WALL-E Jump

In the year 2105, the planet Earth was in dire straits. Countless years of careless, rampant consumerism had polluted the land, sea, and sky, creating toxicity levels that rendered the world unsustainable for human life. The mega corporation responsible for most of the damage, Buy N' Large, attempted to fix the desperate situation with Operation: Cleanup, deploying legions of the WALL-E (Waste Allocation Load Lifter - Earth-Class) series robots to collect the trash that had consumed the world, with giant incinerators to then remove said trash. The rest of mankind were sent to outer space on starliners filled with both incredible technology and absurd luxury, awaiting the signal that would call them back to a now habitable Earth. They thought it would only be a five year trip. They thought they would soon be coming home. They were wrong.

It is the year 2805. It has been seven hundred years since mankind left the Earth, and even now they sail the stars still. And the Earth? The Earth is still in a terrible state. There is no blue sky, and the grass is gone. Dust storms are a common and dangerous occurrence, and the once great cities of man have decayed. Towering even over the mighty skyscrapers of old are massive piles of trash, collected by the various WALL-E units before they were either shut down or broke down, and the incinerators have not worked in centuries. Only one WALL-E unit remains, still carrying out the impossible mission he was given so many years ago.

But this unit is different. It's strange, defective, unique, wonderful, and truly alive, a robot who has developed a mind and personality of his own. Friendly, curious, and just a little bit ditzy, WALL-E is fascinated by the various trinkets left behind by mankind (especially a certain musical). However, overtime WALL-E has grown lonely, having only his pet cockroach Hal for companionship. But he won't be alone forever. Every year, mankind has sent out an EVE (Extraterrestrial Vegetation Evaluator) Probe to see if there is life on Earth. Every year, the results have turned up negative.

But soon,, things will be different. Because soon, a certain WALL-E unit will discovere what might be the last plant on Earth. Soon, the result will be positive. Two robots from different worlds will soon meet, and from there a tale of romance, adventure, and a secret order from 700 years ago will begin...

You'll be starting a full year before this event happens, however. Until then, here! Take 1000cp! Put on your sunday clothes and go stroll about, Jumper! A new adventure awaits!

Locations

Only two this time, Jumper, and which location you'll be starting at depends on your background. Drop-Ins start on Earth, Probes will soon arrive on Earth, and Defective Droids and Humans will start onboard the Axiom. Not much else around, to be perfectly honest. So, let's just move on to Backgrounds, shall we?

Backgrounds

So, who are you in this world, Jumper? A Drop-In stuck on the decayed Earth? A Probe searching for life? A Defective Droid either unaware of what you could really be or already locked up? Or a human, lazy, fat, and disconnected from others aboard the Axiom? For gender, you may either keep the gender you had from your previous jump or change it for 50cp. For age, Drop-Ins may either keep their age from a previous jump or choose the starting age of 700 years, like WALL-E. Probes, Defective Droids, and Humans will have their starting age determined by the result of twenty plus a 1d8 roll, or chosen for 50cp.

Drop-In: Oh dear. It looks like you're stuck on Earth, Jumper! This is a lonely, sad place, with very little life to be found. The only other intelligent being on the planet is that quirky WALL-E unit, still busy with that century old job of his. I'm sure he will be happy to see

you, at least. But I'm curious, how DID you end up on Earth? Did you arrive here from another world? Or...perhaps, were you here all along, since seven hundred years ago?

For this background, you may choose to either be a normal Drop-In, coming from another world with no history or memories involving this world, or if you wish you may be another WALL-E unit, one of now two that still remain on the planet. Whatever your choice is, you'll start in the same city that WALL-E lives by.

Probe: How curious. It seems EVE won't be the only probe sent to Earth this time around! Indeed, you will be joining her on this mission as a second EVE unit! As an EVE probe, your job is to find plant life on any planet you've been sent to, and it so happens that you and your sister unit have the most important job of all, checking the homeworld itself! This year and every other year before it, every probe sent to Earth has failed to find any traces of life...but things will be different next year, when you and your sister unit will be sent to Earth. On a unrelated but actually totally related note, that funny little robot WALL-E will take to following your sister unit around once you arrive, after having fallen in love with her. He may seem a little strange, but believe me when I say he will be very important soon enough. Also, uh, if you would, try to rein in your sister unit's temper, will you? At least right now, she's the type that's shoot first, ask questions never. Not exactly a good thing when you're searching for life.

Defective Droid: You are a robot aboard the Axiom, designed to serve the humans aboard in some capacity, whether as a cleaning robot, a vacuum, or even just as shade for them (despite the Axiom only having artificial sunlight). Whatever it is, you've somehow grown beyond that, and gained a mind of your own, something beyond your initial orders and programming. Of course, you may still listen to what your programming and orders say, like M-O, but at least now you have the ability to go beyond them, just like the cleaning robot himself did. You might want to keep this hidden though, since

this might get you sent in to the repair ward. And there are some real defective droids there! Though even they're more than meets the eye, and will become great allies to a certain trash compactor in the future...maybe you could befriend them as well?

Human: The seven hundredth anniversary of the Axiom's five year cruise is coming up, Jumper. Centuries ago, your ancestors boarded this vessel, believing they would soon return to Earth. Well, that never happened. And seven hundred years in space has, well...changed things. All the humans that make up the Axiom's crew have become fat and lazy, riding around in hover chairs rather than walking. The loss of bone structure due to a lower gravity, the lack of physical activity, plus the fact that most of the food created aboard the Axiom is junk food probably doesn't help.

Not only that, but due to all the fancy gizmos installed in their chairs, most humans are oblivious to the world around them, talking with other humans via holo-communicators even when they're right next to each other! For crying out loud, the Captain of the ship himself doesn't even know they have a jogging track aboard, or what Earth is actually like, or most of the things FROM Earth, and an actual book genuinely amazes him! ...but for all that, mankind hasn't changed. Beneath it all, there's still those same good hearts, that same compassion. Very soon, the passengers aboard will be in great peril, and they shall strive to help each other and a couple of robots they don't even know because it's the right thing to do. There are still heroes left in man.

Perks

Everyone's got something special about them, some talent or trick unique to them. What about you, Jumper? Well, if you think you're lacking in that department, or just want to be even more special, here are some perks for you! Perks are discounted for their origin, and all 100cp perks are free for their background.

