

Ghosts of Mars.

Jumpchain CYOA

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Greetings Jumper. Today you find yourself somewhere on the desolate planet of Mars. It is currently 2176, and over 87 percent of the world has been terraformed so that people who travel to Mars have breathable oxygen naturally. You find while there are significant hubs of commerce and advanced societal living, the majority of it is made up of backwater Martian colonies full of crime and debauchery.

Things aren't all civil though, as an ancient race of Alien Spirits has shown up, and they are causing chaos for those in the colonies or on mining expeditions. It is relatively dangerous to go far away from the central arrival hub, and the only means of travel is a high-speed train that can ferry you to the dotted colonies along the tracks. If you think you have what it takes to survive, I welcome you to try.

Here's +1000cp to get you started.
Origins

Drop-in.

A regular traveler to Mars. Maybe you are a private contractor or somebody that just likes to visit from time to time. Unfortunately, on this visit, you might happen to get decapitated.

Martian Police Force.

You are a highly trained member of the Martian Police Force, and it is your duty to protect and serve, though some members opt to serve themselves. You are equipped with the latest high-tech weaponry and gadgets that 2176 has to offer you.

Prisoner of Mars.

Ever since Mars was terraformed, it has become like the second wild west, and you are merely providing a service to these fine people. Drugs, prostitution? If Jesse James is a hero, how come you ended up in prison? Oh well, at least it is safer in a jail cell than out there...

Martian Spirit.

You loathe interlopers on your planet and will stop at nothing to ensure them a swift death. You can transfer your spirit from one human host to the next, and with it, you cause confusion and havoc. Your primitive and effective brutality is always on display.

Note 1: Cannot interact with the physical world unless in the body of a human host.

Note 2: When not in a host, you are still affected by physical walls and barriers, you can be trapped, imprisoned, and locked away.

Politician.

You keep things running smoothly and are an essential figure in this matriarchal society even if you aren't a woman. You have wealth and influence over the colonies and can have your subordinates deal with your little Martian spirit problem.

Surviving Miner.

Maybe it was fate or blind luck that you escaped with your head still on your shoulders, but that doesn't mean they aren't still after you. Run as fast as you can and get to safety before it is too late to do anything about it.

Age/Gender/Location

Age.

Miner and politician ages are from 18-67

Police 23-36

Drop in 12+

Location: You may choose any hub, slum, or colony on Mars

as well as...

The Martian capital.

A Mining town.

The train that was heading to the setting of the movie.

Your gender remains the same as previously. Change your gender for free if you desire.

Perks (General)

[100cp] is free to matching origin, and the rest of the origin line is 50% discounted. [300cp] Stipend for general perk line.

Martian Colonist. [100cp]

You've been on Mars for a long time and know your way around the colonies. What train to take, where the best booze is, where to buy some clear, who to avoid, how to speak their language. Everything is easy for you.

Note: Gives you similar knowledge in future jumps.

Shameless Seduction. [200cp]

There are people in higher positions than you, but that doesn't mean you can't "eat" your way to the top. This is a matriarchy after all, and there is plenty of snatch that needs attention in exchange for political favors.

Note: The people you use this on will be of your preferred gender. Even if it is a matriarchy, there are still politicians of either gender in office.

Note 2: In future jumps, this works for getting any kind of promotion, and there will always be someone of your preferred gender above you that you can use this on.

Desperate Screw. [300cp]

The world is crumbling around you, and you at least want to get some action before you shove off the mortal coil. Hell, the more danger, the more convincing you can be.

Note: There will be no danger, nor will the plot advance during your screw. However, you cannot game the system for more time to plan or prepare, at most, grants 24 hours of sexy time.

Note 2: Can only be used for erotic recreation.

Top Tier Prostitute. [400cp]

You love sex and don't mind selling your body to almost anybody. On Mars, there's a lot of lonely people that have good money or drugs to spend. Not to mention, you are well protected by the brothel staff.

Note: Receive money or drugs every time you get laid.

Note 2: Receive protection from danger and a discounted place to live.

Note 3: Clientele will always be of your preferred gender.

Free Mind. [400cp]

You were one of the few to be possessed and lived to tell the tale.

Your possession has helped you learn how and why the creatures act, and as a result. Predict where they will be next and what they desire to do.

Note: Once you fight off a possessing entity, you gain both the insight on how to defeat them and immunity from being possessed by that particular species again.

Hacking Expert. [600cp]

Just because you are living in a poor Martian colony does not mean you are incredibly smart, you are so bright, in fact. That you possess the ability to open level 8 security doors, meaning you can go to most restricted areas on the planet.

Note: Gives you the ability to rig a reactor to go up like a time bomb.

Note 2: In future jumps, it gives you a similar level of ability. You are among the top 7% of hackers/jury-riggers, but you are not the absolute best.

Perks (Origin)

One [100cp] perk free to origin, the rest is 50% discounted.

Drop-in.

Strange Presence. [100cp]

You are dropped in on Mars, so the Martian Spirits do not know how to interoperate your intent or being.

Note: For your first year on Mars, the alien race will not attempt to possess or attack you until it determines your purpose. Attacking or knowingly conspiring against them will make them hostile to you immediately.

Note 2: In future jumps, a hostile faction towards your origin will not attack you for the first year unless you attack or knowingly conspire against them first.

Survivalist. [200cp]

Mars is a dangerous place, so that means you need to be tough.

Your body is capable of surviving for longer without food or water than an average person. You aren't picky either; if you can choke it down, you can gain nourishment and survive off it.

Train Conductor. [300cp]

You were dropped in, so you found a job to get some money for food and shelter. Earn 2500.00 a week/130 000 a year. You also have access to all major locations on Mars for free due to your position.

Note: Pay scales to future jumps, and it will allow you free access to a mode of transportation for your job. (Horse, bus, taxi, etc.)

Mr. Nobody. [400cp]

As a drop in you are relatively unknown. The general population doesn't care that you are around, and you don't draw any undue attention to yourself. By being so inconspicuous, you are rarely identified or punished for crimes you do at the colony.

