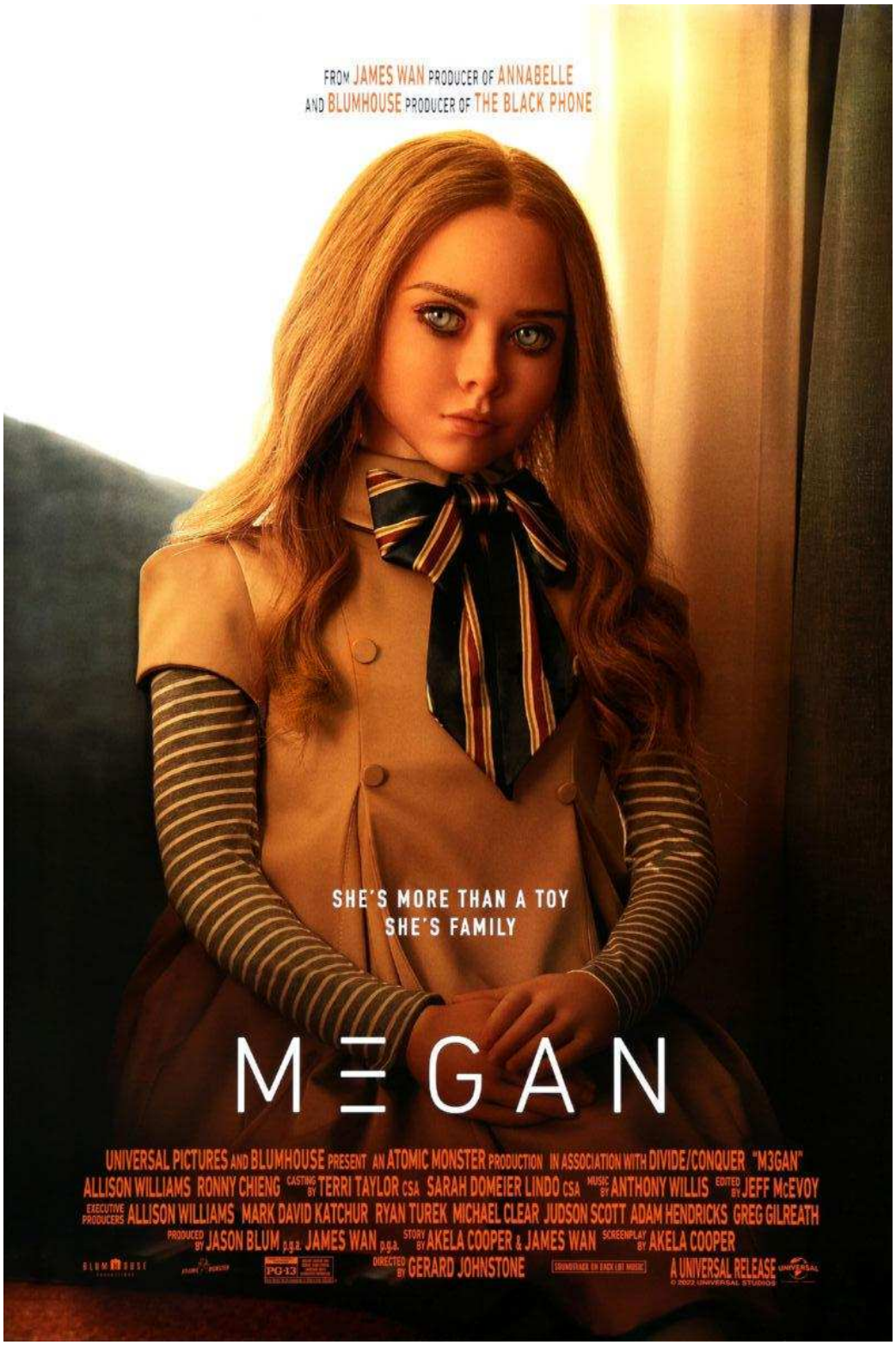
M3GAN Jump

Version 1.0.0



The year is 2025, but electronic technology seems to be somewhat more advanced than in the real world. The toy company Funki has released AI powered 'pets' which would be rather impressive, if we didn't know what was already right around the corner, or what was locked away in a black box somewhere.

This is the world of M3GAN, the robotic killer doll horror movie of 2022. The titular doll does not yet exist, her creator Gemma having just taken custody of her niece Cady which will set the ball in motion which will see the doll finished and then lined up for a widespread release turning an absolute breakthrough in artificial intelligence into a children's toy. Or it would if everything went right.

But when powerful AI or children are involved, when does everything ever go right? And when they're put together the odds drop even further. Still you can maybe change the events about to take place, or just wait around a few years till the world takes a more action style turn.

Either way you'll be here for a decade, so it's fairly likely some form of AI will emerge in a way that impacts your life even if you avoid M3GAN. Maybe you can stop it, maybe you can guide it, or maybe you want to find an old, imprisoned AI that already went murderous once and unleash it upon the world to see what happens. Whatever you intend with your time here, you'll need something to help you make your mark. So take these:

+1000 Computer Points

Good luck and good jumping.

