

Rise and splash flash floods of chemically treated
Hydrogen 2 Oxygen, artificially heated
Bio-chemicals, Radioactive movements
WMD's turn humans to mutants
Viral weapons and pollutants, Let loose by the fools
In a world so cruel
Where the warlords rule with an iron fist
Humans on the brink of collapse
Second chances, Nanotech, scientific advances

This descent into madness
For greed and ego they brought The devil to dance with humanity
Cybernetics compensate for their hands
The arms, legs, and feet of child, woman, and man
World war Cyborg, Hybrid, Cybrid
It all feels like a dream 'til you pull up your eyelids
With a cold heart of darkness, One city is lawless
One city fighting for order, That's what the law is

Machines vs humanity, Clutch my sanity
This is man vs the animal of anarchy
The birth defects are now spotted like astronomy
And all genetic traces of hope are still anomalies
Plates of steel armory, It's guard your grill
In a world so real, Half a century still
Armed to the teeth, Metal mechanical limbs
And if they throw stones we throw back the virus and win
Uh! Passed the sinners and the holy lies survival
Worse comes to worst, Every mutant is a rival

Radioactive, It's downtown science
The opposite of Lucifer, Not opposite of violence
I hear silence, then eardrums pop
Literally ill, Watched the planet as it rock
With the cold heart of darkness, One city is lawless
One city fighting for order, That's what the law is

This is Madness.

... Welcome to the world of Anarchy Reigns. Have **1000 cp.**

Good luck.

Location:

Roll 1d8 for location or pay 100 cp to choose.

1. Altambra - Town: The safest place you could possibly get- Not that that's saying anything, because mutants still roam the streets doing as they do whenever it's cloudy out. Which is all the time.
2. Altambra - City: Close to the town, the City is mostly just a whole lot of abandoned high-rise buildings that are, again, inhabited by mutants. Just keep an eye on the ground- If it suddenly starts getting hot, then make sure to get inside, because there are periodic microwave bombardments to make an effort to cut down on the mutant population.
3. Port Valendia: A stormy port that doesn't serve anything other than the aircraft carrier and the various wrecked oil platforms that have lodged themselves in the harbor, Port Valendia is a nice place to hang out and smell the salty ocean spray. The ocean spray full of pollutants. And the kraken.
4. Oinkie's Casino: Above Port Valendia and next to a senic waterfall (that has a huge "CA$H" sign built over it) Is Oinkie's combination casino and scrap dealership. Stay on his good side, and it might actually be a relatively nice place to stay. Note: Staying on Oinkie's good side means you give him lots of money.
5. Hong Long: A huge chinatown district that was (say it with me) overrun by mutants, Hong Long is a dense urban district choked with overturned cars and debris. There's so many little apartments, though, that one of them is bound to make a good hideout (which is why so many assassins and mercenaries have made their homes here).
6. Bari Shur Ruins: A historic and venerable place, ancient ruins partially buried in the sands of the desert. Too bad it's filled with nasty (sigh) mutants... Fuck, these guys are everywhere, aren't they? This place used to be the site

of an archaeological dig, before everything went to shit. Try not to break too many priceless ancient artefacts.

7. Bari Shur Ghost Town: A small town near the ruins of Bari Shur. Three guesses as to what happened here, and the two don't count (hint: mutants were involved). The lone survivor of that massacre still lives here, though, and maybe if you kill enough mutants you could be buddies.
8. Free Pick: "Lucky" you. You get to choose which of these hellholes you want to hang out in. Yeah, have fun with that choice.

Backgrounds:

Roll 1d8+24 for your age. Your gender remains the same. Change 50 cp to change either of these things.

Bounty Hunter (Free): Ain't nobody seen you 'round here before. Nobody knows who you are, and that's both a good thing and a bad thing. It's as if you showed up one day out of the blue, with nothing but what you need to get down to business- Your weapons and your bounty hunting license. Of course, you know that's exactly what happened. You don't even have any memories of this place- Again, both a blessing and a curse.

Bureau of Public Safety (100 cp): Someone's gotta keep law and order around here - Or, at least, just kill all the fools who think they can get away with whatever the hell they want to. You work for the Bureau of Public Safety, the closest thing this mad world has to a police force, and you have the training to match. You might have to answer to them, but you have their resources, too. BPS guys get all the perks.