Note: You will not be arrested or sent to prison for committing any crime that isn't in broad daylight.

Turning the Tables. [600cp]

When you are possessed by an alien spirit, you can overcome its influence, but keep the soul within you. Doing so grants you

their knowledge, power, and skills.

Note: This only works on spirits seeking to assimilate. You prove too strong for their abilities and end up taking their power instead. This does not work on benign spirits, merely those seeking to harm or use you against your will.

Martian Police Force.

Police Academy Training. [100cp]

You graduated top of your class and know the basics of combat and weaponry. It will serve you well in the hostile colonies of Mars.

Note: Covers all police basics. Close quarters combat, laws, and procedures. Gains similar knowledge for police in future jumps.

Note 2: If combined with Name Recognition perk one of the top academies in each new jump will have you listed as a graduate, and the instructors will have the memories of you going through/all paperwork filed.

Name Recognition. [200cp]

Through your service, you have made a name for yourself, and as soon as you show up in a new jurisdiction the force welcomes you with open arms, no questions asked.

Note: Lets you join any police force in future jumps and gives you an agent identity to do so.

Blind Eye. [300cp]

Your Superiors turn a blind eye to your illicit activities no matter what they are. Drugs, prostitutes, money laundering. They don't care so long as you don't step on their toes.

Note: With this perk active, they may ask you to do some undercover work in exchange for their continued "ignorance."

Tranquil Disposition. [400cp]

You are able to keep emotions like fear and rage at bay in even the direst of situations. Your uncanny ability to handle it all makes you a powerful asset against the rage-filled Martian Spirits.

To Protect and Serve. [400cp]

You are a paragon of virtue and would save a puppy from a burning building. You care deeply for other's safety and inspire those to do what is right. A near incorruptible shining beacon in these dark times.

Note: Increases resistance to possession and corrupting forces.

Riot Officer. [600cp]

You are explicitly trained for perilous situations and are adept at using heavy/fully automatic weapons. Not to mention you are able to move quickly in full protective gear.

Note: Skill with all weapons above a standard issue pistol and shotgun is

increased. (M4, Auto-Shotgun, mp5, etc.) Mobility is enhanced while in heavy protective gear, and skill wielding a bulletproof riot shield is increased.

Note 2: Will be the first in line for SWAT teams and missions.

Prisoner of Mars.

Prison Hustle. [100cp]

Every prisoner has a hustle, and yours happens to involve obtaining hard to get items from the outside. Use this to help you bust out, make some cash, or protect yourself.

Note: Allows you to bring in a new item once a month. The item may be a basic item, such as drugs, a knife, food, etc. May not be something unreasonable, such as a gun or cell phone.

Note 2: In future jumps, it will give you one item from each jump per month.

Escape Artist. [200cp]

You are great at escaping prison without any items at your disposal. Maybe you know the right things to say, or can call in favors from high places, but don't get overconfident. The more you do it in one location, the more they will wise up to

you, and the less likely it will work out for you.

Prison Medic. [300cp]

You are adept at sowing and healing wounds with minimal supplies at your disposal. Stabs, cuts, broken bones, amputation. You know how to take care of it all. It... Might leave a scare or two though.

Note: People you fix will not suffer complications afterwards.

Fortunate Findings. [400cp]

You are so incredibly blessed. You find stashes of valuables lying about at murder scenes and everywhere else. You didn't even have to do any work on your part. Let's hope this luck holds out at the next place you visit.

Professional Junkie. [400cp]

Whether it is Clear or a Laughier, you know how to get it and get fucked up. Your constant use of the junk has made you immune to its detrimental effects, and you can function normally while loaded. For whatever reason being high constantly has led to you being the only one who has not been possessed. Good going, I guess.

Note: You are immune to alien possession.

Note 2: You can function well when extremely high or drunk, and shake off the effects at will.

Cartel Boss. [600cp]

Even behind bars, you call the shots. Your deep pockets and ties to corrupt politicians/police allow you to get business done without actually having to do it yourself. You could leave prison if you wanted, but why hurry? It is quite safe and comfortable for you here.

Note: Have the ability to leave prison or enter prison at will once per month. Receive an income of 100 000 dollars per week, even if you are sitting around playing cards in a cell.

Note 2: You are able to get luxuries like tv/video games/books or a cheap computer/cell phone in your private cell.

Martian Spirit.

Possession. [100cp] (Cannot be taken by other origins.)

You are a spirit of rage looking to cleanse your homeland of any invasive force. Almost nothing can kill you, and you can possess the current invasive force known as humanity. You care little for these physical bodies, and they are nothing more than tools to use until another one is needed.

Note: You are almost immortal in your spirit form, and can only be killed by

extreme measures, such as a nuclear explosion. If a host is destroyed while you possess it, you will be released to find a new one to inhabit.

Note 2: You are still affected by physical properties in spirit form, and are able to become trapped or imprisoned.

Note 3: In future jumps, it will allow you to assume an immortal alt-form that can possess sapient species without strong protections. **(It still has the same limitations as noted.)**

Enhanced Possession. [200cp] (Must have taken the perk Possession to take this.)

You see the value in possessing neutral parties to achieve your goals. You can now possess non invading animals, such as pets and livestock, to spy on or kill a particular target. For an extra **[100cp]** you may gain those animal forms as a permanent Alt-Form

Note: People will not notice animals you possess acting strange.

Weapons Master. [200cp]

You are highly skilled at wielding swords, blades, razor disks, spears, etc. You can kill a person armed with future technology with finesse.

Note: Skill increases with primitive/medieval weapons. You are able to fight against guns, and deflect bullets with this perk.

Primitive Ingenuity. [300cp]

You are skilled at creating bladed weapons, and primitive technology from future technology. These weapons are so

brutally effective that they strike fear into the hearts of humans, and you are respected among your kin for it.

Head Hunter. [400cp]

Your head collection is growing to impressive heights, and your kin reveres you as an incredible warrior. Each head you take grants you more power and respect from those high enough to give it, and it keeps humans at bay that would dare challenge the might you possess.

