Deus Ex



Version 1.7 by SpazzWave

It's the year 2052 and the world has advanced much more than it was thought possible. The emergence of nanotechnology has opened up the doors to highly advanced technologies such as Universal Constructors and nanotechnological augmentations. However, a new plague has ravaged the world's population, especially within the United States. And it has no cure. The only vaccine, Ambrosia, is manufactured by VersaLife, a megacorporation, but because of its scarcity is seemingly only available to government officials and the elite.

The divide between the rich and poor has grown into an unbridgeable chasm and the National Secessionist Forces, the NSF, has risen to challenge government control. Branded as terrorists, they target vaccine shipments and strike at symbols of authority. In response, the United Nations Anti-Terrorist Coalition has been created, tasked with suppressing the threat and maintaining global stability. Beneath all of this old conspiracies move unseen, and governments, corporations and secret societies all fight for control of the future. You enter this world on the day JC Denton starts as an agent. Take these **1000 CP** and good luck.

Origins

Any Origin can be taken as a Drop-in.



Agent

My vision is augmented.
You are an agent of UNATCO, the United Nations Anti-Terrorist Coalition, a newly formed but immensely powerful organization created to combat the growing wave of terrorism. Your mission is to preserve order, protect civilians and eliminate threats to international stability.
This defaults you to J.C Denton, or Lady Denton if you prefer.

Revolutionary

I never had time to take the Oath of Service to the Coalition. How about this one? I swear not to rest until UNATCO is free of you and the other crooked bureaucrats who have perverted its mission.
You are a member of the NSF, the National Secessionist Forces, branded by governments and media as a terrorist organization, but seen by many as the last hope for freedom. The NSF rejects the power of the plutocrats and strikes back against the corporate stranglehold that manipulates governments like puppets.

Drifter

You mechs may have copper wiring to reroute your fear of pain, but I've got nerves of steel.

You are a drifter, a homeless person with no home, no family, and no flag to pledge allegiance to. You are just another soul among the forgotten masses, but you know how to slip through the cracks of society and scavenge its ruins.

Businessman

I once knelt in this chapel for communion, with two Rockefellers and a Rothschild. Since the time of the Crusades, every leader in finance has prayed for the continued stability of Templar banks, founded on gold.

You are a businessman, being one of the most powerful men alive. Your empire spans markets, banks, and boardrooms across the globe, with the title of plutocrat being rightfully yours. You answer to no government or fleeting alliance, for your loyalty is owed only to influence, power and the expansion of dominion. There's no need to kick down doors or topple regimes with guns, for you just buy the doors, buy the regime and replace the locks.

Conspirator

Aquinas spoke of the mythical City on the Hill. Soon that city will be a reality, and we will be crowned its kings, or better than kings: Gods.

You are a member of the Majestic 12, a secretive cabal of scientists, plutocrats, and power brokers who aim to achieve global domination through economic and technological means. As one of the most powerful and rich men alive, You never took the oath to any coalition, army or government, instead you answer to the true power in this post-modern world, who pulls the strings behind the world's governments, corporations, and media. You can also be a member of the Illuminati if you wish.

Scientist

See how easily our technologies turn on us? The more power you think you have, the more quickly it slips from your grasp.

You are a scientist, a master of innovation and discovery in a world where knowledge can be more dangerous as any weapon. Your work spans biology, cybernetics, and nanotechnology, giving you a unique skill set that allows you to improve the human body beyond what nature gave to humanity. The technology you build can be dangerous in the wrong hands, capable of completely shifting the balance of power. In a society such as ours, your knowledge is both your greatest asset and your heaviest responsibility. You can be a scientist for any faction you want.

General Perks

Nano-Integration [Free]
Your body is naturally capable of integrating nanotechnological augmentations. This also makes you immune to the Gray Death and capable of surviving integrations with artificial intelligences without negative side effects.

NanoGenesis [Free]
Why settle for the mechanical systems of the past when you can have elegance at the molecular level? You can convert any augmentation system you have to a nanotechnological one, with your most visible implants seamlessly fusing into your flesh and disappearing from view.

