GLITCH
PRODUCTIONS
MURDER DRONES

Welcome to Copper-9 Jumper. Born from the messed up mind of Liam Vickers and the Production of Glitch Studios are you prepared to enter a world of horrific mechanical monstrosities, unstable angsty teenagers, and murderous androids? Take these, **1000 "Murder Points" MP** for short, You'll need them!

Intro: This setting takes place on the frozen exoplanet of Copper-9. The Humans have long since abandoned the after a core collapse which left only the robotic workforce to their own devices. The company JCJenson has since sent vamperic Disassembly Drones to wipe the Rogue Workers off the face of the planet. However not is all as it seems as eldritch horrors creep behind the scene and the horrific truths are soon to come to bare.

ORIGINS

WORKER DRONE

The humble Worker Drone, the robotic workforce of the mining colony on Copper-9.however due to the rather recent core collapse they have been completely isolated from their human masters, forming a new society from the frozen remains. You will join the colony lead by Khan Doorman or perhaps you will go out into the wastes and risk disassembly?

DISASSEMBLY DRONE

In response to the emergence of a new society JCJeanson IN SPAAACE, has sent their reclaimers the Disassembly Drones to wipe the slate clean... Supposedly. you will join the ranks of the vampiric hunter killer drones Happy hunting...

HUMAN (+200 MP)

An outsider... Out of place on this frozen hellscape. How did you end up here human? Perhaps you are an unfortunate survivor of the core collapse? A technician of JCJenson IN SPAAACE? Or just another twist in the plot? Who can say...

PERKS

WORKER DRONE:

Drone Physiology (100MP, Free & Required for Worker Drones):

Your mechanical body, standing at roughly 4-5ft tall with a circular torso, a rounded LCD face screen, and corrigated tubular limbs, 4 fingers on each hand. You are completely unaging. You possess a standard wifi capability and the ability to run programs on your WorkerOS. Unfortunatly your body does not repair on it's own, and it still requires a "Sleep Mode" to each day to fully clear your cache drives & for OS maintenance.

Drone Mentality (200MP, Discounted for Worker Drones):

Your programming was designed for menial and highly dangerous work, as such you are rather resllient to mental trauma when accidents do happen. In essense you are able to get over traumatic events extremely quickly. Additionally you can choose not to feel bordom when performing mental or menial labors.

Engineered Purpose (400MP, Discounted for Worker Drones):

You have been pre-programmed with a specific job in mind, from door engineer, teacher, repair bot, or any other concevable skill, you can perform at an expert level. Unfortunately in order to improve further you must put in your own skill as innate knowledge can only take you so far. This perk can be purchased multiple times.

Absolute Solver (600MP, Discounted for Worker Drones):

This is some dangerous stuff you are messing with now. You now have been infected with the strain of the Absolute Solver. Granting you eldritch and telekinetic powers alike with a flick of your hand. This perk can be upgraded by purchasing the following modifications below, however at its most basic it grants you telekinesis within a short distance of yourself and a basic regenerative factor. Unfortunately for the duration of the Jump you must take the "Solver of the Absolute Fabric" drawback for only half MP. Additionally gain one of the following modifications below at a discount.

Teleportation (200MP):

This modification to your Absolute Solver grants you the ability to teleport to any location you have previously been before so long as it exists within your current setting. Teleportation is a particularly power hungry ability and will cause rapid overheating if overused.

Object Duplication (200MP):

This modification to your Absolute Solver grants you the ability to duplicate any nonsentient object. The size of the object and the number of duplications will determine the heat generated and the power usage.

Zombie Form (200MP):

This modification to your Absolute Solver grants you the ability to transform into a crude mockery of a Disassembly Drone set with organic wings that can grant you flight and a fleshy tail strong enough to bite through steel.

Transmutation (200MP):

This modification to your Absolute Solver grants you the transmute objects into flesh. Though in all honesty this is more of a side effect of the Absolute Solver, this will allow you to deliberately utilize it.