Note: Adds a head trophy room to your warehouse that will keep heads fresh and perfectly preserved.

Tribal Chief. [600cp]

You are the head of your sect of brethren and are the most revered among them. You dictate orders and demand the heads of your enemies be delivered to you as a sign of respect for your greatness.

Note: In future jumps makes you a respected member of your group/civilization.

Assimilation. [600cp] (Must have the perks Possession and Enhanced Possession to take this.)

You are smarter than your kin and see the benefit in knowledge. You attempt to assimilate with whatever target you possess so that you gain access to their memories, thoughts, and

fears. Doing so can give you valuable information on how to best deal with them as a whole.

Note: Gives you perfect memory with indexing so you can easily recall the info you get.

Nuclear Immunity. [600cp]

Your spirit is so resilient that even a nuclear explosion cannot destroy it. While lesser of your brethren can be destroyed at the molecular level, you cannot.

Perfect Assimilation. [800cp] (Must have the perks Possession, Enhanced Possession, and Assimilation to take this.)

You are the eldest and wisest of your kin and have unlocked the hidden skills of total assimilation. When you possess a target, you can fully assimilate with its being and become them. You are able to live their life, know what they know, and have no qualms in using technology to blend in. It is a skill that few possess, and it is only through being so enlightened that you have attained such power. For an extra **[100cp]** you may now gain those forms as a permanent Alt-Form

Note: Perfectly Assimilating a willing host will allow you to convert their essence to be more similar to yours, and in turn, create another Martian Spirit. (Can only convert one soul/week.)

Note 2: Just because you **CAN** fully assimilate, does not mean you **HAVE** to, you still retain the ability to use any of the previous level perks in this perk line.

Note 3: Perfectly Assimilation perk takers **MUST** take the drawback **Kindred Spirit**. They still receive the **[+400cp]** for taking it.

Note 4: You have a section of your mind where you keep the memory and soul of those you assimilate, they will never be able to overwhelm or cause you complications, and you can do with them what you will.

Politician.

Charming Face. [100cp]

You have the ability to shill ideas merely off of your looks.

Outwardly charming and polite, you have the masses riled up to vote for you in the next election.

Subterfuge [200cp]

A lie here, a lie there. You know how to get what you want through sheer bullshit. Most of the time, people don't even recognize they've been duped.

Note: You also can recognize when someone is doing the same.

Pocket Change. [300cp] (May be taken twice.)

Receive a considerable sum of 500 000 dollars to be used on bribes, items, luxury, and prostitutes if you so desire.

Honest Joe. [400cp]

You actively keep your campaign promises and champion laws and policies that benefit the people. You might not get a ton of bribes or money, but the overwhelming majority of the middle and lower class love you.

Note: Increases your charm and influence with the majority of the public. It is so substantial that you might end up the elected leader of the entire council on just your likability alone.

Blackmail. [400cp]

You are quite good at getting dirt on other people through your network of informants. Once you have it, you can exchange its secrecy for sexual favors, money, or political clout, and you will never be reported for it. Aren't you a swell person?

Political Wit. [600cp]

Whether honest or dishonest, you know how to debate and can never be intimidated. You can convince not only your constituents to pass your bills, but the public of whatever you want them to believe. No money required!

Fuck Mars. [600cp]

You launder money that should go to help support the Martian colonies and corruptly work with the criminals of the planet. Receive bribes and slave labor for your corrupt mining operations.

Note: Receive over 1 000 000 per year in cash.

Note 2: Mining expenses are halved; profit isn't. The slaves are also

forced to vote for you in elections giving you an unfair advantage.

Surviving Miner.

Know the Land. [100cp]

You have been mining on Mars for years and instinctively know when minerals are nearby to be harvested. You also know the newly terraformed planet better than the Spirits do, so it is easy for you to traverse without getting lost.

Survival Instinct. [200cp]

You know what to do, where to go, and how to get food and water when it is needed. You can also sense impending danger and know when to get the fuck out of dodge.

Makeshift Tools. [300cp]

You might not always have access to a shovel or pickaxe, but that doesn't mean you don't know how to cobble together a temporary one. You can use rocks, minerals, scrap, and whatever is lying around to craft mining, digging, or cutting tools.

Lucky Miner. [400cp]

You are so fortunate. When you dig for minerals, it is almost like whatever type you want or need at the time shows up about once a month. Gold, steel, bronze, diamond, alien minerals? Fortune favors the digger.

Pack Mule. [400cp]

You are amazing at packing and carrying heavy objects in a backpack. Your strength and carrying capacity are increased by seven times their normal.

Note: Will increase carry capacity without increasing fatigue.

Hidey Hole. [600cp]

You have the skill and knowledge to build a hidden shelter underground on the Martian surface that nobody can find but you. Once dug, it will be reinforced with wood and stocked full of food, and the necessities needed to survive independent of society entirely.

Note: This constitutes as a hole, not a full-blown base or cabin, so nothing needs to be bought.

Note 2: By selecting this perk, you are gaining everything, not just the hole and your ability to place it.

Note 3: In future jumps, you will be able to place a hidey hole at the start of the jump in a suitable location, and it will be wholly stocked for off-grid living.

Note 4: Your warehouse now has a neat little hidey hole.

Companion.

Generic Import. [100cp] for 1, [200cp] for up to 8]

You can buy different custom companions here; they get an origin and cp. You can import or create up to 8.

Note: All companions imported/created this way gain **[600cp]** **Note 2:** You may also import one of your companions from previous jumps.

Canon [Free] Any you want to take along will follow you loyally.

MPF Squad Mate. [100cp]

A Martian Police Force squaddie to tag along with you on your adventures. They come with a Kevlar vest, basic police gear, and a Remington 870/SIG Sauer P320. For an extra **[200cp]** they will come with the Riot Officer Perk, and the items will be replaced with full Riot Armor/mp5 smg/SIG Sauer P320 Pistol with all RO bonus attachments.

Note: Has **[600cp]**.

Note 2: Is of a gender you choose.

