

SCHWARZENEGGER

Get ready for the ride
of your life.

TOTAL RECALL

Subtitled: Generic Mars Mindscrew
Version 1.0
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Welcome to tomorrow AD. It's the fairly near future, fifty, sixty, a hundred years down the line, and things are not going well for humanity. This is a dark future, one full of government oppression and corporate tyranny, one where the masses so long for escape that ReKall offers the memories of better lives at a premium. Of course, as our guest, we have arranged to cover this cost. Here are **1000 Corruption Points** for you to pay your way.



AGE, GENDER AND LOCATION

You can choose any age and gender you desire. Have fun! You may also choose to start on Earth or Mars, in a city of your choice. Not that there are many cities to choose from on Mars.

ORIGINS

Who are you, and where do you come from? That question might be more complicated than you think this time. All of these Origins start as Drop-Ins, leaving you with no memories or connections to this world. Memories sold separately.



Lowly Construction Worker

You are just an ordinary guy / gal, who lives an ordinary life, with an ordinary job, an ordinary best friend, and an insanely hot wife / husband. You also keep having these weird dreams, but I am sure they don't mean anything.

Martian

You might be a stripper, a cab driver, or a rebel fighter. Hell, you might be a stripping, cab driving rebel fighter; you do have to make a living after all. Regardless, you were born and raised on Mars, part of the masses held firmly under Coahaagen's boot.

Agency Enforcer

You work for Coahaagen, which has its advantages. You get decent pay, can dish out all the brutality you want on the mutants and rebels, and you will probably not have the air turned off where you live. On the other hand, your boss might send your girlfriend on an undercover mission that involves sleeping with a guy you hate, but no job is perfect.

Memory Crafter

You work for Rekall, a technician or salesman. Either way, you have steady work with good pay and some cool technology, and you are far less likely to get shot than certain other professions.

Earthling

(Sets Jump to Earth Timeline)

Yeah, sure, the reboot wasn't nearly as awesome as the original in many ways, but the visuals, the acting, the world building... all were massively improved. And the technology was damned cool. So if you want to be from that version of Total Recall, you can be an Earthling. This automatically sets you in that timeline, instead of the Mars timeline.

PERKS

*Perks that cost 100cp are free for their Origin. All other perks are Discounted for their Origins.
Discounted Perks are half price.*

General

Is He Really Human? (50cp)

Any time you encounter an AI, a robot, an android, a golem, or any other man-made intelligence that does not already have a voice and persona, you can choose to make Robert Picardo that voice and persona.

Is it a Dream? (100cp)

You always know instantly if you're dreaming or stuck inside a memory or other illusionary world. You might not be able to break out of such an illusion, but you will know if your surroundings are not real.

We Can Remember it For You Wholesale (200cp)

You know if all your memories are real or fake, and can, at will, make up new memories for yourself. You'll know they are fake, of course, but otherwise they'll be as real as any other memories as far as anyone else can tell.

Memory of a Lifetime (100cp, First Free For All)

You have had a full lifetime worth of memories implanted, a fairly normal life, nothing unusual or extraordinary. Obviously, this gives you the knowledge and skills of that lifetime, though not any needed physical development. You can also assume this persona at will, hiding your real identity, thoughts and memories behind the implants. Your free purchase of this comes complete with all the bells and whistles needed to make a convincing background in this reality. Is it real, is it an illusion? Who can say.

Mutant (0cp, 50cp, or 400cp)

You are a mutant, inflicted with some form of disfigurement. For 0cp, this altered appearance is all you get. For 50cp, these changes can be useful or attractive in some way. Maybe you have a keen sense of smell or a third breast that people seem to be fascinated by.

Finally, at 400cp, you are also blessed with psychic powers, specifically telepathy. Though this starts at being able to read surface thoughts only, it can be trained and improved until you can equal Quato, deep-scanning a person's memories, even if you have to penetrate a fake persona to reach them. Alternately, your telepathy can start at this level, but your disfigurements will be massively physically crippling in some way.



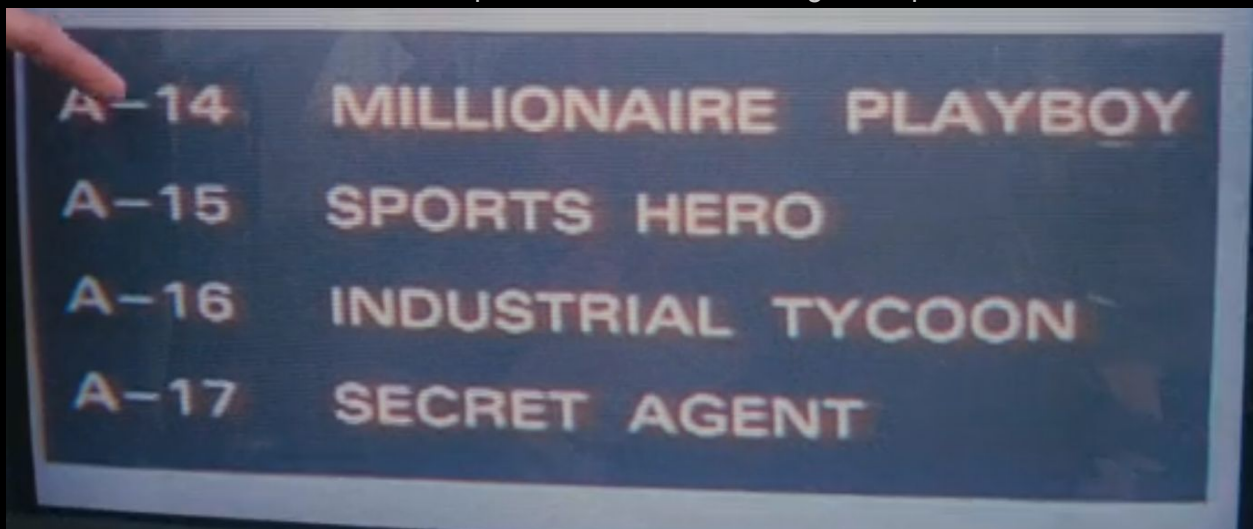
Ego Trip (600cp)

