

By MDAnon Version 1.12

INTRODUCTION

Welcome Jumper to the dystopian universe of Signalis. Life is cheap here even with the ongoing war efforts between the Eusan Empire and The Eusan Nation, and the cosmic horrors lying just beyond sight you are stuck in this 1984 hellhole now. You have been provided with **1000 Ration Marks** (RM) spend them wisely

LOCATION

You may pay 100RM to choose your location, otherwise roll a 1d8 to decide where you are entering into the universe.

THE NATION

1. Heimat

The sprawling capital of the Nation. This yellowish moon is host to the bulk of the revolution and is it's heart. From it you can see the rings of it's red gas giant even with your bare eyes.

2.Vineta

The homeworld of humanity, flooded and warntorn. It was once the cradle of humanity until the revolution devestated it and flooded it's surface. It is currently in a state of rebuild but it will be a long time before it is ever truely restored. This is thought to be the homeworld of the LSTR units.

3.Leng

The most recently colonized world of the Nation. It is mostly host to industrial facilities and mining operations. Perhaps the most brutal place to live upon the Nation.

4.Rotfront

The frozen icy moon of Rotfront and the birth place of Isa and Ariane. Though its tempatures are almost subzero there are massive cities and inhabited complexs above and below it's surface

THE EMPIRE

5.Buyan

The home of the Imperial palace and the seat of the Empire's government. It is currently the main focus of the Nation's war efforts, however the Empire is in a state of decline, perhaps it is inevitable that it will fall.

6.Kitezh

The red desert world of Kitezh is the Empire's second of it's last 2 remaining planets in the solar system. Not much is known about this world however it is the target of liberation from the Nation.

OTHER

7.Deep Space

You are located somewhere in deep space, a lost Penrose ship, an abandoned mining derlict or some other isolated locations just outside the solar system.

8.Free Choice

Origins

There are 2 types of beings you can find in this solar system. Humans who are known as “Gestalts”. And their biomechanical counterparts “Replikas” which have been massed produced to serve as both a workforce and soldiers of both nations within the system. You must choose to either be a Gestalt or Replika. then you must choose a sub-origin in which you will gain a discount in. For Gestalts this will be a job/role within your nation, for Replikas this will be the replika model you will become.

=GESTALT=



Citizen - You are a typical citizen within your nation. Your living conditions are just barely survivable but you are atleast ensured a life, even if it is oppressed and brutal.



Military Officer - You are a military official within your nation, your life is marginally better than a normal citizen’s but only through your military service. You will be expected to fight or lead when wartimes come again.



Penrose Pilot - You are a pioneer sent by your nation to explore the stars far outside of the solar system and find new habitable worlds for your nation. But in hall honestly you are more of a propaganda piece sent out to die in the cold reaches of space.



Eusan Official - A position of actual power and import within your nation. You will have access to actually livable if not luxurious conditions. However with these boons comes massive responsibility and a endless line of jealous subordiantes who would do anything to kick you down a peg.



=REPLIKA=

EULR - Out of the massed produced replika workforce you are perhaps the most produced of them all. Eule units were designed to be general purpose workers in all domestic noncombative tasks.

KNOWN ISSUES: Eule units have a strong desire to self reflect, clean, listening to music and socialization. Thus Persona Stablization is easily achieved through providing bunks of other eula units, and musical instruments or cassette tapes.



ARAR - Ara units are the second most mass produced Replika type within the system. Their work is far more industrial and repair based. They stand at 6ft tall.
KNOWN ISSUES: Unstable units will often construct service tunnels and burrow into them facing persona degredation. Persona Stablization is achieved through diary keeping and gardening.



MNHR - Mynah units also known as Mining, Nuclear Tech, High-Security Replikas were designed to operate in highly dangerous environs. They are extremely tall standing at 8'6" and are clad in a massive biomechanical frame which protects them from all manner of threats.
KNOWN ISSUES: Mynahs neural patterns are extremely easy to stablize due to their motherly and submissive nature. Simple stuffed animal plushes are provided. However cat plushes may cause minor Persona Destablization.



LSTR - Elster units are based off of a lost and recovered Replika unit found in decommissoned Penrose ship. These units operate on orbital or recon missions.
KNOWN ISSUES: Elster units have relatively stable neural patterns being stoic reserved loners, however mentions of the war and or depictions of it will cause Persona Destablization. It is recommended to avoid making friends with LSTR units as well.



