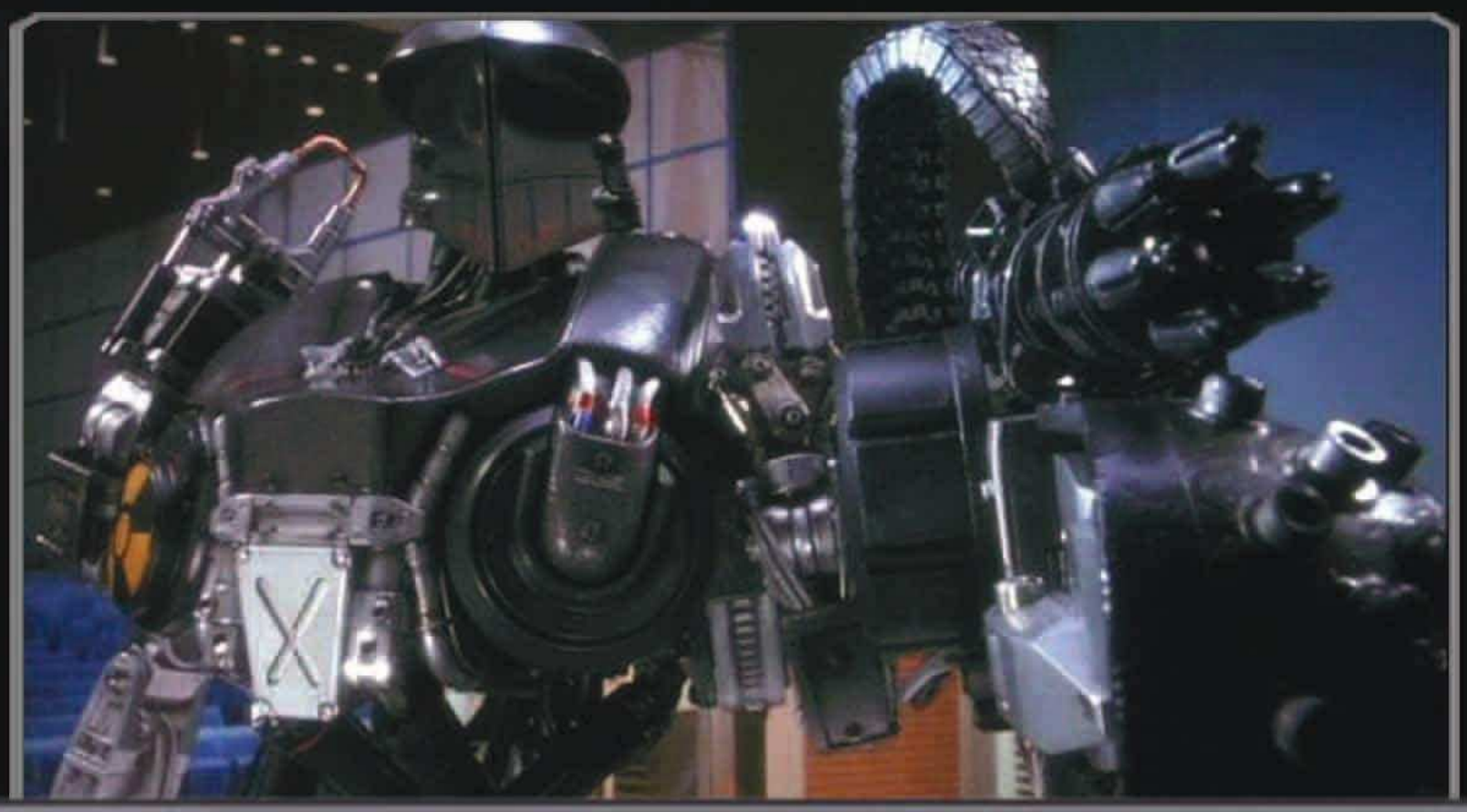
Armored Shell -300, Discount Cyborg

The entire body is encased in titanium laminated with Kevlar. Durable enough to be virtually immune to small arms fire and heat resistance enough to withstand gasoline explosions unscathed. As a bonus, an anti-shock frame is built into the skeletal structure to allow the ability to fall from extreme heights and suffer minimal to no damage.



