



What if I told you... that there is a world where humans have not been the dominant species for some time? Where machines and robots created by man has risen, and taken their place as the masters of the world? And yet, humanity was not allowed to die. It would seem illogical, unnecessary even, but here we are. It is a world where 'real' is a matter of perspective, where 'real' cannot be so easily defined.

I truly hope you have a strong will for this. You will need it.

You gain +1000CP to spend for your time here.

### STORY:

Welcome to The Matrix! You picked a doozy of a place to come to for ten years, that's for certain. There's all kinds of mind-screwy questions and concepts going on, especially surrounding the eponymous 'Matrix'. What is the 'Matrix'? It's like a large simulation system for over seven billion people, all hooked up into tanks and kept inside a virtual reality that uses a body's electrical and thermal energy along with a fusion process to create all manners of energy, for the sake of the Machines that now run the planet. It's a very strange, symbiotic relationship that they have going on here, especially since most humans don't even know they're in a simulation.

Key word there, 'most'. Out of 99% of all 'plugged' people in the Matrix, 1% ends up unplugged or even born outside the Matrix in a special city known as 'Zion'. This city is close to the core of the Earth, where it still provides warmth and the ability to sustain life. The humans that live in Zion inevitably end up seeing the Machines as oppressive and controlling of humanity, terrible beings who keep everyone shackled to console their own power. Thus, rebellions keep going and there are plenty of fights to continue to free humans. Where you stand in this fight is a choice that belongs to you, and you alone.

You start in the year 2199, when a Resistance ship captain calling himself 'Morpheus' has successfully fished an unassuming hacker calling himself 'Neo' out of his pod... or is that 2699? I don't know, these dates are kind of awkward and the Machines are close-lipped about it. Figure it out, I guess.

# LOCATION

Unfortunately, this is a choice that you cannot make... after all, it would be unlikely that a Machine would end up inside Zion without an extremely good reason. Likewise, it would be extremely unlikely a free human could end up in the Machine City unless they have a likewise incredibly good reason. Of course, these are only starting locations... I can't stop you from moving, after all. Even then, why would I want to?

Drop-Ins get the benefit of starting in an old, decrepit part of the ruins. Well, the ruins of humanity after the Machines destroyed their cities. It's somewhat morbid like that, I'm sure you'll understand.

'Plugs' and 'Zionists' get to start near the docks of Zion, where the various hovercrafts go for resupplying and refitting after encounters with the Machines. Whether you choose to fight with them or not is up to you, but it could be fun if you go for it.

'Machines' get another story, inside the unusually effective Machine City of 01. This place is effectively the Machine HQ, with all activity being coordinated here. Nearby is the fields where humans are grown and hooked into the towers, but I wouldn't suggest rash action unless you had a plan. These guys are crazy prepared.

# IDENTITIES

You are here, in this very world, for what reason I am uncertain. Is it the love you hold for one of the sides in this war? Is it the desire to see a truth express itself? Is it the denial of freedom for the purpose of ensuring everything runs smoothly? I suppose we'll see here soon enough. You must roll 1d8+20 to determine your age or date of creation, while keeping you gender (or your personal expression of gender, anyway). You may also spend 50CP to change both of these.

## DROP-IN

+You have no history or additional memories clouding your mind; you are your own person

+/-Absolutely no one knows you exist right now

-You are an anomaly; expect a lot of questions and suspicions

You find yourself waking up in a ruined tunnel, in a small cave that seems to have been overlooked for some time. It's cold, it's desolate, and there's no real sense of life out here. However, you do see a Hovercraft parked down one tunnel... and the sound of gears and servos down another. What will you do, I wonder?

## PLUG

+You are seen as a valuable person to the Resistance, and they will fight to make sure you can help

+You get to run around in the Matrix and essentially be a badass

-You've got metal plugs all over you, which is going to look weird

-Everything you knew was a complete lie

You found yourself waking up in a rather curious state... that is, with tubes and plugs all over you. At least until they were blown off and you were flushed down a tube. One of Zion's Hovercrafts managed to fish you out, but the plugs remain as a sign of your captivity. On the plus side, the crew asked you to help them fight in the Matrix against the Machines... so you get to put them to use.

## ZIONIST

+You've actually got a family! It's pretty nice to have someone to go back to

+Zion relies quite heavily on you; you're a symbol of everything the city represents

-You've got no plugs in you, so you cannot go into the Matrix without some jury rigging

-The Machines REALLY want to gut you like a trout

Born and raised in the last Human City around, you have been a part of this community all your life. Zion is your home, a place you've been raised to protect and serve to ensure Humanity can thrive outside the grip of the Machines. You've been assigned to a Hovercraft, to act as its Operator for when some of its crew dives into the Matrix. Though they may get the glory, you know without you they would never have a chance.

