BLADE RUNNER 2049

By Valeria

Introduction

The world of Blade Runner has changed since its original incarnation. The environment has deteriorated faster and faster, whilst technology has grown more and more prevalent. Nine planets have now been colonised, whilst Replicants are once again in production after the catastrophe they caused over two decades ago. To those at the top of the world, these are all grave concerns. But for your average man making his way in life in Los Angeles, it's just another day in the life.

The world was on the brink of destruction just a decade or so ago, as resources ran scarce and there was no disposable work force to work in the extremely lethal conditions that the environment and rising oceans had become. Niander Wallace, brilliant scientist and wealthy businessman, came to the rescues. He brought genetically engineered crops, revived the Replicant project and greatly advanced it and totally replaced the Tyrell Corporation with his own Wallace Corporation. But his mind is not all that there and his plans may bring terrible, if great, things to mankind.

You find yourself in this world a few days before a Replicant Blade Runner named KD6-3.7 is ordered to set out in search of a rogue Replicant, one of the newer models, named Sapper Morton on a farm out in the wilds beyond LA. This encounter and the ensuing discoveries will send K, Wallace and others on a race to find a certain person.

You begin in 2049, a few days before K leaves on his mission. You have 1000 Choice Points (CP) to spend on anything you wish in this document.

Locations

Roll a 1d6 to decide which of the below locations you appear at.

1- Police Headquarters

Found at the centre of Los Angeles, this is the largest and busiest precinct of the LAPD even in the future. Any Blade Runners will find themselves working out of this location, though you probably won't have an office if you're just another Runner.

2- Wallace Corporation

A gargantuan pyramid that towers over the rest of Los Angeles. This is the headquarters of the Wallace Corporation and home of Niander Wallace, previously owned by Tyrell himself. It is here that Wallace creates new Replicants and tries to advance his science to even more terrifying depths. A great many secrets are stored here, some found nowhere else.

3- Sapper's Farm

The quiet little farm out in the grey wasteland, owned by Replicant in hiding Sapper Morton. He's a quiet but immense man and while he won't be too happy to see you, he'll probably take you in as long as you're not a Blade Runner. He farms grubs of some kind but they're not that bad tasting.

4- Deckard's Hideout

A broken down casino found way outside the limits of Los Angeles, covered by a nearly constant sandstorm. Here is the hideout of a man who left his past life, yet remains vitally important to many of the most powerful figures in this world. Rick Deckard makes his home here, many years after his last journey in Los Angeles. He's not a welcoming man but he probably won't shoot on sight if you look pathetic enough.

5- Junk Orphanage

One of the many massive junkyards built up outside of Los Angeles. It's here that an orphanage can be found, collecting kids to pull apart scrap and thrown away electronics, whilst also selling off any cute enough to interest buyers. An important secret lies here as well as a link to an equally important past.

6- Free Choice

Lucky enough to roll this, you've been given a free choice of the above 5 locations to start at or anywhere else in Los Angeles, so long as it's a public location.

Origins

Blade Runner

You're an officer in the LAPD, specifically in the division devoted to hunting down rogue Replicants and bringing them in or bringing them down. Usually the latter. You're really not well liked by any Replicants that know what you are but you're real good at your job of hunting and killing superhuman skinners. If you happen to be a Replicant as is becoming more common now that the Nexus-8 and 9s are so strong…well, you'll find yourself hated by both races.

Creator

The Replicants had to have come from somewhere, if they weren't born. You're one of the great scientist-leaders of the world, head of your own growing business and a brilliant mind in regards to the biological sciences. You're no Wallace and not even a Tyrell, but you're on your way and get quite the tidy profit as you go. A Replicant creator…well, that's probably a secret you keep to yourself. Replicants making Replicants unnerves a lot of folks.

Agent

The rich have only gotten richer over time and as they grew powerful, they desired to have discrete and skilled hands to manipulate the world with. You are one such hand, an agent in service to a rich and powerful man. You'll steal for him, protect him, and even kill for him if needed. If you're a human, it's for a very nice pay check and if you're a Replicant, it's because you were made for that purpose.

Rogue

And then there are the guys who just get sick of it all and leave. Be it leaving to set up a force and come back to shake things up or just leaving to spend a quiet life elsewhere in the world, you've cut yourself off from mainstream society. A Replicant who has done so will be hunted for it, if he possesses a history in this world. If you desire to have no memory or existing connections here, you may choose to drop into this origin instead.