STAR - Starling Protektors serve as a general purpose enforcement and combat unit. However they are best suited towards swarming tactics and riot control. they stand at 7'2" and are highly armored.
KNOWN ISSUES: STARs have a strong internal hierarchy and can often enforce brutal hazing and physical punishment upon others. STARs are best stablized and allowed to have military weapons as fetish items.



STCR - Storch units are high ranking Protektor units often serving as leaders of STAR units or as more elite combat units. These units stand at 7'8" tall with most of their height coming from their extended legs.
KNOWN ISSUES: STCR units have extremely short tempers and can often be cruel to others. This makes their neural patterns unstable. Persona Destablization can be prevented by bathing, or reading books on history or mythology.



ADLR - Adler units are charged with operating, managing, and overseeing all administrative tasks for entire facilities allowing for Command Units such as FKLRs to focus on control of Protektor units.
KNOWN ISSUES: ADLRs are grow extremely attached to their assigned FKLR units and grow dependant on them. Additionally these units grow bored easily and require many fetish objects. Finally ADLRs are often socially isolated and do not work well with each other.



KLBR - Kolibris are the first of the Bioresonance Specialist Replikas. They are able to improve mental stablity of all units in their squad thanks to their bioresonance abilities, and are able to further increase the power of other Bioresonance units such as FKLRs. They stand at 5' tall.
KNOWN ISSUES: KLBRs are highly unstable units and their bioresonance modules make them susceptible to influence from others. Additionally due to their hive minded nature if one KLBR unit falls to destablization others will quickly follow.



FKLR - Falke units are marvals of Replika and Bioresonance engineering and serve as beacons of absolute authority to all other Replikas and even Gestalts given that she is modeled after the great revolutionary's daughter. they stand at 8'2" only beaten by the MNHR units in size. She posses incrediable Bioresonance abilities and generally serves as the highest Replika Protektor command unit.
KNOWN ISSUES: ??????

PERKS

=GESTALT=



-Citizen-
100RM - Military Education - From a early age you were raised by the state's education system, and have emerged fully capable of being a perfect little cog in the machine. If you lacked one before you now possess a basic high school education, novice skill in marksmanship, and all the knowledge you require to not be branded a traitor and shipped away to god knows where.

200RM - Big Brother is Watching - Living under this dystopian regime has taught you much about avoiding attention, and exploiting it's blindspots. You are capable of hiding most contraband under the noses of others and keep your illegal activies hidden.

400RM - The King in Yellow - Something otherworldly has touched you blessing/cursing you with a natural connection to the supernatural. You are able to sense it, feel other's potental in the paranormal arts, and learn much about it even if you are unable to utlize such arts yourself



-Military Officer-

100RM - Conscript - From a young age you was conscripted into the military, perhaps your parents were in debt, perhaps you were unlucky, regardless you have been granted all the training a little soldier would need. You have novice skill in all firearms and their operations along with squad level tactics, logistics, and military tradition.

200RM - NCO/Officer - Through diligent service you have risen through the ranks of the military. You are now familiar with greater strategic stratagems and tactical maneuvers. Additionally your rank grants you the authority and respect your position affords. Though you are granted more freedom you are evermore under the eye of both your superiors and subordinates.

400RM - Security Clearance - Your rank allots you the right to be "In the Know" at least a little. You now have access to most "lower" level secrets out there such as Replika issue forms, less "propagandized" accounts of things, and sometimes you can weigh your favors in for potentially greater secrets even outside of your field of work. This security clearance will also follow you into other settings as well.



-Penrose Pilot-

100RM - Cycles - As part of your mission you are going to be isolated. Potentially forever, with the only exception being your replika engineer. You are now immune to the negative effects of social isolation, and you will always find a way to keep yourself entertained, even if you have already done everything possible upon your tiny vessel.

200RM - Orbital Engineer - It would be really bad if something broke down upon your far flung vessel and you didn't have a way to fix it after all. You are now an expert mechanic when it comes to small personal sized starship repair, additionally you are also skilled in jury rigging with nonstandard parts. There is no resupply here after all.

400RM - Spaceborne - Space is not actually good for the body, your bones will thin, blood will pool in your brain, muscles atrophies. But now you are immune to the negative effects of prolonged microgravity upon your body. You also gain an innate sense of 3D direction so that you will never get disoriented in weightlessness.