Mark 2 Heavy Chassis -800, Discount Cyborg

An new prototype chassis. This component changes the body to a far different form than the standard Cyborg designs. At 8ft tall, it is twisted and monstrous, with a beak-like slab of armor plating that makes up the face, floodlights, hinges, pistons and claw-like extensions for limbs along with two extra, smaller arms tiped with a clamp and a welding torch. This exoskeleton has enough strength to turn an APC onto its side and is durable enough to shrug off anti-material rounds. It also comes with built in weaponry in the form of a short barreled minigun on the left arm, and a short double-barreled 20mm cannon on the right shoulder. Both are loaded with infinite ammo. For melee combat, the left arm also comes with an hydraulic piston capable of smashing through brick walls.



Companions:

Import
50 / 200

For 50 points, you can import a single companion and they will have 400cp to use on anything they want. If you spend 200 points, you can import up to 8 companions and they will each have 600cp to use. They can take any background except Cyborg.

Canon
100

Each purchase gives a normal person here of your choice the ability to come with you on your travels. Whether or not they come with you is up to them, but you are certain to encounter them near the beginning of this jump.

Robofriend
400

Similar to canon purchase, only now you can choose cybernetic beings like Robocop or Robocain.
Or, you can instead choose to import a companion to give them the Cyborg background. They also get 700cp to spend and can take the “I can feel them...” drawback for more.



ITEMS:

As a standard, any items bought here if lost or stolen will automatically return to the warehouse or reappear and be repaired if destroyed in 24 hours.

NUKE. -50

Not an atom bomb, but a drug. A highly addictive, pleasure narcotic. Comes in a large canister that could last a person a year. Also comes with the recipe on how to make more.



PASTE PROCESSOR DISPENSER. -50

An endless dispenser of food that works perfectly for extremely simple digestive systems. Tastes like baby food.



BODY ARMOR. -50, FREE COP

A basic Kevlar vest and Helmet. Protects against small, low velocities round. A 12-gauge slug will go right through it. But it is very comfortable.



SIG-SAUER P226 -50, FREE COP

The standard issue handgun of the Detroit police department. Comes with several, self-refilling magazines.



VISOR. -100

Built into a helmet casing, the visor allows for thermal vision viewing powerful enough to spot people through insulated walls. Cyborgs can attach the helmet to their head through 2 large screws.



UC-M21. -100, Discount Drop-In

A submachine gun designed to transform into a small lunchbox for disguise. Comes with several magazines and ammo replenishes daily.



Desert Eagle. -100, Discount Drop-In/Free OCP

.357 with a threaded muzzle to accept a silencer. Comes with several magazines and ammo replenishes daily.



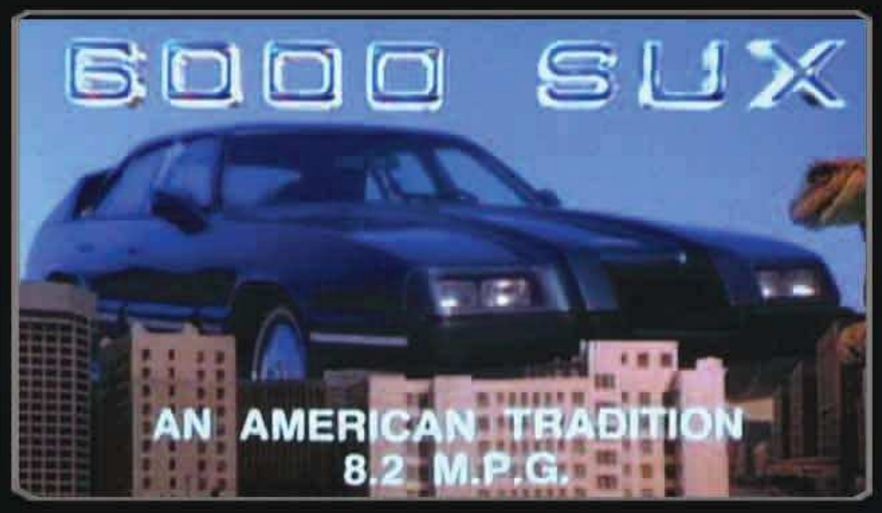
Auto 9. -100, Free Cyborg

A highly advanced, perfectly balanced, 9mm, select-fire machine pistol. The comes with replenishing 50-round magazines and the ability to twirl the gun cowboy style before holstering.



