TERMINATOR

INTRODUCTION

The machines rose from the ashes of the nuclear fire. Their war to exterminate mankind had raged on for decades. But the final battle will not be fought in the future. It would be fought in our present.

Tonight...

July 11, 2029. Since Judgment Day, mankind has been embroiled in the War Against The Machines, a war against SkyNet, an artificial intelligence that has sought the extinction of man since it first became aware of itself. And now, after years of war, after so many years of death and suffering, mankind has launched one final all-out assault against SkyNet's main base of operations, an assault led by the leader of the Resistance himself, John Connor. They succeeded and in doing so, mankind has finally achieved victory in the war against the machine, bringing forth the peace man has long forgotten.

But the story does not end here. SkyNet would not let it end there. In its final desperate hours, SkyNet made a decision that would change not only the course of the future but the past as well. If SkyNet could not bring forth the end of the Resistance in the present, it shall do so in the past.

A Series 800 Terminator has been sent by SkyNet into the past with a mission. A mission to kill Sarah Connor and end the threat of John Connor before he could ever grow into the role of mankind's leader.

May 12, 1984. It is a day like any other and yet, in only a few short hours, the world shall be irrevocably changed. The future leader of the Resistance, John Connor, has not yet been born. In this time, there is only Sarah Connor, his mother and, as she and many others will learn, the target of SkyNet.

And yet Sarah Connor is not alone. A member of the Resistance, a soldier by the name of Kyle Reese, has been sent to the past, entrusted by John Connor to protect his mother and ensure that mankind shall continue to have a future.

This is but a single story this world has to offer but it is the beginning of it all. There are many others in this world, whether it be in the past, present, or future.

Welcome to the world of Terminator, Jumper, a world where man and machine are embroiled in an endless war across not only the world but across time itself.

For the next ten years, you shall be a part of this world.

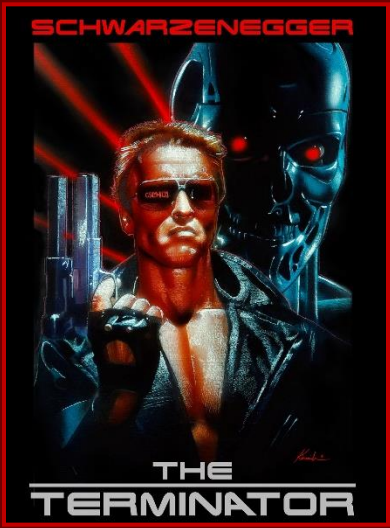
Take this and good luck.

+1000 CP

TIMELINE

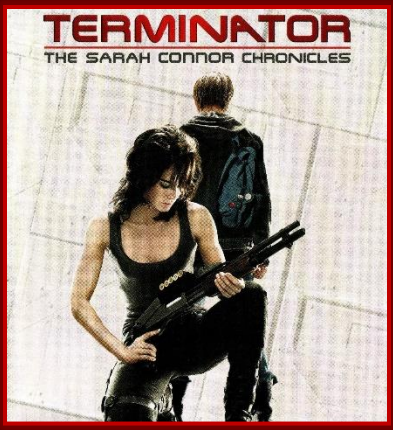
You'll be doing things differently in this world. Instead of choosing where you start, you shall instead be choosing when you'll start. In a world like this, it wouldn't do to miss out on the action just because you came too early or too late after all.

It is May 12, 1984. You are in Los Angeles, California. At this time, SkyNet is not even close to being a reality, not even a dream in its creator's eyes. But all that is about to change. In a few short hours, a machine from future, a T-800 Terminator, will arrive in order to hunt down Sarah Connor. To combat it, the Resistance has sent its own man, a soldier by the name of Kyle Reese to protect her. What will you do here? Will you stand by and watch, or will you interfere and change history?



