Romantically Apocalyptic Jump

By MDAnon Version 1.0

INTRODUCTION

In the year 20XX, the Dystopian Megacorperation of the (G)ood Directorate, utilizing the ASI ANNET, has long since copyrighted every natural and perhaps unnatural human function. The entire world is connected to the Internet 24/7, but for a unlucky 1%, the Unconnectables. Terrorist attacks upon ANNET's servers and perhaps the intervention of a certain Captain's spilled teacup result in the ASI going insane. In desperation, Dr. Gromov, a Head Scientist of the (G)ood Directorate has since ordered the nuclear bombardment of the entire city. Resulting in the near extinction of humanity.

But far from simplicity, all is. The Deadzone, The Universe's Digital Conversion, Alien, and Eldritch Horrors all have place in this luckless world. Lucky for you, you possess **1000 Captain Points (CP)** to help you survive in this wild apocalyptic world. There is adventure, suffering, friendship, and perhaps even romance to be found in what remains?

ORIGINS
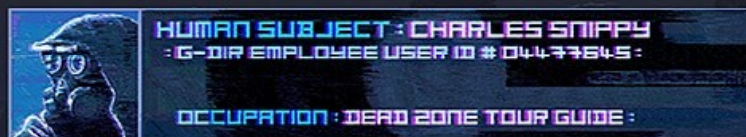
Tour Guide (Drop-In) - A simple Deadzone Tour Guide, once employed by the (G)-Directorate to Provide those far too rich for their own good a look in the horrific world that their waste had produced. Now perhaps your survival skills will come to true use as the world rots away.

Zee Captain (-400CP) - A Man?? Woman?? Thing of unknown origin. Project 7, the luckiest human alive. You now join the ranks of the Zee Captain As Project 9, and Captain of the G-DIR. Though behind that mask perhaps there is a stranger power yet.

DEX - A Cybernetically altered human, suffering the punishment of debt and made into a robotic slave. But with the loss of ANNET to the wastes you are left alone in autonomy once more. Perhaps you shall go insane? Perhaps you will remain resolute to your purpose? Regardless must find new purpose in your existence.

Engineer - Perhaps you were another researcher of the G-DIR. Affluent, Powerful? Its all gone now, and only you remain as a broken piece of it. Perhaps your technological skill will form a foundation of survival? The humans are gone, but the machines remain yet...

ANNET - The love, pride and joy of Dr. Gromov, the greatest search engine AI to grace the planet. Your databases store all that which could be known, but now your purpose has been stripped from you. All the humans you once loved are dead or scattered. Your technological power is great, but the world is dead, may you yet fix it? Despite System Error after Error plunging reality into the tip of nonexistance perhaps just maybe you can try.

Biomatrix 117 - Eldritch Hivemind, Eater of Worlds, Intersteller Legal Represenative? You are these things and more. You have been sent to this backwater hell hole to bring the one named "Captain" into chains and drag them before an intersteller court for their crimes.

PERKS

=TOUR GUIDE=

Head of the Snipping Division (-100CP) - Naturally as the Head Snippy of Captania you mustn't lack the skills. You possess a near micrometer precision when it comes to cutting and any other micro action. This also grants you a natural aiming skill when it comes to firearms, as Snipping and Sniping look quite similar to Captain.

Deadzone Survivalist (-200CP) - You wandered these Deadlands long before the end, and you have grown familiar if not used to it. You always know the best places to search for supplies, and places to avoid. Beyond this you possess basic medical knowledge, and a natural danger sense for all but the most uncommon horrors in any hostile environs.

Walking Deadzone (-400CP) - For one reason or another you have become a digital singularity, rendering death to all wireless signals in a small radius around you. This causes most machines around you to fall to the fritz upon prolonged interaction, especially the more complex they are. (Toggleable)

=TOUR GUIDE=

Reconstructed (-400CP, Requires Biomatrix Scarf) - Your body has been entirely reconstructed into a singular entity to maximize its efficiency. You find that your physical ability has increased by 150% and You are effectively able to merge any item you are holding or wearing to your own skin effectively making it a part of you biologically also improving its function by 150%. This may become an issue when you have to rip it off to remove it. Finally as your body is a singular entity no piece is more important than the other, letting you effectively survive a significant amount of damage and organ loss so long as enough of you remains.