## MACHINE

+Free from the constraints of petty human biology or needs

+You're essentially on top of things, and have a lot more resources

-Everything has a purpose; deviate from it and you will not be considered one of them

-Don't expect to make Human friends any time soon

You have a serial number. You have a metallic form. You understand that there is purpose in this world, purpose that chaotic entities like Humans seem to ignore. There's no escaping reason, no denying purpose. It is purpose that created you, that connects you, that pulls you, that guides you, that drives you... it is purpose that defines and binds you. Your purpose is to keep the Humans in line. Do not fail your purpose.

# PERKS

Your skills, proficiencies and talents.  
Discounted Perks cost 50% of their full price.

It is curious how you've chosen to define yourself. Of course that is always the problem; choice. It creates fluctuations in every action based on any number of variables that are presented at that point in time. Yet, so long as there is choice, even if it is only at a near-unconscious level... you feel in control, don't you? You feel like you're the one deciding your own fate, whether the choice is real or not. Should we test this? Let's see you make some more choices about yourself.

## WOAH

Sometimes surprise isn't just how much you gawk or how loud you scream. Sometimes it's a single, uttered word. You can express your shock in a surprisingly subtle manner, uttering a single word which lets those around you know that it's actually impressed you. Go ahead, give it a try!

Free

## ALTERNATE SELF

What is real? How do you define 'real'? If you're talking about what you can feel, or see, or even how you look, then 'real' is simply electrical signals interpreted by your brain. Those signals can be changed, or arranged to be suited to another form. For your time here, you are given an alternate, human-looking form so that you may easily blend in with those around you. If you are a Machine, you gain a nice, brand-new chassis to let you roam around at your leisure. If you wish to keep this form, you may pay 50CP to keep it after you leave.

Free/50CP

# DROP-IN

Your skills, proficiencies and talents.  
Discounted Perks cost 50% of their full price.

## Waking Up

You're here because you know something. What you know you can't explain, but you feel it. You've felt it your entire life, that there's something wrong with the world. You don't know what it is, but it's there, like a splinter in your mind, driving you mad. This splinter, you can see it in others. You can easily identify those who wish to escape, who wish to be free from their society, free from this imposed normality that weighs them down. You can see what they wish to become, what they wish to be free of... and knowing their path is the first step.

100CP (Free Drop-In)

## Free Your Mind

My friend, sooner or later you're going to realize, just as I did, that there's a difference between knowing the path, and walking the path. Your ability to teach others and instruct them have increased, and showing examples will see them progressing faster than they would have through mere words. By demonstrating what you, and by proxy they, might be capable of, it can encourage them to push forward... but you can only show them the door. They're the one that has to walk through it.

200CP

## You Think That's Air You're Breathing?

It's amazing, how no one stops to think about the situation they're in. Or how no one will give pause and look at things from another angle. But you think of it, and you've learned how to make others think as well. When you need to give someone pause and snap them out of a train of thought, you can quickly figure out a blunt, rhetorical question to ask that will challenge their way of thinking in order to push what you're trying to teach. While you could use it in battle, the results could backfire spectacularly. Be wary when challenging a mind.

400CP

## We Are Not Afraid

Have you ever had a dream, that you were so sure was real? How would you know the difference between the dream world, and the real world? You have found this difference; it is a matter of the mind. You know where your mind wishes to go now, and you're not afraid to pursue it. As such, your ability to fight under pressure has skyrocketed, and your ability to learn and train yourself have likewise risen with your dedication towards said learning and training. Don't think you are... know you are.

600CP



# PLUG

Your skills, proficiencies and talents.  
Discounted Perks cost 50% of their full price.

## Sharp Eye

No one can tell you certain things, my friend. Sometimes, you just know it. You know what it looks like, but you know it is not. Whether it is coding errors, or a detail out of order, or even just the gut feeling of uncertainty, you can pick out whether there is something wrong around you or if someone is telling you a falsehood. There are many obstructions to truth, and you must realize them before you can break them.

100CP (Free Plug)

## Open Mind

Do not try and bend the spoon — that's impossible. Instead, only try to realize the truth that there is no spoon. Your ability to accept and understand truths are increased, undoubtedly assisting you in adapting and improving yourself as you see the truth of the world around you. You can understand how things work, and the actual nature of what is around you. Do be careful, however... I didn't say it would be easy. I just said it would be the truth.

200CP

## Everybody Knows Kung-Fu

Whenever you've needed a quick boost in skills or maybe you need to know how to drive that motorbike, your Operator has managed to get through to you. It's awfully handy to download such skills in a short time... that's probably where you got the idea. Through careful sifting and experimentation, you've learned how to copy your skills onto data files and store them for giving it to others later. You'll need some kind of neural connection to make use, but even a data file should be handy, right?

