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EDGERUNNERS
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Cyberpunk Edgerunners jump:

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This is the world of Cyberpunk Edgerunners, a dystopia overrun by corruption, crime, and cybernetic implants. In a few months, an impulsive but talented street kid named David will lose everything he has in a drive-by shooting, and will in turn, if nothing changes it, make the choice to survive on the wrong side of the law as an edgerunner; a high-tech, black-market mercenary also known as a "cyberpunk".

Here is 1000 cp to get you started.

Origin:

Edgerunner:

- You are an Edgerunner, a mercenary who works in night city for fixers, doing a large variety of works. You are well known by all the fixers in Night City, and won’t struggle to gather work.

Perks:

You receive one 100cp perk and one item for free, and may discount one perk and one item each that costs 200/400/600.

Cyberpunk (100):

- Cyberpunk as a genre is incredibly fascinating, with so many possibilities. You are now able to turn any Universe you travel to into a cyberpunk themed version of the original one you would have gone to. How this works is up to you. Perhaps there is a city on the planet that is cyberpunk in nature while the rest of the world is the same, or perhaps the entire world is now a cyberpunk version instead. You are free to choose exactly how this works.

Edgerunner (100):

- You are an experienced Solo with a talent for combat. You are able to wield any weapon you come across with ease, as well as weave any cybernetics you have into your combat flow. You keep your cool no matter the situation, your instincts guide you and you act without anything keeping you back.

Braindance editor (100):

- You are an unparalleled Braindance editor, far surpassing the likes of Jimmy Kurosaki. Not only are you incredible at making high quality BDs, you are also phenomenal at creating custom BDs.

Netrunner (200):

- You are a formidable Netrunner, with incredible talent that has been further cultivated with both training and experience, allowing you to work wonders using systems that others merely use to access information, communicate or even fight. As a netrunner, you know the ins and outs of computer systems, the programming languages, how to write or mod a killer virus, as well as how to traverse cyberspace itself. There are few that could ever match your netrunning skill.

Ripperdoc (200):

- You are now a highly talented and experienced Ripperdoc, which is a medical practitioner somewhere between a master surgeon, techie and tattoo artist, who's main focus is installing cybernetic prostheses called cyberware. That's not to say that cyberware are your only skills, as you are still a fully functional doctor and surgeon with all the necessary knowledge and skills needed for a doctor at the highest level of medical practice. Not only that, but any Cyberware or similar that you install will never be rejected by the body of the receiver, nor will it ever lead to Cyberpsychosis or have any other negatives. If you were the one to install all the cyberware of a person, they would never become a cyberpsycho, even if you installed the Cyberskeleton itself.

Instahack (400):

- You are able to instantly breach through any firewall, undetectably and without any trace. No matter how thick the ICE is, it won't be able to keep you out.

I am built different (400):

- You are immune to cyberpsychosis, which when combined with your high tolerance for cyberware, allows you to handle any amount of cybernetics without any problems at all There is no chance of you suffering from cyberpsychosis, and you can wield cybernetics far better and for longer than others are capable of. You are also immune to the inherent negatives that comes with Cybernetics, like a loss in concentration and dexterity.

Bartmoss's equal(600):

- You are a netrunner equal to the legendary Rache Bartmoss, a true savant and super hacker, the creator of Daemons. Your skill at netrunning is unparalleled and your savant skill at anything with software, programs, hacking and anything similar is without equal.

For My Dream (600):

- Once you have your own dream, nothing will stop you from reaching it. The Dream itself will be a driving force that will push you forwards, motivate you and guide you towards fulfilling that dream. Not only that, but you will find the world shifting in ways that helps you reach that dream. Coincidences will seem to help you, luck will be on your side as if Fate itself has a guiding hand in your life. Not only that, but you are guaranteed not to have a bad end by following and reaching for your Dream.