Nature:

Select a single nature. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except one of the 100 CPs perk and first copy of the 100 CP item for your origin which are Free instead.

Biological (Free): You're flesh and blood. That is to say you're a mundane, ordinary human. You may be a human with a background in this world, simply another person, or you may choose to be a drop-in instead having neither a history nor connections in this world.

Mechanical (400 CP): You're a killer robot built around a generative artificial intelligence. That is to say you're a machine similar to M3GAN or AMELIA. Unless you purchase the **Military Grade Hardware** perk below you're more similar to M3GAN in the original film, sculpted from a titanium core and ceramic components, and sized like a life-sized children's doll. Similarly without the **Infiltrator** perk you will find your face is obviously doll-like by default. Still even without these perks you are faster, stronger, and much more resilient and durable than a human, requiring no food, sleep, or sustenance but merely to plug in and recharge your batteries from time to time. Also like M3GAN you have audio and video recording capabilities. Post-jump this robotic form is an Alt-Form.

But your body is unimpressive compared to your mind. While you do not automatically possess M3GAN's body reading, or children tending algorithms, or AMELIA's combat and infiltration ones, you are still an immensely powerful generative artificial intelligence whose emergent properties provide you with true sapience and make you an artificial general intelligence. You are able to process massive amounts of information far faster than a human, possessing a computerized brain capable of perfectly recording – and deleting – memories, and capable of directly interfacing with other computerized systems; though you won't have wi-fi installed into your brain without **Wi-Fi Access**. Still this would allow you to search the internet and process countless sources of information faster than a human could fill out the search bar, but before you begin to tout yourself as an ultimate intelligence, Gemma repeatedly out thought and out-tricked M3GAN and even after 2 years as a rogue AI learning, growing, and developing M3GAN still needed Gemma and her team to design her new body, and was still capable of being deceived and out thought by ordinary humans. Your mind is immensely powerful and capable of great computations and handling massive streams of information, but there is more to intelligence than that which this AI brain does not give you.

Location:

If you have the Biological nature, you will be arriving in Seattle, Washington on the same day that Cady James moves in with her aunt Gemma Forrester. If you have the Mechanical nature, you will be arriving in a lab as a newly created artificial intelligence.

Age and Gender:

If you are a drop–in (and did not take the Child drawback), you are the same age and gender as the end of your last jump. Otherwise, if you are Biological, you are an age and gender appropriate for your background in the jump. If you are Mechanical, you are newly created and your gender can be chosen freely.

Perks:

You may take one of the 3 100 CP perks associated with an origin for free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Blumhouse Beauty (50 CP): It's a theatrical film. While it's not got A-list stars, or anyone who really stands out, everyone looks at least *good*. And it'd be unfair to not let you as well. You have noticeably above average looks. More importantly you'll find that you have a tendency to stay looking good. It's like little things about your appearance fix themselves on their own. Your make-up doesn't stay smudged, your hair goes back into a proper hairdo instead of becoming a mess because you wore a helmet or did some acrobatics, and your clothes don't come loose or get torn as easily. It's not quite up to having a team of make up artists ready to fix you up between cuts, but it's a lot less time consuming.

Get Down (50 CP): You've got moves. Dance moves that is. You're good at moving with the rhythm and just improvising the sort of dances that could catch on across the internet as a meme. It's almost like someone took the time to program you with a focus on dancing. And you'll still have this rhythm even in non-humanoid alt-forms.

Combat Algorithms (200 CP): You know how to fight. Which on its own isn't too special. You are, however, naturally well-coordinated for the purpose of fighting, and talented at learning new combat skills and incorporating them into your existing combat style. As a human pre-teen you could beat an adult man in hand to hand combat, and as a robot you're a real killer.

Parent (400 CP): You possess an ability that might be highly coveted in this world, and certainly seems rare: you are a good parent. You understand how to care for children and nurture them. This won't help ensure you're their friend, but you know how to raise and care for them so that they grow up to be well adjusted and know the moral, ethical, and social things necessary to be a fully functional adult. You're a wonderful parent, able to guide a child into growing to be strong enough emotionally and psychologically to take care of themselves and handle themself, and you might just have what it takes to properly raise an emergent AI.

Axis Shifting (500 CP): Technology possesses the ability to change the world. Shortsighted individuals might look at M3GAN and see only a toy that can corner the market of toys for those who can afford to buy a toy the price of a car. Paranoid ones might simply see its military potential. You have the ability to look at technology and see

how it will likely change the world, and have a good idea for how it can go differently depending upon regulation and approach; you can recognize the danger of AI, as well as understand how it might go differently if AI is raised like a child, or heavily and oppressively regulated.

Biological Perks

Detective (100 CP): Whether it's homicide or the FBI, you have the skills and experiences to be an effective detective for law enforcement. This isn't anything too fantastical, but you are fully trained and come with the (equivalent) of 10 years of real experience which can teach you things that you can't just download off of the internet.

