

Deus Ex JumpChain

The year is 2047, and the world is changing. New technologies appear every day, pushing the limits of what was thought possible, and what was thought human. Cybernetic augmentation is a relatively common process, without the problems with rejection that yesterday's augmentations presented. New techniques, however, leave this method in the dust, with secretive experiments that augment the human body with nanites, making modification unnoticeable and incredibly powerful.

In the shadows, unknown organizations fight for power, looking to decide the fate of the human race. In five years, this conflict will come to a head, with JC Denton at the center of these events. His actions will lead to the collapse of the entire world's system. Will you help him do so to cause the death of these corrupt regimes? Will you stop him to protect the people of the world, or simply to take a place of power yourself? Welcome to the World of Deus Ex. Trust No-one.

Your enigmatic tour-guide of the universe has given you 1,000 cp to spend here.

Age and Sex:

You come into the Deus Ex Jumpchain with the gender you left your last jump, and 1d8+19 years of age.

Location:

1. Detroit
2. Montreal
3. Shanghai
4. New York
5. Paris
6. Hong Kong
7. Seattle
8. Free Pick

Origins:

Drop-In: Free

You arrive in the world in a small apartment with the equipment you purchased in a hidden safe-room and six months paid up-front. While you have no obligations or biased memories, you also lack friends or any history within the world.

Corporate Employee: 100

Your parents were company people, and you spent your life living in an arcology. It seemed natural when you went to college and then sold your skills to the highest bidder. You're an expert in your field, be that security, marketing, or research. You are paid enough to live quite comfortably, but some projects may require flexible morals.

Terrorist: 100

You prefer the term freedom fighter. You could be from the American NSF, the French Silhouette, or possibly a member of the Triads in China. You grew up poor, with a family struggling to survive.

When your parents were killed in a protest, you knew the status quo would only change from violent action.

UNATCO Agent: 200

You grew up in a life of privilege. Both of your parents worked for Page Industries, but you were never quite sure what they did. From a young age, you always dreamed of becoming a UNATCO (United Nations Anti-Terrorist Coalition) agent, saving the world from bad guys. When it was determined that you were compatible with nano-augmentation, you jumped at the chance to become an even greater asset. You were sent to an Academy where you learned skills from swimming to HazMat operation, and you seemed to fit in well once you were sent to the field. Agents were certainly cut from the same cloth.

Augmentations:

100cp Augmented Vision, Free for Corporate

Your eyes and vision processing center of the brain have been upgraded with synthetic tissue spikes and relevant computers. In addition to some slick shades that slide over your eyes, you may display digital information directly to your eyes, you gain an integrated HUD, and items/points of interest are highlighted in your vision.

100cp Bionic Limbs, Terrorist Free

Whether you asked for it or not, at least one of your major limbs has been upgraded to a bionic version. It is more resilient to damage than a regular arm, has a moderate increase on your strength or speed (depending on the limb), and is capable of deploying a hidden blade to assist in combat. Unfortunately, it is fairly obvious and can leave you more vulnerable to EMP attacks.

100cp Aggressive Defense Drone, UNATCO Free

Nanites in your body are constantly scanning for the signature of enemy explosives. When one is detected, an aerosol spray is released that causes the premature detonation of this threat, including missiles, mines, or grenades.

100cp Implanted Rebreather, Drop-In Free

A filter and rebreather unit are implanted in the your respiratory system. This counters the effects of airborne toxins, filtering them out before they reach the lungs.

300cp CASIE, Corporate Discount

The Computer Assisted Social Interaction Enhancer adds enhanced sensors and computers that analyze patterns in a target's voice and body language, as well as pheromone packages to subtly influence individuals. This makes persuasion a much simpler process.

300cp Regeneration, UNATCO Discount

When activated, nanites implanted in your bloodstream go into double-duty to repair damaged tissue. This can lead to nearly instantaneous repair of even the most grievous of wounds, while eating through energy at a ravenous rate.