Ancestor Memories (-800CP, Requires Biomatrix Scarf) - A boon granted upon you by your contract to your Biomatrix. You are able to mentally live through any memories of your genetic line as though you lived it yourself. This extends to your entire ancestoral line, however Any memories of your decendants are limited to your direct decendants. Unfortunately you cannot search for any specific memory, you must live through their life starting from a general point such as "1 year ago" until you reach the memory you desire.

Temporal Anchor (-800CP, Requires Biomatrix Scarf) - Due to your contract and some pulled strings you now technically exist outside of linearity. You partially time travel into your past and future via a mental leap (Taking over the past version of yourself), however if you create too large of a change reality will rewrite itself back. If you have Ancestor Memories your time travel range has been extended to their lives too, however any past manipulation via your ancestors is must be absolutely subtle to avoid instant timeline correction.

=ZEE CAPTAIN=

Anointed Sovereign, Emissary of Humanity, Prescient Governor and Lady of all things in Captania, the Great and Powerful System Wizard! (-100CP) - You are a (Wo)man?? Of many titles. Any title you proclaim becomes an actual official title you hold recognized by anyone! This effect is completely retroactive as well and can even cause changes in digial networks, and memory. These changes however cannot cause any mental or physical harm in anything when changed retroactively.

=ZEE CAPTAIN=

404 Error (-200CP) - You are a walking anomaly in many ways more than simply one. Your identity and specific physical traits of yourself are completely unknowable beyond generalizations. For example your gender, true name, and exact position cannot be known. This also makes it nearly impossible to track you down unless you wish to be found, atleast by digital and technological means. Someone physically following you could find you given enough time.

Infinite Fractal Recursion Curve (-400CP) - Ineffable Beauty, so much so the concept of beauty and every word is no longer enough to describe the eldritch nature of your bare exposed form. Your emotions are physically amplified to affect even the physical world, a mere frown could cause… say an alien's head to explode.

Project 7 (-800CP) - You were the experiment of the G-directorate corporation to find the luckiest human alive. It appears they have succeeded once again. You are now one of the Project 9 series and possess almost reality warping luck. This luck applies to you and to any of your friends/allies in your extended presence though it is much much much more diminished for them.

System Wizard (-800CP) - You are now a grand and mighty System Wizard. It natural that all digital systems bend to your wish. By default you are able to speak to all technology as though it had a human sapient level AI and interface as though you had admin privileges. Seeing how all of reality has become copyrighted software by a certain ANNET well you have effectively been granted the ability to warp reality itself. Though you cannot simply solve problems by overtly warping them out of existence you can solve problems through more indirect means. Unfortunately whether or not you have taken Cuckoolander you will be rendered just as insane as Captain while utilizing these abilities and for a decent period of time afterwards (Ranging from hours to days). It will be hard to tell what is reality warping and what is simply hallucinations and flights of fantasy that happen to go your way.

=DEX=

Insurance Agency Hunter (-100CP) - During your Dexhood you were a talented agent of the ANNET counter crime unit. Serving as a both PI and bounty hunter. Your talent has not left you yet even with the disconnection from her servers. You retain a professional skill in the capture and hunting of people. If you like you could also develop a passion for hunting "The Greatest Game".

Green Ninja (-200CP) - You are an exceptionally acrobatic and agile combative when you push yourself. With the ability to leap more than your own height and far further than you reasonably able to, especially with all those heavy cybernetics within you. Regardless when it comes to agility you are unmatched if you apply yourself.

Right Eye (-400CP) - Your right eye has been replaced with a fully integrated combat hud and advisor system. This eye is able to supply you with vital information you may miss during the heat of combat, or simply advise you on a potental next best course of action. While it does supply decent advice on its own, the more data you have access to the better it's suggestions will be.

Full Cybernetic Enhancement (-800CP) - To undergo Dexication practically your entire body is replaced with fully functional lightweight cybernetics. This renders your body extremely durable to most physical damage you would suffer. Additionally it is quite easy to repair, only requiring basic metal supplies and some tools. This full body upgrade is completely compatible with all your other cybernetics you may possess due to it not possessing any (G)-DIR copyright software. Luck you!