Old Miner's Dog. [200cp]

The dog that used to be the mining company pet before the Martian spirit attack; It scampered off, and you wound up founding it. It seems as lucky as you are, and there's no better companion than a man and his dog.

Note: Has [400cp].

Note 2: Can sense Martian spirits with his nose so that you can protect yourself.

Note 3: Can help dig and sniff out specific plants and minerals. **Note 4:** Can be extremely vicious when its master is attacked by enemies.

Martian Cartel Teniente [300cp]

A completely loyal Lieutenant of your cartel, second to none. Supervises all activities you demand and handles their turf with pride. They can sniff out betrayers and will put an end to anybody who tries to skim or get one over on you.

Note: Has [600cp]

Note 2: Comes with the entire criminal perk line. Including “cartel boss” as they are essentially your right hand.

Note 3: Is always of your preferred gender. May be a romantic or wild sex partner to let off steam.

Note 4: In future jumps will run your criminal enterprises for you.

Note 5: Is always aligned with your morals, so you never have to question or worry over them.

Martin Spirit Child [300cp]

This is strange; you have come across a Martian spirit Child.

Unlike other spirits, once it possesses someone it gets quite attached to its host and acts like a child. In four centuries or so it will have the entire spirit perk line, but for now, it is childlike, and you will have to raise and teach it pretty much everything besides how to fight; since it does that well already.

Sweet Secretary. [400cp]

An adorable and shy secretary that is underpaid to work for your political campaign; they are exceptionally organized, and will never rat you out. They can also pull political strings if you are detained or out of town.

Note: Has [200cp]

Note 2: Is always of your preferred gender.

Note 3: You can take on being their Glucose Guardian or pursue a genuine romantic interest in them if you desire.

Note 4: May shower them with gifts using items received from your perks to increase their affection and performance while playing.

Note 5: Unlike typical companions, you may use your OWN cp to buy this companion perks and items. Taking drawbacks and spending extra cp can enhance them beyond other companions, but possibly to your detriment.

Note 6: They will be aligned with your political values and views, and will be excellent at making you look good.

Note 7: In future jumps, they will be your secretary or assistant in any setting, and will have the same benefits.

Wise Martin Spirit [800cp]

An elder Martian spirit that has mastered the power to assimilate fully. It has chosen you to teach it enlightenment and technology beyond Mars and has little interest in primitive conflict. Its many centuries of life have allowed it to see the bigger picture, and it has a desire for more than its brethren could even dream of. It will de-assimilate and re-assimilate with you as you request.

Note: Has 0cp.

Note 2: Has entire Perfect Assimilation Perkline with the required drawback.

Note 3: Can empower you and can use technology inside of a host. Can assimilate with certain enemies and turn them into allies.

Note: 4. Can assimilate with certain people of your preferred gender and have them sleep with you.

Note 5: Martian spirits are genderless, and their gender is whatever form of host they are assimilated with.

Items.

Origin-specific items can be bought at a 50% discount if you took that origin. You gain **[+400cp]** stipend for items, and 1 **[100cp]** item is free.

General.

Mullah. [50cp]

Receive 15,000 dollars cash. Cha-Ching.

Note: May be taken three times if desired.

Colony Boarding House Key. [100cp] (50 for Prisoners)

A key to a home for someone living on the cheap. It is a tiny bedroom without much room, but it is a great place to hide and rest if you are into more “unsavory activities.” Comes with a basic cot, mini fridge, a basic computer, and a hotplate to cook cheap meals.

Note: Prisoners will receive the key back when released, as they have it on them when arrested.

Note: Gives similar accommodations in future jumps.

Month Supply of Survivalist Food. [200cp] (100 for Miner.)

A month supply of moderately priced freeze dried and dehydrated food products. They last almost forever, can be eaten without

the need to cook, and do not take up much space, as they are stored in flat vacuum sealed packets.

Note: New shipment every month. Includes anything that can be dehydrated or freeze dried. Jerky, freeze-dried ice cream, freeze-dried banana chips, etc.; to name a few.

Note 2: Food items for prisoners are considered items bought from the commissary and are stored in a commissary locker until released. Then they are sent to wherever the player desires upon release.

Note 3: In new jumps, you may choose appropriate survival food that will be along these same lines as this. This means that even if you are of a different species, you will get survival food that you can eat.

Colony Apartment Key. [300cp]

A key to a standard private apartment in one of the Martian colonies. Space is tight, so you are lucky to have your own if you can afford it. Has every amenity you will need and will allow you to conduct "business" without anybody knowing.

Note: Gives similar accommodations in future jumps.

Month Supply of High-Quality Groceries. [300cp]

It is hard to get fresh things shipped to Mars, but you are willing to pay the excess cost for quality. This type of food enriches your life and makes you feel great after eating it.

Note: Receive a new supply every month.

Note 2: Consuming this food will energize you and keep you healthy.

Note 3: You may pick what groceries you are being shipped.

Note 4: In future jumps where you are of a different species, you will get

food that does the same.

Martian City Apartment Key. [400cp] (200 for Police.)

A key to a modern and spacious apartment in the central commerce hub of Mars. It boasts many technologically enhanced amenities and has extra space for storage. It is located near the central arrival platform for Mars, and is thus, very safe and filled with lucrative businesses.

Note: Gives similar accommodations in future jumps.

Black Talon Rounds. [400cp] (200 for Martian Prisoners)

A line of bullets that was pulled from the market after being criticized for the deadly internal wounds they inflict. Recognized by their distinct black hue, and while not illegal, are extremely hard to come by. Receive a shipment of 100 of these rare bullets per month.

Note: May choose the caliber or gauge of the bullets. May mix and match so long as it adds up to 100.

Note 2: For prisoners, the bullets are stored and added up every month until the prisoner is free. They then may use the rounds as they wish if they have a weapon.

Note 3: Being sent back to prison **DOES NOT** get rid of the rounds. Any rounds you have when sentenced will be added to your safe total like every shipment before.

Citadel Highrise Apartment. [600cp] (300 for

politician.)