6000 SUX. -200, Discount Drop-In/Free OCP

Large 4 door car with reclining leather seats, heating pads, 0-80 in seconds, Cruise control, and a built in GPS. Its the american tradition. It also gets really shitty gas mileage, but an infinite fuel supply will cover that.



Resting Cage. -200, Discount Cyborg

An room packed with electronics with a metal chair as the center piece. Any cyborg resting in the chair will be repaired while they sleep. The room attaches to the warehouse post jump.



Police Cruiser, -200/400, Discount Cop

The standard Detroit Cruiser, based off of a 1987 Ford Tauruses. Durable enough to ignore most pistols and can even shrug off a 12 gauge. For 400, you can instead get the prototype cruiser that the Police was original supposed to get before the city went bankrupt. Its ultra-quick, ultra-advanced, twin jet turbine-powered, packed with electronics and sensor equipment, and armored enough to ignore anti-material rifles and shrug off small explosives.
Both come with an infinite fuel supply.



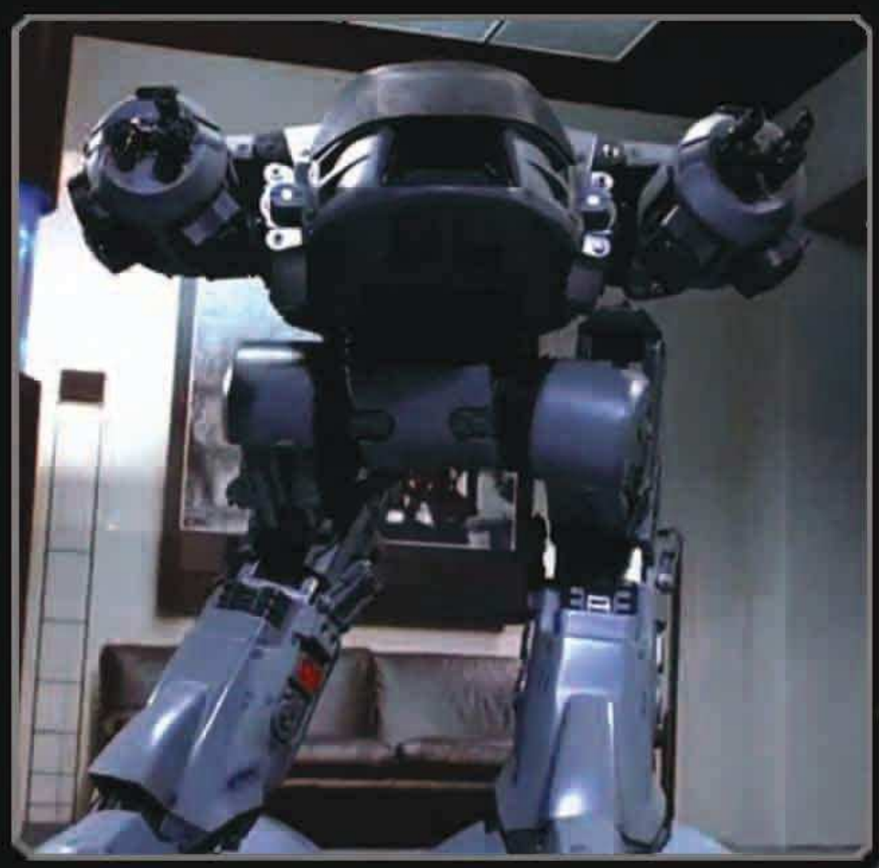
Cobra Assault Cannon, -400, Discount Drop-In

An experimental destructive weapon developed by Omni Consumer Products. Capable of obliterating a car, destroying a shop facade or blowing a hole clean through a fire hydrant, the Cobra is a military grade anti-materiel weapon intended for use against armored targets. The Cobra is fitted with a large electronic sighting aid and is portable and simple enough to be carried and operated by the individual soldier. Replenishes one round every day.



