TERMINATOR



VER 1.7

Intro:

Three billion human lives ended on August 29th, 1997. The survivors of the nuclear fire called the war Judgment Day. They lived only to face a new night-mare: the war against the machines. When the computer which controls the machines, Skynet, starts to lose the war, it tries to end it before it began by sending assasination machines, known as Terminators, back through time. Their mission: to destroy the leader of the human resistance, John Connor. Either by targeting him directly or his mother, Sarah Connor, before he was born. Every time this happened the Resistance was able to send a lone warrior, a protector for John. It was just a question of which one of them would reach him first.

You, Jumper, are now a part of this war. Will you fight with the resistance? Try to protect John Connor? Maybe you will try to prevent Judgment day. Or maybe, you have joined the machines, and seek to end mankind.

Whatever path you choose to take, you will need this.
+1000cp

Timeline - 1d8 or 100 to choose:

The locations in the Terminator Universe tend to be similar. Most of everything happens in North America, and major events happen in Los Angeles, California. But when they happen, is even more important.

1.1980-The First Terminator
Four years before the first Termination attempt across time will happen. Here the punks have weird blue spiked hair and Sarah Connor is just a waitress. Unaware of her significance to the war yet to come.

2.2025-Future War
Four years before Skynet's Defense Grid is smashed and sends a T800 back in time. A last-ditch effort to end the war before it starts by killing John Connor before he is born.

3.1990-Judgement Day
Four years before Skynet tries a second attempt at eliminating John Connor. This time by attacking him when he is a child by sending back a Series 1000 terminator. In response, the Resistance sends back a reprogrammed T800 to protect John Connor.

4.1999-Sarah Chronicles
Sarah and John are fugitives from the law and are in hiding. On This date, they will discover their trial at stopping Judgement Day back in 1994 has failed.

5.2000-Rise of the Machines
A separate Timeline not connected to the Sarah Chronicles. Here, in four years, Skynet will send back a Series X terminator to eliminate resistance commanders. Again, the Resistance responds and sends back a T850. In less then 48 hours after their arrival, Judgement Day will transpire.

6.2015-Salvation
Four years before Skynet tries to kill John Connor by luring him in and tricking him to his attempted assassination with an unknowing Hybrid Terminator.

7.2011-Genisys. Roll another 1d8.
In here, the timeline has been altered drastically. An attempt on Sarah was already made when she was a child, and a T800 has been protecting her since then.

-1,2= Genisys, 2025.
Like the original future war, Skynet will attempt an assassination through time with a T800. However, John Conner will be attacked while they are sending Kyle Reese back to protect Sarah.

-3,4= Genisys, 1980.
In four years, the T800 will arrive like it originally did. However, Sarah Conner and her T800 Guardian will be waiting for it. While a T1000 is waiting for Kyle Reese to show up to assassinate. After both have been dealt with, Kyle and Sarah will go through a one time use, scratch built Time Machine to go to 2017.

-5,6= Genisys, 2011.
In three years, a T3000 made from John Conner will travel to this time to help construct and protect Skynet which will go online in 2017 under the guise of Cyberdyne's Genisys Program.

-7,8= Choose any Genisys time.

8. Your Choice

ORIGIN:

DROP-IN FREE

You wake up in your chosen location with no overlapping memories to mess with your mind.
Positive-Depending on where/when you are, you might seem the most ordinary in comparison to the main characters.
Negative-No memories or history from this world. You will be very out-of-place if you're in the future.



RESISTANCE -100

Born after Judgement Day, you were captured by the machines and forced to throw out dead bodies. Waiting for your turn. Until one man and his army broke you and the others out. You have been a part of the resistance every since. If you're not in the future, the Resistance sent you back in time to protect John Connor (Sarah Connor if he isn't born yet.)
Positive-You've had some rugged training and know how to fight and survive with bare essentials. You've learned the value of human life.
Negative-You were born in a world that is practically dead and you've spent most of your life fighting machines that killed most of your family and friends and forced you to incinerate them as a child.



TERMINATOR -800

You are a Humanoid Hunter Killer. A highly advanced machine built by Skynet for infiltration and assassination. Before you were deployed the Resistance captured you and had someone reprogrammed you. An error in the resetting has made it so you have no owner or loyalties to any faction.
Positive-You are a killing machine. Literally. It will take a lot more to kill you than a human. You can still feel things, but can completely ignore pain.
Negative-You are a killing machine. No-one among the Resistance will trust you at first and even present day people would be hesitant when they learn the truth.



RACE:

HUMAN FREE, RESISTANCE & DROP-IN ONLY

Age=20+1d8
Standard Homo sapien

SERIES 600 +200, TERMINATOR ONLY

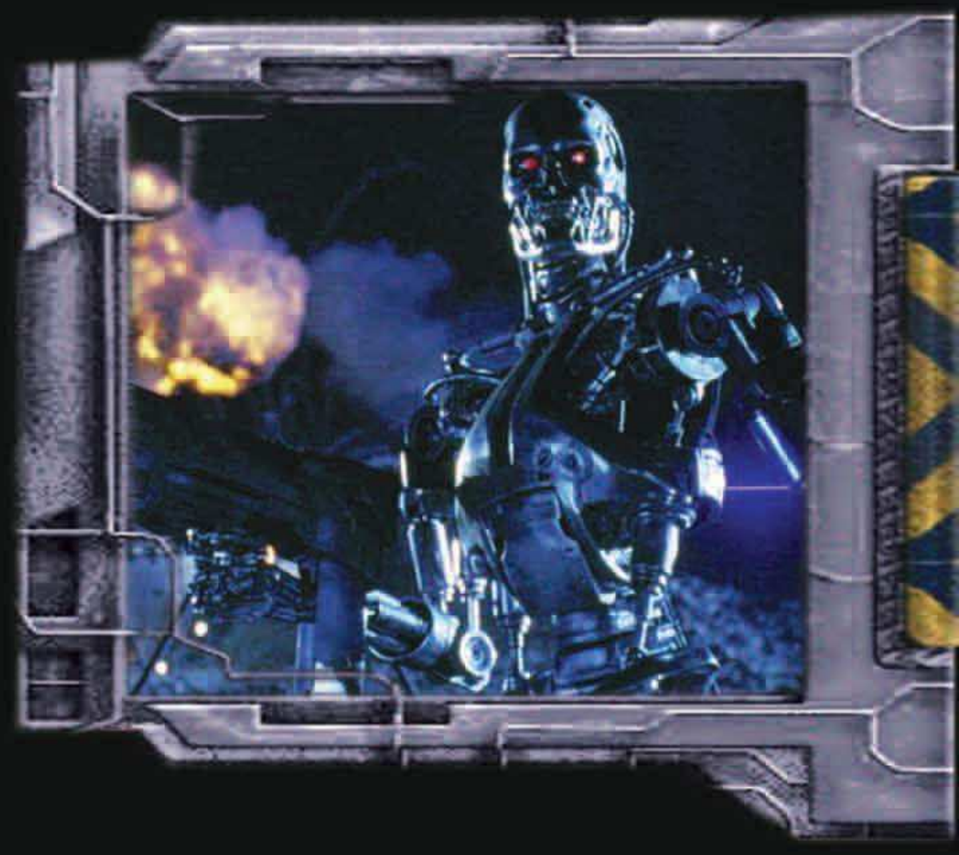
MANDATORY DRAWBACK "RUBBER SKIN"

The precursor to the T800. Made of a Titanium alloy, able to see clearly in darkness, stands about 7ft tall, weighs at almost 800lbs, has almost 4000lbs of strength, and can operate with more than half of it destroyed. It is a deadly machine.
It is also obsolete.
Assault rifles armed with armor piercing rounds can cause serious damage to it and AP rounds in LMGs can equal death. A standard 50cal would be overkill. Using rubber for fake skin combined with its height makes the T600 an easy target and is practically a joke to the Resistance.



SERIES 800 FREE, TERMINATOR ONLY

Age=17+1d8. This isn't your chronically age, only biological.
Skynet's first cybernetic organism. Standing over 6ft tall, it is composed of living Tissue over a metal endoskeleton. Armed with advanced sensors like infrared vision, an x-ray like vision to see through clothing and flesh, and the ability to track just on sound. Has enough strength to break through an industrial steel door and reinforced concrete. Is loaded with detailed files on the human anatomy and all military documented weaponry. Powered by an Iridium nuclear-energy cell located in the chest, the T800 can operate for 120 years unaided. If that system fails, it can pull power from heat sinks if enough heat was absorbed. The machine is also designed to be able to handle a large amount of electricity such that if one tried to use a high voltage to fry its electronics, it would only slow it down momentarily. All of this is protected by a hyperalloy chassis which is impervious to most handheld weaponry. Only high explosives and 50cal sabot rounds have been known to pierce this armor. Finally, everything is hidden under synthetic tissue that repairs itself faster than human tissue.



SERIES 1000 -200, TERMINATOR ONLY

Age=17+1d8. This isn't your chronically age, only your default biological appearance.
The T1000 is a 6ft tall Terminator constructed entirely out of a Mimetic Polyalloy, or liquid Metal. While this structure takes away some of its sensor abilities (specifically the infrared and x-ray) it allows the T1000 to take the shape of anything it samples by physical contact. Though the shapeshifting does have limitations. It must be an object of equal size, it can't form complex machines (such as guns or explosives), and staying in other forms that is not its default form takes more processing power. Though even then, the shapeshifting is effective enough to not only trick sensors and people into thinking it is flesh and clothing, but it can mimic a living organisms field enough to use Skynet's Time Machines. In comparison to the Series 800 hyperalloy, the 1000 is both less and more durable. The 1000 is slightly more susceptible to extreme heat and acid and is susceptible to extreme cold. It is also relatively easy to deform and break apart. However, the 1000 could be torn apart into a thousand pieces (and know where those pieces are at all times no matter the distance) and it could pull itself back together. Making the 1000 virtually immune to kinetic attacks.