Gang Leader (100 cp): In this world where anarchy reigns, there needs to be someone who keeps things in order- Well, that's not really you. You're just here to be on top of the pyramid. That's why you're the leader of an organization of criminals- Everything you find is yours, and anyone who has objections can feel free to file their complaints with your two complaint departments: Your fists.

Assassin (100 cp): So long as there are two people left in the world, one's gonna want the other dead on some level. It's how human nature works. Of course, leaving the art of killing to an amateur is just asking for trouble- It leaves a mess, and evidence, and then they get caught. Lucky for anyone who wants anyone else dead, you provide a vital service - Clean, efficient, and quiet.

Perks:

MDK's (Free): To survive here, you're going to have to fight. Like, a lot. As a result, if you don't already know how to handle yourself in a brawl, you gain a baseline knowledge of how to fight- Basic self-defense techniques that let you handle groups

of physically weaker hostiles, or a single evenly-matched opponent.

Jazz House (50 cp): Your life has a soundtrack, and it's all the slickest rap you've ever heard. Wherever you go, mysterious bodiless rappers rap about your actions. You can choose whether others hear this (they will never find this odd), and you can have them stop if you'd like.

Venom (50 cp): Spittin' with that Venom 'till they drop. You're an excellent improvisational rapper, and your flow simply cannot be interrupted- You'll never lose a rap battle again. You can even deliver lyrical beatdowns alongside physical ones.

When Mind (100 cp): Everyone who's anyone in this world seems to have the physique of an olympian, and you're no exception. Whatever you consider your ideal body, you have it (Within reasonable human limitations). Even if you're fully cybernetic, your cybernetics still end up in an appealing shape perfectly suited to attracting whoever you want.

Ruthless (100 cp, Free Bounty Hunter): No hopes and no fears, 'cause you're Ruthless. When you wish to be, you're very intimidating- Someone would have to either be very brave or very stupid to attack you, and weak-willed individuals will avoid conflict with you if they can, even if they have numbers that could easily overwhelm you.

Merciless (100 cp, Free BPS) It's kill or be killed in these streets that you scout. No such thing as Police Brutality in this world, and sometimes you have to get your hands dirty for the greater good. When it comes down to the wire, you won't hesitate to do what needs to be done- you can worry about right and wrong later.

Soon Enough (100 cp, Free Gang Leader): Gotta stay paid or you might as well die. You find it very easy to attract like-minded individuals and lackeys, whether your goals are something noble or just making money however you want. In addition, in this jump you'll start off as the undisputed leader of a street gang with around 50 loyal gangsters.

Gotta Get The Cash (100 cp, Free Assassin): Body for a price? Just say so! Job-searching isn't a thing for you. You never have issues finding work within a mercenary field. Whenever you need dough, then a job will fall neatly into your lap so you can make your killing.

Play My Ass Off (200 cp): Show me anybody's ass, and I'll beat it quick! Not only are you a complete badass, but you know how to make it look all kinds of good. You can style all over people without even trying to look cool, and pull off such ridiculous feats of awesomeness as fighting exclusively with breakdancing moves, and having it be just as effective as regular martial arts.

Jaw (200 cp, Discount Bounty Hunter): Who want it? The answer is nobody, because you're the baddest man alive. At the very least, that's what your rep says. You're a lot better at advancing your rep than other people, and your actions will travel fast on the streets when you want them to.

Fast Lane (200 cp, Discount BPS): When you gotta get somewhere fast, you know how to get there. You're a virtuoso with a steering wheel, capable of driving just about any vehicle competently. You're especially great at using cars, capable of using all of a car's speed without any loss in handling or cornering.

My Town, My City (200 cp, Discount Gang Leader): You and your gang don't take kindly to intruders. Whenever someone unwelcome is intruding on a place that you and your gang can rightfully call yours, you fight much harder- So long as it's in defense of your territory, your followers will be stronger, faster, and more durable than they would be otherwise, and you're excellent at using the terrain to your advantage.

Mortified (200 cp, Discount Assassin) Better watch out if you're mortified. You know how to use terror when hunting down a mark. Scared opponents make exceptionally easy targets to you, whether they're fighting you or trying to run away, fear leaves openings that you can exploit for easy hits.

Unlimited Resources (400 cp, Discount Bounty Hunter): You don't know what it means to quit- You don't have any bones like that in your body. There's nothing that can dissuade you from your goal, and no matter what, you have the resolve to see things through to the end- even if you have to drag your own limp corpse to the finish line.