-Eusan Offical-

400RM - Researcher Director - You are now a high ranking scientist within either the Empire/Nation. genius level mind. Choose one specialization to gain knowledge equivalent to a PHD in. If you choose Replika creation for example you know how to make the bodies for these biomechanical masterpieces but if you don't have the "copy consciousness" bioresonance power you are unable to fill these bodies.

400RM - High Command - You are now a high ranking general within either the Empire or the Nation. You now possess a rank that practically puts you above the law, especially so in the Nation. You are now privy to the war efforts and the influence to manipulate it. You have about 5 region theaters worth of armies composed of both gestalts and replikas across the solar system and their sole command, ignoring your superiors that is.

400RM - AEON/Imperial Administrator - You are one of the highest ranking members in the Nation/Empire. This position grants you many luxuries such as allowing you a restricted collection of illegal contraband, meetings with the rich and influential, access to non-propagandized media, and generally a great deal of social influence within the nation of your choice. However, push your luck too far and you might just find yourself falling out of favor… or perhaps you will accidentally slip and shoot yourself in the back of the head, a couple times…

=REPLIKA=

-Replika-

100RM (Free and Required for Replikas) - Replika Physiology - Your mechanical body is composed of both a bioengineered flesh like exterior, titanium exoskeleton, and possesses Oxidant blood. You are now much more resistant to damage, generally your body can self heal however some of the more mechanical parts will require direct repairs. You can install mechanical modules in the free slots you have in the back of your head, or your ear should it be a radio module. The appearance of your body depends on the specific replica type you chose, it making you an identical clone of that model type.

200RM - Durable - Even for a replika you are surprising resilient you could now have almost half your torso and it's guts and internals hanging out and still be kicking (perhaps not very well though)

400RM - Immutable - Chances are you will eventually be spending a lot of your time in the horrific dystopian living conditions or perhaps drenched in disease ridden gore, perhaps bioresonance corruption. Regardless you are now immune to sickness and you are also highly resistant to metaphysical corruption.

-EULR-



100RM - Socialite - Due to the nature of your designed role you (should) will be interacting with people a lot. Therefore you have gained quite the talent in social communication and proper manners

200RM - Domestic Worker - As a general purpose Relika unit it is of your description to manage the more mundane and domestic jobs. You now possess a world-class skill in cleaning, cooking, simple medical procedures, and office work, and teaching.

400RM - Dancer - You are extremely agile, with the ability to perform ballet dances quite eloquently. You find a new found passion for the performing art of dance. This can transfer quite well into your ability to move in a pleasing manner and in smooth flowing motions.

-ARAR-



100RM - Greenthumb - You are quite skilled in growing, maintaining, and all things plants. You will also find a strong passion for gardening if you wish.

200RM - Maintenance Tech - You are quite skilled in repairing all kinds of machinery and electronics. Given at least some instructions you can repair all but the most complicated and specialized equipment.

400RM - Strongarm - You are incredibly strong, strong enough to lift heavy factory equipment above your head even. Your muscles will tire slowly and you will suffer minimal injuries when it comes to physical labor.

-MNHR-



100RM - Stoic - Whether it is the massive bulk of a suit covering your face or mere grit you are able to always keep a strong face and endure the inevitable suffering life gives you. Your pain resistance has been increased as well to mitigate the physical suffering you will inevitably face.

200RM - Stable - Unlike most other replikas your persona type is extremely stable, and it will almost never crack no matter how little work you put into maintaining it. For all other cases this grants you very high resistance to anxiety, stress, or any other negative emotion ailment.

400RM - Ironclad - Mynah units were designed to work in the most hostile of environs thus you like all the others have been clad in a massive hulking frame which allows you to survive almost any conditions. From dangerous underground mining, crushing underwater pressures, even lethal radiation has almost no effect on you.

-LSTR-



100RM - Survivalist - You have a talent for surviving the worst of things, you are skilled in scavenging and resource management for survival situations.

200RM - War Veteran - You are skilled in all things combat, the operation of weapons, maintenance, hand to hand combat, martial arts. You have the equivalent skill as an elite soldier. Additionally you are practically immune to shell shock. You adapt quickly to horrific conditions.

800RM - Promise - So long as you make a promise that you work towards keeping you will never falter in your motivation. Furthermore you will find the luck and skill to preserve in even the most hellish conditions. In essence at least once per jump or every 10 years so long as you never falter in a promise you make allows you to fend off death.