The vacation of a lifetime! The chance to see and do things you could never do as yourself. A chance to really matter. No, not ReKall, Jumpchain.

No matter how life pushes you down, you'll always be aware that you're important. No matter how anyone tries to make you feel unimportant, it rebounds on them. Wherever you go, you'll always be treated as if you matter, as if you are important. Your ideas will matter to people when you speak to them and you'll always be treated with respect. As long as you want to be. You can turn the importance effect off if you like.

Additionally, once per jump, or once per ten years in longer jumps or after your chain ends, when you would otherwise have died or chain-failed, those events will instead turn out to be all in your head, a simulation of what might have been. You revert back 24 hours, with all memories of your ego-trip intact.

This is also a Capstone Booster, enhancing those perks.



Lowly Construction Worker

Incredibly Fit (100cp, Free for Lowly Construction Worker)

You are in insanely good physical condition. You might be massively muscular, or lean and perfectly ripped, or somehow curvy and well-defined, your choice on the details, but you look incredibly fit. Your actual physical abilities are peak human, with one area of your choice being slightly beyond that level.

What Is Going On? (200cp, Discounted for Lowly Construction Worker)

You are always the first choice for special operations being planned by any organization you are a part of. You would be the operative of choice if, as a completely random example, the totalitarian leader of Mars decided to insert a sleeper agent into the Mars Resistance by creating a false persona in that agent and setting up an elaborate scenario that would cause that persona to make contact with the leader of the Resistance in an attempt to uncover the truth.

AARRGGH! (400cp, Discounted for Lowly Construction Worker)

When something hurts, upsets you, or is even just really hard to do, you can let out a snarling scream of pain or exertion. Doing so gives you a considerable boost to strength, pain resistance, or whatever else is needed to help you deal with the problem.

Secret Agent (600cp, Discounted for Lowly Construction Worker)

You are a master at espionage, combat, and special operations tactics, at the level of an action movie protagonist. You are highly skilled at hand-to-hand combat, use of all current infantry weapons, infiltration, assassination tactics, and escape and evasion. You are also really good at being an arrogant twat.

Ego Trip Boosted

If someone is attempting to do something that would somehow control, kill or destroy you, such as putting you in a machine that will erase your memories and replace them with some jackass who claims he is the original you, you will find that you can perform at a much higher level. You will be stronger, faster, more determined, and much more clever and creative. This only applies when you should or otherwise would be incapable of resisting effectively.

Martian

Gotta Make A Living (100cp, Free for Martian)

Which means you've got to have a job. Maybe you are a cab driver, a stripper, a prostitute, a miner, or a construction worker. Whatever it is, you have the skills and knowledge to work a common job or career in this slightly futuristic setting. This is limited to non-combat careers.

Sleazy and Demure (200cp, Discounted for Martian)

Can a person actually be both? Well, you can. You can easily pull off portraying conflicting personality traits. In addition, those who expect you to be demure will never be offended when you act sleazy, and those who expect you to be sleazy will react appropriately when you act demure, treating you like a proper lady.

Also, you are very good looking, good enough to be the headliner at the best stripclub/whorehouse on Mars.

Respectful, Compliant, and Appreciative (400cp, Discounted for Martian)

Like Hell! You are who you are. Nothing can change your personality or control you against your will. Even if they implant an entire new persona in your mind, you will be able to set it aside and remain yourself. On the plus side, you can absolutely pull off a Respectful, Compliant, and Appreciative act that would take a telepath to see through... at least for a while.

Sports Hero (600cp, Discounted for Martian)

You are a brilliant athlete, beyond talented at any sport you try. You have perfect balance, perfect proprioception, perfect kinesthetic sense, and a level of hand-eye coordination that is well beyond peak human. You also have extremely good luck in athletic endeavors. What is more, you will find it easy to be noticed by sports agents, coaches, and anyone else that could help you become a sports star.

Ego Trip Boosted

You are now fully omnidexterous, capable of using any limb with full agility, as well as double-jointed and otherwise flexible beyond normal human ability. You have a true brilliance for any physical activity, learning such skills in days where others would require months, and your physical abilities and skills will never deteriorate with time, disuse, or age. People are far more likely to idolize you if you're a public figure than despise you, and often ask you to sign stuff for them or give you free passes to events they're hosting due to your celebrity status.

