

Elysium Mini-Jump
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Version 1.0

It's the year 2154, the wealthy elite live in luxury aboard a huge space station in orbit called Elysium, free of crime, war, poverty, hunger, and disease, while everyone else is stuck on an increasingly overpopulated and ruined earth. Desperate people constantly try to escape to Elysium just for the chance to use their miracle medical technology before getting deported back to the planet, but are usually shot down before they can even get close. In just a few days, an Ex-Con named Max will be fatally irradiated at work and have just 5 days to get to Elysium before he dies.

This here's a Mini-Jump so you only get 600EP (Elysium Points), but you'll only have to be here for about 10 days.



Location:

Anywhere On Earth: You may choose to start anywhere on earth, though most of the story happens in Los Angeles, California or up in Elysium.



Perks:

Unfortunately there are no origins, but you do get your choice of perk discounts. 2 Per tier, with 50 and 100EP perks becoming free and everything else 50% off. You may freely choose your age and sex.

Habla Espanol (50EP): You now speak an additional language, which is probably Spanish, and pick up new languages very quickly, especially any curse words.

Nurse (50EP): You have all the training and experience of a 22nd century nurse. You might not be able to do more than to stabilize a patient or help manage their pain but your calm bedside manner helps calm down even those who are actively dying in your arms. This update in future jumps to include a similar grounding in medicine.

Independent Contractor (50EP): You have a reputation as a reliable mercenary, able to do a job and keep quiet about it. This also makes it so people are much less upset with you doing a job, so long as you were ordered to do it, as if you didn't, someone else would have.

Dumpster Diving (50EP): The food available on Earth is terrible, most people seem to be surviving on spoiled or rotten food or making do with whatever animals they hunt down. You never get sick from spoiled or rotten food.

Neural Interface Implant (100EP): Unlike the hacked together piece of junk Spider gives Max, this state of the art implant allows you to store a large amount of data, as well as download data from others and all with just a tiny easily concealable port behind one of your ears. This also synergises well with the Steel-Reinforced Skeleton perk and Exosuit item.

Dead Man Walking (100EP): Even with your very body falling apart on you, you keep on going. Until you actually die, you'll be unaffected by anything short of a missing limb.

Ex-Con (100EP): 20 years of experience as everything from a pickpocket to carthief and beyond. You know all the best ways to rip someone off, and can adapt your plans on the fly if something happens.

Friends In Low Places (100EP): Everybody needs friends, and you have several, all in decently high positions in the criminal underworld. Bleeding out from a gut wound? You have a buddy who can get you back on your feet, and is willing to let you work it off. Need some contraband weapons? You have contact with a venerable armory. You also make friends with criminal elements easier.

Steel-Reinforced Skeleton (200EP): This cybernetic implant coats your skeleton with a thin but strong sheath of metal that makes your bones much much stronger and acts as a mount for Exosuits, and only makes you slightly heavier than normal. In other jumps these mounts will give any sort of exo suit or power armor you wear enhanced responsiveness, akin to black carapace in 40k. You may toggle this implant's visibility at will.

Back Alley Surgeon (200EP): You got the touch, you got the power…to do complicated surgeries with suboptimal tools in less than sterile conditions. You have all the knowledge and skills of a top tier 22nd century surgeon, and are able to make do with equipment and supplies pulled from the trash heap and as a bonus your patients have a much higher survival rate due to not getting infected while under your care. Updates in future jumps.

This Ain't Gonna Kill Me (200EP): That's what you keep telling yourself anyway. You'll survive any medical procedures, without complications, even with the worst conditions imaginable.

Saber Cerebral Defense (400EP): Your mind is protected by a highly advanced program that can paralyse or kill anyone who attempts to access it without permission. This is mainly lethal to anyone who accesses your mind technologically but even non technological means will be very unpleasant, and potentially lethal.

Promise Kept (400EP): Never make a promise you can't keep, or so they say. If you make a promise, fate will nudge things in your favor to make sure you can fulfill it, even if it kills you to do so.