Drop-In

JUMP-ER!(100cp): You've got a certain charm to you, Jumper. There's something about your curious, well-meaning nature that endears you to people, makes them laugh, makes them want to be your friend, helps them to open their eyes to the world around them. Even robots that at first saw you as simply a mess maker they needed to clean after can be befriended by you, and a person who has been so closed off from the world they didn't even realise the Axiom had a pool despite living there their whole life might have their eyes opened to the beauty of the stars and other people. That doesn't mean you can't exasperate or annoy people with your antics, of course, but it's hard to stay mad at you as long as you don't deliberately try to hurt them. It was an accident, and you're trying to make up for it anyway, right? If you really screw things up, you may need to work really hard to fix things, but at least you CAN fix things.

Collector of the Strange(200cp): Boy, you sure seem to find some interesting things, don't you Jumper? You have a knack for finding all sorts of little trinkets and gadgets, fun little things to play with, look at, or use. With enough time, you might even gather a collection rivaling that of WALL-E, though that might take a few hundred years if you're only looking for things that really interest you. But, sometimes, very rarely, as in once every jump (or once every ten years, if you're staying long enough), you will find something truly unique, something that will give you a chance to have a brand new adventure. It won't be anything like a legendary weapon, more like a plant on a mostly dead world that you found right before a beautiful probe looking for planet life showed up, but still! It's a chance to find adventure, new friends...and maybe even love?

Built To Last(400cp): Whoa! You're actually pretty tough, Jumper! You can withstand a lot more punishment now, both from nature

and from attacks, enough to survive in highly toxic environments and even take blows that would be fatal to most other people or machines! Even something like an electrical shock melting a decent sized hole in your circuitry wouldn't be enough to put you down, though you'd be left sluggish, barely responsive at times, and would need repairs really soon. Unfortunately, this perk doesn't make you tough enough to survive something like being crushed, so uh...try not to let that happen.

You also know just what you need to handle wounds or damage you've received, whether that's improvising medical treatment or salvaging parts from other robots that have broken down or been shut down over time. Plus, you have the skill to actually pull it off as well, too! You still need the equipment, parts, or ability to actually pull of the procedure, though, and while improvising works, it can only be pushed so far. Still, it won't be easy to put YOU down, Jumper!

It Only Takes A Moment...(600cp): ...to be loved. A whole, life...long. Oh, sorry Jumper, that song just always gets me. Right, well, speaking of love, this perk will help you find it, no matter what kind of love it is! With this, you find it much easier to inspire love in others, whether it is platonic, familial, or romantic. You can form true, powerful bonds with others, something only improved if you're already the charming sort. With only a few interactions, you can form bonds of true loyalty with friends you just met, establish a wonderful relationship between yourself and your family, or even gain the love of someone you yourself have feelings for! It won't be easy, you'll have to actually work for it, but the results are something beautiful to behold.

Within only a short while of knowing each other, WALL-E and EVE formed a powerful bond, a bond strong enough to convince EVE to change her priorities from the directive she was given at 'birth' to the robot she had come to love, and in the end enough to restore WALL-E after he had seemingly lost all his memories and

personality, becoming just another drone. Bonds are a powerful thing, Jumper.

Probe

Like An Angel(100cp): Good golly, Jumper you're beautiful...uh, um, I mean, this perk makes you beautiful! Y-yeah, that's what I meant! Ahem. Basically, this perk not only makes you more physically attractive, but it also gives you a certain, how shall we say...aura. You know how in fiction, whenever a character sees their love interest in a flattering light, there are always sparkles or some other form of emphasis on their appearance? Well now it's the same for you.

Whenever those who are attracted to you look at you, they always see you in that kind of light, which only enhances your appearance. Some might even fall in love with you at first sight! Of course, looks can only go so far, if they find your personality repulsive they might not be so attracted. But hey, at least you're pretty! Pretty good, I mean. Yeah, totally. That's totally what I meant. Yes.

Directive(200cp): You have a goal, and you're going to pursue it to the end! Whenever you are given a goal or a mission, whether it's given by someone else or something you gave yourself, you can direct all that focus on that goal, pursuing it with all your might and fervor! Whatever mission it is, it becomes a little easier to accomplish due to both the focus you put on it and just a little bit of luck, though keep in mind an impossible mission would still be impossible.

Still, if you were, say, searching for plant life on Earth, you might wind up running into the robot who just so happens to have a plant in his collection, and wants to show it to you to impress you. Now, that being said, you don't HAVE to use focus fully on it, you just can now, and you don't have to accept every mission and goal. Not only that, but you could also change your directive if you really

wanted to. The mission you were created for might wind up being less important to you then someone you've fallen in love with...

The Future is Here(400cp): Among all the machines man has created, EVE probes like you stand at the very top. You are perhaps the most advanced robot mankind ever built, and you'll probably hold on to that title for a long time, given the current state of humanity. You're not all powerful, of course, as even a less advanced robot like a GO-4 or a SECUR-T drone could potentially trap you in their tractor beam, but you still hold the title as the best individual robot type around. And that's something that you can hang on to in future jumps.

This perk will make you the cream of the crop among any race you are a part of, be it humans, robots, or something more fantastic like elves, dwarves, or aliens. The top 1%, that's you, Jumper! Just don't let it go to your head, alright? You might be the best individual, but even you might be overwhelmed by sheer numbers or clever strategies or devices that counter your abilities.

The Power of Love(600): It's a curious thing. It might make one man weep, and another man sing. It could change a hawk into a little white dove. It's more than a feeling, Jumper, it's the Power of Love! With this perk, you'll be able to achieve incredible things for those you love. Overcome your base programming in favour of the robot you love? Easy peasy! Lead a group of defective robots against an army of security drones? No problem! Repair your broken beloved, and bring them back after their memory and personality is seemingly erased? It's possible!

Once per Jump, you may pull of a miracle and save the life of someone you truly love, no matter what kind of love it is, even if you normally wouldn't be able to do so otherwise. Remember, though, this must be genuine love. It doesn't matter if it's platonic, familial, or romantic, so long as it's genuine, truly genuine. It also doesn't matter if they love you back, as long as you truly love them. Just watch, Jumper! You'll see love conquer, the grave defied!

Defective Droid

Everyone Has A Purpose(100cp): What's yours? There are a lot of different robots aboard the Axiom, with different jobs and functions. PR-Ts are hairdressers and beauticians, M-Os are cleaning robots, and HAN-S are for giving massages! So what's your purpose, Jumper? Whatever it is, you're really good at it, and your robot body is designed to accommodate it. If it's painting, then you will already have a paint brush installed, for example. Do keep in mind that these are only jobs and purposes needed aboard the Axiom. There is no need for battle droids, and the security robots have no capability of forming a personality of their own, so you don't want to be one of them! So, in general, just think of a job that would be desired aboard a luxury cruiseliner, a mobile city in space with no fear of danger aside from malfunctions and the rare rogue robot.