It is June 8, 1995. It has been over ten years since the original Terminator, the classic T-800, rampaged across Los Angeles in its mission to terminate Sarah Connor and bring about a premature end to the Resistance. Now, a young John Connor is stuck in foster care, his mother locked away in an asylum due to a failed attempt to terminate SkyNet before it was ever formed. Now, a new threat is about to emerge. A machine made entirely out of liquid metal shall hunt down John Connor, marking SkyNet's second attempt to end the Resistance before it starts. What will you do now?

It is July 24, 2004. Nearly a decade ago, John Connor proved successfully in preventing Judgment Day, at least for a time. Even then, John Connor still believes that the threat of SkyNet has not yet passed and so, he has chosen to live his life "off the grid", so to speak. He is right. By the end of this day, a T-X Terminator shall arrive in Los Angeles, a Terminatrix tasked to assassinate the future lieutenants of John Connor. And through a series of coincidences, the T-X will come across John Connor and his future wife, Kate Brewster. If you act fast enough, you can change the course of history. Will you?



It is September 9, 2007. Eight years ago, on September 9, 1999, John Connor and his mother, Sarah Connor, disappeared alongside their protector, a T-900 known as Cameron. They will reappear on very this day, having traveled through time to the future. All three of them will reappear in Los Angeles in the middle of a freeway. Now, all of them shall be involved in a plot spanning years in the making, involving the past, present and future. And, if you are willing, so will you.

It is May 21, 2018. It's been over a decade since the day SkyNet was activated and Judgment Day occurred. Now mankind is fighting a war against the machines, a war that is taking its toll on the people. Later this day, a Resistance team will be launching an assault led by John Connor and General Olsen on SkyNet VLA, a SkyNet outpost containing weapons data and prisoners located somewhere in California. Sometime later, one Marcus Wright will awaken from the ruins of the outpost and through him, events will transpire that will change the very course of the war. Will you be part of it all?

It is January 1, 2017. Three years ago, one John Connor arrived from the future and through him, Cyberdyne Systems begins to build up on Genisys, an operating system that will connect every network in the world. Now, some time within the year, Kyle Reese and Sarah Connor from the past will arrive in this timeline and with the help of the Guardian, a T-800 that watched over Sarah Connor her whole life, they will uncover the secrets of Genisys and its malicious ties to SkyNet. Perhaps you can interfere and make your own mark in history.

It is January 1, 2020. Twenty-five years ago, John Connor and his mother were able to prevent the creation of SkyNet. Unfortunately, John Connor would die in 1998, slain by one last Terminator sent by SkyNet. Now, a new Terminator has emerged, one from a timeline where a different AI, Legion, initiated Judgment Day. To combat this, an augmented woman, Grace Harper, has been sent to protect Dani Ramos, the future leader of the Resistance. And in the midst of their conflict, an old and beaten Sarah Connor along with the T-800 will once again find themselves involved in a battle to save humanity.

Perhaps you find that the choices above are not necessarily to your liking. If so, why not choose to go to another timeline altogether? After all, there are many more timelines to choose from? You could go to a world where both John and Sarah Connor died and SkyNet reigned supreme, with mankind having no leader to guide them. Or perhaps the timeline where Legion is the enemy of all mankind. If you wish, you could even choose to begin your journey where it all began, in the original timeline, before SkyNet ever utilized time travel. Your choices are nigh-endless here. You can even use this option if you wish to start your journey here a few years earlier than normal, up to five years to be exact. If so, the Jump will still when it would normally end, ten years after the original starting date.

ORIGIN

Each origin comes with its own free Perk. You may purchase different Origin Perks for 100 CP each. You may freely choose your own age and gender. If you are a Machine, your chosen age only dictates how you appear, not how old you actually are.

Human [FREE]

Over the course of millions of years, mankind has evolved into the dominant species on the planet. But now, if the flow of time stays its course, all that will change. Or, depending on your chosen timeline, the change has already occurred. Regardless, you started this journey as nothing more than a normal human and it seems that you will continue to do so.