Spider-Man (400EP): No, not the webhead, the hacker. Like Mr Carlyle and Spider, you're a virtuoso with computer code, one of the best programmers/hackers on the planet. You have an intuitive gift when it comes to hacking, though some things, like the Saber Cerebral Defense, are just beyond your power to crack in a short amount of time

Items:

You get 2 Discounts per price tier (50, 100, 200, 400, 600EP), with 50EP and 100EP items becoming free and everything else 50% off, only the first purchase of a 50 or 100EP item is free, after that it's discounted like the others. Every purchase includes the blueprints/schematics to make more. Items Lost/Stolen/Used will respawn within 24 hours unless stated otherwise.

General Items:

Fake ID (50EP): Here's a forged id that will establish a full identity in every jump. For here it also marks you as a legal citizen of Elysium if scanned and access to their emergency services such as a Med-Pod.

Wristwatch/Communicator (50EP): This advanced communication device acts as a 22nd century smart phone, including an earbud that doubles as a subvocalization microphone to keep any conversations private. Range is roughly 1 AU. Each purchase you get 10 devices.

Droids (50EP): Personal robots programmed for security, Rescue/First aid, and as personal assistants. For every purchase you get 10.

Camera Drones (50EP): This pack of 24 roomba-like flying drones are perfect for surveillance, and tracking down criminals. They can be set to automatic mode or be remotely controlled.

Would You Like A Pill? (50EP, Free with Full Dose drawback): You have a pill box that will refill whenever it is closed with a variety of local medicine, including sedatives, painkillers and Miproll which will keep you functioning perfectly even after you've been fatally irradiated up until the final moments of your life.

MedPod 300 (200EP): Highly advanced automated technology allows these pods to heal nearly everything, including death as long as the brain is intact, within moments. They can even reverse aging, as seen with Kruger (born 1970s) and Carlyle (born 2010). You get one with your first purchase and 10 more with every additional. If you have it, this will upgrade your warehouse's med bay or equivalent.

Reboot Code (400EP): A copy of the program written by Carlyle that can grant the user administrative access to Elysium's automated systems. Post jump this works on any computer system you plug it into.

Weapons/Equipment:

Arc Taser (50EP): While this appears to be a modern 20th century hand held taser, this pistol sized weapon actually fires an arc of electricity, giving it much more utility and works well against robotic foes, and disables humans quite easily. It still has a fairly short 15 meter range. You get 2 per purchase, each of which has a blackboxed and un-removable self charging battery pack. 15 shots per pack with a 30 second recharge time for every shot.

Sword (50EP): A fucking sword? Who the hell do you think you are, a samurai? Whatever. You get a sword made of advanced materials that make it tougher and sharper than normal but at the end of the day, it's still just a sword.

Knives For Days (50EP): Like the sword, these knives are made of advanced materials, and you have a seemingly unlimited supply of the damn things, just reach for a new one whenever you need, though after 10 they start disappearing when nobody is looking.

Family Heirloom (100EP): What should be a museum piece upgraded with modern electronics and ammunition, firing 7.62mm airburst high explosive rounds with a 5 meter kill radius. You get 6 30 round mags of ammunition that refill daily.

Delayed Boom Stick (100EP): Pumpaction shotgun loaded with remote-triggered explosive slugs that can punch though an armored shuttle or a droid bodyguard easily. You get 50 shells a day.

Exosuit (200/400EP): Salvaged third-generation Human Universal Load Carrier exosuit that enhances the users strength, speed and agility. For an extra 200EP you can get a copy of Kruger's 5th-generation exosuit, which is much more advanced, slimmer, with better armor protection, strength and agility. Both Exosuits can be worn without the mounting points provided by the Steel Reinforced Skeleton perk but operate better with it.

Energy Shield (200EP, discount with 5th gen exosuit): Typically only used by robot security or with an exosuit, this device emits a slightly larger than an adult human male force field, stopping or deflecting any shots for a short amount of time. This particular model has its own internal power source that can be activated for 15 seconds and has a recharge of 1 hour between uses, though this can be sped up with external power sources.