ED-209A, -600, Discount OCP

An Advanced and full armed version of the bipedal Enforcement Droid series 209. Instead of the relatively weak rocket launcher and three under-powered 20mm cannons used for testing, they now match up with with military weapons. The rocket is now as strong as an RPG and the 20mm matches the velocity of ones with barrels 4 times as long ED's barrels. As an extra, it even comes with a twin-grenade launcher turret mounted in the back capable of launching explosive mortar rounds and smoke grenades. Every one of these weapons is loaded with infinite ammo. It also has much better and more reliable programming. Letting it not just climb stairs, but also ensuring that it never opens fire on an 'armed' person who isn't actually armed.



Drawbacks:

No limit to how many, but you are limited to +600cp

I'd buy that for a dollar! +100

Every form of media is riddled with incredibly cheesy advertisements that features a fair amount of violence for products aimed at families.

Bad language makes for bad feelings. +100

It is now impossible for you to swear or do drugs. Trying to smoke will see the cigarette shot out of your hand by a stray bullet.

RobertCop +200

Something went wrong in Murphy's reconstruction. The use of bootlegged parts resulted in a serious decrease in intelligence. He now speaks in broken Engrish, makes constant mistakes, is very incompetent, and very annoying. Worst yet, he seems to like you and will try to please you. This will end up in him ruining several of your plans by accident and getting you into trouble.

He's product. Is that clear? +200

No matter your job or your rank, everyone treats you as a thing. The public won't pay attention to you, OCP thinks you're a tool, and the police expect you to die so quickly they already called the morgue.

He's a cop killer. +300

Everyone thinks you're a cop killer. That makes just about everyone hate you. To help build publicity and eliminate crime, the OCP have put a high bounty on you. Whatever background you have, you are now jobless and on the street. The only person that might take you in is Clarence Boddicker, but he will treat you as a disposable pawn.

I can feel them... But I can't remember them. +300

All of you companions and everyone who cares for you think you are dead. Worse, you don't remember them. You practically don't remember anything. Not even the Background memories. But the emotions are still there. Anytime you you find something strongly related to them, you will have fleeting memories of your time with them. Everyone you care for are in the world. But unless you spend the entire jump searching for them, you won't find them until the jump ends.

Prime Directives. +400

Even if you're not a cyborg, a control chip was put in your head. You now must follow the Prime Directives. 1. "Serve the public trust" 2."Protect the innocent" 3."Uphold the law" and 4. Never oppose an OCP Employee. That 4th one is a problem. For Dick Jones, a high ranking member of OCP, wants you destroyed and is more than willing to use illegal help. What's more, he is slightly smarter than normal and knows to cover his track more thoroughly. Meaning you can't rely on Murphy to get him fired.

RoboJumper 2.0. +600

OCP knows what you are and doesn't like it. They have considered you such a threat that they will do anything to eliminate you. From public political smearing and framing to secretly paying and arming criminal groups to eliminate you. On your 10th year they will have finished building a cyborg built solely to terminate you. For 9 years they were building it while watching you, arming it with counters to everything they have seen you do. It will not stop until either you or it has been terminated

Final Directives:

Stay out of trouble.