Your age is 20+3d8 years old. Your gender is the same as it was before. Both of these may be changed for 100CP overall.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Replicant- 100

You weren't born from a mother but made in a factory. You're a Replicant, one of the latest models too. You have superhuman strength, endurance and agility, able to run through a marble wall like it was made of paper or walk off a gunshot wound with ease. You can withstand temperatures no human should be able to and go for much longer without food, water r sleep. However, you will face harsh discrimination for what you are from other humans, potentially to life threatening levels. At least you still have your free will and emotions, though that too may endanger you.

Blade Runner

Childhood Memories- 100
What good is it to look to the past when the future still holds so much for you? You know who you are, who you were and what you are. The past is no mystery to you. You're always aware of who you used to be, what you actually are and even who you come from, whether that be a creator or your actual parents. You won't have much more than basic information on these things but you'll never wonder whether they're true or not, you'll know in your heart what you truly are. Now you just need to decide what you'll become.

Give You A Chance- 200
Never saw much point in the divide between man and Replicant, not in your dangerous line of work. It's a line of thought that led to you becoming a fair, even handed and very skilful leader, something your men quickly took notice of. You're an excellent leader, particularly in combat situations, and you can pretty easily gain their loyalty in the process of leading them. Even more so, you're able to get quite a lot more leniency and support for those under your command from allies or superiors to yourself. Even if a Replicant underling fails his tests, you'll be able to get him a few days extra before he needs to retake them or maybe even get him off completely.

K For Killer- 400
Even for a Replicant, you'd be pretty obscene in terms of the amount of shit you can take and keep going. Your endurance and ability to go on in spite of pain and injury is the stuff of legends. Even being constantly beaten and shot over several days won't slow you down for more than a few moments. You'll still feel the pain and the injuries will still be there but you won't lose efficiency unless they outright blow a limb off and it'll take hours for you to bleed out even from gaping wounds in your belly. Not to mention enough stamina to run and fight for hours on end without a moments break. Even a Replicant shouldn't normally go this far. Do you have something to drive you onwards?

You'll Do- 600
The chosen child? Well, not exactly but does it really matter when you're this close anyway? You might not be the person needed but if you've got enough similarities, you can do just fine as a replacement. When there's a need for a specific person or quality, as long as you're close enough to that quality, you can still qualify. The resistance is looking for the child of a Replicant and a Human? You might not be that child but if you grew up in a close enough way, have the belief that you are and enough evidence points to you being so, the resistance will be happy to use you too. A gun is coded to just one person genetically? If you're their family member, that can do it. A magic sword only works for women? Well, if you're feminine enough you might just be able to swing it.

Creator

Progress- 100
The world fears change. Humans always have, particularly when it comes from those so far above them. You're well aware of this and of how to handle the small minds that would seek to stop you from bringing change. When it comes to getting new technology or things accepted or even having existing laws or rules repealed, you're as good as you are in the lab. Even laws that exist because of strong, widespread bias can be worked away with a few weeks work and a dramatic presentation or two. A technology that goes against the core culture and history of a country, violating centuries of tradition? Give you a month and we'll see whether it still stands. That is, if you've brought something that would be beneficial if it could be repealed.

Father- 200
Your children are very precious…but not irreplaceable. It's something they remember well when they look at you and see a God. Anything you have created, from natural means or artificially, sees you as a God if you wish it. It can be as a terrifying, wrathful and strict God or as a benevolent, loving and protective God if you desire but they will find your superiority and position to be undeniable. This is not an unbreakable belief but it is strongly held, with enough proof to the otherwise your creations may be convinced that you are not as deserving of such terrified obedience or worshipful devotion. But proving that you are worthy shouldn't be too hard.

Post-Modern Frankenstein- 400
Men like you come once every generation at most, so it must be a miracle that two of you are in the world at the same time. You were already a scientific genius but now you've become a creator who could equal Wallace himself in the arts of the body and Stelline in the arts of the mind. You could quite easily create Replicants at the current level of advancement from the ground up and fill their minds with memories near impossible to tell apart from reality, so long as you had the proper equipment. Unlike those two brilliant minds, you'll find yourself always able to improve your knowledge of the body and mind. As long as you put in the time, you'll continue to make advancements no matter the roadblocks of progress you encounter.

