

RoboCop

Version 1.1 by SpazzWave



In a dystopian future Detroit is on the brink of social collapse. Overwhelmed by crime, the city grants the mega-corporation Omni Consumer Products (OCP) control of the Detroit Police Department. The solution from OCP is RoboCop, a cyborg built from a dead cop named Alex Murphy. You are now entering this world. Take these 1000 CP points.

Origins

Any Origin can be taken as a Drop-In.



Good Guy

You are one of the few who still believe in justice in a city where corruption and crime is the norm. Maybe you are a cop, a scientist, a journalist, or simply a citizen who refuses to submit to OCP. You start at your home or at the Detroit Police Department.

Creep

You are one of the people thriving in the decay of Detroit. Corruption, crime and chaos are just another word for opportunity. Maybe you are a gang leader, an OCP executive, or just a thug looking for a quick score. You start at your home or at a hideout in the city of Detroit.

Perks

[Verhoeven] Free for all

For some reason, on your stay here, any blood splatter is far bigger than it should be. Walls and floors keep getting coated and arterial sprays are now common.

[Immunity System] Free for all

It must be something in the water. For some reason, people living in Detroit can survive ten times more gun wounds than anyone else. They also remain perfectly calm no matter how bad things get, be it trauma, violence, gore, and chaos. You now have these abilities too.

[Dead or Alive, You're Coming With Me] 100 CP

You are intimidating. When you focus on someone, they feel real fear. Your stare, your voice, and your posture make people hesitate or obey. You also do threatening one-liners.

[Doberman] 100 CP

Your experience living in the streets has led you to develop the ability to track any target of yours through the city. From trails to traffic nothing escapes your notice. Your nose (metaphorically) could track anything.

[Human Revolution] 200 CP

The main earner from all dystopian megacorporations. You are now educated in the production, research, engineering and manufacturing of this world cybernetics. From the full body replacement of RoboCop to Kanemitsu highly advanced agents.

[Rebuilt] 400 CP

For reasons you may not entirely understand, Omni Consumer Products owed you a favor. Not a small one, either. Whatever the cause, when you were on death's door OCP stepped in and rebuilt you for free... or for a price. You now have access to the **Cybernetics** section and all of the Mk.1 cybernetics for free. Buying any Mk.2 cybernetic gives you the **Prime Directive** drawback if you are a **Good Guy** or the **Nuke Addiction** drawback if you are a Creep.

Good Guy



[Police Training] 100 CP, Free for Good Guy

You've been through academy training and real-world experience on the streets. You're proficient in weapons, crowd control, arrest procedures, driving, kicking doors and surviving crossfires.

[Police Experience] 100 CP, Free for Good Guy

You don't patrol a city without knowing the rules. You know the city like the back of your hand. The alleys, the slums, the gang-controlled zones and the routes the police don't cover. You know who's really in charge of each block and which doors will get you shot just for knocking.

[Pressure Point] 200 CP

This is a dangerous world and it taught you many things. One of them is reading people. You have a razor sharp sense for lies and the ability to guide a conversation where you want to. Whether they are bluffing in a gang negotiation or if a witness is hiding information from you, you know how to hear the stutter in their voices and how to dig without asking.

[Brotherhood] 200 CP

You're a good man, Jumper, and the police recognize this. Honest cops trust their lives with you, knowing you'll never sell them out. Even the crooked ones keep their distance. When things go bad you'll always find backup at your side, no questions asked.

[Crime Radar] 400 CP

You've got a feel for trouble, real trouble. You developed a sixth sense for crime and when it's going down you get a feeling. A tug in your chest. You feel the direction and how far it is from your location.

[Psychiatrist] 400 CP

You have a rare therapeutic expertise that goes far beyond textbooks. You know that sometimes people are unwell, and they can't admit it. But you can see. You recognize the subtle tells of mental problems and how to fix them. How to soothe PTSD, trauma and repression. You could even help a cyborg piece together the fragments of his life and be himself again.

[Wonder Kid] 600 CP

They gave you a toy computer when you were five and you rewrote its operating system by six. You're not just good with tech, you're frightening. You possess an intuitive understanding of electronic systems that gives you the ability to hack and take control of anything you have physical access. Not even an OCP firewall could stop you.

[Real Change] 600 CP

When you end crime, it's finished. Maybe it's the trail of bodies, maybe it's the fear in their eyes, or maybe folks just learned the hard way not to test how far you're willing to go. When you clean up a street, purge a gang, or tear out the corruption from a corporation, it doesn't crawl back. People remember what happened. Because you brought real change.