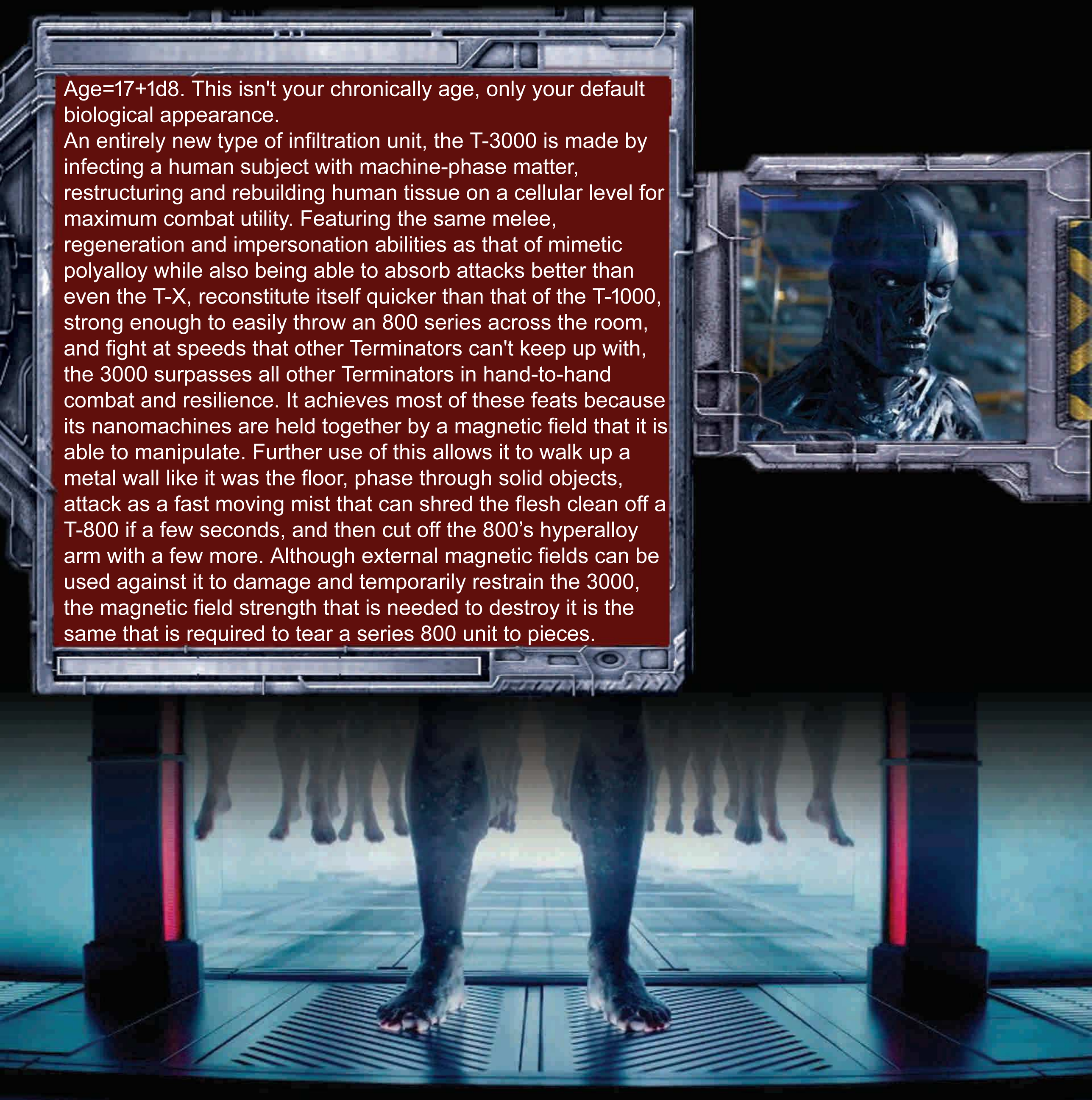
SERIES X -400, TERMINATOR ONLY

Age=17+1d8. This isn't your chronically age, only your default biological appearance.
Designed to be the ultimate combat infiltrator and an anti-Terminator unit, the T-X series is a hybrid design featuring both a hyperalloy chassis with ceramic plating and a mimetic polyalloy covering. Equipped with more advanced sensors such as a DNA analyzer in the mouth, can shape its polyalloy to that of any human form, joints with a massive degree of rotation such that each limb can turn 360 degrees, capable of running at speeds in excess of 80km per hour, capable of overpowering an 800 series, and contains nanite dispensers in the fingers to hack and control other machines, it has rendered all previous terminator units obsolete. To top it all off, it also armed with a collection of built in weapons ranging from steel cutting circular saws and a flame thrower, to a plasma cannon that has enough force to destroy cars or send another terminator unit flying across a small parking lot.



SERIES 3000 -500, TERMINATOR ONLY

Age=17+1d8. This isn't your chronically age, only your default biological appearance.
An entirely new type of infiltration unit, the T-3000 is made by infecting a human subject with machine-phase matter, restructuring and rebuilding human tissue on a cellular level for maximum combat utility. Featuring the same melee, regeneration and impersonation abilities as that of mimetic polyalloy while also being able to absorb attacks better than even the T-X, reconstitute itself quicker than that of the T-1000, strong enough to easily throw an 800 series across the room, and fight at speeds that other Terminators can't keep up with, the 3000 surpasses all other Terminators in hand-to-hand combat and resilience. It achieves most of these feats because its nanomachines are held together by a magnetic field that it is able to manipulate. Further use of this allows it to walk up a metal wall like it was the floor, phase through solid objects, attack as a fast moving mist that can shred the flesh clean off a T-800 if a few seconds, and then cut off the 800's hyperalloy arm with a few more. Although external magnetic fields can be used against it to damage and temporarily restrain the 3000, the magnetic field strength that is needed to destroy it is the same that is required to tear a series 800 unit to pieces.



PERKS:

>GENERAL:

SMASH THOSE METAL MOTHERFUCKERS FREE ALL

You have received several years worth of training on how to fight. Giving you basic proficiency with the all handheld weaponry used in the 1980s to the 2000s. You won't necessarily know the entire ins and outs of the weapons, but you will know how to shoot them reliably. You also have a general idea of what kind of weaponry would be needed to deal with armored targets.