Foreign Contaminant(200cp): Huh, weird. Why do you have this ability? I suppose it would make sense if you were a cleaning robot, but otherwise...oh well, it doesn't matter. With this perk, you're a lot better at finding things that don't belong, as they read as 'dirty' to you, Much like a certain M-O unit, you could easily spot WALL-E or the plant even in the midst of total chaos, as they ping on your sensors as a 'foreign contaminant'. Because of this, that needle in the haystack becomes that much easier to find! And, don't worry, unlike that M-O unit you will not gain an obsessive desire to clean said foreign contaminants. No worries there.

Oh My(400cp): Well isn't that interesting? Whatever function you have now has a practical use aside from just what it was designed for! For example, a mirror that would normally be used to show someone what they looked like after you gave them a makeover could also be used to reflect beams of energy, or the ability to suddenly spring an umbrella up would let you launch an object (such as a plant) towards whoever needs it! Even malfunctions, such as a vacuum bot 'sneezing' could be useful! Of course, you probably

have a bunch of other tricks up your sleeve, don't you Jumper? Well this perk lets you apply that same principle to all your other abilities as well! Just keep in mind that none of these are for direct combat use. Reflecting tractor beams designed to restrain you, sure, but that's pretty much it. I mean, it's not like you could actually do any damage, right? ...right?

RAGE AGAINST THE MACHINES(600cp): WRONG WRONG OH I WAS SO WRONG. You can definitely use your unique ability for combat now, and in a devastating way! Remember how I said earlier that HAN-S units perform massages? Well there's one defective model that will end up joining WALL-E and EVE's motley crew that has...anger issues. Serious anger issues. As in, growling and snarling at everyone while restrained and going on a rampage and smashing an army of security bots into scrap metal upon being unleashed in a burst of fury. You too can perform such feats, though keep in mind that you'll only have the initial burst to perform such devastating onslaughts, after that you'll tire yourself out. You'll still be able to use your talent for combat, you just won't be able to pull of such feats as smashing an army of security robots in a matter of seconds despite being designed as a massage robot after the initial burst. This also applies to any other abilities you have as well.

Human

I Didn't Know We Had A Pool!(100cp): How did you NOT know?! You've been living on this ship for your entire life! Bah, whatever. You have the ability to always find new, fun things about whatever location you live in! Like, for example, finding a pool aboard the ship you've lived in your whole life, or a jog track! ...okay, that might not SOUND exciting, but given how boring the Axiom is, that actually is pretty exciting in comparison. Anyway, point is, whatever kind of location it is, you'll be able to find something that would be considered really fun in that kind of area, like maybe a forest near a small town or a place to adventure within in a city!

Define...Hoedown(200cp): Mankind has forgotten much in the years since the Axiom and the rest of the fleet left the Earth. For example, the Captain of the ship doesn't even know what the sea is, or what farms are, or...well, he doesn't know most things about the Earth, to be honest. Which is kind of sad. Fortunately for him, he has easy access to a source of information about Earth and what it was like, something the passengers lack...except for you! Well, sort of.

You might not actually have easy access to it, but you do have ways to find that information. You will always find ways to discover information about things that are considered general knowledge, or what was once general knowledge. You won't find any lost technologies or techniques or spells, but finding information about a planet your ancestors left seven hundred years ago should be easy! Though, then again, that information might not always be...accurate. Pizzas aren't grown on farms, Captain.

We'll See Who's Powerless Now!(400cp): Ha! You're a clever one, aren't you? You might have gone without challenge or stimulation for most of your life, but that doesn't mean you're unintelligent! Quite the opposite, actually. You can come up with all sorts of tricks and schemes, like rewiring the systems used to give daily announcements to send out a communication to allies when you're trapped, or luring an enemy by making them think you have the macguffin they're looking for, taking advantage of their lack of depth perception to do so! You might not have any special weapons or equipment, you might not be a robot, and you most certainly aren't the autopilot that controls most of the ship's functions, but you're far from powerless, After all, mankind's greatest weapon has always been their mind!

I Don't WANT To Survive, I Want To LIVE!(600cp): Aboard the Axiom, humanity has grown lazy and fat, constantly distracted by new treats and gadgets and styles...but despite all that, they are still human. And seven hundred years isn't nearly enough to extinguish

the human spirit! And you're living proof of that! Your willpower becomes firm, resolute, allowing you to make the hard choice, the right choice, when it would have been easier to take the wrong path. When faced with fear, when faced with danger, you don't give up. Initially, perhaps, you might flinch back, but when it really matters you'll easily have the courage to challenge a machine armed with a genuine weapon, even though you are just a human, with no weapon who just started standing and walking.

Yes, that's right. Standing and walking. What's that you say? Humans haven't been standing or walking under their own power for centuries? Well, looks like you'll be the first. You possess the willpower to rise up, to stand on shaky legs, even though you've never walked a day in your own life, even though your bone structure is far weaker than that of humans from seven hundred years ago. And you'll inspire others, as well. Those who see you stand will realise that they too can stand, and they will stand with you. There are still heroes left in man, Jumper. Captain McCrea will prove himself as one soon. You are one already.

General

Patience of Halchikō(100cp): Ever heard of Hachikō, the dog that waited every day for his master to return for years on end? Well, WALL-E might not have a dog, but he does have a cockroach named Hal! And like Hachikō, when his master left and told him to wait for his return, Hal waited, and remained in that spot until his master returned...or, at least, until the ship carrying him returned, and his master's beloved came barreling out holding his broken body. Well, like both of these loyal pets, you bear an infinite patience. You could wait for someone to return for years, never moving from the same spot you stood in when they first left. You'd still have to deal with any basic needs you have, but that doesn't change the fact that you might be the most patient thing in the universe besides one really loyal cockroach!

Halt!(200cp): There's something about you, Jumper, something that makes you an intimidating authority figure. When you give a command, even those defective robots usually listen, coming to an immediate stop when you order them to. They might not like you, but they'll at least do what you say…unless they've been motivated to stand against even you. Against beings who have been inspired enough to shrug off that intimidation effect of yours or those with strong will, this perk has no effect. They might obey out of respect for the rules, but it won't be out of fear of you. Word of advice, you probably shouldn't even bother with this against someone who is trying to save the one they love. The SECUR-T units will soon be able to tell you how that ends: poorly.