A luxurious Highrise apartment situated far above the Martian Surface. Located in the safest and most prosperous part of Mars, it boasts numerous amenities, space, luxuries, and its own stocked bar. Throw elegant parties or relax in your room length hot tub and sauna. Everything you do in here is considered to be doing it in style.

Note: Gives similar accommodations in future jumps.

Radically Invasive Projectile. [600cp]

Radically Invasive Projectile or R.I.P. rounds are an experimental type of bullet, considered to be the deadliest available. On impact, it sends several razor-sharp projectiles in a multitude of directions, shredding your vital organs as they go. Receive a shipment of 60 of these per month.

Note: May choose the caliber or gauge of the bullets. May mix and match so long as it adds up to 60.

Note 2: These bullets are so dangerous, that they can explode heads, and will likely kill any living creature in one shot. The projectiles can prove lethal even against Riot officer protections.

Mars, Your Home Away from Home [800cp]

This is a complete, terraformed copy of Mars correct down to the smallest detail. You have the ability to survive on it, breathe oxygen, and build on its bare surface.

Note: Does not contain hostile Martian Spirits like actual Mars.

Note 2: When you leave this jump, this comes with you. It rests in a pocket dimension outside of existence and keeps any changes made to it.

Note 3: You may allow people you meet to live there, but until they are imported as companions, they will have to stay on Mars in future jumps.

Drop-in.

Martian Wardrobe. [100cp]

A basic Martian wardrobe so that you don't look out of place in the year 2176 or on Mars. Every month, receive a new outfit to add to your collection.

Note: Gives similar basic clothing in future jumps

Smith & Wesson Model 986 [100cp]

A 7 shot 9mm revolver pistol. It is great for civilian defense and complies with all conceal and carry laws in the Martian Colonies. It comes with a stack of 300 9mm rounds and a quick loader.

Note: You may not select a unique variation of the rounds unless you paid for the item 9mm party in the police item list.

Personal Smartphone. [200cp]

A personal smartphone built for use on Mars. Can retrieve

information instantly, can make purchases through it, and can make calls from anywhere on the planet. Has an optional tracking beacon on it, so that if you call for help, the police know exactly where your phone is.

Note: You may choose the make, model, look, color, carrier, and design of the phone.

Note 2: Imports a similar item into future jumps.

VIP Pass to the Premier Brothel. [300cp]

So, you fancy the brothels and bars, eh? Well, you now have an exclusive VIP pass to party with the most gorgeous boys and girls to ever grace Mars' red surface. Free drinks, sex, and drugs for a wild traveler like you.

Note: In future jumps gets you a free room, board, and extras at each planet's best brothel.

Government Papers. [400cp]

These papers are the complete identity pack that you need to exist anywhere. It contains a bank account, ID docs, education completion, training certificates, and diplomas in an and all fields. This continuously updates and keeps up with all of your finances

Politician's Phone Number. [600cp]

You barely remember how you got this, but when you call the number, you recognize the person as somebody you had hot

sex with. This person wants to continue their sorted affair with you and is willing to pay handsomely to do it.

Note: This politician will become your Glucose Guardian and buy you an expensive **Martian City Apartment**. They will continue to have sex with you multiple times a month as they dictate.

Note 2: Once a month, you may elect to receive a gift from them in the form of food, money, luxuries, or political favor.

Note 3: The high-ranking politician will always be of your preferred gender.

Martian Police Force.

Extra Police Gear. [100cp]

Everything extra for your on-duty beat. A can of mace, a nightstick, handcuffs, and two spare 17 capacity magazines of 9mm rounds.

Tactical Shipment. [100cp]

Receive a monthly shipment of 20 tactical grenades. They can be flashbang, stun, or smoke grenades. If you have the **Riot Officer** perk, you receive explosive grenades as an additional choice.

Note: You may mix any of the types so long as they add up to 20.

Note 2: Upgrades to the tech prevalent in future jumps.

Enhanced Police PDA. [100cp]

With this trusty police PDA, you will be able to access restricted areas of Mars on the fly, do background checks, bring up maps, keep tabs on criminals, and do everything you could want to.

SIG Sauer P320 Handgun. [100cp]

SIG Sauer is a standard issue handgun of the Martian Police Force and fires 9mm rounds. It has a 17-round capacity and a reflex sight. If you have the **Riot Officer** perk, you also receive a 21 round extended magazine.

9mm Party. [100cp]

9mm rounds are cheap and extremely plentiful. Receive a large shipment of 600 9mm rounds per month, may choose between standard and Hollow Point. If you have the **Riot Officer** perk, Full Metal Jacket or Jacketed Hollow Point become additional choices.

Note: You may mix and match the ammo to your liking, so long as it adds up to 600.

Remington Model 870 Shotgun [200cp]

Remington Model 870 is a standard issue pump-action shotgun

used by police. It fires 12-gauge rounds, Slugs, and Beanbags from a 7+1 tube magazine. If you have the **Riot Officer** perk, you receive an extended barrel, increasing the damage substantially.

Gauge Party. [200cp]

Receive a shipment of 400 12/20/slug/beanbags per month. If you have the **Riot Officer** perk, you receive incendiary shells as an additional choice.

Note: You may mix and match the ammo to your liking, so long as it adds up to 400.

Riot Shield. [200cp] (100 with Riot Officer perk.)

A riot shield that will cover you from wherever you point it to. It is bulletproof, fireproof, and cannot be pierced by bladed weapons. Unfortunately, due to its full body size, you cannot use a gun larger than a pistol when carrying this.

Kevlar Vest. [200cp]

A basic Kevlar vest that provides some protection against bullets and stabbing to the torso. It is better than nothing on such a hostile world.

Tracer Goggles. [300cp]

A pair of goggles designed to see Martian Spirits in their incorporeal form. If they are invisible at the time, these goggles will show them as a gaseous red cloud.

Note: In future jumps will also show the local spirits.