For Your Dream (600):

- If someone you care about ever tells you their dream, their one true desire or goal in life, and you decide to help them reach that goal, fulfill that dream, then the world itself will help you on your quest to help the one with the dream. You will have an endless amount of willpower, a never-ending well of desire to see that goal reached. Even if you are too far gone, so far beyond the line of madness, the dream of someone you care about will be able to drag you back to sanity and control. That, combined with you having an unnatural amount of luck, where coincidences seems to happen at exactly the right time, as if the world itself wants to help you help the Dreamer to reach that goal.

Items:

Basic cyberware (free):

- You now have all the basic cyberware a citizen of Night City would have, at premium quality. From the personal link in your left hand to the personal coprocessor to store your personal documents to the neural port behind your ear that you can slot shards into it. Anything that one would considered basic cyberware, you now have.
- You will also have an auto-translator and text transcriber function that works on any non supernatural language. Optionally, you may also have a skull jack port.
- You also have the equipment necessary to install the basic cyberware into others.

Cybernetic Archive (100):

- What you have here is a digital archive in the form of a Datapad containing the complete technical database of every scientific and technological development that has been created in the Cyberpunk 2077/Edgerunners universe. The archive comes with an intuitive search engine that allows you to find anything you want with ease. This archive will contain all the knowledge of any past jumps, as well as update in future jumps to add in a complete archive of all local technology.

Braindance set (100):

- You not only have a prime set of Braindance equipment, not just for watching but also for editing and creating, you also have a large amount of Braindances of a vide variety. Everything from porn to a trip to the moon can be found here in fully edited and highest level of quality braindances. Even XBDs are a part of this set. You also have the items necessary to give someone their own Braindance Chip.

Cyberdeck (200):

- What you have here is the ultimate cyberdeck, coming pre-installed with all the known device quickhacks, 100 base RAM that all are recovered by 10 seconds, a buffer size of infinite amounts, and as many antipersonnel quickhack slots as you need. You also have the blueprints on how to create more of these ultimate Cyberdecks.

Quickhack Set(200):

- What you have here is a briefcase of Quickhacks, containing all the known Quickhacks from Cyberpunk. Any Quickhacks that are taken out will be restocked when you close the lid.

Ripper-station (400):

- What you have here is the ultimate ripper-station, fully automated in case you want to rip on yourself, while also being able to perfectly aid you in doing your duties as a Ripperdoc. It also comes with a fabricator that can create any cyberware you have the blueprints for, as well as any medicine you need. It also makes any modifications and treatments painless.

Netrunner station (400):

- This is the perfect netrunner station, havin all the necessary equipment at the highest quality. Comes with an incredibly comfy chair, as well as several netrunner suits for all types and bodytypes. This one can work using either the normal skull jack netrunners use, or it can be used via a unique helmet that allows the same abilities as the skull jack, but without having to jack directly into the head.

Cybernetic of your choice (400):

- You may choose any known cybernetics from the cyberpunk universe, and have it implemented in yourself. You want a pair of mantis blades and some jumpers implemented into you arms and legs. Go ahead. For 400cp you are free to choose as many cybernetics you want, and even choose military grade versions of them.

Experimental Military Grade Sandevistan (400):

- What you have here is an experimental Military Grade Sandevistan, which allows whoever uses it to slow down their perception of time while increasing their speed and reflexes, allowing them to move as if time stands still, like a powerful time dilation effect.
- What makes this Sandevistan so unique is that you can use it without any invasive surgery. Instead, you can make it stick to you back on its own, where it will fit so comfortably that you won't even feel it's there. This also makes you able to attach it and detach it at will, though attaching it by yourself is kind of a struggle. Once it is on, it won't go off unless you want it to. Not only that, but you can use it as many times as you want for as long as you want without any repercussions, allowing you to spend your life in a time dilated world, should you so desire. You have the blueprints that shows you how to make more noninvasive Experimental Military Sandevistans, as well as the original Military Sandevistans.