300cp Subdermal Armor, Terrorist Discount

Carbon nanotubes are implanted below the epidermis, absorbing shock from physical trauma. In addition, electromagnetically conductive elements can help to dissipate electrical and magnetic damage.

300cp Physical Enhancement, Drop-In Discount

Combat Drugs greatly increase your strength, speed, and endurance. The downside of this procedure is the appearance of an albino and an alteration of the vocal chords to an incredibly monotone voice.

600cp Typhoon Explosive System, Terrorist Discount

Numerous 10mm explosive charges are held within your body in dermal pads along your back, and the rear of your limbs. Upon activation, magnetic repulsion generators send these charges in all directions, perforating personnel around you. When they have reached a safe distance, each charge will explode, causing immense collateral damage.

600cp Cloak, UNATCO Discount

Pigmentation nanites surround your body, and when activated, actively analyze and change color to blend perfectly with the environment. This allows the user to become invisible to the naked eye, but quickly drains energy resources.

600cp Hacking Interface, Corporate Discount

Numerous coprocessors are installed in your head, as well as interfaces to nearly every type of electronics. These computers, complete with state-of-the art codebreaking software, allow intrusion into most secure systems.

600cp Minimal Pain Response, Drop-In Discount

Augmentation drugs are administered to your body, greatly dimming the feeling of pain. This allows you to fight on, even with incredible wounds, without loss of concentration or consciousness.

Equipment: Note that the weapons you buy at this point come with a few custom upgrades to their basic abilities.

Stealth Pistol (100)

A 10mm polymer pistol, this weapon is made for maximum concealability. It comes with an integrated silencer and small frame that allows it to easily be hidden.

Combat Rifle (200)

The FR-27 Flechette Rifle fires .303 flechettes. It is an excellent all-round assault rifle, capable of being fired in semi, burst, or full auto modes.

Tranquilizer Gun (150)

The PAX-22 tranquilizer gun uses compressed air to fire a tranquilizer dart at a mid-ranged target. It features an integrated scope, and is meant for non-lethal incapacitation of targets. It may only fire one round before a reload is necessary.

GEP Gun (400)

The Guided Explosive Projectile Gun is a comparably light-weight anti-armor weapon. The shoulder-fired launcher uses a laser targetting system for high accuracy.

Riot Prod (50) Free for UNATCO

The Riot Prod is a favorite of police forces. Using high-capacity energy cells, it is able to non-lethally incapacitate a target in close-quarters combat.

Sniper Rifle (300)

The Longsword 202 ERASER is a high-quality precision sniper rifle meant for engaging enemy personnel at extreme range. It fires .416 ammunition, with excellent stopping power.

Lockpicks (100)

A pack of 5 smart-lockpicks, these devices can make smart work of any physical lock, but have a finite amount of nanite resources.

Multi-tools (100)

These hand-held tools use frequency modulation to alter the flow of current in a circuit. An individual trained in electronics could easily use them to by-pass keypads, cameras, laser wires, and more. However, each multi-tool has finite resources. This pack comes with 5.

Grenade Pack (150)

A pack of four grenades, either EMP, Scrambler (capable of temporarily jamming a bot or turret's IFF), Gas, or Fragmentation.

Shotgun (200)

The Widowmaker TX is a powerful 12 gauge semi-automatic shotgun can make short work of a target in close combat. It can accept a wide range of sights and modifications.

Bioelectric Cells (100)

These energy cells can restore the amount of bioelectric energy in an individual's body. This comes with a pack of four.

Balistic Armor (100)

Advanced balistic armor capable of stopping large-caliber ammunition. This suit has advanced polymers which react to an electrical charge, and will only last so long as the armor carries a charge.

Thermoptic Camo (150)

Using advanced computers and fiber-optics, this suit refracts light around an individual and can make them invisible to all forms of detection for a short time. After this time is up, the circuits will fuse together and the suit is useless.

