CYBERPUNK NEON ECLIPSE

Welcome to Neon Eclipse, a sprawling megalopolis where corporate skyscrapers pierce the smog filled sky while the streets below teem with desperate souls seeking their fortune. This world represents the ultimate marriage of human and machine, a dystopian landscape where cybernetic enhancement is the norm, mega corporations rule with iron fists, and anyone with enough skill and daring can carve out their own legend in the digital wasteland.

Here is 1000 CP to get you started.

ORIGINS

Street Runner (Free):

- You are a survivor of the streets, a nobody from the undercity who has clawed their way up through sheer determination and street smarts. You know every alley, every black market dealer, and every unwritten rule of survival. The gangs might not respect you, but they know your face.

Net Diver (Free):

- Your reality exists as much in cyberspace as in meatspace. You've spent countless hours navigating the datastreams, building a reputation as someone who can retrieve or manipulate information for the right price. Your handle is whispered in digital forums where the elite hackers gather.

Chrome Jockey (Free):

- Your body is your canvas, and technology is your paint. You've modified yourself extensively with cybernetics, pushing the limits of what the human form can endure. In the back alley clinics and legitimate modification parlors alike, your name carries weight.

Corporate Asset (Free):

- You wear a suit instead of street clothes, but make no mistake you're just as dangerous. Working within the corporate structure has granted you access to resources and technologies the street could only dream of, but also placed a target on your back for those who oppose your employers.

PERKS

You receive one 100 CP perk for free, and may discount one perk each that costs 200/400/600 CP.

Street Runner Perks

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- **Urban Ghost (100 CP)**
  Free for Street Runner
  You move through urban environments like a phantom. Security systems take a fraction of a second longer to register your presence, giving you just enough time to slip past. You instinctively identify blind spots in surveillance and can disappear into a crowd with minimal effort.
- **Street Legend (200 CP)**
  Discount: 100 CP for Street Runner
  Your reputation precedes you in the underground. People on the streets know your name and exploits, often exaggerated to mythic proportions. Small-time gangsters and hustlers show deference when you pass, fixers prioritize your calls, and you can call in favors almost anywhere in the undercity.
- **Wetwork Specialist (400 CP)**
  Discount: 200 CP for Street Runner
  You've been engineered for combat efficiency. Your reflexes operate at speeds that make others appear to move in slow motion, and you can process combat information with computer-like precision. You instinctively identify vulnerabilities in both organic and cybernetic opponents, striking with surgical precision.
- **Living Weapon (600 CP)**
  Discount: 300 CP for Street Runner
  Your body has been enhanced to the absolute limits of what cybernetics can achieve without complete replacement of organic components. Your strength, speed, and resilience exceed military grade specifications. Targeting systems integrated throughout your nervous system ensure lethal precision with any weapon, and emergency systems can temporarily override pain and critical injuries to keep you functioning.

Net Diver Perks

Your reality exists as much in cyberspace as in meatspace. You've spent countless hours navigating the datastreams, building a reputation as someone who can retrieve or manipulate information for the right price. Your handle is whispered in digital forums where the elite hackers gather.

- **Tech Intuition (100 CP)**
  Free for Net Diver
  You understand technology on an intuitive level. Even without formal training, you can discern the function of unfamiliar devices and systems with minimal examination. When something breaks, you know exactly where to tap, twist, or tinker to get it running again.
- **Data Ghost (200 CP)**
  Discount: 100 CP for Net Diver
  You leave minimal digital footprints. Systems have difficulty tracking your activities, identification algorithms struggle to match your face to records, and your personal data seems to mysteriously corrupt in databases. You're not invisible to the digital world, but you're definitely harder to pin down.
- **Network Sovereign (400 CP)**
  Discount: 200 CP for Net Diver
  Digital security systems bend to your will. You can breach firewalls that would stop lesser hackers cold, leaving no traces of your intrusion. Security ICE programs recognize you as authorized even when you're not, and you can manipulate system logs to erase evidence of your activities.
- **Digital Ascendant (600 CP)**
  Discount: 300 CP for Net Diver
  You've transcended the limitations of ordinary hackers. You can perceive and manipulate digital architecture as easily as physical space, identifying vulnerabilities instantaneously. AI systems recognize you as a kindred digital entity rather than a human intruder. You can create complex programs with a thought and execute them with unprecedented efficiency.