Rapid Regeneration (200MP):

This modification to your Absolute Solver grants you a highly increased regenerative ability. Allowing you to regenerate entire limbs in seconds, This regeneration speed, however causes a massive amount of heat and if your core is destroyed you will be unable to regenerate.

Death Denial (400MP):

This modification to your Absolute Solver grants you the guaranteed ability to completely regenerate after a fatal wound, say a shot through the head from a SMG for example. This however only works once per jump for the duration of your chain. Afterwards it will function so long as you are not completely annihilated.

Singularity Creation (600MP):

This is perhaps the most dangerous ability yet. You are granted the ability to form tiny singuarities which are often short lived. This ability can only safely be used once per day and this will attract Cyn's personal attention to you.

DISASSEMBLY DRONE:

Murderdrone Physiology (100MP, Free & Required for Disassembly Drones):

Your mechanical body, standing at roughtly 5-6ft tall you possess all of the same benefits as a Worker Drone's body, but you are much stronger and considerably faster than your prey. You also posses a innate healing ability, mechanical wings that grant flight, and ample space within your hands for weaponry that can be purchased in the items section. Unfortunately you must take the "Oil Dependent" drawback for no MP. Additionally direct sunlight will cause you to rapidly overheat and eventually perish.

Hunter Killer (200MP, Discounted for Disassembly Drones):

Your hardware has been upgraded and your software has been perfectly optimized to be a perfect killing machine. You are now fast enough to catch a bullet, strong enough to cut through steel, and tough enough to withstand similar punishment. Additionally choose one type of creature or quarry each jump, you will have a innate advantage over your prey. Not enough to crush overwhelming power but enough to atleast tip the scales in your favor.

Cannibal (400MP, Discounted for Disassembly Drones):

Your teeth have become sharpened to a fine points, and your mouth salivates at the thought of fresh oil. By consuming the "Lifefluid" or innards of a creature similar to yourself you are able to enhance you own abilities. You will grow faster from the excitement of the taste of prey, your senses honed, regeneration increased. The boost is proportional to the amount consumed, however you cannot exceed double the effectiveness of your abilities.

Eldritch Form (600MP, Discounted for Disassembly Drones):

The last resort. Upon death your body will slowly morph into a horrific biomechanical monstrosity resembling that of a giant centipede. This eldritch form will attempt to gather resources from creatures similar to yourself to rebuild your body. Should it succeed you will not suffer a chain fail. However it has no moral qualms about going on a rampage to achieve it's mission. Normally this eldritch form would be controlled by Cyn, however for the sake of this Jump it is rather your subconcious. You can choose to morph into this form at will However you will struggle to control your murderous impulses and you may end up doing somethings you would regret.

HUMAN:

Survivor (100MP, Free for Humans):

In order to survive on the frozen hellscape you have to become tough. Nuts tough. You now possess incredible survival skills, enough to survive on a nearly lifeless ice world, lucky you!

Technican (200MP, Discounted for Humans):

You have a mechanical thumb, perhaps not literally but you are skilled with machines. You are able to repair most machines from a state of complete dilapidation to fully functional with relative ease. You are also able to debug any programming issues in sentient machines without causing any damage to their preexisting personality.

Resilient (400MP, Discounted for Humans):

For flesh and blood, you are suprisingly hard. You can withstand bites from robotic raptors and not going into a painshock easily. Any attack that would not be instantly fatal has a lessened effect on you, and your pain nerves are slightly numbed (Probably due to the freezing cold). You have also developed an Australian accent for the duration of this jump, for some reason.

“Hope I Dont Human Everywhere!” (600MP, Discounted for Humans):

You are exceptionally lucky when it combating the eldritch horrors all around you. Machines that ought to have killed you glitch out and malfunction, and horrifying abominations may underestimate or overlook you. You’re seemingly at will able to redact your uncovered presence from machines appearing as a completely blackened silhouette to them. Cyn also seems to not go out of it’s way to kill you unless you start meddling upon it’s plans. It seems to think of you as a “Pet”.