-STAR-



100RM - Combat Ready - You were created to enforce the law and control upon others. Thus you are now almost never surprised when things go awry, as if a part of your mind was always dedicated to searching for the instant a fight is about to go down.

200RM - Bulletproof - You are extremely resilient to all forms of ballistic and hand to hand attacks thanks to your thick armor. Effectively halving all physical damage to you that a normal bulletproof/stab proof armor could take.

400RM - Protektor - It is your duty to bring order where there is none, to keep others in line. You are able with the threat of violence (and sometimes actual violence) to enforce loyalty in others, so long as you are not overwhelmingly outnumbered that is.

-STRC-



100RM - Overwatch - You have an extremely vigilant mind, always watching out for any possible infraction, any possible threat. you are incredibly well suited towards taking an observation role.

200RM - Riot Control - You are well trained in the art of riot control. You possess all the standard tactics and strategies that can quell a violent riot in hours if not shorter, additionally you are extremely intimidating to most others allowing for your riot control to be even more effective.

400RM - Protektor Controller - Storch units were designed to be the commanding officers of their STAR patrols, now you possess their tactical mind. You are well trained in small scale tactics to the point you could probably best any similarly trained opponent in any kind of tactical level warfare. From small scale riots to massive city block sized rebellions is generally the area in which you are effective.

-ADLR-



100RM - Right Hand Man - You have become the perfect right hand man/woman for any administrative figure, perfectly executing the art of brown nosing, shifting blame, and getting dirty work done.

200RM - Facility Administrator - You have all the skills of an AEON facility manager. You now know how to best operate any kind of large scale operation. Anywhere from simple bureaucratic processes to managing an entire mining facility going to hell.

400RM - I Wear No Mask - You've lived through this countless times, every cycle, every loop. At first you may have not noticed it however now it is completely undeniable. Your memory is completely immutable when it comes to time loops and it will be preserved through it.

-KLBR-



100RM - Emotional Emitter - You are extremely empathetic and easily able to tap into other's feelings. Your empathy is so strong that it borders on bioresonance, making your emotions spill out to affect even other people near you.

400RM - Mindreader - Kolibri were practically designed to be anti-infiltration/ thought enforcers within the nation. You will find that you have a natural talent to dig into peoples minds and reveal whatever secrets they may hide. Purchasing this perk will grant you the "Mind Probe" power for free and will boost its power considerably to the point where only a Falke unit may be able to resist your probing.

800RM - Hive Mind - Due to the unique and highly experimental neural pattern you possess you are effectively able to communicate and mind meld with other individuals. Normally this would only be effective with other Kolibri units however you will be able to do this with any sapient mind. Do note that any negative mental afflictions they suffer you shall also suffer so long as you are connected to their mind, this effect also works vice versa.

-FKLR-



200RM - Commander - Falke models were designed to be in the shape of the leaders of the revolution and you are no different. You stand as a towering beacon of light and your leadership skills have grown to match it. In a room full of heroes and figures of old you will stand equal if not slightly above the others in their ability to lead.

600RM - Absolute Authority - You radiate pure regality and authority, so much so that others beneath your stature almost automatically assume you as superior. You will find it easy to issue commands and others with lesser wills will find it exceptionally difficult to deny you their service. This is especially true for fellow replikas.

800RM - Dreamer - Due to your extensive ingenious modifications you are now able to manipulate bioresonance with the ease of a trained pianist on their instrument. You find it simple to manipulate other metaphysical forces of reality in other settings as well and your ability's potencies in this area is almost doubled compared to your lesser counterparts. Additionally this grants you a 400CP stipend for Bioresonance abilities.

BIORESONANCE

100RM - Mind Static - You are able to inject into another's mind and fill it to the brim with static and confusion. This is especially effective on other replikas as it will cause their internal electronics to randomly activate and mess with their optics.

200RM - Mind Probe - You are now capable of probing into another's consciousness and digging through their surface thoughts and surface memories. This is not particularly easy and what you retrieve out of it. Retrieving anything specific might require you to perform some social engineering to get their memories in their surface thoughts. Should you have the Mind Reader perk you will be able to dig into memories deeper than mere surface thoughts.

400RM - Duplicate Consciousness - You are now able to effectively duplicate the neural patterns, memories, and consciousness from one sapient being into another thought capable vessel, furthermore you are able to store and replicate these copies effectively indefinitely in your mind. Do note however you will not know anything about the contents of these consciousnesses you would require Mind Probe to be able to ever begin to understand them truly.