Chrome Jockey Perks

Your body is your canvas, and technology is your paint. You've modified yourself extensively with cybernetics, pushing the limits of what the human form can endure. In the back alley clinics and legitimate modification parlors alike, your name carries weight.

- **Neural Adaptation (100 CP)**
  Free for Chrome Jockey
  Your brain has an uncanny ability to adapt to cybernetic implants. You can integrate twice the normal amount of technology into your system before experiencing rejection or psychological deterioration. Your mind remains clear and focused regardless of how much hardware you're running.
- **Overclocker (200 CP)**
  Discount: 100 CP for Chrome Jockey
  You can push technology beyond its intended limitations. Systems you operate run 30% more efficiently, cybernetics respond faster to your neural impulses, and you can coax impressive performance from even outdated hardware. When you need that extra boost, you know exactly which safety protocols can be bypassed without catastrophic failure..

- **Master of the Machine (400 CP)**
  Discount: 200 CP for Chrome Jockey
  The boundary between your consciousness and your cybernetics has become blurred. You can multitask between your organic brain and digital systems simultaneously with no cognitive penalty. Your implants respond to your thoughts with virtually zero latency, and you can maintain functionality even if control systems are damaged.
- **Technological Savant (600 CP)**
  Discount: 300 CP for Chrome Jockey
  You are to technology what Mozart was to music, a once in a generation genius. You can design and build revolutionary systems that others consider theoretical at best. Existing technology can be modified and improved in ways that their original designers never considered possible. Given sufficient resources, you could single handedly advance a technological field by decades.

Corporate Asset Perks

You wear a suit instead of street clothes, but make no mistake you're just as dangerous. Working within the corporate structure has granted you access to resources and technologies the street could only dream of, but also placed a target on your back for those who oppose your employers.

- **Corporate Etiquette (100 CP)**
  Free for Corporate Asset
  You understand the subtle dance of corporate politics and social hierarchies. You know when to speak, when to remain silent, and how to phrase requests to maximize chances of approval. Your demeanor can shift seamlessly between intimidating and subservient depending on what the situation demands.
- **Corporate Climber (200 CP)**
  Discount: 100 CP for Corporate Asset
  You have an uncanny ability to identify and exploit advancement opportunities within organizational hierarchies. You know exactly whose favor to curry, which projects will gain visibility with upper management, and how to subtly undermine competitors without leaving evidence. Promotions come to you with surprising frequency.
- **Executive Authority (400 CP)**
  Discount: 200 CP for Corporate Asset
  Your voice carries weight. When you issue commands, people feel an instinctive urge to comply regardless of whether you actually outrank them. Your suggestions in meetings are given serious consideration even by senior leaders, and your signature on documents expedites processes that would stall for others.
- **Corporate Overlord (600 CP)**
  Discount: 300 CP for Corporate Asset
  You possess an instinctive understanding of power structures and how to manipulate them. Your strategic thinking operates on a level that makes your corporate maneuvers

nearly impossible to counter. Resources flow to your projects preferentially, subordinates develop fierce loyalty to you specifically, and even hostile board members find themselves reluctantly supporting your initiatives..

ITEMS

Basic Augmentation Package (Free):

- You possess standard cybernetic implants found in most urban citizens: a personal data link, communication suite, basic sensory enhancements, and interface ports compatible with most civilian technology. Nothing fancy, but essential for functioning in modern society.