ITEMS

Personalizations (100MP, Free for Worker Drones and Disassembly Drones):

Worker Drones and Disassembly Drones alike are built in a standard template. This is ideal for manufacturing purposes however it can leave it difficult to tell whos who. With this item you are granted a wig of synthetic hair of any color and style of your liking along with a nice outfit to go with it. The wig will not fall off unless you wish it to. Additionally if you are a Dissassembly Drone you will also get a yellow armband detailing your serial number, and your disassembly date.

Worker Tools (100MP, Free for Worker Drones):

This is a set of specialized tools specific for your work in the colony, or survival outside of it. Choose a profession and these tools will be the best quality for that type of work. You can purchase this multiple times for more sets of tools.

Disassembly Kit (100MP, Free for Disassembly Drones):

These are the tools of your brutal trade. Contained within this pack are the basic weapons of choice for your hand ports. Includes a set of razer sharp claws and mechanical tail full of disassembling nanomachines, this may also be integrated into any prexisting cybernetics.

Spacesuit (100MP, Free for Humans):

A completely airtight spacesuit containing a fully functional waste recycling system, temperature regulation, and oxygen recycling capability. Perfect for a fleshy human sticking their nose where they should reasonably not survive in.

Weapon of Choice (100MP, Free for Humans):

This kit contains a weapon of your choice so long as it is relatively “Low Powered”, and any ammunition the weapon might use. Examples include a revolver, sword, combat knife, or a sniper rifle.

Magnets (200MP, Discount for Worker Drones):

Yes you didn’t mishear me, magnets. You are dealing with ROBOTS after all. These magnets when applied to the head act as a sort of “Sedative” for both Worker Drones and Disassembly Drones. It even can weaken a Absolute Solver user. They can still effect you.

Anti-Drone EMP (200MP, Discounted for Disassembly Drones):

A highly dangerous electromagnetic EMP device that can completely incapacitate any drone within it's short radius. The EMP will not effect you, however it can effect your allies so be careful when you activate this thing.

Supply Drop (200MP, Discounted for Humans):

It would be rather hard to survive here without food, non-frozen water, or oxygen canisters. Fortunately for you with this package from JCJenson IN SPAAAACE we have you covered. Once a week you will receive a resupply of any supplies you need to survive from a drop-pod. This supply drop is enough to last you until the next supply drop.

Advanced Disassembly Kit (400MP, Discounted for Disassembly Drones):

This is another kit of weapon modifications for hand ports. Contained within are a retractable sword, a semi-automatic SMG, chainsaw hands, a missle system, and even ninja stars! This may be integrated into any prexisting cybernetics,

Sick as Hell Railgun (400MP, Discounted for Worker Drones):

A weapon of your own creation, 100% guaranteed to cause jealosy in a certain angsty drone. This energetic railgun is powerful enough to kill a Disassembly Drone assuming a direct shot to the chest. However it requires a minute to recharge after each shot. Alternatively you can add this effect any any prexisting weapon you have.

Position at JCJenson IN SPAAACE (400MP, Discounted for Humans):

You are a relatively high ranking employee at the legendary JCJenson IN SPAAACE. With this you gain a endless supply of branded products. You can also command the Disassembly Drones up to a point, if they are still effected by the Memory Tampering. You also have the undying loyalty of J.

Worker Drone Colony (600MP, Discount for Worker Drones):

You now have at your command an entire colony of Worker Drones on Copper-9. Included with is a fully stocked warehouse of spare parts, living quarters, mines, and a Worker Drone Assembly Line. These Colonies were built for human habitation if you happen to run into any of those.

Disassembly Squad (600MP, Discounted for Disassembly Drones):

Your own personal squad of 4 Disassembly Drones. Each of them only have the free Disassembly Drone perks and items. Each of the drones is unquestionably loyal to you alone, however each of them has a rather quirky personality. It is up to you to lead and "feed" them. If one or more should perish they will be replaced at the end of the week.

