

Jumpdoc by ltmauve v1.0.1

Atomic Robo is the world's greatest science adventure magazine. It's centered around the adventures of Doctor Atomic Robo Tesla (whose name is also his origin story.) He is an Action Scientist, which is where you apply the Indiana Jones model of archeology to every other field of science. He runs a company called Tesladyne, which also employs other Action Scientists. They go and punch mad scientists and other robots.

As a gift, take these **+1,000 CP**.

Origin

Pick one

Action Scientist

Working for governments, universities, and private industry, Action Science is the process of solving problems - both scientific and nonscientific.

Villain

You make other robots to take over the world, or build impractical nuclear weapons to destroy the biosphere, or just try to kill Atomic Robo. Or maybe something else that's evil and might get you punched by Dr. Tesla.

Race

Pick one

Human (free)

Standard *Homo sapiens*. You know the drill - you've all been one before. Internal skeleton, bilateral symmetry, bipedal, hair and earbones, opposable thumbs, and a wide range of vocalizations.



“Dinosaur” (300 CP)

Like the many large reptiles that Dr. Dinosaur sometimes sends at Robot, you aren’t human. You are alive, though it might not be with biology that you’re used to. You could be one of Dr. Dinosaur’s creations, run amok and without control. You could be a Theian lifeform from within the hollow Earth. Or maybe you’re the creation of another random mad scientist. Either way, you’re obviously not human.

You gain access to the General and “Dinosaur” Anatomy subsections of the Body Builder Section, with 300 CP to spend.

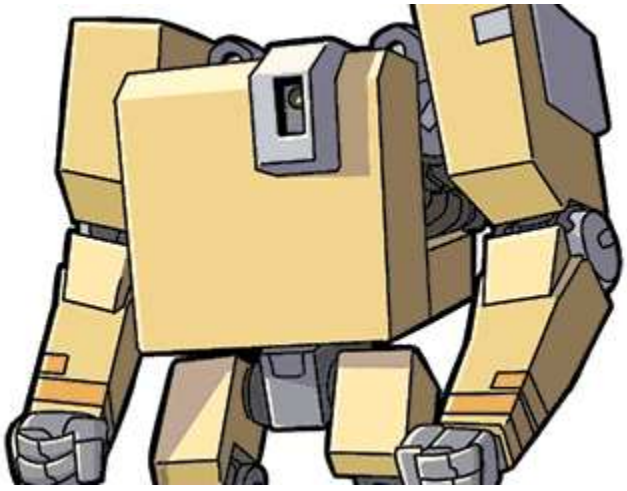


Robot (300 CP)

Like the titular Atomic Robo, you are a machine, purely artificial in construction and without living flesh. You are ageless, don’t need to sleep or eat (though you may need to recharge batteries) and don’t die even when you run out of power. You’re far stronger than a human, able to use cars as weapons.

While you probably have a humanoid layout, you are obviously not human. (Your creator(s) were obviously aware of the uncanny valley.)

You gain access to the General and Robot Parts subsections of the Body Builder Section, with 300 CP to spend. If the Jumper chooses this, any time they spend with no power but still intact does not count towards Jump duration.



Demographics

Race and gender have been shown to have no impact on the ability toScience or Action, so feel free to choose gender and race freely. (For Robot and “Dinosaur,” that’s likely going to be heritage culture only with no physical tells.)

Age can be anywhere from 20 to 50 for humans, or as appropriate for “Dinosaurs” and Robots.

You may choose to be either a Native, with a history in that world and memories of that history, or a Drop-In, with no history in the world and no new memories.

Time And Place

By default the Jump lasts from November 1, 2007 (just before The Fightin’ Scientists of Tesladyne #2) to October 31, 2017 (The Spectre of Tomorrow). Natives start in a location that makes sense for them (generally their place of residence) while Drop-Ins start in any public location in any city.

PERKS

Action Part of Action Science (free)

You can’t be an Action Scientist without some ability to Action.

Thus, first off you’re in decent shape. You don’t have any standing health issues (besides maybe the need for glasses to drive.) Conditioning-wise, you can pull yourself up a ledge, in full kit, without assistance, get a respectable time at a marathon, run up five flights of stairs before needing to catch your breath, and similar levels of “probably in better shape than most National Guard reservists.”

In addition to that, you’ve spent a few months learning martial arts, a few taking firearms courses and safety courses, in addition to things like first responder protocols, radio procedures, and similar.