JUDGMENT DAY -100

You Automatically know the exact date and time to Judgment Day. Outside this jump, Judgment Day counts as any mass extinction or apocalyptic event for sapient species within 100 years and how, but not why, it happens. Because the future is not written, this perk will keep track of the event to the hour. So if the 2 year away apocalyptic event turned into 2 weeks and 3 hours, you will instantly know.

SAY... THAT'S A NICE BIKE... -300

You know more than just how to drive a bike, you know how to do it during a car chase through traffic. You also have some basic training in piloting helicopters, though your landing may be a bit rough.

>DROP-IN:

MOST PARANOID DELUSIONS ARE INTRICATE

-100, DISCOUNT DROP-IN

For the normal person it's hard to find out who's actually telling the truth and who needs a straight jacket. You, however, can spot these. Whether it's through experience or a gut instinct, you will know if an apparent conspiracy theorist/nutjob is actually telling a factual or rational account. Grows in power and accuracy in relation to the threat. If they're telling the truth about the end of all mankind, you will know 100%.

THANK YOU, JUMPER, FOR YOUR COURAGE THROUGH THE DARK YEARS

-200, DISCOUNT DROP-IN

Your skills in passing on knowledge and raising people are great. You could train and raise a child to be able to fight and survive during humanities darkest hour. Whether it is one-on-one or with groups, you can give them your knowledge and courage.

HEY, WAIT! YOU SWORE! -400, DISCOUNT DROP-IN

Whenever you make a deal with someone, whether it be through a legal document or a pinky promise, they will not break it. If you make a machine that was built purely for assassination swear to not kill any human, no human casualties will accrue because of it. This doesn't give you a blanket cover. Said machine from earlier will still maim people and break ankles, but they will live. A person with an incredible amount of willpower can resist this perk. But no matter what, they will still feel really hesitant to and guilty if they do.

EASY MONEY. -600, DISCOUNT DROP-IN

Your hacking capabilities are impressive to say the least. As it is, you could hack anything from an ATM to even the leading software company's security system with just a basic computer. Given time and practice, your abilities could grow capable enough to be able to reprogram a cybernetic killing machine and send it back in-time to protect a younger version of yourself by using a Time Machine that not only belonged to your enemy but wasn't built to be operated by humans.

NO FATE BUT WHAT WE MAKE

-800, DISCOUNT DROP-IN

You are not bound by fate nor is anyone you work with. Your destiny is only what you make of it. No magician or time-traveler can ever force you onto a different path against your will. This extends to the point that people and things that are deemed unstoppable or even unkillable, just because they are destined to, can be killed by you permanently. Finally, it protects you from time-travelers in general. For if someone wants to kill you. They have to kill you in the present. Traveling through time to kill your mother won't work.

>RESISTANCE:

I'M ANON. SERGEANT TECH-COM, DN38416

-100, FREE RESISTANCE

You know what to say to get people to listen to you and, possible, even believe you. The more absurd it is the longer it will take but given enough time, people will be hesitant to call you insane for explaining how a machine dressed like a human was sent back in time to kill a waitress who will give birth to a son who will save humanity from the robot apocalypse.

ONE POSSIBLE FUTURE. FROM YOUR POINT OF VIEW

-200, DISCOUNT RESISTANCE

Time travel is anything but simple. One trip can be complicated. 5 can be downright absurd. But not for you. Not only can you tell what the date it is at any time, but you have a mind that can organize and understand the convoluted nature of multiple time-lines.

COME WITH ME IF YOU WANT TO LIVE!

-400, DISCOUNT RESISTANCE

This short, simple phrase has two very powerful effects on the people who hear it. First, you can convince anyone that you're able to save them from any immediate danger they're facing. See the prophesied savoir of humanity getting shot at by a cyborg assassin? Simply drive up in-front of them, utter the titular phrase, and they'll agree to follow you until the danger has passed.
The second effect is that anyone you save in this manner will come to trust you more quickly. They'll still ask questions like "who are you?" and "why did you save me?" but you'll have an easier time making them believe your explanations.

I'D DIE FOR ANON

-600, DISCOUNT RESISTANCE

You can get from people that which is worth more than gold. Their loyalty. The more you prove you are a good leader, or even just a good friend, the stronger the trust. Eventually, it can get to a point that not even the threat of pain or death would sway one away from you. The bonds you form are stronger than any machine.

ONE MAN WHO TAUGHT US TO FIGHT

-800, DISCOUNT RESISTANCE

Some call you their leader. Others their prophet. But you are something more. For your leaderships skills are so high it's like you've been trained for them your entire life. Your tactical, strategic, and even logistic ability is without peer. You could take a group of slave workers imprisoned by machines and turn them into a professional army. Despite being outgunned in every way, outnumbered, forced to move at night to hide, and fighting an enemy more technologically advanced than anything you've seen before, you can still win.

>TERMINATOR:

HASTA LA VISTA BABY

-100, FREE TERMINATOR

You are the king at making one liners and memorable quotes. You can come up with great comebacks instinctively. Most importantly, you know how to say it. Whenever you say something baddass at an important moment, your body subconsciously positions itself and pitches your tone to give your quote the most weight possible. You could make something that sounds pretty lame so awesome that people will be quoting you for years just to try to emulate you.