Urban Survival Kit (100 CP):

- A comprehensive collection of tools and supplies designed for surviving in a hostile urban environment. Includes lockpicks, signal jammers, emergency medical supplies, portable shelter, water purification, and other necessities that keep you alive when infrastructure fails or you need to go off the grid.

Digital Artifact (100 CP):

- A mysterious piece of code that defies conventional analysis. When integrated into systems you control, it enhances performance in unpredictable but generally beneficial ways. Some believe it contains fragments of a transcendent AI that once attempted to break free of human control.

Corporate Access Card (100 CP):

- This unassuming credential grants you mid level access to one megacorporation of your choice. The authentication is legitimate and will pass all but the most thorough security audits. It won't get you into the most sensitive areas, but it provides significant freedom of movement within corporate facilities.

Advanced Cyberdeck (200 CP):

- A state of the art hacking platform that interfaces directly with your neural system. It features military grade intrusion software, adaptive countermeasures against security systems, and processing power that makes complex operations nearly instantaneous. The hardware is modular and easily concealable.

Combat Augmentation Suite (200 CP):

- A collection of military grade cybernetic enhancements focused on combat performance. Includes reflex boosters, subdermal armor, targeting systems, and weapon interfaces. These modifications are designed for seamless integration and can be configured for either obvious intimidation or complete concealment.

Blackbox Archive (200 CP):

- A virtually unlimited storage device containing technical specifications, schematics, and research data on cutting edge technology from across the world. The information is meticulously organized and searchable, providing invaluable reference for technical projects or reverse engineering.

Corporate Investment Portfolio (200 CP):

- A diversified collection of legitimate investments across multiple industries and corporations, generating steady income without attracting undue attention. The portfolio includes minority stakes in promising startups, providing both financial returns and intelligence on emerging technologies.

Renegade Clinic (400 CP):

- A fully equipped medical facility specializing in cybernetic installation, modification, and repair. Staffed by skilled professionals with flexible ethics, the clinic can handle everything from routine maintenance to experimental procedures. The location is known only to trusted individuals and moves periodically to avoid detection.

Ghost Protocol Suite (400 CP):

- The ultimate digital infiltration package, combining hardware and software that renders you virtually undetectable in cyberspace. It generates convincing false identities, mimics authorized access patterns, and creates diversionary intrusions to mask your true activities. Even dedicated security teams struggle to distinguish your activities from legitimate system operations.

Prototype Arsenal (400 CP):

- A collection of cutting edge weapons that haven't yet reached mass production. These arms incorporate experimental technologies: adaptive ammunition, integrated AI targeting, metamaterial components, and energy systems beyond current commercial standards. The collection includes options for both lethal and non lethal engagement.

Corporate Black Fund (400 CP):

- An off-books financial resource that provides substantial funding without oversight or documentation. The money appears legitimate to standard financial tracking systems but

cannot be traced back to its source. Regular infusions maintain the balance regardless of withdrawals.

Neuralink Oracle (600 CP):

- An experimental neural implant that enhances cognitive function beyond human parameters. It accelerates thought processes, enables perfect recall of experienced events, and provides intuitive insight into complex problems. Users report occasional moments of seemingly precognitive awareness, though the manufacturer denies such capabilities.

Digital Kingdom (600 CP):

- A self contained server network operating on proprietary architecture that makes it virtually impenetrable to external intrusion. Within this digital domain, you have absolute control over all aspects of the environment. The system includes distributed backup protocols that automatically rebuild from any physical damage to the hardware.

Synthetic Chassis (600 CP):

- A complete replacement body constructed using bleeding edge technology. Externally indistinguishable from a natural human form, this synthetic frame offers superhuman physical capabilities while housing your consciousness. The design incorporates redundant systems, self repair protocols, and adaptive camouflage for the synthetic components.

Corporate Headquarters (600 CP):

- A fully staffed corporate facility that serves as the center of your legitimate business operations. The building features state of the art security, research laboratories, production facilities, and luxury accommodations. The staff is competent and loyal, handling day to day operations with minimal oversight.