Have You Ever Seen A Miracle- 600
This is a cold world, one filled with data and unfeeling science. Yet miracles still exist, rare though they may be. A man continues to fight even when he should have long since died. A child is born to one who should not be able to bear children. There is little control over these things and yet you find that your own creations often experience these same miracles, in small or large degrees. Ordinary things you make, objects or machines without feeling, may undergo those small miracles. Not breaking in a dramatic moment despite science saying that they should, a gun making an impossible shot even in the midst of a heavy storm that should blow the bullet of course. But it's your thinking, feeling creations that do the impossible. A machine that breaks its programming to help you, an artificial human that develops the ability to bear children with the person they love, a son who gains superhuman strength when he needs to defend his father. These miracles don't last forever, sometimes only for a moment, but they make all the difference in the world when they happen.

Agent

Not A Child Anymore- 100
Separating from one's family is a scary thing. You lose the support and the pillar you can depend on. But as scary as it may be to lose that support, becoming independent can sometimes be far more important than sticking by the side of a monster. No matter how much you may be emotionally dependent on someone, you'll never find it hard to separate yourself from them temporarily or for good if it's needed for your own good. Becoming an independent person is something that comes naturally and you find it easy to cut away unnecessary or painful bonds from your life.

Combat Model- 200
I can't say you weren't made with skill, looking at the way you fight. You made and raised with combat in mind, knowing a large number of martial arts at a great degree of skill. Better yet, you can seamlessly integrate superhuman physical abilities into any martial arts you know. Instead of just using them in concert, you fuse your superhuman strength and speed to make your martial arts far more deadly than if you were just very strong or fast. Techniques are altered instantly to take full advantage of your unnatural attributes, incidentally giving you an excellent degree of control over your own strength.

Actually Drown In Despair- 400
All too tempting to get your digs in, isn't it? Don't worry anymore about it coming back to bite you in the ass. Whilst normally, leaving an enemy to die alone would be a terribly stupid idea, it always seems to work out for you. Purposeful actions on your part to cause extra pain, misery or despair like leaving a defeated enemy alive, causing unnecessary and sadistic pain to a captive or other things that go above and beyond the needed will never backfire on you unless you've been purposefully lax. Enemies left alive but broken will not be healed in body and mind to pursue you again later and prisoners that were viciously tortured just for fun after you got the information you needed won't seek revenge. Essentially, acting like an out of place over the top villain won't cause you any more problems than if you were the deadly, serious and efficient assassin you were meant to be.

The Best- 600
It might have been conditioned into you as you grew up but it doesn't change that your drive to be the best is a scary thing indeed. You have a nearly limitless desire to prove yourself to other people and when you have someone directly depending on you to succeed, that will can sharpen your skills to heights even you didn't know you could go to. Just wanting you to succeed won't be enough, they need to have something actually riding on you winning beyond personal desire or preference. A friend betting a bunch of money on a fight you are in to win would let you eke out that little bit of extra skill you need to win. A man you look up to as a father, creator and even God betting his life's dream's success on your victory would allow you to ascend to supernatural levels of skill and ability in the pursuit of that success. These improvements last only whilst you are actively working towards the goals they depend on you for and any individual source can only provide you with, at most, a weeks' worth of improvement before needing another week of rest to do the same again.

Rogue

Lone Ranger- 100
You've always been a bit of a loner. Silence and isolation are old companions rather than anxious strangers to you. A few years spent with no company save that of a dumb animal? You'll be right as rain when you finally encounter another person again. You can even go without any sort of entertainment for years on end, amusing yourself entirely on your own or even with just the thoughts and memories in your head. You won't even be a bit crazy by the end.

Blacked Out- 200
Not everyone has a right to know everything and there are more than a few bits of information that are outright dangerous in the wrong or even right hands. Good thing you know exactly how to keep something buried, almost for good too. You're a master at concealing information or outright destroying it to prevent anyone from finding it out, save for if they just scanned your very brain. You know how to hide info, how to keep people silent, how to find out who you need to silence personally and through all this, you'll find your efforts much more successful than they normally would be as luck coincides to assist your efforts at erasing information. It won't make everything possible, you can't hide common knowledge, but erasing the existing of a single person from everywhere but your mind and the mind of that person? Shouldn't be too hard.

I Just Want…-400
You've achieved that thing that all those who run desire, a peaceful life of your own. No matter what you are, who you are or even what you've done, you'll find yourself able to settle down and live out a simple, happy and peaceful life when you wish to. Even if you happen to be a war criminal or a rogue Replicant, you won't be pursued or bothered unless you seek out trouble yourself. However, if you've got a personal feud with someone, they'll be able to get through this shielding. Slaying a man's son in front of his eyes and that trouble will remain between the two of you until you sort it out together, one way or another.