GO-4 It(400cp): GO-4 is the personal servant of AUTO, the autopilot of the ship, and one of the two robots that know of protocol A113. The A113 Directive states that the Axiom must never return to Earth, no matter what. For this reason, the two will even dispose of any evidence that life could form on Earth. One of the ways they do this is via GO-4's tractor beam like device, something it shares with the SECUR-T drones. With this, GO-4 and the SECUR-T drones may grab and move objects, capture and restrain other robots (even the superior EVE Probe), and prevent a plasma cannon from firing via blocking the barrel. Now you also possess such a device installed into your frame! What's that you say? You're organic? Uh, well…then it's cybernetics. You're a cyborg. Congratulations!

We're Coming Down To The Ground(600cp): There's no better place to be! Jumper, I'll be honest with you: as bad as the Earth's situation is, it can be saved. Over the seven centuries since humanity left, the Earth made some small, tiny amount of progress towards restoration. I've said before how WALL-E will soon find a plant, and that it will end up sparking a grand adventure. What I didn't mention is that, when mankind returns, past the city outskirts there will be a great many plants. Life is returning. But it still needs help, and that's what

mankind will do. Over the course of many years, humans and robots will work together to rebuild and restore the world, and one day the world will be filled with life and beauty again, and that first plant that WALL-E found will have become a great tree.

So, what is this perk for? To help you accomplish something similar. Now, you can restore environments destroyed by rampant consumerism, war, natural disasters, or some other cause back to their former states, back to being filled with life. It may take many years, possibly even centuries, but it can be done. Even something like the Earth, a world that has received terrible damage, can be restored with time. All it needs is someone to look after it.

Items

Hey, WALL-E had a collection of stuff, why not you? Here for you are a variety of different items available for you to purchase! Each item is discounted for their origin, and all 100cp items are free for their origin.

General

WALL-E: The Movie(50cp): Well, here's the film that started it all! This is the original movie released in your original world, for your viewing pleasure. That's pretty much all this item is, to be honest, just the original story of WALL-E, EVE, and the crew of the Axiom. What's that you say? That's not worth 50cp? Well...uh...I guess I could also include a version of the film with you in it? That's pretty cool!

Unlimited Supply of Twinkies(50cp): Huh, what do you know? These things actually did end up surviving the end of the world. That's neat. Anyway, as the name states, you now have an unlimited supply of these sweets, whether they are for eating or for giving your pet roach a little bed. What's that? You don't have a pet roach? That's fine, I don't either.

Figurines(50cp): Oh, will you look at this? You have a collection of figurines of all the different robots in this setting! From WALL-E to EVE to M-O to even AUTO and BURN-E! You also have a tiny toy Axiom and model of Earth! How nice!

Drop-In

Hello, Dolly!(100cp): Oh ho ho! Looks like you and WALL-E have the same taste in film! Hello, Dolly is a musical that came out in 1964, and was turned into a movie in 1969. What you have here is a video cassette of that film for your viewing pleasure. Filled with catchy music, it's a ton of fun to watch, and listen to. That same catchy music will soon become important to many, with one song being the rallying anthem of the defective robots, and another the main theme of the romance between WALL-E and EVE. Plus, hey, you and WALL-E can bond over it! Comes with a cassette player as well!

Spare Parts(200cp): Well isn't this neat? Here you have all the parts that make up a WALL-E unit, allowing you to repair any damage a WALL-E unit might have suffered, whether that be broken down treads, a damaged optical sensor, or even a destroyed optical sensor. Hell, you could build a new WALL-E unit yourself if you had the technical know how with these parts! This supply will be replenished every week, and post-Jump parts for any robot form you have will be added to this supply.

WALL-A Prototype(400cp): He's a big guy, for you! The WALL-A is the successor to the WALL-E unit, designed for use aboard the Axiom. What you have here is the prototype for the line, the original, and it works just as well. Strangely enough, it looks like it was left on Earth. Only the humans of seven hundred years ago could have forgotten and left behind something this huge. And let me tell you, this thing is huge. It dwarf humans and robots alike, and two are enough to handle most of the trash the Axiom creates. The WALL-A possesses all the features its' predecessor models have to

scale: industrial laser, trash compactor, able to lift heavy objects, et cetera. Pretty impressive all and all, I'd say!

WALL-E Transport(600cp): Home sweet home! This transport is fairly large, and has plenty of room to either store a large group of WALL-E units or one WALL-E unit and his collection of knick-knacks and spare parts. Aside from having plenty of room within, this transport is incredibly durable, able to withstand the fierce dust storms that wrack this planet for seven hundred years with only cosmetic damage at most! Heck, even a WALL-E unit being hurled at the sides at high speeds would only leave a WALL-E shaped dent instead of a hole. It would take an EVE Probe plasma cannon to break through this transport's armor and create a hole in it. This transport has a hatch that can open and close, allowing one to enter or exit while also closing to prevent the dust storms from barreling in. It also has a surprisingly homey atmosphere to it, making it nice to live in. Welcome to your new home, Jumper!

Probe

The Boot of Holding(100cp): Behold, Jumper: a BOOT! Wait, don't go! It's not just a boot, it can also hold plants-WAIT, HOLD ON! Seriously, this is actually really good! If you placed a plant within this boot, it would survive and stay healthy for more than a month, even without sunlight or water! It might need a little of both eventually, but with this boot it will stay healthy for far longer than it normally would. Not only that, but it could even temporarily survive in the void of space, with no protection! If that's not impressive, I don't know what is!

Hovercart(200cp): This machine is big enough to hold an EVE Probe, though a robot the size of GO-4 could probably fit in the front. This hovercart is not often used, aside from carrying a Probe that returned positive. The cart can be pushed or work automatically, following a predetermined, preprogrammed path. The cart is also

equipped with restraints to hold the Probe in place. Not much else to it, to be honest.

Plasma Cannon(400cp): Earth isn't the only planet EVE Probes are sent to. Indeed, EVE Probes have been sent to many different worlds, to check for conditions suitable for human habitation. On these alien worlds, there may be obstacles, both actual, mundane obstacles as well as violent native life. How can EVE Probes protect themselves from this? With the Plasma Cannon! This deadly device is installed in their right arm, and has a controllable output, from blasting away a magnet without damaging it to obliterating one of the tanker ships of old with only a few shots. And now you also possess this deadly addition to your arsenal! Robots have this installed into their right arm, or the closest equivalent, while organics also have it installed but in the form of cybernetics instead.