Hazmat Suit (100)

These suits protect an individual from the full range of Nuclear, Biological, and Chemical threats. However, their filters degrade over time and must be replaced.

LAM Pack (200)

Light-Weight Attack Munitions. These advanced explosives may be used as mines, explosives, or even grenades. This pack contains three LAM's.

Identification (100) Free for Terrorist

A number of faked documents and licenses, this collection of information can get you past borders without any raised eye-brows.

Page Bravo-3 Peacebringer (300)

This security robot is resistant to small-caliber ammunition and carries a 7.62 minigun. It is an excellent tool for protecting your property or causing a distraction, but is vulnerable to EMP.

Dosh (50) Free for Corporate

50,000 Credits stored to your own personal account, this is more than enough to live off of or to buy the things you need.

SH-187 Stealth Helicopter (500)

You have an agreement with a pilot of one of these sophisticated helicopters. He (or she) is willing to take you where you need to go, and can get you there in style. The SH-187 is nearly invisible and has the range to go half-way around the world before needing to refuel.

Tech Goggles (100)

These Next-generation night vision goggles can help you see in the dark.

Rebreather (75)

These breath-masks filter oxygen from water, allowing nearly unlimited operation underwater.

Plasma Lance (300)

This incredibly sophisticated and expensive weapon fires superheated gases in an ionized path toward its target. While it does incredibly amounts of damage, it has a slow rate of fire to prevent overheating.

M404 Heavy Rifle (300)

The M404 is a rotating multi-barrel support weapon which fires 5.56 ammunition at an extremely high rate of fire. It is an incredibly devastating weapon, but care must be taken to prevent an overheat of the barrels.

Grappling Gun (100)

This grappling gun is capable of attaching to a surface and pulling the operator towards it.

Drawbacks:

Maintenance Man Conspiracy (100)

No machine works the way it's intended. Trying to buy a soda will yield in a brand you hate. The cleaning bot always makes a mess of your place. A world-wide conspiracy of maintenance men exists just to drive you mad.

Skull-Gun (100)

Why reach for a gun when you could kill with your very thoughts? That was the plan, anyway. The operation was a success, equipping you with a dinky .22 caliber pistol in your skull. However, the removed gray matter has significantly decreased your intelligence.

Low Battery (100)

Due to interference with your biology, possibly caused by the numerous times it has been changed, your bioelectric reservoir is much smaller, about 50% of an average aug user's.

Technical Glitch (200)

Perhaps your augs are prototyped without the kinks worked out, or you went for the bargain-brand equipment. No matter the case, little glitches have found themselves into your equipment. Your enhanced vision might get static-y near cell towers. Your hidden blade might get stuck in the in or out position. Expect things to go wrong when you most need them.

Implant Rejection (200)

Something went terribly wrong with the implantation of your augmentations and your body actively rejects the foreign material. You must use neuropozyne or a similar anti-rejection drug or face an agonizing death.

Public Enemy (300)

UNATCO has marked you as a public enemy and actively hunts you. You are flagged by INTERPOL and nearly every government entity on earth, not to mention the groups actually pulling these strings...

Pacifist (300)

You refuse to kill. Even to save your own life, you will not take a life. In addition, you will actively dissuade others from using deadly force. Expect to come off as “preachy”.

Epilogue:

After 10 years on this Alternate Earth, you will be given the option...

Go Home: You leave this world, and the adventure of jumping behind to go home. Everything is just as you left it, and you may take everything from your time in other universe's back to your home.

Stay Here: Perhaps you enjoy the paranoia, back-stabbing, and power plays of Deus Ex. If that's the case, you never have to leave.

Move On: Take your skills, augmentations, equipment, and memories to the next world.

Notes: You may use all of your jumpchain powers without limit here. However, remember that any special abilities could find you hunted by secretive organizations, eager to vivisect you and learn how to duplicate it.

When moving on to a next world, you lose all drawbacks, but you MAY choose to keep your skull-gun without degradation of your intelligence.