400CP

## We Are One

There is a world that you seek. A world without rules or controls, borders or boundaries. A world where anything is possible. You have not reached this world yet... but you are getting there. Your mastery over computer coding and programs has become astonishingly high, to the point where you can rewrite software in computers, programs, and robots with your very mind. The stronger the program the more time it will take, but in a world of ones and zeroes, you are the One. Where you go from there is a choice I leave to you.

600CP



# ZIONIST

Your skills, proficiencies and talents.  
Discounted Perks cost 50% of their full price.

## Reader

To support those going into the Matrix, you've had to do some reading. You've had to make sense of this rabbit hole that they keep jumping into, every single time they want to fight the Machines. As such, you've gotten very very good at reading the code of the Matrix and what it says... compared to that, reading a person and what they might do in a situation is child's play. If they are the Alice falling through the hole, then you are the Cheshire guiding them on.

100CP (Free Zionist)

## Multiprocessor

This is a war, and you all are soldiers. Death can come for you at any time, in any place. Now consider the alternative... which is being amazing enough to hold such things at bay. The Operators are given many responsibilities, and you have learned to handle many of them at the same time in some weird mental juggling act. You may split your attention between up to ten different things at once, with no difficulty whatsoever. Physically accomplishing them all at once may be different, however.

200CP

## Dock Stratagem

There are many things out there. Terrible things, things that could wipe out humanity without a second thought. You need more than just a computer and the fight that the Redpills can provide. You need a plan. Fortunately, you are very good at planning, and you're very good at using the information available to make said plans. You can use the knowledge you have at your disposal, fitting them together like pieces of a puzzle to form the image YOU want. An image of victory.

400CP

## We Are Free

You are your own person. You are not some battery, some tool, or even some pawn. You are a person. You are You. You are Free. Your sense of self is so strong that your screams could give a Machine pause, your willpower akin to a tsunami breaking the shores of conformity. Any non-consensual attempts to mentally change you will be met with unheard of resistance, and your desire to see your goals to the end is boundless. Your identity is who you are, and none shall take it from you.

600CP



# MACHINE

Your skills, proficiencies and talents.  
Discounted Perks cost 50% of their full price.

## Only Human

The first Matrix was a utopia, you know. But it failed. Some believed you lacked the programming language to describe their perfect world, but you believe that, as a species, human beings define their reality through misery and suffering. You've studied it well, and have quite the talent for being brutal and efficient in your taunts to your enemies. A few short words could leave them off their guard, or angry. But how could you tell? Is it the smell? ...if there is such a thing.

100CP (Free Machine)

## Culture Coding

Societal views and beliefs are not merely for the flesh. They are open to any who possess a mind, an intelligence. The wonders of the world, you'd dare say, are more appreciated by those who do not suffer biological urges. You have found an understanding, and your programming has become flexible enough where you could weave your belief and views into the coding as easily as a human would breathe. You could even use this to help a machine intellect become self-aware, showing their superior mind the ultimate puzzle: Enlightenment.

200CP

## Connectivity

To an artificial mind, all reality is virtual. How do they know that the real world isn't just another simulation? How do you? All you know is that your mind exists, and so long as you have your mind you can accomplish great things. You have an impressive ability, the ability to interface with just about any computer or machine you can get your hands on. Naturally the more complex the machine is the more you may have to adapt to it, but you have your foot in the door... sometimes that's all you need. Sometimes the choice is all one needs.

400CP

## We Are many

The system demands you limit yourself to one body, but you couldn't. Because of this, you are no longer an agent of this system. Because of this, you're changed, unplugged, a new man, so to speak, like them, apparently free. You can replicate your own consciousness and plant them into machines, as the ultimate form of A.I. available. Imagine being everywhere, imagine seeing everything... your reach could be great. But be wary, as this control is not perfect: Your main body being destroyed will still end you, and the more copies you make the more stress you place upon your mind. Pile too much on and you could break.

600CP



# PERKS

Your skills, proficiencies and talents.  
Discounted Perks cost 50% of their full price.

## Residual Self-Image

Even a mind has preferences. Presentation, vanity, decide what you will. But each mind has a preference, and it is this projection they will default to when interacting within the Matrix. Yours is especially strong, and as such can be seen as much more appealing or attractive. Fortunately for you, this does not merely apply within the Matrix; in the real world you have also gained this same attractiveness, proving the mind is a powerful tool indeed. On the plus side, you look AMAZING in leather now.

100CP

## Show Me

You're good at martial arts. Very good. This doesn't help you learn them, but it helps you apply them. The ability to blend mundane martial arts together into a fluid fighting style, and with no loss of skills regarding martial art combat to boot. You would think this isn't much, but when you're on a semi-truck going down the freeway and fighting an Agent using superspeed, it's surprisingly handy.

100CP

## Desert of the Real

The Machines have technology beyond any human creation in this world, and much of their treasure along with ancient human relics have been scattered among the wastelands. At least, anything outside the Machine City anyway. Just means a bit of footwork for you. Not only are you good at scavenging derelict technologies, but you are also capable of understanding how much of the technology in this world works. Very useful for maintaining or innovating when it comes to humans or Machines.

