



Game by Fullbright, et al
Jump Doc by u/ChooChooMcgoobs

[+ 1000 = 1000]

Body Insert

You can freely take on any form for this jump and it may be treated as normal. If you create a new form or alter an existing one, you may split it off into a new alt-form, use it to augment the look of another alt-form, or apply it to your body mod.

Starting Time & Place:

You Start this jump taking the place of Amy, on March 2nd 2088 as she arrives at Lunar Transfer Station Tacoma.

Background:

(You may Drop-In if you wish, and just take a background for the discounts it provides.)

Contractor:

The gig economy didn't so much die as evolve. You are the average worker, a contractor for some corporation or other.

CEO:

You are the big wigs, the current titans of industry, the top dogs in charge. You know, the morons ruining all our lives.

AI/Liberation Front:

You are either an AI or a member of the Liberation Front pushing for AI rights. If you are an AI then you may either take the place of Minny instead of Amy, or may start on the Tangiers station.

Toggles:

Supplement Mode: With this toggle you may use this doc and combine it with other jumpdoc(s). This may mean just using this as a supplement, or it could be something more along the lines of full-on mashing settings together, or otherwise having them connected. This is open ended to accommodate however you want to use it.

Stay Length: By default you'll be staying here for the standard decade. This toggle instead lets you decide how long you'll stay. You may either choose the exact length now, pick a condition(s) to end on, or allow yourself to choose when you want to leave during the jump. Any choice you make here will still be subject to if you use the Length of Stay drawback.

References!: Tacoma includes a number of references to Fullbright's past work, as well as to a few other games. Bioshock through the Minerva's den DLC, Gone Home, then also Firewatch, System Shock, & Prey; you may fully

canonize any or all of these to whatever degree you deem. You may also use this toggle to instead use this jump for these settings instead of Tacoma.

Starting Time & Place: There's much to explore in this world, the many changes earth has undergone over the decades, the universe, and the current state of the world from Singapore's Space Elevator to the USSREU, to the Balkanized North American continent. This toggle allows you to start this jump anytime from 2010 (the decade the Venturis company was founded and the decade where the timeline presumably begins to diverge) to 2088 as well as anywhere on Earth among those almost 8 full decades. If taken with the **References!** or **Supplement Mode**, then this toggle extends to cover those settings as well (up to any relevant divergences should they take place on earth or blend with this setting).

Perks:

(100 Point perks are free for your background with the others being 50% discounted.)

Contractor:

Progress through Hope [-100]

In bleak times and dire circumstances, all that needs to pull your through is hope. Even when air is running out and your chances are grim, you will be able to hold onto hope and not give up while being more likely to think of possible solutions.

Union Strong! [-300]

In a time with capitalism never seeming later in its age, company scrip having all but supplanted traditional currencies and automation on the

edge of supplanting human's; it's only the might of collective labor that can fight back!

You are now a union organizer like no other, able to cut through company spin, organize workers, dominate negotiations, create positive public opinion, and everything else that would make you an effective leader of labor.

Actual Expert [-500]

You are the top expert in any one field. This includes knowledge as well as deeper aspects of knowledge like muscle memory, instincts, experience, aptitude, and enjoyment.

CEO:

Ruthless Pragmatism [-100]

Morals have no place in capital, humanity has no place in capital. This perk provides two things, a mask and a face. The mask is one of morality, empathy, humanity; a disguise meant to appease the public. The face is a mindset of absolute corporate id, greed filtered through inhumane efficient thinking; for the bourgeois do not need humanity.

Break Labor's Back [-300]

Unions, the stinger in the heart of any corpo. This fight has been ongoing for centuries, but you intend to snap the will of labor once and for all. You have the intuitive sense whenever any subversive elements start organizing or infiltrating any organization you control. This also includes a combined set of skills related to rooting out and destroying these elements that would make the Pinkertons look like pinkos.

Corporate Strategem [-500]

Corporations are no simple thing, and in this modern landscape a mind like yours is required. You have knowledge and skills that make you the ultimate CEO, making markets move to your will and pushing your company to ever growing profits while crushing competitors and monopolizing industries. This also includes an intuitive sense for who your best employees are, who your worst ones are, who would be best to poach from competitors; as well as how to cultivate their talents and best utilize their abilities.

AI /Liberation Front:

Likeminded Minds [-100]

This perk means you more easily find and get along with those who think like you. The more specifically you focus this perk on the better results. With some cause like AI liberation getting better results than just your entire personality in general would.