Maschinenpistole 5 Submachinegun. [300cp]

The Maschinenpistole 5 or MP5 is a light submachinegun typically used by SWAT and Riot officers. Fires 9mm rounds either Semi, full, or burst, and boasts an impressive 30 round magazine. If you have the **Riot Officer** perk, you receive a suppressor and a 50 round drum magazine.

Franchi SPAS-12 [300cp]

The SPAS-12 is a combat shotgun used by Martian SWAT and Riot officers. Fires 12-gauge shells from an 8-capacity tube magazine. Can be switched to either semi-auto or pump, and has a foldable stock for convenient carrying/concealment. If you have the **Riot Officer** perk, you receive a specially designed cylinder magazine that increases the capacity to 12.

5.56 Party. [300cp]

Receive a shipment of 300 5.56 mm rounds per month. You may choose between Standard, Full Metal Jacket, and Hollow Point. If you have the **Riot Officer** perk, you receive 5.56 Magnum as an additional choice.

Note: You may mix and match the ammo to your liking, so long as it adds up to 300.

Special MPF Overcoat. [400cp]

A unique trench coat designed to be used with the MPF. Allows you to hide larger weapons beneath it, and is lined with a special material that moderately protects against both bladed weapon attacks and bullets.

Note: Can be worn over and conceal Kevlar vest or any other wearable defensive item. This includes Riot body armor.

Note 2: You may choose the color and any insignias or pictures on it. The standard is solid black.

M4A1 Assault Rifle. [400cp]

The Colt M4A1 is a military grade assault rifle used by SWAT and Riot officers. It fires 5.56 mm rounds semi/full auto from a 30-round magazine. It comes with a detachable stand and tactical scope. If you have the **Riot Officer** perk, you receive an extended 50 round magazine, laser sight, and suppressor as well.

Police Containment Unit. [600cp]

This small spherical object was created by the top scientists of earth to deal with the Martian Spirits. It can suck up and contain spirits that have been detached from their hosts. Unfortunately, there is a limit to the number of souls it can hold at one time, so you must travel to HQ to dump them in a larger containment unit when it is full.

Note: Martian Spirits must be detached from their hosts for this to work; this usually means killing said host.

Note 2: Works on similar entities in future jumps.

Full Riot Gear. [600cp] (400 with Riot Officer perk.)

A complete set of tactical armor. It includes body armor, helmet with transparent visor, eye protection, and assault webbing. Secondary protections include knee pads, gloves, and harness, as well as weather-proof tactical pants, shirt, jacket, and armbands. Provides incredible protection to all vital organs and limbs, as well as protects from bullets, explosions, bladed attacks, and weather.

Note: Stacks with Special Overcoat, but an extra Kevlar vest cannot be worn underneath full body armor.

Prisoner of Mars.

Lethal Prison Shank. [100cp]

A lethal shank filed down from a piece of metal. It will kill any prisoner or guard that it comes into contact with. Expert prison craftsmanship.

10 Packs of Ramen Noodles. [100cp]

Can be used as a prison delicacy, or currency. The more you have, the more you can trade for prison favors or objects.

Note: Receive ten packs every month at the commissary.

Note 2: In future jumps, you will get one additional basic food item that can be used as currency, one extra item per jump.

Hideaway Key. [100cp]

When you get out, you have a hideaway above a seedy bar and brothel. You can hide from the police, get drunk, and get fucked for cheap.

Tattoo Kit. [200cp]

Made from a series of cobbled together parts. It consists of a crude tattoo gun made from a pen and needles. With it, you are able to give yourself tattoos, or other prisoners tattoos for a profit.

Just make sure the guards don't find it.

Note: Profit in prison is ramen noodles, favors, or objects.

Note: Gives moderate talent in freehand tattooing.

Good Disguise. [200cp]

A good disguise for when you escape/get out. It will allow you to avoid being caught for a good while and will let you commit several crimes before being ID'd again.

Note: You may choose every facet of the disguise.

MP3 Player. [200cp]

A basic, overpriced music player from the commissary. It isn't fancy, but it allows you to pass the time by putting all the music you want onto it.

Rechargeable Batteries. [300cp]

A smuggled in set of high-quality batteries that can be used to power any handheld electronic device for an extraordinary length of time.

2 Cartons of Cigarettes. [300cp]

Two hidden and smuggled in cartons of expensive cigarettes. Highly valued among prisoners, and can be used yourself, or traded for prison profit.

Note: Smuggle two new boxes every month.

Renewable Train Pass. [300cp]

A pass that lets you ride the train all over Mars for free. Its subscription is renewed every month, so you don't have to worry about not being able to flee a crime scene.

Note: Receive a similar mass transit pass in future jumps.

50 Tabs of Clear/5 Laughters. [400cp] (200 with the Professional Junkie perk.)

Now we are talking. Get high to pass the time or have people killed by your addicted clients. There is so much to do with this that you don't know where to start.

Note: Receive a new shipment monthly.

Note 2: Gives knowledge on how to make both

Prison Medkit. [400cp] (200 with the Prison Medic perk.)

The infirmary is usually packed, and fighting will put you in the hole. With this, you can heal yourself completely once a month and avoid ever getting in trouble for violent actions that aren't directly seen.

Note: May heal others as well, and makes taking care of any type of wound quicker and easier.

Fake ID and Passport. [400cp] (200 for Cartel Boss.)

With your connections, you can keep changing your identity entirely. You can enter places barred to criminals, and even leave the planet without the ever-watchful eye of police on you.

Illicit Weapons. [600cp]

Every time you are released/escape from prison choose one police/civilian weapon in this sheet that costs 200 or below. You will receive it and a stash of 100 rounds.

Note: Excludes any and all special attachments and special ammo types, unless you outright bought the perks for them.

Note 2: Every release you may select a different one from the list.

Note 3: May build a custom weapon to your specifications from the miner's

Weapons Workshop. The guns are inferior, so therefore only cost 100cp.

Blank Keycard. [600cp] (400 with Cartel Boss perk.)

A blank keycard, that if you have access to a terminal, computer, or personal computer. You can rewrite it to open anything you wish.

Martian Spirit.