Killswitch [Free]
It looks like everyone has a killswitch these days. And now you do too, though not by force. You can choose to leave a killswitch activated that, when you die, explodes, destroying everything in your vicinity in a radius of five meters. The more advanced your implants, the larger the explosion becomes. Sticks and stones…

Growth [400]
Some people spend years mastering a skill. You only need days. With this perk, your capacity to learn and grow is simply incredible, and it increases faster the more danger you are in. An agent with this perk might go from a novice in firearms to a master in 23 hours if he was in danger of dying to a kill-switch. Also, this acts as a **capstone booster.**

Vitruvian Man [400]
Either by manmade evolution or simply adaptation, you are now capable of integrating cybernetics at will. Simply by touching them they will be assimilated into your body, with no rejection, side effects or maintenance requirements. They will also regenerate with your body, and can be trained like a muscle. You can remove or replace them at will. Also, this acts as a **capstone booster.**

Agent

Discounts for Agent are 50% off, with the [100] perk being free.

Agent Training [100]
You have undergone the full UNATCO training regimen and have excelled in it. You have the complete skill set for an agent: you move like a ghost when stealth is required, and in close quarters your reflexes and precision make you lethal even without a weapon in hand. You have drilled in all types of firearms and are a master of all espionage fields.

ICEbreaker [200]
You are a master of electronic warfare, with firewalls, encryptions, and security protocols being nothing but speed bumps for you. You can hack turrets, make security cameras blind and drain bank accounts through compromised ATMs. You can hack any electronic device that you can physically access.

Infiltrator [400]
Your agent training turned you into the perfect infiltrator. Your movement makes no sound, you are always aware of who's watching you, and you can perform fast, nonlethal neutralizations without leaving a sound or a mark. You have nimble fingers that let you easily pickpocket keys, credit chips or even grenades before anyone realizes anything is missing.

Cybernetic Adaptation [600]
You possess a unique adaptive matrix that lets you have multiple conflicting augmentations at the same time. Someone with this could install Invisibility and Radio Transparency at the same time, have a skull-gun and a vision enhancement together, or even have a shotgun and a grenade launcher on the same appendage without being physically possible.

Capstone Booster: You can now integrate copies of the same augmentation to multiply its effects, to a limit of four times. An invisibility augmentation would get its efficiency multiplied, while a firearm augmentation would multiply the power of its projectiles.

Revolutionary

Discounts for Revolutionary are 50% off, with the [100] perk being free.

That's Terror [100]
Your greatest weapon is your ability to inspire and organize people. You're a master of rhetoric, speeches and rallying ordinary people to your cause, with you easily turning frustrations, fear and discontent into a reason to rise against tyranny. You also have the skillset of a revolutionary, being able to create small cells, establish safehouses and spread your message to others.

Urban Ghost [200]
You have a specialty in concealment and movement across metropolitan systems, being able to hide yourself from surveillance and disappearing in crowds or transit. You leave no records in city surveillance systems, pick routes that avoid cameras and slip between streets without triggering cop scrutiny. You also know about every shortcut, maintenance tunnel, sewer system, hidden paths and rooftop in any city you spend time in.

Guerrilla Revolutionary [400]
In the world of underground cells, survival is never certain. Your revolution could be destroyed long before it develops enough to challenge the powers that be, and all of that depends more on luck than ability. Few develop the instinct to perceive threats to their organization long before they arrive. You are one of them. You have developed an instinct that watches over your own operations. You can sense threats targeting your cell, such as raids, infiltrations, or hostile surveillance, long before they become immediate crises, and act to deal with them. As a side benefit, the information of these threats will be trusted implicitly if you share them.

Guerrilla Messiah [600]
Your presence transforms resistance movements into an unstoppable force. Under your leadership, ragtag militias evolve into seasoned soldiers, becoming more competent as each day passes. Even when outnumbered and outgunned, your side always seems to have the initiative and unlikely alliances are formed even with your enemies, for your charisma can convince even an agent of UNATCO to change sides.

Capstone Booster: Your death does not end the revolution. In fact, when you should have died, you instead will be restored back to life, because like the revolution, you do not die easily. This can only happen one time per jump.

Drifter

Discounts for Drifter are 50% off, with the [100] perk being free.

Mole Man [100]
You possess a knack for surviving some horrible environments, even dystopian ones. You are adept at finding food, useful things in trash, recognizing which places are dangerous and how to not attract attention.

Scavenger [200]
For some reason, people keep stashing LAMs in holes! You have a supernatural luck in finding military equipment in the most random of places. And you can also use them despite having no training whatsoever. Is that a thermoptic camo in a basket?

Underworld [400]
You have cultivated relationships with smugglers, hackers, mercenaries, black-market tech dealers, and other criminals, despite it being almost impossible how a random homeless person can be so resourceful. You have a vast network of information, logistics, and assets as a result, with them giving you information, trading with you and doing jobs you offer to them.

