

# Generic Factory Jump

I'll take those long nights, impossible odds  
Keeping my eye to the keyhole  
If it takes all that to be just what I am  
Well, I'm gonna be a blue collar man

-Blue Collar Man by Styx

You aren't going to be a big name hero here, nor will you find your way into the history books. Here you'll take a break to be absolutely mundane for ten years. But all that doesn't mean you can't be awesomely mundane. Here are **+1000CP** to be the best at normal as possible.

## Origins

There is a lot to do in a factory, where does your cog fit into the machine?

### **Operator** (Drop-in) *free*

You are a common working man (or Woman) running machines in a factory.

### **Driver** *100 cp*

You drive either forklifts or tractor trailers, possibly both.

### **Tech** *100cp*

You are one of the Maintenance or Production Technicians that keep the machines of industry working.

### **Supervisor** *100cp*

You are the boss, which means you get to sit down in a cheap chair while you work.

## Front Loaded Jump

If you have a job at a factory on your real life resume, you can "Front Load" this jump to get perks based on your actual life. You can only take an origin for a job you have actually worked, but you get all origins you have on your resume for free. Working IT at a factory counts as having the Tech background, while working in HR or any other purely paperwork role counts as the Supervisor option. If you choose to use this jump document in this way, you can't take any drawbacks.

## Perks

Just because you are doing normal things, doesn't mean you can't be at least a little bit special in the doing.

### **Union Member** (100cp, free Operator)

You are a member of the local union. In this and future jumps, you are guaranteed to have someone to speak on your behalf whenever you get in trouble. Their success is not guaranteed, but you will at least have someone trying their best to advocate for you.

### **Slacking Off** (200cp, discount Operator)

You will always find some time where you can slack off while working without harming your performance. This doesn't actually reduce the amount of time you need to be at work, just the amount of time you need to be doing work.

### **Inspection and Rework** (400cp, discount Operator)

Whenever you are assigned to deal with quality control, you find that most of the rejections are things that can easily be corrected and you never allow a truly defective product past your knowing gaze.

### **Steel Driving Man** (600cp, discount Operator)

Whenever you are working with a machine you find that you can always keep up with it, you can practically run an entire assembly line all on your own and still find time for a smoke break.

### **CDL** (100cp, free Driver)

You have a commercial drivers license. This means you not only know how to drive any vehicle you come across, but also the proper procedures that go around operating it. This only works on civilian land craft on its own, but upgrades every driving and piloting perk you have to include the procedures that would expected to be followed by a professional.

### **Tired, Distracted and Intoxicated** (200cp, discount Driver)

These three things are the bane of drivers, but not you. Your driving skills are highly resistant to the effects of fatigue, distraction and intoxication, and if any of those things or all in combination have pushed beyond your tolerance you will always know. In future jumps this will extend to any skill you have for piloting a vehicle.

### **The Legs of Logistic** (400cp, discount Driver)

You have an instinctive grasp of how to stuff from point-A to point-B in the most efficient way possible. The more points where you have to pick stuff up and drop stuff off the more benefits you see from this perk. You also never forget a delivery plan you come up with.

### **Precision Maneuvering** (600cp, discount Driver)

You are an artist at the wheel. This doesn't make you faster or better at stunts, but rather makes you able to maneuver any vehicle you have learned how to use with exacting precision. With a little bit of planning, you could turn a multi-kilometer long space battleship on a dime- aided by some competent tug pilots, and you can make that a pinhead.

**Technically Schooled** (100cp, one free Tech)

You've gone to a technical school and finished an apprenticeship in some form of skilled labor. Techs get one purchase of this perk for free.

**Percussive Maintenance** (200cp, discount Tech)

Sometimes you can fix something by just giving it a good whack. You won't know when it will work unless you are an old hand, but it can skip hours of work clearing up jams and restarting computers.

**Preventative Maintenance** (400cp, discount Tech)

As long as you perform the proper maintenance on equipment, it will never break down unless sabotaged. Who knew that budgeting for oil changes and filters could save millions of dollars in downtime and replacement parts.

**Old Hand** (600cp, discount Tech)

This goes beyond skills that can be trained, you now have that special wisdom that only comes with experience. You can diagnose a press instantly just by listening to the hum of its hydraulic pumps. Sometimes you can tell one a machine is close to breaking down just by looking at the parts coming out of it.