Cyber skeleton (600):

- Are you sure you want this? Okay then. What you have here is the infamous Cyber Skeleton, the unstable weapon that of Arasaka would have gotten it to work would have allowed them to blow militech out of the weapon industry. Unfortunately for Arasaka, the Cyber-Skeleton was riddled with problems, most prominent being that it drove the subject to cyberpsychosis. That is however something you won't have to suffer from if you buy this. This is the perfected Cyber-skeleton, combining the Mech body of Adam Smasher with the gravity tech and weaponry of the Cyber-skeleton, all without having any possibilities of driving the user to cyberpsychosis, as well as having no other negative drawbacks that the Cyber-Skeleton caused. You are a one man army with this jumper. Be careful, as you are more machine that man with this. You may choose if you replace your body with this, or if you have a trailer filled with it and the tools to implement it in whomever you want.

Night City (600):

- The City on the Edge of Tomorrow. Also known as The City of Dreams, Night City carries the essence of Cyberpunk. Considered a modern multicultural metropolis of the 21st-century, Night City is an autonomous city run by Megacorps, gangs and organized crime. And you now get to bring it with you in your journey in a manner you would prefer.

The Moon (600):

- Yes, the Moon. You may now choose to own the Moon, in this jump and in any future jumps. Should Luna not exist in the future jump, you may choose another moon or bring Luna into that reality. Any changes you make to Luna can be kept if you so want when you go to the next jump.

Megacorp (600):

- You are now the sole owner and leader of your own megacorp, a megacorp of equal might and power as Arasaka and Militech. You may decide yourself exactly what your Megacorps main business is in, where it is mainly located, the staff and its resources. No matter what, you will find your employees unable to betray you or plot your downfall, allowing you to trust your executives to run your Megacorp. You may choose what is the main focus your Megacorp has, from the Manufacturing of Arasaka to the bioengineering of Biotechnica. What you choose here will only be the main focus of the Megacorp, as it will most likely have it's corporate hands in all sorts of different branches of technology and business, which you may also choose. Design your ideal MegaCorp however you want it to be.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Lucyna Kushinada (Free):

- Lucy is a beautiful girl of Japanese and Polish descent. When she was of a young age, she alongside a handful of others, were selected to receive training at an undisclosed Arasaka facility and become a netrunner, where she received harsh training. When their training concluded, they were sent in deep dives into the old cybernet looking for knowledge that was lost. The children were killed, one by one, by old world daemons and rogue AIs, and it didn't take long until only a few of them were left. The remaining children, including Lucy, used their netrunning skills to overwhelm the Arasaka staff and escape. While making their escape, most of the children were shot down and only Lucy managed to survive. After escaping, Lucy woke up in a junkyard, and began roaming from place to place until she ended up in Night City. That's where she met you. You caught her trying to steal a datashard from you, and instead of getting her arrested, you instead asked her out to eat in a moment of shock, mesmerized by her beauty. You helped her settle in the city and allowed her to stop feeling like she was being chased by the megacorp. You two got to



know each other better as even though she is quite an introvert, who doesn't like to talk much about her past, she felt like she could open up to you. She even told you about her dream of going to the Moon one day, a dream she kept as a closely guarded secret. While Braindancing a trip to the moon, she caught herself smiling while looking at you jumping around, and she felt... happy.

This lead to an introspection where she found out she truly loves you. And now she is afraid of losing you. Even with all her confidence, she is completely inexperienced when it comes to romance and what comes with. She will take the first step the next time you two meet, and all you need to do is accept her, and she won't let you go. And although she might look innocent, she won't hesitate to kill a person in a heartbeat if they tick her off or are threatening something dear to her. So good luck to whoever dares to threaten you, as you are what she treasures most in the world.

- She comes with the Netrunner perk and the For My Dream perk.

Rebecca:

- An edgerunner of Night City, described as a short, spunky, trigger-happy solo who is always fighting with her brother Pilar, Rebecca is short in stature with soft, cute features, with bodysculpted stark white skin to contrast with the Mox tattoos on her neck, stomach, and right thigh. She is a very sharp-tongued little fire cracker, who has a tendency for extremes and being completely unpredictable. She is often shown going all out in fights and in no way shying away from using violence or even killing. Nevertheless, Rebecca is a very loyal and supportive person to those she cares about, most recently you. You two met while on a job, and Rebecca immediately had hearts in her eyes. Now if only you could stop pushing her away, then she'd be the happiest girl alive.