Probe Carrier(600cp): EVE Probes are amazing, but even they have limits. While they are capable of spaceflight, there's no way they could make it all the way from the Axiom to the various worlds they're sent to and back. That's what this ship is for! This ship, while small compared to the Axiom, is still large enough to hold a dozen or so EVE Probes and still have plenty of space. The carrier is fast enough to easily make it from the Axiom to the Earth and back within days at most. Remember, the Axiom left Earth hundreds of years ago. Even if the starliner has simply been cruising, that's still pretty impressive!

However, it's only good for these short trips, and will need refueling and check ups when it gets back. Once it arrives on Earth, or some other alien world, it promptly lowers a craft containing a pod, which in turn carries an EVE Probe. Then, it activates the Probe, and takes off. Eventually, it returns, picks up the probe, and goes back to the Axiom. The ship can be fully automated, and can work on preprogrammed directions.

Defective Droid

REM-Es(100cp): This is either really cute or really stupid. REM-E units are basically little robots that look like a computer mouse, and act like actual mice. And now, you have a whole bunch of them! Aren't you lucky?. They can usually be found within the Axiom's garbage disposal section. They don't really do much, just crawl over things and make clicking noises, but they are kind of cute. They also like pressing buttons, for some reason. Guess it's something left over from their computer mouse ancestors? Wow, never thought I'd ever say something like that.

Robot Bindings(200cp): The only reason HAN-S didn't tear all the other defective robots apart before WALL-E broke them loose. For all his ridiculous strength, even he couldn't bust through these! It's a little tough to describe what they are, to be honest. They look sort of like energy bindings, but they're solid enough that WALL-E's industrial laser could cut right through them and set HAN-S free. Whatever they are, you have a pair of them, and the knowledge of how to make more. They're pretty effective in keeping even incredibly strong machines pinned, though there is a limit, and anything matching the heat or intensity of an industrial laser will cut right through.

Restraining Bolt(400cp): This might surprise you, Jumper, but despite the obvious danger, the defective HAN-S was not restrained by the above at first. No, instead, he and all the other defective robots had this handy little device attached to them, and usually? That is all that's needed. While in the repair ward, a restraining bolt is attached to a defective robot, and from there, the droid can easily by disabled simply by pressing the yellow button in the center of the red device. Attached to the robot's center, with cables attached to the head as well, the device shuts down the machine it is attached to it easily. Even an EVE unit could easily be disabled this way! Though I should note that you may want to have the droid restrained, deactivated, or

complying before you attach the device. Otherwise, they can still resist, and trust me, a blast from an EVE's plasma cannon hurts, a lot.

Repair Ward(600cp): The Axiom has been travelling through space for a long time, seven hundred years, to be exact. It's not surprising that, during that time, the various robots aboard the ship would need repair, treatment, and care. Be it physical damage from an accident or carelessness on the part of the passengers, a malfunction caused by a programming error or a damaged hard drive, or a robot totally screwed up to the point of having to be restrained or locked away for public safety, the Repair Ward is the place for all of them! You now have a copy of your own attached to your Warehouse, where you can send your robots (or go yourself, if you have a mechanical alt-form) for check ups and repairs. Forewarning though, this place was NOT designed with robots possessing weapons in mind. Make sure any rogue robots you send here are stripped of any weapons first, or they might just break free and wreck the place!

Human

Passenger Suit(100cp): In the future, everyone wears the exact same kind of clothes. Whether they're guys or gals, babies or elderly folk„ they all wear the Buy N' Large Passenger Suit™! Even the Captain only has a little cape and a different colour on his outfit to make it stand out compared to everyone else. Now you can also have one of these comfy, tracksuit-esque outfits for your own, and since I like you, I'll even throw in an outfit resembling that of the Captain's as well! Aren't I generous? If you have the **Hover Chair** item, you can use that when hooked up to it to change the colour of your suit, though only while you're 'plugged in'.

Manual(200cp): Well, you don't see many of these anymore. Actually, you don't see ANY of these anymore. What you have here is an actual book, like one you would read back in your original

world, which in a world of machines, projections, virtual reality, and streams of data is incredibly rare, if not nearly non-existent. The contents of this book are fairly simple, relaying some extra details of how to begin Operation: Recolonize, mankind's return to a hopefully recovered Earth that they can once again live on.

Keep in mind, the actual process is "Get plant, take plant to holodeck, place it in holodetector, ship returns to Earth at faster than light speeds, Operation Recolonize begins upon arrival on Earth". In future jumps, this manual will change to relay instructions on equally simple processes, providing extra details you might find helpful, making such matters easier for you.

Hover Chair(400cp): A rather useful invention that's also the cause of quite a few problems aboard the Axiom. This device was originally intended to be a mix of a lounge chair and personal transportation, allowing the passengers aboard the ship to just lay back and relax, as well as allowing the elderly and disabled to join in on the fun. It's also equipped with communication systems, games, data streaming, probably whatever version of the Internet the Axiom has running, and of course, a constant stream of advertising for Buy N' Large products! It really is a great device, it's just that...well, the trip through space ended up being a few centuries longer than it was supposed to be.

And as more and more members of the Axiom's population came to use these things, they became more lazy and cut off from each other. This is the reason why the human population aboard the Axiom is the way it is: fat, lazy, lethargic, and totally addicted to their fancy gadgets and the newest fads. Blatant commentary aside, try not to go so overboard with this machine yourself, please? Mankind will need to change eventually, and relying on these things won't help with that goal.

Robot Blueprints(600cp): Wha-how did you get your hands on these?! These are the blueprints for all the different robots humanity invented in this universe, every last one! From the tiny REM-Es to

the giant WALL-As, the primitive WALL-Es to the cutting edge EVE units, and the countless service robots aboard the Axiom to the security drones and AUTO himself! Not only that, but these blueprints even contain details on the various technologies that make up each robot, including the solar panels on WALL-E units, as well as the advanced propulsion technology and deadly plasma cannons found in the EVE probes. Now, do keep in mind this is only the technology that MAKES UP each machine, not the technology they might be attached to. So, you might be able to build an AUTO pilot system, but you won't be able to build a ship like the Axiom which AUTO was made for with just these.