Action Mycology (100 CP, first two free)

You can’t be an Action Scientist without a field to Science in. Thus, you start with at least the equivalent of a doctorate in one field of your choice. This doesn’t just cover knowledge to assorted depths inside the field itself; you also have some knowledge in a few tangentially-related fields. For example, Foley, who’s a mycologist, also has skills related to systems and hijacking them, based on her studies of mushrooms and how they hijack what they grow into.

The first purchase also keeps the interesting energy fields and cartographies present in the future, so you can recreate some of the more interesting feats demonstrated here elsewhere.

Academic Drilling (100 CP)

If you keep studying deeping and deeper into the same topic, focusing your attention towards a single point, eventually you’ll hit something incredible. At least that’s the idea. Still, this makes you an absolute expert at a single topic. This covers things where ancillary subjects fall away and become significantly less useful. Where you cannot learn “broad” and keep making progress.

For example, telluric theory, which can cover everything from lightning bolts to induced plate tectonics and teleportation, is the result of drilling down into electrodynamics. Zorth cartography covers alternate minkowski spaces, time travel, and exoversal geometry. If you

want to build dry nuclear reactors, study radioelectricity using this, and have enough of a background in nuclear physics and materials science to design the applications of this. Both known creations of AI would be covered under this.

Things like cybernetics, od, and genetic modification are best represented using Action Mycology, as their application are derived from a set of heavily interrelated fields.

Welcome Back, Jumper. Bring Money (300 CP)

Action scientists tend to accumulate connections, as do Villains. Resources, favors, direct assistance, all of that gets traded around between people.

You know how to trade favors and tend to pick up favors owed to you more often then you owe favors. In addition, people are less likely to balk at your favors, and much less likely to deny you outright when you call in a mark. They might initially refuse and need to be talked into it, ask for some resources to help them accomplish the favor, or they might suggest another course of action, but they will rarely, if ever, go for a straight-up denial.

Cyborg (300 CP)

Cannot take if Robot

You've been enhanced with the power of machinery. Cybernetic implants have been added to your body, allowing you abilities beyond that of your base flesh. Aside from giving you access to the General and Robot Parts subsections of the Body Builder section (and 200 CP to spend there,) this also means that your body does not reject or over-react to implants, and means that attempts to add more cybernetics goes quite easily. It also means that any implants you have cannot have a functioning override, shutdown, hidden method of killing you, sensory tap, or otherwise contain any 'malware.'

Action Scientist

Still Your Mind (100 CP)

Like Jack Tarot taught Atomic Robo, you too have a sort of Zen-adjacent training. This means that you keep your cool to a good extent during stressful situations. You're not an emotionless logic machine (robots have emotion here) but you don't panic. This training also means that you automatically make progress on overcoming an mental hangups you have or might develop.

In addition, anything that you've trained enough in, or have enough experience in - like drawing and firing a weapon, for example - can be done like you had a second or so to think about. A few months was enough for Robo to pick up the trick for revolvers, just as a reference point. In addition, this also means your skills don't degrade.

Can't Do Anything. Except For What I Always Already Did (200 CP, free rental)

Given the unknown effects of zorth-temporal interactions, you may want to take some insurance. In addition to protecting yourself from retroactive or paradox-based attacks (like The Shadow out of Time eating all of reality,) you also protect your environment in the same way. The universe can't get eaten in the past, present, and future if you've entered it.

In addition, you find that you have a great deal of slack when it comes to paradoxes. Basically, unless you knowingly try to create one (by, say, killing someone you know was alive in the future) you really can't create one. You can effectively enforce a closed-loop timeline on any act of time travel that you're around if you don't create a paradox.

If this is purchased and taken to future settings, you find that your temporal protection still works, and works against smaller targets. If an enemy would try to harm you by blasting your cover or the floor out of the timestream, it gets no-sold.

C4 In The Reactor (200 CP)

Bullets in the cooling vents of a cyborg. Pulling out a cable of a robot. Figuring out where you need to put C4 with only a glance at an overall structure diagram. You can find weak points quickly and efficiently even in chaotic situations.

In addition, this also makes you an expert at breaking out of restraints and holding cells

Gym Is A State Of Mind (400 CP)

Jenkins was once jumped by three trained soldiers in power armor. He killed one of them before they were able to restrain him. Then, with one opening, he was able to kill the other two.

That's you, basically. Proficient in any modern weapon, extremely skilled in close-quarters and urban combat, and a mind like a blade - it pries open weaknesses. You're skilled enough to take down several tier one special forces operators on your own, or a horde of dumber-but-stronger vampires. They have armed vehicles? That just means the butcher's bill for them will have more actual money on it.

