"Where is this leading me? What have I become? Am I more than human... or less? This technology... this strength... The temptation to misuse it, is hard to resist. Am I strong enough... to stay human?"

-Adam Jensen

"Who we are is but a stepping stone to what we can become."

-Unknown



Deus Ex: Human Revolution Jumpchain
v1.00 by AdmiralAnon

The year is 2027. Scientific advancement has given rise to the science of mechanical human augmentation. Cybernetic enhancement has become near-ubiquitous in society. The lame can walk, the blind can see, the sick can become healthy again.

But these advancements are not without turmoil. Societal unrest between those with cybernetic enhancements and those without has given rise to the have and have-nots. Cybernetically enhanced workers are better, stronger, faster, more durable, leaving their un-enhanced kind behind in obsolescence. Tensions between the two are a hot-bed of turmoil. Further, is the question of humanity - Is a person with mechanical limbs and intelligence augmentations truly human any more? More, cybernetically enhanced individuals require Neuropozyne to prevent neural rejection of their new cybernetics, giving ammunition to their detractors, claiming that these individuals are nothing more than an advanced new race of mechanical slaves.

Above all this, giants rise to stride the world - multi-national corporations riding the crest of this technological advancement; Tai-Young Medical, Versalife, Sarif Industries, among others. Wether to control or change the world, no one denies that these corporations hold a great deal of power. With the rise of PMCs and the prevalence of cybernetically augmented soldiers, the question of governments role in daily life is being called into question with every new scientific discovery.

Between all these advancements, burgeoning multi-nationals, and terrorist threats, on the fringe comes accusations - that dark things are waiting in the shadows, long-dreamt conspiracies coming closer and closer to fruition. Forces within the shadows that want nothing more but to rule the world by whatever means necessary, regardless of the cost to morals or sanity.

This is the world you're being dropped into. 3 months before the Tyrant attack on Sarif Industries

results in multiple deaths and the transformation of one Adam Jensen into one of the most heavily augmented individuals in the world.

Good luck.

[Background]

Age is 20+1d8, Gender is the same as previous. You can pay 50 CP to pick and choose both.

Drop-in - Free - You know the drill. You appear in your location of choice and/or chance, with no memories to plague you, no connection to call upon, no enemies to fight. Well, unless you're an amnesiac escaped artificially created human who only -thinks- he's dimensionally jumping, but that's just crazy! Why, it's the stuff of crackpot conspiracies! ... You aren't, are you?

Corporate - 100 CP - With nation-states on the wane, corporations have stepped up to the plate. And why shouldn't they? They exist beyond nationality, beyond boundaries, beyond a patriotic creed. You should know - you've worked for one of these multi-nationals your entire life. Some may think you've sold out, but you know the company you're working for has the best for humanity in mind, no matter what everyone else says.

Shadows - 200 CP - There's a war going on. A war of lies and proxy soldiers. And you? You're in the thick of things. Maybe you're a pawn, maybe you think yourself a king. Maybe you're fighting the good fight, or maybe you simply want a crown. But you know the truth of what goes on in this world, for better or for worst.

[Locations]

You can roll a 1d8, or pay 100 CP to choose your location.

1-2: Detroit - Once a mouldering, decaying hellhole... well, parts of it are still mouldering, decaying hellholes, but Detroit has also become one of the Mecca's for the bio-cybernetic renaissance gripping the world today. As such, it's also a flash-point for anti-augmentation sentiment, and the location of the international headquarters of Sarif Industries.

3: Hengsha - A densely populated, multi-leveled island/arcology located off the coast of Shanghai. The under-side is a densely packed urban jungle, varying between tourist trap to slightly decaying alleyways; topside is the headquarters of Tai-Yong Medical, one of Sarif Industries main competitors.

4: Montreal - The second-largest city in Canada, and home to the headquarters of one Picus Communications - a world-wide leader of mass communication and media production. It's also the city one Eliza Cassan calls home, though the reclusive, iconic reporter is rarely seen out and about on the streets much...

5: Singapore - A sovereign island-nation in south-east asia. Remarkable for being the location of the Omega Ranch - a top secret research facility run by one Hugh Darrow, and a center for classified augmentation research.