Primitive Weapon. [100cp]

You may choose one medieval weapon to use in combat.
Sword/Spear/Axe/ Hammer/etc.

Bladed Disk. [200cp]

A lethal ranged weapon that can decapacitate somebody with ease when it is thrown. For an extra **[100cp]** you may choose an exclusive model that returns to your protective magnetic glove after thrown.

Note: Without paying the extra cp you must retrieve your disk after a battle. Meaning you get one ranged toss until your retrieve it.

Head Spikes. [300cp] (200 with the Head Hunter perk.)

You are crafted 30 head spikes per month. With these, you may mount heads publicly for all to see. Once ten heads are picked, other races will avoid coming near your dwelling and confronting you.

Tribal Garbs. [400cp]

Tribal garbs are extremely important, and while they don't offer THAT much protection, they do strike terror in the hearts of man in combat. Skulls, jaws, bones, hair, arms. Wear it all in style, paint your face up with blood. The more you conquer, the more "decretive" you will become.

Note: May customize hosts in any way you wish with various body parts and blood. Every time you receive a new host, you may re-customize to your liking.

Tribal Armor. [600cp]

Armor given to only the highest and mightiest of Martian spirits. It will encase your host in full metal and make you a walking tank. Only higher caliber and specific bullets will penetrate it.

Politician.

Image Studio. [100cp]

You care about your image, so you have a studio you go to, to be taken care of. Hair, markup, and anything having to do with your physical image will be taken care of here.

Note: A small add-on to your warehouse, you may choose either an AI or a generic person to take care of you

Fancy Jewelry. [200cp]

A gold watch, gold earrings, bracelets, chains? You get it all, when you have this, new jewelry made from exotic and familiar minerals will be shipped to you each month. Such beautiful things are sure to draw the eye, or you can use them as bribes/gifts.

Note: May receive one set of jewelry every month, and you may choose what it is made from and what type/style it is.

Snazzy Dresser. [300cp]

You receive an incredibly fancy suit every month to keep your wardrobe fresh. These suits are top of the line, expensive and name brand. Nobody will mistake what you are wearing, and what you are wearing will make sure nobody forgets you.

Note: You may pick the style, color, and everything associated with the

suit.

Off-planet Bank Account. [400cp]

You have a hidden bank account where you store illegal money. Having this will allow you to avoid suspicion from those trying to ruin or arrest you.

Pen Recorder. [600cp]

For an honest Joe or a sleazeball, this microtechnology pen recorder will allow you to get dirt or protect yourself from accusations. You can record HQ audio and video quickly, and it looks nothing more than like a pen in your blazer pocket.

Note: Automatically turns on when something juicy is said, or you need to protect yourself.

Surviving Miner.

Makeshift Shotgun. [100cp]

A single, short barrel, lever action shotgun made from old metal found out on the Martian range. It is not as powerful or accurate as a high-grade shotgun, but it does fire 12/20/slug shells and has a custom box mechanism that allows you to hold up to 6 rounds at a time.

Water Supply. [100cp]

Being off-grid can sometimes be hard, but for you, it is easy. You manage to tap into the colony water supply from underground and jury-rig your own pipes to it to supply yourself with endless fresh water.

Note: Receive constant supply of water to drink/bathe/wash stuff.

Hiking Backpack. [200cp]

An unbelievably massive backpack with a multitude of compartments and room, and comes with a sleeping bag, canteen, compass, and thermals. It will carry many tools or minerals that you mine with ease.

Note: No matter what is packed in it you will always be able to carry it easily

Ammo Workshop. [200cp]

A cobbled together ammo workshop that has the tools necessary to create and recycle used shells or casings. The bullets you produce are not as effective but will kill things just the same if you shoot them enough. You can supply yourself with ammo or sell your ammo to others for items or money.

Note: May make 200 low-quality rounds per month. You may pick the gauge or caliber. Excludes all special ammunition types that require a perk to access.

Note 2: In future jumps lets you craft low quality, but safe common ammo

types

Fine Reinforced Pickaxe. [300cp]

A beautiful and well-made Pickaxe that makes mining substantially easier and never needs to be maintained. It will dramatically increase the speed at which you gather minerals and reduce the fatigue you feel after.

Fine Reinforced Shovel. [300cp]

A beautiful and well-made shovel designed to dig up the tough Martian soil. It rarely ever needs to be maintained, and will substantially increase the speed at which you dig as well as reduce the fatigue you feel after.

Martian Driver's Permit. [400cp]

There are very few vehicles on Mars, and one of the only ways to get around is the train. With this hard to get permit, you are able to drive all-terrain work vehicles reserved for the mining operations.

Weapons Workshop. [400cp]

A primitive place for experimenting and creating new weaponry to use from Martian junk lying about. Allows you to create Revolvers, Shotguns, Semi-Automatic Pistols, and rifles of inferior quality.

Note: Cannot make fully automatic weapons in any capacity.

Note 2: You may create unique and implausible weapons, such as a six-barrel shotgun if you desire.

Not 3: Prisoner perk **Illicit Weapons** will allow prisoners to craft one of these inferior weapons to their specifications on release as if they bought it from someone.

Note 4: In future jumps lets you make inferior but safe conventional weapons.

Alchemy Table. [600cp]

You dabble in minerals, so it only makes sense you would have an alchemy table. You can create various chemicals, acids, and medicines using this. You also may use it to transmute minerals you have to other minerals. I guess lead can be turned into gold after all, eh?

Explosives Workshop. [600cp]

Dynamite was used quite a lot in the mines, and now you know how to create it. With this little workshop, you can create up to 20 explosives per month.

Note: You may **CHOOSE** how much gunpowder to pack them with, and thus, control the damaging capabilities of each one.

Note 2: May also create makeshift mines, grenades, and creative explosives. You may mix and match them so long as they add up to 20.

Note 3: In future jumps lets you make inferior but safe conventional explosives.

Full Mining Town. [800cp]

You have convinced a number of people to live off the grid outside of the counsels' jurisdiction, and now you own your own small mining town. It is fully staffed by miners, cops, service staff, and whores. It features a bar, casino, apartments, and basic infrastructures, such as water and sewage.

