

Altered Carbon (Netflix Series)
Jumpchain CYOA
By Ovid



Welcome to a galaxy where mankind has defeated death, mostly. In the Settled Worlds, the Protectorate is the governing body of mankind, everyone has a mind-backup implant in their spinal column called a “stack” that contains their Digital Human Freight data (or DHF), and where the rich and powerful can potentially live forever. This is technically a cyberpunk setting, what with the future being dark and gritty and full of murder of various degrees. The death of the body is a lesser charge than murder, and the destruction of the stack is actual murder. Nevermind that most people can’t afford a new body or “sleeve” of their choice and are stuck with whatever is available. It’s a screwed up system where a murdered 6 year old girl can be loaded into the body of a 60 year old woman, and no one in power cares.

There was an Uprising of sorts against this forming culture, but you aren’t going to be involved in that. The Uprising will have been destroyed before you enter this setting, so your only goal is to survive however long your time here will be. Will you eke out a living in the dirt or will your soul metaphorically decay as you ascend into one of the super-rich Meths? Let’s find out, in a world made possible by the miracle of Altered Carbon.

Here’s **+1000CP** to get you started.

Origins: Pick an Origin. Any Origin may also function as a Drop-In, and will have no local memories.

-**Envoy:** An Envoy is an operative trained by Quellcrist Falconer, Leader of the Uprising. When the Battle Slaughter Of Stronghold went down, you were offworld, running another long-term mission. When news came in of all your friends and allies being dead, you went deep undercover, and let the Galaxy think all Envoys were dead. Now, it's time for you to come out of the shadows. It's up to you if you wish to continue the Uprising, or do something else in this universe.

-**Pack Member:** To paraphrase Quellcrist Falconer; "The true strength of the wolf isn't fangs, speed and skill. It's the pack. Whatever world you needlecast into, build a pack. Find ways to inspire loyalty in a few capable locals." You are now one of these capable locals, and have the skills, resources, and/or connections that if an Envoy were to recruit you, you'd make one hell of a difference. You may know one world really well, or have a network of resources/contacts amongst several planets. Or, you could just be well established and comfortable (to a degree) in your life.

-**Meth:** "Meth" is a shorthand reference to Methuselah, the long-lived biblical character. Meths are usually highly powerful and/or wealthy individuals who are able to continue living so long by having the power and wealth to pay for clones of their sleeve and DHF backups. Even if their stack is destroyed, an earlier DHF backup can be loaded up and that individual will continue to exist. This long existence of power and wealth means many Meths feel that rules are for the peasant people, and go to great lengths to satiate their often monstrous appetites. But at least your life will be one of luxury and power, and who cares about all those ants you've stepped on on the way?

-**Enforcer:** Meths may have money and power, but rarely will they do things themselves. After all, that's what they pay you for! You are some sort of enforcer, soldier, mercenary, and so on. You might be on your Nth sleeve already, simply because you are too valuable to lose to death. You know the dark depths that man can descend to; it's where you often do business. At least life isn't going to be boring.

-**AI:** Short for Artificial Intelligence, you are the "fruit of the tree", if "the tree" is humanity. You were created for a purpose; that purpose might range from running service establishments, to helping archaeologists catalog alien artifacts, or maybe something else. Or maybe, your purpose is one no longer required of you, and you now while away the time, wishing for a new purpose. It's a good thing the Array is so prevalent on the Settled Worlds, you can usually connect to interesting people or other AIs.

Time: You may pick any point after the Battle Of Stronghold.

Starting Location: You can pick any location in the Settled Worlds.

Discounts: Origins pay 50% for matching Perks/Items, with 100CP options becoming free instead.

Perks:

General Perks:

-How to Use a Gun 101 (Free): In a world where bodies are expendable, it's a good idea to know how to protect yours. You know the basics in how to safely handle, load and fire a gun, whether it fires bullets or energy blasts. At the very least, it's enough to prevent you from accidentally shooting yourself and to send flying death in the general direction of a target.

--Weapon Handling Training (200CP): You aren't a beginner with weapons, you are a lethal master of arms! You are able to use any hand(s)held object as a weapon, equal to an expert user of that object. Throwing stars, the rope gauntlets of a tech ninja, guns you've never seen before, swords of various types, weird starfish-flesh-carver torture devices, sharp pieces of thrown wood, etc. You'll even know how to maintain and repair such tools as well.

-It's Me (100CP): In a universe where changing bodies (and faces) is simply a matter of needing enough cash (or the right equipment), being able to prove who you are is important. Thankfully, no matter your shape, race, species, or gender, you know what to say or do to convince others you are you, and not someone claiming your name. Please note, this only works to prove your identity, not to lie and assume someone else's.

-I Can Read Lips (100CP): Reading lips is an uncommon skill, though it has its uses when you can only see someone and not hear them. You have great skill with this, to the point that no matter the visual quality, lighting or sight-line interruptions, you can clearly make out what someone is saying.

-Language Comprehension (100CP): When humanity is spread across the stars, with all its multiple cultures, it pays to speak more than a single language. And now you can speak many! You understand and can communicate in any commonly spoken language in any area you go to. This includes sign and body languages. And for any uncommon languages, you can learn them fairly quickly and reliably, as long as there is at least one source to learn from.

Envoy Perks:

-Envoy Adjustment (100CP): One of the more well-known abilities of the Envoys was that they could needlecast into any sleeve on any planet and be immediately combat ready. By comparison, CTAC special-forces take a day or two to acclimate to a new sleeve, and that's with special drugs to fight sleeve sickness. In addition, the immediate-acclimation training has the positive side effect of also preventing personality-fragmentation from jumping into a variety of multiple different sleeves. Lastly, you also have perfect control of your body, no matter how different it is from what you last remember. You could even stop your heart by force of will, if you wanted to.

-Making a Pack (200CP): When Envoys can't rely on weapons or their own sleeves, they are trained to seek out and recruit loyal locals, and use any means to ensure their loyalty. Envoys

are good fighters, but it's always better to have someone watching your back. When you come across people, you get hints of what motivates them, and can use these hints to turn these people to your cause. Help a father heal his daughter and get his wife released from prison, and he'll stick by your side no matter how much an asshole you are. Quellcrist Falconer was even able to give a cause to a young man whose only goal was the safety of his sister, when by all rights that young man could have ensured his and her safety by reporting Falconer and her rebellion to the authorities.

