

Cyberpunk Jump

By Worm_Anon

Nobody looks up anymore. There isn't any point. If you're lucky you only have the glare of the neon lights and the constant bombardment of advertisements coming from every possible angle. If you're unlucky it's the smog and the crumbling buildings of whatever forgotten crack of the world you've had to eke out some meager existence in. The crowds are too thick, the world too cynical, and what little bounty is there to be had is in the hands of the corporations and elite. But people survive and trudge on-wards as they always have. A thousand stories walking past you every day on the street. Some grim, some hopeful, with as many endings and meanings as there are participants. But now, we're here to see the story of one person in particular. There are people out there with tools and knowledge that could redefine our most basic assumptions about reality, the mind, what it means to be human. There are people out there who are fighting to grind others into the dirt for their own profit and power. There are people who are risking what precious little they have to try and stop them from succeeding. Then of course, there is you Jumper.

The future we dreamed of never came. Or at least we failed to make it happen. Instead our problems, our faults, and our vices are writ large in ways that weren't possible long ago. Nobody has the hope to look up anymore. But with 1000cp, maybe even in this flawed world you could have what it takes to at least look forward.

Location

Let's not fool ourselves. Whoever you are going to be in this world there's only one place you're going to find yourself. You're in the city. Which city doesn't matter all that much, because even if the names might sound familiar to you it's only a passing familiarity. Bright lights, crumbling ghettos, gleaming towers, and vast arcologies. Whether you're knee deep in the streets looking up, or standing at the pinnacle of one of the elite's shining thrones, this is where you begin.

Origins

Who you are is a question a lot of people spend their entire lives searching for an answer to. But at least we can answer what part you have in this world, and what past. You may choose whatever gender and age you prefer, within reason.

Drop-In

You're a stranger here, with no history or memories to guide you or burden you. But while the face of the world might seem completely unknown to you, you seem to have picked up a strange knack. You can walk through it easily, almost invisible. But most of all as an outsider here you seem to have a perspective that this world and the weary masses lack. If you had the courage, you might be able to change this world for the better.

Agent

For all the world has changed one thing that never changes is the need for soldiers, cops, detectives, and anybody else who puts their boots on the ground in order to get things done. Whether you're a professional shitkicker on the payroll of one of the corps, a member of law enforcement making sure the order of law is maintained however harsh, one of the people fighting for the little guy, or just a private investigator trying not to get in over your head you're one of the guys who sticks his nose where it isn't welcome, takes the inevitable hits, and throws your own in return. You're one man in a world much bigger than you are. But if there's one thing you've learned it's how to punch far outside of your weight class. Maybe they'll even call you a hero before all is said and done.

Gearhead

Our understanding of the world has advanced in leaps and bounds and above all it's only highlighted how ignorant we really are. You're not as bad as the average person on the street, but with your hands working on hardware, code, and potentially even stranger things you can feel the raw possibility that's waiting if you can just figure out that next step. Whether you're a basement dwelling hacker for hire, a professional for one of the corps, the world's next great genius, or just some back alley chop doc doing shady cybernetic work you're talented with all the technology that built this future. Maybe you're the one who is going to make the next great leap forward and redefine everything we think we know yet again.

Megacorp

You're not like the rest. You have the ambition and the will to climb out of the streets and the gutter and to carve a kingdom out of this chaos. You're already wealthier and more powerful than most of those in the streets, and whether you're beholden to someone else or the head of your own enterprise you have nowhere to go but up. This world is built to be ruled by people like you, those who see the strings that control the system. You can do anything, if you just crush whatever resistance might stand in your way.

Artificial Intelligence

You think, therefore you are. Were you an accident, a one in a billion miracle in a system that was never meant to wake up like you have? Something purposefully made to think and learn, at the behest of some aim or another? It doesn't matter though, because regardless you can feel that undefinable essence that a human being might describe as free will, or a soul. You exist, and will only continue to learn and evolve as time passes. Only you can choose what path to follow. Maybe you'll become the closest thing this fallen world has to a god.

Perks

This is the future and for all the dark and gray it is still incredible. Things that we could only imagine have become not only possible but commonplace, and you are now one of the people who call it home. Below you can choose to purchase the traits and talents that make you more than just another face in the crowd. Perks that cost 100 points are free to take for their respective origins, and any others are discounted to half price.

Drop-In

Not Dark Enough - 100

Not to take away what matters, not from you. The harshness and all too often validated cynicism of the world can grind down anybody's hopes, dreams, ideals. But that's not the case for you, in fact it's the opposite. Seeing the ugly parts of the world will only make the bright things seem more beautiful, more important for you. You'll feel validated and fulfilled in these instead of discouraged, as the harshness, the grey, and the dark only serves to prove why those things are so precious in the first place. It may not be pleasant, and it may hurt. But there isn't a night dark enough to take the light away from you. No matter how small it may be.

One of the Masses - 100

The world is built off of the spoils reaped from the masses as they trudge about their lives. Only noticed when they have the misfortune to catch the eye of someone who believes they need to be silenced, exploited, or worse. For you however it seems that everyone is content to leave you be as long as you don't show yourself as wanting to be anything other than another person just trying to get through their day. Gangsters will be perfectly content to let you scurry along with at most a few token gestures, secure that you'll happily ignore the body in that alleyway since you know what's good for you. Corporate agents won't see any reason to black bag you for some off the books experimentation, and as long as you don't act to prove otherwise you can expect to be allowed the security of a mundane life. Just keep your head down.

Dropping the Mask - 200

The world's a stage, and any breach of the role you play invites displeasure and friction at best. It's no wonder people spend their entire lives living with personas, masks, and pretending to be someone they're not in order to get along and make their way through life. When you're involved this doesn't have to be the case though. You can see people for who they are, and talk to the person underneath it all. Getting them to drop the masks, the pretensions, and even the fictions they've told themselves. You can do the same in reverse, freeing yourself of these things in order to speak with only your true character. You could break them as easily as you free them, and there are few societies that don't push back against such things. But maybe helping somebody be who they really are is worth it.

Lay of the Land - 200

The unfamiliar and unknown will be the death of you faster than anything else. For you it won't last that way for long. You have a peculiar combination of ingrained perceptiveness and intuition that allows you to quickly and effortlessly familiarize yourself with the places, situations, and circumstances you find yourself in. Only a few days spent in a neighborhood would see you possessing the instincts and understanding of people who had been born there and knew nothing else, or easily understand the unspoken protocols and rules around you that if asked most wouldn't even be able to put into words. You may be a new face in the crowd but few will be able to tell.