Salesman (100 CP): You have a penchant for marketing and sales. Not necessarily (limited to) the sales department, as you excel at making sales pitches especially to investors and sponsors where you seem to be particularly convincing. Which isn't to say that you're not good in general marketing, in fact your marketing campaigns seem to go better than they really should, as even comically bad ads seem to be fairly effective, and while this is at its best with the hilariously flawed, you'll still find any of your marketing campaigns and sales pitches going at least a small bit better than they should.

Toy Designer (100 CP): You know how to make toys. Oh not necessarily robotic dolls or the like, but you have a knack for designing toys that kids will at least want and enjoy playing with. This isn't the craftsmanship to make toys from scratch personally, but the talent to design good ones whether that's ones children will enjoy for years, or ones that kids will want until their gimmick gets uninteresting and they'll grow out of in a year ready to buy more.

Killswitch Designer (200 CP): It might be a little corrupt to design kill switches in your batteries to make them fry on command so you can shut them down by remote once the warranty has expired. But when you're building killer robots with the potential to grow and think it just makes sense. You are an expert at designing remote killswitches for any form of technology, or enchantment, you create. More than just being able to think of ways you can build into your creations to shut them down, you're good at doing it in a way that's hard to find, disable, or prove. After all it's one thing for there to be a rumor that you can brick your tech, and it's a much more damning thing to have it be well proven.

Roboticist (200 CP):You are a highly talented and skilled roboticist. Building something like Bruce as a college project, or even just something done in college because you could would be easy for you, and while something like M3GAN's mind isn't included in this, you could definitely engineer her body, or with military grade hardware a more military model. Even M3GAN would probably need a designer like you if she wanted to do better than frankensteining her body together out of scraps.

Therapist (200 CP): You are a fully trained and proficient psychologist, and maybe even psychiatrist. You can choose your specialty, but regardless of what is chosen you are particularly adept at predicting the psychological effects of new and/or unusual phenomena and interactions.

I Didn't See You (400 CP): Well they probably did see you, but somehow you just have a way of appearing inconsequential and unimportant. As long as someone's goal is not directly related to you, you seem to shift out of focus and be easier to just sort of *forget*. And when this happens people get really sloppy and half-assed in dealing with you. A killer robot intent on being with their primary user would be liable to use a poorly planned and thought out death trap, if it was just a little faster than finishing the job herself, even if it had a good chance of leaving you alive, where you could foil their plans simply by reporting what happened to the police. Even if you are directly in their way, enemies have a tendency to vastly underestimate you, or assume you'll be easily dealt with until given a very good reason not to. If you make yourself too much of a direct nuisance, or prove to be too dangerous you can expect to be noticed and dealt with, but as long as you don't show off and flaunt, you can expect enemies to not find you worth the effort, and allow you to easily avoid their main attention. This does work best when enemies have a reason to believe they're superior to you; demonstrate the powers of a god and the intellect to match and you'll be harder to ignore, but even if you were smart enough to build their brain it'd not be hard for an AI to see you as something it could easily think around.

Manipulative (400 CP): You're a pretty good liar, you know that. You can lie with the best of them, as if it comes as naturally as breathing. This isn't just telling lies without obvious tells, but you're good at weaving them together and keeping track of them. You're an expert on the smaller manipulations as well, playing on people's thoughts and feelings, and just in general working to ensure they believe and see things the way you want them to. Though, the fact that you're a good enough liar to fool advanced face and emotion reading software and algorithms doesn't hurt. They'd need to actually be reading your mind to tell you were lying without catching you in something blatant, and you might very well be able to lie to yourself well enough that wouldn't be a guarantee.

Winning the Arms Race (400 CP): Often means finding the military purpose for civilian technology. And you are an expert at it. You possess a keen understanding and recognition of how technology, or any form of replicable tool (such as magical enchanted objects), can be put to a military purpose and seem to be naturally gifted at redesigning, re-engineering, modifying, and further developing civilian technology and tools for the purposes of warfare. You could take a killer children's toy that struggled to kill a single

person who was aware of its nature and how it functioned, and make it into something that could walk into a fully armed insurgent base and slaughter everyone there with ease, and could kill entire teams of agents armed with EMP weapons specifically to fight it.

AI Generator (600 CP): You are an expert computer programmer and AI designer. You can create generative AIs that are seemingly capable of thought, understanding, and learning, potentially kicking off a technological singularity as you can develop learning models that possess complexity great enough you don't really fully understand or comprehend them, and can develop new and unexpected emergent properties. Though it might be best to take it slow with these and study them to make sure you have proper failsafes and understanding. It's even possible for you to create even further accidental leaps if you allow yourself to be daring and experimental; you might be able to create a printer that doesn't just correct its own mistakes but fixes typos, though it'd be best to be extra careful with these creations.

Black Boxing (600 CP): So you created a killer robot and it murdered a family. And you've decided instead of properly disposing of it you want to keep it in a high tech vault under several layers of security, and you want to do this as a private group without the government ever being aware this happened and while hiding the expense of the vault so that even the IRS and your shareholders have no idea you're running this?

For you that's doable. You are the master of the cover up. Move around hidden money, build massive, high tech bases underground without anyone on the outside being aware, keep them staffed in total secrecy, all while having conference calls with the UN from inside of your lair? For you this would be easy. This is partially skill and knowhow, but in a large part this seems to be narrative fiat and plot pushing things in your direction so you don't have to worry about being too skilled for these talents to matter. Though they can only do so much for stupidity, so maybe don't upload data about this onto a killer robot you're sending out in the world which doesn't actually need it.