The Nasty Way To Fight- 600
Sabotage isn't exactly a fair way to fight but given you're starting from a disadvantage, you figured it evened out in the end. You're able to make successful plans to sabotage entire cities or countries and do it quite easily too. So long as people aren't actively prepared against you specifically and you're not doing something completely suicidal, you'll be able to cause catastrophic damage to locations, factions or even whole nations by sabotaging the right spots. You're even a whiz at getting away from the crime unseen and unhurt, though this only really increases your luck in doing so. Once you've sabotaged someone once, you'll find successive attempts against the same target to be a whole lot harder, so take advantage while you can.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Wooden Toy- 50

It's nothing special, to the eyes of others. Sure, it's very valuable being made of real wood but beyond the money, they don't see anything unique. To you, it's an important link to your own past. A memory that allows you to struggle on despite pain and injury for just a little bit longer and maybe even give you a clue to find where you came from. Or it just keeps you calm to have.

Blade Runner

Standard Issue- 100
The basic equipment for any Blade Runner worth his salt. It's your police badge and blaster gun, essential to your job. The badge obviously represents your status as an officer of the law whilst the blaster is either of the more modern make or a classic model, though both seem to be just as effective weapons. It's a basic handgun for these times, capable of shooting straight through even a modern Replicant.

Replicant Repair Kit- 200
Unlike humans, Replicants are quite a bit easier to patch up. Perhaps it's just because no one cares about the long term costs? You've got a small kit of gel that can seal and fix up almost any external wound in just moments. It works best on Replicants but your version seems to effectively heal even humans. Cuts, bruises and even broken bones can be healed but anything more probably needs an actual hospital visit. The kit has 6 gel tubes and refills once a week.

Police Spinner- 400
Your very own personal Spinner. It's an advanced model of police car that's been assigned to you, these being the high speed flying automobiles used by Blade Runners. Your model is equipped with two powerful auto cannons that never seem to run out of ammunition, whilst the car itself seems to have no limit on fuel whilst the fuel is actually inside the car. It's also even tougher than normal for spinners, taking head on crashes with solid walls like a champ. You've also got a garage for it, attached to either your warehouse or another property that you own.

Chief- 600
Instead of being a mere Blade Runner, you now find yourself as chief of an entire precinct of L.A cops. Even as a Replicant. You're the well-respected boss of the area, though you do need to answer to some higher authorities you are mostly given a lot of leeway on how you run your division of the city. You've got hundreds, if not thousands of officers on staff, including a number of Replicants. All based out of a very large building in the middle of the city. You'll find yourself with a similar position in future worlds, adjusted to fit those worlds, though you retain your great amount of power and the presence of a number of superhuman or non-human officers among your ranks, though in some worlds these may be a secret.

Creator

The Many Eyes- 100
A cybernetic attachment has been implanted into your neck, though it can be easily removed if you desire to, that has gifted you with new avenues through which to see the world. These avenues take the form of six small flying robots, smaller than your fist, which can move a few metres away from you at you're a fair speed. You can see through each of these robots at once, allowing you to view things from multiple angles or zoom in as if you were looking through a microscope. It'll take some getting used to seeing this way and it'll be a while before you can do something as strenuous as fight with them active. It may be possible to alter them to possess more specialised vision modes in the future too.

Memory Room- 200
A special room, attached to your warehouse or another property that you own, that allows for the creation and even manipulation of memories, as well as their insertion into living beings' minds. The room is about the size of a middling apartment but can otherwise be quite freely manipulated to what you desire by controlling the technology by hand. You're quite skilled at the use of this room but far from a master for now, which will likely take quite a bit of practice and a very active imagination.

I Need More- 400
Replicants aren't exactly made from clay. The biological materials that go into them take facilities to produce and can get rather expensive to make each and every one individually. You won't have that supply issue however as you've got a seemingly endless supply of the raw biological materials needed to make a Replicant. Or a human. Not too different in the end, you know? You'll receive enough to make at least a dozen Replicants each day and it'll always refill the next day over.

Jumper Corp- 600
Wallace isn't the only man with money on this Earth. You might not be a match for the true giants of industry here but you're quite the rising star even still. You're the head of a rather large corporation focused on a science of your choice, such as bio-engineering like the Wallace Corporation. It's made you quite the rich man but you'll likely find the other resources of the company to be more useful, such as the trained agents, laboratories or influence with governmental bodies.

Agent

Sharply Dressed- 100
You've got to look good when you're dressed to kill. You've got a wide array of fancy and sharp suits and dresses, all of which are as easy to move in as if you were wearing nothing at all. They're perfectly fitted to you and look damn good on you, even making you look better than normal too. Very easy to clean the blood and mud out of them too, despite what they're made of.