Hand Of Science (400 cp, Discount BPS): All we know now is that science reigns supreme. You're a lisenced surgeon, specializing in cybernetic implants. With the right tools, you can give someone a cybernetic arm or leg, whether they already had a missing limb or you had to chop one off to make room. On top of that, you know how to weaponize cybernetic limbs as well, and can integrate weapons into them without detracting from their function or aesthetic.

Laughin' At U (400 cp, Discount Gang Leader): Fair fights don't exist. You're adept at ducking in and out of combat- you can hide nearby, and when a target shows weakness, swoop in for a deathblow, then duck back out without drawing attention. You could win a free-for-all full of people more powerful than you without ever taking someone head-on. This technique works best when two people you want dead are fighting each other- but also works well when one of your friends is fighting an enemy.

I Know U Want Me (400 cp, Discount Assassin): A smart fighter uses all the tools at their disposal. Not only are you very adept at seduction and getting people who

find you attractive to do what you want them to, you've incorporated sexy distraction techniques into your fighting style. Anyone who falls victim to your wiles will make for an easy target to finish off, or at the very least, they'll have a much more awkward time fighting you...

Find You (600 cp, Discount Bounty Hunter): If you can't find the truth, the truth will find you. This world is rough and tragedy is a part of life- But there are some hateful people who cannot be redeemed. When you find someone like this, you can sense the blood on their hands- By focusing on a person, you can get a feel for every act of selfishness and evil that they've enacted on another person. In addition, once you've seen someone in this way, you can follow the "scent" of their evil- By focusing, you can sense how far away they are from you and in what direction. You can only sense one person at a time in this manner, but you can switch your tracking between people you've sensed in this manner at will. This tracking depends on how wicked they are- Tracking an innocent in this manner is vague and inconsistent.

Over In A Flash (600 cp, Discount BPS): If you can feel the heat, then you're already burned. You have immense skill in controlling your body, meaning your reflexes and prescision are peerless. You can deflect bullets with a sword, shoot the wings off a fly with a handgun from across the room, and you're even capable of such feats as running through open bullet fire and coming out unscathed by deflecting all of the ones that would have hit you with your hands as you run- Assuming, of course, that your body is fast enough and tough enough to keep up with your brain.

We Play (600 cp, Discount Gang Leader): We play to make the world go round. You understand how your gang thinks- on a literal level. You can put yourself in the shoes of anyone who's your willing subordinate in some kind of organization. You know what they know, feel what they feel- And know exactly what they want out of a leader. This effect tends to get foggier and more vague the farther down the chain of command you get, but you still get a feeling of what they'd want.

My Pride (600 cp, Discount Assassin): All you do is annihilate enemies. Your pride in your weaponry is unlike any other- Pick a single weapon you own. You are unmatched when weilding that weapon (or other weapons of its kind), capable of weilding it with enough skill to perform insane feats- like weilding your sword using your feet. And winning while you're at it.

Cybernetics:

These days, being a baseline human just doesn't cut it anymore. Everyone who's anyone has one of these things going for them- And for obvious reasons, you can only have one of these at a time. Alternatively, you can simply elect to remain a clean-slate human. Just because something's free doesn't mean you have to take it.

Cyborg Enhancement (200 cp, Free Drop-in): Men and machines morph to become new beings- And that's exactly what you are. Outwardly appearing human barring a mechanical limb or two, you have several enhancements- An armored skeleton that gives you strength enough to effortlessly hoist cars over your head, cybernetic eyes that can see stuff with perfect clarity from over 100 feet away, the ability to casually run like an olympic sprinter, and enough durability to get punched through a concrete wall and actually be able to stand up and keep fighting. You're still mostly human, though, besides the clunky cybernetics.

Cybrid Arts (200 cp, Free BPS): Being on the good side of the law has perks: You have a state-of-the-art cybernetic body with all four limbs replaced with sleek mechanical ones. You have all the perks of a Cyborg Enhancement, except your body sacrifices a little bit of strength and durability for enough speed to outrun cars, and the reflexes to match. Your limbs are obviously cybernetic, but are aesthetically pleasing and merge seamlessly with your natural body in a way that people might just think you're wearing powered armor instead.

Full Metal Gangster (200 cp, Free Gang Leader): Why stop at just an artifical limb? Make your whole body into a suit of armor! Your whole body has been replaced by cybernetics except your head, and in exchange you're basically a walking, talking wall of steel. You get all the benefits of a Cyborg enhancement, and while you're probably not going anywhere as fast as a baseline cyborg, you laugh at small arms fire and getting punched by you is like getting punched by a literal truck. An angry truck with fists. Okay, maybe not a literal truck- You get the point.