400RM - Telekinesis - You now have telekinetic powers which allow you to lift and manipulate truly astonishing amounts of weight and mass with your thoughts alone. However this telekinetic ability is rather short ranged.

600RM - Domination - Utilizing the strength of your own will you are able to effectively dominate another lesser mind. The more powerful your bioresonance abilities, and will is the more likely you will be able to succeed. Unfortunately you will have to maintain this level of control every once and awhile. The deeper the domination and level of control you wish to maintain will also increase the amount of effort you will need to apply on a near constant basis.

800RM - Reality Warp - Your bioresonance abilities have advanced to such a point that you are able to effectively warp reality around you. For example you could completely change the entire location you are in around you, create objects or even replikas/people out of nothing. This ability requires an immense amount of focus and may leave you vulnerable to attack.

1000RM - Inception - The highest level of Reality Warping, this effectively allows you to create a time loop so effective that it can maintain itself. Even if you should die during the time loop you would come back at the start of the next loop so long as it was active. Creating this loop requires you to set a condition for its end aka the goal you wish to achieve, and the loop will only and can only end once that condition is met. Unfortunately this level of reality warping affects the world like a corrupting dream, with each loop the world around you will become more hellish and corrupted. And should the loop go on too long and become fully corrupted it is considered a chain fail. Additionally unless you have an ability that prevents it your memories of each loop are reset to when you first started the loop.

OTHER

100RM - Music/Artstyle - You now have the ability to perceive the world in the pixelated Signalis style. Even though things may look pixelated you will retain the same level of detail as if it wasn't. Additionally if you wish you may now have the Signalis OST play in your head, the music changing depending on your situation.

ITEMS

(If you have a Discount choose only one 50CP item to gain for free. All consumable items are replenished at the end of the month.)

-Citizen-

50RM - Contraband - A small stash of Contraband can range between anything from narcotics, conscribed literature or any small amount of an illegal valuable item.

100RM - Storefront - You own a relatively stable small business in which you are able to support a frugal but decent livelihood in comparison to most others.

100RM - Home - You are the proud owner of a 1-2 person living space, state approved. It's pretty dower but at least it's in a decent neighborhood… well as decent as it gets.

-Military Officer-

200RM - STAR Squad - A squad of STAR unit replikas placed under your exclusive command. As STAR units they appear highly disciplined and loyal on the outside, however they have a complicated internal hierarchy which can lead to drama if you fail to be a competent leader in their eyes.

200RM - Armory - This armory contains a number of standard issue weaponry, enough to equip a security force with basic pistols and riot gear and a smaller elite team with shotguns, SMGs, Rifles, and ballistic armor and enough ammo to make it last.

400RM - STCR Squad - A squad of STCR unit replikas placed under your exclusive command. This unit of elite riot control units are extremely effective, but also short tempered. So long as they are utilized carefully and you don't care much for the brutality they inflict they are perfect enforcement units of your will.

-Penrose Pilot-

50RM - Spacesuit - A simple airtight and temperature resistant spacesuit, perfect for spacewalks or expeditions onto uninhabitable planets. Though it can resist heat and cold it will not last long against extremes of either.

50RM - Cards and Games - It's going to be extremely boring if you have nothing to do on your spaceship. With this you shall be granted an ever updating collection of physical board/card games.

400RM - Penrose-### - This ship was leased to you by either the Nation or the Empire, your task is simple, your job is to take this spaceship into deep space in search of new worlds to colonize. In all honesty either nation doesn't expect you to succeed in this endeavor and you will mostly be left to die alone in the cold space after 3000 cycles when the mechanical lifetime of the spaceship comes to an end. Upon this spaceship is a store room of spare supplies, a nuclear reactor, bunks for you and a replika engineer, a hydroponics bay, an onboard LSTR replika unit tasked with keeping the ship in working order, and 2 cryosleep pods. This ship moves at sunlight speeds so don't expect to get anywhere anytime soon.

-Eusan Official-

400RM - Replika Manufactorum - This state of the art facility is staffed with all the required research, equipment, and supplies needed to produce top of the line replika units. You will be provided with every Replika Neural Pattern (Besides FKLR unless you pay an undiscounted 400CP) to produce copies. This facility will be unable to produce new neural patterns unless you are personally able to create them with the "Duplicate Consciousness" ability. Additionally the more advanced/powerful the replika unit is the longer it takes to produce them, a dozen EULR takes less than a week or two, but a single FKLR may take half a decade.