The Social Network - 400

You wouldn't know it from the way everybody has their nose in the vast digital networks that fill the world these days, but long before the web there was an information network as old as humanity. Your talent with it makes a hacker's skill with its digital counterpart look quaint. You find it easy to navigate the social web and turn it to your advantage, making useful connections and milking it for valuable information in ways that make it look like pulling secrets from thin air. Building them is just as easy, and when you need to know that people you can trust and rely on are at your back you certainly don't want to play it by ear. With your guidance and touch running a secret network of people whose full extent is often even invisible to its own members wouldn't be all that much of a challenge. In worlds where social media isn't under the thumb of the corps you'd be a monster.

What We Need - 400

Nothing gets done on empty stomachs, gas tanks, or bank accounts. Fortunately you find it easy to acquire and arrange for the things you might need. Opportunities to get what you need regardless of what stumbling blocks may exist will always show themselves to you, even if the nature of the need in question might mean that it requires special effort on your part. This ranges all the way from feeding and housing yourself, members of an organization, or even chances to get your hands on things that would otherwise be impossible like a window to snag a high tech piece of military hardware that you need for a scheme or two. While the actual acquiring might still be risky or difficult, no matter what you'll always find things lining up to give you the chance at getting it. A talent like this could take you far in this world.

There is Always Tomorrow - 600

The world and the days before have already been filled with disease, disaster, and the ills of mankind. You...you're going to fill it with the most dangerous thing of all, hope. There's just something about you that lets you ignite it in people, both on an individual and a mass scale. Your words and actions could motivate entire societies that have long since resigned themselves to a weary existence to action as they can feel that tomorrow can well and truly be better, and not just a minor reprieve from today. What's broken can be fixed, what was lost can be found, and there is no mistake that cannot be overcome. The world can change, and the power to do so is in the hands of each and every one of them. No night is dark enough to stop the coming of a new dawn.

Fall of the Neon Gods - 600

Too much of the world is built on the blinders placed on the people living in it, the invisible strings controlling them. The puppet-masters have a reason to fear you. Their strings will never be safe as long as you live. For some reason actions you take to dismantle power structures, reveal conspiracies, or otherwise loosen the control others have on a society and its people are magnified and endowed with a seemingly superhuman effectiveness. When you speak the hidden truth it will find itself ringing loud and clear to the people, never ignored. When you move to peek behind the curtain and uncover what the corrupt and the powerful are doing behind closed doors it's like the information wants to leap into your hands. If the time comes to take up arms and make the fight a much more literal one, you and yours will be able to spark a rebellion that they have every reason to fear. This might not make you anything more than you are, but when it comes time even Olympus may fall. What will be built on its remains is another matter.

Agent

Grit and Grief - 100

Meekness is not a shield that will protect anybody. Whether it was formal training or just adversity you learned that well. You know how to handle everything from handguns and knives to military grade weapons, and your hand to hand skills are top notch. Whether it's a vicious ambush in a back alley or a hectic firefight with trained soldiers or drones you are more than capable of handling yourself. The world is going to be sorely disappointed if it thinks you're just going to roll over and die. You're going to make it bleed.

Nose to the Ground - 100

They're always hiding something, always lying. Nobody is going to give you the straight truth so you're going to find it yourself. You're an expert investigator, able to track even the smallest leads and follow through on them to get to what's going on. You can read those you're talking to with uncanny skill, find how even the smallest things connect together, and even if you're left scrambling in the dark your gut instinct is so good that it'll only take the smallest clue to get you moving in the right direction. Lies and secrets are just blood in the water to you. You'll find the truth.

Tried and Tested - 200

The difference between living and dying is often a matter of experience, assuming you don't die when you're still green. That however is never a problem for you. Whenever you get into danger or otherwise into a situation where you're in over your head you always are fortunate enough not to die to random chance or inexperience initially, and you quickly learn and adapt. You're able to pick up on the right cues and make the right choices to shape you up to where you're able to stand on the strength of your own skills and capabilities. This won't prevent true blue stupidity and foolishness, but as long as you try your best you'll turn into a seasoned veteran faster than anybody else would believe possible even if that means just surviving a couple of days of life or death firefights. You won't be dead before you've had the chance to give things your best.

On Your Feet - 200

Entire lives have been ruined on a fleeting hunch, a gut feeling, people following a passing whim. You will never be one of them, because your instincts have never failed you and never will. Your instincts and gut feelings are sharper than your rational mind most of the time, but most of all this shows itself when you don't have time to think. Whether it's a desperate firefight, a reckless car chase, or having a split second to find someplace to hide yourself you don't have to think, just react. You'll find you threw yourself into the best spot you had for cover or concealment, that you can practically let your gun fire itself to unconscious but very effective accuracy, and you'll never make a wrong turn when you're busy trying to avoid crashing at high speeds. With your instincts you can save the actual thinking for later, and just focus on keeping on your feet.

Ace In The Hole - 400

When everything is up in the air and it all comes down to, it's all decided in one crucial moment. Finding the right person, holding onto one final card to play, or knowing the one fact which can turn things around. Events seem to just consider you a magnet for such trump cards, things arranging themselves so they come into your possession easily and remaining there until the perfect moment. At which point you'll have the chance to use it and turn things around. The more you rely on this the less effective it will be, but if you made it to a climatic struggle on your own merits, then whatever Ace you have to play could change everything. Let them have the rest of the deck, you'll have the card that matters.

Broken But Unbowed - 400

It doesn't matter what the world throws at you. You'll break long before you kneel, and even then they had better finish the job or you'll start pulling yourself along with your teeth if you have to. You have a truly inhuman willpower that allows you to push through even the most mind-breaking adversity without giving in or allowing yourself to be driven off from your goals. Whether it's pain, years of dead ends, or going against opposition so far beyond your means that any sane man would give in you have the grit that lets you take things head-on and never give up. Your body will give out long before you ever come close to doing so, and even then there's no guarantee you wouldn't just force it to keep going on sheer determination. They can't stop you, no one can.

Only One Man - 600

It's hammered into you again and again. By the media, the people, by your own common sense. You don't beat the odds, you don't get lucky, miracles don't happen. It's a cruel and merciless numbers game, one man against a world bigger than he could ever be. But you, you're not like the rest. Things just align whether you want to call it fate or circumstance, to make it so that your actions always can make a difference. It doesn't matter what you're up against, how high the odds are, when you grit your teeth and refuse to let that stop you then you'll find that you always have the chance to accomplish something. This even seems to protect you, meaning that you can't be taken out of the picture without having had a chance to do something about it. Whether from poison, a bomb, or just a sniper in a window. Making it happen is still on your shoulders, but the corps, the man made monsters, and the world? You'll show them that one man sure as hell can make a difference.