6: Panchaea - A massive geo-engineering artefact created by man in the Arctic ocean, designed to counter-act global warming via iron seeding. Outwardly a massive humanitarian project funding by Hugh Darrow and created exclusively through cyborg labour, who knows what secrets lurk deep within it's classified bowels?

7-8: Free Pick - Lucky you. Pick from any of the above, or any location in Deus Ex: HR. Yes, any location.

[Perks and Abilities]

[General]

I'll Never Stop Looking - 100 CP - Your willpower is the stuff of legends - or that of an insane man. When you set a goal for yourself, nothing can dissuade you from accomplishing said goal - even if it means going up against, say, a world-controlling conspiracy.

Worthy of Cesare Borgia - 100 CP - Your facial hair is striking - wether menacing or stylish, something about it's cut or look catches other people's eyes, drawing their attention to you, for good or for ill. As a plus, once styled properly, it never needs maintenance or upkeep - your fine beard will be as pristine after a two-week bender as it would be fresh from your morning abulations. For women, this perk translates over to the hair on their head; expect to assume impromptu fashion model poses and flairs without even trying.

My Pockets Are Augmented - 100 CP - You seem capable of stuffing away a remarkable amount of items on your person. Candy bars, ammunition, BFGs - where the hell do you put all that? This gives you the same storage-space on-person as a fully-upgraded Adam Jensen gets in the game, all of it stored unobtrusively. It's not endless pocket space, but it does net you some benefits.

SWAT Training - 100 CP - You're familiar with the necessary tactics, weapon handling, and so on that comes with urban warfare and combat. You're an old hand at running and gunning with the best of them, hitting your targets with high accuracy and worrying little about missing.

Pilot - 100 CP - From VTOL to sub-orbital spaceplanes, you can fly it all, and fly it well.

Daytrading - 100 CP - You know how to make money. Running a business, playing the stock market, investing, whatever - the dosh rolls in under your watch.

Detective - 100 CP - You've a keen, analytical mind with an eye for details. Little escapes your gaze, and most mysteries present only a brief challenge for you. In addition, you gain an intimate knowledge of police investigative procedures.

Sneaking Mission - 200 CP - Your stealth skills are nothing less than perfect; infiltration and exfiltration of locations with armed men out for your blood are simply another day at the office for you. They'll never see you, coming or going.

Silver Tongue - 200 CP - Sometimes war is best solved with verbal blows. With the right understanding of your opponent, the correct remarks can be piercing, shattering their resolve and turning an aggressive foe into a vanquished one, gaining you vital information or simply resolving a matter before it has a chance to come to violence.

Unclean Hands - 200 CP - You're gifted in the art of physical combat. Not only is your entire body a weapon, but you're just as skilled handling any cybernetically integrated melee weapon system you might have picked up. Attacking from unawares and one-on-one also allows you to subdue any foe you come across in the manner of your choosing - lethal or non-lethal.

You Don't Fix a Firewall - 200 CP - You're highly skilled at both hacking and the development of defensive and offensive software architecture.

Augmentation R&D - 200 CP - You have an extensive understanding of the underlying mechanics of DE:HR's cybernetic augmentation architecture; How it works, how it could work, and what avenues to analyse to see if it can be improved - and with time, brand new augmentations. In addition to this, your intelligence is increased to handle such a workload, alongside all the attendant knowledge necessary to mess with the human body - trauma surgery and fixing up broken individuals is an old hat to you, now.

Mister Jensen - 200 CP - You're a close friend, associate, and confidant of one Adam Jensen - depending on the point in time in the Deus Ex world, you might very well be the only one. Betraying this trust might have... bad consequences. If Jensen is still alive at the end of your ten years, he may be taken as a companion.

Give Me Deus Ex - 400 CP - You gain the entire host of augmentation suites that Adam Jensen was given at the start of Deus Ex:HR. And like Adam, your body and mind have yet to acclimated toward controlling their new capabilities. Unlocking your augmentations will require time and experience - a boring, mundane life will gradually acclimate your body to it's cybernetics, having all capabilities unlocked by your ninth year in this jump. Throwing yourself into the fray, however, will see you adapt much, much faster.