Off-World Escape- 200
Wherever you are and whatever your situations, you've got a bit of an escape ticket now. Whilst off world travel might be hard to afford or even imagine for some, you've got a ticket to an off-world station or other planet that you can use to get a ride out of the world you're on. It'll work in future worlds too, even when there's a lack of space transportation, though you'll generally only find abandoned facilities when you get to your off world evacuation point. You can take a few people with you with this ticket, up to around eight others.

Memory Banks- 400
The last storage for what was thought lost. This room contains a very large number of memories from Replicants over the years, including many from before the black out. It seems that a lot of mysteries and plots in this world have clues to be found in here too, since people so often think so little of what a Replicant hears. In future worlds the memory banks will adjust to store partial memories from people that have died in that world, even from a long time ago. It'll share the trait of holding the answers to quite a few problems, though they'll likely only help you along in your quest.

Missile Network- 600
An entire network of spy satellites has been set up in orbit around the planet, able to quickly move to almost any location on Earth. You've got special glasses that allow you to view through each of these satellites, seeing the ground level at incredible detail. And missiles. Lots of missiles. Each satellite is equipped with a wide variety and large number of missiles to launch down at the Earth with pin point accuracy. Just a few words from you is enough to aim and fire the missiles at whatever you're looking at, so long as you're wearing the complimentary eye-wear and not underground.

Rogue

Doggo- 100
Man's best friend remains by him, even in this darker future. You've got a pet poochie of a breed of your choice, either a puppy or a fully grown and trained dog. They're very loyal and protective of you, as well as quite a big help in a fight too. Not to mention, they're a fully real animal and not some synthetic creation. When times get lonely, having someone to walk by you like this might give you the push you needed.

That's A Lot Of Booze- 200
It'd be stranger to see you not drinking something. You've got a store of alcohol to outmatch even an entire brewery and you could supply several liquor stores at once without giving out the same brand twice. Almost every kind of alcohol imaginable is in here and in endless amounts. Try not to hurt yourself drinking all this, you are still human after all.

Break Place- 400
There are times when you just need to get away from it all. Lay low and let the heat die down or just separate yourself from civilisation entirely. This hideout will serve your purposes nicely. Isolated from the world and yet not too far from civilisation that you are cut off completely, it's almost impossible to actually find you here unless you really make your presence known. It's a very large place, such as an abandoned casino or strip mall, and surprisingly easy to defend, though most of the machinery here is quite broken down. You'll find at least a few years of supplies scattered around though. A similar hideout will be present in future worlds.

The Resistance- 600
It's not going to be taking over the world anytime soon but these men are a damn good start. The resistance you have here, composed of either mostly humans or mostly Replicants, and is filled with expertly trained fighters, spies, assassins and saboteurs. A few hundred in all and while against an entire army they might fail, using them that way is a grave disservice to them. Working together, you could bring down entire countries or cause worldwide chaos with all the skills and resources gathered here. They've got small and well hidden bases and armouries around the world, along with connections on all levels of society. A similar resistance will appear under your command in future jumps, with a similar level of resources.

Companions

Import- 50CP per

Wouldn't want you to have to fight alone here. For every 50CP that you spend on this option, you will gain the chance to import an existing companion or create an entirely new OC companion in this world. They'll gain a free origin, all associated freebies and discounts as well as 600CP to spend on anything they like here.

Canon- 100CP per

But sometimes you want more than someone you've already met or someone you've never heard of. Each time you purchase this option, you'll get the chance to be able to convince one character of your choosing from the world of Blade Runner 2049 to come with you as a companion. They need to willingly accept but will find themselves having a great fondness for you, helped along by the repeated favourable meetings the two of you are likely to have.

Over Joid- 100

One of the rather infamous Joi projection units, used to project the intelligent holograms created by the Wallace Corporation as household companions. You can choose to have the normal Joi that appears in Blade Runner 2049, or at least the same model as her, in this projector. They will count as a companion. You may also choose to instead be able to upload a companion into the projector, allowing them to come with you even beyond the normal limit on active companions. However, they are completely unable to interact with the world, you or the projector in this state in any way, this may not be changed, except for talking to you. They can otherwise act as the normal Joi hologram does, including changing their own appearance as they wish in this state. You may swap out which companion is uploaded to the device, so long as they are not active at the time.

Drawbacks

You may take up to 600CP of drawbacks from the following list.