Creep



[Hideout Ninja] 100 CP, Free for Creep.

You possess an instinct for finding places where no one will think to look for you, like abandoned slaughterhouses, abandoned steel mills or practically anything abandoned. You can always sense the safest and most easily concealed locations.

[Street Smart] 100 CP, Free for Creep.

The streets of Detroit trained you in every essential skill a criminal needs. You can pick locks, crack safes, forge documents, bypass alarms, and kill a target without drawing attention. Additionally, you somehow have experience in being a pimp.

[Running Man] 200 CP

No matter how shitty the situation, you always seem to know the way out. Your instincts guide you toward the safest and most effective escape routes, even in environments you've never seen before. Not only that, any hideout you claim or create will somehow have convenient escape routes that you will always know but others will have to work to find.

[Corporate Ladder] 200 CP

You have a talent for rising through any hierarchy, no matter how cutthroat or rigid it may be. You instinctively sense power dynamics, spotting weaknesses, opportunities, and the perfect moments to act. When someone makes a mistake or leaves an opening, you know exactly how to step in and take their place, presenting yourself as the obvious choice for advancement. Did someone just bomb their presentation on chicken defense drones? You'll smoothly pitch to your boss your own plans to build a cyborg cop instead. The gang leader is in the hospital? Guess who's ready to take control of the gang and maintain order?

[Cult Chemist] 400 CP

You have the skills to create powerful synthetic drugs using many simple materials. Your formulas are extremely addictive, cheap to make, and nearly impossible to trace. Each batch can be tailored to produce even specific effects, like pleasure, calmness or maybe immunity to pain. The sky is the limit. Not only that, wherever your products appear, they spread fast, and those who become addicted see you in reverence, almost like a prophet.

[Contacts] 400 CP

No matter where you are, you know someone who can get things done. Murderer, hacker, arms dealer, crooked cop, whatever the job calls for, you have a contact who specializes in it. Need a corporate rival to disappear? It's a phone call away. A corrupt cop to give you information about the police strategy? You know exactly who to call. Even in unfamiliar territory, you will find new contacts extremely fast.

[Cops Don't Like Me] 600 CP

You're exceptionally talented at creating groups of criminal pawns, from petty thieves to drug dealers. You know how to recruit, motivate, and control them with fear and respect. Orders you give are always carried out and somehow your pawns never reach the conclusion that they are disposable to you. Must be something in the water.

[How Convenient] 600 CP

You have a special type of luck. Somehow, people are placed between you and any crime always takes the fall for whatever crime you do. Built a cyborg weapon out of a gang leader? Well, it was all a personal project out of one woman. You never approved it after all! And even if they say your name, it's just an accusation without evidence. You're just a model citizen.

Cybernetics

You have 500 CyberPoints. You can convert CP to CyberPoints at a rate of 1:2. You can also choose to have the appearance of RoboCop from the reboot. You cannot access this without the perk.

[Data Spike Mk.1] Free

This is a sharp, spike-like device capable of interfacing with any data port to operate computer systems. You can use this to download or upload information.

[Data Spike Mk.2] 100 CyberPoints

This upgraded version now can interface with any electronic system it penetrates, and its sharp spike can now pierce even titanium composite armor.

[Armor Mk.1] Free

Your body is protected by titanium armor. You can shrug off small caliber fire.

[Armor Mk.2] 100 CyberPoints

By exchanging the titanium armor for a titanium-kevlar composite, you can shrug off assault rifle shots and fire.

[Target Tracking Mk.1] Free

A sophisticated targeting system lets you lock into a target and calculate the perfect shot.

[Target Tracking Mk.2] 100 CyberPoints

This enhanced version tracks many targets at the same time and lets you calculate ricochet shots.

[Sensory System Mk.1] Free

You can now see with crystal clarity, pick minute details and see beyond the normal frame rate of a human eye. You can also hear someone whispering beyond walls.

[Sensory System Mk.2] 100 CyberPoints

Advanced sonar and thermal systems lets you effectively see behind any walls. A recording system stores anything you perceive as digital information.

[Power Limbs Mk.1] Free

A set of cybernetic arms and legs constructed from reinforced alloys and powered by high-torque servomotors. Once installed, these limbs grant you the strength of five humans.

[Power Limbs Mk.2] 100 CyberPoints

An improvement in the hydraulic system of the limbs gives you immense superhuman strength, allowing you to lift vehicles, punch through concrete, and tear apart metal structures with ease.