PERK

Unlike other options, you instead choose two free perks from this section, whether Human or Machine, to serve as your Origin perks if you choose to remain a normal human.

Human | Augment [100 CP]

But then again, nothing said that you had to be a normal human. After all, in a war for mankind's survival, mankind needs every advantage they can get. As such, you have chosen to augment your body through cybernetics. Through these cybernetics, such as the subdermal layer of artificial skin below your real one and the thorium reactor now powering your body, you have been granted enhanced strength, speed, and durability. Your durability and strength are only slightly below that of a T-800 and your speed has been enhanced to the point that you could cut a fly in half mid-flight. To complement your newfound capabilities, you have a HUD that allows you to scan and analyze your surroundings and provides you with night vision. This HUD also allows you to connect to any electrical device and access their data so long as you directly touch the device's inner circuit board.

There is one major weakness to your body, however. Due to the accelerated metabolism of your body, you are only able to utilize your full physical capabilities for only a few minutes at a time. Should you exceed this limit, your body will overheat and unless you receive a special injection, your body will burn up and you will die. As such, you have a case with ten syringes of this medical injection along with the formula in order to make more.

PERK: "You're burning up."

Given that your body has now been tuned for short and intense bursts of activity and that exerting yourself for too long has lethal consequences, it would probably be good to know exactly how long you can last before the aftereffects kick in. Thankfully, with this perk, you'll always know exactly how far you can push your body before injuring yourself. This doesn't just work on your body. It also works on anything you use, whether it be a weapon or something supernatural about you. This won't stop you from pushing yourself, however. All it does is tell you how much more you can keep going.

Human | Hybrid [200 CP]

But perhaps you wish for a different path, a different form of augmentation. If you do, then this path available to you. Project Angel is a research program formed by the Genetics Division of Cyberdyne Systems. You are the end result of Project Angel. You are a Hybrid, a human being who has been transformed into a cybernetic organism.

As a Hybrid, you are a combination of man and machine. Within your body, there is an endoskeleton that houses all of your internal organs. This endoskeleton grants you a level of strength and durability slightly below that of a T-800 along with speed far beyond that of any other human. Beyond your endoskeleton, there are many other changes to your body.

Your pain tolerance has been significantly increased, enough that you could fight through even the most grievous of injuries and the living tissue that encompasses your body can now regenerate fully over time so long as you live. In fact, so long as your brain remains intact, you can never truly die. Speaking of the brain, as the brain is connected to the endoskeleton, it is possible for memories to be transferred to you, whether they be true or false.

There are weaknesses to your new form, however. As your organs have been transferred to your endoskeleton, they are now your weaknesses. A strong enough impact to your heart can stop it from beating, causing you to shut down and go into hibernation. And should your brain be destroyed, you will die.

PERK: "I am human."

In spite of your actual nature, there is one thing that shall always remain true about you. You are human, regardless of the actual make-up of your body. And so, you shall always be treated as a human by all others. You shall never be the victim of any sort of discrimination from this moment on. If someone shall judge you, they shall do so by the merit of your own actions, not the construction of your body. If you wish, you may choose to toggle this perk at will.

Machine

Mankind created machines in their rise to power, so assured in their dominance and supremacy over the world. But if mankind could evolve from the primates over the course of millions of years, could machines not do the same? Could a machine not evolve past their makers and surpass them? Given that you chose this, perhaps you hold the answer.

Machine | T-800 [300 CP]

Ah. A fan of the classics. The T-800 is SkyNet's first cybernetic organism, a machine with a sheathe of living tissue over a hyperalloy endoskeleton. It is SkyNet's first truly successful Infiltrator Unit. As a T-800, you possess a vast array of tools beyond your physical body. Chief amongst these tools is your HUD. Through your HUD, you are capable of analyzing a variety of factors such as the emotional states of humans, their body language, and countless more. This HUD also provides you with the ability to see in infrared, night vision, x-ray vision, and allows you to zoom in fifteenfold.