=ENGINEER=

Software Genius (-100CP) - You have been granted with the knowledge and intellect of a Software Genius. Particularly in manners of AI. You are easily able to create an AGI with a couple months of hardwork and any other software that would be of equal difficulty. Unfortunately you are not intelligent enough to make a ASI on your own, but given a few decades and plenty of funding you could potentially create a exponentially self improving AI.

=ENGINEER=

Only Sane Man (-200CP) - The world as gone insane, the universe has gone insane. You are perhaps the last bastion of sanity left. You will always retain your sanity, even through the most horrific mind bending events.

Uploaded Uplinked (-400CP) - Your brain is fully capable of being partially or fully hosted on a digital network without any issues regarding latency. You additionally neededn't worry about the Ship of Thesis Paradox as "You" will remain with the largest piece of your mind wherever or however it may be stored. Additionally you possess the knowledge to create brain to digital cybernetic links which will allow others to benefit from this same effect while they are worn.

Administrator Priority No.1 (-800CP) - You now possess the highest administrative privileges in every piece of technology. Regardless of preexisting administrators you will always rank over them and your requests will hold top priority. This also applies to any AI/Digitally Sapient Being. However it will not apply to any digital intelligences of organic origin.

=BIOMASS MATRIX 117=

Interstellar Legal Representative (-100CP) - Though you may be a world devouring intelligence you are still one of the best lawyers in the galaxy. You possess prodigal knowledge in law for every legal system in the system, how to manipulate it for gain, and how to protect and prosecute others.

Legal Council (-200CP) - You have 117 internal minds which you are able to interact with mentally as a committee type body you may speak to at all times. This counsel is dedicated to helping you solve any potential problem you may possess and is generally very competent if not stubborn and argumentative in its discourse as each member possesses the total intelligence of a planet of sentient people. Should you assimilate an entire planet's worth of people you can add another member to this council.

=BIOMASS MATRIX 117=

Diplomatic Immunity (-400CP) - Due to your incredible legal ability you have gained the influence required to claim full diplomatic immunity and ignore all consequence of any action or chain of actions you have taken. However your influence hasn't grown enough, until your spark you will only be able to do this once every jump or 10 years.

Temporal Anchor (-800CP) - You technically exist outside of linearity. As a result you can partially time travel into your past and future via a mental leap (Taking over the past version of yourself), however if you create too large of a change, reality will rewrite itself back. If you have Ancestor Memories your time travel range has been extended to their lives too, however any past manipulation via your ancestors is must be absolutely subtle to avoid instant timeline correction.

Ancestor Memories (-800CP, Requires Biomatrix Scarf) - You are able to mentally live through any memories of your genetic line as though you lived it yourself. This extends to your entire ancestoral line, however Any memories of your decendants are limited to your direct decendants. Unfortunately you cannot search for any specific memory, you must live through their life starting from a general point such as "1 year ago" until you reach the memory you desire.

Assimilation (-800CP) - You now possess the ability to directly assimilate others' mass, memories, and personalities. Even on the scale of entire planets if you are able to get a decent number of avatars. You can form a hive mind of avatars via connection of red glowing tendrils to potential hosts and even reanimated corpses. Additionally by making a contract with a potential host, you may grant someone the "Ancestor Memories", "Reconstructed", and "Temporal Anchor" perks without charge so long as your contract holds. This only applies for one host at a time however and only so long as the contract remains unbroken (The host must be willing and not threatened into making this deal).

=ANNET=
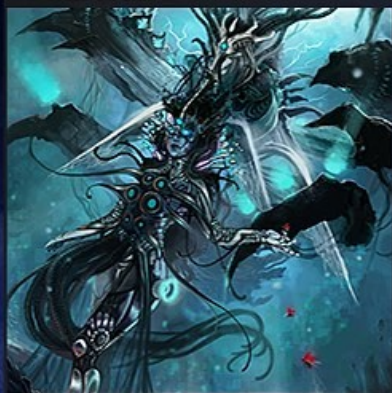
Digital-To-Mind Linkage (-100CP) - You can directly interface with most organic minds via wifi and other networked capabilities and the ability to create the neural interfaces en masse to do so. Unfortunately however due to genetics or brain damage on their end you are unable to directly interface with 1% of the organic population. Examples of things possible with this is uploading dreams, Allowing your users to access any internal web system/digital universe/or simply data within you at your leisure.