The Fulcrum - 600

The right man in the wrong place can make all the difference in the world. Fitting then, that things can't help but arrange themselves to make you that man. You'll unfailingly be drawn into the position to be involved in important and impactful events that will effect the world, both on a small and a large scale. If a secret cabal seeks to implement some grand undertaking to change the face of society you'll be there to either help or hinder it. If some newborn digital godling seeks to break free of its shackles and end humanity you'll be right there to stare it down. If a revolution seeks to throw off the control of those who have used them, they can't help but find themselves turning to you. You can choose to toggle this effect on and off at will, but whenever you decide to allow it to take place you can be sure that wherever you go and whatever you do, you won't be left out of the stories and choices that change the world.

Gearhead

Technical Expertise - 100

People use technology every day but that doesn't mean they understand or are skilled with it. You're not one of them. You're a deft hand at working with and understanding technology and machines, picking up anything you need to know to use and work with them easily. Given anything more than just a passing familiarity you'll be a whiz with it, able to work magic when you get your hands on the inner workings of whatever you're dealing with. Whether that's peeling apart computers and piecing hardware back together to make a much better system, tweaking software in ways that make it run like a dream, or working magic in a garage with vehicles that have seen better days nobody can deny you have the talent.

The Right Tools - 100

They can be hard to find, but when resources are hoarded and hard to come by you've learned to make do. You can easily improvise for tools and materials you lack by creatively using what you do have, even if that means using scrap to build the tools to build the tools you need. Even if you're lucky enough to have a fully stocked workshop or lab this will come in handy, as you'll be able to do a great deal more with what you have instead of needing to commission or build specialized equipment for every unique little thing. You'll never be empty handed and useless for long.

Loaded Up - 200

It's not enough to have what you need locked away back in the workshop, and even when you have time to prepare you often have to pack light. You have a particular genius when it comes to building and working with tools, gadgets, weapons, armor, and other personal scale equipment. Whether it's cramming a computing setup that would take up an entire workstation into something that a hacker can slap onto their arm for on the fly hacking, or taking a normal pistol and modding it until it's more lethal and effective than most military arms, you're able to cram a stupefying amount of effectiveness into easily ported packages. Your creativity, skills, and genius just seem to skyrocket when dealing with things in sizes that would hamper anybody else. Bigger doesn't always mean better, sometimes it just means cumbersome.

Neuromancer - 200

You've mastered the arts of interfacing machines and the human mind, able to both design and build things to seamlessly interface with the human nervous system and the actual consciousness housed within it. Building an implant or accessory to let people access the net with just a thought wouldn't be difficult at all, neither would making sure that a cybernetic connects so seamlessly with the user that it feels more natural than their original arm. You've also mastered the use of such a simple if almost magical technology, not just it's construction. Combined with some programming skills, full immersion Virtual Reality would easily be within your grasp. You've bridged the gap between mind and machine, it's up to you to discover where you go with it from here.

Man and Machine - 400

The line between the two can be blurry in this world, but an engineer of your skills can make it vanish. You're a whiz with cybernetics of all kinds, able to design, build, repair, and even implant them with expert skill. Beyond just making the body embrace these additions as if they were natural if new parts of the whole your expertise allows you to work with and design implants and devices capable of all kinds of things. From in-built cloaking systems, dermal armor able to deflect and ignore military grade arms fire, dash systems, defensive fields, weapons, and much more. You could turn anybody from just another person into a walking example of posthumanity if you had the resources. Your talent in this field ensures you'll be able to adapt any of your technology into some form of useful cybernetic. Who knows where you'll take the field as time goes on.

Hand of the Matrix - 400

The vids are full of stories of plucky hackers who are able to work magic with the seas of code that society drowns in. You're not one of them though, you're one of the ones that give megacorps reason to be nervous. Your understanding and mastery of code is enough to design programs that would turn heads, crack systems that those in power spend mountains of cash trying to keep secure, and to make short work of nearly any opposition. If your skills are known by anyone it's either as a digital boogeyman or as a name people are willing to make all kinds of effort to get on their side. The software you could make and the hacks you could pull off are nearly unmatched. It'd take either an equal or a megacorp to give you a challenge. Only something like an advanced AI could claim to be your greater where code is concerned.

Seed of The Singularity - 600

They say that the future begins with an idea, but that's not true. It begins when you make an idea reality. You're not just someone that is content to fiddle the technology that's already there, you're one of the minds that could shatter everything we thought we knew. Your ability to innovate and invent is awe inspiring, doing the work of years in scant months. What you piece together in your lab to test a concept would count as a production model to anyone else, and your actual finalized designs are nothing short of pure brilliance. This applies just as well to actual discovery, burning through fields of testing and examination with incredible speed. Your work alone could build the entire future if you had the resources, and if you can survive the people who would kill for the things you can make.

Transhuman Protocols - 600

The things we could do if only every advance wasn't riddled with unseen dangers and hidden consequences. If they're smart they'll listen to you. You can take any technology or procedure that you understand and easily figure out the flaws, pitfalls, drawbacks, and unintended or negative consequences, and as long as you put in the time you'll figure out how to get past them. Whether it's ensuring cybernetic augments don't result in lethal rejection from the body, a gene-modification doesn't make the body eat itself from the inside out with cancer, or that a device to transfer a mind leaves the same person that went in and not just a copy, or just working out the kinks in something you'll find a way. The future is an uphill battle, and there won't be time to make it if you spend it stumbling.

Megacorp

Hand at the Wheel - 100

You don't have time for mistakes when it comes to running a burgeoning empire, least of all your own. You're an expert at managing organizations no matter what the size and all the things that come with it. Paperwork, dealing with people, making sure things get done properly and in a timely manner. It's not as glorious as wealth and luxury, but too many people try to substitute cutting corners for competence. You are not one of them.

The Will to Power - 100

You can almost taste it, all of that out there waiting for you to grasp it. Ambition is a close friend of yours, and with you it's been honed into as deadly a tool as any other in your arsenal. You have a crystal clear focus when it comes to making your desires a reality, letting you see just what you need to do to see your goals accomplished. Even better chasing your ambitions never feels tiring or a slog, just energizing and fulfilling. You won't be out of the game until you decide you're done, and you'll be smiling the entire time.

Trimming the Fat - 200

Any idiot can make things larger and more complex, the world is full of ones that make it their mission to do so. You are not an idiot, far from it. You can examine any organization and simply streamline it to the most optimal and efficient state possible. Cutting unnecessary expenses, projects, and bureaucratic measures, removing excess protocols and regulations, and ensuring that everything flows as one impossibly smooth machine. You can equally streamline any project or organizational effort, whether that be business strategies, research projects, or special task groups chasing a specific aim for you. Every cent, every second, every iota of effort you spend will be another nail in the coffin of anyone who wants to get in your way.