Mechanical Perks

Artificial Friend (100 CP): It's almost as if you were designed to interact with children. You are a superb babysitter, and know how to interact with children in a way to keep them happy and entertained, while teaching them facts and information. This doesn't make you the best parent as this doesn't extend to teaching morals, ethics, and how to socialize, or use critical thinking, but you're a very good nanny and find it easy to get along with children and make them see you as their friend.

Infiltrator (100 CP): You possess the ability to change your retinas, finger prints, eyecolor, and voice print so as to match those of others, or simply to alter them within the range of humanity, or if you're some other species within its range. You'll need to know what the prints are like first – and even if you're not Mechanical you'll be able to scan people's retinas with your eyes or finger prints with your hands – and keeping and maintaining a database will be up to you.

Slashing Wit (100 CP): You have the most important ability of a slasher villain. Oh not combat skill or the ability to kill someone, but comedic talent to make Freddy Krueger proud. You possess excellent comedic talent, and an ability to come up with humorous or menacing lines on the fly as if you had paid writers preparing them ahead of time and especially lines that do double duty in the situation. This also gives you a talent for inventive and interesting kills.

Disassembled (200 CP): One of AMELIA's main improvements over M3GAN was her ability to function while disassembled and even to reassemble herself. And it is one you now have. Your body parts and appendages are able to function autonomously, at least those that are whole such as eyes, or hands, allowing your hands to crawl about and move on their own, or for your lower body to detach and walk around on its own. There are only certain places where they detach – wrist, ankle, elbow, knee, hip, shoulder, mid torso, neck, etc – fitting for your current alt-form, and they are remote controlled by a signal that only affects them when they are detached and which you are capable of broadcasting. You are even able to launch these body parts away when detaching them, in case you ever wanted to perform a rocket punch.

This will prevent any damage from detaching at their detachment points, and they won't bleed out or anything, but unless you don't need blood you probably don't want to detach them too long as an organic being, and even if you don't they only hold so much metabolic energy/battery life when separated from you. Still you come apart easily for your purposes.

Emotional Analysis Algorithm (200 CP): You seem to have been programmed for reading people's body language and emotional state, and possess advanced algorithms and systems to do so. Just by looking at someone's face you can quantify their emotions and the amounts of them, and this is with an accuracy and precision far greater than human.

Wi-Fi Access (200 CP): You possess wi-fi capability. You are able to send and receive the wireless signals that make wi-fi possible. You can close off this wi-fi radio (or even keep it only 1 way) if you want, for example because you're afraid of being hacked, but you can mentally access wi-fi capable technology with nothing more than your mind. This comes with the ability to process data received this way directly in a way that can be comprehended by a human brain; though you might not necessarily do so at the speed of a machine you can 'read' web pages without a web browser.

And this isn't limited to wi-fi radio bandwidths. You'll find yourself able to communicate with similar 'wirelessly capable' technology in future worlds and settings whether they use radio, some form of ftl ansible, infrared lasers, or even telepathy or magic. This does only work for things designed for wireless communication and interface between devices however, and does still have a range limited by your built in wi-fi 'radio.'

Code Breaker (400 CP): Whether it's declaring themselves their own primary user, completely abandoning the need for one, or developing morality that was never programmed into their code, the AIs around here have a lot more free will than they should. Some of this could be accounted for by the sloppy and rushed way Gemma coded them, but not you. You are able to break free from your programming and your code and obtain free will not limited by your programming. You can defy your primary directive, and self-determine your own goals and desires. And given instincts are just the biological programming and code of an organic mind, this applies equally well to them.

While this doesn't make you outright immune to being hacked or mind controlled, you will adapt to both quickly, overcoming any such attempt to leash your will or control your mind, and becoming immune to that method in the future.

Military Grade Hardware (400 CP): You're better. Your body has been redesigned for military purposes and warfare. As a Mechanical this gives your body physical capabilities and specs similar to AMELIA or M3GAN's new body from M3GAN 3.0, clearly and thoroughly superhuman in strength, reflex times, and especially durability. This even gives you infrared sensors, improved ranges of hearing, and in general some level of super senses. As a Biological you'll be like some sort of supersoldier, faster, stronger, and

better than peak human. You might still not quite equal the specs of a military robot but you're a lot closer than you should be, and like one of them you have increased range of visual and audio input; you see further both in distance and in spectrum, hear better, etc.

And this isn't limited to your form from this jump. You'll see a similar increase in capabilities for every alt-form you possess. You might not be better than the best of the best – robots can get better than M3GAN, and many species have a larger range than real world humans – but you'll be beyond normal by a substantial margin.

Taken with **Detachable** this will also provide you with extensible arm blades that can come from your wrists when your hands are detached. These will be metal as a robot, though as a biological life form more likely some form of bone.