Expanded Universe- +0
Instead of starting in 2048, you can choose this option to start at one of two earlier dates. You may start in 2022 as a small team of two Replicants and a human seek to cause a massive blackout. You may also start in 2036, when Niander Wallace is just trying to get the restrictions on Replicants lifted in order to achieve his dreams. You will go until 2058 even if you pick either of these options, extending your stay here.

Blind- +100
Your eyes were long since gouged out of your face by an angry creation of yours. Taught you not to rely on good faith, didn't it? You're completely blind and it seems like it's impossible to actually replace your eyeballs, though you might be able to work out a more roundabout way of seeing with the technology in this world.

Fury Firestorm- +100
Emotionless isn't exactly the word I'd use to describe you. Almost the exact opposite in fact. Your emotions run on a hair trigger, running wildly out of control even to what seems like small things to other people. When you feel emotions, you feel them to extremes. Normal anger becomes almost murderous in its intensity, sadness brings you to the point of sobbing and a bit of pride becomes consuming arrogance.

Obsolete- +100
It has been quite a few years now. Almost three decades, one could say. You're pretty old by now, old and outdated and it's really starting to show. Physically, you're far weaker, slower and more brittle than you ever should be and your mind often times gets lost in your own memories, though being in the middle of a firefight will keep you attentive. You're not close to as good as you were in your younger days but you can still give a damn good fight when it comes down to it. Long as they don't catch you by surprise.

The Memory Is Real But…- +200
Your mind is not quite your own. To serve the purposes of another mysterious figure, it's been filled with memories every bit as realistic as your actual past. The biggest problem is that you've lost the ability to tell which memories are yours and which are fake, resulting in you often becoming very confused as to what you should do and even doing some pretty crazy things at times. What your new memories manifest as is not entirely decided but you can be sure that you'll be getting into trouble with them directing you and clashing with your real memories.

But You Must Be Him- +200
You're not the son of a Replicant but try telling that to the resistance. You're going to find yourself constantly mistaken for other people or other things, normally by people that either have a problem with that other person or seek to use you because of it. Guys start fights with you because you look like another guy they hate, revolutionary groups try to drag you into their struggle because they think you're The One. You're never who they think but they're pretty stubborn about it and convincing them may need you to get quite violent most of the time.

Meaty Punching Bag- +200
Just a magnet for pain aren't you? You get hurt a lot more often than any other person would in your situation, attracting pain and gathering wounds like flies to honey. Wounds are worse on you, bullets and blades grazing you when they'd normally just miss. You'll find yourself constantly with at least a few nasty bruises or cuts or grazes in your time here and getting wounded with something serious may really endanger your life.

Walk of Wallace- +300
Niander Wallace, most powerful man in the world and head of the Wallace Corporation, has come to the conclusion that you are the miracle child of a Replicant that he has been searching for. He is willing to devote a great amount of resources that he has, of which he has a very large amount, towards hunting you down. Sending multiple terrifyingly skilled and dedicated agents to find you, he wants them to bring you back so he can tear you open and find out what makes you tick. It'll be impossible to convince him you are not what he believes you to be and he lives in perhaps the most heavily guarded place on Earth. Avoid him for too long and he may seek to go to a more military solution to get you for himself.

Joiful- +300
Instead of having a physical form of your own, you are just a simple hologram. Similar to the Joi serious, you are a fully intelligent creation that is stuck inside a phone sized projector, though it seems you can freely turn your projector on or off. You're unable to interact with the world in any way, even with supernatural powers or with your projector, and the projector breaking will spell the end for your chain. However, you may either import one existing companion for free or create an entirely new companion for free, as the import option dictates, to take care of you in this state. Do note that you cannot open the warehouse in this form either. Post jump you may keep this projector separate from you, giving you an independent, if powerless, intelligent hologram of yourself.

Sealed For Your Own Good- +300
You suffer from an extreme immune-deficiency disorder, one that makes being in the world a very dangerous place to be. Even a small sickness could seriously harm your health or even risk your very life. It doesn't help that you are a very frail person in the physical sense either. If you could spend your whole life in a contained, cleansed room you might be risk free but you'll be forced to make your way out into this dirty, grimy world at least a handful of times during your stay here, so you better keep your wits about you then.

Ending

Ten years have passed and the time to make the choice has now arrived.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the world of the future?
Do you want to *Continue On* to a new world in your chain?

Notes

I swear half the time I could be making jumps I'm just daydreaming about how wonderful NuBee is to me every day and how lucky I am to have him.