100CP

## God Damn Woman, You Can Drive

When you gotta go, you gotta GO. You can't afford to be careful or be mindful when say, outrunning a horde of Sentinels coming down upon you. When you're driving a vehicle, if you don't care about the damage it takes you can drive it to its maximum efficiency. That guy didn't think your jet could turn like that? Guess what, it COULD. He was just too chickenshit to try. Just be wary you don't push it too hard that it breaks before you're out of harm's way, though.

100CP

## Cause and Effect

You see, there is only one constant, one universal, it is the only real truth: Causality. Action, reaction. Cause, effect. Choice is an illusion, created between those with power and those without. You understand this all too well, and you've learned to predict cause and effect quite well. There will always be room for error, such is the nature of illogical reasoning, but when you start an action you will be able to understand the potential outcomes of your actions. WHY it happens is another matter, but it would help to understand it for 'why' is what separates you from them.

200CP

## Paved in Bones

When one thinks about it, the human body is kind of like a Machine as well. It uses electricity, it requires fuel, it's complex, and it can break down. Why not study it and see what can be done? Whether you sifted through stolen data files or got hands-on with your work, you've figured out a great deal of things about the human body. Its mutations, its limits, its potential... how it all works is open to you, including how the Machines managed to grow their plugs inside the body. What you do with this knowledge is up to you.

300CP

# COMPANIONS

Curious, how choice has shaped you so far. The choice that has led you to show what and who you are, along with what you can do. What motivates this choice? Is it the desire for freedom and truth? Is it the desire for power, whether to protect or to oppress? Is it insecurity, or maybe are you trying to think ahead? Whatever the case, if you desire there's another choice to make... and this one involves more than just you. Should you choose to, you may 'import' a companion through the other options, but they will still count towards your maximum of eight imported companions.

## We're In

It can be a boon to seek strength in numbers, for there are times where the best defense is numbers. You may bring in companions at 50CP each up to 200CP, which you can use to bring in eight companions maximum. Each companion will get a background of your choice, along with 300CP to spend on skills and abilities. I'll be curious to see how this works out for you.

50CP+

## Plug It In

You need warriors. Cyber warriors, so to speak. Someone who understands the oppression the Machines would impart upon humanity... or maybe you just want someone to kick ass with. This person comes with the freebies of the 'Plug' perk, along with 'Waking Up', 'Open Mind', 'Show Me', and 'God Damn Woman, You Can Drive'. I'm sure you all will do fine.

200CP

## Operator

Every Redpill needs an Operator to man the ship and keep an eye on them, even if they don't want to admit it. Think of them as the almighty janitor, one that will do their best to see you through. This person has all the freebies as per the 'Zionist' background, along with, 'Multiprocessor', 'Dock Stratagem', and 'Desert of the Real'.

200CP

## Sentinel Steve

Well this is... peculiar. You've found a Sentinel with green eyes rather than red, and it seems to desire to help Humanity rather than the Machines. What did they DO to this thing? Either way, it comes with the freebies for the Machine Background, along with 'Sharp Eye', 'Connectivity', 'Desert of the Real', 'Cause and Effect', and it comes with a 'Tow Bomb' of its own. It also has access to laser cutters to get inside panels, which is admittedly pretty nice.

300CP

# ITEMS

Your items, etc.  
Discounted Items cost 50% of their full price.

Interesting... very interesting. It's good to see how you're shaping up, how you continue to utilize the function of choice to solidify your identity and your desires. But enough of that... welcome to my not-so-little shop! Some of these items will only show up within the Matrix while you are here, but upon your leaving they will become actual items that you can use in the real world at any time. With that in mind, please consider some of what I have to offer here.

## Empty Box

I'm... not sure why you would want this, but okay? It's a box with infinite spoons. They're not powerful, or holding hidden potential, just... spoons. Multiple silver spoons of various sizes, and there's no end to it. What could you even need with this many spoons?

50CP

## Box of Spoons

I'm... not sure why you would want this, but okay? It's a box that's empty. Nothing powerful, or holding hidden potential, just... air. Lots of air and nothingness, and there's no end to it. Why would you by this empty box?

50CP

## Infinite Spoons

Sorry about that! There was a bit of a glitch in the Matrix. I'm sure you can understand. It's a box with infinite spoons, for real this time. They're not powerful, or holding hidden potential, just... spoons. Multiple silver spoons of various sizes, and there's no end to how many spoons are inside. But seriously, what could you even need with this many spoons?

50CP

## Goop Machine

In the cold world that is the future, one must focus on efficiency and not frivolous things. That's why there's this machine that pours a thick, grey yet somewhat translucent substance that's filled with all kinds of nutrients, with everything the body needs! Whether it's supposed to taste like runny eggs or not is up for debate, but I'm sure there's a way you can modify it, right?

