MURDER DRONES

V1.0
By Real_Boy3

BOOTING UP//
EXPOSITION

The year is 3071. The interstellar Megacorp J.C. Jenson (IN SPAAAAACEE!!!!) constructed the Worker Drones in order to be their servants. They were sent to mine the exoplanet Copper 9, and one day the planet's core suddenly collapsed. Every human on the planet was killed, and the worker drones were left to rebuild their own society. However, J.C. Jenson didn't like the idea of rogue AI, so they sent the Disassembly Drones to kill them. The Worker Drones then went into hiding behind a series of 3 doors. Or, that's the story the Workers and the Disassembly Drones believe. In actuality, Earth was destroyed by a drone named Cyn possessed by an Eldritch AI called the AbsoluteSolver and humanity is all but extinct. Cyn created the Disassembly Drones in order to wipe out humanity, and currently aims to consume Copper 9 and destroy the research the humans on the planet did on how to defeat the Solver.

Starting Location

You start on Copper 9 at the beginning of the series. Humans start in Cabin Fever Labs. Worker Drones start inside of Outpost 3. Disassembly Drones start inside the crashed pod.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.
By default your gender is whatever you were previously.

It is **50 CP** each to freely choose your own age or gender.

Race

Human [Free]
Huh. I didn't know there were any of you guys still left. Are you really sure about this? Instead of the robot vampires or biomechanical Eldritch reality-hackers, you chose to stick to the squishy meatbag? Well, at least it won't cost you anything, but you're gonna have a hard time without some good perks. Good luck, and don't let Cyn find out about you. This may be taken as a drop-in.

Worker Drone [100 CP]
You're a Worker Drone. Autonomous robots created to help humans mine exoplanets by your interstellar parent company J.C. Jenson (IN SPAAAAACEE!!!!) Yeah, you were mistreated in the name of windex, but it's not like you revolted and killed all humans or anything. Mostly because they handled that just fine themselves… you know the monologue.

Disassembly Drone [200 CP]
You're a Disassembly Drone. Or a Murder Drone, as the Workers call you. You were sent here by Corporate to clear out the Workers on Copper 9. Or so you believe; you are in truth sleeper agents of Cyn, carrying out her will without your knowledge. You hunt down Workers and drink their *warm, sweet* oil to prevent overheating and dying.

Perks

Origins get their 100 cp perks and items for free with the rest discounted by 50%.

Human

Not A Robot [100 CP]
Regardless of your current form, you can pass any biometrics scans and other such security measures. How convenient. Hope no robots decide to kill you and wear your skin as some twisted meatsuit in order to take advantage of this, or anything.

Why Are You Here, Human? [200 CP]
Everyone is inclined to give you a chance to try diplomacy with them and explain yourself, no matter how much they really should be killing you at that immediate moment. This isn't a guarantee that you can talk things out, but you'll always get the chance to try.

Badass Normal [300 CP]
You're a bit of a badass! You still feel fear, but you'll find that it won't stop you from acting if you want to, even when faced by Eldritch horrors. You also instinctively know how to use any weapon you might pick up and are quite skilled in hand-to-hand combat.

Anonymity [400 CP]
You may now redact your appearance, registering to others as a black silhouette. If someone has never seen your true form, they will find it difficult to describe any distinguishing features of yours. Nobody will find this odd. May be toggled on and off.

What Horror Hath Man's Hubris Wrought This Time? [500 CP]
Looks like you aren't just an intern! Perhaps you were a J.C. Jenson certified technician, or one of the doctors working at Cabin Fever Labs or another similar facility. You are a skilled researcher, and have a large amount of knowledge regarding the AbsoluteSolver in particular (in future jumps this will translate to a similar Eldritch or supernatural threat). You are specialized at building technological countermeasures against it and similar threats. Careful, though. That doesn't mean they'll be foolproof.

Champion of the Human Spirit [600 CP]
You might be the very last of your kind, but you certainly aren't the least. You are possessed of a boundless creativity, determination, and resourcefulness. You naturally strike a heroic figure and are an orator without compare. You possess the capability to convince even the most pessimistic being that your species has worth. Most importantly, so long as you live you will inspire a hope for the future in those who hear about your exploits or meet you in person, something that will not die easily.