Micro-Assembler [600]
Even before the age of nanotechnology, cybernetic augmentations were pretty advanced in the past. And this one in particular makes you the person most adapted to a new dark age. You have robotic arms with micro-assemblers capable of breaking down any type of object, item, or trash into its base components. They also learn from whatever they have dismantled to recreate these items if you have the materials.

Capstone Booster: You can now improve whatever you are recreating by using additional parts. A medkit made with a large amount of materials might regrow a limb, while a grenade might blow up a tank.

Businessman

Discounts for Businessman are 50% off, with the [100] perk being free.

Art of the Deal [100]
You couldn't be a good businessman if you didn't have the charisma for negotiations. Not only are you a businessman skilled in the art of negotiations and reading of your competitors so to speak, you have the ability to make anyone hear what you have to say, including your enemies. Pretty useful to convince a dangerous nanotechnological super-soldier about your points and how right you are.

Neo-Entrepreneur [200]
You have a natural talent for business. Launching companies, structuring deals and creating ventures is a skill set so well-developed as to be instinctive for you, and your perception would never miss hidden contract clauses or market trends forming. But your true talent is in investment. You have an intuition that tells which ventures will flourish and which are doomed, long before any number reveals the truth. Becoming a billionaire or even a trillionaire is just a question of time and not luck with you.

Charitable Philanthropist [400]
The world loves a generous soul, and you have a way of making sure it knows exactly who that is. Every donation, sponsorship and well-meaning gesture is exceptionally effective when you do it, turning them into stories, headlines, and symbols of your generosity. The smallest donation is massively amplified in the public eye, turning into monumental gestures of goodwill that improve your reputation massively. In fact, it could be said your reputation grows faster than your actual acts of charity. There's no need to buy the media when each act you make will make you into a symbol of generosity for months.

Untouchable Mogul [600]
Paperwork, red tape and endless approvals exist for everyone else, but not for you. No law, regulation or rival can truly stop you from acquiring what you desire. Doors open at the mention of your name and transactions that would take weeks for ordinary people are completed in moments, almost as if land, corporations, and patents flow toward your hands. Objections fade, lawsuits stall and bureaucratic hurdles crumble.

Capstone Booster: Not only do deals bend to your will, but your moves in the business world are almost invisible to others. Your acquisitions, investments, and expansions will appear unremarkable at first glance, leaving competitors, regulators, and rivals unaware of the true scope of your influence. You could easily become the shadow hand behind the world with this.

Conspirator

Discounts for Conspirator are 50% off, with the [100] perk being free.

Willing Hands [100]
No conspiracy can be successfully built without the right kind of people. You have the talent and skill to attract those people and turn them into loyal subordinates, be they idealists, opportunists or those simply looking for direction. Once recruited, they stay loyal, so long as you don't betray them.

Sanitized for Public Consumption [200]
The start of any conspiracy. As long as you have the power, be it economic or political, you can frame any event to be shaped however you wish, forcing media outlets and other information sources to follow whatever narrative you wish for. Inconvenient sources are silenced, experts appear on the situation, and media outlets tell what you want to be said. Spin doctors beware; should you try to "massage" the truth too much and too often, the media might just prove that, when motivated, they really can sort fact from fiction.

To Manufacture the Poison [400]
You have the skill and know-how to manufacture deniable assets for your operations as efficiently as possible, such as NGOs, cutouts, front foundations and shell corporations. These cells can then be used to manufacture crisis and false flags at your convenience. But more importantly, they know the most convenient crisis to manufacture without your input, making sure they are never connected to you personally. You can toggle this off.

To Create an Empire [600]
No grand player such as yourself can play second fiddle forever. You have the ability to recognize and capitalize on openings for hostile takeovers, be them of any type, like in corporations or shadowy cabals. Cracks in leadership, rivalries among allies and shifts in influence are all noticed by you, and you know the exact amount of decisive action needed to use them for your benefit.

Capstone Booster: Opportunities are one thing, being in the right place at the right time is another. You now attract both. Instead of just being able to recognize opportunities for takeovers, you now attract them. Deals fall into your hands, rival mistakes happen at the exact moment, and hidden advantages appear when you need them most. Your path to power is just a question of time.

Scientist

Discounts for Scientist are 50% off, with the [100] perk being free.

Ethical Dilemma [100]
Some scientists find themselves constantly weighing the consequences of their work. It isn't easy to separate ambition from responsibility, but all you can do is carry the hope that you can find a path that does the least harm and the most good. You can analyze any experiment, device, or research project and instantly identify its ethical risks and potential consequences, giving you the ability to make better informed decisions. Additionally, when faced with morally ambiguous choices your insight improves, allowing you to make the best informed choice possible.