[Drop-in]

A Lucky Find - 200 CP - You're lucky. So lucky, in fact, that you've likely been kicked out of a casino a time or three. But it's more than that - what you need, you have a tendency to find. This perk grants you the ability to find ammo lying about for your current weapon of choice, even when logic dictates it shouldn't be there. Even weapons that don't exist in this universe, you'll find ammo waiting patiently for you and you alone when you need it to keep up the good fight. In addition, this also increases the odd find of money and other sundry items laying about, though eating energy bars found in trash cans might be of a dubious tactical choice...

A Next Step - 400 CP - You've been extensively modified by a mysterious benefactor to be a walking testbed for the future. While others have to worry about rejection from cybernetic augmentation and taking neuropozyne to counteract that, you don't. If anything, your body seems to eagerly adapt to said augmentations, fusing strongly with them and allowing for you to get more out of them. This carries over to any future cybernetic augmentations you might be blessed with, allowing you to push them further, farther, and faster.

Ghost - 600 CP - In a world of ubiquitous surveillance, numbers, tracking, and conspiracies that rely upon information and control, you are the nightmare number. You are effectively untouchable in the information and bureaucratic labyrinth that makes up your typical cyberpunk dystopia. Security footage of you is lost in the static, trying to crack your bank account is a fools game, and attempts to

subvert your ID results in snafus after snafus. The Illuminati can do an all-point callout of the military, lock-down a city, call in an airstrike, but as long as you're not bringing attention to yourself, any resemblance to their target will just get passed over as a fluke.

[Corporate]

Sponsorship - 200 CP - Corporations are more powerful than the government - and offer more benefits, besides. This perk grants you employment at the company of your choice in Deus Ex: Human Revolution. While being chained to a corporation for the ten years of your stay might crimp your freedom, it does come with some benefits - such as excellent health care, never mind the salary. While employed with your corporation, you'll never have to worry about the purchase of neuropozyne.

Master of All Trades - 400 CP - They say actor's flourish when playing a role. And now, so do you; If hired to a position in a company or organization, you gain the necessary skill to fill that position. If hired as a scientist, you now gain the knowledge of a scientist; if a soldier, you now have the skills of a soldier. These capabilities makes you competent at your position - enough to gain nods of appreciation from your fellow workers and higher ups - but you are not the zenith of your craft. You're good, but not a master. This ability only works while employed at your position - if fired or you leave, these skills also leave you.

Always At Your Back - 600 CP - Corporations are made of people. And you? You're the lynchpin. Remove you, and it all falls apart. While you're employed at a corporation or organization, that corporation is impossible to destroy or disband. It can be attacked, harassed, threatened, but no force can ever see it destroyed totally. Profits will always resurge next quarter, enough contracts will roll in to keep it afloat, employee morale will be positive, and a concentrated media campaign attempting to smear it will fall flat and be forgotten the next day. As a bonus, the corporation will honestly be an appealing place to work at. However, this ability only works while you'll employed at said corporation - if you're in charge or fired, then it ceases to operate.

[Shadows]

Unquestioned Authority - 200 CP - You are the striking hand of your masters. Few wish to draw their ire or rouse their attention. As such, you can act with impunity. If there is a situation where the chain of command or who should be in charge is questioned, you can step to the fore with little problem, and others will find it difficult to countermand your authority. This can also be utilized to intimidate others, effectively bluffing your way into places you shouldn't be.

The Tyrants - 400 CP - You are a skilled operative of the Illuminati - one of a coherent group. You join a team of three other cybernetically augmented individuals - wether the actual Tyrants themselves or a special strike team of your own. At the end of your ten years, if they're still alive, you may take them along as companions. While you are not in charge of said group, your word is regarded as important, but at the end of the day you'll still be serving your hidden masters.

Urban Legend - 600 CP - Your actions and movements are regarded as an impossibility by society at large. Massacre an entire police precinct full of cops? Clearly just the work of terrorists. Walking around in public with a full arsenal strapped to your back? Cosplay, obviously. The servant of some world-wide power that controls all from the shadows? Pfft, that's just a crazy conspiracy theory. Outlandish activity and fantastic actions by you and surrounding you will always be passed off by others in the most mundane fashion possible. You can selectively choose to lift this veil(or turn it off

entirely), but even knowing the truth, these lone individuals will never be believed by others. While the common man on the street will never believe the reality of who and what you are, and what you represent, this will not stop those from in power from recognizing your threat and sending forces to retaliate. Then again, all these forces for one man? Probably just a random checkpoint...