Your badassitude is helped by being several times as strong and tough, as well as about twice as fast as you should be. Plus you can get away with not sleeping, instead "holding back" in a form of meditation that allows your body and mind to recover, reflect, and prepare while letting you go from zero to murder in the time it takes you to sling on a flak vest.

There's a reason they meme about how badass Jenkins is.

Tell Them Carl Sagan Sent You (400 CP)

Like Carl Sagan, you can make do with the tools you have even if you have very little idea what you're doing. If you need to cause an exoversal projection to coalesce into a single "object," you can do that with just with what you picked out from skimming a draft paper on the top and an advanced telluric weapon. In these cases, your improvisation is guaranteed to work at least once. You're also skilled and faster at repurposing technology, taking something apart and putting the components to new purposes.

And also like Carl Sagan, you are a method of understanding a universe. This means you learn things much faster, especially if it's universal or fundamental. It's a quarter *less* time for things that are specific, like history or pins for electronic connectors or a programming language. It's a quarter *of the* time for things that are fundamental, like mathematical principles or base laws of physics or overarching principles of a field of science.

Do You Know How Many Extinction Level Events He's Prevented? (600 CP)

Robo has canceled countless apocalypses. Countless times the world was at stake and Robo solved the problem. You are now positioned to do the same. The first thing is that no apocalypse, no "end of the world," no major tragedy, can sneak by you for free. There will always be something you would investigate to put you on track to finding out about it. In addition, this will always happen soon enough that you can get in position to punch the apocalypse before it's too late. You arrive thirty-five minutes before the Orioncraft starts its engines, not thirty-five minutes later.

Even below that level of threat, the 2010s of the Robo-verse looked remarkably similar to your old home. That's because Robo punched the mad scientists and tossed the technology in a vault.

Having this means that you can hold onto a 'history' and will have intuitive knowledge of how to apply violence to get real life to better match the results of that history. It's effectively plot armor for a history, enforced by your tireless robot fists.

You get plot armor yourself, as well. Like Robo, who has saved the world so many times and yet hasn't died. He's been dropped from orbit twice, blasted across the fifth dimension by nuclear warheads, and faced down an exoversal horror, and yet he still functions. You get a dozen "nudges" that save you in cases where it would be possible, but extremely unlikely for

you to have survived. In cases where you need to take action to increase the odds of your survival, you'll still need to take that action - find the thickest part of the plane to use as a heat shield, shut the weapons bay door, use telluric principles to provide the right exoversal punch, or whatever - in order for this to kick in. In addition, these refresh every decade or Jump.

Villain

Resource Acquisition (100 CP)

Don't be a mad scientist working for the Third Reich. Hitler decided to underfund all his mad science projects instead of properly funding a few of them. In fact, it might be a better idea to go independent and make your own funding. There are two ways to get resources, and this perk will give you one of them.

The legitimate way is like Edison, selling technology or services to get capital and using that for your evil schemes. If you pick this way, then you gain great skill in business and industry. You would certainly be able to thrive in the Gilded Age, knowing to how take your assets and get more assets from them.

The illegitimate way is like most others, relying on criminal action, subversion of supply chains, and similar, to bring in resources. Includes basic "don't get caught" procedures.

If you want, you can take it twice to get both versions, though Villians do have to pay full price the second time around.

Stinger Reveal (200 CP)

The tiny scraps of Biomega shown to survive orbital bombardment. The lines of Helsingard's cloned brains. Many of Robo's nemeses have some way of coming back after dying, and so do you. You have a similar protection, though it only works once a decade. Your death will have happened, and yet by some means you have survived to continue your evil schemes against Doctor Atomic Robo Tesla!

SAINT of Technology (200 CP)

When you're doing an evil scheme with only one shot to make it work before Mr./Dr. Tesla blasts you in the face with lightning, you want your evil robots and other technology to work perfectly without needing a test run.

Fortunately, you are blessed with the ability to effectively evaluate technology, letting you know the reliability and peak performance of any technology you have the full design for, or that you built. When it's ready to go, you'll know.

Foundations of the Apocalypse (400 CP)

Look, doing the science requires a lot of power and infrastructure. Fortunately, you're very good at it. Large-scale infrastructure is right up your alley. This isn't just building big, but taking small-scale experiments and processes and scaling it up properly. If you can make a process work on a small, tinkerable scale, you can scale it up and have it work just as well. If you were the one who made Russia's artificial ley line network, you could safely power it up without cracking the planet.