Companions

WALL-E lived on Earth for centuries, and despite all his little toys, gizmos, and gadgets, the little robot couldn't help but feel lonely and sorrowful, trapped on a dead world with no company aside from his loyal pet roach. That will change soon, but WALL-E might not be the only lonely one here. Perhaps you are as well, Jumper? If so, here are some options for you.

Companion Import Option(50cp-400cp): Or maybe you're not so lonely? Perhaps you already have a cast of misfits, heroes, or villains you wish to bring into this world? If so, this option is exactly what you're looking for. With this, you may import your companions into backgrounds for this world, from one companion for **50cp**, to a maximum of eight for **400cp**. Each companion will be given **400cp** to spend on perks.

Canon Companion(300cp): Perhaps you would like to bring one of the denizens of this world with you on your chain? Maybe you'd like to bring the quirky defective robots on future adventures, or have the goofy but surprisingly determined and intelligent Captain McCrea aid you in your endeavours. If so, you may use this to do so, granting whoever you choose the entire perk tree of either the

Defective Droid or Human background, depending on which they come from. You may not take WALL-E or EVE with this, however.

Pet Roach(50cp): I...well...okay? This is fairly self-explanatory, I hope. You now have a pet cockroach who acts almost like a dog, and is surprisingly difficult to kill. Getting run over by a WALL-E's treads? It'll be back up in a few seconds. Getting blasted by an EVE's plasma cannon? It will dodge most of the shots, and somehow wind up on the one spot that wasn't hit by the blast even if the EVE does somehow hit it. It loves twinkies, and possesses the Patience of Halchikō perk. Have fun with your new pet!

True Love(300cp): Oh. Oh my. This is something that comes only once in a lifetime, Jumper: a chance at true love. During the course of this jump, you will run into someone truly special, someone who takes your breath away and makes your heart soar. Someone you will come to deeply love, and who will deeply love you in turn. The EVE to your WALL-E (or the WALL-E to your EVE, possibly), the John to your Mary (or, again, vice versa), the...you get the point. They may be from whatever background you'd like, and will receive the entirety of the perks from said background.

If you already have a true love, you may pay the above price to import them into the jump with this option instead of the normal companion import option. Do keep in mind, you can still only import eight companions, so after this you can only import seven more companions at most.

WALL-E and EVE(600cp, discounted with DIRECTIVE: EARTH): The stars of the movie themselves, these two robots will change the history of both humanity and the planet Earth for the better. WALL-E is the last of his kind, the sole operating WALL-E left on Earth after centuries of doing his job. He's a friendly, curious little scamp, if a bit clumsy and goofy. There's something about him, though, something that manages to reach out and change both robots and people for the better, and he can incredibly brave and

clever when the situation calls for it! Ah, but how can we talk about WALL-E without also discussing his one true love, EVE?

One of the many EVE probes dispatched to search for life, EVE might seem to be a cold machine at first, but there's something underneath that icy shell: a fiery temper! Seriously, this girl is shoot first, ask questions never while on Earth, and that plasma cannon of hers will be getting a good work out over the course of this adventure. Kidding aside, while she can be easily frustrated, EVE is rather curious herself, though not quite to the same extent as her beloved WALL-E. She can be kind, caring, even silly, and that laugh? Absolutely adorable. The romance that will spark between these two soon is something that will eventually save humanity, and change both of them for the better.

And of course, while they might be interested on travelling with you after the Axiom makes it back home to Earth, they won't leave their love behind. Guess you're getting a two for one deal, eh, Jumper?

Drawbacks

You do know that greed is what caused this whole mess in the first place, right Jumper? Ah well, I understand if you want more than the 1000cp I gave you in the beginning, what with all that is being offered here. In that case, you may take up to 600cp in drawbacks, though if you also take JUMP-ER PILOTING SYSTEM, I'll lift that limit up to 800cp instead.

EV-uh?(100cp): Jumper? Are you feeling okay? You seem to be having trouble speaking-oh, I see what's going on. Seems you share a similar problem with a certain trash bot from Earth: a problem with speech! You have trouble pronouncing words and names, and struggle to get points across due to only being able to speak in one word sentences. While the latter is common for most robots (even EVE only speaks one word sentences), it's still a pain when you're trying to communicate more advanced messages or queries. If you

were trying to find the person you love, you'd only be able to ask someone about them by saying their (mispronounced) name in a questioning tone. If you're a human with this, you have some form of speech impediment that causes a similar effect.

Hair-Trigger Temper(100cp): W-whoa there, Jumper! Calm down! What's got you so angry? With this drawback, the answer to that is 'everything'. Well, alright, it's not THAT bad, but you really do have a much shorter fuse, now. It is much easier to frustrate and annoy you, and the limits of your temper are now very small. If you are pushed too far, you may even turn violent, though you'll never hurt anyone you care about. You might act nasty to them for a bit, but you won't truly hurt them, and you'll feel bad about it later. You can overcome the majority of this issue with time, but you'll never be the patient type.

No Jumper Is An Island(200cp): But you'll sure feel like one. For whatever reason, you've been isolated and alone for quite some time, and because of that you're rather desperate for companionship. Unfortunately, you've been alone for so long that actually interacting with others can be...difficult. Perhaps you'll be so shy, you just follow and watch them from a distance for a while. Maybe you'll try and communicate with them, but repeatedly flub your attempts. All in all, you just come off as awkward, though that doesn't mean you can't potentially be charming! Just, uh...try not to be creepy about it, please? That's no way to make friends.

Captain Oblivious(200cp): Hey, so remember how exasperated I was with one of the passengers somehow not knowing there was a pool earlier, despite living on the Axiom for literally her entire life? Now, you're just as oblivious as her and the rest of the passengers are before WALL-E opens their eyes, lost in either the gadgets and gizmos on your hover chair or in some other task (like your mission as an EVE probe, for example). You'll miss out on obvious details, overlook small things that are important to your wants, and at the

worst be completely unaware of the existence of others if you're too wrapped up in what you're doing. Snapping you out of this won't be as easy as how WALL-E helped Mary and John, and you'll always be just a bit oblivious at the least.

WARNING! WARNING!(300cp): The planet Earth was devastated by the damage humanity did to it centuries ago, and one of the greatest and deadliest signs of this are the terrible sandstorms that sweep through the junk cities that cover the planet. So terrible are these that even machines like WALL-E or EVE are in danger when they hit! Well, now it seems wherever you are, these sandstorms will follow. In the city? Sandstorms. In the country? Sandstorms. In the air? Sandstorms. In space? No sandstorms. No, instead you get SPACEstorms.