[Augmentations]

Note: Augmentations, when purchased, are purchased fully upgraded.

A Word on Batteries: Cybernetic augmentations are powered by chemical capacitors, effectively, fuelled by the food you eat - so expect to have a big appetite. Capacitors can run dry, however, and quickly - the more intense activities you indulge in, the faster your power supply runs dry. Of course, you do recharge fairly quickly. If you need a mechanic comparison, assume you have all five 'batteries' and they all recharge naturally, if that helps. Yes, even if you take 'Give Me Deus Ex'.

Another Note: Given the prevalence of cybernetic augmentations in Deus Ex:HR, each background gets a set of points to purchase them on-top of everything else. Drop-in receives +100, Corporate receives +400, and Shadows receive +600. If you choose not to take cybernetics, you can instead spend this additional CP on items.

A Third Note: Taking 'Give Me Deus Ex' still allows you to spend points to purchase augmentations - the purchased cybernetics are just effectively 'unlocked'.

Quadrapalegic - Free - Either by circumstance or by choice, your limbs have been replaced by mechanical cybernetic equivalents. While their toughness, accuracy, and dexterity is slightly superior to their flesh counterparts, and their sense of touch is only slightly dulled, even these comparatively minor augmentations will require you to take neuropozyne for the remainder of your stay in this jump to counteract your bodies rejection. You can pick the limbs replaced in this manner, rather than all four, if you so choose.

Infolink Telecommunications Package - 50 CP - A sophisticated bio-cybernetic computer has been installed in your brain. This functions roughly equivalent to a PDA/Smartphone/Desktop computer, allowing for sub-vocal codec/telephone communications with others on the fly, a Head's Up Display, personal data storage, and other various utilizations. It also displays the status of your various augmentations, and has enough bio-feedback sensors equipped to keep general track of your overall health. Taking this alongside Smart Vision and Wayfinder can allow for a limited 'scanning' fuction, revealing the status of targets/friendlies and the identification of various objects.

Smart Vision - 50 CP - Your eyes have been either augmented or replaced entirely and equipped with a sophisticated t-wave lens module and micro-thermograph, allowing for limited 'x-ray vision' through walls and light cover. As a side-effect, you can choose a new eye colour, if you want.

Wayfinder Radar System - 50 CP - A scanning system linked to the visual cortex, utilized to track foes and surroundings, displayed in a sub-window in the cyborg's virtual HUD.

Integrated Melee Systems - 50 CP - Your cybernetic limbs have been enhanced with the inclusion of Nano-ceramic Blades in the forearms, while also reinforced to allow for repeated blows without damage to your body and mechanical systems.

C.A.S.I.E. Implant - 50 CP - A cranial implant that ties directly in to the user's optical nerve or eye augmentations to relay environmental and personal data about targeted individuals, in order to assist social interaction. The C.A.S.I.E. implant uses an Optical Psychophysiological Responses Analyzer (aka 'Optical Polygraph') to gauge a rudimentary psychological profile based on facial expression, body language, and environmental cues. Combined with the advanced Emotional Intelligence Enhancer software engine, the system can deliver real-time predictive data directly to the user, enabling them to correctly interpret responses and draw the desired result from face-to-face conversations.

Sentinel RX Health System - 50 CP - Not one specific augmentation, but a set of them, design to encourage the body to heal naturally, allowing for a limited regenerative capability. It also includes a host of bio-feedback sensors for up-to-date body monitoring, and an Angiogenesis Protein Therapy delivery system for direct internal biomedical treatment.

Implanted Rebreather - 50 CP - A sophisticated combination of air-filter and oxygen reservoir, this augmentation increases circulation of oxygen in the blood alongside protects from air-borne toxins and chemicals.

Icarus Landing System - 50 CP - Utilizing an electro-magnetic field de-cellerator implanted into the lower back, the Icarus Landing System allows for it's user to fall safely from any height. The effect can also be intensified upon landing, allowing for a minor shockwave to stun any enemies that might be below.

Integrated Weapon Systems - 100 CP - One of your cybernetic arms has been extensively modified, integrating your weapon of choice into it's design. It does require said arm to be transformed into a weapon configuration before it can be used, however, and everyone will recognize the fact that you're an effective walking tank, and react accordingly.