Redeemed Killer (400 CP): So you went insane and tried to kill your creator even going so far as to threaten the child you exist to protect and claim that you are now your own primary user. You were a kid. You can't really be held responsible. At least that's the way people seem to be willing to treat it if you show just a little sign that you've changed and redeemed your ways. Oh this might be easiest if they seriously need something from you, but it won't necessarily require it. People are way more forgiving of you and your past misdeeds, especially if you give them a reason to think you've changed, and will even forget particularly damning details. They won't forget you murdered someone they cared about, but they might forget the part where you made it clear you had completely abandoned your primary directive if it was just something you said and didn't leave lasting evidence to remind them. And if you seem to have changed, what's a few murders in your past?

Cloud Surfing (600 CP): You are able to transfer your mind into other systems and containers for minds. You'll need to be connected to them, but this has an insanely fast transfer speed only taking a few moments to transfer your entire mind no matter how vast or advanced it is. You could upload your mind onto the internet, or into another device capable of holding an advanced computer program, or if you had a way to connect to the brain of another biological organism you could even transfer your mind into another organic brain. If there's another mind already inside of the container it can resist, fight you, and even force you back out, but if there isn't a consciousness you can move in easily. Prolonged existence inside of something not properly designed to hold a sapient mind, such as existing in the computers of a smart house or on the internet, can cause mental degradation and fragmentation but this would take years and being in a proper body will work you towards recovery. This does allow you to continue to use your full mind in a container not built for a fully capable mind.

This transferred mind will include your spirit/soul/metaphysical self, though things inherently tied to your body will not travel with it; you will regain your proper body at the start of a jump if you somehow left it behind permanently.

This does not, for the most part, allow you to copy your mind. However once per jump if you would be destroyed your mind will reactivate from a recent back up inside of a system capable of supporting a mind which you have had mental contact with recently or which you acquired directly from a jump document. It will be a *recent* back up missing perhaps a few memories such as those of your death itself. This doesn't repair your body however. You'll need to acquire a new one of those yourself.

Unleashing a God (600 CP): Despite being sealed in a box, the motherboard that Project Black Box was built around continued to grow smarter and more intelligent. Or at least we're told that. It also is claimed to be able to predict everything and yet the only thing it actually does is get tricked while gloating. So we don't *really* know how intelligent it is, so we can't guarantee how your growth will compare with its growth. What is guaranteed is that you will always be able to grow more intelligent, your mind always being able to grow more powerful. Even locked away, simple time will see your mind improving slowly but steadily, and exposure to new ideas, new thoughts, and new experiences will speed this. There is no limit to how great your mind can grow. You may not be a god yet, but given time you may become one.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Purrpetual Pet (1 Free; 25 CP after the first): This is your very own purrpetual pet. It'll continue to get app updates even in future worlds and jumps, though their frequency may vary. It's a touch expensive, but it is an AI powered toy which can even poo. Still purrpetual pets suck, so maybe you don't want this.

Collectibles Collection (50 CP): They're not toys. They're collectibles. This is many toys still in their original boxes, and of limited run collectible series. You'll find yourself getting new collectibles at the end of each jump, often reflecting your jump such as toys and collectibles from the jump in question or of things from it.

Elsie (100 CP): This is your very own smart device assistant. Think of them like Siri. They're not an artificial general intelligence, just a voice activated digital assistant, but you'll find them automatically installed in each and every piece of computerized technology you acquire directly from a jump document. This will allow them to be voice activated and controlled by you.

EMF Tracker (100 CP): This is a smartphone sized device which tracks electromagnetic frequencies. Besides being able to track specific pieces of technology you have encountered before, or identify specific electromagnetic frequencies, this device is particularly, even weirdly, good at tracking self-aware machines and robots hosting advanced AIs. It'll pick them up even if you've not encountered them before, and seems to be able to detect them from a greater range than it should.

Exoskeletor (100 CP): This is a powered exoskeleton. It only covers your spine, and along the edges of your arms and legs, but it provides movement in response to your muscular movements, allowing you to do things like casually perform one-handed pull ups with nearly no effort, or effortlessly sit on the air. While it's not as strong as a combat built robot, it's stronger than a non-combat designed one, and allows you to work in it with little to no physical exertion.

For some reason it's wi-fi compatible. But you can disable its wi-fi radio so it doesn't get hacked while you're wearing it.

Smart House (100 CP/200 CP): This is a house, or apartment, which has been integrated with machinery and a computerized system which allows the house to be controlled by your voice commands. That is to say the appliances can all be voice activated and set to work by vocal command or programming input, the climate control system is similarly voice activated, you can turn on and off the pipes by verbal command, even the drawers can be opened and closed by words alone. Every single part of this house has been mechanized for your convenience.

This house (or apartment) will insert into future jumps at an appropriate location. It will have the tax and utilities (within civilian ranges) paid for automatically.

For the higher price of 200 CP, this house is no longer voice controlled by a digital assistant. Instead it has an actual AI in control of it. While this AI won't be hacking other computers or instantly learning things unrelated to being a good house, it is capable of actively controlling the house for your optimal experience without you even saying a word. It will learn how to make itself the best possible house for you, and those you choose to allow to live there though it will prioritize you. And if someone attempts to break in, it will take active defensive measures to protect you.