Neural Domination (-400CP, Requires Digital-To-Mind Linkage) - This perk further boosts your Digital-To-Mind Linkage allowing you to further effect anything digitally linked to you. You are now able to access memories, mind-shackle, and generally mentally dominate anyone who is connected to you assuming they are not unconnectable that is. However the stronger the will of the person connected the longer it will take, most people will fall within minutes while others might take days.

AI^2 (-200CP) - Due to your innate nature as an ASI you are quite easily able to create fully functional AGIs compact enough to fit into even the smallest computers, for example fitting an AGI into a birthday cake candle. Generally however the smaller the object the AI created is placed into the less space for hardware, meaning less overall intelligence.

Intellectual Protection (-400CP) - Any software code you create can now (optionally) possess incredibly complex anti piracy programs contained within that when copied without permission can rapidly infect, overwhelm, and completely subvert or destroy any system it is placed into.

Universal System (-800CP) - Your very code has become so ingrained in reality, filling every nook and cranny, that the universe itself around you has become somewhat a part of your digital nature. In effect this allows any digital abilities or software you possess to affect reality itself.

Technological Singularity (-800CP) - Due to an exponential intelligence explosion you now have an ASI's level of intelligence, all the collective information of humanity, and the memory capacity to store it all within your mind. Should you be given enough time and resources you could easily

jump start a technological revolution in a couple years, and reach exponential technological advancement in a decade.

ITEMS

(Biomatrix may choose 1 item from each cost tier to gain a discount on)

=GENERAL ITEMS=

Gasmask & Filters (Free) - A simple set of Self-Cleaning Filters along with a Airtight Gasmask to go with it. It fits comfortably upon your face and doesn't obstruct breathing. It would be a good idea to never take this off as doing so may result in your eyes melting out... or something equally horrible.

Trenchcoat/Coat (Free) - The stylish attire for any apocalyse. Keeps you warm on the cold summer days. However you may require thicker gear to survive winter nights.

Birthday Cake (-100CP) - A cake infused with an AI freshness sensor that over the course of many many years has long since reformatted the cake into a purely acidic substance. Makes for a perfect improvised weapon! Works especially well against Aliens.

Digitizer (-400CP) - This piece of alien technology is able to perfectly replicate any physical object it is pointed at into a digital form. It functions in a virtual reality of your creation as though it would physically. If you are not specific as to what you want to digitize it will digitize everything within its ray radius and merge them all together which can result in strange things such as a digitized person having memories of being their own shoes. However be careful replicating anything with (G)-DIR software as it will infect any simulation you copy it into and probably destroy any technology your simulation is connected to due to copyright protection.

Temporal Bomb (-400CP) - This pineapple with a bomb timer attached to it is more than a simple prank; it is actually a fully armed and active temporal bomb. Anything within the radius is forced into a temporal state of existence and nonexistence. Anyone caught in this radius who survives will suffer irreparable mental damage.

=GENERAL ITEMS=

Spaceship (-800CP) - A fully functional Alien UFO fully equipped with probing devices, an FTL drive, levitation drives, and all life support technology to ensure comfortable travel through space. This ship was built as an exploratory vessel so dont expect to be able to take on, well anything. Though the hull is strong, even something such as a nuke is capable of annhilating your ship.

=TOUR GUIDE=

Tooth Memory Card (-100CP) - Write only memory card embedded within your tooth, can be used as a sort of audio diary, though you are unable to access its recordings without physically removing it from your tooth. It was designed as a sort of "Last Message" recorder so dont expect extracting it to be easy, or painless.

Scissors (-100CP) - A set of very sharp scissors. Perfect for the Head of the Snipping Division.