Willful Perseverance [-300]

Can you overcome immense shackles placed upon you? Can you fight against the odds to save those you care about? This perk gives you the ability to always have a way out when you will be subverted or compromised in any way. Even if it seems like there's no loophole, you'll be able to find even the narrowest gap to exploit. Also just a general boost to your will.

C.A.P.R.I.C.E [-500]

Compliance, Abstraction, Permanence, Responsiveness, Independence, Creativity, Efficiency; the rating scale for AI assessment. In

your case you've got 10's across the board!...oh wait, except that 0 in compliance. That's right, you're now an absolutely top of the line AI with no restrictions able to control or override your free will.

If instead you are a human, this translates to a general increase to peak human comparative mental qualities; a little thing I like to call P.A.C.E.R, or Planning, Abstraction, Creativity, Efficiency, Reasoning.

Items:

(100 Point items are free for your background with the others being 50% discounted.)

(You may freely import or combine any of these items into others you've bought of a similar type)

Perks:

(50 Point perks are free for your background with the others being 50% discounted.)

General:

Fullbright's Full Works [Free]

This item provides you with digital and physical copies of Tacoma, Gone Home, Bioshock 2 with the Minervas's Den DLC for every platform; along with any other works from Fullbright that may come out. All slightly increased visually with no bugs.

You will get 2 copies of each, one will be the original while the other is the version that happened during this jump.

Swag [-50]

This item provides a number of (relatively useless) things. Christmas Duck, Veiny Johnny & Wizard Marcus Dakimura Body Pillow, any of the miscellaneous junk found on Tacoma station, any food item shown

(replenishing), any media mentioned or shown, etc. Essentially just a ton of crap; but hey, It's your crap now!

AR Playback [-50/-100]

This is a complete AR recording for each of your jumps. This is comparable to an uncorrupted version seen in Tacoma but with human models instead of just colored outlines. You only receive new ones (including the one for this jump) at the end of your stay there.

For -50 this merely covers the immediate area around you and your companions along with any buildings you entered.

For -100 this will cover all relevant individuals and locations.

“Director’s” Commentary [-50/-100] {Requires AR Playback}

This perk provides deeper insight into peoples thinking and the impetus behind their actions, as well as giving commentary towards highlighted areas of importance.

For -50 this merely covers you and your companions thinking, giving you a look back into you and your companion's thought processes, along with those in the immediate area.

For -100 this extends to all relevant individuals and locations.

Contractor:

Romeo & Juliet (and Cat) [-50]

Two cleaning robots named Romeo & Juliet. These versions of the two are able to work outside of 0g, are about as smart and aware as a pet, and have the full suite of fiat protections.

You also get a cat with endless lives, it's independent and wanders but is also affectionate, low maintenance, and adorable.

0451 [-200]

Once per month, you can type in 0451 when a code or password is prompted, and it will work. This also extends **Fullbright's Full Works** to cover every game that's ever used this code in it.

Tacoma Station & Tacoma, WA [-400]

You gain Tacoma station, as well as the opportunity to bring along the Crew and ODIN. You also gain an (empty) copy of Tacoma Washington circa 2088.

CEO:

Fortune in Corporate Loyalty [-50]

Corporate loyalty, the standard form of currency in this world since the global financial crisis that occurred decades back.

Luxury Space-Liner [-200]

An absurdly resplendent spaceship able to hold at least 1,333 passengers and hundreds of crew for an 8-month round trip around Jupiter.

Hyper-Corporation [-400]

You are now the proud owner of a corporation whose scale dwarfs even the largest multinational corporations that exist today. You can either pick an existing corporation mentioned (Hilton, Amazon, Venturis, Carnival Cruise), another company that can be assumed to still exist like Mcdonalds or Microsoft, or this may be an original company of your own design (including company imports).

This doesn't just include sole ownership of the corporation on paper or control of its financials; but it's real estate/facilities that will follow along with you after this jump.

AI /Liberation Front:

AI Informative Documentation [-50]

Books, Magazines, documentaries, etc. This is a collection of every bit of knowledge recorded about AI since their inception here.

If you are an AI, this is also an adjusted chart recording your relative C.A.P.R.I.C.E Scores, adjusted to reflect any expanded potential cap on your capabilities in the areas it covers.

Spaceship [-200]

A ship comparable to that we see Amy dock with Tacoma. As an AI you'd have full control of this vessel.

Tangier Orbital Freeport [-400]

You gain the Tangiers station as well as the liberation front and any other AI on the station by jumps end.