Personal Spaceship (600MP, Discounted for Humans):

They wouldn't send you without a way to leave now wouldn't they? Thanks to your sponsor at JCJenson IN SPAACE you have been gifted a top of the line personal spaceship. It has first class accommodations and a slow FTL drive. Though you might not have anywhere to go given that most of the inhabited solar systems are now singularities.

COMPANIONS

Worker Drone (100MP):

A Worker Drone of your own design, or if you wish you may import a minor Worker Drone character from the show. Spend 600 MP to build this character. They must take the Worker Drone origin. This can also serve as a Import for any other Companion you have.

Disassembly Drone (100MP):

A Disassembly Drone of your own design. Spend 800MP to build this character. They must take the Disassembly Drone origin and the "Oil Dependent" drawback. This can also serve as a Import for any other Companion you have.

Uzi Doorman (200MP):

The angsty rebellious teenage drone from Copper-9 herself. She is the daughter of Khan Doorman, the leader of the Worker Drone Colony on Copper-9. She is currently on her mission of human genocide. Unfortunately for her fate has different plans in store. She has the following perks: Drone Physiology, Absolute Solver (Including Zombie Form, Transmutation, and Singularity Creation). She also has the Item: Sick as Hell Railgun. She has the following drawbacks: Running Hot, and Solver of the Absolute Fabric. She might not know she has her Solver powers yet but Humans beware....

Serial Designation N (200MP):

The happy go lucky Murderdrone N. He is the leader of the Disassembly Squad containing himself, V, and J though he hardly acts like one. He has the following perks: Murderdrone Physiology, Cannibal. He also has the following items:
Disassembly Kit, Advanced Disassembly Kit. He Suffers from the following Drawbacks: Oil Dependant, Memory Tampering, and I Love Doing Anything.

Serial Designation V (200MP):

Sociopathic, traumatized and ever bloodthirsty V. She is apart of N's Squad. She has the following perks: Murderdrone Physiology, Hunter Killer. He also has the following items:
Disassembly Kit, Advanced Disassembly Kit. She Suffers from the following Drawbacks: Oil Dependant, Better to Stay Distant, and Bloodlust.

Serial Designation J (200MP):

The corperate bootlicker, and everprideful J. She is the de dejure leader of N's Squad. She has the following perks:
Murderdrone Physiology, Eldritch Form. She also has the following items: Disassembly Kit, Advanced Disassembly Kit, and Anti-Drone EMP. She Suffers from the following Drawbacks: Oil Dependant, Corporate Stooge, and Memory Tampering.

Doll (200MP):

The creepy quiet Russian Worker Drone, possessing ulterior motives... She has the following perks: Drone Physiology, Absolute Solver (Including Teleportation, Object Duplication, Death Denial and Rapid Regeneration). She Suffers from the following Drawbacks: Running Hot and Solver of the Absolute Fabric.

Alice (200MP):

The Southern insane scavanger of Cabin Fever Labs.. She has the following perks: Worker Drone Physiology, Survivor, Technican. She also has the following items: Personalizations, Worker's Tools She Suffers from the following Drawbacks: Bloodlust. Alice comes with Beau as well.

Tessa (200MP):

The human technican of JCJenson sent on a mission... She has every human discounted perk and item. She is reluctant to befriend any Worker Drone and if you do not prove useful to her you may end up beheaded by her rather sharp sword.

Core Crawler (50MP):

Less of a companion more of a Pet? A very dangerous pet... This little biomechanical flesh heart with legs speaks in the broken text to speech voice of Cyn. Though this one has seeming ly been rendered inert so you wont have to worry about a giant eldritch worm anytime soon. Feel free to purchase as many as you would like.

Cyn (800MP Discounted if you Purchased Absolute Solver):

Are you very very very sure about this? Ok then..
Cyn will follow you through your jumpchain in her Maid form from Tessa's Manor. She will have every little weird quirk such as narrating her actions outloud and strange puppet like posture. However purchasing her as a companion will not protect you from her corruption. She is very eager to gain "access" to your multiversial travel... Cyn has every Absolute Solver Perk/Mod along with Worker Drone Physiology and Eldritch Form.