Crystals Are Integral (400 CP)

Dr. Dinosaur's technology certainly looks interesting. It's not like the concepts are impossible, but he can make a reverse paradoxmosis pump using old refrigerator parts and half a microwave instead of needing liquid helium cooling loops and a separate zorth launcher and zorth detection grid to prevent his chronocomputer from spontaneously launching itself and everything within 200 meters outside the normal universe.

You can't do the same unless you know enough about zorth cartography and temporal mechanics, but the principle is the same. You can substitute components of much lower quality

in your constructions than normally could be done with little to no loss in functionality, assuming you know how it works.

If you know enough about electrical engineering, you can replace modern high-end CPUs with quartz crystals. You can genetically modify dinosaur embryos in kitchen cookware if you understand what genes you want to change and how to get to them. Need a jet plane? Its engine can be made from old industrial ventilation fans instead of freshly manufactured alloy compressor discs. You won't need to worry about balancing the turbine, but you might need to worry about the extra weight.

If you try to use this for armor or structural components, expect this to do no or less work. If you make a giant robot that would normally require an advanced, lightweight structural composite endoskeleton and you use normal steel, it'll still be able to stand and move but the extra weight will mean more strain on motors and the frame itself. This does nothing for armor - well, it'll let you replace the explosive in ERA with something less volatile, but as far as metallurgy goes the buck stops before this.

I Dropped You From Orbit With A Phone Call (600 CP)

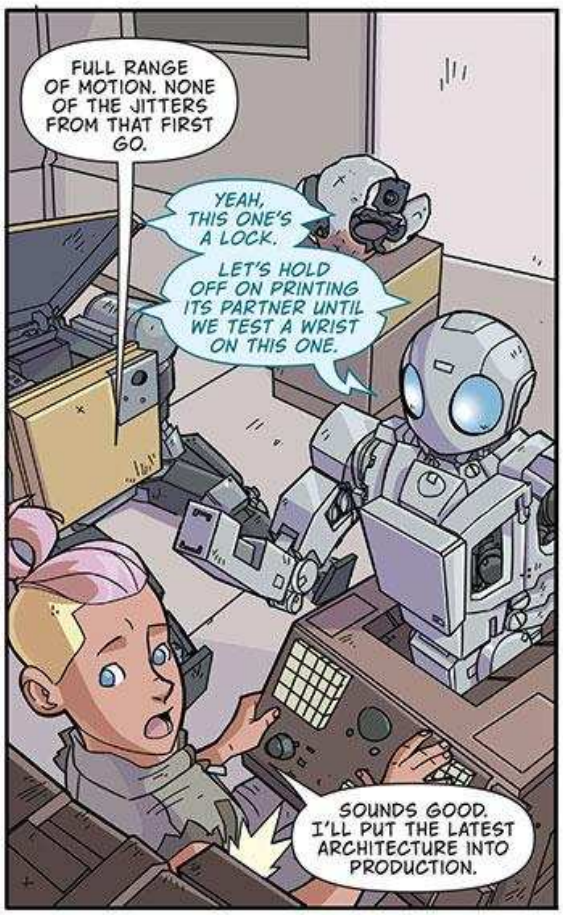
When it comes to conspiratorial masterminds, you are truly up there.

First, you're a master hacker and analyst, able to read and manipulate data on countless systems whose owners thought they were secure. Even with a global information network as primitive as phone lines, you can still keep yourself aware of what's going on at large and in governments without leaving your house.

That can also be used for manipulations, if you can write to the important records. You could keep a company unaware that they have six of a some rare, expensive piece of equipment instead of five. And make sure no one else notices, either. You could get classified research divisions to lend you some of their workers for a task for a few months... without leaving your home or having anyone notice you.

That feeds into the second point, which is your ability to plot and manipulate. Your understanding of politics is astounding, to the point where you can probably start, extend, or end wars in months regardless of what humanity should be doing. Your plots are flexible enough to survive random events while being stealthy enough that intelligence agencies would have no idea said plot was even going on.

BODY BUILDER



Only available if Robot, "Dinosaur," or Cyborg was purchased

General

Tough (100 CP)

Like Robo, handguns are annoying to you, not lethal. They sting, but unless it hits you in the nose or the hip joints you're going to ignore it. Even your eyes are protected from attacks of a similar level by a thick, durable cornea or outer lens. You're also tough enough to shrug off the pressure waves of small explosives, get tossed through walls without a problem, and survive things that would give a human a closed-casket funeral.