OF COURSE; I'M *A* TERMINATOR

-200, DISCOUNT TERMINATOR

Firstly, you know how to kill. You know what are the general areas for all species (organic or robotic) that if damaged could disable them either temporarily or permanently. If they have a weakness, you can find it.
Second, There is no fouling you. If someone or something is killed, you will know instantly with just a glance. If they are merely injured you will know if it is lethal. If they are faking, you know how to make it real.
This perk is strengthen with more information you have on the persons species. Have detailed files on the human anatomy? You will know exactly where to strike to kill, injury, or maim. This also helps in basic first aid.

IT DOESN'T FEEL PITY, OR REMORSE, OR FEAR

-400, DISCOUNT TERMINATOR

And you absolutely will not stop, ever, until you are dead. Your will is stronger than any metal. And even if you falter, you'll find you have the ability to simple shut of anything that is stopping you. Fear, mercy, sadness. Anything that is interfering with your objective you can stop until the mission is complete.

COMPANIONS:

HUMAN COMPANIONS

-50/200/100, DISCOUNT RESISTANCE

It’s not smart to fight Terminators one-on-one. So here you can choose to import one companion for 50 *(first purchase free Resistance)*, or up to 8 companions for 200 into any human background. Either purchase will give your companions 600cp to spend. **Or** you can instead choose to spend 100 to let a canon human character become a companion. They still have to choose to join you, but you are gaurneteed to meet them early on. Even if they originate from a different timeline.



CYBERDYNE SYSTEMS, MODEL 101

-600, DISCOUNT DROP-IN

Terminator Series 800 Model 101. One of Skynet's most common models. Known commonly as the "Austrian Death Machine" among the Resistance for it being based off of an unknown Austrian Soldier with a large amount of muscle mass. This T800 has been reprogrammed to be your protector and follow your orders to the letter. The only things it cannot do is self terminate, kill you, or cry. Comes with "Hasta La Vista Baby", "Of course; I'm a Terminator" and "It doesn't feel pity" perks and 600cp with a discount on all Terminator items. If the Model 101 isn't to your liking, you can instead freely import a companion as a T800.



EQUIPMENT:

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

YOU GOT A QUARTER? -25



100 dollars in quarters that may or may not have come from a smashed open payphone. Can buy multiple times.

ANTI-RADIATION PILLS -50, FREE RESISTANCE



Though they never talked about it, the war post Judgement Day is happening in a fallout zone. With radiation teaming everywhere, we can't risk you dying of cancer when literal death machines are after you. So here is a self-replenishing canister of Pills that protects against minor, but still lethal, radiation for 48 hours.

COOL SHADES -50, FREE TERMINATOR



A pair of 'cool' sunglasses that always fit you perfectly. Both in size and style. You can see through them perfectly even during night. If you lose or break the glasses, a new set will instantly appear in your pocket.

.45 LONGSLIDE -100, DISCOUNT TERMINATOR



A AMT Hardballer .45 Longslide armed with a large laser sight mounted on the top. The gun is guaranteed to always put the bullet on the exact spot the laser dot is on. Comes with a set of magazines that replenish themselves every minute.

YOUR CLOTHES, YOUR BOOTS...

-100, DISCOUNT DROP-IN

You get a single set of clothes that is definitely you. They will always be comfortable, match you at any size, and repair any damage taken to them in a couple hours. What they are is up to you. The only limit is whatever clothing you choose can only help protect against the weather at the most.



...AND YOUR MOTORCYCLE

-200, DISCOUNT TERMINATOR

A 1990 fatboy with black paint with red pinstripe, leather seating, leather side bags, chrome covered piping, and a chrome covered engine. This particular one is strong enough to carry a person weighing upwards of 800lbs and can keep going after falling down over 20ft and not loose any speed. It also comes with an infinite fuel supply.



ATARI PERSONAL COMPUTER

-200, DISCOUNT DROP-IN

Besides being arguable the coolest looking personal computer, this thing can interface with just about anything. From ATM banks to the worlds leading corporation in robotics and software security system. So long as it has a port for something, you can hook up this computer to it.



WINCHESTER 1887

-200, DISCOUNT RESISTANCE

A sawed-off, 10 gauge shotgun that comes with a self-replenishing case of 10 gauge Slugs. Purchasing this weapon also gives you the instinctual ability and knowledge on how to flip-cock the gun. A method of twirling the weapon to pull the level to load in the next round. Guaranteed to look baddass while doing it.



PIPE BOMBS -200, DISCOUNT RESISTANCE

These aren't your standard gunpowder bombs. These are nitroglycerine-base Plastique explosives. Just one of these could destroy an armored swat van. Get this stuck in a terminator, and you could blow it up into chunks (though it may still be functional the stubborn things). You get a bag of 7 that replenish 1 per day and a recipe of how to make more.



HEAVY DUTY KEY CARD -200, DISCOUNT TERMINATOR

Or the M79 grenade launcher. Both names are appropriate. Loaded with 40mm High Explosive rounds, this bloop tube has enough firepower to open just about any door. Comes with a 11 round bandolier that replenishes 1 round per day. Bonus: if you bought the Pipe Bombs, the HE rounds are now significantly more effective against armored targets.



TECH-COM DIGITAL SCOPE -400, DISCOUNT RESISTANCE

A special scope with night vision that gives the range, speed, bearing, weapon elevation, and name of the type of enemy that is being viewed along with details about it. Strap this onto any weapon and it will automatically create an accurate targeting reticle linked to the gun.