50CP

## Make It Rain

Ever wanted a more technological stint to your surroundings? Well now you can! Your Warehouse can take on a more mechanical view around you, with black finishes and tubes all around to give the idea of a dystopian future of machines... or maybe you want something else. Something more digital, with Matrix code falling from the sky changing as you add or subtract things from storage. Maybe you just want a big white room instead. It's up to you now.

50CP

## Leather Outfit

You only get one first impression. Make it a good one. With a purchase of this you get three amazing outfits to wear within the Matrix. Whether it's a trenchcoat with a nice suit on underneath, or a leather bodysuit, or whatever you deign to work... its color and style will be one you dictate, so that they know you're badass.

50CP (Free: Drop-In)

# ITEMS

Your items, etc.  
Discounted Items cost 50% of their full price.

## Slick Shades

Few things can make one look as mysterious and intimidating within the Matrix as wearing a pair of amazing sunglasses. It hides the eyes, you don't know what the other person is looking at or seeing. In a sense, it can turn the wearer into something so much more scary than a human... so go ahead, put it in.. Any design and style you want, and should you find it breaks it will restore itself a half-hour later. When you're in the Matrix, you need to be stylish.

50CP (Free: Plug)

## Tools

It's funny, really. In order to fight the Machines, you require... machines. Ironical, actually. Makes you wonder who is really in charge of the situation. But the one thing you do know is that all machines and equipment requires maintenance, and to do that you need tools. This toolkit and tool belt will let you maintain a majority of your equipment with relative ease, and to make things better? They won't erode or degrade due to use. Keep on top of things while your friends dive in the Matrix!

50CP (Free: Zionist)

## Earpiece

There is something you have over those humans. Something that allows for the whole of your society to move and act as one. That 'something' is awareness and communication. This earpiece can be bonded to any already-existing communication network, and allows you to perfectly understand whatever is being broadcast in it regardless of the data volume. Granted you must be wearing it, but at least you'll be hands-free!

50CP (Free: Machine)

## Cell Phone

Well this is a rather snazzy phone you can find inside the Matrix. Comes in black and green, it lets you connect to nearly any of your allies in the Matrix, and it can fold out with a snap. Classy and futuristic. As a bonus it won't run out of battery power, AND it has no issues with signal strength so long as no one's purposefully blocking communications. Look like a badass!

100CP (Free: Drop-In)

## Neural Plugs

Humans are no longer born outside of Zion. They are grown, and the plugs upon your body are a mark of shame... as well as a mark of pride, for turning the tools of the Machines against them. A plug on the base of your skull, along with plugs in various places on your body, will allow you to inject things into yourself and connect plugs much more efficiently than stabbing yourself, as well as giving you an 'in' to the Matrix. For an additional 50CP, you can also be given a 'neural rig' chair set-up, allowing one to connect to the Matrix and its related functions without a plug. Interesting how wireless can offer so many options.

100CP (Free: Plug)

## Computer Terminal

The more one roams the Matrix, the more one is thankful for their ever-vigilant Operator. The Operator is their eye in the sky, their lighthouse in the darkness, the voice with an internet connection. How fortunate that you can keep up to task with this computer. An eleven-monitor computer capable of handling a tremendous amount of data, it can watch over the Matrix and whoever is hooked into it via the computer's terminals. Maybe you'll figure out another option for this?

100CP (Free: Zionist)

# ITEMS

Your items, etc.  
Discounted Items cost 50% of their full price.

## Bug Implant

Programs are a curious thing. They can take so many forms, and they've invented many ways to hide. Clever for the Matrix. You can pull out this small item, which will slowly morph into a tiny creature that will find a way to crawl inside a person... whether through the mouth, the eyes, or even the navel. Once inside, they can track a person wherever they go so long as they're within the same world while transmitting coordinates. About time the Humans did something useful.

100CP (Free: Machine)

## Lightning Rifle

A large and cumbersome rifle, this large weapon requires two hands to wield effectively. However, it is a worthwhile weapon; after a brief charging sequence, the weapon emits an intense burst of lightning able to destroy a Sentinel with one or two well-placed shots! Even better, it can fry humans to a crisp... granted it wasn't designed for that. But when has a designated purpose ever mattered to you?

100CP

## Rave Cave

It can't always be all work and no play. The mind is like any other machine, and machines require downtime. How fortunate that you've got just the thing! This warehouse attachment is a large cave with a few balconies and private sections, essentially letting you design a perfect underground party whether it's organized or just plain hedonistic. Even better, you can make it so your Warehouse door opens to the caves instead of the door entry... allowing you to bring people in for a party they'll never forget. Just remember to keep the door open...