DaVinci [200]
Some scientists push the boundaries of flesh and machine, seeing the human body as a canvas for innovation. The human body can achieve so much more with technology and engineering, so why limit yourself with what nature gave you? You are a pioneer in cybertechnology augmentation, being a master of design, creation, and customization of cyberware. You could create basic cybernetics that improve physical attributes to more complex ones like invisibility or electromagnetic field generators. You are also capable of merging traditional cyberware with nanomachines to recreate any cyberware into nanotechnology augmentations, improving them in all aspects and functionality. As a side benefit, all cyberware you create are perfectly compatible with any type of lifeform, suffering no rejection or drug dependency.

Dr. Frankenstein [400]
Perhaps cybertechnology isn’t that attractive for you? Instead, you are one of the world’s foremost experts on bioengineering, probably being one of the scientists who worked at the bovine manipulation project at Area 51. You are capable of designing entire new lifeforms by crossing the DNA of different animals, creating creatures with superhuman strength, endurance, and even immunity to radiation. In fact, just by having access to DNA you will intuitively know all possible recombinations that can be made, and they will be completely memorized by your brain. If you had more exotic DNA, just imagine what you could do.

Post-Modern Scientist [600]
Nanomachines, the technology of the future. Invisible to the naked eye and capable of incredible feats at microscopic level. Those who understand nanomachines can be architects of life and matter itself. And you are one of such architects. You can design, manipulate and optimize nanomachines in ways that ordinary scientists can only dream of. Creating augmentations, universal constructors, or diseases is only a part of what you can do, for you can create and apply nanotechnology to any field that you could think of: biology, machines or even something as basic as security. You are also extremely capable of dealing with nanotech-based threats, and any solution you create is ten times more effective at dealing with them.

Capstone Booster: Any nanoswarm you create optimizes itself in all aspects, refining its efficiency, energy consumption, speed, coordination, programming and self-replication.

Augmentations

You have a stipend of 300 CP. Any implant bought here is bought to the max level. You can choose to have mechanical implants instead of nano-augmentations. You can also choose to buy an implant at only the first level for half the price, except the ones that cost 50 CP. Post-jump, any augmentation bought here will draw on your stamina instead of bioelectric energy.

EMP Shield [50]
Nanoscale generators partially protect individual nanites and reduce bioelectrical drain by canceling incoming electromagnetic pulses.

Aqua Lung [50]
Soda lime exostructures embedded in the alveoli of the lungs convert CO2 to O2, extending the time an agent can remain underwater.

Environmental Resistance [50]
Induced keratin production strengthens all epithelial tissues and reduces the agent's vulnerability to radiation and other toxins.

Metabolic Regulator [50]
A network of enzyme-modulating nanites optimizes ATP production and nutrient allocation, doubling energy efficiency while minimizing lactic acid. The user can maintain peak physical performance for extended periods with significantly reduced caloric needs.

Mnemonic Anchor [50]
Nanite activity in the hippocampus strengthens synaptic retention pathways, improving memory consolidation and reducing recall degradation under stress or time.

Serotonin Stabilizer [50]
Timed neurotransmitter modulation keeps serotonin and cortisol within ideal operating ranges, suppressing panic responses, emotional disruption, and battlefield stress impairment.

Cognitive Partition [50]
Neural segmentation algorithms allow the user to isolate thoughts and suppress intrusive stimuli, enabling calm focus and uninterrupted concentration in chaotic environments.

Targeting [100]
Image-scaling and recognition provided by multiplexing the optic nerve with doped polyacetylene "quantum wires" not only increases accuracy, but also delivers limited situational info about a target.

Skull-Gun [100]
Why is this even here? A flush muzzle and reinforced cranial housing integrate a fabricator and a micro-launcher into the skull capable of firing explosive projectiles.

Microfibrial Muscle [100]
Muscle strength is amplified with ionic polymeric gel myofibrils that allow the agent to push and lift extraordinarily heavy objects.

Run Silent [100]
The necessary muscle movements for complete silence when walking or running are determined continuously with reactive kinematics equations produced by embedded nanocomputers, removing any sound possible.

Energy Shield [100]
Polyanilene capacitors below the skin absorb heat and electricity, reducing the damage received from flame, electrical, and plasma attacks.

