Je4sse



Welcome to Arcadia Iruyana, 30 years protected from the Apus. Courtesy of Black Mountain Mining Co. Your future is under control. Well, that's what the company line is anyway. They're not wrong either, at least where you're concerned. You'll be staying in this mining town for the foreseeable future. The surrounding landscape is desolate and populated by kaiju-sized animals called Apus, and the city itself is ruled with an iron fist by the corporation.

+1000cp

Origin:

There's not nearly enough information for a proper origin, so you'll have a minimal background as a member of the eco-terrorist cell targeting Black Mountain and as part of the crew undertaking tonight's mission. You'll begin this jump in the old church that Cal and Pietro have set up in. Take one discount per price level in the Perks and Items sections, with 100cp purchases being free.



Perks:

000cp - Dubbed - This jump takes place in Argentina; as such, everyone is speaking in Spanish. This perk allows you to understand and speak Quechua and the local Spanish dialects. In addition, tone, idioms, and sayings will translate perfectly according to how you'd best understand them, clearing up confusion between any languages you know.

100cp - Mayincatec No More - Ancient gods once more walk the land, and it'd be a shame if you offended one by accident. With this perk, you've gained knowledge about the ancient religions of Central and South America; no longer will you confuse which god or prayer belongs to which pantheon.

100cp - Old World Scavenger - While the ruling corporations still make new things, it can be hard for the average Joe to enjoy the simple pleasures of life. Mostly because a lot of the infrastructure to do so is seemingly gone. Lucky for you, you're skilled in repurposing and rebuilding old and abandoned things. Even if it doesn't look pretty, it'll be functional, and sometimes that's enough for people. Especially useful in this post-apocalyptic land.

200cp - Enforcer - Maybe you used to work for Black Mountain, or maybe you're the muscle of Wayra, but either way you know your way around a scrap. You're stronger than average, capable of leveraging your weight and size to both resist and deal large amounts of damage. You also find that wearing and wielding heavy equipment is easier for you, seeming as though it weighs half of what it really does.

200cp - Premonitions - You have dreams of things to come. Your dreams will be hyperrealistic, at least when it comes to how things look. All the strangeness of dreams will still be present, but they're much more accurate than you might expect. Seeing a demon in a dream might not get all the physical details right, but it would mean you'd actually meet a demon.

400cp - Rebel With A Cause - Whether it's missing miners or ecological collapse, the people living in Arcadia have every reason to rebel against Black Mountain. When you fight for something you believe in, you fight harder, much like the Arcadians, you too will fight harder, and with more determination the more you believe in a cause. You could take on ten riot police alone as an unaugmented human if you believed enough in your mission.

400cp - Chief Organizer - Well, maybe not; that's Kiwi's role after all, but you'd make an excellent replacement for her boss! Not only can you plan complex maneuvers and put them into practice, but you also have the will to do what needs to be done. From sacrificing subordinates to making deals with demons, you will be able to power through the morally questionable decisions that leaders inevitably face.

600cp - Cybernetics - Like many others here, you've elected for cybernetic surgery. What you get can vary, but most cybernetics are simple replacements for missing limbs and eyes, with minor improvements over the human condition. You may choose what you've replaced and what enhancements you've gained, but they'll only be a bit above peak human as a rule of thumb.

600cp - Little Genius - Second only to Kiwi, you are able to recreate the functions of various cybernetics as wearable technology. For those who are squeamish about surgery, this is a godsend. You're also a dab hand at programming, and by extension, hacking, letting you easily reprogram old electronics to suit your needs.

Items:

000cp - Cyber-Andean Aesthetics - Do you like the style of the series? Well, now you can apply it to whatever you own. From clothing to housing to pets, it can all take on a cyberpunk appearance with heavy influences from the local Quechua people.

100cp - Andean Treats - An infinite supply of La Chola “Coyote” Sweet Alfajor and a beat-up thermos full of Maté, chilled to your preference. Perfect for snacking or a quick burst of energy, but don’t think you can live off of this alone.