- She has the Edgerunner perk.

V (Free):

- One day, you met someone by the nickname V. You helped them out from a bit of trouble, and in exchange you gained their loyalty and friendship. While recuperating from the incident, you two got to know each other well, and though V never managed to admit it, they fell hard for you. Now they are just gathering up courage to take it to the next step. Their gender, appearance, attributes, perks, and Lifepaths are all customizable, allowing you to design V however you want. The have the Edgerunner perk.

Judy Álvarez (Free):



- A braindance technician of unparalleled skill, Judy Alvarez makes a living at Lizzie's Bar, editing BD porn. But you know the Judy no one else knows, considering you two grew up together. You two were best friends growing up, yet grew in love and eventually started a relationship. You two have been together through it all, and know each other better than anyone else. Her biggest flaw is that she can't keep her mouth shut in the face of injustice, something that always gets her in trouble, that you have to pull her out of it.
- She has the Braindance Editor perk.

Panam Palmer (free):

- A former member of the Aldecaldos nomad clan, who, after a family dispute, decided to live a more independent life as a mercenary in Night City. That's where she entered your life like a wrecking ball. Her no-nonsense attitude and optimism was a breath of fresh air, and so you two partnered up, you to get to know this tough, beautiful woman, and she to get a reliable partner. A few months later, she calls you out, asking for some help with something. You arrive to see her lazily laying on the hood of the car, soaking in some sun like a large feline, and you are struck by the sight. She looks up to you and smiles, and your heart skips a beat. She sits up, kisses you on the cheek and gets in the car, a large smile on her face, telling you to jump in, or you won't get another.



- She has the Edgerunner perk.

Meredith Stout (Free):

- A Corpo of high skill and experience, Meredith is a no nonsense kind of girl who gets what she wants. So when she met you, she decided she wanted you. This has led to a string of advances from her when she has time. She is starting to get impatient though, so perhaps you should just accept and have the night of your life. If you do, you'll find that hard, yet attractive surface hides a charming and warm woman who cares.



- Has the Edgerunner perk.

Ciri (Free):

- A woman out of time, and in a world she don’t belong in. Ciri arrived in this world with nothing but her clothes and a sword on her back, tired and wounded. You found her in an alley and got her help, then took her home until she came to. A year later, and you two have gotten quite close, Ciri having gotten used to being in Night City. She was weary of staying with you for too long, afraid the group of beings that hunt her for a power she can’t really control would reach her, but it seems like when she is close to you, they are unable to track her. This has led to her feeling safer and more relaxed around you than anyone else, as well as having allowed her to open up to you about her ordeal. Imagine her shock when you told her about your jumping. When you asked her if she wanted to join you on your journey, she leaped at the chance. Not only would she be truly free from her fate, she would also be able to spend eternity with you. Something she wants more than anything else.
- Has the Edgerunner perk.



Persephone Amendiares (Free):



- Rogue's daughter and the princess of Afterlife, Persephone grew up to be a spitting image of her mother, but without her rebellious nature. Persephone spends her time causing mischief and having fun with her adoptive sister Johanna. But when she met you while you where talking to her mother about a job, she decided to find out who you are. Rogue however forbid it, awakening that seed of rebellion inside her. So she sought you out in her own, her plan simply being to sleep with you and be done. But her plan went awry when she got to know you and found you to be nothing like she was expecting. Now she wants you even more. And maybe, if you want, she will share you with Johanna.
- She comes with the Edgerunner perk.