Integrated Weaponry (100 CP)

Whether it's a robot's integrated firearms or the crystal blast of Theian biology, you can't be disarmed without actual dismemberment. This is roughly equivalent to having a beefy revolver or SMG with you at all times.

Flight(100 CP)

For people who consider two dimensions beneath them, this gives you some mechanism by which you can take off and move in three dimensions. These mechanisms are going to be large and they're going to be one of your more vulnerable parts, though.

Giant (Varies, purchase one sub-option.)

Do you want to be a big, unstoppable juggernaut? Go right ahead. Just be careful to duck under doorways.

Acromegaly (200 CP)

At this scale, you're about 2-4 meters in height. Think Project SAINT or Helsingard's creations. You might be able to fit inside in some buildings.

If you took Tough, your resistance now covers weapons like autocannons and near-misses from artillery strikes. If you have Integrated Weaponry, you're now talking about weapons more equivalent to a crew-served machine gun or grenade launchers.

Megafauna (300 CP)

Now you're about 5-24 meters high, making you very big. Think the "Mecha Robo" (except practical), some of the mid-sized Biomega forms, or the Laufpanzers.

If you took Tough, you can treat anything short of anti-tank weaponry like Robo treats 9mm parabellum, including taking minimal damage from direct hits of 155mm HE rounds. Your weapons are now tank cannons, rocket pods, or something similar.

Titanic (400 CP)

In the range of around 25-100 meters, this puts you at the size of BSI's TITANs at the low end, or the largest of magma worms at the high end.

If you're Tough, then your opponents need to spend a lot of time and artillery shells to bring you down, or take a shot with something as big, strong, and tough as you. Weapons in this weight class include gauss-scram cannons and "That's a nice warship you have there. It would be a shame if *something* happened to it" energy beams.

Robot Parts

Nuclear Heart (100 CP)

A self-contained dry nuclear fission reactor, of the same kind Tesla used to power his son. It provides abundant power, allowing you to go without refueling or recharging for decades. It is automatically refueled at the end of each Jump.

+Broughton Mk III (200 CP)

The Broughton Mk III isn't based on Tesla's work, but it fits in the same form factor. As an upgrade, it allows you to overcharge your entire body for a few seconds, taking everything you can do and amping it up for a few seconds. It can be used to dump massive amounts of energy into other devices with a thick enough cable, letting you jumpstart power-hungry machinery yourself.

Neural Interface (100 CP)

Take advantage of your mechanical nature by interfacing with other mechanical systems like the internet. This is a suite of network tools allowing you to have a phone and computer in your head.

Besides never needing to remember your phone, this also comes with programs that allow you to interface with other software like the internet. The interface even acts as an intermediary, so you can install web browsers, chat clients, network analyzers, or hacker scripts inside your own head.

I'll provide the security software, so this interface will keep people from reading your mind (without your express, uncoerced permission,) or writing to it. It also protects the programs that run on it, too, so no one can figure out that you brought in a hacking script.

Precision Sensors (100 CP)

Like Robo, your senses put human ones to shame. You can hear conversations from a kilometer away (assuming there's not much other noise) and see the glints of satellites from the ground during the day.

“Dinosaur” Anatomy

Speed Healing(100 CP)

The processes in your body that handle damage control and healing are significantly better than human normal. Your clotting is fast enough and strong enough that you can’t die from losing a limb and going into shock doesn’t happen for you. When it comes to healing, your healing is much faster than normal, and does a second pass to remove scar tissue. It’s a lot more thorough as well, healing everything, including delicate connective tissues and regrowing organs if need be.

+Regemega (400 CP)

You now possess the regenerative capability of Biomega. While this doesn’t improve the speed, it does improve the amount of damage needed to put you down by an absurd factor. Even your “dead” cells are still viable. Getting all your cells popped by the hydrostatic shock of having explosions happen inside the body isn’t enough to kill you. Unless all of your body gets tossed into a crematorium or you piss someone off enough to double-tap you with nukes, you’re probably going to survive. It’ll just take you forever to regenerate from a bit less.

Radiation and toxins might work, but your body adapts to those. If some kind of energy or toxin/poison/venom takes more than about fifteen seconds to kill you, your body has already adapted to reduce the rate of damage to five percent. By forty seconds, your body is immune, and by sixty seconds self-repair mechanisms can function with the new factor - and may even be taking advantage of it..