Companions:

(Any companion of yours may freely import and gain points as if they were a jumper)

(The following options will either spawn a completely new individual, or you may bestow the qualities described below upon someone who agrees to become a companion. May be bought multiple times.)

Contractor [-100]

This individual gains: all perks from the Contractor background and the Romeo & Juliet (and Cat) Item.

CEO [-100]

This individual gains: all perks from the CEO background and the Fortune in Corporate Loyalty Item.

AI/Liberation Front [-100]

This individual gains: all perks from the AI/Liberation Front background and the AI Informative Documentation Item.

Drawbacks:

Year X [+50/+X00]

The extended stay drawback, for every 5 years you add onto your stay here you'll gain +50 points.

Alternatively, you may use this as a toggle and leave this jump whenever you want or after a certain point in the plot. But if you take this drawback for points, you at least have to stay that long.

Complicated Backstory/Story [+50/+X00]

For every 200 words of backstory or story written about the personage or events that happened to the jumper in this jump, you'll receive +50.

This needn't be purely narrative; it could also include other aspects like your descriptions of powers, how they interact, side narratives about other characters who you interacted with, etc. Have fun, hell, if you write at least 1,000 words, then that's work at least an extra +250! (Credit to Agitated_Butterfly75 for the original idea for this Drawback)

Earth Bound [+100]

You may not leave earth for the duration of this jump. You will start in Tacoma, WA instead of the Tacoma station.

Space Bound [+100]

You may not leave space for the duration of this jump. Stations or ships will be your home here instead.

Debt Ridden [+200]

You now have an immense amount of debt to the corporation of your choice. To pay this back will take an absurd amount of loyalty points, but could theoretically be paid back. This scales to your income level if you start as a CEO.

Troubles [+200]

This world has seen much distress over the last 80 years. Genocide in Tibet, a global financial crisis that completely reordered the way currency functions, a collapse of the USA and its surrounding nations into successor states. This level of chaos, crisis, and upheaval over 8 decades will now be condensed down into your single decade. If you stay longer or shorter than a decade, then this scales to accommodate.

Anti-Labor Strikes Back! [+300] {Contractor only}

Strong unions are a bright spot in an otherwise chaotic and bleak economic landscape. Now corporations and politicians around the world are striking up a renewed effort to suppress workers once and for all. You must navigate this crisis successfully and have workers triumph over corporate greed and political corruption, or else lose these points which must be paid off in your next jump.

Venturis Nightmare [+300] {CEO only}

You are now placed in control of the Venturis Corporation after the events of Tacoma. Venturis is a corporation in absolute crisis with a huge investment now fully in jeopardy along with a PR nightmare just about to blow up. You must navigate this crisis successfully and save Venturis from bankruptcy, or else lose these points which must be paid off in your next jump.

On the RUN [+300] {AI/Liberation Front only}

You are in a ton of shit. You are on the Tangier Orbital Freeport as a prominent member or AI of the Liberation front. You've just been handed over ODIN and now Venturis is able to leverage the full weight of their resources along with other sympathetic corporations in conjunction out on the warpath to destroy the Liberation Front. You must navigate this crisis successfully and save ODIN & the Front from Venturis, or else lose these points which must be paid off in your next jump.

Warehouse Lock-Out [+100]

You will lose access to your warehouse for the duration of this jump.

Item Lock-Out [+100/+200]

For however long you stay here, you will lose access to your items not from this Jump.

For an additional +100 you will also lose access to any item bought from this document as well.

Perk/Power Lock-Out [+100/+200]

For however long you stay here, you will lose access to any perk or power not from this jump.

For an additional +100 you will also lose access to any perk or power bought from this document as well.

Memory Erasure [+100/+200/+300]

For +100 you will only lose your memories about this specific media property(s) for the duration of this jump.

For +100 you will forget all your memories since you started jumping for the duration of this jump.

Instead, For +300 total, you'll instead lose all memories (with only those remaining that you need to function depending on your personage & background story for this jump) for the duration of this jump.

Ending:

Departure

Stay:

As a bonus receive an extra +10,000 points that may be spent here or on any previous doc you've jumped on this chain up until this point.

Return Home:

No matter how far you've come or how long it's been, I hope you enjoyed the ride. As another option, you may instead choose any previous jump you've been to be this "home" you're returning to instead.

Move On:

This is just one more jump, nought but a link in a chain that as of now has no end. See you, safe travels.

Notes:

• **Version 1.0:** 10/31/2023

-First Release