Agency Enforcer

Fear and Loathing (100cp, Free for Agency Enforcer)

People really really hate enforcers. They're also terrified of them a lot of the time. You're very good at using those emotions to get what you want. You are also fairly well-trained for both law enforcement and military duties.

Don't Think, Just Do (200cp, Discounted for Agency Enforcer)

People who are in someway under your authority find it extremely difficult to disobey any orders or directives you give them, especially unethical or immoral orders. These people can be subordinate security agents, citizens in the neighborhood you patrol, or anyone else you could conceivably expect to obey your orders. People will just feel like they have to obey.

The Law Doesn't Apply To Me! (400cp, Discounted for Agency Enforcer)

You are the law, the thin line between civilization and anarchy. And occasionally you have to do something a little bit questionable to hold that line. Shooting people in broad daylight? Mass Murder? As long as you can justify it as being 'just business', or 'a Security concern', you can get away with pretty much any criminal act.

Industrial Tycoon (600cp, Discounted for Agency Enforcer)

You are a brilliant businessman, more than capable of leading even the largest of companies to new levels of profitability. Hell, you might even be able to make your company into the de facto government of an entire planetary colony, which you will also lead quite well.

Ego Trip Boosted

In each jump, you gain a monopoly on something absolutely essential for life in one major area. You could have the internet monopoly in East Asia, the Electrical monopoly in Necromunda, the air monopoly on Mars, or the food monopoly in Narnia. People simply have to buy from you or from a black market.

Memory Crafter

Your Brain Will Not Know The Difference (100cp, Free for Memory Crafter)

You are a fully trained ReKall technician. More than that, you are a fully trained neurologist, with a specialty in memory neurology, and electrical engineer, with a specialty in memory manipulation technology, and all the accreditations and documentation to prove your knowledge. You are also a true artist at programming new memories, blending them in perfectly with existing memories or perfectly replacing those memories entirely.

If You Don't Keep Still, You'll End Up Psychotic (200cp, Discounted for Memory Crafter)

When you issue a true warning about a process, a piece of technology, or anything else with, people will believe that warning, not just ignore it. Whether they make the safe choice is left to their own common sense, but they will know the consequences of their actions.

Fighting Just Makes It Hurt (400cp, Discounted for Memory Crafter)

So people should just give in. When you use any form of control, alteration or manipulation, including memory manipulation technology, any attempts to resist it will cause the target incredible debilitating pain. Only the most amazingly strong-willed individuals can handle the pain sufficiently not to be rendered helpless. Obviously, this makes resisting your manipulations almost impossible.

Millionaire Playboy (600cp, Discounted for Memory Crafter)

For you, luxury goods (penthouses, fast cars, yachts, mansions) are functionally free. Sure, you have to pay something, but the retailer never really seems to care exactly how much you pay. And it has to be from a retailer, you can't just buy some asshole's car for 2 bucks because you hate him or something.

Ego Trip Boosted

When gambling or trying to get laid, your luck is the stuff of hollywood legends. Roulette wins on exact number three times in a row? Same number? Not a problem. The hottest guy in the club?

You just happen to be his perfect type. Doesn't work so well when the stakes are real (i.e. gambling for your life, trying to win missus right), but when it's just showing off? You got it made in the shade. Also, your outfits always look incredible and your vehicles always look model perfect. It's like you have an entire invisible production company just making certain you look your best. Even your lighting is always spot on.

Earthling

Chem Resistance (100cp, Free for Earthling)

The world has been devastated by chemical warfare, with only two areas remaining suitable for human habitation. But what if you have an urge to explore? Not a problem for you. You are immune to environmental toxins and radiation, and highly resistant to deliberate attempts to poison you.

Moving Target (200cp, Discounted for Earthling)

It is damned hard to shoot people when they just refuse to hold still. That is a fact that you have internalized. As long as you are moving at more than half your maximum speed, you are impossible to hit with any form of ranged attack.

You Found The Key And You Know What To Do With It (400cp, Discounted for Earthling)

You have both a genius for figuring out even the most obscure clues, and extraordinary luck finding them in the first place. You could rival Sherlock Holmes without nearly the effort the legendary detective puts into his work.

I'm Nobody (600cp, Discounted for Earthling)

You have incredibly lethal killing reflexes, the kind that make you capable of taking down a fully armed elite combat team in seconds, while unarmed, without even thinking about it. This includes the ability to drastically increase your perception of the passage of time during times of stress, giving you plenty of time to aim or plan. Even better, it means that as long as your opponents haven't seen you in action, they'll find it all but impossible to conceive that you pose any threat to them.

Ego Trip Boosted

You are a shadow, an enigma. When you choose to go to ground, to hide, you are almost impossible for anyone to track down. Even hard evidence of your presence, such as fingerprints or DNA, will disappear.



ITEMS

You can import similar items into Item purchased here at no additional cost, even similar items from this Jump. Any item can be taken multiple times. If items are damaged, they will be repaired in 24 hours. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. Any modifications or improvements you make to these items will be retained, even if the item is destroyed. You have a **+400cp** stipend to purchase items. Companions do not receive a stipend.