IT'S A DAMN MINIGUN! -400, DISCOUNT TERMINATOR

The M134 dual grip Minigun with a portable battery supply that never runs dry. Along with a duffel bag to carry ammo that replenishes itself once every 24 hours. Despite its high rate-of-fire, the gun is accurate enough that you could fire at an entire city's police department, not wanting to kill any of them, and end up with none of them having so much as a scratch. Also comes with a large increase to your intimidation factor wile using it whenever someone identifies the weapon.



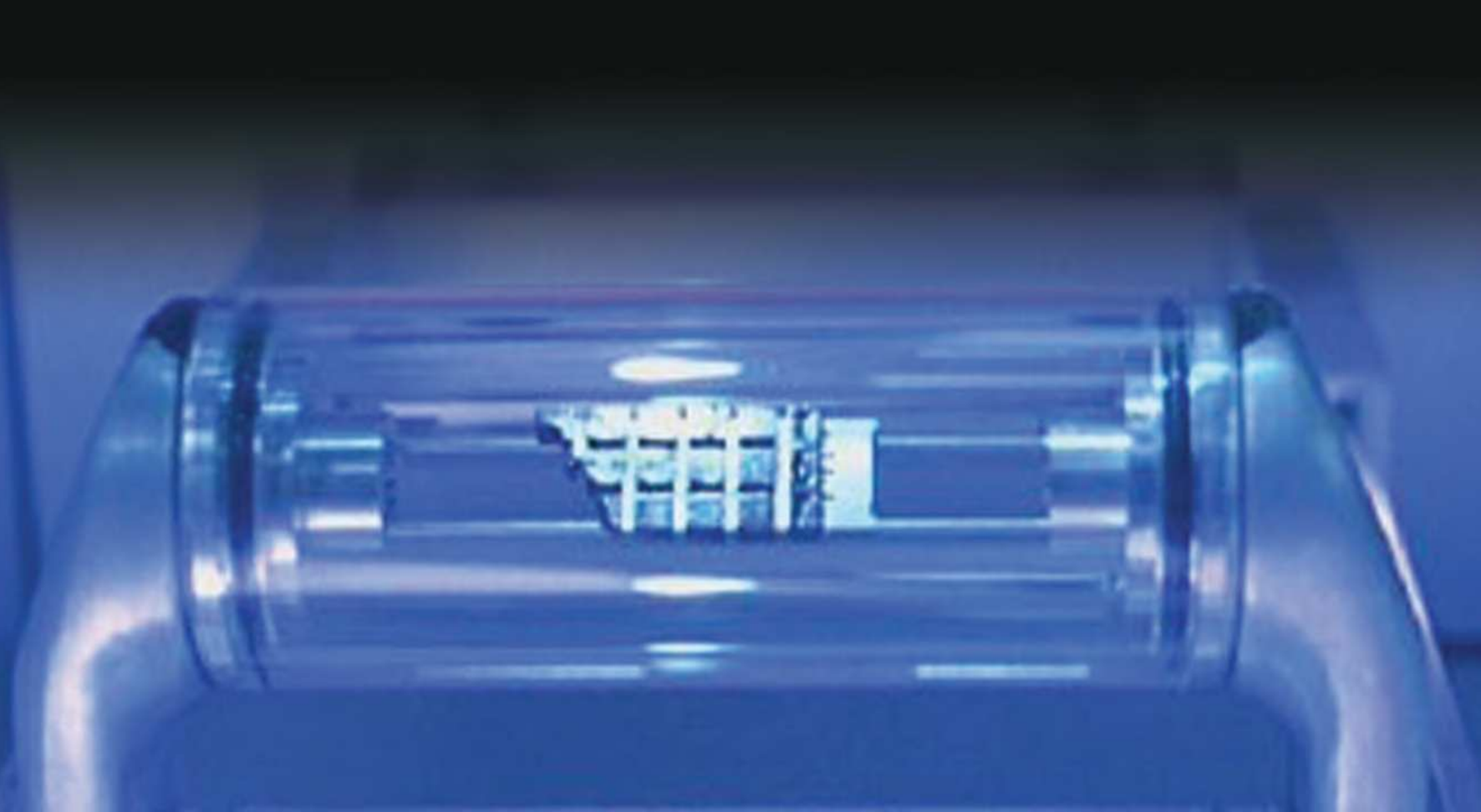
M-27 PHASED PLASMA PULSE RIFLE -600, DISCOUNT DROP-IN

Westinghouse 40 watt plasma-based rifle is the weapon of choice for both Skynet and the Resistance. One bolt from this gun is effective against even Skynet's hyperalloy and yet this gun has a fairly high rate-of-fire. While the power supply of the standard rifle could possible last years, this one is guaranteed to never round out.



DAMAGED MICRO-CHIP -800

While this looks like the damaged CPU from the first Terminator that Cyberdyne used to help build Skynet, it is actually a storage device. This contains information on just about everything that Skynet has ever produced. From the modified T-1 and small Hunter Killers, to the T3000 and Large Hunter Killer Tanks and Walkers. Even information on how to build an AI as advanced as Skynet is in here, along with Time Travel technology. The problem is, not only is the coding not understandable by the average computer, but the damage to it has eliminated some coding. Nothing vital to the schematics, but it is now even harder to piece the information together. It is unlikely to get all of the information out without 100 years of work.



DRAWBACKS:

Can take as many as desired, but you are limited to max +600cp.
+800 if you take Disposal Camps or Series 70 Terminator.