400RM - S-23 Sierpinski - This doesn't necessarily have to be S-23 Sierpinski itself, but it could rather be another facility such as another mining facility, military base, or anything you can think of. You will be placed under a joint command between you and a FKLR and ADLR duo, who will manage the facility for you in your absence. (Note unless you purchase a FKLR or ADLR, these 2 units will not be companions nor will they be particularly loyal to you. If you are a FKLR or ADLR unit you may instead replace the replika unit with yourself.). This facility will continuously operate producing whatever resource/service for you. You will also be provided with the needed Gestalt "Volunteers" from your nation to staff the facility.

800RM - Planetary Administer/Duke - You have been placed in charge of the operation of an entire planet. Depending on the nation you serve you may take control over all operations upon it. This planet will follow you into new settings, where it can be retroactively placed into a safe orbit around a solar system of your choice. However for the duration of this jump you are still obligated to serve your mother country less you find yourself deposed.

-Replika General Items-

50RM - Fetish Items - These various items have been specialized for you in order to prevent persona destabilization. This set of items contains things that you would enjoy while also not reminding you too much of yourself. In essence, stress relieving items and diaries.

50RM - Shoulder Mounted Flashlight - A simple flashlight module which is installed into your shoulder, it operates on battery power when it is disconnected from you.

50RM - Radio Module - A Radio module attached under the ear which is able to pick up radio frequencies and play them aloud or in your head.

50RM - Eidetic Module - An old replika eye which can be used to take digital pictures of whatever it sees. Sometimes it trys to blink, ignore that.

100RM - Map Module - A state of the art internal mapping system. Allows you to construct a digital map within your mind that automatically updates for each area you enter. Within this map will contain the location of items, interesting features and room purpose.

100RM - HUD Module - This Module allows you to project a digital status yourself within your vision. It will contain information on what you are carrying, your current health state, mental status, and will contain a logbook of anything you've recently seen/heard/read.

-ADLR-

50RM - Curious Notebook - This notebook found in an orrery puzzle by a certain ADLR unit is unique in that it seems to be able to reset the resetting effects of time loops. Anything written in this book is essentially immune to any time manipulating effects.

400RM - S-23 Sierpinski //SEE ABOVE//

-ARAR-

50RM - Gardening Supplies - A simple set of gardening tools, plant pots, water cans, and seeds for almost any common plant that can be found (Flowers, Vegetables, Fruits, Trees).

-EULR-

50RM - Music Tapes - Various cassettes of musical tapes along with a cassette player to listen to them. This cassette collection contains all the music created by the Nation or the Empire depending on which you hail from.

50RM - Musical Instrument - A simple musical instrument, ranging from a guitar to a grand piano. It seems to not require any tuning or maintenance and overall is very well sounding.

-FKLR-

400RM - Bioresonance Module - This module is attached to your face and is visible as 3 little red stars upon your forehead increase the potency of your bioresonance abilities and makes them practically irresistible by any being that doesn't possess similar augmentations.

400RM - Kolibri Choir - A group of 3 Kolibris placed under your sole command which are able to probe the minds of others or assist you in your own bioresonant abilities (if you possess them). Their presence and help will increase any supernatural reality warping ability you possess by 1.5x its potency. However do be warned that these Kolibris are often mistrustful and inquisitive and unless you are something like a FKLR or another KLBR unit they may become too inclusive and self centered in their own little hivemind.

400RM - S-23 Sierpinski //SEE ABOVE//

-KLBR-

50RM - Stepping Stool - A simple stepping stool to accommodate your tiny stature. Notable this stepping stool always seems to be just the right size for you whenever you are trying to reach something (This size changing has its limits and it cannot extend to be longer to be taller than a 5ft ladder)

200RM - Personal Library - You now are the proud owner of a small personal library containing all the literature (approved by AEON or the Empire of course) it can fit. It will be filled with books of your liking and various useful manuals and history texts.

400RM - Bioresonance Module //SEE ABOVE//

400RM - Kolibri Choir //SEE ABOVE//

-LSTR-

50RM - Photograph - This Photograph is strange, upon the front appears to be a burnt scared photo of someone you can't quite recognize but is familiar nonetheless. Should you go searching for the person in the photo you will inevitably grow a little closer to something you actually desire.