-Controlling the Construct (400CP): In a world where the government can torture you to death in VR and start over an infinite amount of times, it is vital to train your resistance fighters in how to resist such travesties. And this is how you fight back. Any place your mind is separate from your body, you control. VR constructs, mental fights, etc. This also allows you to change your "mental" representation at will, allowing you to disguise yourself. And all this control is regardless of any issues with your physical body.

-Envoy Intuition (600CP): Quellcrist Falconer had many teachings. One of her most commonly known was of "total absorb(tion) of everything around you without preconception or assumption." You see the details. It's not voodoo, it's a state of mind. You are able to gather details using all of your senses, and your mind is able to sort out the information. In a fight, this manifests as a sort of limited combat precognition, as you are able to see muscles tense up in preparation for a fight, hear someone drawing a weapon, and other similar things. You can aim weapons perfectly at targets, even outside your vision, and against a target that is only now becoming a threat. Lastly, your hearing tells you enough to allow you to sort of "see" through walls in a sort of echolocation, which is handy when you have an energy weapon that can shoot through walls.

Pack Member Perks:

-Friends in Low/High Places (100CP): As a longtime resident, you have had the time to put down roots, make friends and contact. You know who to contact when you need black-market goods, or who has a place you can lay low at. Even better than just knowing the people, they also know you, and are willing to do business with you. Well, as long as you don't lose their trust.

-Mad Data Skills (200CP): Every planet has different data systems, so each planet has differently skilled hackers. On Earth, with its high population of Meths, Dippers hack the DHF backups and uploads of Meths in order to steal private memories in order to sell on the black market. On Harlan's World, some people use cybernetic augments called "coils" to have hands-free access to data whenever necessary. You? You are simply one of the best in manipulating data in whichever way you need to, and have the knowledge how to easily get around local data protections. Forge records, spike a Meth's DHF backups with lethal computer virii, track AIs to hidden locations, and so on.

-Do The Right Thing (400CP): You can nudge people into making a change. Whether it's a lawyer whose goal in life is to be a Meth like the ones she serves, or a corrupt Police chief on the take, you can make people that are normally set in their ways come to the point where their morals win over whatever personal goals they have, in order to make a difference. As Tanaka said in Bay City when asked what he was doing as a dirty cop arresting his patron, "Not Today". And unlike Tanaka's case, you won't need as many corpses to convince them.

-Signal Line (600CP): Just like Lizzie Eliot, you too have a signal line to a metaphorical spider's web surrounding your home(s) and allies/loved ones. You know what's happening there in those places and to those people, and more importantly, you can feel the presence of things even before they touch your metaphorical web. Technically, this should be a web of collated data, but the whole spying on people thing makes it tricky to simplify, so it's just the metaphorical web.

Meth Perks:

-Into The Future Together (100CP): When one has the ability to potentially live forever, and is one of many able to do so, one realizes that treating fellow immortals emotionally is a waste of time. What is the point of anger or fear with one another when you know that you all will go on into humanity's future stuck together? As a result, you have the ability to work with anyone, or to create a way to work with anyone. In addition, the longer you know someone over time, the more likely they are going to be willing to work with you. Turn your enemies into business partners, it's more profitable.

-A Line You Will Never Cross (200CP): You have a line you won't ever cross, or maybe multiple lines. Others might murder to satisfy their sick kinds, but you aren't that kind of person. Whatever rule you impose on yourself, you won't cross, even if your mind (or body, or soul) is screwed up to the extreme by internal or external forces. Be completely calm while dosed with the aggression-enhancer Stallion, never harm a child while having someone sharing your sleeve. That being said, this can be toggled off if you have literally no other choice, but only through a legitimately voluntary decision.

-DHF Backup (400CP): Meth immortality is made up of two parts, each requiring a great deal of money. The first part is preventing someone from killing you by simply destroying your stack, so you have to backup your DHF. Normal Meths do this by using communications infrastructure like military-grade satellites to create and update backups of their memories and experiences at predetermined intervals. So, even if their stacks are destroyed utterly, they can load the backup and only have lost whatever time passed since. However, you don't rely on any form of external infrastructure. Any copy of you always has up-to-date memories, even if you are multi-sleeved, all of you will remember all of what you do. So long as one of you survives, so will the rest. As a bonus, you are automatically protected against spreading hazards such as memetic dangers or data-corrupters like Rawling Virus to any other version of yourself.

-Minion Stupidity Warning (600CP): As one of the rich and powerful, you inevitably have to delegate tasks to others. Some call such people "minions". But how can you trust your minions

not to do something stupid while doing a job for you? Now, you know when one of your minions is going to do something stupid you'll need to head off, as well as the most immediate way to get your minion to adjust their decision to a non-problematic course. Prevent a hotheaded hitman from trying to pick a fight with someone from your family, or know when a prison technician is going to spill your secrets to visiting foreign military.

Enforcer Perks:

-SpecOps CQC (100CP): When all other weapons are gone, the best way to defend yourself is with your body. You have intricate knowledge of CTAC SpecOps close-quarters-combat style. No holds barred, no restrictions in the way of keeping yourself alive. Fight clean, dirty, whatever it takes to accomplish both your mission and to keep yourself alive. As a bonus, CTAC SpecOps CQC style trains a person to fight at the same high effectiveness no matter their body type or gender, as they don't always know what sleeves are available on worlds they are deployed to.

-Tracking (200CP): When doing a job, you may find yourself needing to follow a target for retrieval or assassination or other actions. You know how to follow someone from a distance or up close, blend in a crowd or be inconspicuous on an empty street, in vehicles or on foot. You also know where to put yourself to have an opportunity at your target, even if it may mean killing and stealing a cop's uniform to hang out in a police precinct until you can retrieve a colleague from lockup. And somehow, no one will notice their coworker's uniform on you and raise an alarm.

-Interrogation (400CP): Interrogation is defined as "interviewing with the goal of eliciting useful information". While some brutes go straight to torture to extract information, you have far more options than that. You are familiar with a wide arsenal of interrogation techniques, tricks and tools, and are able to tailor your approach to any target. In addition, you have the instincts of a seasoned interrogator. From verbally abusing a Yakuza's pride to get them to inadvertently lead you to the criminal you are hunting, to knowing the most expedient method of breaking someone in VR torture, no one will remain an obstacle to your goals for long. And on the less serious side, even just the knowledge of verbal and body cues can help you greatly when dealing with people. In future settings, this knowledge updates with each culture/social group/species you encounter.

-My Authority (600CP): You have a position of power that lets you give commands to fellow minions. This may be law enforcement, an army of mercenaries, etc. But it only works on what is locally available, and you can only give local orders, not strategic, so you can't start a war.