Radar Transparency [100]
Radar-absorbent resin augments epithelial proteins; microprojection units distort the user's visual signature. Provides highly effective concealment from automated detection systems -- bots, cameras, turrets.

Analytic Cortex Driver [100]
Neural co-processors interface with the prefrontal cortex, accelerating logical reasoning and real-time problem solving. The user can evaluate tactical variables faster and with greater accuracy.

Hemispheric Synchronizer [200]
Nano-bridges stimulate interhemispheric signaling through the corpus callosum, synchronizing pattern-based intuition with linear reasoning. This results in clearer judgment and faster comprehension of complex or incomplete data.

Spinal Reflex Accelerator [200]
Microelectrodes sheath the spinal cord and reduce synaptic latency, drastically improving reaction time. The brain is bypassed for select reflexes, allowing movements to initiate almost instantaneously.

Speed Enhancement [200]
Ionic polymeric gel myofibrils are woven into the leg muscles, increasing the speed at which an agent can run and climb, the height they can jump, and reducing the damage they receive from falls.

Combat Strength [200]
Sorting rotors accelerate calcium ion concentration in the sarcoplasmic reticulum, increasing an agent's muscle speed several-fold and multiplying the damage they inflict in melee combat.

Ballistic Protection [200]
Monomolecular plates reinforce the skin's epithelial membrane, reducing the damage an agent receives from projectiles and bladed weapons.

Cloak [200]
Subdermal pigmentation cells allow the agent to blend with their surrounding environment, rendering them effectively invisible to observation by organic hostiles.

Regeneration [200]
Programmable polymerase automatically directs construction of proteins in injured cells, restoring an agent to full health over time.

Aggressive Defense System [200]
Aerosol nanoparticles are released upon the detection of objects fitting the electromagnetic threat profile of missiles and grenades; these nanoparticles will prematurely detonate such objects prior to reaching the agent.

Vision Enhancement [200]
By bleaching selected rod photoreceptors and saturating them with metarhodopsin XII, the "nightvision" present in most nocturnal animals can be duplicated. Subsequent upgrades and modifications add infravision and sonar-resonance imaging that effectively allows an agent to see through walls.

Power Recirculator [300]
Power consumption for all augmentations is reduced by polianilene circuits, plugged directly into cell membranes, that allow nanite particles to interconnect electronically without leaving their host cells. This optimizes the energy use of all your implants.

Synthetic Heart [300]
This synthetic heart circulates not only blood but a steady concentration of mechanochemical power cells, smart phagocytes, and liposomes containing prefab diamondoid machine parts, resulting in upgraded performance for all installed augmentations. This implant works even if your implants are maxed.

Items

You have a 300 CP stipend to spend here.You can freely import items.

Credits [Free]
You are in possession of two thousand credits, an acceptable amount in 2052 that is enough to let you survive for months or buy some military equipment at a black market.

Apartment [Free]
A basic apartment in Manhattan. It has clean water and electricity and no rent, being useful for those that don't want to live out in the streets.

Disposable Equipment [Free]
A pack with 10 disposable lock picks and 10 disposable multi-tools that anyone can use. For 50 CP, you gain a pack every day.

Soda Machine [50]
An ordinary soda machine that refills itself daily with a variety of flavors for free. For some reason when you select orange, it gives you lemon lime.

Tech Goggles [50]
A pair of advanced military tech goggles that offer thermal vision, ultraviolet vision and night vision. It has an infinite battery.

Pepper Spray [50]
Low-tech option useful for disarming hostile situations, and also capable of disarming trip wires and perfectly fogging cameras. This version in particular has an exceptional range, being able to be used meters away from your target.

Bioelectric Cell [50]
A bioelectric cell is a useful form of energy storage that can be used by any augmented person, mechanical or nanotechnological, to restore their energy. This is a pack with 25 bioelectric cells that respawn every week. Post-jump, these cells will restore your stamina instead if you want.

Hidden Stashes [50]
These are a bunch of hidden stashes that can be placed in any property you own. Once installed, you can hide items in them that cannot be found by anyone except you, though the size is limited to objects smaller than one cubic meter. For an extra 50 CP, you can instead have a small room installed.

Augmentation Canisters [50]
These are capsules with nanoaugmentation modules capable of giving the user nanotechnological cybernetic abilities or improving already existing ones. They must be installed with a medical bot, and each nano-aug has a limit of how much can be improved. You can only choose to buy a module of an implant you have. For 200 CP, you can buy eight modules instead.