[Forensic Multi-Spectrum Analysis Mk.1] Free

An advanced cybernetic implant integrated into your visual and auditory processors that allows you to perform forensic investigations. With a glance, you can reconstruct crime scenes, detect trace evidence invisible to the naked eye, and analyze environmental data in real time.

[Forensic Multi-Spectrum Analysis Mk.2] 100 CyberPoints

The enhanced version has a comprehensive molecular analysis system, letting you track anything by particles in the air.

[Biometric Detector Mk.1] Free

The Biometric Detector scans biometric signatures with great accuracy, reading breathing patterns and heartbeats.

[Biometric Detector Mk.2] 100 CyberPoints

A patented neural network distinguishes the breathing patterns and heartbeats, detecting lies and stress.

[RealSkinn Mk.1] Free

Synthetic skin and synaptic junctions give the cyborg a human appearance and tactile sensations with the sensitivity of normal flesh.

[RealSkinn Mk.2] 100 CyberPoints

A specialized cybernetics reconstruction is made so the RealSkinn system can hide even the contour of a prototype body replacement. You can feel the full range of human sensations like smell and taste if you want to.

[OCP Repair Systems Mk.1] Free

Specialized nanites seal minor wounds and repair subsystems.

[OCP Repair Systems Mk.2] 100 CyberPoints

A nanite core increases the severity of wounds healed, major wounds will now be sealed.

[Full Body Replacement Mk.1] Free

The entire body except the brain is replaced by cybernetics. This improves survivability to the point you can now survive explosions and impacts that would pulverize a normal human. You don't need to sleep and only need to eat a small amount of food every 3 days. This maximizes the effect of other bought cybernetics by 50%. You don't need to eat anymore.

[Full Body Replacement Mk.2] 200 CyberPoints

A prototype body replacement made by OCP with the purpose of replacing RoboCop. It is powerful enough to lift an APC, durable enough to survive anti-material shots and it comes with a built-in cannon on the shoulder and a minigun on the arm.

Items

You can import items for free. You have one discount per price tier.

[Auto-9 Hand Cannon] Free for all

Your trusty sidearm. A heavily modified machine pistol with select fire and a 50-round magazine. It won't misfire, jam, or run out of ammo during a fight.. The most commonly utilized fire setting was in a three-round burst mode.

[OCP Nutrient Paste Maker] Free

A device designed by OCP to produce food. It can convert any fresh food into a easily digestible paste. For 100 CP you gain a premium version that can convert any fresh organic matter instead.

[Nuke Stash] 100 CP

This is a stash with a dozen vials of the famous drug Nuke, pure and undiluted. Generates pure euphoria. Refills each week.

[Experimental Police Cruiser] 100 CP

This car is a high performance cruiser built to survive the crime ridden streets of Detroit. Reinforced with armor plating, run-flat tires, and integrated police systems: scanners, sirens, pursuit autopilot and data ports.

[Cyber Toolkit] 100 CP

A bag filled with the essentials for cybernetic field surgery and healing. Patch up yourself or saw someone else a quick heart.

[OCP Clearance Pass] 200 CP

An executive-level clearance pass acquired from within Omni Consumer Products. Grants access to any restricted areas, secret projects, and off-limits data vaults. Also lets you override some security systems.

[Confidential Files] 200 CP

A confidential file containing something the public was never meant to see: classified operations, cover-ups, or experimental failures. You can choose what's inside.

[Flightpack] 200 CP

A prototype jetpack exclusively designed for RoboCop, but now modified for civilian use. Powerful enough to lift even an armored cyborg and made with an unlimited battery.

[Drug Lab] 300 CP

A fully equipped portable drug lab designed to manufacture the drugs. Housed in a disguised van, this lab can produce any drug and will never be stopped or searched by the police

[Police Precinct] 400 CP

A fortified base of police operations fully equipped for law enforcement. It comes with a surveillance hub to monitor the city, a secure cell block with holding cells made to jail even cyborgs, a fleet of police vehicles and a trained crew of police officers.

[Cobra Assault Cannon] 400 CP

When OCP needed a weapon that could blow a hole through a wall *and* the person behind it, they built this. This is a highly powerful assault cannon made with the purpose of destroying military targets. Comes with infinite ammo.

Companions

[Recruit Anyone] Free

Anyone you want to recruit in this world is free to join you as a companion if they agree.

[Create/Import] 50 CP for 1, 200 CP for 8.

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend.

[Butcher] 100 CP

This 100-old man is a corporate mercenary who took a full-body replacement just for the pleasure of killing. He is one of the most dangerous men alive, and it will follow you as long as you can offer him enemies to murder.