Note: It will be added to your warehouse at the end of the jump.

Note 2: It will be placed in an appropriate location at the beginning of the next jump.

Note 3: Provide a small amount of all minerals that you have encountered with new ones being added as you encounter them.

Drawbacks.

No Limit, take as many as you think you can handle.

Drawbacks always trump perks.

Only For the Action [+0]

While there might be things you want to do after the action happens you don't need to stay for it. This means that you only have to stay for the length of the media shown for the jump.

Dirty. [+100]

Living off the grid and on Mars makes you extremely dirty, unfortunately for others, you are unconcerned with that. You look and smell somewhat bad, and people are likely to be annoyed or take offense if you wander into establishments like that.

Same Shit Different Day [+100]

Boredom. That is all you will find here. Nothing exciting ever seems to occur, so prepare yourself for the next ten years of the same thing happening day after day.

None for You. [+100]

Every time you are about to get a sweet lil nookie, someone always manages to barge in and ruin your fun. Sucks for you, imagine all the people you could fuck if fate weren't against you all the time.

Clueless. [+200]

You are such a clueless halfwit, that even though you know how the aliens work, you continuously kill them and release them to possess new hosts. Whose team are you on anyway?

No Game. [+200]

All you can think about is sex, and it annoys other people around you. Always bothering co-workers, friends, and acquaintances to have it. You need to learn a little tact buddy.

Last in Class. [+200]

You sucked hard at the police academy, and as a result, barely know how to do your job. You are bad at aiming weapons, and your superiors are always pissed off with you. You were the last in class and always the first to fail, but hey, at least you can be first at something. Right?

Crying Wolf. [+200]

No matter how many times you tell the story, nobody ever believes you. Your friends, your significant other, your boss, the council. They all think you are exaggerating, even if you have seen things with your own two eyes.

Memory lockout. [+200cp]

All jumpchain memories are locked out, though you still have the memories of your birth world.

Power Lockout. [+300cp]

All powers/perks from outside this jump are locked away and cannot be used.

Warehouse Lockout. [+300cp]

You cannot access your warehouse at all.

Spiritual Catnip. [+300]

You draw the Martian spirits to you, and they are always all over you like catnip. They will go out of their way to choose you in a crowded room and can sense when you are nearby.

Coward. [+300]

No matter where you are or who you are with, you cannot seem to be brave in the face of adversity. While it might keep you alive, it doesn't exactly make you likable and useful in a dangerous area such as Mars.

Dumb Criminal. [+300]

Every time you go out to do illicit activity, it is almost like you can't help but fuck it up. Leave your gun with your fingerprints on it? Accidentally shoot someone on your own team? Drop the bag of cash while jumping in the getaway vehicle? It all has happened to you at least once.

Alcoholic. [+300]

You are so obsessed with booze and hard liquor that you once drank rubbing alcohol you were so desperate. You are willing to put yourself in harm's way just to get some and are known to pick fights when you can't get any.

Nymphomaniac. [+300]

Like your big brother, the alcoholic, you are utterly obsessed with something and will stop at nothing to get it. This time it is some trim, but unlike your big brother who is at risk to be physically harmed, you only have to worry about infections and nasty diseases corrupting your body.

I R' Smarts [+400]

You are so stupid that you are likely to chop your entire thumb off due to your ineptitude. Somewhere and sometime in this adventure, it will happen. This is a prophetic vision that cannot be altered, even if you think you can change it.

Note: You cut your entire thumb off in the beginning half of this jump.

Note 2: It doesn't matter what comedic happenstances it occurs by. It will happen no matter what, ya dumbass.

Note 3: It cannot be reattached or repaired, but the bleeding wound can be closed.

Paranoid Junkie. [+400]

Too many Clear and Laughters. You keep doing them, and your brain is now swiss cheese. Not only do you have trouble recalling real events, but you tend to make up reality to fit the significant gaps that are missing in your memory. You give into your paranoid delusions and as a result, are entirely unhinged and unreliable.

Possession Madness. [+400] (Martian Spirit only.)

You go crazy when you possess new hosts, and love to mutilate their bodies in a gruesome fashion; perhaps too gruesome. Sometimes the obsession is so intense you weaken the form you have stolen in a sheer act of madness. As a result, this weakened form cannot fight or function as well.

Kindred Spirit. [+400] (Must Take this with Perfect Assimilate Perk.) (Martian Spirit only.)

When you fully assimilate with a host, your spirit becomes intertwined with theirs. If the host you have assimilated with dies, your spirit also does. The only way to ensure your currently assimilated host stays safe is to treat them as you would yourself if you were a squishy mortal being.

Note: Limits you to 1 assimilated host a month.

Note 2: If your current fully assimilated host dies, so do you.

Note 3: If you lack perfect assimilation, then this renders your spirit form vulnerable to death if you are in any possessed host that dies.

Stumbling, Bumbling, Fuck. [+600]

You are utterly inept at speaking and being charismatic. Every attempt you make to talk to somebody results in awkwardness and failure. You desperately need help from somebody else to speak on your behalf or to write words for you so that you can be convincing.

I Cannot Tell a Lie. [+600]

Your reputation is on the line, and as an essential figure in the community, you wish to set a healthy example. You are unable to convince others through lying, and the guilt will build on you if you dare try. You just simply aren't capable of lying to others, and your enemies know it.

Eternal Fuckup. [+600]

You did it again; you always manage to destroy the world. Whether it is releasing hostile aliens from their imprisonment, or accidentally overheating a nuclear reactor. You always manage to cause significant catastrophe and strife in your daily life. You done fucked it up.

What Now?

Stay.

Maybe you like the life you've made for yourself here. Who could blame you? Stay here as you are, with what you have, and everything will get settled back home.

Home.

Ready to go home? Who could blame you? Who needs this vampire nonsense anyway?

Onward.

You gonna keep moving? Who could blame you?! Keep everything, including your powers and your companions.