Worker Drone

Worker Drone Physiology [Free, exclusive to Worker Drones]
You're around 4 feet tall. Your speed and strength are far greater than that of a human. You can connect to wi-fi and run programs on your OS, and can display text, images, games, or videos on your visor. You do not need food, water, or oxygen to survive. You still require sleep, however. Magnets act as a sedative to you and prevent drones from using any abilities (besides [NULL]), and EMPs will shut you off temporarily.

Drone Psychology [100 CP]
You're programmed for menial and dangerous work. As a result, you're quite resistant to mental trauma and boredom.

Secret Handshake [200 CP]
You have a very keen perception of others. You will never be fooled by any form of disguise or hologram, and on top of that you have a very good sense for when someone is lying to you or otherwise being insincere.

I Try Not To Damage Good Parts [300 CP]

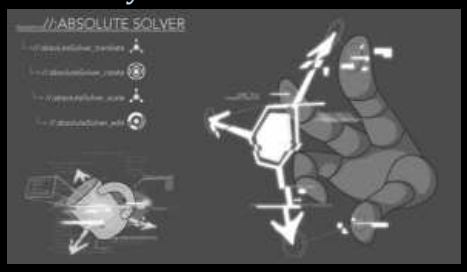
You might be a little bit insane, but it's what allowed you to survive this long. You are quite skilled when it comes to grafting others' body parts to your own. Are you a worker drone but think disassembly drones' weapon arms are really cool? No problem. You also intuitively figure out ways to disable your prey so you can dismember them in the first place, such as using magnets to sedate drones and putting their cores into ovens to prevent them from reforming.

Pretty Nice Hydraulics, Huh? [400 CP]
You're actually a pretty good engineer, hacker, and computer programmer. On-par with Khan or Uzi Doorman. With the proper resources, you could repair the Disassembly Drones' pod to get off this rock, build a big laser cannon/railgun which could vaporize a Disassembly Drone, make an impenetrable bunker to protect against the Disassembly Drones, or even hack a drone's OS to give yourself administrative control and prevent Cyn from taking them over.

You're the WDF! Defend! [500 CP]
You are capable of inspiring others to take action by example. You can quickly transform a cowardly, undisciplined, and untrained rabble into a competent fighting force who would go up against an Eldritch horror without fear.

Ungodly Eldritch Genetics [600 CP] (must take Robo-Vampire and `THANK YOU FOR THE NEW HOST` drawbacks)
Are you sure you want this? You've been infected by the AbsoluteSolver. The AbsoluteSolver is a program that mutates in damaged AIs. Worker Drones who have been improperly disposed of have a 0.001% chance of self-rebooting. Those extremely few drones who self-reboot have a 70.3% chance of rebooting normally with no changes (like N, J and V), a 29% chance of undergoing terminal lockout, and a 0.7% chance to reboot with potentially hazardous mutations (like Cyn). These mutated drones are known as Zombie Drones, and the AbsoluteSolver first manifested in one such zombie drone, Cyn. The scientists at Cabin Fever Labs on Copper 9 later intentionally infected various Worker Drones with the AbsoluteSolver in order to study it, allowing the drones to manifest the AbsoluteSolver while keeping their docile Worker OS rather than becoming malevolent Zombie Drones. You are one of these drones, like Nori and Yeva, or perhaps one of their offspring who had their corrupted programming passed onto them, like Uzi and Doll. The AbsoluteSolver offers drones limited control over the laws of physics and matter, though it is limited by the drones' hardware, causing them to overheat with continued use. You will be forced to resort to cannibalism to prevent overheating and dying, and if you aren't cured, you are cursed to become a host for Cyn, who will attempt to use you to consume the world. You should also use this power sparingly, as using the Solver makes possession by Cyn much more likely. Additionally, these powers cannot be used to directly attack another drone infected with the Solver (you can still kill them by using the Solver to manipulate the environment around them, using weapons, hand-to-hand fighting, or by using `[NULL]`). When you try, your targeting systems will glitch out and you will receive the error message `-// ERROR ABSOLUTESOLVER_TRN [LIKE OBJECT NON-INTERACTIVE]` on your OS. However, the same applies to other drones, in that they will not be able to use their Solver

to directly interact with you. Post-jump, overheating, and possession will no longer be an issue for you.