Air Generator (200cp+50cp or 400cp)

This machine generates enough air to supply 10,000 people with breathable air. For 50cp each, you can increase the amount of people supported by an order of magnitude, but they must all be contained within the same linked system (i.e. you can't supply people living on two different planets with the same machine... well, not unless there is an air permeable portal always connecting them). For 400cp total, this can provide sufficient breathable air for an unlimited number of people in the same system. The machine is self installing once a jump and automatically generates its own tubes and conduits, and will maintain and repair itself. By default, it makes a typical Earth Atmospheric Blend, but it can be shifted to any life-sustaining atmosphere once a month.

Blue Sky on Mars (300cp)

This is a massive mountain-sized aero-forming machine. Once per jump (or once per century), you may install it on any planet. When activated, it will transform the atmosphere of that planet into something suitable for whatever form of life you are when you activate it. This doesn't instantly turn it into a viable human world (the gravity might be too light or too high, the seas could be acid or magma, there could be Orks, etc.) but the air will be at the right pressure and humidity, and fully breathable. As long as it is installed, the machine will continue to maintain the atmosphere, but such an atmosphere can become self-sustaining if there aren't forces acting to contaminate or strip it.

Mars (800cp)

A fully terraformed Mars. Can replace Mars in any reality you visit as long as Mars is uninhabited. If Mars is inhabited by less than 100,000 people or aliens, you may choose to upgrade their Mars to fully terraformed instead of deploying your Mars. All improvements to your Mars are permanent. If there is no Mars in a setting, Your Mars can take the place of any conveniently located planet or fill an empty spot in the local star system that keeps it within the habitable zone. If there isn't such a spot, you cannot deploy your Mars.



Two Weeks (100cp)

Want to get ahead... I'm sorry. Get a Head. Well, now you can. Two Weeks is a fake head that fits around your real head, making you look like another person, sound like another person, and even pass scans of any kind as if you were another person. Unlike the ones in the movies, this one is guaranteed not to malfunction, though it only has a repertoire of about 500 pre-programmed phrases. At command, once removed, it will explode like a fairly powerful grenade. Your fake head comes in either pseudo-flesh or hologram format and with a colorful mumu as a free gift with purchase. When used as a grenade, the head respawns as normal.



Taser-Tractor-Binder Gun (100cp)

This gun fires an electrified rope that wraps around the target, delivering mild electroshocks and entangling their limbs. The gun can also exert a tractor-field that draws anyone bound in the rope towards the gun, without exerting a countervailing force on the person holding the gun.

Synthetic Workforce (200cp or 300cp)

An army of humanoid worker robots, each with a moderate degree of autonomy, all linked to a central computer. And they're all yours, including the factory to make more. The only limit on the number you can have operational is how much you can afford to spend and how fast your factory can produce them. They are twice as strong, three times as tough, and ever so slightly faster than human beings. This workforce comes in two varieties, labor and security and they must be purchased separately, though purchasing both only costs 300cp. Labor units can make more labor units or security units. Security units are intimidating and can shoot people, although their aim is only a little better than humans. However, they don't hesitate to shoot.



Memory Backup Device (200cp)

You have a complete memory backup, a repository of your identity that cannot be tampered with by external forces. If your memory is erased or altered in any way, you will quickly find clues and hints that will lead you to find and use this device to restore yourself.

Bug Out Kit (200cp)

You have a bag, case, satchel, or other carrying device that is always filled with the bare essentials you would need to take a trip or just go on the run. This includes identification and travel documents, the local equivalent of ten thousand dollars, toiletries, clothing, basic survival gear, some food and water, and a basic sidearm of some sort. Anything lost or used from this kit will be replaced within 24 hours.

Taxi (100cp)

Your very own, always on-call, taxi-cab, complete with either Johnny-Cab robotic driver or a generic NPC driver who may or may not look like Robert Picardo. This cab will always pull up whenever you hail a taxi and will take you anywhere you want to go as long as it is physically possible for the cab to reach the destination.

Mine Dozer (100cp)

You have a massive drilling/mining machine that looks like a tank. It is resistant to small arms, but not heavily armored other than that, and has a maximum speed of 30mph. However, it can chew through any form of rock or earth with ease, is extremely easy to operate, has unlimited fuel, and is self-maintaining and cleaning.

Strip Club (200cp)

You own a large and highly successful strip club on Mars. This club will run itself, bringing in a good level of profit even without your involvement, and will be staffed with NPCs from the setting. In future jumps, it will be placed in a city of your choice, or can be left as a Warehouse attachment.

X-Ray Machine (100cp)

You know that cool x-ray machine that clearly shows Arnold's skeleton and his gun when he walks through it? You have one of your very own. You can place it as security on any property you own, including the Warehouse if you want.

Credits (100cp)

Cash money millionaires, baby! No, not really. But you do have some money, 500 credits (treat as 500 dollars) per day, every day, to be exact, and you can choose to let this build up over time. These credits convert to whatever the equivalent currency is in future jumps, and no one will question where your income is coming from. All needed taxes will be paid, all needed documentation will be dealt with, and this can be paid in any manner you choose, cash, money order, digital transfer, whatever. Other sources of income will also gain these benefits.