[Solo] 100 CP

A man with years of experience and operations under his belt, he is internationally recognized for his ability to deal with problems non-lethally. He is a pragmatic man, and prefers to do his job as he sees fit.

[Emperor] 100 CP

A power-hungry corporate who created Kanemitsu from nothing. Despite being old, he never gave up control of his company, and even now he works for it to become greater than ever. Methodical and cunning, he accepted working with you in an equal partnership.

[Rockerboy] 100 CP

This once famous musician is now an anti-corporate icon fighting for the rights of the masses.

To some, he's a revolutionary, and to others, a terrorist with a microphone. Either way, he has seen in you a potential for bringing the fight to OCP and stopping what they are doing to Detroit.

Scenario

The fate of Detroit



Delta City was to be the shining future dreamt by the "Old Man". A corporate utopia built atop the corpse of a Detroit filled with crime. Clean streets. Automated infrastructure. Absolute order under OCP's rule. However, no one expected that the actions of Robocop would change things. Perhaps you can change it too.

If you are a **Good Guy** then your objective is to stop the OCP from achieving their plans. Dealing with crime and stopping the eviction of citizens would defeat their plans

If you are a **Creep** then your objective is to help OCP to finally achieve their plans. Increase crime, increase chaos, help them evict the citizens of Detroit.

Rewards:

For helping the people of Detroit you gained a reward: a **Friendly Face**. You did something great: you gave the citizens of Detroit a reason to believe. Word of your deeds spread through the land, and now in any populated area the locals are more likely to lend you a hand. They might warn you about incoming trouble, patch up your wounds, give you supplies, or tell you where not to go.

For helping OCP you gained a reward: **Executive Immunity**. You have been recognized as an asset placed and as such you are now under corporate jurisdiction. The public law cannot prosecute you anymore. Cops will look the other way or risk losing their jobs. Any charge against you is now blocked. You are now untouchable.

Drawbacks

[Player 1] Free

The plot of the game is now canon.

[Reboot]

You can choose to go to the reboot universe instead of the original one.

[Baby Food] +100 CP, requires Cybernetics

You are now required to eat to survive. Your stomach can only process nutrient paste, and it will taste horrible. If you do not eat each 24 hours your cybernetics will begin to fail.

[Prime Directive] +200 CP

You are forced to follow OCP's prime directives: serve the public trust, protect the innocent, follow the law. The fourth directive is also in effect: trying to arrest a OCP senior employee will result in you losing control of your body

[Nuke Addiction] +200 CP

You're hooked on nuke, and the addiction is brutal. You need a dose every single day or you will deal with shakes and pain. You will also do anything for the next dose, and the only suppliers are either the gangs or the OCP. Try not to owe them anything.

[Vendetta] +200 CP

You've made enemies. Old gang lords, ex-cops, corporate executives. They've not forgotten. One of them will track you across the city. And they will catch up

[We're Watching You] +200 CP

OCP is watching you. Every implant, every feed, every breath. You can't hide from them. They know what you speak with anyone, or start asking questions. I hope you aren't saying the wrong things.

[Old Model] +400 CP

Your cybernetics were top of the line. Twenty years ago. You're now proof state-of-art doesn't age well. Your cybernetics are now as half as effective as they could be.

[Residual Humanity] +400 CP

You're augmented, cyberized... but your mind wasn't entirely erased. Memories of your past life will haunt you, and flashbacks will hit at the worst moments.

[Public Blame] +400 CP

Everywhere you go, you are blamed by the news. You're held accountable for any damages. Collateral deaths are your fault. Lawsuits pile up. Investigations follow.

[ED-209 Hunter] +400 CP

Somehow OCP made the ED-209 work, and now they are using it to hunt you. If one is destroyed, another will appear next month. They will not stop.

[Legally Dead] +600 CP

You're not a person. You're property. You have no rights. OCP owns you, and they will use you. You have no choice. You can't resist.

[Kanemitsu Agents] +600 CP

This powerful megacorporation from across the seas has decided to end your existence. They have the tools to do it. You will be ambushed along your stay here by android ninjas. They will always successfully ambush you. And if you kill an agent, two more will be sent until 10 agents are sent at the same time. And they will keep sending ninjas each month until you die.

Changelog and Notes

V 1.0 - First Version.

V 1.1 - Some small fixes, one new item and one new drawback.

Notes: Your cybernetics will become an alt-form post-jump. I know how many people rack their brains trying to deal with cybernetics fitting a jumper with the race of a space squid or something.