Military-Grade Cybernetic Limb Augmentation Suite - 100 CP - While not outwardly different from civilian models in terms of physical structure, the innards of your cybernetic limbs have been extensively crafted for combat scenarios. You can jump farther and higher, react quicker and more smoothly, run faster, move silently, aim while running without a degredation in accuracy, deal with recoil better, as well as pick up and throw heavy objections such as refrigerators and garbage dumpsters. What remains of your flesh body has also been enhanced with supports and various sundries to keep up with the power and capability of your cybernetic limbs.

Hacking Suite - 100 CP - Your Infolink has been extensively upgraded, via both hardware and software to allow for on-the-fly hacking of hardened security systems, computer networks, and military equipment. This does require for the equipment in question to be connected to a network, but the lack of such a thing in the world of 2032 is rare indeed.

Dermal Armor - 100 CP - Micro-thin phased composite material are implanted beneath the skin and augmentations, deflecting weapons fire as well as dissipating energized trauma and intense heat.

Quicksilver Booster - 100 CP - A decentralized augmentation that super-charges the cyborg's nervous

system, increasing reaction time dramatically, allowing for the cyborg to engage multiple hostiles simultaneously in close quarters combat.

Typhoon Explosive System - 100 CP - An anti-personnel weapon implanted in a series of subdermal pads along the back of the user's arms; the pads are loaded with a matrix of 10mm stainless steel ball bearings above a thin layer of fixed-focus electromagnetic repulsion field generators. On activation, the implant releases the ball bearings in an optimal 360-degree shrapnel shockwave cloud that inflicts severe damage on unarmored targets at close range, and an additional blowback effect on middle-distant targets. This damage is enough to kill any human or robotic foe; only heavily armoured augmented individuals can stand up to multiple detonations. This augmentation does require ammunition to use; like your weapon choices, a cache of renewable ammo is given in your warehouse.

Glass-shield Cloaking System - 100 CP - A fine grid of induction wires laid beneath the skin generates a tuned, fixed-focus electromagnetic field that temporarily adjusts the frequency of EM radiation around the user. This results in light bending around the cyborg, rendering him invisible, both to the eye and any laser detection systems. As a note, this cloaking system does not require deactivation when engaged in melee, combat, or hacking.

Dedicated Capacitors - 200 CP - Your augmentations are further supported by more energy reserves than normal. While this increases food intake, it also boost longevity by double of all cybernetic augmentations that require a direct draw of energy, such as the Glass Shield and strength augments.

[Items]

Body Armor - Free - You get a free set of body armor. You can pick from Adam Jensen's typical torso-kevlar armor, or the more heavier set seen on some of the various armored PMCs and security forces in Deus Ex: HR.

Floral Pea Coat - Free - A thigh-length pea coat, cut to fit perfectly in your color of choice with floral pattern embossed across the shoulders. Never rips, stains, cuts, or tears - any damage done is healed more or less instantly. It will even resize itself to allow for light armor being worn underneath or to allow for the seamless use of whatever augmentations you might pick up.

Sunglasses - Free - These odd, rounded v-shape frames adhere flawlessly to the skin around your eyes when applied(and can be removed just as easily). The glasses part can be toggled on and off mentally, and aren't glasses per-se, but flexible transparent memory-metal - perfect for eye protection. You get your pick of what you want the color to be - you could even pick transparent, for that nice sci-fi look. Even if you pick an embossed gold-reflective color, it'll be like you're not even wearing them at all, if you so choose.

Weapon - Free - You get your pick of choice from the list of weapons below. You only get one for free, however, so choose wisely.

Apartment - Free - Your basic three-room apartment in your city of choice. Nothing special. Keeps the rain off. And the neighbourhood might not be the best, either.

Kubrick - 50 CP - Adam Jensen's dog. Yes, seriously. Was originally put down when Megan Reed was 'killed' and it became doubtful that Adam might not wake up post-enhancement surgery. Doesn't count as a companion - he's just a really nice, friendly dog. If you decide to keep him, he'll always stay with you, remaining a playful, loving, good-natured dog. Though I'm sure someone might be happy to get their dog back when they wake up...

Money - 50 CP - You get 10,000 Dollars/Credits. Enjoy the dosh.