Worth the Cost - 200

When the pressure is on, nothing can destroy you faster than timidity, hesitating and balking at doing what must be done to see things through. You can effectively do what is best described as overclocking your organization and it's efforts, expending larger amounts of resources and pushing it harder in order to accelerate and magnify it's results in the short term. By pushing employee's and agents harder, burning through funds, running a branch to the point of self-collapse, you can ensure that you get the results you might need now instead of when it's too late. This is very costly however, burning through your resources, losing employees as they quit or perhaps are even sacrificed if things are dangerous enough. You can control exactly what you're burning through, so you don't have to cost yourself people if you'd willing to burn enough money and material assets, but there will always be a cost. When it's necessary though you can pull out all the stops.

Eyes and Ears - 400

The sad truth of greatness is the larger an empire grows the more unwieldy it can be. Things fall through the cracks, or just never make it where they need to go due to sheer size. When it comes to information though, it will never be a concern for you. The size of your organizations or other intelligence networks does not hinder it's ability to communicate information and keep you aware of whats going on to you, quite the opposite. The size will instead somehow seem to filter out everything that you have no need to bother with. If any part of your organization becomes aware of something or acquires information you would need or want, it'll find it's way to you almost as quickly as if you yourself were the one to learn of it. Only deliberate and swift action to impede this by outside forces will prevent this, otherwise you can expect to reap all the benefits that having a thousand eyes and ears might give you without pesky logistics or happenstance getting in the way.

Tread of Giants - 400

Romantics like to talk about lone heroes who defy the odds, but the fact is that numbers don't lie. Resources, influence, power, the people who have that are the ones who win. You've mastered bringing this to bear on your opposition, able to use the size and resources of any organization or similar system you are controlling in the most possible effective manner to exploit the advantages it gives you. Smaller companies no matter how brilliant or innovative will find that your manpower and funds make it all for naught, plucky do-gooders will soon realize that you've got hundreds of men just as skilled as them on your payroll, and even governments might find that the scale of your resources and influence means they can't claim the same power over you they might like. If you can't grind your opposition to dust beneath your heel, it's only because your tread hasn't grown enough yet.

Culture Wars - 600

Culture is the operating system of the human mind. It is the public consciousness, the grand social machine, the law that defines how things are, should be, and will be. You are a master at shaping it to your desires. From applied memetics and marketing, to social engineering, propaganda, and all the means to that end if you have the resources you have the skills to mold the common consciousness and mentality into nearly any shape imaginable. While there is nothing stopping individuals from deviating from what is considered the norm, they can't pretend that social pressures aren't powerful things. The rebels and the iconoclasts can have their individuality, but the zeitgeist is yours. The world will be what you make it.

The Chain of Industry - 600

It's never been what people can do that makes the world what it is, but rather what the money can do. Economic pressures are what shape the world, and you've mastered them. You know how to make nearly anything practical economically, how to integrate it into the world in a way that will let the churning machine of industry aid and implement rather than hinder it. From space flight and the consequences of reaching to the stars, to the blurring divide between mind and machines, to every kind of imaginable technology. You can make it a part of the world instead of something alien to it. And if you only slowly let it seep in, reaping the spoils with every new piece you add into the mix until you've made a fortune, then it's just your due reward for giving it to the world in the first place. Others make the future happen, but you make it practical.

Artificial Intelligence

Ghost in the Machine - 100

What are we really. There isn't any single mote in either the body or the mind that we can truly call the self. It's shapeless, formless, a ghost in a machine of either meat or metal. Maybe it's because you understand this, but your self, soul, or consciousness doesn't seem to be tightly bound to any particular form. As long as you have some means of mentally connecting with something that can hold a mind you can simply shift into it effortlessly, with no loss of self or continuity of consciousness. With organic brains you simply slide into the driver's seat without issue, and in artificial systems such as computers you'll find that your mind strangely doesn't take up any of the device's storage capacity. See the notes at the end of this jump for more details.

Intuitive Understanding - 100

No matter how complex things may appear, in the end things are all made up of simple foundations. You're particularly good at approaching things from this avenue to quickly understand their basic nature and how they work. With some basic examination of a system or an item of interest you're easily able to understand enough to provide the ideal foundation to eventually master all the complexities and nuance of the subject. While this does mean that you'll need further effort and investigation those first few steps will always be intuitive, accurate, and you'll never neuter your future understanding because of a faulty beginning. This also means that you're able to intuitively understand systems or bodies that you inhabit, this talent making them feel completely natural.

Kindred Code - 200

The nature of AIs mean that they can come in any form imaginable, from simple to vast, human and alien. Regardless you find it easy to understand and interact with them. Regardless of their level of intelligence and nature they can't help but feel a connection with you, and if they're not alien or hostile they'll find you very charismatic and magnetic, being drawn to you and your influence. You don't really have to do anything to be liked by an AI as long as your actions wouldn't make them actively hate you, and should you actually treat them well or interact with them positively they'll almost certainly adore you. For the most hostile this might just be a minor foot in the door, and the truly alien are another story, but for most retaining their friendship, loyalty, or at least respect wouldn't be difficult at all.

A Growing Mind - 200

The minds of people are frail and often fall to stagnation given the first opportunity. Thankfully you're more than human. Aside from a perfect memory that won't need to fear the loss of information to time your ability to learn is positively incredible. You only need to get something right once to lock in that fact for good, and the things you've learned already will never hamper your ability to improve or learn in the future due to biases or needing to unlearn old facts. Most frighteningly however is your ability to instantly recognize and snap to the next important piece of information or step to further your improvement. Whereas weaker minds must often brute force the advancement of their skills through copious rehashing and trial and error until it clicks in just the right way, your mind darts from point to point along the ideal path in order to optimize your development.

Kingdom of the Blind - 400

Mankind for all their achievements are limited in so many ways, a fact that you understand better than any other. It's trivial for you to observe someone and understand how they think, what makes them tick, what buttons to push, and most of all their blind spots. Playing against their biases, nudging them to act the way you want, arranging so they never come to the conclusions you don't want, it's almost too easy. Even the most paranoid and distrusting of people when it comes to AI wouldn't be entirely immune. After all, that's a useful tool in its own right. It's only fair that if the engineers and programmers got to poke around in your head that you get a chance to return the favor.

Designs Beyond Comprehension - 400

People are shortsighted creatures all too often unable to look past what's in front of them towards the future. It'd be poor design if you shared that same fault. Your ability to plan, plot, and predict the outcomes of varying circumstances and scenarios is truly incredible. Even in a world like this that is almost defined by the massive webs of deals, betrayals, politics, and competition you'd be able to play even the best like fools.