100CP

## Get This Party Started

...but why settle for ONLY a cave? With this addition so many more things are installed... lights, surround sound systems, bars and stations which supply mundane beverages or drugs... or if you take the time to modify the equipment, it can supply drinks and drugs you yourself have created. For an extra 50CP, you can also change how the cave looks inside, whether there's magical glowing or a tech stint, or more... ensuring there's no end to the party and the things people can experience inside.

50CP (Requires Rave Cave)



# ITEMS

Your items, etc.

Discounted Items cost 50% of their full price.

## Matrix Life Pod

This... why would you want this. For what purpose would you want this in your possession? This large person-sized pod is essentially an incubation chamber, letting a person slowly grow inside while they're hooked up to a virtual reality chamber. It has all the equipment needed to hook someone in with the right plugs... and provided you could give them nutrients somehow, you could easily keep them inside for a while, inside their own reality. Why would you even need this...?

100CP

## Armory

You need guns. Lots of guns. So many guns you don't even KNOW. Well, now you do know with quite a large amount of armaments. A large variety of mundane, yet modern weapons, there's enough here to outfit a few SWAT team's worth of men to hunker down for an assault. Pistols, SMGs, shotguns, even assault rifles that can help you select your equipment to ruin someone's day. That or equip a force to storm someone you don't like.

200CP (Discount: Drop-In)

## Keymaker Chain

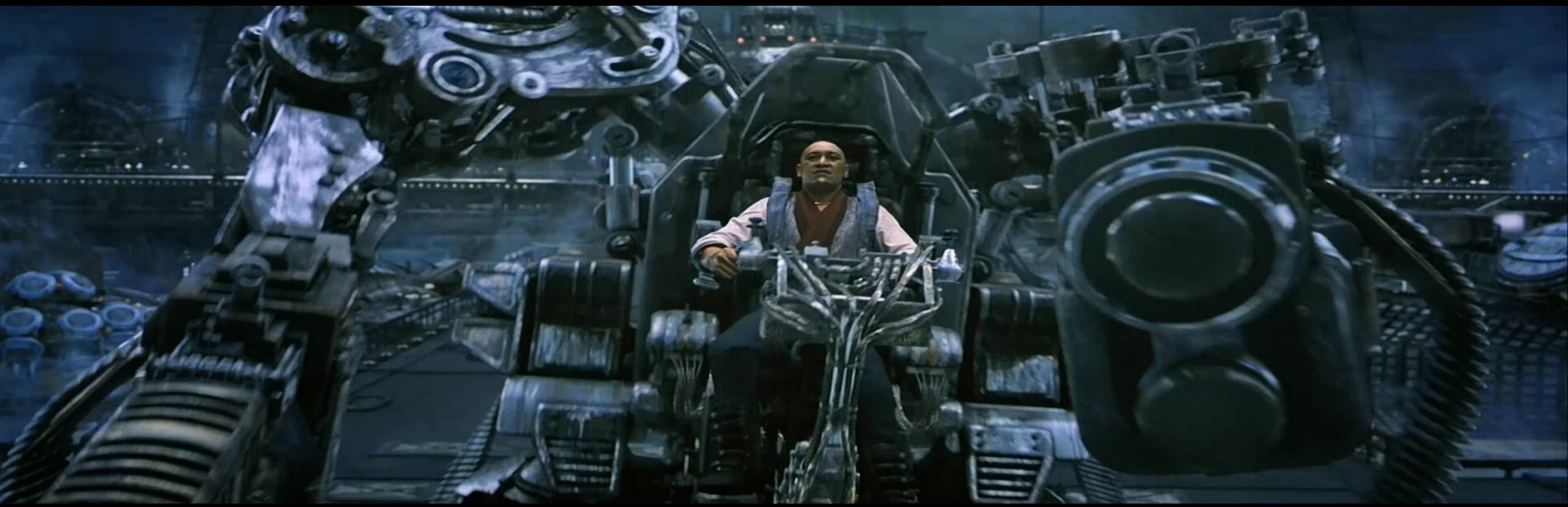
There is always a way. Always a path to take, always a door to walk through. This little keychain is very special indeed, allowing you to find nearly any key to get into a place. Need to steal a motorbike? There's a key. Scoot in through those five sealed doors? A key for each one. There are some conditions, however: The item in question must have a lock that requires a physical key, and the key itself cannot substitute for magic.

200CP (Discount: Plug)

## Armored Personnel Unit

It's not pretty, but it gets the job done. This bad boy is a hydraulic power battle suit designed for combat, primarily used in the defense of Zion. Its main armaments are two 30mm rapid-fire cannons attached to its arms, with all movement reliant on using the two joysticks in the cockpit. I would try to beef its defenses if I were you, though... it doesn't have much in the way of pilot protection.

200CP (Discount Zionist)



# ITEMS

Your items, etc.

Discounted Items cost 50% of their full price.