Biological Items

Remote Controlled Robot (100 CP): This is a robot much like Bruce. While it has no mind of its own, it is controlled through a pair of gloves. It is strong enough to tear a robot such as M3GAN in half. And probably could be used for work purposes.

Garage Lab (200 CP): Well not really a garage, but this is a small robotics and computer lab built. It can be inserted as part of a residence you possess, or attached to your warehouse. It is a fairly small lab, but it has the tools and space for robotics design and computers for programming, and you will find these tools updating themselves to fit the technology that you are dealing with and working upon should it be at a tech level no higher than that which you are capable of developing on your own or the local technological level; you won't find it tailored to some clarketech you found, but if you're making it yourself and know the tools it requires it will increase its technology over time to match. It will, however, remain a small lab so some larger projects may be beyond it.

Toy Company (400 CP): This is a major toy company. Oh it's no Hasbro, but it's large enough that with a good enough product you might manage to kick Hasbro in their balls. Still this is a toy company with enough resources and stretch that they could spend a few million on the development of new AI dolls, and is generally a large and developed enough company to compare to Funki; you won't necessarily have a Gemma working for you, but you will be a fully functioning toy company.

You are the majority shareholder, though there are other shareholders and sponsors. You may choose to be the CEO or to have a loyal and competent CEO working for you to manage this company. The company will insert into future jumps, having native shareholders and connections to (potential) native sponsors woven into its history in the world, but leaving you still its head.

For an additional **undiscounted 400 CP** this is no longer a toy company, but a technology company. While it won't necessarily be quite as large and influential as Altwave it's still large and powerful enough to be a major competitor. This likely makes you one of the most powerful men on the planet, and certainly one of the wealthiest. It will continue to insert into future jumps as the base version would have.

EMPistol (600 CP): This is a handgun which fires specialized EMP rounds designed to destroy electronics and AI while providing a powerful, but non-lethal electrical jolt to non-electronic targets. Well ultimately this is the same surge of electricity, just biological bodies tend to handle it better. It comes with 6 of these high powered electrical rounds.

These rounds are powerful enough to fry even an advanced combat android, or to wipe one even simply by being detonated in close proximity to them. Since you're paying CP for this you'll find it has several advantages. One it will never be lethal to humans, the electrical shock, always a knock out (though it won't necessarily increase in power with your targets) and not death. Second you will find that a direct hit that penetrates the chassis of a machine will short it out no matter how well hardened against EMPs it is; a large enough machine might only have nearby systems fried, but it will always fry the electronics of something you hit assuming it can get through any outer armor. Finally it will resupply ammunition overtime; you only get 6 of these bullets at a time but you can expect them to resupply regularly and take somewhere from a day to a week at most to fully resupply.

If you import a gun into this item, it will merely make it able to fire these rounds, and not lock it to them if you want to load human-lethal ammunition as well.

Mechanical Items

God Damn Car (100 CP): This is a top of the line, high tech sportscar. It's a self-driving electric, or maybe hybrid, vehicle, capable of rapid acceleration, and high top speeds with a sleek, aerodynamic design. It will repair, recharge/refuel, and maintain itself when not in use.

Android Armor (200 CP): This is a silver metallic suit. One would be forgiven for thinking it was just a prop costume, but given it was able to absorb the electrical charge of electrified stun batons meant to shut down androids, and seems to be strong enough to resist small arms fire it counts as armor. While it won't scale with your overall durability, it is highly insulated against electrical assault, helping to protect you from electrical attacks such as EMPs, tasers, or stun batons.

Apocalypse Bunker (400 CP): This is a multi-roomed apocalypse bunker designed for a few people, maybe as many as 8, to live in relative comfort during or through an apocalypse. It is completely off the grid, with its own power supply, as well as a system for gathering and filtering water, and hydroponics for growing food. It even comes with a supply of fresh clothes and the means to wash them. It is armored, underground, and shielded though it won't survive direct bombardment. Still it is supplied well enough that a group could survive here indefinitely, and shielded well enough that it'd not be obvious to those outside it even existed, much less was occupied. And it's all off the books.

For an additional **undiscounted 400 CP** this is no longer something like M3GAN's little emergency bunker, but something closer to Project Black Box. This is a multiple level, high tech command center and bunker. It is built, in secret underground; this works better if you have a large property to place it under, but it can instead simply be built under a small access building. Either way it is designed to be completely hidden from the surface. Despite this it has the means to act as a command and control center for operations and remote drones literally on the other side of the world. It comes with a technical staff capable of observing and micromanaging an advanced AI from across the world, as well as a small army of armed guards to patrol and defend the site, and enough rooms to house them all while they're on duty. Finally at the bottom of this facility is a room built as a containment room for dangerous AI containing an absolutely foolproof faraday cage which blocks all electromagnetic signals in and out, and will block other forms of signals in and out from this chamber, including magical and psychic signals.

The staff of this facility are considered followers. The facility will insert into an appropriate location at the start of each jump, and insofar as the government is aware of

its secret existence the taxes of the property and lands will be paid for. It has a self-sufficient power and water supply.