100cp - Bell of Memory - This trinket is a memory of a loved one; holding it on your person will remind you of those you’ve lost and those you still have. Should you encounter a loved one who has had their mind altered, presenting this bell to them will spark a memory of you in them, helping them to fight off the mental influence.

200cp - Hover Bike - These bikes hover a couple of inches off the ground and are excellent at off-roading. While not much different from a motorbike, they more than make up for it in versatility, being able to cover nearly any terrain. Your bike can be based on any style you’d like.

200cp - Sweet Kicks - This set of sneakers has been specially modified by Kiwi, the chief of operations, with some… almost legal technology. They’ve got turbo charge and hyper balance. What does that mean? You can skate on basically any surface; gravity still applies, but you could ride down a building instead of falling straight off it. Comes with gloves that have similar upgrades to help during any extreme parkour you get up to.

400cp - Antenna - This set of six antennas can keep out kaiju-sized creatures with ease. They’re thicker than you might expect, but each houses a large crystal, powering the antenna's ability to keep spirits and even minor gods out.



400cp - Apu - Who doesn’t want a giant, seemingly robotic, nature spirit? You can take a loyal version of Nandu (the bird) or Ara (the snake), or if you like, you could create your own Apu based on the local fauna. These beings are possibly the reason the world is the way it is currently, so no matter how friendly yours is, it’d be wise to treat it with respect.

600cp - Black Mountain Mine - While not the expansive complex shown, you do have a small offshoot of the main mine attached to your warehouse. Inside are multiple veins of the crystals that Black Mountain is mining. These crystals can be used to power technological devices, but getting so much as a scratch from one of these stones will zombify someone, so be careful who you let touch them. You and your companions are immune to this effect.

600cp - Supay Stone - A large stone door in the shape of a chakana has appeared in your warehouse. Should you offer up the blood needed to enter, you will find a large red crystal covered in eyes; it whispers in your mind and can provide you with great power. This room is a temple to Supay; he offers you no cross, no prayer, only a deal. Should you accept his offer and give him what he asks, you’ll find that any powers you have related to darkness or the underworld will be given a massive boost.

Drawbacks:

000cp - Curse of Indie Animation - Like many other indie studios have realized, animation takes time. Unfortunately, this means that episodes don't get released very regularly. For you, this means that you can check out of the jump early; one year into your stay, you'll be offered the chance to leave. If you reject this chance, you'll stay the full decade as usual.

100cp - Bucktooth - You have some prominent chompers there, Jumper. While this isn't exactly uncommon here, it might affect your speech a little and isn't the most attractive thing. No matter what cybernetics or surgery you get, they won't fix this, at best altering your teeth to be unsightly in a different way.

200cp - Cal-culated Risks - You take ridiculous risks, like jumping off a building with only a piece of old rope to swing with, or dodging a kaiju with a motorbike. Essentially, this makes you more reckless. I hope you have the skills to back up your crazy plans.

400cp - Still Frames - Still frames in action sequences can be a source of consternation. But when they're done well, they can cut down on some of the hardships of animation without ruining it for the audience. Unfortunately for you, your vision is going to start seeing these still frames all the time, especially when you could really do with seeing movement. This won't interfere with actions you take, but it can be jarring, so be careful.

600cp - Transmogrification - You've been exposed to the crystals in the mines. Not only does this make you very sick, to the point of vomiting blood, but your skin will take on a gray pallor, your eyes will turn red, and you'll gradually forget your life and become more and more aggressive towards living things. Your diet will also become entirely carnivorous, with your nails and teeth sharpening to easily tear through meat. If you like, this can be an alt-form post jump.



Notes:

For those of you who'd like to watch what inspired this jump, here's a link.

Due to the fact that there's only one episode to draw from so far, there's more speculation and inference than I'd normally like in this document. If anything in the setting contradicts this document, then assume the source material takes priority.

Cybernetics - While there are many cybernetics on display in the episode, we haven't really seen what any of them do yet. Hence why it's limited to around peak human. If you want a sideways evolution rather than a straight-up improvement, such as seeing in infrared or ultraviolet, your fingers being replaced with tentacles, or something like that, feel free. Fanwank responsibly.