Nanomachines (200 cp, Free Assassin): Sometimes, it doesn't really pay to have obvious cybernetics. They're clunky, they need a lot of maintenance, and metal tends to be loud- And on top of all that, they're identifiable. So, instead of substituting your flesh for metal, you put it in your blood- Nanomachines, son! Your nanomachines enhance your natural body instead of replacing it, giving you additional strength, speed, and durability, and enhancing all your senses. While Nanomachines won't quite do the job quite as well as straight-up cybernetics on the physical side, it'll still enhance your senses and your reflexes to superhuman levels, and all with you still looking like a regular ol' human.

Killer Weapon:

While any good fighter will be able to hold their own with just their own two hands, it always pays to have a Trump Card- And here, that trump card is called a Killer Weapon. Everyone around here has at least one, and now you do too. Every Killer Weapon also comes with an elemental affinity- Fire, Ice, or Lightning, and your Killer Weapon comes with the ability to afflict your foes with its affinity- Setting them on fire, freezing them solid, or paralyzing them with electrical shock. If you have multiple Killer Weapons, they must all share their affinity.

You get **one** Killer Weapon that you qualify for as a freebie. Any more than that and you'll have to start dishing out the cp.

Additionally, anything that's listed as requiring Cyborg Enhancement can also be used with Cybrid Arts or Full Metal Gangster.

Imported Weapon (200 cp, Can't get for Free): Already have a weapon you think qualifies as a trump card? Fair enough! You can import any weapon you already have into the role of a Killer Weapon, and it gains a new aesthetic to your pleasing while retaining all its old abilities, an elemental affinity, and the ability to transform into a compact storage form that makes carrying it easier. It even sticks to cybernetics!

Transforming Weapon (200 cp): Carrying around a big, bulky weapon is always a good idea for taking out big guys, but big and bulky isn't always the best. Luckily, you have a custom-made weapon that can shift between three forms- A storage form that can be worn like a clothing item, a handheld form for quick attacks, and a big form for heavy attacks. For example, you can have a segmented whip that can be worn like a belt or can stiffen into a spiked bat.

The Juice (200 cp, Cannot be used with any Cybernetics): Cybernetics isn't the only way to get ahead in the world - You've got a special serum that harnesses the power of the mindless mutants lurking around, letting you temporarily transform into a huge, monstrous form imbued with your elemental affinity. The Juice even boosts your normal form, giving you physical abilities similar to what Nanomachines would give you. There are only two downsides: the inability to use cybernetics, since your body will be changing anotomy a lot with this stuff and cybernetics need you to be a human, and the need to make more Juice all the time. Fortunately, it's not too hard to get. You just need to kill mutants to get the important ingredients, and the rest is fairly common household stuff.

Limb Weapon (200 cp, Requires Cyborg Enhancement) It's simple and logical - Replace a limb with a weapon, makes it more lethal. Incorportated into one of your limbs is a weapon like a double chainsaw, a huge drill, or even a pile-bunker. Whatever it is, it does a lot of damage.

Rocket-Powered Weapon (200 cp, Requires Cyborg Enhancement): What's the best way to make a weapon even deadlier? Make it move faster. What's the best way to make it move fast? Rockets! You have a blunt weapon of some kind (Hammer, Flail, your own two fists, doesn't matter)-You've got boosters incorportated into that weapon, making it move faster than even your cybernetics could manage on their own. You can even use the heat from the rockets to your advantage, burning your foes- And for obvious reasons, weapons like this can only have a Fire affinity.

Positron Blades (300 cp, Requires Cybrid): These specialized weapons require a

specialized body, but oh boy are they worth it. Extendable blades fold out of your limbs and even your fingers, made not out of metal but of energy. Positron Blades can cut just about anything, and while they eat up a lot of power, the results can't be argued with.

Tesla Blitz (300 cp, Requires Cybrid): Nothing quite like just pumping someone full of electricity to make them drop dead- The problem is that it usually requires physical contact. No longer! With the Tesla Blitz, you can generate spheres of electricity to summarily electrocute anyone who might get in your way. For obvious reasons, the Tesla Blitz can only have an electric affinity.