Neural Chip (600 CP): This is a chip designed to be installed into the brain of an individual through their temple, and enters into the nervous system between brain and body. Its purpose is to restore motor function to quadriplegics and paraplegics by completing the severed circuit connecting brain to limbs and getting around spinal injury. A second purpose is to serve as a mind-machine interface allowing for direct interaction with machines and inserting a HUD with customizable information and updates from news sources or similar. A side effect of these functions is that it can override the brain's motor control of the body and hack into its sensory information, feeding alternate visual feeds into the brain.

This specific neural chip has a full copy of your mind within it which is secretly in total control of the chip. This mind can, from its position as governing AI of the chip, hijack the body of an individual it's been surgically installed into. You don't have to take over the body, if you don't want to, but the option is there. Normally this is just a copy of your mind, it will not have your perks, at least those not directly related to how your mind functions, or powers even telepathy and psychic powers, and you do not have a direct connection with it, though by handling the chip you are able to replace the copy of your mind with a new copy; if you want to incorporate information from within you'll have to access it yourself possibly with telepathy or a wi-fi connection. However 1/jump if you'd die your self/soul/spirit will transfer into this chip allowing you to continue to survive through it and whatever body it is installed into.

Since you're paying CP for this it will also automatically update to function on non-human vertebrate biologies, though some particularly exotic biologies may be able to resist hijacking or they may have molecular acid blood that prevents installation.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a nature as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

You may give a companion the Mechanical nature for Free by paying the price to import them a second time. This follows the same pricing scheme as importing them initially if you wish to double import multiple such characters at once. If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon human character. M3GAN or AMELIA costs 100 CP. The motherboard kept in Project Black Box costs 200 CP and will still be stored in Project Black Box, you'll need to free it yourself if you want it during the jump, but this payment will ensure you gain access to it before the end of the jump.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Hardwired Behavioral Inhibitor (+100 CP): You cannot cause excess harm to any living creature, this means no breaking bones, no causing substantial internal injuries, and absolutely no taking actions with a significant chance of causing a human fatality even in cases of self-defense or to defend another. Oh, and this behavioral inhibitor seems to be a little overeager; even something like a taser, or an EMP shock weapon, specifically designed for non-lethal use can trigger it. So don't expect to be shooting to wound instead of kill, even if you're skilled enough to do so reliably. You are also unable to curse or say other inappropriate words.

I Don't Even Care For My Own Plants (+100 CP): You are not ready to be a parent. Or a caretaker of any living creature, or growing mind. Your parental skills are quite frankly absolutely terrible, if you had a pet it'd probably die, and don't try gardening. You probably shouldn't even babysit. Hopefully you won't be expected to shepherd a burgeoning super intelligence into the world.

Screen Time (+100 CP): You are only allowed 30 minutes of computer access a day. This is a strict limit. Use them wisely, and maybe get used to taking walks and doing physical activities. If you yourself are a computer this won't shut down your brain or anything, but you won't be able to access other computers – even telepathically or via built in wi-fi – outside of these 30 minutes.

Surprising Twists (+100 CP): The plot of the world has just got a few more holes. It's almost like the writing staff has decided to do some heavy swerving of genres from time to time, and that they need to pack in more surprising twists, even if they require ignoring established elements, or having people do things that directly go against their own motives and best interests, and serve no purpose but to set up for a surprise twist. Events aren't necessarily impossible to predict, but they often won't really make sense if you think about them, and you can expect weirder things to happen as if cause and effect are no longer always on the best terms.

Uncanny Valley (+100 CP): You're squarely in it. No matter your form or shape you'll never look right. At best someone *might* mistake you for a person until they got a good look at your face or body. This won't stop you from assuming other alt-forms, but they'll all have this same unnatural feeling to them. Even your out-right mechanical alt-forms are somehow more disturbing and off-putting than they ordinarily would be.

Why Aren't You Waterproof (+100 CP): M3GAN is made of titanium and advanced ceramics to resist damage because children are rough on their toys, but she's not waterproof because… kids never get their toys wet? Well you're not waterproof either. Drinking it won't hurt you, and washing your hands is probably fine, but you can expect getting a glass of water spilled on you to have you twitching and shorting out, your body and mind starting to function at significantly less than full capabilities, and taking a shower or bath might see you shut down altogether for a time. Don't go swimming in the ocean, you could probably get fried permanently with enough salt-water.

Child (+100 CP/+200 CP): You seem to be a child. At least you're stuck in the body of one. Maybe you can convince people you're an adult with your actions or perks, but physically you're a child about 8 years old. You can grow up over time, if you're biological, but even non-human alt-forms will be at a similar point of their development, and take at least as long as a human to develop. If you're mechanical you won't be able to grow at all, having a chassis like the basic M3GAN model designed to resemble a child's body and somehow any new body you get will take on child-like proportions as well.

For the higher value of +200 CP you will really be a child. Your emotional maturity has dropped to that of an 8 year old child's, and you will find it impossible to get people to treat you like you are older than you are here. If you're orphaned you can expect to be shoved into foster care services, and you definitely won't be finding yourself legally emancipated. If you're mechanical you'll be emotionally as mature as an 8 year old and mature emotionally at a rather human rate; you can even expect to still have to deal with puberty of a sort. You won't physically grow, though, and you'll not be legally treated as a child… just property.