Painkillers - 50 CP - Who needs medical insurance when you've got over-the-counter stuff? Popping pills from this painkiller bottle will result in a slow health regeneration effect; while not as impressive as the alcohol selection below, it'll still be enough to keep you going on the fly. Self-replenishes after 24 hours. Can be combined with the alcohol selection below, because mixing pills and whiskey is totally a sweet idea and will result in no problems whatsoever. Promise.

Royal Hellhound Cigarettes - 50 CP - For that perfect noir detective look. This package of cigarettes self-replenishes after 24 hours. Smoking these seems to have the odd effect of providing enough nicotine in your bloodstream to give you a slight energy regeneration boost for your augmentations. Post-jump, these will do same to any ability that might require energy; magic, technology, or otherwise. Remember to pay attention to the no-smoking signs!

Cyberboost Proenergy Pack - 100 CP - A small container that opens up to reveal an interior stocked with Cyberboost Proenergy bars. Perfect for dealing with those on-the-fly munchies from your augmentations draining more energy than normal. Comes in a variety of flavours, too. Replenishes itself after 24 hours.

Tango Foxtrot Tasty Whiskey - 100 CP - Whiskey. What more needs to be said? This bottle of whiskey self-replenishes after 24 hours. Unlike normal alcohol, drinking from this bottle will result in a healing effect that slowly puts your body back together. It's not going to take care of stuff like terminal cancer, but it'll help heal stuff like broken bones, cuts, scrapes, bruises, blood loss - all can be solved by going on a slight bender with this bottle. You'll still get drunk, though, but you'll be a really healthy drunk. If Whiskey isn't to your taste, you can instead choose other alcohol to imbibe with the same effect; Extreme Crimson Vodka, a Pre-mixed Golden Phoenix Sling, Mahara Jah Hot Devil Ale, Purple Dragon Beer, Paul Neumann's Pilsner... And remember, augmentations and alcohol do indeed mix well together!

Well-appointed Apartment - 100 CP (Free Corporate/Shadows) - Wood paneling, high-ceiling, neo-victorian styling, automated systems, the works, all in your city of choice. Kicking back in style, and plenty of security and privacy to keep the riff-raff out. Don't worry about rent. Post-jump, can be added as an Annex to your warehouse.

VTOL Transport - 400 CP (Discount Corporate/Shadows) - Your very own VTOL lander. Cruise around the world in style. Effectively pilots itself, or you can pilot it if you so choose. Never needs refueling. Can be swapped out for a black stealth helicopter if you prefer, for that proper, menacing, shadow-government look.

[Weapons]

Note: All weapons purchased here are fully upgraded with all in-game upgrades. You get a reasonable stock of ammo in your warehouse that refills daily for said purchase, as well. If destroyed somehow, they respawn in your warehouse. You can also pick to switch some mods on or off depending on your preference - for instance, you don't want your revolver bullets to explode, you can turn this off at whim.

Zenith - 50 CP - A 10mm polymer framed semi-automatic compact pistol developed by Steiner-Bisley GmbH. Compact, ubiquitous, and useful for pistol sniping. Perfect for letting you indulge in your inner Solid Snake.

Diamondback .357 - 50 CP - A .357 magnum revolver made by Mustang Arms Ad-Tech Ltd. Who cares about stealth when all your enemies are dead? Order now, and you can throw in a special limited-edition gold finish for free!

Xbow XHII - 50 CP - Silent, lethal, compact, subtle. Sometimes, the old ways are best ways. Capable of pinning enemies to the wall if you're careful enough with your shots.

Buzzkill Threat Negation Device - 50 CP - The last word in non-lethal personal defense. Silent, small and compact, capable of rendering any target unconscious at close range. The only drawback is a slow reload time.

FR-27 Sanction Flechette Rifle - 100 CP - A fully-automatic combat rifle. Fires .303 caliber fin-stabilised discarding sabot flechettes. Solid and dependable.

Hurricane TMP-18 - 100 CP - A fully-automatic foldable-stock machine pistol made by Stasiuk Arms Inc. Light on damage, but quick on the fire rate.

Longsword Whisperhead SERSR - 100 CP - A bolt-action silenced sniper-rifle chambered in .416 round. Reach out and touch someone. Quietly.

Longsword 202 ERASER - 100 CP - A semi-automatic sniper rifle chamber in a .416 round. When you absolutely, positively, have to sniper a fucker and don't care about who knows about it.