100RM - Repair Logic Module - This Module when slotted in the back of your head grants you the knowledge required to repair other replika units and perform basic medical service upon gestalts.

100RM - Repair Spray - These spray guns contains a mixture which quickly solidifies to both flesh and metal alike making it a perfect tool for emergency repair and replika repair. It is far from a permanent repair solution however it works in a pinch.

200RM - Autoinjectors - This small case contains 3 autoinjectors which when slotted into your arm will automatically inject you with life saving chemicals that increase your blood clotting, regeneration speed, and a cocktail of painkillers.

-MNHR-

50RM - Plushies - Stuffed plushies of various animals, except for cat plushies for some reason. Everyone loves plushies.

100RM - Mining Equiptment - This set of heavy mining equipment can only be practically wielded by a hulking machine of your proportions. It can quickly bore through practically anything put in front of it, it can also make for a great emergency plasma weapon.

-STAR-

200RM - STAR Squad //SEE ABOVE//

-STCR-

50RM - Book Collection - You possess a couple of books detailing the (propaganda ridden) history of the Empire/Nation, however you find that between some of the pages there are some scribbled notes that contain the true events that actually took place.

200RM - STAR Squad //SEE ABOVE//

400RM - STCR Squad //SEE ABOVE//

WEAPONRY

(200RM Stipend for Military Officer, STAR, and STCR)

50RM - Disposable Stun Prods- A crate full of one-use Stun Prods. Can effectively bring down and stun regular human and most Replikas

50RM - LP-265a Leuchtpistole Flare Gun - A flare gun along with its needed shells. This weapon can be used to ignite enemies and is especially effective against those infected by Falke's corruption. However it is unwieldy to use, and slow to fire.

100RM - Type-75 'Protektor' Pistol
The standard pistol, reliable, 10 round magazine, very common ammo. This weapon will almost never fail you when you need it.

100RM - Eu-K508 S 'Einhorn' Revolver - A more powerful version of the pistol, it is snub nosed double barreled 6 shooter and it packs a serious punch.

200RM - EIN-12 Flechette Shotgun - The Shotgun of choice, It is Pump Action contains a 5 shell internal magazine and it is extremely effective against gestalts however it is not very effective against replikas due to their innate armor.

200RM - Type-84 'Drache' Submachine Gun - The standard submachine gun it uses 8mm compact ammo has a decent firing rate with a 30 round magazine with 3 round burst.

300RM - BW-5 Nitro Express Rifle - The best weapon of choice against armored targets and replikas this break action double barreled rifle has enough recoil to dislocate a gestalt's shoulder. However it fires 16mm armor piercing rounds. You would be hard pressed to find something that wouldn't be hurt by this thing. Unfortunately the ammo is rather rare and valuable.

COMPANIONS

200RM - Elster/LSTR-512
Origins: Replika LSTR
Perks: Survivalist, War Veteran, Promise, Immutable, Replika Physiology, Durable
Items: HUD Module, Radio Module, Map Module, Type-75 'Protektor' Pistol,
EIN-12 Flechette Shotgun Photograph, Logic Repair Module, Repair Spray, Shoulder Mounted Flashlight
Drawbacks: Perhaps this is Hell, The Red Eye, I Made a Promise, Rule of 6, Ought to Crawl

200RM - Ariane
Origins: Gestalt Penrose Pilot
Perks: Military Education, Big Brother is Watching, Spaceborne, Dreamer
Powers: Inception, Reality Warp
Items: Penrose-512
Drawbacks: Perhaps this is Hell, The Flesh

200RM - Adler
Origins: Replika ADLR
Perks: Right Hand Man, Facility Administrator, I Wear No Mask, Replika Physiology, Immutable.
Items: HUD Module, Radio Module, Map Module, BW-5 Nitro Express Rifle, Curious Notebook.
Drawbacks: Perhaps this is Hell, Corrupted.

400RM - Falke
Origins: Replika FKLR
Perks: Commander, Absolute Authority, Dreamer, Replika Physiology, Immutable
Powers: Mind Static, Telekinesis, Reality Warp
Items: Bioresonance Module, HUD Module, Radio Module, Map Module
Drawbacks: Perhaps this is Hell, Corrupted, These Memories are Mine, I Made a Promise, Ought to Crawl

200RM - Isa
Origins: Gestalt Citizen
Perks: Military Education, Big Brother is Watching, The King In Yellow
Drawbacks: Perhaps this is Hell, Corrupted, I Made a Promise

100RM - IMPORT/CANON/CUSTOM
Import a pre-existing companion, or create a canon or new custom character to join you as a companion, they get 800CP to spend on this jump.