Stealth Towel (100cp)

This towel has the capacity to stop any form of transmission or tracking signal from passing through it, as long as it is wet. If wrapped around your head, it will protect from any form of technological surveillance.

Nasal Extractor (100cp)

This device, which looks like a gun built with tinker-toys, when inserted into the nose, will extend a metallic tentacle through your body to safely, though not painlessly, extract any foreign object or creature that you want removed. Don't worry, it's self-guiding.



Hologram Watch (100cp)

Projects a mirror copy of you up to 10 meters away. Unlike the movie copy, aside from being flipped, this copy is a perfect visual copy, one that can move independently of you. It will move in ways that are logical for the situation, unless you order it to act as a decoy or activate disco mode.

Subdermal Holophone (100cp)

A cybernetic implant in the palm of your hand that works exactly like a cellphone, or if you press your palm against any piece of glass, a videophone with smart features. Utterly undetectable by any form of bioscan, your phone can connect to any and all cell networks and always has perfect reception if any such network exists. It also connects to any other fiat backed comms gear you or your companions might have. This will automatically integrate any special features of any other smartphone or equivalent device that you possess or acquire.

An Eyeball (100cp)

A special loadout rifle-launched grenade that can be fitted to any rifle. It's an armor piercing round designed to punch through doors and walls, and once it comes to a stop, it deploys a randomly dispersed spread of 72 micro-cameras across the room beyond. Now normally, these are fairly grainy and low rez images, and require a specialized backpack computer to bring up the images, especially the full 3D render of the room beyond, but your Eyeball is special. What those cameras see, you see, with your full range of visual abilities. Every time you use the Eyeball grenade, you get another one a minute later. You can deactivate the feed from any Eyeball at will, which you might, since 72 cameras worth of optical information is a lot of data to process.

Federal Enforcement Loadout (200cp)

Enough riot gear, body armor, maglev cop cars, and combat rifles to equip the police force of a small dystopian megalopolis. Although none of the gear is fiat backed, the supply is, so anything used up is restocked back in your armory once a month. Ammunition and grenades restock every day.

Media Walls (100cp)

Any surface in your Warehouse, or any other property that you own, is now also a touchscreen, with perfect visual and audio fidelity. They are all hooked up to any form of broadcast or network that you have access to, and can also be used to access any of your computers or similar devices. No one but you will be able to use these, or even realize that they exist, unless you show or tell them first.

Memory Visualizer (200cp)

This device, which looks similar to the Rekall Machine, taps into the memories of the person connected to it and displays them on an attached screen.

Rekall Machine (300cp)

Ah, the iconic plot device! This machine is used to manipulate a subjects memories in a variety of ways, including erasing them, adding new ones, or altering existing memories. This particular device is special, in that the memories it creates are flawless, with no discrepancies that might indicate their fictitious nature.



Hologram Desk & Wrist Computer (100cp)

This desktop computer is a top-of-the-line unit, with the convenience of interactive holographic screens and peripherals. This also comes with a wrist unit that also uses interactive holographic peripherals, and generally has the functionality of a laptop. These will upgrade to match the best computers of these types in each new setting, but will never downgrade.

Domed City (400cp)

Your very own futuristic city, nicely protected from the elements by an armored transparent dome. This is what we would call a moderate-sized city in the real world, more along the lines of

Cleveland, Indianapolis, or Cincinnati in size than the great metropolises like New York or Chicago. Nevertheless, it possesses everything a city needs, including manufacturing centers, residential districts, and necessary utilities. It has the capacity to produce its own power, water, air, and food, and make most if not all staple products needed by its population. The technology available in the city can be set at any level you choose, but cannot be more advanced than the best technology that you could build yourself.

Everyone in this city will recognize you as the owner and head of government, but they are not forced to be loyal or law-abiding. This city will be on Mars in this jump, and can either be placed in a location of your choosing or kept as a Warehouse attachment in future jumps.

The Fall (300cp)

This massive installation, which consists of a tunnel passing through the planetary core from one side of the world to the other along with a huge elevator-like system to allow transport through the tunnel, can be placed on any planet in a jump's setting, connecting any two points on that planet with only a 17 minute transit time. You are the owner operator of record for this massive contraption, it is fully licensed, and you gain all income from it.

Saturn Cruise (200cp)

Once a year, you can choose to go on a two-week vacation cruise. In settings with similar solar systems to the real world, this can be on a spaceship to Saturn, but you can also choose a more down-to-earth option like an ocean cruise. This cruise will be all expenses-paid, you can bring along all your Companions, and each of you can choose to bring a "plus one" with you. The cruise will go perfectly, giving you wonderful memories and experiences and leaving you refreshed and ready to return to your normal life. Even better, somehow, no time will have passed when you were on vacation, so you won't miss anything.



Electric Tattoo Parlor (200cp)

You own a small but very nice tattoo parlor. This business can run itself without you if you choose, providing a decent income for you, and the tattoo artists are all world-class at their art. What is more, the parlor possesses the technology to create electric tattoos that glow in neon colors, and can even create moving tattoos as well.