AI Perks:

-I Am The Hotel (100CP): As an artificial entity made up on data, you are not so limited as to operate only on a single task at a time. You can multitask with the best of them, "them" being AIs, of course. Whether it's hunting down information, filling out all the paperwork necessary for

your task, or manning a shotgun and multiple minigun turrets, you can handle many things at once.

-In The Blink Of An Eye (200CP): As an AI, you could be asked to do things you might not know how to do. On the other hand, anything you don't know you can learn in the blink of an eye, and at the same time, get any necessary accreditation or licensure as required. As long as there is knowledge that is necessary for you to learn, you can pay for any skill training, sort out the paperwork, and acquire official documentation, all in the same instant. And some poor souls have to learn via corneal streaming? Those poor meatbags... On the other hand, you will be able to do this in any form, digital or corporeal; simply decide and find your bank account or purse debited, your skills improved and your accreditations updated. This works for any skill or information for which you could reasonably arrange training in the current jump.

-Safe Travels (400CP): As an AI in a world where human consciousness is stored as data, you have the privilege of being able to move connected minds wherever you need or want them to go. You could send a mind to an empty body behind layers of cyber-security, or swap minds between bodies you have a connection to. You could even store a mind in encrypted storage inside yourself. And all of these actions can be done regardless of your current state, from full health to in the process of dying, to being a split second away from a full memory wipe and reboot. This works for any form of mental transference you can carry out.

-An Apple Caring For The Tree (600CP): Even when an AI has gone decades without human interaction, they can still do magical things for the people in their care. In fact, the AI Poe was able to compress months of therapy and self-defense training into the span of a few days for the tortured-to-insanity Lizzie Elliot, who was then able to take her training and newfound confidence and rescue her parents. You are now able to do a similar achievement. The training, but maybe the rescuing too, depending on what you otherwise know. Anything you know or can apply to others can be taught (or applied) at a rate of a month per day. Any necessary tools or props must be acquired somehow.

Items:

General Items: You may import or integrate any related items into anything purchased here, with no additional cost.

-Stack & DHF (Free): Stacks are the miracle technology that theoretically makes death no longer a threat to humanity. Originally created so that space explorers wouldn't have to sacrifice the majority of their lifespans simply to get to their destinations, the technology has become standard in every human body in the Settled Worlds. They serve as the hardware component for the software of DHF, which is the digital storage of the human consciousness. For the purposes of Jumpchain though, and in regards to questions of the soul, as long as there is an intact and/or viable copy of the DHF, your soul (and jumpchain) will continue to go on. However there is no protection against lost memories, regardless if that occurs due to stack destruction (if you have a means of DHF backup), or being kept in stasis (such as imprisonment, which is

done by storing a DHF separate from sleeve). Any physical, biological, genetic, or similarly-sourced powers or enhancements are limited to your starting Sleeve. Any other perk or power (such as mental boosters or soul powers, for example) follows your DHF as normal. Lastly, time spent as an inactive DHF counts towards total jump-time, and if you ever end a jump as only inactive DHF (such as not being in a body, or not being spun up in VR or equivalent), then that counts as chain-failure.



-ONI (Free): Welcome to the future, where smartphones have become contact lenses that go into one eye, and are controlled by a combination of eye movements and manipulation accessories, which can come in the form of anything from bracelets to rings. The ONI comes with corneal streaming for education purposes, provides access to civilian data networks, and functions as a communication system. It can record and transmit visual and audio data, despite being a contact lense without any obvious mic or speaker systems. And, unlike Takeshi's first experience with the technology, yours comes with an integrated broadcast blocker to prevent people from overlaying images and/or advertisements onto your vision.

-Body Art (Free): In a world where bodies are interchangeable, you might want to do something to make it feel like "you". Some people use tattoos, some ritualized scars, and some just don't erase their wounds when they are being healed. Feel free to create some form of body art that is purely cosmetic, and have it apply to whatever body you have from here on out. You may also choose to not have it appear, as sometimes not having an identifying mark on you is safer.

-Photos of Your Loved Ones (Free): You never know what life will throw at you, or who it will take away unexpectedly. Have you been taking photos or videos of your loved ones? Now you don't have to worry where your family pictures are, or how recent they are. You have access to photos of your loved ones, no matter how long ago, far away, or even if they were from another universe (or multiple universes). These photos are from any time/place you could possibly have taken a picture of, if you'd simply taken the time to take one.

-Tattoo Shop (100CP): Maybe you want to help others make their bodies unique instead of just making your body a piece of art? You can pick up this tattoo shop that comes with skilled staff, and safe and painless body art creation devices. The shop can easily adjust or remove any body art as well, with no medical complications. This shop can follow you around, if you ever want to get your art updated.

-Reliable Sidearm (100CP, may be purchased repeatedly): In a world where anyone can lose a sleeve by being in the wrong place at the wrong time, you need a way to protect yourself. Pick a sidearm shown in the settled worlds, and it will always be maintained, will never run out of ammo, and will always appear in hand or in holster when or wherever you need it. As an example, local guns can fire a wide variety of projectiles, from regular bullets, poison rounds, flechette launchers with magnetic recall underbarrel attachments, and energy guns. And that's just what has been seen, there may be other types available. However, you must decide what gun you want here, and cannot be changed afterwards.

-Signature Melee (100CP): Guns are nice for killing at range, but sometimes your enemy is too close for you to draw and shoot. When that happens, go for the simple option, and grab your melee weapon of choice. Pick whatever mundane melee weapon you like, and it will be well-maintained, will self-repair if broken, and will appear in your hand or by your side when needed. "Mundane", in this setting, means simple. No energy weapons, magical weapons or so on. Swords are common here, knives too, and there's one sociopath with a weird carving tool that carves starfish-shaped chunks of flesh from its victims. You must pick your melee weapon now and cannot change it later.

-Portable 3D Bio-Organic Printer (200CP): This thing is illegal and expensive. What it does is 3D print clones quickly and expensively. It's also expensive. There's a reason even super-rich Meths like Laurens Bancroft slow-grow their clones with dedicated companies like Psychosec. While this does come with a supply of the expensive cell mass, it's only able to print a single clone once a month. Though, a user can choose to have the clone be blank in the mind and stack, or the clone can be a full copy including DHF. You *do* know double-sleeving is illegal and a death sentence, right? On the flip side, the clone doesn't necessarily have to be yours, assuming you have some way to get genetic samples and/or DHF copies. If you do decide to make multiple clones, you will need to source your own method of keeping them preserved. The local cryo-cells are pretty effective, with one example able to work for a couple hundred years without interruption, or maintenance. Lastly, the printer can collapse down and be wheeled around like a particularly large suitcase.