Johanna Cunningham (Free):



- The best netrunner in Night City, this girl comes from a lineage of rebels. She is the daughter of Alt Cunningham and Johnny Silverhand, and seem to have inherited the best of both. She has all the talent and skill at netrunning as her mother, while being incredibly talented at singing. It helps that she has her mother's attractive appearance as well, and that she was raised tough as nails by Rogue. After meeting each other while our partying, you ended up carrying her home when she got too drunk. After some delicate aftercare, you two struck up a friendship, her helping you on certain gigs, you helping her when she needs some back up or a place to stay. Though you have begun catching her looking at you when she thinks you won't notice, as well as some other signs that she might be interested in something more. If you won't take the fist step, she will. And maybe, if you want, she will share you with Persephone. She comes with the Netrunner Perk.

Sombra (Free):

- A street-kid turned netrunner, Sombra grew up as a Mox and was taught the ways of the street. When Sombra first went netrunning, she found that she had an incredible talent at it. Over the following years, she honed that talent into an incredible craft, becoming one of the world's most dangerous Netrunners. Her skills include computer hacking and cryptography, which are all activities she greatly enjoys, to the point where the desire to get past locks and solving mysteries is ingrained in her personality. Now she is rarely seen, leaving no trace whenever she acts, but she always succeeds and is never caught. So imagine her surprise when you actually caught her when you two where doing a gig on the same place. After you caught her yet let her go, you managed to catch her interest. So she decided to investigate you, breaking into your apartment, reading all your mail, stalking you until one day you found her sitting on your sofa. Too tired to do anything about it, you simply sat down next to her. You apparently fell asleep, and woke up an hour later to Sombra having called for takeout. A few more incidents like that, and you two had gotten comfortable with each other, and most evenings you returned home, she was always there. Sombra is a loner emotionally, finding it difficult to make friends, but with you it is as easy as breathing. She cherishes this connection you two have, and have now decided that the relationship should reach a new stage, something she tries to signal by teasing you. Her incredibly seductive voice, combined with that sexy accent and her teasing manner always makes a delightful shiver go down your spine. The bad thing is that she knows it and uses it to full effect, enjoying how she can affect you. Though she isn’t experienced with relationships, she will learn quickly.



- She comes with the Netrunner Perk.

Dr. Shoko Sugimoto (Free):



- Doctor Shoko Sugimoto, one of the greatest Ripperdocs alive and perhaps the most seductive doctor in existence, at least when it comes to you. You met her when you got hurt and needed help quickly, a friend of hers bringing you to her. While under her tender care, Dr. Sugimoto became infatuated with you, a love at first sight of you will, which is an incredible thing considering she has never had any sense of desire for anyone before you. But now she finds that all her repressed desires and wants are released and focused on you. Should you accept it. If you do, you will have one of the greatest medicinal practitioners alive at your beck and call, as well as a woman with a body made for sin. She comes with the Ripperdoc perk.

Drawbacks:

Supplement Mode - 0cp

- Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump.
- This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.
- Optionally, you may use any other Jump doc as a supplement for this jump instead.

Alternate Universe - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any alternate universe of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material.
- This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will loose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world.
- How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead.
- If taken with Alternate Universe, you can choose any AU you want, not merely locked into this worlds stories.
- If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world.
- If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here.
- Can be bought as many times as you want.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Lost Friend - 400cp:

- There is someone you will get to know in this world, some no name guy who you manages to befriend. Unfortunately, he is riddled with cybernetics, and will eventually over the next ten years go Cyberpsycho, with no possible way to cure him. If you don't deal with him, he will be killed by MaxTac, and if you do try to interfere, you will be up against a Cyberpsycho with Military grade Cyberware.

MegaCorp Interest – 400cp:

- It seems you have caught the interest of one of the large MegaCorps. They have a vested interest in seeing you caught and wont stop until they have you, using every trick in the book to get you, though not every resource. Constant vigilance, my friend. Its not paranoia when they are really after you.

Smashed - 600cp:

- Adam Smasher is after you. For some reason, he has decided to go after you with all he can. Good luck.

Notes:

- Sexual preference matters not. You can still have Judy as a lover if you are a man, and Panam if you are a woman.
- If you don’t like the description of the companions, the history and your relationship, you may alter this however you please. You may alter anything about them as you want.
- You are set to be here during the time of Cyberpunk 2077, so you are free to medle and interfere with that as you please.