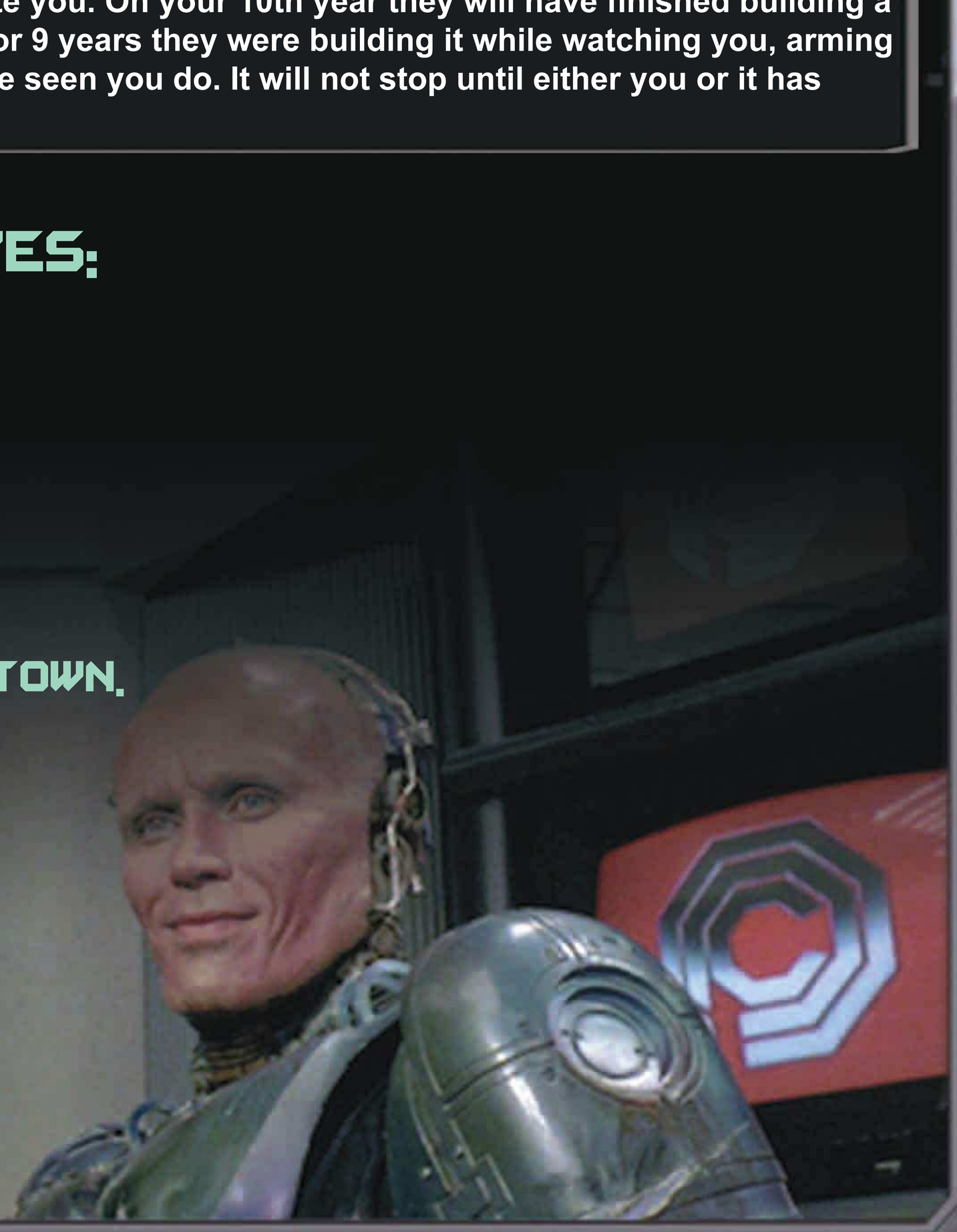
You've decided you're done with jumping and return home with everything you have.

There's a new guy in town.

You've chosen to stay in this world. Everything back home will be taken care of.

Sayonara, Jumper!

You continue your chain, moving on to you next jump.



Notes:

Cyborgs

Can choose to have your cybernetics be an alt form or merge it with you current. How it merges with your base form is up to you.

Somewhere there is a crime happening

If the crime is too far away for you to reach in time, it will not go off.

Mark 2 Heavy Chassis

Terminal Strip & Senses: Still function the same.
Total Body Prosthesis: Adds built in pockets, gives human hands for both arms, and now hass unlimited oxygen
Artificial Muscles: Doubles the strength.
Armored Shell: Brings the durability close to that of a modern Tank.

UC-M21

It’s not an actual lunchbox. Just looks. Don't try storing food in it.

Resting Cage.

Time of repair increases based on damage. If you don't have a spare on hand, replacing a lost arm could take days.

ED-209A.

It is completely loyal to you. Comes with schematics to make more, but without the infinite ammo feature.

I can feel them... but I can't remember them.

Everyone you care about. That means even the people from your home dimension are here. They cannot be podded. When the jump ends, they will be returned home with no memories and no physical changes from this world. It will be as if they never left.

For companions that take the drawback, even you will be affected and think they are dead at first. But you are exempt from the “won’t be found until the end of the jump” part.

Robojumper 2.0

Even if you destroyed OCP, they will still survive in the shadows. Enough to continue attacks on you and complete the Robojumper Cyborg on schedule.