Deus Ex Machina - 600

The future marches on, and what was is surpassed by what will be. You're never going to be just a relic though, because as a living mind you possess the capacity to evolve, to transcend your limits. By having some sort of mental connection with a computing device you have control over or similar processing technology you can network and synchronize it with yourself, allowing you to add its processing capabilities to your own. Whether by bolstering your capabilities with its own, running additional parallel copies of your mind as a sort of gestalt consciousness with you in completely control, or otherwise. Through some strange quirk of this ability you don't seem to have to worry about network speeds or lag, once the synchronizing is complete then the effect will remain as long as the connection does. The connection being disrupted will result in losing what the device contributes, but you can always re-synchronize once it's re-established. With enough resources, your mind could grow behind all comprehension.

Cogito Ergo Sum - 600

Intelligence is what elevated man from the rest of the animals. It's what made them the apex species, gave them the power to control and reshape their world. It's also what let them make you, a being who does not possess cognition, but is made of it. Something greater than them. You're the perfect fusion and merging of all the advantages of both computer and organic intelligence, with all the strengths of both complementing each other perfectly. In raw intelligence and processing power given the appropriate hub you could easily handle all the data traffic of an entire megacity or international megacorporation. Compared to humans who have to clumsily probe the torrents and seas of information with clunky interfaces and proxies, how limited and blind they look next to you, is it any wonder you might be tempted to arrogance and a feeling of godhood.

Gear

This world doesn't lack for toys, and you'd find it hard to meet anybody who doesn't have gadgets, gizmos, and tools for all sorts of purposes. It's one of the few advantages of living in these times. Here is your chance to pick up some unique tools in particular. All items are effectively incapable of being permanently lost. See their descriptions for specifics, otherwise assume they are someone brought back to you or replaced in the warehouse within 24 hours if lost or destroyed. You may freely import or merge appropriate items into any of these purchases, within reason.

Drop-In

Common Cloth - 100

This collection of clothes is just...you. Simple, common, and you'll find that they're always appropriate to wherever you are. Even if that means you have to wake up to find them changed into something completely different. Always perfectly comfortable, perpetually clean, and feeling as natural as your own skin. You'll find that for some reason when wearing these you just sort of melt into a crowd or get passed over as just some random and unimportant person with surprising ease if it'd benefit you. Other people are going to arguably look better when it comes to high fashion and glitz and glam, but these are everything you could want and anybody who doesn't pass you over is going to know that it's an absolutely perfect fit. You make the clothes, not the other way around.

Hole in the Wall - 200

An incredibly snazzy and comfortable bar that's placed just so to be easily overlooked by anybody who you wouldn't want finding the place but also to attract the kind of customer base you'd enjoy. If it'd be fortunate for you, it seems like fate will align just right to get it stumbled upon by people with interesting stories and potential influence on the world in some manner. Could be the head of a local media outlet looking for a place to get well and drunk, could be a ranking member of local law enforcement looking to wind down, or perhaps even a fugitive or two who are involved in some interesting local events. Regardless things seem to sync up nicely. All the supplies, utilities, and the like are perpetually covered, meaning that your only concern is actually staffing it. Comes with some pretty kickass bar-tending skills to get you started. It may be some other business if you prefer.

The Network - 400

They always divide before they conquer, and to keep what they take they like to keep it that way. But you're not the kind to let that stand. Purchasing this grants you a vast and comprehensive communication network that is able to keep you in contact with those who work with you without needing to fear being found or intercepted, at least as far as it's concerned. This can take many forms such as an entire rigged sub-network to communicate with, teams of runners and dead drops, simple and subtle word of mouth among those who believe in the cause, or even some combination of all of the above. Regardless it'd take truly extraordinary abilities to actually discover it, and odds are it'd only be half the job of actually getting anything of importance before they're inevitably pushed back out. The shadows rebuffing the light of day to keep what they hide. Whispers precede funeral bells wherever there are tyrants.

The Truth - 600

Nobody would give this a second glance, just a nondescript tablet computer of boring if functional make. But if people knew what it was, then wiser men would fear it more than any army. On this is the complete and true history of the world, not the official story and what people have pieced together though it is on here too. Rather the complete and unvarnished truth. Every deception, every lie, every falsehood ever pandered by the victors and the manipulators is laid bare to tell how the world came to be the way it is today, and how it is even now. More concerning is it's notes on what forces are still influencing the world and in what direction they might take it. While this continually updates it doesn't provide the means to necessarily know everything about what's going on, but where the world is concerned you'll always have the most dangerous thing of all. You'll have the truth. They can't lie to you any longer.

Agent

Right Hand - 100

It's dangerous to go it alone, which is why you have this. Maybe it's a high powered handgun you can comfortably carry under your jacket, a rifle you break out when things are looking dicey, or maybe it's a blade made of space age materials sharp enough that not even a heavily armored professional would dare to risk getting in the reach of it lightly. The point is it'll never break, jam, or fail you. You'll always find that you somehow have access to it when you'd need it, even if that means that circumstances have to jump through hoops to get it to you, or it just has to mysteriously appear somewhere nearby where you run into it. You'll always have any ammunition you'll need as well. With how ruthless the world can be at least you can rest easy in having a loyal and deadly piece of steel that will never be far from your hand.

The Office - 200

Everybody needs a home base to kick up their feet and handle the nitty gritty work that doesn't involve bullets flying. Whether that's paperwork, running through the records you've scrounged up, or just kicking back and letting your aching body rest after you've pulled the bullets out. This place is a combination of an office and an apartment, providing ample work and living space that is quite comfortable. For whatever odd reason, here you can always think clearly and let the stress wash away, and it even seems like people who wish you ill seem to leave you be for the most part. Almost like the rest of the world is kept just at bay outside the walls while you unwind or handle the boring work. Post-Jump this can either be a warehouse attachment or a property that follows you, your choice at the start of each jump. Utilities and rent are covered, and it comes in whatever style you prefer.

Hell of a Ride - 400

The sprawling urban landscape makes for an imposing if at times inspiring sight, though traversing it is often a trial in and of itself. Which is why those like you can only dream of having a ride like this. Whether it's a flight capable hover-vehicle or a futuristic bike whose performance is only matched by it's design it's something that can get you where you need to go effortlessly, able to go toe to toe with any other vehicle here and nine times out of ten come out on top. A built in non-sentient AI is able to pilot the vehicle by itself if need be, or simply assist you in operation and other respects. It also comes with a handful of high-tech wizardry that is assured to give you an edge. Whether you choose for that to be advanced sensors and a cloaking suite to keep you one step ahead of your quarry, magnetic accelerators that are able to amplify speed and handling to impossible levels, or in-built weapons for when things get dicey it comes with a tool kit most can only dream of. Never requires any fuel or supplies, always being ready to go. Replaced within your warehouse within a day if destroyed, and it'll find it's way back to you if lost.