"RUBBER SKIN" +0

SERIES 600 ONLY

Your skin is made of rubber, not flesh. As such, you cannot use Skynet's Time Machine for it requires the object being sent to have the field generated by a living organism. This is why all people go back naked as anything that isn't covered with living tissue would get torn apart until nothing is left. Needless to say, if you try as you are now, this will kill you and end the jump.

"WHY?" +50

You constantly ask questions to that which others feel is general knowledge. It will be very annoying.

"I'M OLD, NOT OBSOLETE" +50

Your length of stay has been extended from 10 years to 40.

"WASH DAY TOMORROW? NOTHING CLEAN, RIGHT?"+100

At the start of the Jump, no clothing came with you. This is a recurring theme. Your clothing keeps getting destroyed in someway. Expect to be naked at least once a month. If you are a T1000, you will forget to form clothing.

"WITH THESE WEAPONS? I DON'T KNOW."+100

Locks away your access to any of your weapons with more stopping power than a 12 gauge shotgun, and makes it much more difficult for you to acquire or build such weapons in universe.

"IS ANON CRAZY?"+150

No one will ever believe anything you say that is outside the norm. The Resistance will not believe you are from another world and Sarah will not believe you are from the future even when you traveled back with Kyle Reese.

"I COULD MAKE A CAREER OUT OF THIS GUY!" +150

You have a bad habit of giving exposition to the people least likely to believe you. Given the choice between keeping your mouth shut and looking like a paranoid lunatic, you will take the "paranoid lunatic" option nine times out of ten.

"NOTHING DEAD WILL GO." +200

You lose access to your warehouse and any items you bought.

"ANYBODY NOT WEARING 2 MILLION SUNBLOCK IS GONNA HAVE A REAL BAD DAY. GET IT?" +300

HUMAN ONLY

You've seen judgment. Every so often when you sleep ,and you will need sleep, you will dream of judgement day. As the time goes on they will start to increase in amount and intensity. First you just see the bombs explode, then later the cities, then the parks, then the people, then your family, your friends, and your companions. And during the last few years, you. For those last years, you will feel it. When you wake up you're fine. But you still remember. Even if you stop judgment day or live after it, the dreams won't stop.

SET TO READ ONLY +300

SERIES 600 AND 800 ONLY

Well, it seems that whoever sent you out set you to read only. This has two problems. One, this prevents you from learning new information. You can only work off of what you know. And what you know is limited for the second problem is this has wiped your memory of anything before this Jump. If you want your memory back, it can be reset. You just need someone to unlock and remove the port cover, remove the shock damping assembly, and pull out your CPU. They will then have access to a pin switch. Flip that and reinsert your CPU and you will be fine. The only problem is that while your CPU is pulled out, someone will try to destroy it. If it is destroyed, you die. Finally, while you keep any powers you have, they do not extend to your CPU while this drawback is in play.

PROTOTYPE TERMINATOR +300

SERIES 1000 ONLY

At some point you have received such severe damage that you have lost some control over your shapeshifting. Every so often, whenever you touch something, your limb will try to form into it. If you are standing on a grate, your feet will turn into a rough form of the metal. If you grab a black and yellow hazard warning bar, your hand will stick to it and copy its color scheme. You will need to focus and give a quick flick to turn the limb back to normal. This problem is guaranteed to show up once every 16 hours. Shorter if in high heat areas such as a steel mill.

URINAL TERMINATOR +300

Skynet has sent a Series 1000 Terminator out to kill you. While a T1000 can shape itself to be as thin as the floor to hide itself, this particular one has a weird preference to urinals and toilets. So be careful around bathrooms.

MY MISSION IS TO PROTECT YOU +400

Someone has been targeted for termination and the Resistance has declared their protection a high priority. You now must ensure that this person does not die, for if they do it counts as you losing the Jump. The person can be either a companion or someone new.

YOU REPROGRAMMED ME +200

TERMINATOR ONLY, REQUIRES "MY MISSION IS TO PROTECT YOU"

It seems that there wasn't an error in your reprogramming and your mission target is now your owner. So long as it does not interfere with the protection mission, you now have to do anything they say. They say "stand on one leg" and you will do it without hesitation. Fortunately, you cannot self terminate no matter what they say.

YOU'VE BEEN TARGETED FOR TERMINATION +600

Skynet knows who you are and it knows WHAT you are. It has deemed you a threat on par with John Conner. To eliminate you, Skynet will send a Terminator after you at least once a month. At first, they will be simple ones like the Series 1. But for every year that passes, Skynet will advance the Terminator. Meaning on year 9 you will be fighting Series 3000 Terminators (Nanomachine Terminators built from humans). On year 10, it will send a single Series JC Terminator. It was built just for you based off of the data gathered from the other failed terminations. This one is guaranteed to be stronger and tougher than you and virtually immune to any equipment you used against the earlier terminators. A caution, you are not the only one at risk. The Terminators will do whatever they need to get close to you and compromise you.

DISPOSAL CAMPS +800

HUMAN ONLY

Ignore your timeline drop. It is 15 years after Judgement Day. You are a 10 years old child forced to work in one of Skynet's disposal camps. In this Timeline, John Connor was successfully Terminated. The Resistance exists, but is far less successful and is unlikely to win. Finally, you and your companions don't have any of your powers or abilities from outside this jump.