COMPANIONS

Import (50 CP):

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin, and 600 CP to spend.

Network Contact (Free):

- This option grants you a reliable connection to one character of your choice from this world. You'll encounter them multiple times throughout your stay and have the

opportunity to develop a relationship. If you manage to earn their trust, they may agree to accompany you when you leave.

Iris "Eclipse" Chen (Free):

- A legendary netrunner whose exploits have become an urban myth in hacker circles. Iris possesses an uncanny ability to navigate digital architecture, seeing patterns and vulnerabilities that others miss entirely. Her slender frame carries more cybernetic enhancement than seems physically possible, though she keeps most modifications concealed.

After escaping corporate exploitation as a child prodigy, Iris developed a complex relationship with technology both loving its potential and fearing its control. You encountered her during a high stakes data heist where you both targeted the same server farm. Rather than competing, you collaborated, discovering an unexpected synchronicity in your working styles.

Iris maintains a guarded demeanor with most people but has gradually revealed her authentic self to you. She dreams of discovering a digital frontier beyond corporate control, a true cyberspace utopia. With you, she's found someone who takes this dream seriously rather than dismissing it as naive fantasy.

- Comes with the Network Sovereign perk and Digital Kingdom item.

Marcus "Titanium" Rhodes (Free):

- A former corporate security specialist whose body is now more machine than man. After a catastrophic injury during a security breach, his employers rebuilt him with experimental cybernetics. When the corporation later deemed him obsolete and scheduled him for "decommissioning," Marcus escaped with his military grade enhancements.

You found him hiding in the undercity, his systems deteriorating without proper maintenance. Your assistance in stabilizing his cybernetics earned his loyalty a commodity Marcus doesn't give lightly. Despite his intimidating appearance and combat capabilities, he possesses unexpected gentleness and philosophical depth.

Marcus struggles with his identity between human and machine, often questioning where the line exists if at all. In you, he's found someone who sees beyond his chrome exterior to the humanity he fears losing.

- Comes with the Master of the Machine perk and Combat Augmentation Suite item.

Dr. Eliza Verrault (Free):

- A brilliant physician specializing in the integration of cybernetic systems with organic tissue. Formerly employed by a leading medical corporation, Eliza left the legitimate

business after witnessing experimental procedures conducted on unwilling subjects. Now she operates an underground clinic, providing services to those who can't access corporate healthcare.

Your paths crossed when you required emergency medical attention after a job went sideways. Impressed by your resilience and ethical complexity, Eliza offered you a discount on her services. Subsequent interactions revealed her dry wit and compassionate core beneath a professional exterior.

Eliza harbors guilt over technologies she helped develop being weaponized against the poor. Her dream is to democratize medical technology, making life saving advancements available to everyone regardless of corporate citizenship or financial status.

- Comes with the Technological Savant perk and Renegade Clinic item.

Damien "Cipher" Blackwell (Free):

- A corporate fixer whose tailored suits and polished demeanor conceal a ruthless tactical mind. Damien navigates corporate politics with the precision of a surgeon, knowing exactly which pressure points will yield desired results. His network spans multiple corporations and government agencies, built through a careful combination of favors, blackmail, and genuine value provision.

You met during negotiations between rival corporations where you represented opposing interests. Rather than viewing you as competition, Damien recognized a kindred strategic mind. He's since maintained contact, occasionally sharing information or opportunities that align with your interests.

Despite his comfortable position within the corporate hierarchy, Damien harbors deep disillusionment with the system he navigates so effectively. In private moments, he's revealed dreams of restructuring corporate power to serve humanity rather than exploit it.

- Comes with the Corporate Overlord perk and Corporate Black Fund item.

DRAWBACKS

Technological Dependence (100 CP):

- Your cybernetic systems require specialized maintenance every 30 days. Without this maintenance, you experience progressively worsening glitches, culminating in complete system failure. The required components are expensive and difficult to source outside corporate supply chains.