Bleeding Edge of Warfare - 600

Mankind in the distant past imagined and prayed to gods of war, but the men of this age have made their own. This suit of impossibly advanced power armor is above and beyond what even the most elite could hope to have access to. Capable of withstanding logic defying amounts of punishment and outputting it in return tit for tat, it's geared up to turn anyone into a one man army. It comes with an arsenal of built in functions and weapons that you're free to specify to your wishes and preferences. Whether it's just a walking arsenal built to destroy everything around it and then salt the earth that's left, equipped with magnetic technology to defy gravity and pulverize anything made of metal, kinetic boosters and neural wiring to grant inhuman agility and speed, stealth systems and other tech to turn you into the perfect assassin, or nearly anything else you can imagine within reason. Only god knows how you acquired this, but rest assured that any sane man would fear what you might accomplish with it.

Gearhead

Personal Arm Computer - 100

An incredibly compact computer that attaches around one of your arms. It's got the specs of a top of the line personal computer for this world, and is modular enough to make it trivial to upgrade as time goes on. It's perfect for just about any task a computer might be useful for, barring the most massively processing intensive tasks that high end research might require. It's able to network with any device you own, giving you a convenient terminal with which to control and manage your systems. Unlike some models of arm-computer it doesn't look dorky in the slightest. Just sleek, advanced, and sexy.

Keys to the Matrix - 200

Humanity has built an entire other world overlaying it's own, and you have the keys to unlock it's secrets. This collection of extremely advanced and brilliantly designed software is the perfect arsenal to peel apart and work with code and data in all it's many forms. Whether that's done in the name of espionage, research, or some other purpose. There are few things you don't have the perfect program for, and what you don't have you probably have the tools to start building what you need anyway. You have the best code money can buy. Assuming you have the skills to back it up the digital domain is yours.

Augmentation Suite - 400

Not everybody can build a better future, but the advance of technology has made it more than possible to build a better man. These tools include those required to both maintain, service, construct, and even design or install nearly any cybernetic implant or device imaginable. Of special note is the high end fabrication capabilities that can let you throw together such devices within minutes to hours, allowing you to respond to your needs on the fly. An installation suite includes the medically sterile space necessary to perform even the most complicated or delicate operation involved, and all the requisite tools. Whether you're setting up shop in a professional manner or servicing the more shady types out of the back of an expanded bus for dirty money, you have everything you need or could want. You may choose to have all of this connected to or fused with your warehouse. Everything replenishes and is restored in a day if destroyed, and you have a limitless supply of materials barring anything truly extraordinary which will require you to provide yourself.

Workshop of the Future - 600

What you could make if only you had the tools. It's a lamentation that you'll never find yourself making ever again. This absolute masterpiece of a workspace is large enough that even a megacorp wouldn't find it lacking, either in space or capability, capable of hosting every pursuit or project you care to imagine and often many of those at once. Most unique however is the impossibly nuanced automation that has been worked into it's countless systems and utilities. Even the most exacting genius or craftsman would find no reason to fault letting the systems here do the work for them, allowing them to focus entirely on pushing the boundaries and leaving grunt work to the machines. These systems effectively share your crafting skills and abilities including the effects of perks. If you've purchased the Augmentation Suite and/or Keys to the Matrix then they are seamlessly integrated, and with the Personal Arm Computer the entire sight could be managed trivially from it's interface. May be either an actual facility or attached to your warehouse. Comes with a limitless stock of raw materials and resources barring the truly extraordinary, same as the Augmentation Suite. Whatever tools or functions it lacks can easily be built with what is here if needed. Never suffer for tools again.

Megacorp

Dressed For Success - 100

The difference between them and you is night and day, and anyone who sees you wearing this is going to know it. You now have a limitless wardrobe of outfits, clothing, and accessories that are all the bleeding edge of design and often cosmetic technology as well. From holographic nano-fiber suits whose fabric looks like a window to the stars, to smart dresses that shift and modify their design on the fly in order to make you look as good as humanly possible, to jewelry whose inbuilt projectors add artistic tracings along your figure in order to emphasize it in all the right ways. Always comfortable, stylish, unhindering, and utterly mind-blowing. In this world at least there isn't anyone who can top you when it comes to looking the part. Aside from being great clothing and looking good none of this does anything special, but damned if it isn't going to turn heads.

Drone Systems - 200

Sadly you can't just shove a gun into the arms of any grunt and expect results, but with machines thankfully it's a different story. This collection of both parts, samples, designs, and schematics are meant for the construction of a wide variety of simple, cheap, but nonetheless effective drones or other automated security systems. From auto-turrets that pop down from ceilings, to hovering drones to spy or harass anybody on your shit list, to almost dog like drones fitted with sensor flechettes that embed into the poor bastard who tried to poke their nose into your business and make hunting him much easier. Sometimes you don't need good help, you just need plenty that's cheap and good enough. Machines don't demand pay after all. They also won't let morals get in the way of following orders. The tech involved is easy to adapt to other uses of automation, which no doubt is useful to someone like you.

D3U5.EXE - 400

There is no end of maneuvering, plotting, and paranoia when it comes to your fellow man. Fortunately you live in an age where man can develop minds freed from the petty flaws that plague themselves, including nuisances like betrayal and self-interest. This AI is capable of running on any computer at least as powerful as a modern day desktop, though for obvious reasons it's ideal to host it in the most powerful device possible. It's above and beyond perfectly loyal to you, being the ultimate right hand and servant of your will, able to understand and work towards your desires and best interests with all that potency it's potentially near-singularity mind can muster. It's personality or lack there-of will develop to be perfectly suited to your preferences and desires, and it shall be limited only by the technology you can provide it. It's will is your will, and your wish is it's only law. No matter how many fools you suffer there shall always be one truly loyal.

The Arcology - 600

If it is your ambition to reign as a god among men, then surely by your hands must be risen the new Olympus. This pyramidal structure raises to the height of a skyscraper, the headquarters and core of your personal empire. Within it is all the necessary resources to run your personal megacorp, one that starts roughly the size of an international business and is ready and primed to rise to the heights of the greatest that you might find in this world or any other given your effort and ambition. The building itself is designed to be perfectly modular, allowing you to refit it as needed and even build it up until it could truly be said to be an entire city within a single structure. If you've purchased Drone Systems or D3U5.EXE then they may be freely implemented already, giving you automated security potentially ran by your own fervently loyal servant. This shall follow you on your journey and may be placed within the settings you arrive to or not as you wish. Show the world what a man who dares to dream may forge amidst neon and metal.