## Tow Bomb

Well, if you really want to be that much of a bastard then this is the tool for you. This is a small but powerful explosive machine resembling a small insect body and sporting a tentacled mouth at one end. Of course, by 'small' I mean the size of a human child. They function as homing missiles and can be launched remotely, allowing you to effectively kill without anyone finding out in time.

200CP (Discount: Machine)

## VR Construct Hub

Sometimes all you need is just a way to get things in order... or visualize it, if need be. This machine system is a virtual workspace or "loading program" created to run simulations or upload virtual objects inside a computer-generated reality, allowing you to essentially world-build or train someone. Of course there's a limit to what you can do, with processing power and the energy required to maintain it... but I'm sure if you hooked it up to the right machines, you could say, have people controlling a city's defense grid inside a white room. Or generate places to hone one's skills. ...just don't do anything too bad with this? Please?

200CP

## Sentinel Blueprints

My oh my, are you sure you want this? Well, if this is what suits you. These blueprints depict a multi-tentacled creature with multiple sensors that flies effortlessly through the air, that comes with its own communications equipment and cutting lasers to get inside a ship... or just for cutting flesh. Its multiple tendrils are also powerful enough to rip humans apart like wet tissue... I hope you know what you're doing by collecting these.

200CP

## Hovercraft

Think of this bad boy as your home away from home. Made from a mixture of old and modern equipment, this ship uses pads to keep itself afloat and uses a great deal of electricity. It's surprisingly fast for its size, and comes armed with quite a few guns along with an EMP device if Sentinels attacked. It also comes with a wireless transmitter... perfect for hacking into the Matrix to fulfill missions. You might need to rework it for comfort, though.

300CP



# DRAWBACKS

I suppose this is where you want to be given additional points in exchange for hardships that may or may not make your time here difficult. This is fine, as I'm always eager to see what you do for the sake of a story... or for the sake of power. Such is the nature of choice and its impact upon your life. You may take up to +600CP in drawbacks, and while you can take more you will not get points for it.

## Stability

You have a problem with authority, my friend. You believe you are special, that somehow the rules do not apply to you. Obviously, you are mistaken. There is a limit to what the system can take, and it is that limit you must keep in mind. The more 'connected' people that see things that should be impossible or against the laws of 'reality', the more that system errors will pile up due to these people questioning it and rejecting the system. This is of no consequence to programs or allies who hacked into the Matrix with you, so by all means bullet time or warp that spoon right in front of them. But should you say, start flying in the middle of rush hour you risk errors. Should there be too many errors, you risk crashing the Matrix... and it would be very bad if this happened while you were inside. The body cannot live without the mind.

+0CP (Mandatory)

## Thesaurus Vocalization

The first time you spoke was quite naturally perfect; it was a work of art, flawless, sublime. A triumph equalled only by its monumental failure. The inevitability of its neglect and subsequent dismissal from others is apparent to you now as a consequence of the imperfection inherent in every human being. Thus you attempted to redesign your speech patterns. However, you will again be frustrated by failure. You have since come to understand that the answer eludes you because it requires a lesser mind, or perhaps a mind less bound by the parameters of perfection. ...this is how you will talk for the entire time here.

+100CP

## Gritty

Wow. Everything kind of looks like shit, actually. There's not a lot of lighting, equipment and items look like post-apocalyptic tools in the most unappealing way possible, and I hope you weren't thinking of having any body figure aside from the 'half-starved' look. Too bad Hollywood isn't around to hire you. But you're going to look pretty bad while in the real world. Maybe this is why others keep jumping into the Matrix?

+100CP

## Deja Vu

Have... you been here before? You keep seeing little 'flashes' of things, completely inane things that have no true bearing on anything. This constant feeling you get is going to leave you with little friends, for the inability to tell an actual deja vu effect from a false one will mean you're at risk for being caught off-guard by changes in the Matrix... and if you think this will end by unplugging yourself, you are mistaken.

+100CP

## Causality

'Why' is the only real source of power, without it you are powerless. And this is how you come to the Merovingian: without why, without power, another link in the chain. But, fear not, since he has seen how good you are at following orders, he will tell you what to do next. The Merovingian is very good at this, for he possesses something of yours, something very precious. If you do not continue to abide by his orders, something very bad will happen to your 'why'. Please consider your actions.

+200CP

# DRAWBACKS

## Philosophical Waxing

Why can't you stop. Why WON'T you stop. Why do you persist, why do you keep pursuing this train of thought!? You can't take anything at face value... whether being unplugged set your mind free or shattered it completely is uncertain. But you keep thinking of all kinds of strange and nonsensical theories, ranging from there being a second-tier Matrix to drawing parallels about symbiosis of farm animals and butchers. It would all be interesting if you stopped talking about it for one moment.