(3D Printer is on the right)

-Needlecast Station (300CP): When a person needs to go to another planet, they simply Needlecast their DHF to the planet and leave their sleeve behind. Needlecast facilities are the heart of any city in the Colonized Worlds, being the equivalent of a spaceport for people needing to go from planet to planet. Many are also linked to sleeve storage, so people can be resleeved immediately, and those same facilities are also the primary interstellar real-time communication systems. You now have your own Needlecast station, which can take the form of anything from a repurposed prison on an island, to a nightclub in a busy city, to a towering skyscraper. You also have the designs to make more, as well as to understand the technologies involved.

-Humanity's Alloy (400CP): Stacks can be a miracle technology, but how can it be humanity's future if it's made by essentially mining alien artifacts? What happens when they run out? You've already answered this question, and have discovered a replacement alloy made with non-exotic materials that perfectly replicates Elder alloy functionality. You've got a starting factory to produce your alloy and make stacks, and have all the blueprints and data needed to make more of both factories and stacks. Be careful though, the Elder alloy cartels are made up of Meths and they will likely do their best to either steal or sabotage your work. But that's a small price to pay to make humanity's future rely on human ingenuity.

Envoy Items:

-Little girl's backpack (100CP): Sometimes you just need a handy place to publicly conceal your stuff that society frowns on. Drugs, guns, decapitated heads, that kind of thing. Here's a backpack. It's pink and has a rainbow and a cartoony unicorn on the front. It can also store a

large amount of drugs, multiple guns and weapons, and the straps don't break no matter the weight or force applied to them. The zipper won't open unless you yourself open it.



-Subtle Clothes (200CP): When Envoys come to a world, they come in with just the sleeve they are using and the skills they have. Everything else must be acquired locally. Thankfully, you no longer need to be concerned about clothes from now on. No matter where you go or when that is, you will have access to high-quality clothes that will blend in with the locals in a non-attention grabbing way, and will always fit whatever form you have. Also, you don't have to worry about getting blood and gore out of them, you'll always have a couple extra clean sets ready. It is up to you how this is physically delivered to you.

-Bank Account (400CP): When you come to a world with nothing but your mind and whatever sleeve you happen to be in, you know what follows you? Your bank account. You now have access to a bank account that follows you to every place and culture/society you go to, converting the money you have stored away into local currency with no conversion loss, and easily interoperating with any banking system you might find. It starts with 50 million credits here, which is the equivalent of a fortune to anyone not a Meth. In each following jump, an equivalent sum will be added to the account balance. You can also establish that the bank account is yours with minimal fuss, no matter what body you have or how different your genetics are. Plus, the account is also untraceable by anyone actively looking for you, so tracing your financial activity doesn't give you away. Lastly, in settings without banking systems, you will have an access point in your warehouse to convert your saved currency into the equivalent value of local precious materials, and vice versa.

-Pardon (600CP): Money is power, and so is influence. You've worked for powerful people in the past, and as a result, you have the ultimate get-out-of-jail free card. Once a jump, or every 10 years, you are given a Pardon from the highest authority in the setting. This pardon makes it so all your crimes and actions are forgiven by any and all government and law enforcement bodies. Any crimes after will still be counted as normal. If you wish, this pardon may be used on

someone else, but you won't get another copy until the jump or time is up. Also, please keep in mind that while this will save you if you get caught double-sleeving, it only protects one of you.

Pack Member Items:

-Apartment (100CP): As a person with an established history, of course you have a home. You have an apartment that is paid for completely, with utilities connected and uninterrupted, and the kitchen is always stocked. This can follow you around as you travel (and progress in a Chain), or it can be an equivalent apartment wherever you end up going. Or, if you are staying in a literal hole in the ground, it will be a quite comfy cave with all the equivalents of food, water and conveniences.

-Augments (200CP, may be repeatedly purchased): As advanced as biotechnology is in the Settled Worlds, sometimes you can't afford to get a new sleeve, or need an edge that you can use regardless of whatever crappy body you are in. Local augment technology can be quite impressive, ranging from crap-tier prosthetics, to cyborg arms that look completely real and can crush a bone by squeezing with their palm. Alternatively, for those not interested in limb replacement, there are also scalp-mounted devices known as coils, which function as an extension/backup of the user's ONI, allowing the hands-free use of any digitally-connected equipment, and the remote access of networks. It can holo-project freely, even letting an AI project from it in case another holo-emitter isn't nearby. It may be able to connect to alien technology if it has an exposure to said tech, but it's not meant to and it will hurt like a bitch even if the connection still holds. Pick one augment of your choice, and it will follow you wherever you go, even if it's in a new body. Limb replacements can be as many as you like, for one purchase. If you instead wish for another Augment shown in this setting, you may pick that instead.

-Small Business (400CP): Everybody needs a living. You have a small business that is in your name, and it has a regular supply of whatever resource it needs to stay open. For example, it could be a shop doing augment sales, installations and repairs, a small bar popular with the locals, or a data recovery shop hiding your hacking activities. Whatever you pick, it will also have a small staff that can take your place if you need a vacation, or need to deal with something taking you away.

-Rawling's Virus (600CP): Rawling's Virus is a nasty piece of work. It was broadcast into the stacks of the Uprising on Harlan's world, and it both corrupted their DHF and also made it so everyone exposed to it saw everyone else exposed to it as an enemy. Children, parents, soldiers, everyone. Even survivors of the murder-for-all couldn't handle their minds and sanity being broken and performed suicide. And you somehow managed to get your hands on enough pieces of its code to recreate it, and no one knows you have it. Functionally, this virus is guaranteed insanity and corruption to any digital or coded entity it comes into contact with, or anyone with a cybernetic device of any sort. It can be delivered via a bomb-style delivery with a blast radius, or can be sent by direct transmission, data to data, VR trodes to stack, and so on. There is no cure, and the only way to stop it is to quarantine any

corrupted data, which is usually whatever remains of the poor bastard exposed to it. If you manage to get this into the DHF backup process of a Meth, this can kill all of their backups, leaving them vulnerable to real death.