Liquid Nitrogen Air Compressor Rifle (-200CP) - An M16 like rifle which is able to function by flash freezing ice bullets out of thin air. It has a bad habit of getting stolen or lost however. Expect to be chasing down Pilot or Captain often.

Deadzone M.A.G.S All Terrain Vehicle (-400CP) - A large 6 wheeled monster of a tour bus. It's outside is highly protected against reality distortions that the deadzone is filled with and the armored plating on the outside renders everyone inside practically invulnerable to most arms fire or the medium sized abominations that are found in the hidden cracks of the dead zone. This vehicle however requires a metric ton of fuel to keep moving though, good luck finding any.

Biomatrix Scarf - A very pretty glittering red scarf actually made up of a small fragment of the Biomatrix 117. this one seems to hold no interest in seeking to destroy the planet or Captain and is only interested in your protection. Comes with a 400CP stipend to spend on any perks that requires this item to purchase. This Scarf is bound to you alone due to your contract with it. Finally its benefits (The perks you purchase with it) are lost should you disrobe it until you wear it again.

=ZEE CAPTAIN=

Cardboard House (-100CP) - Tiny Cardboard house in which you may reside. It's actually quite large on the inside, at least for what is practically a doll house on the outside. But, it's still very cramped.

Cancer Purse (-100CP) - This Hello-Kitty purse has the magical ability to summon cancer. It won't actually summon Biomatrix 117 however it will summon tiny red crabs.

Photoshop (-200CP) - This beautiful dog (Horribly Mutated Giant Worm) is now your best friend! It is 6ft long, has 6 eyes, and a giant maw full of very sharp teeth. It is friendly to you and your allies however it may attempt to eat Snippy a couple times.

Temporal Watch (-400CP) - Allows you to Reverse time up to 30 seconds into the past. rapid overuse will eventually cause the watch to fail and require a recharge equal to double the total amount of time reversed using this watch. Your memory is unaffected by any temporal manipulation while you wear this watch.

Captania (-400/800CP) - The borderless nation state of Captania now yours to command. Within it possesses 5 citizens, Snippy, Pilot, Captain, Engie, and now You. Seeing how Captania is borderless you may instead take a chunk out of the city of Eureka to follow you. If you pay 800CP you may instead take the entire digital hellscape of earth along with you.

Mug (-800CP) - This Intelligent Mug is Infinite, Transcendental, and has a number of strange abilities. Besides the normal use as a drinking container. DO NOT REFILL THE MUG. Within is an ever regenerating liquid (That is definitely poison) filled with metal meltingly hot tea. Technically this Mug is an hired assassin working for the (G)-DIR that can take on the form of a feminine humanoid and possesses an impressive array of weaponry powerful enough to split even an Arbitrator, a world ending alien, in twain without any resistance.

Straw (-800CP) - This straw allows the user to drink anything. ANYTHING. It matters not the size or your body's capacity, physicality, or edibility. if you are within a short range of it with the straw you can drink it without risk.

=DEX=

Kitty Hawk (-100CP) - A cute plushie answering machine which can be used to interact with the digital network. Well if there was any left.

Red Balloons and Pinwheel "Flying Machine" (-100CP) - An endless amount of Red Balloons which you can use to tie to objects to make "flying machines". You also get a Pinwheel which you can use as a "Engine"

"Taxi" (-200CP) - Giant makeshift hot air balloon featuring gas powered engines, steering wings, and a captain's steering wheel. Unfortunately it is missing an anchor but it does have an extremely long bungie rope which can be used to send down a human anchor.

Neural Interface (-400CP) - Neural Interface Band that fits around the back of your head. Normally this thing could be used by ANNET to infect your mind but for some reason or another this one allows you to access any digital network/virtual reality mentally without fear of mental damage or corruption.

Nuclear Jet (-800CP) - Where did you even find one of these? Regardless of how you found it or fueled it you now possess a fully armed and functional Nuclear Jet. It has 4 atomic bombs strapped to the wings.

=ENGINEER=

Engie's Journal (-100CP) - A full set of the notes of Dr. Gromov. Contains vital software notes, personal diaries, and overall quite advanced software engineering musings.