Provided your “corpse” has access to energy and materials to regrow, you can come back from a single “dead” cell. If you have sufficient mass, your corpse can send out tendrils or fronds to collect biomass and energy from the environment until your normal form can be restored.

Directed Morphology (400 CP)

Apparently your body shares some traits with Biomega. Maybe Dr. Shinka took notes from your body, or your creator took a peek at his. Either way, you possess adaptive biology. This is mainly morphology, meaning that you can adjust your shape and position of organs. Put lungs in your neck to act as gills so you can dive for longer, adjust your muscle attachment positions for strength instead of limb speed, grow armor plates to protect yourself, adjust your skeleton for different situations. These adaptations take several hours to complete, but you can usually keep using most of your body during the process.

Specifically unlike Biomega, your adaptation is conscious-only. If you pass out face-down in water, your body won’t create breathing holes in the back of your neck to keep you alive. You also lack the hivemind thing that the Shinkabeast can do, but this means your biology won’t turn you into an inhuman monster intent on going all homogenizing-swarm on Earth.

ITEMS

Each purchase may have one pre-existing item of the same type imported into it, gaining the Jumpchain-granted properties of the import but stuck in the form of this Jump's purchase for the duration.

Items will respawn if destroyed, with a duration based on how large, complex, and expensive they are. (The Revolver comes in at 20 hours, while the Company takes three years.) If damaged, they will repair in proportionally less time.



Doer of Derring Do (free)

A complete collection of Robo's favorite radio play series, including *Dirk Daring* and *Ironsides*. Good entertainment.

Revolver (100 CP)

A reliable, six shot revolver. A solid frame, precision iron sights, and a dependable trigger and break. It's so reliable, in fact, that you'll be able to pull new quickloads for it from nowhere.

About halfway through the Jump, you'll get an upgrade, similar to Robo's revolver in *Ghost of Station X*. Now it's a beefier drop-action with propellant and explosive filler that is pushing the limits of chemical energy. It's effectively an anti-materiel handgun with the upgrade, packing about two or three times the muzzle energy from the original form.

Reflex Armor (100 CP)

This brightly-colored softsuit armor improves strength, reflexes, and survivability. What looks like cheap spandex found on the set of a super sentai series is actually an advanced computational metamaterial with the stopping power of an inch of metal. It works with your body, nudging you to dodge out of the way and pushing with your muscles so you can hit harder.

Portable Wardenclyffe (100 CP)

Mr. Tesla's original lightning guns collected charges from the atmosphere by dangerous processes and then fired beams of lightning using even more dangerous processes.

The Mk. VIII versions have smaller powerpacks, 50% higher maximum damage, and can actually be turned up to 15 without exploding. For reference, 7 is enough to wreck a car, and 12 will reliably mission-kill MBTs. Does take longer to recharge between shots at higher power levels, though.

Dr. Tesla's refinement of 'telluric' technology means that these are reliable enough that they don't explode (unless you open up the gun and short both circuit breakers) and will start recharging after ten minutes off the trigger, taking an hour after that to reach full power from a dry cell.

Telluric Suit (200 CP)

This suit just consists of a chestplate, pauldrons, vambraces, and gloves, all connected by thick cables. It's capable of manipulating electric currents around the user, allowing them to fly, throw bolts of lightning from their hand, while protected from unusual energies like odic vibrations using a thin electrodynamic barrier around the user.

Titan (200 CP)

Made the appropriately-named Big Science Inc. (though the company was named well before the predecessors to the TITANs were even considered) a TITAN is a piloted cybernetic humanoid platform 25 meters tall. They're equipped with advanced sensors, jumpjets, and dry nuclear reactors for power.

In addition, your new toy comes with all the accessories, like a launch platform that can put the TITAN into a suborbital hop to anywhere on Earth, a flight pack for tactical mobility or landing after using the launch platform, detachable missile boxes for the shoulders, and a gauss-scram longarm, which fires bullets at mach 4 and are capable of destroying anything short of large amounts of the toughest composites.

Drones (200 CP)

This swarm of robots consists of members that have a cubic body approximately 3.5 cm across. They're small enough to be concealed about a person, agile enough to run around and jump a meter or so in the air, tough enough to handle being thrown across the room, and strong enough to cling onto clothes. Default applications are scouting, providing targeting data, or delivering cyberattacks.