DRAWBACKS

100RM - Reference - Something seems odd. You are constantly hit with references to various media you have seen in your lifetime. These references are very obvious and almost seem too obvious to be coincidence.

100RM Numbers Station - There are numbers in your head, constantly you hear the chanting of numbers in a foreign language in your head. It may fade into the background of your mind but it will always be there. Whatever message the numbers in your head and whatever radio station they are coming from is unclear if not almost impossible to track down.

100RM Hole Jumper - You feel the irresistible urge to jump down or crawl into any hole you find. That's it, you're just a hole jumper now.

200RM Ought to Crawl - You are constantly driven to go down below, to pass through the red gate and see what is beyond it. This drive is almost an obsession for you, even if you know what you see at the gate will change you forever.

200RM Marathon - You always seem to find everything you need to do is far apart. For example everytime you go for lunch you have to run all the way across the building, then run all the way back. You find this tedious back and forth will be nearly a constant factor in your life.

200RM These Memories are Mine - You are constantly being pressed with another's memories which will slowly merge into becoming your own. You are able to delay this with Persona Stabilization however it will be practically inevitable.

200RM - Persona Destabilization - If you are a gestalt you are constantly haunted by false memories and delusions. Otherwise if you are a replika you will suffer the drawbacks of the particular replika unit you and suffering memories from your replika's gestalt life, additionally you need to indulge in persona stabilizing activities or fetishes to prevent this. Regardless of your race you will slowly become more and more mentally unstable unless you perform persona stabilization.

200RM -Rule of 6 - You have succubed to the propaganda all around you. it has reached itself so deep itno your mind that you are quite literally unable to take anything it says for nothing but absolute truth. For example you will follow the Rule of 6 (To only carry 6 items with you at all times), you will believe every single piece of propaganda you see, and finally you are just plain gulliable.

200RM - Puzzles - There are progress blocking puzzles everywhere now and for some reason only you seem to encounter these. It's a puzzle to get your morning coffee from the rationstore, it's a puzzle to get to your workplace on time, it's a puzzle to just get out of bed.

200RM - Corrupted - You have been infected by Falke's corruption. If you are a gestalt you will rapidly begin to rot and decay until you are nothing but a bloody pool upon the ground.
If you are a replika you will instead slowly go insane, and your body cancerous.

200RM - KICK EM WHILE THEY'RE DOWN - Any foe or problem you encounter has a bad tendency to not stay down. A replika you kill might just stand right back up, or an old problem will resurface out of nowhere.
400RM - Limited Resources - You are locked out of your outside perks and items. Additionally you find that for whatever reason any resources you seek have become scarce.

400RM - Perhaps this Is Hell - You are doomed to be dragged into LSTR-512's endless cycle at some point during your jump. You are unable to leave until it ends, however you will not suffer chain failure if the loop fails to end. Instead if the world grows too corrupt you will be shunted out of the loop after a very very very long time.

400RM - I made a Promise - You are now burdoned with a seemingly impossible task you feel compelled to finish no matter the personal sacrifice you must make. Gain 400 RM if you've taken this drawback with Infinite Loop, as the requirement to end that loop will now be this task.

400RM - The Red Eye - You always feel the presence of something watching you. Whether it is the government looking for any hint of treason, or something more supernatural. Regardless of whatever it is, it is malicious and it is out for your blood. You will constantly be under threat.

800RM - Infinite Loop - You will be caught in an infinite loop of your own, separate from LSTR-512's loop. The conditions to end this loop are unclear, and the world will grow more and more corrupted until you end it. Should the world grow too corrupt it to a point where you cannot stop the loop it is considered a chain failure

0RM - Revolution - Instead of starting 2-5 years before LSTR-512's loop you will instead start at the height of the revolution between the Eusan Nation and the Eusan Empire just before the Battle of Vineta. You will be required to serve on either side of the conflict.

0CP - Gauntlet Mode - If you wish you make take this drawback to use this Jump as a gauntlet. However you will instead begin with 0RM instead of 1000RM. All gauntlet rules apply.

NOTES