ChemRail (200EP) Man-portable railgun system, which utilizes a dual-propulsion system, using chemical propellant to fire the round and an electromagnetic system to propel it to incredible supersonic velocities. This thing shreds through people and armor like swiss cheese. Comes with 5 full 50 round magazines that refill once a day.

Cousar Crowe Rifle (200EP) It's classified as an anti-material rifle, weights 40kg, and fires a .22 non-explosive round at extremely high-velocity. In order to utilize it, the operator has to wear an

Exosuit, not just for recoil management reasons, but to provide the damn thing with additional power.

Sky Sweeper (+100EP): This weapon upgrade is supposed to give the ability to serve as a man-portable air defense system and adds 15kg to the base rifle. It uses a smart surface-to-air grenade round with a 400,000 km range and a single one can take out a standard shuttle on Earth from the Moon.

4Sure Ballistics Missile Launcher (400EP) Four barreled missile launcher that fires a two stage missile with ridiculous range of 400,000 km, enough to hit something past the moon, that travels at 545 kilometers per second and with a 1 Kiloton nonnuclear warhead. You get 4 missiles per week.



Vehicles: All vehicles have infinite fuel, ammo and have self repair and maintenance unless fully destroyed.

Wheels (100EP): An ancient car or truck converted to run on electricity. Modified GTR or GMC Sierra Hybrid by default.

Shuttle (200EP): The basic transport can carry 44 passengers in cramped conditions at speeds up to 67 KMPS, and has an operational range to go to the moon and back.

Personal (+0EP): Smaller than the raggedy version used by the illegal immigrants, this is a custom made 2154 Bugattii, which is much faster, comes with an autopilot, room for one pilot and a cargo area that holds two personal robot security, which this comes with.

Military (+100EP): The Raven, a large military shuttle with a 3 man crew and passenger capacity for 6 people plus a large vehicle, armed with a bottom mounted 6 tube missile launcher, door-mounted gauss heavy machine gun, and 12 drones.

Medical (+200EP): Very large emergency services shuttle with a dozen drone paramedics and 24 med pods split between two decks.



Properties:

Apartment (50EP): A rundown but still relatively well maintained 2 bedroom apartment. Rent and utilities are paid for.

Trash Heap (50EP): A large landfill absolutely packed with trash of all sorts. The deeper you dig the more valuable items you'll find, though it's up to you to figure out how to get them back to the surface. Updates in future jumps to contain new items from that universe.

Orphanage (100EP): A really run down Spanish mission used as an orphanage. The kids will be attended to by a group of dedicated and caring nuns until they reach adulthood. The utilities are spotty and the water is mostly clean. Post jump the mission gets fixed up and the utilities are fixed.

Spider Lair (200EP): This building's top floors hosts a nightclub and residences, while the basement has a hidden command center that can connect to any network on (or near) the planet.

Arcology (400EP): A self sufficient, self contained miniature city in the form of a large skyscraper roughly the size of a city block. The building has ample living quarters designed for 65,000 residents in comfortable conditions and has all manner of restaurants, movie theaters, and even a miniature mall. Automated security, maintenance and full utilities included.

Robot Factory (400EP): This automated facility produces about 500 multi-use robots a day without additional resources, which can be programmed for anything from Security to Construction and Maintenance. Every additional purchase doubles the amount of production per day.

Elysium (600EP): Stanford Torus design space station 37.2 miles (60 kilometers) in diameter and 1.86 miles (3 km) wide. Half a million people live on Elysium, a place that is free of war, crime, and disease where billionaires reside, orbiting 75 miles above the Earth. Comes unpopulated and can either act as a warehouse attachment or be inserted in orbit of a planet at the start of a jump.

The Ruined Earth (600EP): The current version of earth, with or without the current population. The planet is on the verge of complete environmental collapse but there is a whole lot of tech and resources you could salvage. Also includes the Moon and if added as a warehouse attachment and not imported into a setting, includes the sun and about 5 AU of empty space.