SERIES 70 TERMINATOR +800

TERMINATOR ONLY

Ignore your timeline drop. It is 15 years after Judgement Day. Instead of whatever series terminator you chose, you are a Series 70 Terminator. A Terminator built by Cyberdyne to get investors support. 8ft tall and made of Industrial-strength metals, it seems tough. However, the most basic weapons of the Resistance are loaded with armor-piercing rounds that, while useless against T800s, are highly effective against you. Even if the Resistance doesn't shoot on you on sight, as you don't even have rubber skin to try and disguise yourself, Skynet will not allow a rouge terminator to exist. Finally, you no longer have your powers from outside this jump and you cannot bring your companions into this jump.

THE FUTURE IS NOT SET:

You have survived, Jumper. It is time to make a choice of where you will go. Before that, there is another option to make.

TERMINATOR BODY OPTION

If you took a Terminator Model such as the T600, T800, or T1000, you could choose to have it be/merge it with your current body.
OR
You can have it be an alt-form.

FINAL CHOICES

I'M BACK:

You return home to earth at the moment you left with everything you've gained so far.

I ORDER YOU NOT TO GO!:

You remain in this world with everything you have obtained so far. Back home, it will be as if you disappeared. You affairs will be taken care of.

THE UNKNOWN FUTURE ROLLS TOWARD US:

You continue your chain and move on to the next world.

NOTES:

-Self Terminate:
If you're a Terminator you are unable to self terminate. It's noted here because I don't think it really affects anyone.

-Terminator:
"Can I go back and join Skynet?" So long as you didn't take "Series 70" Drawback, you can. Skynet will most likely want to activate parts of your programming that makes it impossible for you to go against its orders, but otherwise it will give you some free free rein as "your ability to perfectly mimic human emotion and thought patterns" makes it believe you could be an excellent assassin.
If you took Series 70 Drawback, Skynet will instead try to completely reprogram you if you try to join it. This will count as killing you and end the jump.

-Series 1000:
While the 1000 can mimic the texture of anything, it will generally be colder than average do to its metal nature.

-No Fate But What We Make.:
The killing ability only works against those who are immortal because of things like fate, destiny, or prophecies. Things that are biologically immortal like vampires, zombies, and some gods are not affected.

-Cool Shades:
If you don't have any pockets, the shades will appear at your warehouse or the next time you have pockets. Whichever comes first.

-Your clothes, your boots...:
What they are is up to you. If you cannot decide or don't want to, standard is a Leather motorcycle jacket, a grey t-shirt, blue jeans, a black belt, and black boots.
You can alter the clothing and modify the clothing all you want with no ill effect. But if destroyed they will revert back to their default form of when you first got them.

-M-27 Phased Plasma Pulse Rifle:
Just for reference, you can reverse-engineer the rifle. But, other rifles you produce will not have the infinite energy supply ability.

-Cyberdyne Systems, Model 101:
"Sgt.Candy?" DELETED SCENES AREN'T CANNON!
Also, you can use it to let an existing T800 become a companion if they agree to join you.

-Damaged Micro-Chip:
The less advanced the design, the faster you will get it. Things like the Series 1 terminator would be unlocked in the first couple years at most, T1000 would be found a little over the 50th, T3000 is on about the 80th, and the last 20 years is purely Skynet and Time Travel. The time it takes to unlock does not account for intelligence or hacking perks. Those with "Easy Money" could shave off at least 10-to-20 years of work.

-Time Machine Limitations:
The Terminator Time Machine might seem like one of the worst Time Travel devices. Its limitations with needing an organic field and only working one way with no way back makes it seem as such. But keep in mind that this was a device built in desperation as a last ditch effort by Skynet. This technology is still very much in its infancy and further advancements can be made. Whether you can eventual overcome these limits or not is entirely up to you.

-Rubber skin:
The drawback only effects Skynet built Time Machines.

-"With these weapons? I don't know.":
Only applies to weapons. Things like your fists are unaffected.

-Anybody not wearing 2 million sunblock is gonna have a real bad day. Get it?:
In your dreams, you are a normal human. The most you might have is your Body Mod Perks.

-Urinal Terminator:
A T1000 vs T1000 that has too much physical contact, the fight will become be both physical and mental as your very programming fight to take over the others body and vice versa.

-You've been targeted for Termination:
Year 1=T-1, Year 2=T-70, Year 3=T-600, Year 4=T-700, Year 5=T-800, Year 6=T-850, Year 7=T-1000, Year 8=T-X, Year 9=T-3000, Year 10=T-JC. The event will only last the 10 years. So if you took "I'm old, not obsolete." the drawback would not effect those last 30 years.

-Disposal Camps/Series 70 Terminator:
All powers and abilities are disabled, but your memories are unaffected. If you learned how to build a plasma rifle before the jump, you will remember. But you won't have your genius intellect to help you construct it.

-T3000 Warning:
A Terminator built by infecting humans with nanobots. The only known way to survive the process, is machine-like willpower. So far, the only person to survive the transformation is John Conner. The T3000 itself cannot infect people.

FINAL NOTES:

Terminator 2 dialogue about Skynet, 1994:
In three years, Cyberdyne will become the largest supplier of military computer systems. All stealth bombers are upgraded with Cyberdyne computers, becoming fully unmanned. Afterwards, they fly with a perfect operational record. The Skynet Funding Bill is passed. The system goes online August 4th, 1997. Human decisions are removed from strategic defense. Skynet begins to learn at a geometric rate. It becomes self-aware at 2:14 a.m. Eastern time, August 29th. In a panic, they try to pull the plug.

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