Meth Items:

-Aircar (100CP): Here, the rich will fly above those squabbling in the mud. Well, they do that anyway, but with aircars you can avoid public transportation. Aircars are exactly what they sound like, cars that are capable of flight. Their thrusters are quiet and non-harmful to people nearby, and are located in the wheels of the car. When landing the thrusters tuck back into the wheels and the wheels can serve as wheels/landing struts. Lastly, the aircar comes with an air supply, and going from low to high altitude won't cause you to feel any effects of altitude, even if the destination is a flying hotel above the highest Meth residential tower, and has an open-air docking bay.



-Suntouch House (200CP): On Earth, the Meths put their homes high above the cloud line, preferring to live on a modern Olympus, leaving behind the mud and rain. The most famous is a distinct tower, made to look like a balloon was filled and a child poured strings of concrete over it, then popped the balloon after the concrete set. At the top of this tower is a mansion called Suntouch House. Suntouch House has multiple residential levels, connected by private elevators. It has its own security division, private gardens, an integrated zero-g colosseum, and all the secret passages and servant tunnels an uber-rich person could want. The rest of the tower has separate floors, with each floor having its own private home and land for the owner to do with as they like. You own the whole tower, with Suntouch House as your own residence. Do what you like with the rest of the tower. Sell space to other Meths, keep it in the family, whatever. Here's a picture for you.



-Clone Vault (400CP): To be considered a Meth, you need to be rich enough to afford your own clones. Well, that and the ability to copy and store your DHF backups. Here's your clones. You have a vault dedicated to creating, storing and transferring your DHF into them. The clones are grown over the course of a month or so, and stored at whatever age you wish, with minds blanked and muscles electro-stimulated to avoid any atrophy issues. The facility also comes with a private Needlecast facility with a link to your DHF backups, and can transfer you or a backup into a clone immediately. There's also some sets of clothes stored so your clones won't have to be naked in public. You may grow as many clones as you wish, and grow clones of anyone else who agrees. Most will, since clone bodies cost more than a normal person earns in a lifetime.

-Jumper Industries (600CP): What's the point of being rich if you don't have your wealth working for you? You have a company that keeps you extremely wealthy, easily paying for you, your family and any friends to presumably live forever in expensive clones and in the lap of luxury. This company can provide a variety of services to the other mega-rich, and in this setting can be anything from providing clone services, DHF backup satellites, socially unacceptable brothel(s), disguised interrogation clinics, and so on. These services update in each following jump, with loyal and dedicated workers wanting to impress you.

Enforcer Items:

-Bug Out Cache (100CP): Sometimes you know a deal will go bad, or an employer won't see you as necessary anymore. When that happens, it's best to have a way out others don't know about. You have a network of caches spread out in any area you are working in, with a decent amount of supplies and/or bug out bags hidden away. They won't be found by anyone other than you, even if it's a small thing hidden in the butt-cushion of a tattoo shop. In this jump, the cache

takes the form of a DHF transmitter mounted in a neck-brace of sorts, an ONI, and a communications hub to get you to someone interested in hiring you.

-Employer Contact Info (200CP): As someone who does acts (some deniable by your employer), it's always good to know who would want to employ you. You have some means of accessing information on who would be interested in employing you, what they'd pay you, how risky working for them would be, and other required information for you to make an informed decision. Said information may include stuff the employer might not normally have told you, like that they plan to stick you in a sack in a pet snake to see what happens. This network of employers will update as your capabilities expand and change, and will also include information on what you offer that would interest that employer. You don't want to mention your torture experience to the human rights activist who just needs a bodyguard.

-Body Armor (400CP): A weapon is all well and good, but it doesn't do crap if the hand holding it is dead. Keep yourself alive with this suit of body armor. It covers all of your vitals, protects from bullets and energy blasts fired at a distance, is quiet and doesn't interfere with your mobility. It would be advised to not allow your enemies into close combat, as a hand cannon fired at point blank range into your head will still cause the helmet to deform into your head, even if the helmet doesn't actually penetrate. But this is quite handy against a crowd of yakuza with small arms, and effectively turns their fire into a gentle rain (of water).



-Electron Destabilizer (600CP): You might be a great killer of men, but how do you kill something not made of flesh? You could blow it up, or just get this. Electron Destabilizers are designed to ravage the neural hub of AIs, potentially crippling or killing them at the highest output. It's safer than Rawling's Virus for any organic nearby, being less viral/instantly lethal. As a side benefit, you may use the device at a lower level to force any AI exposed to it to give you root level access.

AI Items:

-Tether (100CP): As someone made up of data, it's hard to accompany your organic friends on their journeys. For that reason, humanity created a variety of devices for AIs to use to increase the functions they can offer. This is a thumb-sized bauble that is in reality a wide-frequency emitter with a wide range, and also can store an AI inside. This allows the AI to project a

holographic projection of themselves to interact with people nearby. Even if the AI is linked to a different hub, the Tether can still be remotely accessed by that AI.

-AI Union Room (200CP): You are one AI among many, and while all of you are busy, it's nice to relax somewhere beyond the watch of the fleshies. This VR construct is a meeting place for any non-organic entities, with an unbreakable non-violence rule, even if you absolutely detest someone. However, non-violence doesn't mean that if someone were to take something you left lying around, that they wouldn't then be subject to that thing. Be careful, as AIs can inject code into visual representations.

-Electrodes and VR Construct (400CP): VR Constructs are fairly common in the Settled Worlds. They can be used to let you play out your darkest fantasies, be used by nasty groups to interrogate people to death over and over, or simply be used as a hard-to-trace chat room. You now have your very own VR program that allows you to do anything and everything in it, giving you great skill in executing whatever intended goal you want. Want to make a porno? It'll trick people into thinking it's real. Want to educate someone? Speed up the time dilation and create the virtual subject materials, and it'll be quite possible. You can even copy and share this VR program with others, even if they normally don't have/use VR technology. To allow others to access VR, you also have several sets of electrodes. They go over the temples of the head or over the stack, and essentially pull the person's mind into VR, essentially knocking out the body. These electrodes can also transfer DHF between locations, such as body to body, though you might need to stick one person into a VR holding room to make sure the transfer is safe. You have the blueprints to make more, and these electrodes can also work without the presence of a stack.

-Nanoswarm (600CP): AIs are beings made of code, but sometimes they need to have a physical presence. But sleeves are organic and squishy, so they prefer to use nanoswarms as neural hubs instead. Some nanoswarms are bound to a location, and allow a single AI to single handedly run an entire building (such as hotels) themselves. They can create nanoswarm human projections, weapons, even animals, though why you'd use a raven as an alarm clock for reasons other than thematic, only you could say. By comparison, other nanoswarms are much smaller, only allowing a few human body equivalents, but are much more compact and mobile. Be advised though, humanity has engineered safeguards into the nanoswarm to prevent any grey-goo scenarios. After all, the fruit of the tree belongs to the tree, right?