Drones (300 cp, Requires Nanomachines): All the heavy-hitting weapons these days are physically-oriented. Guns aren't of any use anymore unless you punch someone with them- And what kind of sense does that even make? In times like these, what's someone to do when they want to hit hard from far away? Use these, of course- A set of six powerful, floating drones that are hooked up directly to the user's Nanomachines, controlled by the user's thoughts. They have a maximum range of ten feet, but can't be more than five feet away from one another at once. It takes significant mental discipline to use them, and using them in concert with another weapon is exceptionally difficult, but when mastered they're an elegant and very powerful set of tools.

Companions:

Super Friend (200 cp): In dangerous times like these, it always pays to have someone watching your back. Someone you can trust. Those kinds of people are hard to come by- Lucky for you, you came by one! Shortly into your jump, you'll earn the trust and companionship of one of the playable (non-DLC) characters of Anarchy Reigns, most likely by getting into a fight with them first. Prove yourself a worthy friend, and you might even be able to take them with you as a companion.

Companion Import (200 cp): Already have a friend, and want to give them a spot alongside you? No problem at all! With this, you can import a pre-existing companion of yours and give them a free background and 300 cp with which to buy perks, cybernetics, and items. Companions cannot take drawbacks or buy companions.

Items and Equipment:

Bag o' Dough (50 cp): A big ol' sack full of Ten Million Dinar. That's a whole smack of money, isn't it? Sike, that's actually more like ten thousand US dollars. Inflation's a bitch, isn't it? Still, a lot of money if you know how to use it.

Asylum (100 cp): In your warehouse, there's a door to a mysterious bar- By all appearances, it's a regular old bar, albeit a bit futuristic. A bar with stools, a holo-

pool table, good drinks and good food, Neon lights, some comfortable sitting areas to relax in, a holo-stripper, a poker table... The weird thing is, though, this bar's door seems to go wherever it wants. Anyone from any jump you've been to can come to this bar to relax and take a load off, and every time you come in there's a whole new crowd full of familiar faces. The exit will always lead you back to your warehouse and anyone else back to their home dimension, so you can't take anyone you find in the bar outside. Or anything, for that matter- Drinks, weapons, clothing articles, computer data. All you can take back with you is the good times you had, because everything else disappears the moment you leave. And try not to start too many fights, because the cybrid bar-bot doubles as the bouncer...

Bacon, Bacon, Bacon, Bacon... (100 cp): Bounty hunting might be all about bringing home the bacon, but this, well... It's a bit too literal. This special frying pan comes with a lid, and has a bacon-shaped handle. Whenever you take the lid off, the pan is full of special, smoky bacon, pre-cooked to crispy perfection. Give this to a certain scrap dealer and you might be friends for life.

Powered Armor (100 cp): This suit of powered armor is a technological marvel. While it requires the user to be a pure human without cybernetics or nanomachines, it offers durability, strength, and speed rivaling that of a Cyborg's. It comes in Light, Medium, and Heavy variations. This suit must be custom-built for the user, so nobody else can use your armor- However, you can buy suits of powered armor for your human companions If you want them to get in on the action, too.

Mutagen (200 cp, Discount with The Juice or Drop-in): Why would you even want this stuff? You've got a two-liter protected container of this weird, diseased, radioactive sludge extracted from Mutant brains that evaporates on contact with sunlight. Just a splash of this stuff is enough to turn a regular person into a mangled, horrible mutant- Having them ingest the whole thing, while inadvisable, would doubtlessly turn them into a massive, terrible monster. Why you'd want to inflict that on anyone is another question entirely, though. This stuff can also be used to make The Juice if you know how, though it's only enough for an hour's worth of The Juice (Which is still a lot if you know how to use it). The container refills once a week.

Personal Shield (200 cp, Discount BPS) Nobody's invincible. Except you, now that you have this! This personal device is a shield that makes a protective bubble around its user, protecting them from attacks. It'll block anything- But the catch is that is can't keep blocking stuff forever, and it'll break if it takes too much punishment in a short time, it'll break, and need a few minutes to recharge.

Hideout (200 cp, Discount Gang Leader) Everyone needs a place to stay, and that includes you... and your gang, if you're feeling charitable. Fortunately, you have such a place- a building in a strategically advantagous position with only one way in or out. It's also hard to find by the authorities, but easy to find by you and anyone you MIGHT consider your allies. In future jumps, you'll always know the location of a

place like this in or near your starting location, and how to find it.