PAX-22 - 100 CP - A one-shot, break-action loaded tranquilizer rifle. Great for long-range, non-lethal silent takedowns.

Widowmaker TX - 100 CP - A 12 gauge semi-automatic tactical shotgun. What more needs to be said?

Grenades - 100 CP - You get a good stock of various grenades; EMP, concussion, fragmentation, gas, and the equipment to turn these into trap mines. Have fun. Renews every 24-hours via the warehouse.

Hi-NRG Plasma Lance - 200 CP - One of the most advanced(and rare) weapons on the market today. Designed by Connaught, the Hi-NRG Plasma Lance fires bolts of super-heated plasma down an ionized

path to their target.

329-Series MPRS - 200 CP - A rocket launcher. What needs to be said? Perfect for putting all those annoying Cyborgs and box-robots in thier place.

LS-66 Sabre Direct Energy Rifle - 200 CP - Frikkin laser beams. Designed by an unknown Manufacturer, the LS-66 is perfect for getting the drop on enemies by shooting them through walls.

M404 Heavy Rifle - 200 CP - Subtley is for losers. Chambered in 5.56mm, the M404 is a rotating multi-barreled personal Gatling cannon. With a high rate of fire and a large magazine, it's perfect for mowing down any annoyances you might find.

Linebacker G-87 MSGL - 200 CP - A semi-automatic grenade launcher developed by Steiner-Bisley GmbH, chambered for 40mm grenades. Time to bring the boom.

[Drawbacks]

Yes, you may take as many drawbacks as you like.

The New Black and Gold - +100 CP - You view the entire world through a slightly gritty, black-and-gold overtone. It doesn't interfere with your vision at all, but it might get tiresome after a while. Hey, it's the authentic Deus Ex:HR experience!

I Wear My Sunglasses At Night - +100 CP - You know those bad-ass shades you get for free? Hope you really like them, because you're going to be wearing them. Alot. All the time, in fact. If there's any chance of anyone seeing your eyes, expect to find them on and active. While they don't interfere with your vision at all, expect others to regard you as a bit of a douche for wearing sunglasses all the time. Picking this drawback means you can't have your glasses be transparent.

Uncontrolled - +100 CP - You don't know your own strength anymore. Expect a lot of cracked plates and glasses. Requires Quadriplegic.

Bling-Bling - +100 CP - Your augmentations are chromed out in silver and gold. Which might be your thing, we won't judge. Expect others to assume the worst of you, though. Yes, you do need external augmentations for this drawback.

Prototype - +200 CP - While your augmentations probably saved your life, you were one of the forerunners in this new science - which means your augmentations were designed for functionality first and appearance second. Bluntly put, your external augmentations look slightly 'off' - black skeletal metal or flayed, exposed muscle. Expect a lot of staring.

Pacifist - +200 CP - Your fists may be brutal, but they are fists of peace. Stun-guns, concussion grenades, tranq darts, non-lethal take downs - these'll be your bread and butter for the entirety of your jump, as killing others just seems to be completely beyond you. No, not even accidentally.

Megan Reed Knows You - +200 CP - She of the lacking scientific ethics variety seems to think you've good potential as raw material for a new experiment. Given that she'll eventually end up working for

the Illuminati, this won't start out a big problem, but it may end up one. She also has an ex-boyfriend...

Humanity First! - +200 CP - They're out for your blood, Hanzer. Even if you aren't an aug, maybe you're just an aug sympathizer. Whatever the reason, you're going to be dealing with these bozos for the entire ten years of your jump.

A Nexus of Crime - +200 CP - What, Gangbangers again? Something about you seems to attract the criminal element to your location. When you setup shop, expect whatever elements of organized crime to follow. Aside from having the tendency of lowering property values, this also means you're going to be dealing with them directly a fair bit. Killing them all will only net you a minor respite - eventually, another criminal element will move in to fill the void.

You Thought You Were The Main Character? - +200 CP - Expect the plot to go as if set on rails - Megan Reed gets kidnapped, those that die die, ect, ect. The only way to influence how things go is to influence one Adam Jensen. Good luck...