Ambrosia [100]
This is a vial of Ambrosia, the cure to the Gray Death. Post-Jump, it will cure any plague, be it manmade or natural. Refills itself after each use.

Medkit [100]
A medkit is a compact kit designed for healing in field use, with hypo-sprays that clean wounds and hypo-injections that regenerate them. This is a pack with 25 medkits that respawn every month.

Thermoptic Camo [100]
A highly advanced suit developed for infiltration and surveillance. This vest, once activated, makes you invisible to humans and robots for the duration of 10 minutes, after which it recharges for the same amount of time.

High Class Apartment [200]
This is a high class apartment, with luxury, class, automated security and a hidden communication suite that sends and receives untraceable messages. Also, no one can find you here if you don’t want to.

SH-187 Stealth Helicopter [200]
Developed under Project Dibbuk, this is a sophisticated stealth craft that incorporates advanced thermoptic technology, making it almost undetectable to sensor systems. It also has exceptional efficiency, being able to fly for many hours.

Agent:

Discounts for Agent are 50% off, with the [100] item being free

Silenced Pistol [100]
This silenced pistol is a variant of a normal pistol with an integrated silencer, which nullifies all sound of this pistol. It has infinite ammo.

GEP Gun [200]
This is a shoulder-mounted launcher that can fire rockets and laser guide them to their target with pinpoint accuracy. It has infinite ammo.

Dragon's Tooth Sword [400]
The infamous weapon wielded by elite MJ12 troops. It's weightless, impossibly sharp, and can cut through anything. This weapon can also be concealed from anyone.

UNATCO [600]
A fortified anti-terror command center based on Liberty Island, complete with its offices, armories, and infrastructure. The structure is fully operational, heavily secured and built for constant agency activity. It also comes with the full UNATCO staff such as agents and a trained security force, and you are its director, overseeing all operations.

Revolutionary:

Discounts for Revolutionary are 50% off, with the [100] item being free.

Riot Prod [100]
A weapon extensively used by security forces as a non-lethal method of disabling people. It paralyzes those it touches and can make anyone unconscious, though the time needed depends on the constitution, equipment, and cybernetics of the target.

Smart Grenades [200]
A box filled with EMP grenades that disable electronic devices, cameras, drones, and even cybernetics temporarily, along with scramble grenades that subvert robos to your cause. It also comes with a supply of grenade launchers to fire these grenades. It respawns every day.

LaGuardia Airport [400]
A fully private airport under your control, with hangars that stretch to any size to accommodate any aircraft. Every plane within is perfectly maintained, refueled, and repaired automatically, ready to take off anytime. The fleet also comes with all the proper licenses and certifications needed, ensuring you will not have to deal with any problems.

Smuggler's Nanokey [600]
This nanokey gives you access to many hidden caches of military weapons and ammo that only you know the location of. Perfect for arming a terrorist cell. This updates every jump to have the most advanced military firearms in the setting.

Drifter:

Discounts for Drifter are 50% off, with the [100] item being free

Survival Pack [100]
Includes basic soyfood rations, water purification tablets, a makeshift shelter, and scavenged supplies. Great for hiding out in a city.

City Map [200]
A map of the city that offers a plethora of useful information, such as safe spots, dangerous neighborhoods, gang territories, abandoned buildings, local vendors and shortcuts. It updates in real time and can make copies of itself to be shared with anyone as you see fit. If you change cities, the map updates to the new location.

Homeless Faction [400]
You have your own organization of well hidden homeless people. They perfectly live in the underground without any need of logistical networks and will follow any of your orders and help you in anything you need.

Mole Tunnels [600]
This is a vast network of former sewers, maintenance chambers, and forgotten tunnels stretching beneath any city or region you desire. They have entrances along many key locations, and these entrances are hidden from the public unless they are shown where the entrances are. Despite the nature of this network, it has access to clean water and electricity outlets, being perfect for habitation.

Businessman:

Discounts for Businessman are 50% off, with the [100] item being free

Venture Datapad [100]
A datapad containing a curated archive of every profitable business venture from the past century, through the present and projected into the next ten years. It details what succeeded, why it succeeded and how to invest in to maximize profit.
Post-jump it updates so it's always relevant.

Shadow Ops [200]
Your very own secretive cadre of elite operatives, mercenaries and cybernetic agents, entirely loyal to you. Trained in infiltration, sabotage, assassination, intelligence gathering and covert operations, they operate under complete deniability. An essential tool for any plutocrat.