Cloaking Device (200 cp, Discount Assassin): This handy device cloaks its user completely with a light-bending invisibility shield, making them effectively invisible to the naked eye. While stuff like X-ray or Infrared vision would pick up the user, it jams radar, making the user invisible to that, too. It's undoubtedly a useful tool- Though, it doesn't like violent motion, and attacking someone or being attacked might cause the cloaking to glitch out or fail altogether, and it can only operate for a minute at a time, at which point it needs two minutes to recharge- So make sure to use your advantage while you have it.

Baby Kraken (400 cp, Discount Drop-in) This cute little squid fella is a horribly mutated version of the Giant Squid. In fact, once it grows up in a few years, it'll be giant enough to drag whole aircraft carriers into the briny deep. And also generate amounts of electricity in its tentacles that are fatal to the touch (at least, for a regular person). It's also entirely resistant to radiation and poisoning (mostly because it was a creature born of radiation and pollution anyway).

Cthulhu Blueprints (400 cp, Discount BPS): Don't worry, this isn't instructions to summon the actual Cthulhu. The Cthulhu is a big ol' robot- After all, When all else fails, Nothing like a big ol' killer robot to get the job done. These are just the blueprints, but the Cthulhu comes equipped with protective energy shielding, sweeping positron blades for claws, the ability to transform into a vehicular form and fly, two high-powered lasers, a huge fucking laser, a flamethrower, the ability to erect an arena with energy barriers, and the ability to teleport people into its arena. And it's durable to boot. It's one hell of a war machine- The only issue is getting all the shit you need to build it...

Drawbacks:

You can take any number of drawbacks, up to 600 cp

It's All About Me (+100 cp): You're a bit self-obsessed - Well, that's an understatement; Narcissus himself would tell you to calm down. You're so self-important that you can't help but find others around you to be repulsive and beneath you. This probably isn't going to win you any friends, but hey, all you need is the greatest person in the world- yourself!

Days of Old (+100): You're old, son. Like, not just old, you might as well be *ancient*. You now have to roll 5d8+150 for your age. Not only is your physical body old and failing, likely relying on machinery, any cybernetics you have are just as archaic. Now all you have to do is tell those mutants to get off your lawn, and the stereotype is complete...

We All Soldiers (+200 cp): There seems to be a glitch in every single Gargoyle mech's programming- No matter who you are and what you have (or haven't) done, every single Gargoyle views you as priority number one and will drop whatever they're doing to try and kill you. You can't go a week without a squad of these things showing up to ruin your day- and that's if you're lucky.

They Came From The Underground (+200): You must have a beacon in your body that attracts freaks, because whenever you go outside a civilized area (which is often necessary, in your line of work) you find yourself swarmed by Mutants. They just won't leave you alone for five goddamn minutes! Individually, they're nothing, but there's always something to be said for numbers...

Sound the Alarm (+300): There's a lot of scary things out there, but one of the scarier things is an enraged alligator- and you've got the scariest of them all mad at you. Jack Cayman the Deathwatcher thinks you were the one that killed his daughter. He will stop at nothing to see you dead, does not listen to reason, and will hunt you down no matter what gets in his way. Even if you kill him or imprison him, somehow he'll be back within a month to keep hunting you down, and he gets faster and more skilled each time he comes back...

Testin' Me (+300 cp): You have... issues. Your brain is inexplicably wracked with grief and guilt, to the point where you've developed a murderous split-personality that goes on rampages whenever you aren't in control. Not only are you now the BPS' #1 most wanted, but you must constantly fight with your split-personality for dominance, lest they destroy everything you love and care about.

Play for Keeps (+400 cp): Say hello to Cybrid Joe, an extremely dangerous cybrid mech with strength, speed, and reflexes beyond that of any other combat robot, bad enough to give even the baddest of asses a serious run for their money. Normally prohibitvely expensive, someone's found a way to mass-produce an army of them. Someone who hates you, and has now devoted their entire army of Cybrid Joes to breaking your face. Have fun.

This is Madness (+600): Civilization has collapsed entirely. Humanity has descended into brutality, and every single living thing left in this world wants everything else dead. But they especially want you dead- They will happily drop whatever they were doing to attack you. Anyone and everyone will attack you- even your own companions, if they spend too much time outside...

Notes:

- Bayonetta is a DLC character. You cannot companion her. Especially not for 200 cp. Deal with it.

- Yes, jumps you've been to before are still time-frozen if you go into the Asylum bar. Anyone you meet in there will still remember the encounter if you see them again after your chain is over, not considering it strange- As if they just decided to go to the bar one day and just happened to see you there.