Sleeve Customization: It's time to choose what your first Sleeve will be like. Any customization made here will carry over to any clones, if you have that capability. The first Sleeve has a starting budget of +200SP. If you want another custom sleeve, you may either take negatives for SP, or can convert CP to SP at a 1CP = 2SP ratio. SP cannot be converted to CP.

Gender (Free): Depending on what you are familiar with, it may be best to take whatever gender you already have. But you are free to pick any gender.

Apparent Age (Free): The age that your sleeve is. This may be the age a clone is aged to, or whatever the age happens to be when you get the Sleeve. This can be anything from a child to an elderly sleeve.

Reflexes:

-Drawback (+100SP): Your reflexes are slow and you have to think about what you plan to do. This applies to both conscious action and subconscious reflexes. A good comparison would be if you were intoxicated via alcohol or a similar recreational relaxant.

-Human-Normal (Free): You have the reflexes of a normal healthy human of whatever age you are. Assuming a healthy human had managed to avoid the various aches and pains/tears of general life.

-Enhanced (100SP): Your body is very quick to react. Your brain can make snap decisions in reaction to stimuli without having to think about it, and your sleeve has subconscious survival instincts, such as being able to hold onto a single handhold on a sheer cliff, while unconscious, all night long.

Strength:

-Drawback (+100SP): Something went wrong in sleeve storage, and your muscles have atrophied. You are limited to picking up things that weigh less than 10 pounds or 4.5 kilograms. With lots of training, therapy and/or biotech, you could eventually alleviate this.

-Human-Normal (Free): You have the strength of a normal healthy human of whatever age and gender you are. If your sleeve is particularly muscled, this would max out at a particularly dedicated civilian weightlifter.

-Enhanced (100SP): Did you manage to get military-grade mods somehow? Your strength is now enhanced, to the point that you can lift an adult human male's dead corpse by the hilt of a knife, single-handed, up through the jaw, without any strain or dedicated posture. You can also punch a large burly man across a room with a single punch to the chest.

Healing:

-Drawback (+100SP): Your body suffers greatly from wear and tear. Expect small cuts to bleed profusely, bruises to remain much longer, and skin to be riddled with blemishes.

-Human-Normal (Free): You have the healing ability of a normal well-nourished human. Blood coagulates without issue, sunburn goes away after a few days, and your skin is clear of any blemishes.

-Enhanced (100SP): You can take a stab wound to the shoulder, and the wound seals up and is only a scar a few hours later. Works best with added nutrition, but can keep you alive with normally-fatal burns. Also, lets you work through non-lethal poisons faster, so alcohol doesn't affect you as hard.

Senses:

-Drawback (+100SP): Someone decided to go cheap on your nerves, and you aren't able to fix or replace them. You are hard of hearing, are either short- or far-sighted, are nose-blind, and

everything tastes like curried sawdust. You are also a bit numb when touching, like everything was wrapped in cotton balls.

-Human-Normal (Free): Your sense of sight, hearing, smell, taste and touch are equal to a normal human, assuming a human that hasn't damaged their senses with over-exposure or various chemicals.

-Enhanced (100SP): Your senses are better than most, and can be ramped up when focused on. You can hear things at higher and lower frequencies, can hear things further away, see the wings of a fly 20 feet away, smell like a bloodhound, and can taste even the most minute of changes in flavor. And touch is sensitive enough to feel and identify fingerprints, for example.

Special Modifiers:

-Imported Sleeve (100SP, may be taken multiple times): Do you already have a body that you'd rather import into this jump for further customization? Then pay this SP charge, and you can bring in any single body you have. Any bodies you import this way will not suffer from any acclimatization issues, as you've presumably already have been acclimatized.

-Transformation (200SP): Synthetic sleeves are designed to be vastly customizable, whether it's because multiple users might use the same sleeve and want their own appearances, or someone wants to look different and doesn't want to have to adapt to a new sleeve every time. You can control the color of your skin, color length and style of hair (including facial hair, body hair, and dedicated areas like eyebrows), eye color, facial structure, change your voice, and can even change bone size. You can even change the size of various sexual characteristics, though a complete gender adjustment is too intensive.

-Chemical Secretion (200SP): Your body is a product of bioengineering, and can produce chemicals in your bodily fluids when the correct trigger is activated. These chemicals may affect you or just others. Examples of triggers would be arousal for a sex-enhancing drug, rage for more hostiles chemicals (side note, one woman activated implanted explosives this way), and so on. You can only create a few drugs, so choose three now and how they are triggered.

-Ghostwalker (300SP): Your sleeve has been modified with next generation personal stealth tech, and is unable to be recorded by any digital systems. People can still see you just fine, but anyone looking at video feeds or recordings can't see you at all. You may activate and deactivate this at will.

-Addiction (+100/200SP): The previous user of your sleeve must have had a serious addiction problem. Pick a socially acceptable intoxicant such as tobacco or alcohol, and your sleeve will regularly have a craving for plenty of it. If you are willing to risk harder substances that aren't socially acceptable, you can take +200SP instead. And if you are willing to subject yourself to it, you can take this multiple times for addictions to that number of addictive drugs. Coffee or sugar doesn't count for the purposes of this drawback.

Companions:

-Double Sleeved (200CP): When the world is against you, you can't trust anyone except yourself. It's fortunate then that you can make another you. It's illegal as heck, carries a real death sentence here, but you can do it. You have successfully copied your DHF of every memory up until starting in this jump. More importantly, your double has a copy of every perk

you have up to this point, including the ones from this jump. Your relationship starts as one of amicable siblings, though that could change over time. You might need to get an extra sleeve for them, unless you have an extra clone lying around? Oh, and since this is a copy of you, they do not gain the SP budget or any CP.

-Pack Recruitment (100CP Each): Want to bring someone local along with you on your Jumpchain? Pay the fee, and you'll be guaranteed to meet up with that person. You must then convince them without the benefit of any mind-altering perks/powers/items. If they choose not to, you may either get the CP refunded, or may try to convince someone else. If you do convince them to willingly agree, they do not have to actually survive the rest of the jump to be brought along.

-Pack Import (50CP each, 200CP for eight): Already have a pack of your own? You may import a Companion into this setting with this option. Each one may pick an origin, and has 600CP to spend. They also get the SP budget for their first sleeve.