Jumper Industries [400]
Your very own megacorporation with vast resources, infrastructure, and influence. You can choose its primary field to be anything: cybernetics, pharmaceuticals, weapons, finance, media, energy, AI, or even combinations if you want to. It will also have a robust R&D base, with a vast selection of consumer technologies.

Universal Constructor [600]
Since the rise of nanotechnology, manipulating matter one atom at a time has been theoretically possible, but far too slow to be practical. The Universal Constructor changes everything. This is an industrial machine capable of assembling millions of atoms simultaneously into complex structures, being able to manufacture anything. You can create anything from medicines, machines to even entire lifeforms at a time, instantly. You can easily scan new blueprints for things by inserting them in the machine, and as long as the machine is fed with materials you can continuously create new things.

Conspirator:

Discounts for Conspirator are 50% off, with the [100] item being free

Black Account [100]
The essential to any conspiracy in the first place, this is a bank account where no operation or transaction can be traced or tied to your name. Any transactions appear as innocuous transfers between faceless intermediaries rather than anything connected to you.

Contingency Plans [200]
A vault of pre-made contingency plans for any type of economic or political situation. These plans cover everything from market crashes and hostile maneuvers to regulatory blackouts and staged leaks. Each scenario has been planned and refined by specialists in the past, and they are all prepped up for immediate execution if you so desire.

Media Empire [400]
You are the owner of a multinational media conglomerate, being a network of newspapers, TV channels and social outlets that stretch across continents. You have complete control of everything they run and every headline, story, and topic can be shaped as you see fit. It runs by itself without much need of input.

Area 51 [600]
A vast, heavily fortified government facility, Area 51 has long been the subject of rumors about aliens and ultra-advanced technology. Surprisingly, it is the truth, but not in the way civilians think. Area 51 is a site for projects spanning genetic engineering, antimatter reactors, nanotechnology and artificial intelligence, and all of that knowledge, power and capability is yours. Beyond its research, Area 51 also serves as the central nexus for global internet traffic, giving you instant access to virtually all information posted online. Yes, all the world’s data is at your fingertips.

Scientist

Discounts for Conspirator are 50% off, with the [100] item being free

Personal Lab [100]
A modular laboratory designed to fit a small apartment, van or hidden facility. It contains all the essential tools and equipment a scientist in 2052 could need, such as workbenches, microscopes, chemical synthesizers and basic cyberware and genetic modification tools. It always restocks itself, and you can easily move it to somewhere else if you need to. For 200 CP you can have an entire building as a lab instead.

Tech Database [200]
A portable database containing all the technological advancements made in the Deus Ex universe, such as antimatter reactors, genetic engineering, artificial intelligence and nanotechnology.

Think Thank [400]
You have a cadre of brilliant, loyal scientists who share your vision and execute your orders. Each member is as clever and resourceful as you are, being capable of researching new technologies and doing scientific experiments independently.

Ocean Labs [600]
A self-contained offshore laboratory built on the ocean designed for security and cutting edge experimentation. The facility has advanced labs for all types of research, be it biological, chemical, cybernetic and nanotechnological, along with perfectly secure storage for all types of experiments and automated security systems. While accessible from the land, the lab is almost impossible to be found, and any experiment made there has no chance of ever escaping from it.

Companions

Create/Import [50CP for 1, 200CP for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend, but cannot purchase Companions.

Canon Companion [Free]
You can recruit any canon character as a Companion.



J.C Denton [50]
A new agent at UNATCO, J.C had an unconventional upbringing. He was raised in a strict environment by Majestic 12 designed to instill discipline and loyalty. These years taught him obedience but also made him develop a sense of independence and questioning nature. While he stands out with his augmentations, there is a sharp mind behind his bright blue eyes that is ready to whatever the world throws at him. Today is his first mission on the field, and having a reliable ally would surely help.



Briareos [50]
Briareos was a black ops member specialized in destabilizing European regions until a failed operation against UNATCO almost took his life. UNATCO found him bleeding on the ground and offered him a choice: Work for UNATCO and your crimes will be pardoned. Briareos accepted, and the result was a full-body cyborg reconstruction. His identity was erased from all records, and Briareos was the only thing that remained. Now he walks the fine line between man and machine, executing UNATCO's orders while seeking a purpose to his life. Perhaps you will help him find it?