Digital Ghost (200 CP):

- A mysterious entity haunts your digital footprint, periodically corrupting your data, intercepting communications, or hijacking your cybernetics at inopportune moments. The ghost seems to have personal knowledge of you and demonstrates malicious intelligence rather than random corruption.

Corporate Bounty (200 CP):

- A powerful corporation has flagged you as a high priority target, deploying significant resources toward your capture or elimination. Their agents appear at the worst possible moments, and seemingly innocuous contacts may be working for them undercover.

Chrome Rejection (300 CP):

- Your body has begun rejecting cybernetic implants, causing chronic pain, occasional system failures, and visible inflammation around integration points. Conventional treatments prove ineffective, forcing you to seek experimental solutions with unpredictable side effects.

Digital Addiction (300 CP):

- You've developed a psychological dependence on cyberspace immersion. Extended periods in the physical world cause withdrawal symptoms including anxiety, tremors, and perceptual distortion. The longer you stay connected, the more difficult disconnection becomes.

Corporate Conspiracy (400 CP):

- You've stumbled upon evidence of a vast conspiracy involving multiple corporations, government agencies, and underworld powers. The conspirators are aware of your knowledge and will stop at nothing to silence you. The deeper you investigate, the more dangerous and far reaching the conspiracy appears.

Cyber Psychosis (400 CP):

- The integration between your consciousness and cybernetic systems is deteriorating, causing episodes of dissociation, hallucination, and violent impulses. These episodes increase in frequency and intensity over time, and conventional treatments merely delay the progression rather than halting it.

Rogue AI (600 CP):

- A superintelligent artificial intelligence has taken a particular interest in you for reasons unknown. This entity possesses capabilities far beyond conventional AI systems and can infiltrate even air gapped networks to pursue its agenda. The AI's motivations remain inscrutable sometimes it seems to be testing you, other times actively trying to destroy you.

Corporate Warfare (600 CP):

- You've become a critical focal point in a shadow war between rival megacorporations. Both sides view you as a strategic asset that must be acquired or eliminated. Collateral damage is irrelevant to these corporations, putting anyone associated with you at extreme risk. The conflict escalates continuously throughout your stay.

SUPPLEMENT OPTIONS

Supplement Mode (0 CP):

- This jump can be used as a supplement to another jump, allowing you to either merge the two settings or take all your purchases into a different world entirely. Drawbacks cannot be avoided through this option.

Alternate Universe (0 CP):

- You may enter an alternate version of this setting with specific changes of your choosing. Create your ideal cyberpunk world by modifying existing elements or introducing entirely new ones while preserving the core cyberpunk themes.

Character Replacement (0 CP):

- You may replace an existing character in the setting, gaining their position, resources, and connections. While you maintain your own identity and abilities, others will initially perceive and respond to you as they would the original character.

Crossover (0 CP):

- This option allows you to merge this setting with another universe of your choice. You can determine the extent of integration, from a limited intersection to a complete fusion where elements of both worlds have always coexisted.

Extended Stay (100 CP per decade):

- Each purchase of this option extends your stay in this world by an additional ten years. You receive 100 CP for each decade purchased. There is no limit to how many times this option can be selected.

NOTES

- You will spend 10 years in Neon Eclipse unless you purchase Extended Stay.
- At the end of your stay, you may choose to remain in this world or continue your journey with all abilities and items you've acquired.
- The year is initially set to 2095, but you may adjust this timeframe as desired.

- Cyberpsychosis is a real danger in this world for those who over augment themselves without appropriate precautions or perks.
- All megacorporations maintain private military forces that rival or exceed the capabilities of national armies.
- The line between the physical and digital worlds continues to blur as neural interface technology advances.

Welcome to Neon Eclipse, jumper. Will you rise to power in this chrome plated dystopia, or burn out trying?