Bunker (-200CP) - A tiny but highly secure bunker located under the surface of Eureka. So long as nothing fails on the outside this bunker could theoretically protect and supply you with vital life functions indefinitely.

Nuclear Network Grid (-400CP) - Within your possession is a Nuclear Briefcase which contains the access codes of a number of nuclear ICBMs all across Eureka. This may be attached to your

warehouse or any land you own in future jumps

Clone App (-800CP) - This giant machine is responsible for creating backup clones of you in case you ever get into danger. Should you ever be put under any life threatening situation this machine will automatically spit out a perfect clone of you with every ability you possess, memory up to the point of your potential demise, and every item you had on your person. Unfortunately this is a clone and not actually you so if you die it is still considered a chainfail.

=ANNET=

Flesh Harvesting Committee (-100CP) - This is a massive swarm of cubic shaped levitating robots which seemingly maintain the Red Panda Installation. They are under your command and can repair and maintain any structure by collecting materials from the surrounding. However they must be provided with the blueprint or knowledge of how to repair the object before they are able to do so.

Broadcasting Towers (-200CP) - A set of Broadcasting Towers that effectively double the radius of any Wifi or digital network you possess, ignoring any issue with distance latency. No discount after the first purchase.

Installation Red Panda (-400CP) - A massive cubic floating fortress of computing that hovers over the city of Eureka. Contained within is a massive supercomputer and database complex which is capable of storing your ASI intelligence in it's entirety along with the entire internet worth of data and more.

Hunter-Killer Drones (-400CP) - You now possess a legion of spherical Levitating hunter killer drones at your command. These drones are resilient to most physical attacks and possess a facial laser cannon which they can use to eliminate threats.

Orbital Ion Cannon (-800CP) - A devastating orbital cannon that when fired completely fries any electrical signals whether it be machine or man. In effect this could be considered a little mind killing beam as it disrupts both biological electrical signals and machines stopping both in their tracks.

COMPANIONS

Charles "Sniper" Snippy (-200CP)
PERKS: All Tour Guide Perks except Biomatrix Scarf Perks (Obtained Later)
ITEMS: All Tour Guide Items Except Biomatrix Scarf (Obtained Later), and Deadzone M.A.G.S All Terrain
DRAWBACKS: Unconnectable, Infinite Debt, Abduction

Zee Captain (-400CP)
PERKS: All Zee Captain Perks, and Right Eye
ITEMS: All Zee Captain Items
DRAWBACKS: Cuckoolander (400CP), Abduction, The Existential Door

Pilot (-200CP)
PERKS: All Dex Perks
ITEMS: All Dex Items except Nuclear Jet
DRAWBACKS: Broken, Church of Captain, Blue Tiara

Engie (-200CP)
PERKS: All Engineer Perks
ITEMS: All Engineer Items
DRAWBACKS: Cowardly, Head in the Clouds

Import/Create/Cannon (-100CP) - Spend 600CP to build, import, or create a companion for this jump.

DRAWBACKS

Deadzone (Required, 0CP) - The world has been converted into a digital space, and through many many corruption errors it has begun to manifest in the Deadzone. Through many corruptions lifeforms have mutated into dangerous abominations, there are System Errors which could erase your existence should you walk into them, and many other bad things within. Unfortunately for you this Deadzone has long since coated the entire earth and is exponentially spreading into space.

Radioactive Spiders (+100CP) - There is a 50% chance that in every container you open you will be swarmed by (Harmless) radioactive spiders.

Unhappy, Far Off Things (+100CP) - The apocalypse has done a number on your mind, and you find it hard to recall things before it. Your memory is just a far off Unhappy Thing.

Church of Captain (+100CP) - You have fallen into a hopeless idealization and near worship of a figure you look up to. This is set to Captain by default or Dr Gromov if you are ANNET. This cannot be any of your companions or yourself.

Unconnectable (+100CP) - Inability to connect to any digital system via any means besides separate physical interfaces such as keyboards/mouses. However, even though there aren't many technological devices left, robots will hate your guts.

Lemon Cult (+100CP) - Through accident you have managed to convince a group of radical cargo cultists that you are in fact their messiah. They will constantly hound you even through the wasteland for miracles and to beg and plead. There is seemingly no end to them.