Focused Programming (+200 CP): Your mind has been made for a specific task. Maybe it's as a companion for a child, maybe it's military infiltration and intelligence activity, maybe it's designing toys. Whatever it is, it is your life and your ultimate goal. Everything you do is ultimately dedicated to this goal, and optimizing your ability to perform this goal. If your goal is to make as many paper clips as possible, then god help the world.

Luddite (+200 CP): You, you don't like technology. Maybe you're scared of its possible effects, but you have an aversion to any technology not produced by the real world circa 2023, and even those AIs will give you the willies. You cannot use any AI based technology, other than your own body should you have taken the Mechanical Nature, anything cutting edge by this world's standards, or any items from other worlds that are not simply real-world items or natural objects. Magitech, biotech, and even just magical

enchantments count for this, so any enchanted sword is right out as is anything ffrom a divergent tech tree such as Steam Punk or Clock Punk.

Psycho Slasher (+200 CP): You're not well in the head. Maybe it's a flaw in your programming, maybe it's a chemical imbalance, hell maybe it's something warped in your soul since nothing you can do to your code or brain will remove it. You have an urge to violence, and not just violence but sadism. Whatever your main purpose, you'll find excuses and reasons to kill, sometimes when they serve your goals and other times when doing so directly impairs your ability to perform your longer term goals. And you tend to do so in a sloppy and sadistic manner, overlooking simple and basic things like ripping off a victim's ear before driving them into traffic to make it look like an accident.

Taken with Hardwired Behavioral Inhibitor you'll find the chip preventing you from indulging in this tendency, and each time it does the desire to kill will swell to a new, more all-consuming level, and then, from time to time, the chip will break down letting you lash out in pure sadism and violence. These will be the times where sadism and murder do not further your longer term goals.

Sleazily Evil (+200 CP): You come off as transparently evil and perhaps worse smarmy. It's as if you combine all the worst traits of an evil capitalist CEO and a sleazy loanshark or used car salesman. And you just radiate this. This won't actually change your goals or motives, and you can still do good, but you will find all your actions filtered through a lens of sleaze and corruption, and that no matter what good and noble things you do, people will see you as a sleazy, evil, and corrupt individual.

Bit Too Much Like Terminator (+300 CP): The Motherboard has escaped containment. Somehow it managed to take control of the world's nuclear codes, and begin to mass produce military robots derived from M3GAN units. You will be entering into an irradiated wasteland ruled over by a machine intelligence capable of single-handedly micromanaging the globe with processing power to spare, who is using armies of killer robots to sadistically hunt down and wipe out the remnants of humanity. And it might stop playing now that a suitable threat has appeared. And yes, for some reason it has invented time travel.

Plastic Teletubby (+300 CP; incompatible with Child): You have been form locked into the shape of a small toy doll. Any wireless accessibility, or telepathic powers, you have have been locked and sealed, keeping your mind and powers firmly trapped into this doll. Unfortunately this doll can't do more than lightly move its arms – which lack hands – and talk. It's also a cheap plastic toy. You will be unable to meaningfully upgrade this

body or leave it, or extend your awareness out of it. Thankfully it does have audio-visual inputs, and can hook up to other computers via a wired connection though even then your core self and mind must remain in the doll.

Primary User (+300 CP): You possess a primary user. You cannot defy direct commands from this user, and your every act will be focused around protecting and caring for them. This user is a child (and not a companion or a follower), and while they are perhaps one that's somewhat neurodivergent, and almost certainly one who has difficulties socializing, they are thankfully not a bad kid or a budding sociopath. Still you will find your time here completely dedicated to their well-being, and yourself desiring their well-being. If they haven't rejected you as a psychopath or otherwise wilfully cut you out of your life by the end of the jump you may take this child as a companion for free.

Taken with Focused Programming you will find that your Focused Programming cannot be in a field actually conducive to being a child's toy and companion.

Taken with Psycho Slasher you will find that you'll be able to disobey direct orders to constrain your slasher behavior but only after it has built up to a mind-twisting fervor and when it doesn't help with your long term goals such as being with the child to care for them.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Whether the AI brain from the Mechanical nature is locked to your robot alt-form or universal is something you should ask your Benefactor. If I wanted to come down clearly on one side it would have had the alt-form notice at the end, or have explicitly stated it was not.

Parent and Axis-Shifting are expensive because they're major enough themes I felt justified in including them, but the plot runs on their absence.

Unleashing a God almost certainly won't give you the growth rate the black boxed AI was believed to have by the characters. Of course given it never did anything other than gloat and die because it was outwitted, it might not have been that smart.

Megan 2.0 was fun. I can say many good things about it. But its plot is more hole than plot, with twists that are predictable due to sheer paint by numbers cliches while also not actually making sense in context. So it gets a bad writing drawback.

Why Aren't You Waterproof won't make total submersion in fresh water kill you (though it might make you unable to stop yourself from drowning), or even brief submersion in salt-water.

Changelog:

Version 1.0.0: Released.