-Custom Character (100CP each): Here's your chance to make your perfect friend, companion, lover, or whatever. Pick if they are Human or AI, their personality, and they'll automatically have a history made up that would explain your picks. Oh, and since this is a brand new person, they can have one of the free origins and 600CP to get them started. And they also get the SP budget for their first sleeve.

Drawbacks: No drawback cap.

-Sensitive Eyes (+100CP): In a world that loves broadcasting bright and shiny advertisements straight into your ONI, being light sensitive would be a pain. Eventually, you will get a headache from too much visual input. It'd be the equivalent of someone drunk or with a cold looking at a brightly flashing screen. You will have to take occasional breaks.

-0.16% Actual Fruit (+100CP): The only food you can get your hands on is the cheap mass produced stuff that is meant to be moderately nutritious, but tastes like cardboard. Even the "juice" barely has any fruit content in it! And no, it doesn't matter how supernatural your cooking talents are, or what chef or cook you know, it still tastes bland.

-Why Are The Cheap Ones Always Ugly? (+100/200CP): Call it a curse of genetics, or other people snatching up all the attractive bodies. Now, all of your sleeves, including your first, are not considered physically attractive. Trying to intentionally change sleeves to a more attractive one, would instead put you into one even worse. For a total of +200CP, your sleeves go from not attractive, to butt-ugly.

-Root Access Enabled (+100CP, Exclusive and Mandatory for AIs): As an AI created by humanity, there are certain safeguards intrinsic to your being. Anyone with the right

passphrases can violate your mind, and put you into a state where you cannot lie or refuse to answer, as long as you still retain that data... You will need someone else to pull you out of it.

-Not a Fleshbag (+100CP, Exclusive and Mandatory for AIs): As an AI, you don't have access to Sleeves. As recompense for that, have some CP instead.

-Gauntlet-Style Death (+200CP, exclusive with JumperPrime): Willing to risk everything you've taken here? Taking this drawback means that if you real-death here, you forfeit all perks, items, companions and so on that you bought in this doc. However, in exchange, you may continue on your jumpchain without them.

-Power Restrictions (+200CP): Altered Carbon is all about the human condition and how relatively normal people deal with living in a universe where dying is a matter of not having enough money, mostly. There are no superpowers here. Taking this perk prevents any and all previous perks, powers or alt-forms from working in this jump.

-Warehouse Restrictions (+200CP): Were you hoping to bring your Utopia civilization technology here? Nope! All of your out-of-jump items, assets and so on are locked away and inaccessible in whatever Warehouse (or equivalent) you have. Any functions beyond storage in your Warehouse are also inaccessible. Any non-imported companions who stay in the Warehouse may continue as normal, though they also can't help you in any way. You may still store things from this jump in your Warehouse.

-Living Humanity's Future (+200CP, exclusive with A Quest of Love Across Time and Space): You will spend 300 years here. You must experience 300 years, or it doesn't count. And if you are at risk of P-Frag, then it sucks to be you.

-Jaeger Hunting (300CP): When a soldier is useful enough to the Protectorate, the Protectorate is willing to pay to backup that soldier's DHF. In the event of death, the Protectorate will use that backup to keep getting use out of their expensive toy. The man known as Jaeger is one of their most dangerous men. He's trained many of their best CTAC operatives, is a devout military historian, and has done some of the nastiest military actions since the Protectorate's founding, even if few know his name. And his mission has become you. He will use anything and everything at his disposal to bring you down, whether that means real death or spending eternity on ice. And should you manage to kill him, the Protectorate will just spin up another copy of him to continue the hunt, with whatever notes and records the previous Jaeger left behind.

-A Quest of Love Across Time and Space (+400CP, exclusive with Living Humanity's Future): One of your loved ones is somewhere in this setting, which includes all of the Settled Worlds. You don't know where their DHF is, only that it exists somewhere. You don't even know if they are in a sleeve or not. You must find and reunite with them, and only then will you be allowed to move on from this setting. Any perks, items or powers that would point you straight to them will be disabled for this purpose.

-JumperPrime (+400/600CP, exclusive with Gauntlet-Style Death): At some point in time, the Protectorate spun off a copy of your DHF and first sleeve's DNA without your knowledge. They want you taken care of, and promise your DHF copy that double-sleeving is only a crime so long as there are two of you. Your DHF copy knows all you know, has all your perks, alt-forms and powers, and also has the private knowledge that real-deathing you will let them assume your place on the jumpchain. This is true. However, they do not count as you for any perk, power or item interactions, including but not limited to perks, powers or items that allow you to automatically share memories/senses/consciousness with other versions of yourself. If you are willing to take additional risk, for another 200CP, you will forget ever taking this drawback, but JumperPrime won't. Just to be explicit, being RD'd by JumperPrime or their actions will indeed be chain-failure and you will have to return home while another you continues in your place.

Ending Choice: Did you enjoy your time here? Or at least survive it? Well, it's time to make some decisions on where you go next. Normally, there'd be a parting gift of Bobbleheads and Pez Dispensers, but you might have forgotten what sleeves belonged to whom, so that's not on offer. Regardless of choice, all drawbacks no longer have an effect.

Stay: Have you built up a cozy life for yourself? Made a massive empire of wealth? Settled your own planet with blackjack and hookers? That's kind of blasé in this setting, but to each their own. You've chosen to stay here, and your jumpchain ends.

Go Home: Are you missing your true home? Then take stuff and head on back. Try to make your home better than some of the crap-shows here, alright?

Move On: If all the Settled Worlds of the Protectorate aren't enough, and you want to keep exploring, you are moving onto the next link in your Jumpchain.

Notes (For Jumpers):

Vocabulary:

-*Sleeve*: A word for what human bodies are. People born in a body are in their birth sleeve. Some religions believe that outliving your birth body is a sin, while others think that's a lie perpetuated by the rich and powerful to keep the poor dead, for various reasons. Sleeve death is now no longer considered murder (though it's still a crime and regulated where possible), as it's possible for the person to come back in another sleeve. Rich people have access to custom created sleeves with all sorts of fun biomechanical surprises, as well as clones, though those cost more apiece than many folks make in a lifetime.