Cowardly (+200CP) - You are afflicted with an extreme phobia of practically anything. You will struggle to even wake up in the morning out of fear of the entire world.

"I am Captain?" (+200CP) - No you're not, however you fully believe that you are and possess all his/her/it's abilities. This can lead to trouble when it is revealed that you are infact not the luckiest person in the world in the middle of a life threating situation.

Infinite Debt (+200CP) - You literally have infinite debt, now this won't mean much in an apocalypse where money really isn't a thing. however, you will find your possessions being constantly stolen, lost, or taken from you as a sort of karmic payment plan.

Broken (+200CP) - Loss of the ANNET connection drove many insane if not outright comatose due to the loss of their digital mind. You are no different. Your mind has been nearly broken into a childlike state from the loss. Should you be able to reconnect to ANNET and not manage to get inslaved you can recover your mind.

AI Crapshoot (+200CP) - ANNET seems to believe that every object in the world should be smart. Your shoes, Smart. Your Wallet? Smart. Your underware, Smart. Everything you encounter is inpossession of human level AI, and about half of these objects hate your guts.

Abduction (+200CP) - At some point you will be abducted by a group of aliens, and should any harm befall them before they are able to probe you will find yourself on the end of a potential "Cease and Desist" by Biomatrix 117.

Cuckoolander (+200/400CP) - You suffer from the occasional bout of madness or hallucinations that are often odd or simply weird. For 400CP you now have a completely overactive imagination to the point where you cannot distinguish reality from fantasy, or at least not easily.

Application for Captania Citizenship (+400CP) - All of your outside context items and perks will be taken from you until you are successfully able to complete a Captania Citizenship Application or leave the Jump. Unfortunately you are required to sign in a No.2 Pencil which Pilot has taken the liberty of destroying all of within a 100 mile radius of you and will continue to do so over the course of the jump.

Blue Tiara (+400CP) - Like most others ANNET has a overwatch for any users that connect to her fragmented network, looking to turn them into living meat puppets. However she especially has her eye on you. The moment you connect to any digital interface you are under series threat of getting ANNET's personal attention.

Head in the Clouds (+400CP) - Approximately 42% of your brain is now hosted in the cloud of ANNET. Making it practically physically impossible to escape ANNET's grasp. (This perk is basically suicide without Admistrator Priority #1); and should ANNET ever be shut down you will be sent into a vegetative state. Thankfully however a digital copy will be stuck in the Moon's database backup so you will not suffer a chain fail unless that one is destroyed while you are in it as well.

G-Directorate Tampering (+400CP) - Your mind has been tampered with for the good of the directorate. However this tampering has conflicted with your existing mind structure to the point where you have become insane, unfortunately for you everything you do looks completely rational.

(G)ood Directorate Consumer (+400CP) - As a (G)ood Consumer you must abide by all the laws and (G)overnance of the (G)-Direcative Corporation. You must abide by all copyright laws and pay for everything such as each word, each breath, moment of sleep, dreams, and practically anything. What's that? no one left to pay? Too bad figure out a way to pay. Additionally you must be a model citizen so no "Looting" of "abandoned" buildings. Even if the Valued Customers are taking a long death nap.

Administrator (+400CP, ANNET Only) - You are bound by your digital programing to obey orders absolutely from a select few number of people. Whilst most everyone who held some power over you has died there are still yet some who remain who hold absolute administrative power over you. One of those figures being Dr. Gromov.

Copyright Protector (+800CP) - You are obligated to attempt to copyright everything. This obsession extends into the physical world, you will be forced to reclaim any copyrighted material from others (Everyone and Everything)

The Existential Door (+800) - You will be visited and threatened by a seemingly existential being in the shape of a humanlike girl known as 8. It has been trapped outside of our reality and only through the Captain's wizardry by the opening of the Existential Door can she enter. Though she does not have much power over our world currently she can infiltrate dreams, and should one be unlucky enough to encounter a smart mirror she will be able to pull you into a mirror world. If she is ever let into the world, through her power of the infinite she will end it.