Baseball Franchise (200cp)

This is a major league baseball (MLB) franchise, name and city of your choice. If it's a city that already has a team, it just got another one. Yes, you may take an existing team. In any jump where MLB exists, your team will be an established one. In any jump where it doesn't exist, this becomes a franchise for some other local sport. If there isn't a concept of professional athletics in a setting before you get there, the sport of Baseball has just been introduced and is wildly popular and a new league has just been founded, no matter how insane that might be.

Color Change Nails (50cp or 100cp)

Your very own set of full customizable and adjustable fingernails. They self adjust to any length between normal nails and 20cm, can be any color or pattern at a thought, and are all but indestructible. They never chip, crack, or fall off. For double the asking price, these can be your actual nails instead of press-on nails.

An Appointment (100cp)

This is a business card with your name on it. If you present this to any check-in desk, secretary, or the like anywhere, they will discover that you do, in fact, have an appointment. If that means the person you are wanting to see is double-booked, they will give priority to meeting with you.

Hilton Mars (200cp)

The nicest Hotel on Mars. It's now yours. Great views, nice rooms, decent restaurant. In future jumps, this hotel will be located someplace equally breathtaking (pun intended), with similar views and a reputation for being a decent place to stay without bankrupting yourself. It will run itself without your involvement.

Genuine Hollywood Knockback Pistol (100cp+50cp)

You have a pistol, of a make and model of your choice. It has unlimited ammunition, will self-clean and self-repair, and is highly accurate and reliable. Best of all, when you shoot someone with this weapon, they will fly back as if hit by a semi-truck, just like in the movies. For an additional 50cp, you know how to build a small module that can attach to any pistol. It will blend right in with the pistol's normal structure and will give the Hollywood Knockback ability to that weapon.



Tracking Device (50cp)

You have a supply of small devices that can be attached to anything by pressing them against the target's surface or implanted in someone by shoving it up their nose. You can track these devices within a fifty mile range, using an app that can be put on any computer. They will even work if the target puts a wet towel on his head.

Realtime Interplanetary Comms (100cp+50cp)

Conversation lag is such a drag. With this set of videophones, you can instantly communicate to any other phone anywhere in the same reality in real time, no matter how far apart you are. All you need is the number. Additionally, anyone with your number can reach you anywhere, no matter where they're calling from. This comes with four phones, and additional phones can be purchased for 50cp.

Terbinium Cache (200cp)

Who doesn't like a form of unobtainium that can be used as a high efficiency energy source slash super conductor? Well, now you have a fifty ton monolith of the stuff, covered in alien glyphs that explains how to build a machine that creates air for an entire planet....and you get another monolith every year.

Tram System (100cp)

You have a full tram system, sufficient to be the transportation backbone of an entire city, that you can install into any city that you choose, without anyone realizing that anything is different. The trains and tracks are self-cleaning and repairing, and will always run on time.

Magazines & Whiskey (100cp)

You have subscriptions to your choice of any magazines and an unlimited supply of any brand of whiskey that you choose. You will somehow keep getting magazines even if Earth is frozen in time.

Jack in the Box (200cp+50cp)

Your very own Jack in the Box franchise! Yes, a franchise, not just a single location! In addition to getting fresh Jack in the Box goodness delivered to your warehouse whenever you like, you may deploy up to three JitBs in any one region in any jump. Your supply contracts will all be sourced through JumpCo, so you needn't worry about where you'll get buns on Mars. For an additional 50cp, you can double the number of stores and you may do so as often as you like... yes, even in future jumps, because nothing says quality food like Jack in the Box! Each trio of stores can be in a different region.



Network of Informants (200cp)

You have contacts, acquaintances, spies, and possibly even friends all over the place, in every social or economic strata. While these people might not be willing to fight beside you, they are willing to pass you information, though it may require a little something to jog their memories and loosen their tongues. This network is not perfect, but there is a good chance that one of your informants will have at least part of the information you need, no matter what the question.

You will inexplicably have a similar network in all future jumps.

Barq's Root Beer (100cp+50cp)

You have an unlimited supply of Pepsi, Diet Pepsi, any other Pepsi products, and Barq's Root Beer. Not only that, but you gain ten self-stocking, self-repairing PepsiCo & Barq's Vending Machines and the licenses to place them anywhere you like. The funds deposited into the machines is automatically deposited into your credit account as universal currency. Additional mundane brands of soda can be added for 50cp each.

Big House & A Mercedes (200cp)

You own a large and luxurious home in a location of your choice. This home is fully paid for, including any taxes that would be owed, and provides its own utilities. It also provides all needed groceries and sundries for its residents. This home will always be large enough for you, your Companions, any significant others or family members, and any invited guests.

In addition to this home, you have a brand new Mercedes, of a model of your choice. This vehicle is self-cleaning, self-maintaining, and never needs to be refueled. In settings where the Mercedes company does not exist, this will be an equivalent vehicle from a local company.