Motoko [50]
Motoko was once part of a secretive Japanese government program researching advanced cybernetic augmentation during the rise of the augmented criminal networks in Tokyo and Osaka. As the 21st century progressed, she became disillusioned with government oversight and the shadowy influence of Majestic-12, which had infiltrated multiple levels of international security and defense programs, including covert augmentation research in Japan. Rejecting official orders, she became a freelance operative, offering her skills in cyberwarfare, infiltration, and tactical planning to who paid her the most. Motoko is a complete ghost both in real-life and digitally, being able to infiltrate any place anywhere, and her cybernetics improve this even further. Yet beneath all of this, Motoko defines herself as a woman living by her own code rather than any power in the world. And she would surely like to meet an equal.

Drawbacks

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Fanfic Mode [Free]
You can use this to access any fanfic or alternative media from Deus Ex.

I never asked for this [+100]
Congratulations, you are the most dramatic person in the room at all times.
You have a strange compulsion to be profound and edgy, but this only makes you sound ridiculous.

Gluttonous [+100]
You are now required to eat every time you use an augmentation or risk depowering all your bioelectric energy.

Spam [+100]
Your infolink and any device you use is constantly bombarded with endless spam. Phishing attempts from suspicious “princes,” conspiracy newsletters, and pop-up viruses about genital enhancers will flood any device you use.

Public Speakers [+100]
For some reason, everyone you meet here for the first time will have long rants about their political opinions, and you will have to hear everything. This will bother you immensely.

What a Shame [+100]
In this timeline, J.C Denton was never born, making Paul Denton the only nanoaugmented UNATCO agent.

Dependency [+200]
Your augs require maintenance now, and you must use a medical bot every 2 days or risk malfunctions and bugs.

No Place to Call Home [+200]
You have no permanent base or safe refuge. Any place you stay in for too long becomes compromised, forcing you to keep moving constantly.

Plague Carrier [+200]
You are infected with Gray Death, Jumper. While it's not lethal for you, it will give you all symptoms, including extreme pain and frailty, unless you can find a cure out in the open. No, buying an Ambrosia vial in the jump will not cure you.

Terrorist [+200]
UNATCO has branded you a terrorist, and any authorities will move to capture you. If you are jailed, you will have to escape in a year or your jump ends.

Amnesia [+200]
You lose all the memories of the game.

Hunted [+400]
Majestic 12 now knows of your existence, and it has decided to send out hunt squads of MJ12 Commandos to kill you. They always know your general location, but not your exact position. Hope you are a stealthy guy.

Martial Law [+400]
Majestic Twelve has decided to unearth themselves, placing every city they control upon martial law. It will be harder to move in any way, and conflicts with the NSF will be happening constantly. I hope you are well-equipped.

Aug Rejection [+400]
You have lost the genetic lottery. Your body rejects all types of cybernetic augmentations, making you a normal person in a dangerous world.

ICARUS HAS FOUND YOU! [+600]
You are now being stalked by a dangerous, predatory A.I. It will raise alarms near you, subvert robots to kill you, expose your data trails and manipulate events to place you in danger.

Malkavian [+600]
The line between reality and insanity is now broken. People talk in strange gibberish, birds travel through walls, unpredictable things occur, and you are the only sane man in the world now.

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Small changes.
V 1.2 - Rewritten most of the jump, including the horrible synopsis.
V 1.3 - Added NanoGenesis, edited the Ambrosia item.
V 1.4 - Added Killswitch, Dr. Frankenstein and Post-Modern Scientist perks, added an entire new perk tree for Conspirator along with a new list of items. Updated the Nano-Integration perk to make sure you survive integration with Helios.
V 1.5 - Remade the Conspirator origin to be a Businessman instead and created a new Conspirator origin, along with a new item list. Moved Area 51 to the Conspirator origin, added What a Shame drawback, added the City Map, Mole Tunnels, UNATCO HQ and LaGuardia Airport items, moved some items to the general section, added a 300 CP stipend to the items section.
V 1.6 - Added the Tech Database item, edited wording on Sanitized for Public Consumption, added three new companions.
V 1.7 - Remade the augmentations section - Rebalanced the prices, added a line that augmentations will draw on your stamina instead of bioelectric energy post jump and added the option to buy any augmentation at only the first level for half the price. Rewritten some old perks that were badly written. As an experiment, i've decided to add a scientist origin along with some mental augmentations such as Metabolic Regulator, Spinal Reflex Accelerator, Mnemonic Anchor, Serotonin Stabilizer, Cognitive Partition, Analytic Cortex Driver and Hemispheric Synchronizer as augmentations. Added a soda machine and augmentation canister items, moved some perks and items to an entire new scientist perk tree and item list.

No, buying multiple capstone boosters does not give you anything besides access to the boosted perks.