Company (300 CP)

Similar to Dr. Tesla's Tesladyne and Dr. Yumeno's Big Science Inc, you are the owner of a large company that performs cutting-edge research and is on retainer to a national government to provide Action Science services. This can be the United States, Japan, or any other nation with sufficient economy to support you. It's not an exclusive retainer, as you can also "consult" to private industry and other nations.

Your company holds the patents and copyrights to a number of boring, but practical and useful products like GMO crops, solar panels, electrical transformers, and back-end software. The revenue brought in through direct sales and licensing is enough to keep your company afloat even without Action Science consulting fees or any new inventions you introduce. (It won't be enough for expansions, though.)

Unlike the two unfortunate doctors mentioned above, your company includes an administrative staff capable of riding herd on some of the crazy projects action scientists can come up with. They're not going to be fundings things anywhere near as dangerous as quantum decomputers. They will also make sure that all the positions in the company are filled, except for Action Scientists. You'll have to interview potential members of Action Science teams yourselves.

In more tangible holdings, this includes things like offices, labs, vehicles, and easy access to large amounts of common materials and small amounts of rare materials.

Sky Spear (400 CP)

This takes the form of an orbital weapon complex in a Jump centered around a single planet. It might take other forms in other Jumps. But this is an option for killing something,

anything. In addition, whatever you order killed with this will stay dead and not come back. It does only have one shot, but that's enough.

ALAN Mainframe (400 CP)

A partially-active AGI residing a dedicated server without a network connection, this server can be used to solve problems. Usually engineering problems, since it's possible to rigorously define those. If you ask it to solve a problem, it will try its best to solve it.

Once per jump, it is guaranteed to solve the problem instantly and completely correct, regardless of how non-rigorous you defined the problem as. Otherwise, you'll have to understand to define the problem and how to interpret the solution, as well as wait for a solution to be arrived at.

Vault (600 CP)

Like Tesladyne, you have a secure vault on a private island. Unlike Robo, you don't have to get your hands on the originals of rare technology. Yours will automatically fill with one instance of any technology developed and available. It is an archive of technology in tangible form.

Things you can buy on the public market are always available. Private technology (like Helsingard's killbots and cyborgs, Tesladyne lightning guns, and so on) becomes available once the technology is stolen, defeated, given away, or otherwise released. You don't have to be involved in that, directly or indirectly.

The technology inside is stored inertly, so everything inside is safe to store and perform additional studies on. Remote control and tracking systems have been unplugged or otherwise obviously disabled. Documentation is present, but only complete for publicly available technology. You'll have to research them yourselves.

Oh, and keep in mind what you're getting is likely not the ultra-refined endstate of a technology, just what was produced.

The vault itself can be placed inside the warehouse or in another property you own, and is secured just as well as the warehouse, and will automatically lock itself if someone tries to make an authorized user open it under duress.

COMPANIONS



Only the Jumper can make purchases here.

Science Team Super Four! (100 CP)

Can be purchased twice

Import or create four Companions. Each gets 800 CP to spend as they want, and their choice of species and origin. Also, you can give them their own copies of one of the 100 CP Items for free with this purchase.

Please be sure to call out “Guardian Mode!” when calling them to action.

DRAWBACKS



There is no Drawback limit. The Jumper receives full CP, while Companions receive half CP from Drawbacks without an asterisk. Drawbacks with an asterisk can be taken independently by the Jumper and Companions, and only affect the party member that took them.

Centurion Robot (+0 CP)

Robo is, at the start of the comic, an old man approaching a century of uptime. You too can stay as long as you want after your allotted time ends. Once your allotted time is up, all other Drawbacks fall off and your death now just means you have to move on or go home instead of just going home.

Atomic Fortress (+0 CP)

During this Jump, you will run across two teams of mercenaries, one with red uniforms, and one with blue. Each one has nine people. This is Team Fortress 2, crossing over with Atomic Robo. You will get involved in at least one incident of typical TF2-like zaniness during the Jump.

Metal Hands* (+100 CP)

Touchscreens will never respond to your hands. Even if they aren't the fancy new capacitive multitouch ones but only work on physical pressure, they just won't care about you touching them.

Rainforests Are Enemy Territory, Benjamin* (+100 CP)

You're scared of something, Jumper, and it shows in your behavior. You tend to overreact to it, even the possibility of of encountering it. Like Robo bringing gratuitous amounts of firepower to the rainforests because of insects. It clouds your decision-making and you will have multiple encounters with it during your time here.