DRAWBACKS

Angst (+100MP):

You are now as angsty, rebellious, and generally abrasive as Uzi Doorman herself. For the duration of the Jump you will adopt many of her "Edgy" mannerisms, and quirky traits. You're probably going to end up as a outcast among your peers...

I Love Doing Anything (+100MP):

You really do love doing anything. ANYTHING. Someone wants to stick their hand in your mouth sure why not? A enemy suggests that maybe you should rebel against your friends? Sounds like fun! You also as a bonus get the cheery happiness that N has on a constant basis.

Corporate Stooge (+100MP):

You are completely obsessed with corporate proceedings. You fully believe that you are some sort of middle manager in some nondescript corperation. You find yourself slinging corporate lingo and advertisement slogans almost every other sentence. You also believe you have some sort of boss above you that you are trying to please. This could be some random human or perhaps your actual boss. Regardless you are a certified bootlicker.

Fearful (+100MP):

If you are a Worker Drone you are absolutely terrified of any Disassembly Drone. And nothing you can do will ever quell this instictual fear. If you are a Disassembly Drone every Worker Drone will always be afraid of you and similarly nothing you can do can ever gain their full trust

Better to Stay Distant (+100MP):

For some reason or another you feel the need to keep secrets from everyone. No matter how much you want to share some vital piece of info you will clam up and act dumb, perhaps to protect another person? This can be overcome with persistance however it will not be easy.

Memory Tampering (+200MP):

Your memory has been tampered with before the jump causing complete amnesia of everything before this jump. As far as you know you are either a "Employee of JCJenson" if you are a human sent to contain the rogue drones of Copper-9, or you are a "Disassembly Drone" sent by the company to do the same thing. If you are a Worker Drone you believe you are a sleeper agent for the Disassembly Drones inside of the colony.

Bloodlust (+200MP):

You are afflicted with a unsatiable urge to hurt, maim, and kill other sentient beings. If you are a Disassembly Drone you especially want to hunt Worker Drones. Regardless the longer you go without some form of sadistic violence the more mentally unstable you will become.

Running Hot (+200MP):

Unfortunately for you there is some kind of issue with your cooling systems causing you to rapidly overheat from usages of your abilities and powers. This problem is so bad that even direct sunlight is harmful to you. You are almost burning to the touch even while idling.

Oil Dependant (+200MP):

Your body requires the consumption of "life" fluid from your race. If you are human you require blood to live and if you are a drone you require oil to survive. Failure to drink at least a liter of fluid every couple of days will cause weakness and eventually death.

Baby Drone (+400MP):

Are you... sure about this? alright then... This Drawback overrides your Race pick forcing you into a Worker Drone Egg body. For the duration of the Jump you will be stuck in the baby egg form of a Worker Drone. You will be unable to speak and being limbless you are pretty helpless. You can get your body modified but you will be stuck in this form until the end.

Banished (+400MP):

For the last time you aren't "Banished" you grounded yourself! For some reason you have decided to not use anything from outside of this Jump including any out of context powers, items, or your warehouse.

Solver of the Absolute Fabric (+800MP):

For the duration of the Jump you have been infected by Cyn herself. Slowly over time your mind will be corrupted by Cyn until you become an unthinking puppet.
There might be a way to cure yourself of the infection but regardless, any reckless use of any Powers or Abilities will speed up the corruption of your mind. I really hope you are prepared for this...

Home (0MP):

What if you wanted another beginning? A different time, different place. Instead of the starting near the time of Episode 1 and on Copper-9 you will start on planet Earth while Tessa is still a teenager. If you are a Worker Drone you will start in Tessa's service, if you are a human you may become a relative of Tessa. If you are a Disassembly Drone you wake up in the basement shortly after Cyn transformed you into a horrific monstrosity.

NOTES

VERSION 1.34 By MDAnon

Even without purchasing any additional solver modifcations you are able to develop the unpurchased abilities. However doing so will require time and effort.

Any perk that requires taking a drawback by a companion will force them to take the drawback for the duration of the jump. However they also get the MP to spend on the jump as well.