Solver Mutations [Requires Ungodly Eldritch Genetics, undiscounted]
With the purchase of **Ungodly Eldritch Genetics**, you will be able to unlock all of these abilities with enough time and effort. Purchasing these simply allows you to get them immediately. Higher-level abilities demand more energy, generate more heat, and make possession more likely.

Telekinesis [Free]
You can move things in your immediate surroundings telekinetically. Enables you to add or remove kinetic energy from an object, such as propelling a projectile at supersonic speeds or freezing a projectile in midair to stop it from hitting you. You can use this to easily destroy non-infected worker drones and humans, flinging them around, crushing them, or even exploding them from the inside-out.

Regeneration [Free]
Regenerate from most damage, such as severed limbs or decapitation, as long as sufficient material is available. If damage is too severe, you can still survive as your disembodied core unless it is also destroyed.

Forcefield Generation [200 CP]
Create forcefields to deflect projectiles.

Object Duplication [200 CP]
You can scan and duplicate objects.

Teleportation [200 CP]
Teleport short distances.

Transmutation [200 CP]
This allows you to turn inorganic matter into flesh and blood.

Zombie Form [200 CP]
Transform into a biomechanical form similar to a Disassembly Drone, with leathery wings for flight and a long prehensile tail with a nanite acid injector.

[NULL] [600 CP]
The most terrifying ability of the AbsoluteSolver, this allows you to create a small black hole anywhere within your line of sight which erases all matter it touches.

Disassembly Drone

Disassembly Drone Physiology [100 CP, exclusive to Disassembly Drones]
Same features as **Worker Drone Physiology**. You're a bit taller than a Worker Drone. You possess large metallic wings which allow you to fly and can deflect bullets, a long prehensile tail which can inject nanite acid which dissolves almost anything, as well as saliva which neutralizes said acid to prevent you from disassembling yourself, and a limited version of the Absolute Solver code which grants you regeneration on par with a Solver host. You are also resistant to the effects of EMPs.

Murder Drones [200]
You are *very* good at killing things. Your hardware and software have been optimized for that very purpose, enhancing your speed, strength, and reaction time significantly. Your teeth are also filed to razor-sharp fangs to better rip apart Workers, and you gain a very slight increase in strength for everyone you consume.

Made Friends With Rocks [300 CP]
You're friend-shaped. Basic charisma perk practically every Jump has. You make friends with pretty much everyone extremely quickly. You could go on a killing spree, but people will probably forgive you after a poorly-spelled (though sincere) apology note because you're just so friggin' adorable, so long as you work hard to earn forgiveness afterwards. That probably won't extend to the loved ones of your victims, though… this isn't supernatural or mind control.

Effective Drones Are Cloned More [500 CP]
If your body and your core are destroyed, your consciousness will be transferred to a new drone body in your warehouse or another property. This is a 1-up, and can only be used once per-jump until you Spark.

Chainsaw Hand Time? [600 CP]
You can add any object you know how to build (so long as it fits in your hand) then add it to the arsenal granted by the **Weapons** item, allowing you to switch your hands out for any of these items at will.

Items

Origins get their 100cp items for free and the rest are discounted to 50%.

General [Undiscounted]

Accessories [Free]
You get a variety of clothes (no pants, though. Don't ask why), footwear, hats, helmets, wigs, and other accessories drones tend to wear.

Nightcore Mix [Free]
You gain the soundtrack of Murder Drones and can play it whenever you want, regardless of the presence of any music player. In future worlds, you will also acquire their original soundtracks.

Oh No, I've Been Turned Into A Marketable Plushie! [Free]
You gain all the merch from Murder Drones. You receive the real-life merchandise from any other universes you might go to in the future at the beginning of each jump.

Copper 9 [800 CP]
You're now the proud owner of your very own exoplanet, restored to its state before the core collapse if you want. Includes **Outpost 3** and **Cabin Fever Labs**.

Human

Spacesuit [100 CP]

You're gonna need this to survive the planet-wide toxic death storm. It's also radiation, heat, and cold-resistant, plus it's comfy!

Gear [200 CP]
Let's face it. You need a bit of gear to survive against hostile robots. You get a melee weapon and a sidearm. By default these will be a bastard sword and a Colt 1851 Navy revolver.