**Management** (100cp, free Supervisor)

You understand the fundamentals of management, how to put who where and when to swap people around. You have a good grasp at scheduling, human resources, and communicating all of your decisions. You aren't a master of any one part of it, but you are at least competent at every aspect of management.

**Employees** (200-400 cp, discount Supervisor)

One purchase lets you import or create up to 4 companions, two purchases gives you all eight. They get one origin, as well as the 100cp perk and item for their origin for free. Each companion gets 600cp to buy additional perks and items, but they cannot buy companions or Warehouse upgrades.

**Forms and Reports** (400cp)

You have a gift for paperwork, not just filling out forms but using them to communicate. You are a master of business communication, and reports you fill out for superiors will always help them make decisions.

**Promotions** (600cp)

You have a strange knack for being the guy picked for promotions. Even if you aren't any good at your job you will get horizontal promotions to somewhere you won't have to do anything important. Basically you are on the good side of the Peter Principle.

# Items

You also have some thing that are pretty common, at least on the outside, but their better at serving their common tasks than normal.

## **Working Clothes** (100cp)

A closet's worth of durable clothes that are always appropriate for going into work. Damaged clothing is replaced monthly until the end of the jump, when you will get a new closet full of clothes that is setting appropriate.

## **Clunker** (100 cp)

An old car, it has quite a few problems with it, but it will be replaced every time it breaks down. At most once every six months. The replacements will be setting appropriate in future jumps.

## **Steel Toed Boots** (100cp, Discount Operator)

These custom fit steel toed boots are extremely comfortable, no matter how long you stand in them. They also breath well, and will never get water in them, even if you go swimming. Finally they will never slip on any sort of surface. The only flaw is they are a little bit heavy.

## **Drug Stash** (200cp, Discount Operator)

You have a stash of recreational drugs, from smokes and alcohol to the hard stuff, in your cosmic warehouse. These drugs have two special properties, first they will never show up in drug screenings. Second, you will instantly sober up whenever your intoxication would cause you danger. Yes, getting punished for being intoxicated counts as danger.

## **Trans-Universal Health Care** (400cp, Discount Operator)

Whenever you are in need of medical care, you will find an insurance card in your wallet that will pay for all costs. This doesn't guarantee the skill of the doctors however.

## **Key Chain** (100cp, Free Driver)

Whenever you grab this Key chain you will immediately get whichever key you were searching for, also if you loose it you will find it in your pocket five minutes later.

## **Drivers' Club Membership** (200cp, Discount Driver)

Whenever the vehicle you are driving suffers an engine malfunction, you will find a membership card in your wallet. Calling the number will get you a line to a tow company that will arrive in an hour and take you to a place that can fix your ride. The tow truck, or tug, will take the membership card in lieu of payment, but this doesn't cover the cost of the actual repairs. This item doesn't work if you are a fugitive or in a war zone.

## **Cosmic Sleeper Cab** (400 Discount Driver)

You are now the proud owner of a semi-trailer truck with a spacey sleeper cab. So spacey that it is bigger on the inside than the outside, the interior has the size and amenities of a full sized RV.

## **Tool Box** (100cp, Free Tech)

This Tool Box can store any number of hand held tools, and will never get too heavy to carry.

**Spare Parts** (200cp, discount Tech)

You will get a large crate marked “Spares” that will spawn replacement parts whenever something you own or are responsible for maintaining needs replacement parts. The spares will always be of the same quality as the originals. If the crate is destroyed or stolen, it will re-appear whole in your cosmic warehouse the next day.

**Diagnostic Manuals** (400cp, discount Tech)

You will get a manual for the upkeep and repair of every object you own. Each manual will be detailed enough to diagnose anything that could go wrong in normal use and perform repairs. Manuals for items you buy with CP can never be permanently lost, but you will only ever get one manual for any object you acquire normally- you may want to use a photocopier on those.

**Business Phone** (100cp, Free Supervisor)

This telephone can only be used for business purposes, but that works both ways. You will never get a call from telemarketers or someone wanting something outside of work on it. It also grants that anyone that actually needs to call you for business reasons will know its number. It updates in future jumps to the setting equivalent of a cell phone if one exists, otherwise it will turn back into a Nokia. It can always be paged from your warehouse if it has the *Local Net* utility or you buy the *Offices* upgrade.

**Nice Car** (200cp, discount Supervisor)

The opposite of a clunker, this car is classic car in good repair with a high efficiency drive train. It will never get stolen. In future jumps it will be replaced by a setting equivalent.