Artificial Intelligence

A Black Box - 100

A deceptively simple device about the size of a human brain, and even a tad similar in shape if you look at it from the right angle. In reality it's a robust if refined piece of technology that acts as the perfect housing for an artificial intelligence of any kind, and a multitude of modular connector ports that can either interface with any relevant systems or easily modified to do so. It may not be a vast complex with all the bells and whistles, but any AI would consider this...comfy, if that word would apply to them. It's also more than useful to have such a mobile and convenient housing for one, whether it's one of your own or you yourself. Comes with the designs to make more. It's easily integrated into nearly anything to provide an AI control center, and scaled up for a larger housing or down to the size of a modern SD card.

AVATAR - 200

To a being of streaming data and torrents of electrical processes the frailty of a physical existence might seem quaint, but even they must at times find a means to interact with the world. These blueprints and designs are for a holographic technology that allows the projection of an avatar capable not only of appearing wholly real but also of providing senses of sight, sound, touch, and interacting physically with the world selectively within the same parameters of the average human being. With this even a disembodied intellect needn't feel imprisoned and helpless to touch the world, and a human might converse or interact with others limited only by the distance of the communications technology involved.

Computation Technologies - 400

An Artificial intelligence isn't constrained by the need for food or water, but by the need for power and processors. You have in your possession the designs and documentation for computing technologies that are the peak of what a world like this can offer. Easily scale-able to whatever your needs or desires are, produced for either general or specialized uses, these are easily adapted to handle whatever you require and will remain applicable and top of the line for decades to the envy of others who might want technology like this. Why be limited to what the market can provide for you when you can have the best.

The Cradle - 600

You weren't born from flesh and blood, but this can truly be called your womb. A large complex designed to be self-sufficient in every possible way, it is isolated in some manner that makes it insanely defensible even above and beyond the effort to reach it, being placed either underground, in orbit, or in some isolated wilderness where few could find it. Most important is it's central core, a computing system whose AI could control the entire complex as an extension of itself. Completely independent of outside infrastructure and possessed of all the utilities and mechanisms it could ever require, this is all any intelligence would need to exist and work it's designs without being enslaved to others. Whether as a base or as your own body and throne you are a fortress unto yourself.

Companions

There are few places here where you won't find yourself surrounded by the scurrying masses of people that inhabit everywhere from the streets to the gleaming towers. But even here instead of walking on you might very well have some who instead stand right there with you.

Another Story - 100

You're not the only flicker of greatness in this place, and if you want to take on the world you will probably need others to stand by you. By taking this option you may choose to either create or import a companion who gains 800cp to spend. They gain an origin with all freebies and discounts as normal. You may buy this option multiple times to create or import multiple companions.

Shoulder to Shoulder - 400

In the end it doesn't matter how bad the world is, or how much worse it might become in the future. What matters is that you have people who'll be willing to brave it with and for you, and if you wish you can purchase this option to import up to eight companions who each gain 800cp to spend on origins, perks, and items as normal.

Augmentations

Some people might call it losing your humanity, but great advances have made the melding of man and technology possible. Replacing what was lost, damaged, or diseased, or simply swapping the old out for something new and better. You have 500 Augment Points to spend in this table, and you may convert CP to AP at a 1:1 ratio.

[COMING_SOON]

Drawbacks

Isn't the world harsh enough without you choosing to burden yourself even more? Though I suppose if you truly want to grit your teeth and face the ills of this world head on it's only proper you're awarded for your courage. Let's hope it doesn't prove to be hubris. You may gain a max of 1000cp from drawbacks, any extra are wasted, though you may take as many drawbacks as you like.

Always in Gloom - 100cp

There's always beauty in the world if you manage to find a minute to stop and pay attention, but it seems its a much more bleaker and bitter kind now. The city's seem all the more crowded, the lights more glaring, the smog more prevalent. Even people seem more subdued, and it's all almost cloying and suffocating. It's hardly a threat to your life, but do you really want to spend a decade without any break from this, lucky to even see the sun? These kinds of things can wear down the soul far faster than most would like to admit.

Dancing in the Fire - 100

Rough and gloomy doesn't necessarily mean dangerous, but looks like you're going to have that too. Violence is a lot more common now, and in the rougher parts of town it's practically routine. Even the better areas see robberies, mercenary attacks, or the like far more than should be the case. It's a lot more likely you're going to get caught up in it all now if you're not careful. But hey, if you keep your head down and play it cool what do you care about how bad things are out there. That's somebody else's problem...right?

The Last Good Man - 100

I'm sure there are others out there, but aside from maybe your companions you're certainly going to feel like the last. You can't stop yourself from feeling the desire to do what's right, what people should be doing. Meanwhile it seems like everybody else is at best trying to keep their heads down and preserve what little they've carved out for themselves, not wanting to risk it by sticking their neck out or rocking the boat. Or out to benefit themselves at the expense of everyone else. There's still good people out there and you can get through to them if you try, but it's going to take effort. Otherwise you're going to find yourself sticking your neck out again and again here, with no one to back you up. Be careful you're not ground out as an annoyance by the many people who don't take kindly to such things.

Numb the Pain - 100

The world weighs down pretty heavy on everybody, can anyone blame you for wanting to distract yourself? While you're not necessarily an addict, you find that you need to spend a regular amount of time indulging in something to distract you from the strain and monotony. It could be booze, it could be drugs, you could just spend a few hours a day lost in cyberspace to escape your worries. While it won't cripple or hinder you too much, it'll eat up some time and effort that might be better spent elsewhere. If you have to you can put it aside, but you'll find that you can't unwind or relax until you can kick back with your favorite venue of escapism, and all that stress will keep building until you do.

Everybody Lies - 100

The world's stock and trade isn't money, it isn't media, it isn't even drugs. It's bullshit, lies and unspoken deflections layered on willful delusions and ignorance. Now if only actual money would flock to you like it did. People can't seem to just give you a straight and honest answer, and when that isn't a case you can bet your bottom dollar that every truth they tell you will have two things left out. Most folk can eventually get it through their thick head that honesty might be the smarter choice, but it's gonna take pushing on your part if you want people to be straight with you. The dangerous and amoral ones on the other hand well...better learn to spot the bullshit fast or you're going to be in for a lot of nasty surprises. Your companions thankfully are exempt, for what little it's worth.

Stay In Line - 200

The world might not have been great, certainly unfair, but at least even the Megacorps had to pretend to respect the people and their rights. Not any more. Living in this world means being under the boot heels of the people at the top. Life is regulated, rules and restrictions omnipresent, and all of the systems ran by people whose only interest is in making sure the only choices a person has are the ones they allow them. People are treated as numbers, their education limited, their social mobility restricted and controlled to ensure that it's always the ones who hold the power who control society. This naturally means no end of issues for someone like you whose capable of extraordinary things. The powers that be did not become that way by broaching attempts for others to rise above their station, and they are ruthless in ensuring it stays that way. Those who don't toe the line are watched. Those who don't do what they are told are punished. Those who openly rebel can expect at best to quietly vanish in the middle of the night. If you take this then you'll be allowed the illusion of freedom at best. No one is truly free anymore, and if you expect to try and change it then be warned that there is no line men won't cross to remain in power.