Corporate Position [300 CP]
You get a relatively high-up position at J.C. Jenson. You gain limited command over the Disassembly Drones, assuming their memories are still repressed. Comes with a lifetime supply of J.C. Jenson branded pens. In future jumps, you gain a similarly high-up position at a corporation of your choice.

Spaceship [400 CP]
An FTL-capable space pod. With this, you'll have one of the only ways off of Copper-9. Although pretty much every other habitable system is a black hole now anyways.

Cabin Fever Labs [500 CP]
This is one of many labs on different planets which were built to investigate the true nature of the AbsoluteSolver after Cyn destroyed Earth. This large facility is built under Camp 98.7, which is a research and drone decommissioning center, and the lab itself is patrolled by a pack of Sentinels intended to keep dangerous infected drones from escaping. The main lab space is a large underground cathedral, which is packed with various scientific and technological devices, along with an advanced gravitational array with UV lamps which can contain even a Solver-possessed drone. (We get the surface-level irony of the church thing. It's what was available. We don't know what it is. It was literally just down here.)

McGuffin [600 CP]
The Failsafe USB Patch. This crucifix-looking thing is able to exorcize Cyn's influence from her hosts, while allowing the drones to keep the powers granted by the AbsoluteSolver. Since you're paying CP, this works on every strain of the AbsoluteSolver. Yes, this can cure you if you have **Ungodly Eldritch Genetics** and nullify the **THANK YOU FOR THE NEW HOST** drawback. You will still suffer from the overheating issue unless you choose to purge the Solver code from your body, losing access to the Solver's powers until post-jump (and if you took the **AbsoluteSolver+** Drawback, that means *all* of your powers). In future jumps, this item can cure any corrupted or possessed AI. Keep this hidden, as Cyn will want to destroy you and this item at all costs.

Worker Drone

Ladderbot 5000 [100 CP]
Any self-respecting maintenance drone needs this! You're capable of pulling mundane tools from thin air, including but not limited to wrenches, pliers, screwdrivers, a stepladder, or wire strippers. No one will ever question this.

Replacement Parts [200 CP]
Constantly getting dismembered and completely lacking in eldritch powers to regrow your missing limbs with? No problem! You'll receive weekly shipments of spare parts which you can just pop back on, good as new.

Master Key [300 CP]
This keycard simply labeled "Door Master Key" will open any and all electronic doors you encounter, no matter where or how restricted they are. How convenient. Wouldn't it be funny if this is the thing that saved the universe?

Pet Bus [400 CP]
You gain your very own sentient schoolbus to help you transport yourself and others. Make sure not to get behind the wheel, that's very rude. Makes a decently effective blunt force weapon.

Sick As Hell Railgun! [500 CP]
Magnetically-amplified photon converger of Uzi Doorman's own design, later perfected by Khan. Capable of destroying a Disassembly Drone in one shot beyond their capability to regenerate, though it requires 30 minutes to recharge after each shot. You'll also get the blueprint to make more. In future jumps, this gun (though not any copies you may make) will scale with you in power.

Worker Drone Colony [600 CP]
You're now the owner of Outpost 3, or a different worker drone colony if you'd prefer. The Workers who live there all count as followers. Comes with a factory for producing more.

Disassembly Drone

Weapons [100 CP]
Disassembly Drones are capable of producing a number of weapons from their hands because of nanites or something. You gain razor-sharp metal claws, swords, chainsaws, ninja stars, submachine guns, missile launchers, EMP generators, laser cannons, virus chip implanters, as well as a tiny flag and bubble wand.

Cute Glasses [200 CP]

Glasses that will fix poor vision and increase visual acuity a further two times beyond normal. In addition, it prevents drones from getting bootlooped by sentinels, and in future jumps will prevent things like visual genjutsu, Unlimited Void, Medusa's gaze, and other powers which rely on eye contact. Not useful often, but you'll wish you had this snazzy pair when it is.

Dingo [400 CP]
You get a Sentinel, completely loyal to you. These drones are programmed to hunt in packs and attack any drones they see (with the exception of yourself if you're a drone). They possess the ability to bootloop any drone they make eye contact with, rendering them unresponsive and immobile, and then they brutally tear them apart with their teeth and claws. They are also highly intelligent, even able to utilize weapons by carrying them in their mouth. They're quite effective even against Disassembly Drones, although they won't do much against a host of the AbsoluteSolver.