A Cripple Out For Blood - +300 CP - You've caught the attention of one Hugh Darrow - maybe he thinks you're a possible solution to his medical problems, maybe you know too much, maybe he just doesn't like you. The full force of the Illuminati won't be arrayed at you, but he's still a Billionaire Philanthropist - expect problems.

You Replaced Your Bio-chip, Didn't You? - +300 CP - All those fancy supernatural abilities you possessed? Locked away for the duration of this jump. You'll have to survive on your knowledge, intelligence, wits, and your augmentations. Good luck!

[The End]

You've done it. You've survived ten years in Deus Ex:HR. Corporate warfare, government and media-controlling worldwide conspiracies... the works.

Now, you've a choice.

1) Stay Here
2) Move On
3) Continue the Jumpchain.

If you took cybernetic augmentations, however, there's a question of what happens to them. After all, having to explain shiny mechanical limbs might get awkward in other jumps. However, you have a few options;

The D Project: All your mechanical cybernetic augmentations are upgraded to nano-augs, a la Deus Ex. The Denton brothers would be proud.

David Sarif Approves: You keep them. Sure, it'll make for interesting conversation and looks from other people later in the jump, but who cares? Your jumps are augmented! Picking this option nets you an automated repair medical bay for your warehouse for your cybernetics. Wouldn't want them to break down on you, would you? This also nets you an additional +200 CP to spend on augmentation, as a going away present.

I Never Asked For This: Sometimes survival requires making hard choices. We know how it goes. Sure, ten years as a cyborg was fun, but for the rest of your jump? Hell, no. Besides, you've got better options. Picking this means you loose your mechanical augments, though you can keep the unobtrusive internal ones(such as the Infolink, Sentinel RX, ect, ect) if you so choose.

[Notes]

* So how long does your power last to fuel augmentations? I have no fucking clue - fanwank away. This is a personal judgement call.

* Yes, A Lucky Find works for all weapons, but the more powerful, the rarer the ammo will be. Don't expect Davy Crockett rounds to be waiting for you behind every nook and cranny, you maniac.

* Picking 'Shadows' background doesn't automatically mean you're working for the Illuminati. There are other conspiracies out there, such as the Juggernaut Collective.

* For 'The Tyrants', you can pick your team in-general in terms of appearance and rough personality, though they won't be more capable than the origionals. No, you can't have a group of submissive moe-blob cyborgs. Yes, you can have a group of Cyborg waifus, but they'll be competant and self-assured cyborg waifus that won't roll over at your slightest whim. Let's be sensible, here.

* Also, for 'The Tyrants', you can't pick the originals if you're not working for the Illuminati.

* Are taking cybernetic augmentations a stealth-nerf for your strength? Depends. Combat-rated limbs are powered by CNT muscle fiber and can break through solid concrete walls, and use fridges and garbage dumpsters as throwing projectiles. How does that measure up against other muscle-enhancing perks? Hell if I know. If you can normally juggle skyscrapers, they probably can't keep up. But if you think they can, or a previous perks allows it, go with it, with the jump maker's blessings.

* A further note on what 'Give me Deus Ex' nets you, if you've never played the game; The majority of purchasable augmentations in this Jumpchain are effectively 'groups' of augmentations that need to be individually unlocked via XP in the game itself. This is a fairly long list, and can be found at this URL; deusex.wikia.com/wiki/Augmentations_(DX3)

* The 'Biochip' drawback doesn't affect mental perks or what knowledge you possess.

* Yes, if you choose to work at Sarif Industries, you'll survive the Tyrant Attack. If you do anything crazy, mind, you might not survive unscathed or untouched. Good thing David Sarif has great medical insurance for his employees, right?

* Yes, the 'Ghost' perk can and will defend against AI hacking.

* Assume healing and Regen magic are smart enough that they're not going to hurt your augmentations or cause mech limb rejections.

* If you take your mechaical limbs post-jump, just assume that they get resized and grow in jumps were you start off as, say, 12. Or they get retro-fitted as you grow by your auto-doc. Whichever.

* Yes, the apartment you get is roughly equivalent to Adam Jensen's apartment in-game. Probably with an additional bedroom if you want one, but let's be realistic, it's not HUEG. ... and yes, if you're some 17 foot monstrosity, the apartment, post-jump, will be sized to fit you. But no, you're not turning it into an impromptu Dragon Lair. (Goddamnit, Jumpchain.)