A Convincing Cover (200cp)

You have a background. I mean, everyone does, right? Friends, family, job, paper trail. That's what this is. It's all of the stuff that a normal 'real' person should have. A life in fact. What's so unique about this? Well, it's not real. It's a cover identity. All the details are there, perfectly in order, and everyone connected to it is convinced it's real, but it's not. This is the kind of thing you get when you're not a drop-in in a world. If you pay the CP cost for this, you keep this cover identity and it follows you in all other jumps. Now, of course, you'd get one of these in those jumps anyway, right? Not if you're a Drop-In! But if you want the paper trail, the people who know you and all that, just pull the steel suitcase that is the physical manifestation of this item out of storage and open it to find out all the details that are now part of your new identity. Comes with all the needed documentation for your cover, be that ID cards, degrees & work certifications, Credit Cards in your name, whatever suits your identity. Includes basic memories of this identity, but not any new skills.

COMPANIONS

*You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history, and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a ratio of **1cp to 2cp**, respectively.*

Create/Import (50cp for 1, 200cp for 8)

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot purchase Companions.

Canon Companion (100cp, Discounted for matching Origin)

You can recruit any canon character as a Companion. That character will be as loyal to you as any OC character you might create, and they will have all the abilities and personal items they possessed in the movie. For the two Coahaagens, it is important to note we said 'Personal items'. Mars, The Fall, Britain, Domes, Terbinium Mines, etc. don't count as personal items.



DRAWBACKS

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward.

Self-Insert Toggle (+0cp)

You can choose to insert as a canon character that matches your Origin. You do not gain any abilities that you do not pay for, and property or allies that are not paid for are only kept for this one Jump.

The Fall Enslaves Us All (+0cp)

If you're not an Earthling, this places you in the timeline of the remake, or makes the remake's setting the true face of Earth. You don't want to be on Mars? You heretic! If you are an Earthling, you're automatically in the remake's timeline, but you can take this toggle to make the Mars of the original still exist. In that case, Chancellor Coahaagen's brother is administrator of Mars. Feel free to use this to mix and match elements of the two films however you like, they will blend seamlessly... somehow. Regardless of what you do, there will only be one Quaid/Houser, however.

The Consortium Wants You (+0cp)

This makes the events of TR 2070 canonical to whichever version of the timeline you're in. You can choose for them to be the distant past, or merely happen before the events of the movie. Have fun.

Generic Martian Mindscrew Toggle (+0cp)

Rather than the specific setting of Total Recall, you are going to spend ten years in a generic science fiction dystopia, one with a slight focus on mind-affecting technology, such as memory alteration or mind control. Mars will be inhabited in this generic setting, but the rest of the details are up to you. This is also a crossover/fanfic toggle.

Martian Underworld (+0cp)

Because we don't have enough toggles, feel free to combine this with the Underworld series of movies... after all, the remake and Underworld share some actors.

History, Bay Style (+0cp)

One more for the road. History in this world is now far more exciting, with Michael Bay's Pearl Harbor being an absolutely accurate documentary, and other historical events being similarly altered.

Novel By Piers Anthony (+100cp)

Everything is a lot more... X-rated... and full of terrible puns. Either way, you're not very comfortable with it, though the plotline now makes much more sense.

Practical Effects (+100cp)

All items, whether technological or otherwise, takes on the general appearance of 90's era practical and stop-motion special effects. They go back to normal when this jump ends.

Resting Bitch Face (+100cp)

No matter how you actually feel, you always have a pissed off expression on your face.

It's Not a Tumah! (+100cp)

I hope you enjoy sounding like Aaaah-Nold, because that's what you'll be doing for the next decade. Your accent will be extremely thick and somewhat hard to understand for other people, and occasionally small children will mock you. You will deserve it.

Triple-Breasted (+100cp)

You have three large, perky, and really quite attractive breasts. They will be awkward, get in the way, and attract way too much attention. And don't bother trying to hide them, that will only make wardrobe malfunctions occur on a regular basis.

Five Kids to Feed (+200cp)

They may not be yours, but you're now responsible for housing, feeding, clothing, and educating five children. They could be orphans or your own biological children. Hell, they could be tamagotchi for all it really matters. Point is, that taking care of them will require you to spend time and effort, and from time to time you'll probably screw up in some way that results in you worrying a great deal about their safety or future.

It's Dry, It's Ugly, It's Boring (+200cp)

Both Total Recall films had some pretty spiffy visuals... but that's not the world you're going to be visiting. Both Earth and Mars are desolate, dusty, unpleasant, and (outside of the political conflicts) there's bugger all to do. The people are grotty, the buildings rundown, and in general, it's dry, it's ugly, and it's boring.

I Want To Be Somebody (+200cp)

You have an overwhelming sense of ennui, a sense that you're not living up to your potential, that you could make a difference if only you weren't a nobody. You'll find it extremely difficult to push through your sense of discontent, your feelings of inadequacy, your fundamental disappointment in yourself.

Johnny Cab (+200cp, +300cp, or +400cp)

Have you ever wanted to be a robotic taxi-cab? I'm guessing the answer is no. Well, too bad.

Regardless of your choices above, for the next decade, you're stuck in the form of a Johnny Cab, an animatronic mannequin that drives people around for credits. You may choose to be on Earth or, for +100cp more, Mars. Being stuck on Mars means being more likely to be blown up, plus the tips are much worse. At the base level, that is all the limitation that you get. For an additional +100cp, you must spend at least 12 hours a day ferrying people around. As a Johnny Cab, you do not need to sleep, eat, drink or breathe. After the jump ends, you may have your Johnny Cab body as an alt-form, which includes the car as well as the mannequin part, and taking this drawback gets you a Johnny Cab from the items section for free. In future jumps, you can choose to use any ground vehicle you own in place of the taxicab car, but once chosen you cannot change this.