Companions:

Import/Create (100EP): You may import or create a companion for 50EP, or for 100EP import up to 8. Each companion gets 600EP to spend on perks and items but not additional companions. Companions cannot purchase The Ruined Earth or Elysium properties or take drawbacks.

Recruit (Free/50EP): You may freely recruit any locals that agree to join you, provided they get a true idea of what they're signing up for. For 50EP you can recruit anyone without permission, alive or dead.

Drawbacks:
You may take as many drawbacks as you feel comfortable with. Drawbacks obviously go away after you finish the jump.

By Neill Blomkamp (+0EP): You can add this as a supplement to/combine it with the Chappie and or District 9 jumps. EP is not shared between the jumps. You can alternatively supplement it to another setting if you feel it appropriate, like Total Recall, Demolition Man or whatever.

Somewhere An OSHA Official Is Crying (+100EP): Worker safety is an almost alien concept around these parts, at least for those on earth. You'll find during your time here that various basic safety precautions that could have been easily implemented for minimal costs have been cut due to 'budgeting restraints'. Try not to get near any industrial sites I guess.

'Personality Issues' (+100EP): To put it simply, you're more than a bit unhinged, snapping at people over the slightest issues. This will make you very unpopular to work with and most won't give you a second chance unless you're absolutely the last chance they have.

Full Dose (+200EP): Due to an accident you've been exposed to a terminal amount of radiation, and have about a week to live before you succumb to a very painful death. Luckily an Elysium medical pod can fix that in about 5 seconds but unfortunately they're only for Citizens of the space station and you are very much not one of them.

Extended Probation (+200EP): Oh did I say ten days? Nah sorry, you're here for the standard 10 years. Hope you have a plan because otherwise it's not gonna be a very pleasant stay. Companions also receive the 200 EP if you take this.

They Will Hunt You To The End Of The World For This (+400EP): You now have the Reboot Code embedded in your head, or at least that's what everyone else believes. Everyone and I mean *EVERYONE* is out to get you and they don't need you alive, they just need your head. Good Luck.

Well its been just over a week (or longer depending on your choices) and now you have one final choice to make:

Stay Here
Go Home
Continue Jumping

Notes:

There was already a Elysium jump, which I still feel is superior to mine, but I put alot of work into this when it came out (I was actively working on it and was hours away from releasing it) and I still wanted to release it.

Max is shown throwing people around and great feats of strength in his third gen exo, including a scene where he runs at an estimated 35mph.

Neural Interface Implant: It's unclear how much storage this has, but it has at least 50 exobites and can transfer this data in a matter of minutes.

The cars are well over 100+ years old at this point in the movie, the GTR is a 2006 model and the Sierra is a 2009, while yes they could just be stand ins for a future model, they're really gritty dirty and modified to hell and back so its quite possible they've been kept around, or pulled from a junk yard and repurposed, given earth's total shithole status.

It's not really stated how fast the bugatti can go but I'd assume it can go faster then some raggity ass dropship.

The skysweeper and 4Sure sound pretty much the same, the movie web page for the weapons is where I got most the info from, both say they have a stupidly insane range, with the skysweeper being the size of a 40mm grenade (and the blast radius of one) and the 4sure being roughly the size of a M202 flash but with a 1 kiloton nonnuclear warhead. In the movie Carlyle's personal droids supposedly have the grenade launchers on their guns but dont use them.

The Orphanage: I'd say it has room for about 100 kids in rather terrible conditions and a group of 6 or so nuns. Unlike some of the nuns I've personally met, these ones are truly good people and don't abuse the children.

Elysium itself seems to use rotational gravity but also seems to have some sort of artificial gravity at points, perhaps both? The military Dropships also seem to have artificial gravity while the civilian ones seen at the beginning of the movie do not.

The Ruined Earth: If you somehow bring back the ecosphere, the planet's natural resources will refresh every 100 years or a new jump, whichever comes first. The state of the planet persists from jump to jump.

Version History:

1.0 First Release 11/13/26: First public release. Probably make an update eventually.