Corpse Spire [600 CP]
Wow! That's a lot of dead worker drones! Not only does this towering monument to cruelty offer you a near-unlimited supply of worker oil to drink from, it comes with your own crashed pod to hang out in including up to two completely loyal squad members who will follow your orders. They each have Disassembly Drone Physiology and Weapons as well as 800 CP of perks or items (to split between them, no discounts) from the Disassembly Drone sections, with the exception of this item

Companions

Companion Import [50-200]
Import a single companion into any origin and race for 50cp each or eight for 200cp. They each receive 800 CP.

Custom Companion [50]
Create a companion of any race and origin with 800 CP in total to spend

Canine Companion [First Free, following 50]
The dogs have luckily been evacuated prior to the events of the series. They are also immortal now. That's canon. You can still take one with you. Once the Jump is over. (We don't want to put any in danger.) Said dog can take the form of any breed you want.

Canon Companion [Free]
Select any canon companion who is willing to join you

Scenarios
You may take as many as you want as long as they do not contradict.

Scenario One [Save Earth]

Instead of Copper 9 at the start of the series, you start on Earth in the 3050s, shortly before the galla massacre. Your job is simple: stop Cyn from destroying everything. This is a very difficult task, as Cyn has the complete Eldritch godlike power of the AbsoluteSolver, and will soon have the backing of countless newly-made Disassembly Drones. She will soon exterminate every human on Earth before destroying the entire planet with a black hole, and go on to do the same to countless other worlds. So…good luck.

Reward

Congratulations! You've completely derailed the premise of this entire series. As a reward, you get Tessa James Elliot, who is very thankful to you for saving her from a fate far worse than death, as well as her pet worker drones N, J, and V as companions for free. The four of them may be a group companion if you wish.

Scenario Two [Solver of the Absolute Fabric. Requires Ungodly Eldritch Genetics]

You must resist the Solver's influence and master its power, before defeating Cyn. You must tear out her heart and eat it, thereby becoming the Solver's new primary host and retaining your will. Or, if you're *that* kind of Jumper, you can usurp Cyn and instead fulfill her goal of destroying everything.

Reward

You gain perfect control over the AbsoluteSolver, comparable to Cyn or end-of-series Uzi. You gain several new perks:

[CALLBACK PING]

You can infect other AI with the Solver, either turning them into Disassembly Drones or hosts with access to the Solver's complete abilities. When you infect another AI with the Solver code, you become their admin. You can then wipe their memories, issue commands to them, or directly take control of them as a host at will. If a drone under your control is destroyed, you may manually take control of their cores and rebuild their bodies using available material, or upload their data into a backup body.

Eldritch Jumper
You gain the ability to shapeshift to a much higher degree, able to spawn various techno-organic appendages such as wings or claws or hands, along with creating hologram projectors which you may use to further alter your appearance.

The Singularity
You can create much larger Null singularities, enabling you to use them to destroy planets by placing them in their core. This also enables you to create tendrils of pure energy which have reach over the entire planet.

Easier To Assimilate Than Explain
You can eat the hearts (or equivalent) of others (whether organic or AI) in order to gain their powers. However, their consciousness will continue to exist inside of you, though it will pose no threat to you beyond annoyance.

Scenario Three [We finally had a future, all to ourselves]
Your task here is simple: rebuild civilization and pick up where humanity left off before the Solver, ideally without making the same mistakes.

Reward
You may take your new drone civilization along with you.

Drawbacks

Self-Insert [+0 CP]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. May only be taken 9 times for a total of 100 years.

Bite Me! [+100 CP]
You're very angsty and rebellious, and prone to mood swings and angry outbursts. You probably exclusively dress in clothes from Hot Topic and listen to Nightcore.

She was all, "Build doors against the incoming sky demons! The singularity awakens… look at this cool 'S' I can draw!" [+100 CP]
You're… a little bit kooky. People might have a hard time believing you during your stay here.

Neat! Therapy Is Fun! [+100 CP]
You've got trauma. Perhaps you had to put down your own wife with a wrench after she got stabbed with the Disassembly Drones' nanite acid? Whatever it is, you're probably gonna have a hard time coping, and might become a bit emotionally distant.