Is it a Dream? (+200cp)

You now have a great deal of doubt that reality is in fact real. This does not make you see things that aren't there, it simply makes you doubt everything you see and hear, at least a little bit. Even your memories are suspect.

ReJump (+200cp)

You believe that all memories you have of being a Jumper are nothing more than ReKall memories. You will somehow rationalize any abilities or items that otherwise wouldn't make sense.

Get Your Ass to Mars (+200cp)

Or else. You start the jump on Earth, totally broke, with no access to any out-of-jump powers, abilities, or equipment. You must get enough money to buy a first class passage to Mars. Only when you arrive on Mars will your powers, warehouse (or alternative), and gear unlock.

Things Hardly Ever Fuck Up Around Here (+200cp)

Yeah, right. Technology is going to glitch around you, a lot. Processes that are considerably safe and reliable are way more likely to go bad when used on you.

I Want That Fucker Dead (+200cp)

You have an enemy, someone with at least some influence or support, like a lieutenant in the local law enforcement or a mid-level gang leader. This person is determined to see you dead, and will use any resource they have to take you down.

Claustrophobia (+200cp or +300cp)

You suffer from a moderately severe case of claustrophobia, the fear of small spaces. This might be a problem, like if you live in cramped quarters in a domed city or work in mines. For an additional +100cp, your condition is severe and you will find that you are often forced into situations that will trigger it.

Little Buddy (+200cp or +300cp)

You have a small deformed mutant conjoined twin. It is attached to your chest, has all your physical defenses, and its own personality. Thankfully, it is friendly and can be an imported Companion. For an additional +100cp, it will try to take over the body occasionally.

Big Buddy (+300cp)

This is exactly like Little Buddy, except you're the small deformed mutant twin. The Big Buddy controls all your physical abilities and can be an imported Companion.

Stuck in a Suit (+300cp)

Your native atmosphere and atmospheric pressure have been drastically altered to something alien. You now breath Jumpazine Gas, and it must be at an atmospheric pressure of ten atmospheres. Your personal quarters are environmentally sealed and generate Jumpazine, and you have a clunky gold space suit with a fragile glass faceplate with an 18 hour supply of Jumpazine. If the glass breaks or the suit is punctured, you'll begin to suffocate and experience an enhanced version of the bends. Your personal quarters contain a spare suit and you get a replacement suit 24 hours after your previous suit was damaged. Any perk or equipment that would allow you to forgo breathing, resist depressurization, or allow you to adapt to different environments is disabled.

Explosive D... compression? (+300cp)

You keep finding yourself in the vacuum and nearly exploding. What, you thought you'd have to constantly be running to the bathroom?



Wanted (+300cp)

You are public enemy number one. Not only is the government after you, but there are going to be bounty hunters and even just normal people attracted by the reward, all trying to take you down.

Rebellion Without A Clue (+300cp)

The Mars rebellion is in trouble. You see, they all seem to be morons. Strategically and tactically, they are just plain stupid. You are going to have to take control and lead them to victory, or you will fail your chain. On the plus side, you have as much time as you need to do this, the jump extends until you win, die, or any form of rebellion becomes impossible.

Toxic Betrayal Syndrome (+300cp)

You have a problem. You can't seem to resist the urge to betray the people that trust you. You are going to end up a double-triple-quadruple agent. Hell, I doubt even you will know which side you are on by the time this jump ends.

Stab Me In The Back (+300cp)

Ouch! For the duration of this jump, the people you depend on are going to act like they suffer from Toxic Betrayal Syndrome. Your Companions are immune to these effects. For an additional +100cp, your Companions will be affected by this as well. You will not remember that you took this drawback.

Welcome To Mars, Man (+300cp)

You are in for a wild time. No matter where you go, explosions and gun fights are going to break out. They might not be targeting you directly, but even being a bystander is going to get dangerous when it happens over and over. Don't expect peace and quiet for any great length of time, no matter what lengths you go to.

Don't Take My Word For It... And Don't Take This Drawback (+300cp)

You are going to face an enemy more dangerous than any you have ever encountered before. It seems there is someone out there who looks exactly like you, knows everything you know, has all the abilities and items that you have, answers to your name, and really wants you dead.



FINAL CHOICES

As you may expect, at the end of ten years here, you may choose to Go Home, Stay Here, or Continue Jumping. No matter what you choose, all your Drawbacks go away.



NOTES

Mutant

Your mutant form becomes an alt-form after the Jump ends.

Memory Of A Lifetime

This perk is not a trap. You can assume and set aside the implanted persona at will, and doing so does not harm or alter your true personality and memories.

AARRGGH!

This perk boosts existing abilities, it does not give you new ones.

A Message From The Bear

Most of the credit for this jump has to go to SJ-Chan. I did mostly grunt work with the formatting and some write-ups, but almost all of the ideas came from her.

CHANGE LOG

Version 1.0

Created the document.