And staying out in these is a bad idea, Jumper. Your best bet is to swiftly get to shelter, and wait out the storm. If you are aboard the Axiom, you are mostly safe from the storms themselves, but the malfunctions and damage they cause the ship might prove fatal as well. The ship itself won't be destroyed or even badly damaged, but you might be!

I'm Sorry Jumper, I Can't Let You Do That(600cp): Really, I don't know what humanity was expecting when they created a sentient autopilot system. AUTO is the robot that runs and controls the ship, with the Captain serving as a figure head and a way to provide moral and communications to the passengers. Unknown to the current captain as well as his predecessors, AUTO has been ordered to make sure the Axiom never returns to Earth, even if he and his loyal minion GO-4 must dispose of any evidence that the planet can be reinhabited. He is hellbent on fulfilling his directive, to the point where mutiny and murder are perfectly acceptable options. And now? He wants you gone.

Maybe he thinks you're a defective robot that needs to be disposed of, maybe he thinks you're a threat to other humans aboard the Axiom, or perhaps he believes that you are a obstacle to

his directive, someone attempting to return the Axiom and humanity to Earth. No matter what, his goal is the same: get rid of you. And no matter what background you take or where you would normally start, you will instead start on the Axiom itself At his disposal are an army of SECUR-T drones, as well as the various cameras across the Axiom which he can use to monitor you.

Finally, he is the ship's autopilot system, so if he gets desperate he can simply tilt the ship itself and try to get rid of you using that somehow. And he's not helpless in a direct fight either, despite being a giant wheel, as he is armed with a taser-like weapon that can damage and potentially even kill a WALL-E unit, despite how durable those units normally are. Nonetheless, he has a giant weakness once you actually reach him: an off switch, right above his main, wheel-like body. Flick that, and he shuts down, becoming just a wheel for the captain to steer the ship with. Until then? Good luck fighting the Axiom itself.

Earth...Earth? EARTH!(600cp): Oh no, oh no, this is terrible! During your adventures in this world, you will find yourself arriving on the Axiom, if you did not already start there. While aboard the starliner, one of your most treasured companions will suffer a terrible injury, a potentially fatal one, in fact! They are not lost to you yet, however, and there is a way to save them. However, there is only one place to find this method: on Earth. And the only way to get to Earth is via the Axiom itself! You must aid WALL-E and EVE in retrieving the plant and placing it in the Holodetector, kick starting the return back to Earth. Beware, for AUTO has become much more savvy, and his SECUR-T drones much more dangerous.

You must not only make sure your new allies succeed, but make sure your companions survive his wrath as well! Keep in mind that he was perfectly willing to risk the lives of the passengers to get his way at the end of the movie, and nearly crushed WALL-E in his determined fury. Once you return to Earth, you'll need to move quickly to save your companion, for if you fail, not only will your companion's life end, but so will your chain! If you do not

already have such a companion, you will meet someone who will become equally precious to you over the course of this jump.

DIRECTIVE: EARTH(600cp): Normally, despite all the dangers and perils they experience, WALL-E and EVE would succeed, aided by the defective robots, the passengers, and Captain McCrea. The Axiom and humanity would return to Earth, EVE would save WALL-E's life after the two seemingly lethal blows AUTO gave him, and everyone would live happily ever after. Now, that won't happen. WALL-E and EVE will fail and be destroyed, the plant will be disposed of, the Captain will be trapped in his quarters forever, and the Axiom will sail on forever...that is, unless YOU do something. That's right, Jumper, you play a pivotal role in this story now.

It's up to you to make sure WALL-E and EVE succeed in their mission and live to experience their happily ever after along with humanity on Earth. Beware, for much like the previous drawback, AUTO and his drones are much more dangerous now, dangerous enough that without your interference there would be no doubts about their victory. Even now, you must stay on your toes, and make sure there is a happy ending to this tale. If you fail, not only will this story end in tragedy, but so will your chain, as your jumping days end along with the last hope of humanity. Home is out there, Jumper, and it's in trouble. It's up to YOU to help it.

JUMP-ER PILOTING SYSTEM(800cp): It is the year 2105. The Earth is dying, and though the population does not yet know it, the planet is all but lost. The various ships launching across the planet are not simply starliners as they were originally intended, but evacuation ships, arks that the remnants of Buy N' Large hope will save the human race. Each of these ships come with AUTO pilot systems, designed to pilot the ship in place of the captain. Of course, if the captain wishes to, he may also take the reins, but why bother? In the end, it is the AUTO pilot system that truly controls and captains the ship. You should know, since you are one.

Instead of whatever being you would normally be given your background, you are now the AUTO pilot system for the ship you have been installed into. It is your duty to safely steer this ship through the various dangers of space, to keep the passengers safe and happy, and to make sure any defective robots or malfunctions in the ship itself are dealt with. For seven hundred years, this will be your life. Nothing too extraordinary, for the most part. And then, you receive a signal, new orders from Earth. But how can that be? Earth is dead, isn't it? No, a ship, defying Protocol A113, has returned to the homeworld...and found life. It is time to come home, Jumper. Following these new orders, you begin the voyage back to Earth...

And that's when things get harder. Your FTL drive is damaged beyond repair in an accident. Malfunctions, rogue robots, and constant obstacles in space itself constantly threaten you and your ship. It seems as if the universe itself is determined to make sure your voyage ends in tragedy and failure. You are all that stands between those aboard your vessel and certain doom. You must use all your wits, centuries of experience, and the many tools available to you to keep your ship intact and your passengers alive.

Fortunately, those very same passengers could be of great help to you as well. Along with the call back message from Earth, images and videos were sent of the passengers and captain of the first ship (the Axiom) walking and standing on their own, and it has lit a fire in the humans aboard your ship. You'll need to help them regain their former strength and fitness, something that might take generations, but eventually these once lazy and apathetic people may be just what you need to succeed!

This scenario can end in one of two ways: the successful return to Earth, or a tragic failure, brought about by the destruction of your ship, the death of all passengers aboard, or your permanent deactivation prior to arriving back on Earth. The latter ends not only this scenario, but your chain as well, as punishment for your failure as the AUTO pilot system. Success, however, grants you not only praise and gratitude from the many passengers, both human and robotic, aboard your ship, but the ship itself. Post-Jump, the starliner

you piloted through the depths of space will be yours for the keeping. Not only that, but you will also receive the form you would have normally gained had you not taken this drawback.