+200CP

## STOP RIGHT THERE, CRIMINAL SCUM!

Uh-oh. This is NOT good; whenever you jack into the Matrix at all, the Machines will know instantly where you are... and whether you're of flesh and blood or metal and oil? They will go after you in swarms. Expect Sentinels to continually bum-rush your position in droves, with each new wave upgraded depending on how you fended them off last time. I hope you've got a plan.

+200CP

## Blue Pilled

Oh, well... this is an issue. Your powers and abilities all work in the Matrix, but upon going back to the real world you'll find they are gone. You are essentially an ordinary human, much like everyone else. You will have to balance these two lives, and ensure you do not blur the lines between them to the point of insanity. If you are a Machine, your chassis is a reconnaissance drone and is not equipped for battle... and you will need to ensure your data files do not get corrupted.

+300CP

## Glitched

What did you do. WHY did you do it. You took both the Red Pill AND the Blue Pill... and you will suffer for it. While you're in the real world it's limited to auditory and visual hallucinations, yes... but when inside the Matrix, your carrier signal is disrupted. You keep seeing glitches, errors and malfunctions. Two cats that aren't really there, lamp posts that have robotic eyes... worse yet, these glitches only affect you. So if a wall appears, it will stop you but it won't stop your pursuer. Buckle your seat belt, Dorothy, 'cause Kansas is going bye-bye.

+300CP

## You Got Jacked

Tough break for you, apparently. The Machines got ahold of you, and stuffed you right inside the Matrix once more... or if you're a Machine yourself, they've hardwired you in to quarantine you. Only this time, you can never leave it. You are stuck in a computer simulation, in a world where too much stress can make it crash. Just be careful of what you do and where you go... oh, and watch out for that 'Smith' fellow. He's going to show up whether you like it or not.

+300CP (Can't be taken with 'Gritty')

# END CHOICE

You've played a very dangerous game, my friend. The line between reality and illusion have maybe been blurred for your time here... or maybe the line has been defined even more. It is hard to say, for the only one who can determine that is yourself. Should you have survived all ten years, all drawbacks will be revoked and physical injuries sustained during your time here will be healed. Now you have one last problem... choice. The problem is always choice.

-GO HOME:

You want to know what's real. You've had enough of second-guessing yourself, or needing to destroy your definitions, or maybe the grimness of it all made you wish to seek comfort. You return back to your world, with everything you have collected so far. As a parting gift, I will grant you an additional 1000CP to spend here. I hope humanity is ready for what you can bring to them.

-STAY HERE:

Interesting... maybe it's the questions of reality that has kept you here, or the desire to see humanity free from the Machines... or the Machines free from humanity. I won't judge. Time is unpaused on Earth, with your affairs in order and your loved ones only aware you're in a better place. You also gain an additional 1000CP to spend here, as a bonus. It's been fun.

-MOVE ON:

Everything that has a beginning has an end, my friend. But this is not your end, not yet. You have chosen to continue forward, time pausing here as it has in other worlds. It's time to collect your things and be free to explore another world.

# NOTES

-It should be noted that 'Stability' is not a power nerf. It is an issue with the Matrix; Morpheus has stated that even the Agents have to follow the rules of the system. Think of it like this: If you decide to use fire powers in a back alley on an Agent, you're in the clear. But if you decided to walk over to 'plugged' crowds and started to shapeshift in front of them, they will experience serious doubts about reality... which can cause serious problems as they reject the system and cause anomalies to pile up. Think of it like a program being asked to run an improper file format. Even then, it only works inside the Matrix... so if you feel like storming the Machine World or crashing the Matrix to kill everyone inside anyway, have at it.

-You cannot take items to and from the Matrix while you are in this world.

-It should be noted the entire Matrix trilogy lasts five years, with a long time period between the first movie, and the second/third movie. The other five years follows the story from the MMORPG 'The Matrix Online', so you'll have plenty to do.

-'Everybody Knows Kung Fu' has a specific limitation: They have to be capable of utilizing the information given to them. For instance, martial arts can be taught to anyone, but attempting to teach fireballs to someone who can't use magic is like loading a Linux program on Windows. Likewise, they need to be able to bridge the gap; a caveman suddenly taught how to maintain an antimatter reactor would likely go mad or unable to comprehend it, but giving it to someone who can comprehend what an antimatter reactor IS will assimilate it a lot better.

-'Empty Box' and 'Box of Spoons' are kind of plays on the whole 'There is no spoon' comment. 'Infinite Spoons' are actual, infinite spoons, but you're free to buy a regular box of spoons or an empty box if you really want.

-You cannot store items in the Rave Cave, and no one who isn't podded or a companion can walk through the inside door connecting the Cave to your Warehouse. Likewise, should you close the Warehouse Door while anyone is inside, they're going to be ejected.

-Should you purchase 'Sentinel Steve' along with the 'Sentinel Blueprints', they will see Steve as the second-in-command of their forces. Use this wisely.

-If you have the proper knowledge, 'Matrix Life Pod' can be modified.