Apologizing. I Am Foreign Robot Man* (+100 CP)

There are hundreds of languages on this world that are used for communication. And you only know one of them. At best, you'll be quoting phrases from a handbook with a atrocious accent, then struggling to understand

Why Doctor Dinosaur Hates Jumper (+200 CP)

Hey, at least you'll be able to commiserate with Robo about it. Dr. Dinosaur also hates you, and will constantly try to humiliate or count coup on you. He will also occasionally make an attempt at your life, too, just to keep things interesting.

He has the same sort of plot armor against you that he has against Robo, allowing him to constantly make his escape and survive.

The Main Jumper Punches A Different Robot (+200 CP)

One of the promises of Atomic Robo (the comic itself) we intend for you to follow is that unneeded delays to the action are unneeded. Therefore, I promise that at least once a year, you'll get into some big adventure with big consequences. It might not be "save the world"-worthy, but unless you're in a coma or something you're going to experience some adventure.

The Long Way Home (+200 CP)

Instead of being able to start in the "modern" era, instead you start in 1870 and must make it to 2020. The slow way. Stasis, sleeping, just being a robot head, and skipping forward don't count. You're going to be here for 150 years subjectively, at least. In fact, if you time travel backwards, that displacement is going to be added to your duration. Hop back in time another year and that's another year of subjective stay.

Not Yet Free Comic Book Day (+200 CP)

ALAN? Majestic 12?

You're ignorant of the world beyond what a normal Action Scientist or Villain would be. You don't know the future, and you lose any metaknowledge of the Atomic Robo franchise you had. In addition, when you look at your build later, it will be censored and replaced with dry, technical explanations instead of anything that could provide metaknowledge.

Majestic Leap (+200 CP)

The Majestic 12, an anti-Robo conspiracy, doesn't like you. Whether this dislike predated the start of the Jump or will begin shortly afterwards depends on your Native/Drop-In status. While they move slowly, before year 8 of your Jump they will start trying to kill you. (If you took The Long Way Home then this will start in 1990 at the latest instead.)

Baron von Blabs-about-his-only-weakness* (+200 CP)

The first time the readers were introduced to Baron von Helsingard, he was kind enough to tell Robo his weak point, immediately leading that instance's demise. You likewise like telling your opponents about critical weak points. It seems you can't help yourself, showing off internal diagrams of your massive bases, discussing the coverage of guns around your base, or some other method of defending yourself and your plan.

Exoversal Shedding (+300/500 CP)

The "Shadow From Beyond Time," simply with its presence, could completely erase the universe forwards and backwards in time. To avoid you doing that by accident, I'll be sealing away anything that doesn't fit in this universe. This may also reduce your power, capping your power density at around a couple kilowatts for a human-sized Jumper. Items will likewise be restricted.

For 500 CP, I'll be sealing away any gifts you might have received before, any powers, perks, or items. I will let you keep various mental hygiene effects, at least.

CONCLUSION

As of now, all Drawbacks fall off and all party members may freely choose one of the following:



The Beginning

Move On, with the Jumper selecting a new Jumpdoc. What has transpired here is only the beginning a great and long adventure.

To Be Concluded

Go Home, ending your Chain and selecting a previous world to return to.

To Be Continued

Stay Here, ending your Chain and staying here.

In addition take this gift:

Science Adventure Comic (Item)

This collection of comics looks like it was written by Brian Clevinger, drawn by Scott Wegener, edited by Lee Black, colored by Ronda Patterson, Nick Filardi, or Anthony Clark, and lettered by Jeff Powell.

Or in shorter terms, it looks just like an Atomic Robo comic. Except for the title and the main character.

It covers your adventures in past Jumps (including this one) and new issues will be added after additional Jumps.

NOTES

You may import a previous mechanical form into your new form with the Robot Species. However, you must purchase the correct size via Giant. If you can't, no import.

You may import a previous biological, non-human form into your new form with the "Dinosaur" Species. However, you must purchase the correct size via Giant. If you can't, no import.

Acknowledgements

The title image was taken from the cover of *The Ring Of Fire #4*
Species subsection images were taken from the "About" page.
Items image is from page 5 of *The Ghost of Station X, part 3*
Companions image is the cover for *The Dawn of a New Era, part 3*
Drawback image is the cover for *Bug Hunt*
Conclusion section image is the last image from *The Deadly Art of Science*

Changelog

v1.0.1
Rephrased Cyborg to make it clear that Cyborgs have full access to Robot Parts
v1.0
Released
v0.9
Removed Theia Pebble and Crystals! until we have more details on what they can do.