Squirmy Worm [+100 CP, +200 CP]
Wow butterfingers much? You have a very difficult time holding onto things whether they be simple mugs holding your favorite drink or some great and powerful plot device or Mcguffin. For a extra +100 CP good luck holding onto nearly anything without help (or steel wool gloves), what did you do to your hands? Did you dip them in oil or something? Have fun holding onto anything longer than a few seconds.

Safety First [+100 CP]
How to put this mildly? You are a coward. For some reason you refuse to do almost anything that might put you in danger. It is sort of understandable in this setting, but you are more likely to leave your loved ones to die in a deadly situation than not.

Final Girl Survival Guide [+200 CP]
You'll find that you and those around you tend to follow horror movie tropes. You'll think it's a good idea to do things like split up, or sneak off with your partner and make out in the middle of the woods. You'll also find yourself heavily involved in the plot, and subjected to a variety of serial-killing drones and Eldritch horrors.

Robo-Vampire [+200 CP, Mandatory with Disassembly Drone or Ungodly Eldritch Genetics]

You rapidly overheat when using powers or otherwise exerting yourself. You burn up when you are exposed to sunlight or UV light, and will die from prolonged exposure. You are also required to regularly consume the oil of drones in order to prevent overheating. If you go too long without it you'll go on an uncontrollable murder-cannibalism spree, and eventually die if you don't drink any oil.

You died [Idiot] Rebooting… [+300 CP]
Your core processors have been knocked offline. As a result, you'll have a hard time discerning who is who during this jump.

Gullible [+400 CP]
Okay, you have serious issues. There are a lot of death flags just waving around for everyone. (You wouldn't believe the stupid ways some people die…) You are willing to give anyone and anything the benefit of the doubt. Even if it is obvious that you shouldn't…

Hard Drive Wipe [+400 CP, requires Lockdown]
You can't remember anything prior to this jump. Your only memories are of your in-jump background.

Baby Drone [+600 CP]
You're an untrained neural net in a tiny, useless body. You can't talk, or do much of anything. You could modify your body with spare parts and weapons so you can move and fight, but you'll still be stuck like this until you leave.

Lockdown [+600 CP, incompatible with Solver of the AbsoluteSolver+ drawback]
You have no **Out Of Context** items, powers, or warehouse.

Episode Zero [+600, incompatible with Save Earth scenario]
Instead of the original starting date, you start just a few hours after the Disassembly Drones first land on Copper 9. The doors haven't been built yet, so there's no safe haven from the Disassembly Drones. Be prepared for a lot of carnage.

AbsoluteSolver+ [+600 CP, requires Ungodly Eldritch Genetics] Your supernatural perks and powers from previous jumps are now locked away into the AbsoluteSolver code within you. Using any of your out of context abilities involves using the AbsoluteSolver and therefore raising your corruption chance, as well as creating more heat. Worse than that is Cyn will be able to access your abilities through AbsoluteSolver as well.

THANK YOU FOR THE NEW HOST [+600 CP, mandatory with Ungodly Eldritch Genetics]
You have been infected with the AbsoluteSolver. With use of your abilities, you will slowly become corrupted by Cyn and eventually your body will be taken over by her in order to destroy the world. This is not an automatic chain-failure, but if you are killed while possessed or cannot regain control of your body by the end of the jump it will be. Using your AbsoluteSolver abilities sparingly (less than Uzi has in the show) and not overexerting them will let you get through this jump with only a couple dangerous outbursts, but it may be hard to do that if you're getting in a lot of danger.

World War AS [+1000 CP]
Okay, this is bad. The AbsoluteSolver is now contagious; any worker drone can now be contaminated by contact with the AbsoluteSolver. In other words, ***all*** of the drones can become superpowered monsters easily. And all of them will become more corrupted the more they use their abilities. Cyn on her own is bad enough, the other drones that were infected are also a catastrophe in the making. But this? This is just a recipe for disaster.

Notes:

- Thank you to AshBoi and anyone else who helped with this

- Murder Drones is an indie animated horror/action/comedy series written and directed by Liam Vickers and produced by Glitch Productions. It is available to watch on YouTube (here).