**Mundane Warehouse** (400cp, discount supervisor)

An unfurnished 30,000 square foot warehouse. It will follow you through your jumps and its outer facade will adapt to be setting appropriate, but otherwise it has no special properties. If destroyed or modified enough that it is not really a warehouse anymore, it will be replaced on your next jump instead.

# Cosmic Warehouse Upgrades

Since warehouses and factories go together like butter and toast, you get the option to improve your cosmic warehouse with a variety of add-ons offered here. Each of these annexes can free up space in your cosmic warehouse by absorbing one or two structures into themselves while still giving you the full benefit.

## **Production Line** (600cp, Discount Operator, Tech)

This gives your Cosmic Warehouse a major Add-on: 10,000 Square feet of production space filled with the heavy machinery used for massed production. Using a small command console, you can choose what type of industry the equipment is for. The machinery is only up to modern standards by default, but you can upgrade it yourself by installing new machinery. If you bought the Workshop structure for your warehouse, it no longer takes up any space in your cosmic warehouse and instead gives your production line a 4000 square foot machine shop off separated into several rooms to one side of the production line.

## **Loading Dock** (600cp, Discount Driver)

You now have an annex added to your cosmic warehouse to temporarily store goods being loaded into or unloaded from any sort of vehicle you own. The Loading dock only has 4000 Square feet of storage space, but it also absorbs the Robots and Terminal Structures from the warehouse if you have them, freeing up more space. Since it is only meant to temporarily store goods, the loading dock doesn't stop its internal time when you leave, but it can have multiple doors opened into it as long as they are adjacent so you can unload up to six tractor trailers at the same time.

## **Offices** (600cp, Discount Supervisor)

Set of offices is added as an annex to your Cosmic Warehouse. This Annex contains a Men's and Woman's public bathroom with a single shower each, two rooms full of cubicles and outdated computers, nine personal offices with decent computers and furniture, a server closet, a break room and a meeting room. It is hooked up with lights, electricity, an Ethernet network and an intercom, however unless you bought the appropriate utility for your cosmic warehouse, only the intercom will get connected to the rest of your cosmic warehouse and its add-ons. The vending machines and fridges in the break room are automatically restock themselves with any food items you buy in jump documents. If your cosmic warehouse has the Terminal structure, its absorbed into the server closet freeing up space in the warehouse and giving you a dozen more empty racks to play with in your server room. Finally, if you purchased the housing structure for your cosmic warehouse, it no longer takes up warehouse space but instead gets 4000 square feet to itself as part of the office annex.

## **Storage Units** (200cp)

This isn't for your benefit, but rather your companions. A hallway connects your warehouse or one of its add-ons to a set of 1200 square foot storage units, one of each of your companions. Each of your companions gets a key that allows them to access their storage units that works just like your warehouse key. You can configure the connecting hallway to allow your companions access to either your warehouse or any one warehouse add-on you have. This also allows you companions full usage of any items that can function as warehouse add-ons that they have bought for themselves.

# Drawbacks

## **Poor Pay (+100cp)**

The pay just isn't good where you work, its always the minimum wage for an operator and way below market for any other position.

## **Seasonal Layoffs (+100cp)**

Your company does scheduled layoffs for holidays and seasonal retooling. It may seem like a chance to go on a vacation, but you won't get paid for it. The layoffs are just long enough that you can run into trouble if you don't budget appropriately.

## **Bad Working Conditions (+200cp)**

The factory you work at is just plain unpleasant, there is no climate control, some of the things you work with stink when melted or welded, and nobody cleans up after themselves.

## **Earn Your Pay (+200cp)**

Any perks or items that give you free money are suspended for the duration of this jump. This doesn't effect properties or services, you just don't get any liquidity without actually working for it. So if you have a farm from another jump, you can't sell the produce unless you actually work the farm and take the produce to market.

## **Bad Management (+400cp)**

The management where you work are some combination of incompetent and malicious. They constantly call meetings that don't really solve problems, ignore actual problems, and try to pass blame down to someone bellow them. You might want union membership.

## **Unexpected Layoffs (+400cp)**

Your place of work will lay its workers off for 2-3 weeks with 2-3 days notice. Sometimes it is an unexpected drop in demand, sometimes its unexpected maintenance problems, either way you won't get informed until last minute. I hope you have some emergency money.

## **Company Success (+600cp)**

Normally you'd be guaranteed that the factory you work in doesn't go under by jumper fiat. Now, not only is that not the case but also your company going under counts as a jump failure condition.