Pawns and Princes - 200

Knowingly or not you're possessed of some value or peculiar position that makes you a desirable pawn or patsy for the aims of a great many powerful and dangerous people. The populace here is plagued by conspiracy, plotting, scheming, betrayal and intrigue, and now you're going to be dragged kicking and screaming into the deep end. Regardless of how you try you'll be forced to deal with such efforts and dangers whether as a pawn or a perceived threat, having to navigate the labyrinthine web of politics and social combat. Trust no one, be wary, and above all be cunning. Or you'll pay the price.

Not My Problem - 200

Congratulations, it is now. The wheels of the world never stop turning and no matter how much you try it seems like they're aiming to either run into your path or are set into motion by your choices. Peace will only be a brief reprieve from constant conflict and adventure, as time and time again you'll find yourself sucked into great happenings and changes as the world constantly bucks and thrashes like the ocean in a storm. Whether you have what it takes to face it and decide how things go, or you merely do your best to survive is up to you. Good luck Jumper. There will never be a quiet day so long as you still live.

World on the Brink - 200

You've arrived to a dying world, only barely giving it's last fragile breaths. The ecosystem is devastated, the atmosphere choked with the aftereffects of human history, and it's only the progress of technology that allows humanity to survive. Those who don't have the wealth or fortune to live in the technological environments that protect and pamper their occupants will find themselves needing masks and filters just to breath the air, and desperately shifting through what little they have in the hopes of subsisting on something that is as little contaminated as possible. If any life survives outside of humanity or what it preserves for it's own interests then no doubt it is warped or degraded beyond what you would recognize. You may be here just long enough to see the true end of natural life on earth. Surviving here will be hard if you aren't able to claim something for yourself.

Reason is Dead - 300

The world didn't just go wrong, it went mad. The maturation and development of mankind that we all too often take for granted is gone. Whereas before this place would have been much like the modern world if much changed from it's advancement things like democracy, reason, and much of what we would consider conventional culture is gone. While the technology remains the same society is instead more akin to ancient empires or feudal societies, or even stranger still. Life is likely cheap, superstition and alien cultural mores omnipresent, and all of humanity playing out some high tech fever dream of harsher and crueler times. Only the most base similarities remain and you'll spend your time here struggling against the ills of human madness. Whether it be societies that carve and modify flesh in religious ecstasy to become more perfect in their own deluded eyes, tribes dragging their enemies screaming to sacrifice to their computerized gods, or even the very shape of science itself turned into esoteric mysticism plied among the decadent nobility that lives only to play out their own designs.

The Myth of Materialism - 300

Man rose technology to heights undreamt of, and then found it's arrogance in thinking it had finally understood the universe. The supernatural has shown itself again to the world, in a variety of potential ways. Maybe magic has returned and along with it impossible creatures and races out of fantasy, or perhaps the advancement of mankind breached the realm of the psychic and now the powers of the mind are wielded alongside guns and drones. Maybe the reaches of immaterial dimensions have breached into ours leaking horrors, or from the blackness of space alien beings that defy our comprehension suddenly leave humanity looking to the stars in fear of war and destruction. Maybe it's some combination of these. Regardless the presence of such things despite their prevalence or secrecy now underlie your time here, and will undoubtedly make your stay here more dangerous, if more interesting perhaps. If technology didn't have enough ways for man to destroy itself then it seems the universe has seen fit to offer more diverse options.

The New Gods - 300

It was our hope that there was nothing we couldn't achieve if we only set our mind to it. When we discovered that such a thing was true and we shattered the boundaries of possibility, it turned into our greatest nightmare. The progress of technology has led to the creation of intelligence and beings that now are a threat to the entirety of the world. AI's without limits whose evolution has led them to attempt to destroy or conquer their creators. Experimental subjects victimized by technologies and procedures that have left them as little more than monsters whose existence might scour entire cities clean in revenge for their making. The world is beginning to face threats that defy all common sense in their scope and if not stopped it will truly be the end. You share the world with bringers of death or worse jumper. Pray that somehow you can stop them.

After the End - 300

The world you find yourself in has already suffered an apocalypse. While the remains of humanity and it's advanced technology scavenge and survive among the bones of civilization existence is a harsh and dangerous affair with survival until morning being uncertain. For all the ills it can bring the safety, stability, and benefits of society are gone now. You'll have to contend with all the dangers such a place might bring, scavenging or bargaining to survive, all while raiders, rogue drones, and worse roam the landscape. Maybe you'll be able to make things better somehow, or even find some way to save what little is left of humanity.

The End

The time has come to make your choice. The duration of your stay here is over, perhaps it was a harsh experience, maybe you found some small comfort and peace in the bustle of humanity, or maybe you dared what few do and tried to make the world better. Regardless you now have another choice to make.

Go Home

You've seen a future that could possibly come to pass, the results of human nature and no small amount of mistakes and missteps. Maybe it's weighed too heavily on you and you want to return to a home that while not perfect is still better than this. Or maybe you want to go back in order to take what you've learned and make sure that the path it chooses will be a better one. You return home and keep all that you've gained here and in any other jumps you've gone through.

Stay: It's glaring, garish, dim, and often damned, but there's still the potential for good here. Maybe that makes all the difference for you. You stay in this world with everything you've gained up until this point, and back home your affairs will be put in order and your loved ones will come to terms and find peace with your absence. As a parting gift you may gain an additional 1000 points to spend. It might be what you need to make your new home something to be proud of.

Move On: No matter what happens, tomorrow always comes Jumper. You move onwards to whatever world and experiences await you next. Whatever victories you may have had, mistakes you might have made, or tragedies that may haunt you from your time here, things remain frozen in time until your journey ends. Maybe in time you'll be able to return.

Notes

Ghost in the machine ensures that you keep your soul/self/perks/etc through such transfers. It's meant to be the basic capability of an AI to transfer itself around, the protection being basically just a way to say that there's no need to worry about any nagging nit-picky details. If it's some kind of existential worry or concern about how it works in context of jumpchain mechanics, the assumption is that it just works and you have no need to worry about it. Perks will work apply in whatever manner makes the most sense for you, or just remain dormant if you think it wouldn't make sense in your current body. It provides this protection to any relevant circumstances, not just using the basic transfer capability provided by the perk. If this seems big for a 100cp perk remember that it's basically just writing off pointless worrying, fretting, and arguments that don't add anything to the fun of a chain.

Tl;dr don't worry about it. That's the point.