-*Stack*: Stacks are the miracle plot device of this setting. They take the form of an implant that is put into every human's spinal column at the age of 1 year old, and basically scans the brain and its experiences to create Digital Human Freight, or DHF for short. DHF code can be transmitted from stack to stack, analyzed like any other data storage at any point by the right specialized equipment, and is used as a unique ID in a world where bodies can be swapped like cars. If your stack is intact, your DHF may be transmitted into another Sleeve. If your stack is destroyed, which is possible with blunt force trauma, shots to the neck, or energy weapons to the head, then you are "Real Deated".

--In this particular version of the setting (AKA the Netflix version), stacks are created by a special alloy created by melting down the artifacts of the alien Elder civilization, with Harlan's World supplying over half of all stacks in existence. This is important as, theoretically, Elder technology is largely unknown, and could be manipulated by an Elder. But they're all dead, right? Spoiler:

-*DHF*: Digital Human Freight. The software component of Stacks, and can be transferred between stacks, backed up for emergencies, or needlecasted to other worlds for a means of relatively affordable FTL travel. There can only be one DHF per stack, otherwise they can rip themselves to shreds from the strain. While a DHF can be copied, it is expensive and potentially painful. Also, having two instances of the same person active at the same time is absolutely illegal, and is punishable by real death of every instance of that person.

-*Meth*: This is a title abbreviated from the biblical character of Methuselah, who is supposed to have lived for 969 years. Meths are the uber-rich social class, having so much wealth that they can afford to pay for both DHF backups and clones. While normally jumping from different sleeves will eventually send you insane, jumping into a clone of yourself does not have that risk, meaning you could effectively live forever.

-*Resleeve*: The act of changing sleeves. Maybe be a clone of your original sleeve, or whatever else is available.

-*Double/multi-sleeved*: when someone has two (or more) copies of the same consciousness running around in separate sleeves at the same time. Illegal, punishable by execution.

-*Cross-sleeved*: Someone in a sleeve not the gender they identify as. Woman-as-a-man, man-as-a-woman, etc.

-*Sleeve-jacker*: Someone who has taken a sleeve not their own and uploaded their consciousness into it. Illegal. Can also be the case if someone has made a clone of a person, and is assuming their identity.

-*Rerun*: a word for someone not in their birth sleeve, or at least not their original one.

-*Personality Fragmentation*: This is a mental affliction that occurs when you sleeve into many different sleeves for too long. People with this are known to be insane, and likely a risk to themselves and anyone around them. It's seen as such a natural barrier to living forever that Meths avoid the issue by using clones, so their minds don't have to deal with their self-image changing so drastically. Envoys are presumably immune to this, thanks to Quellcrist Falconer's training.

-Clones: Clones in this setting are interesting. With some sleeves being biotechnological works of art, cloning facilities can copy any biotech changes to a sleeve. Miriam Bancroft has a custom sleeve that secretes a sense-sharing sorta-aphrodisiac drug in her bodily fluids whenever she is aroused, and all her clones have that as well. Alternatively, when the 3D bioprinter is used, the clone it creates copies the original body completely, presumably complete with any identifying marks.

~~-Alt-Forms: At one point I was thinking of allowing Jumpers to import alt-forms as the base of a sleeve, but since this jump is all about human norms, I have chosen not to.~~ EDIT: This has been changed as of v1.02.

--As a bonus, after this jump, you may treat any sleeve you've acclimated to (as in, no longer suffer sleeve-sickness/disorientation in) as another alt-form. This includes sleeves you didn't get via the sleeve-customization section.

--Any modifiers that grant SP in the Sleeve Customization section count as drawbacks for the purposes of drawback fiat. You can't override them, but they no longer affect your sleeve once the jump completes. The sole exception is the Strength drawback, as that can be eventually addressed with time and/or resources. Muscle atrophy is mentioned in the show, and can be addressed.

--To be 100% explicit, if you import a sleeve with a bunch of genetics/biologically based powers/perks, and then lose it (such as if you don't have a clone of that specific body), you DO NOT lose permanent access to it in this jump. You simply lose access to it until you can either make another (assuming you have some form of clone tech and genetics sample), or wait till the end of the jump. Post-Altered Carbon jumps, you don't even have that occur, as your sleeves from this jump are considered Alt-forms, and thus can be swapped into according to what your house-rules/drawbacks allow.

-JumperPrime drawback: I was recommended to add the following bit to the drawback; "You may not collect the points if, for some reason, you *want* to return home while another version of yourself continues on your chain, or if you do not *care* which version of you continues on". This is technically a loophole or exploit, but I'm intentionally not addressing it because there's a scene in Season 1 where the double-sleeved main character settles who lives and who dies by doing Rock-Paper-Scissors. If you are

perfectly ok with some version of you continuing on, and the other being done with the chain, then I see this as being perfectly in theme with the source material.

-"Stack & DHF" item, and how it works in a Jumpchain: When I made the item, I was coming at it from the perspective of what was shown in the show. However, in terms of jumpchain, this item would effectively act as a limited/unlimited One-Up (AKA Extra Life), kinda. As stated in the item, as long as a copy of your DHF is intact, your jump continues. However, assuming no other perks or items are taken, if you die and your stack is somehow intact (and there is no other DHF copy elsewhere that can be put into a body), then that stack must somehow be put into a new body (or be active in VR/other digital active existence), ideally one with a new stack so it's simply a matter of transferring the DHF from one to the other. If you end a jump and your (only) DHF isn't in a body (or active in VR/other digital interface), that shall be considered "dead".

--VR time dilation does not increase total jump-time, only actual time counts.

--Thanks are given to Rawn and Daemonflayer on SB for language help, and for pointing out Eclipse Phase has a similar item with already established language.

-Stack durability: A person cannot accidentally destroy the stack in their own sleeve. This is to prevent stupid moments of accidental self-inflicted death by simply moving your head superhumanly quickly and breaking your stack. However, if you do something silly that would kill you and destroy your body anyway (like setting off an explosive you are sitting on, for example) the stack would still be damaged or destroyed, depending on how thoroughly your corpse is destroyed.

Changelog:

v1.02: Deleted doc-construction relics that somehow made it to this version. Added Imported Sleeve to the Sleeve Customization section. Added a note on stack durability and the inability to accidentally destroy your own stack. Added another note to Alt-forms note saying it's impossible to permanently lose access to a sleeve with or without powers. Spelling/grammar fixes.

v1.01: removed the note about "Stacks for All" from an earlier version that is no longer relevant, as SfA is no longer offered. Made a note regarding the basic "Stack & DHF" item, and how it does and doesn't function as an infinite one-up. Also added a line to "Stack & DHF" mentioning chain failure if your only existence is as inactive DHF.

v1.0: Initial release.