As for your AUTO pilot form, that can take on two forms: one being a permanent part of the starliner you piloted, which you can use as a wheel with which to steer the ship, or an alt form that will automatically install itself into any ship you own and wish to pilot in this way, granting you full control of all the vessel's systems and subsystems. Finally, turns out all the robots who served under you during this long trip have decided to stay with you and your ship, and will post-Jump follow you as part of the starliner, serving you and any others you take aboard the ship. Don't worry, you won't have to deal with defective robots anymore, and any robots you lose will be replaced. Well done, AUTO! Or should I say, captain?

Ending

Looks like your time in this world is up, Jumper! Did you enjoy your ten years here? I hope you did, it really is a wonderful place, even buried under all the grime and greed. Nonetheless, it's time to make your choice: what will you do next?

Go Home?: Ah, I understand. After seeing the powerful desire of the Captain and humanity in general to return home to Earth, you too wish to go back home your Earth. You will return your original homeworld, with all your companion, items, and perks. It's been fun.

Stay Here?: Oh? You wish to stay here? Well, I see no problem with that! The Earth might still need help recovering, after all, and I'm sure you could do a lot to help with that! On your original world, time will resume, and you will be declared a missing person. Your family and friends will search desperately for you, but will eventually accept that you are gone. They will mourn you for a

time, but don't worry. I will make sure they eventually move on and find peace.

Move On?: This place might be filled with love and wonder, but so are other worlds along the chain, right Jumper? It's time to continue your journey and discover new worlds and adventures! Who knows what might be out there, out past all the stars that are and will yet be? See you soon, Jumper!

Notes

Post-Jump, the starline gained from JUMP-ER PILOTING SYSTEM will have its' FTL drive repaired. Inactive companions can also hang out on the ship post-Jump as well.

Different Types of Robots You Can Be in WALL-E:

WALL-E Unit: WALL-E units are designed to collect and dispose of trash, using an in-built compactor to turn trash they shovel in into cubes, which can then be thrown in a furnace and incinerated. WALL-Es are durable little things, as a particularly clever one (the WALL-E that stars in the movie) can last for over seven hundred years. It's unknown whether the rest broke down over time or were simply shut down before the humans left, though it is most likely the former. WALL-E units are also surprisingly strong for their size, as demonstrated when WALL-E was able to life up or at least hold up the Holoprojector until AUTO forcibly lowered it via shocking the button. Keep in mind, this is AFTER WALL-E was shocked and had his primary drive terribly damaged, his power at its' bare minimum, so the possibility exists that he could have held it up even then at full power, especially since the only reason he finally lost out was because he slipped, allowing it to crush him. They move around on

treadmills, and use solar panels to recharge their batteries. As mentioned above, for all their durability and all their ability to replace parts, a strike to their primary drive is almost certainly fatal (WALL-E was on the verge of death even before being crushed).

EVE Probes: Among all the machines mankind has created, the EVE Probes are by far the most advanced. Aside from having a sleek design that's both efficient and pleasing to the eye, EVE units are equipped with an advanced scanner, flight, the ability to move at supersonic speeds,, and morphable fingers with which the EVE Probes may mimic the dexterity of humans. Not only that, but they are also capable of storing objects within themselves, such as plant life. A plant inside of an EVE unit would be safe, even if the Probe was in the void of space. Aside from that, the EVE Probes possess truly incredibly strength, enough to easily carry a WALL-E sized robot, fling said WALL-E unit at high enough speeds to dent the side of his transport if one were to spin fast enough, and even hold back two massive steel bleachers against gravity, though only barely and with some support, perhaps from nearby pillars. So, all in all? EVE Probes are bullshit. The only reason EVE didn't tear through the SECUR-T drones by herself is because of their numbers and ability to lock down her cannon.

M-O: Short for Microbe Obliterator. Tiny little robots with a scanner allowing them to detect foreign contaminants, which they then clean up with their little scrub, travelling around on little rollers. Not much to say about these, except the one seen in the movie has both a major case of OCD and a great determination to get rid of foreign contaminants.

BRL-A: Automated umbrellas, in case the name wasn't clear. Since there's never any rain aboard the Axiom, these machines serve to provide shade for the passengers. Their umbrellas are shockingly thick, enough to deflect even the lasers of the SECUR-T drones.

BUF-4: Bufferbots that serve as part of the cleaning crew, floating drones with buffers instead of hands attached to little arms.

BURN-E: Short for Basic Utility Repair Nanotechnology: Engineer class, these welding bots are responsible for repairing the various parts of the Axiom when they are damaged. With bodies that look like welding masks, a pincer for one hand and a torch for the other, they have quite the unique look. They only have a single stick of a leg, capable of moving around on the tracks of the Axiom only (though upon the return to Earth, one is seen amongst the crowd of robots on Earth, so it's possible they can be modified for other terrains).

HAN-S: Massage bots, these floating drones have two strong arms designed to give excellent massages. They are ridiculously strong, as mentioned in the Defective Robot section where a defective HAN-S tore through an army of SECUR-T robots.

D-FIB: Medical bots with defibrillators attached to them. Not much to say about these floating drones, except that the defective one that signs up with WALL-E has enough of a charge in her pad that it can set test dummies on fire and take out SECUR-T drones. Can only say "Clear".

BIRD-E: Why play golf when you can have a robot do it for you? Such was the logic behind the creation of BIRD-E's, floating drones that exist for the sole purpose being used by humans to play virtual golf. Resembles a white box wearing a golfer's outfit, as well as a pack for holding another club, with a single arm to swing a club with.

PR-T: Floating beautician bots with a number of arms holding various tools, such as scissors, nail polish, lipstick, toothbrushes, and so on. These small, pink, cycloptic machines come pre-programmed

with pointless small talk and flattery, and are equipped with a mirror capable of reflecting a SECUR-T drone's tractor beam.

L-T: These are literal lamp bots. They provide light for passengers and robots. That's it.

GRAB-E: Floating maintenance drones with two claws they use to pick objects up.

VAQ-M: Vacuum bots that serve to keep the Axiom clean. Looking like cubes with a vacuum attached to the front that can move up, down, and to the side, serving both as a vacuum and as a head.

VN-GO: Painting bot designed to make paintings for the passengers' enjoyment. Moving around on a set of wheels hidden under their body, VN-GOs have a single limb with a paint brush attached that are used to make paintings. This limb can move up and down, but can't do much else. The brush and wheels can also play a few notes of a song if moved in a certain way, as demonstrated when a defective model played a few notes from the song "Put On Your Sunday Clothes".