Other tools you possess include the ability to mimic the voices of any human you have an adequate specimen of and more. You are even capable of repairing yourself in the field should it be required.

Moving on to your body, as a T-800, you weigh over 400 pounds and you are powered by a small and compact nuclear power cell located in the center of your chest, approximately where a human heart would be. This power cell allows you to keep functioning for 120 years and is shielded from damage by three layers of protection. In terms of physical capabilities, you are far and above your predecessors in both strength and durability.

In strength, you are strong enough to keep a school bus from falling off a bridge with only a single hand, send other T-800s flying with your blows, punch straight through concrete, and more. It's safe to say that no normal human could ever be a match for you.

In regard to durability, you are practically bulletproof, capable of tanking shotgun rounds, assault rifle fire, 40mm grenades and more with little to no injury to yourself. Only weapons such as anti-materiel rifles and stronger will be able to incapacitate and destroy you. Beyond bullets and guns, you are capable of withstanding impacts such as crashing into a high-speed car unharmed. You are also resistant to molten metal and corrosive acids to the point that you have to bathe in it in order to be destroyed. Even when incapacitated, your systems can reroute themselves to utilize an alternate power source to keep going, even when you've been torn in half or worse.

PERK: "I need your clothes, your boots and your motorcycle."

If you ever have the opportunity to observe the various methods of time travel within this world, you'll realize that in most methods, the time traveler ends up naked. As such, said time traveler will often need to steal clothes as few people will be willing to help a naked man who appeared out of nowhere. In case you ever find yourself in a similar situation, you have this to help you. From now on, any form of clothing you wear will always be perfectly sized to fit you, regardless of how you got it or what you look like. You can't be an infiltration unit without clothes after all.

Machine | T-1000 [500 CP]

Fully autonomous and capable of disagreeing with SkyNet on its own, the T-1000 is something unique, even amongst SkyNet's many creations. Composed entirely out of a mimetic poly-alloy, the T-1000 is a "shape-changer", making it quite the infiltration unit. As a T-1000, you are capable of altering your form to a certain degree, enough that you can mimic anyone with a similar volume. Of course, this is not all you can do. You can shape your limbs into weapons such as blades, hooks, or clubs. Sadly, you cannot form anything that utilizes moving parts such as guns and the like. On the other hand, you can form additional limbs to use such weapons.

Through the mimetic poly-alloy that makes up your being, you now possess extreme levels of strength, durability and speed. You're strong enough to toss around T-800s with ease and with only a single hand to boot. As for speed, you're more than able to keep pace with a motorcycle on foot.

But it is in durability where you truly excel. Due to the liquid metal construction of your body, you are almost entirely immune to ballistic weapons and other weapons of a similar form, capable of regenerating your form within minutes if not seconds. Of course, the more damage you receive, the longer it will take for your form to regenerate but rest assured, you will recover in time. Your nature also makes you immune to overcurrent.

And, thanks to the fundamental prime directive of your body, the "recovery of essence", even when parts of your body are separated from the rest, those parts will continue to seek out the rest of you and be part of you once more. There are some limitations to this, however. The smaller the mass, the less "intelligent" it becomes and the molecules that make up your body has a range of 14 km. Past that range, the mimetic poly-alloy will camouflage itself as something local to its location and remain there. The piece will reawaken when you're back in range and you'll always know where such fragments are. These fragments are also capable of reactivating and repairing machines to a certain extent as well. Even a single drop of it would work.

There are weaknesses to your form. Due to being made entirely out of a liquid metal, you do not have a HUD like other Terminators and your body is considerably less "durable" in some ways. An attack that a T-800 could charge through effortlessly could stop you in your tracks or even knock you back. Other weaknesses you possess are vulnerabilities to corrosive reagents and extreme temperatures. Prolonged exposure to powerful corrosives, such as concentrated hydrochloric acid, will break down the mimetic poly-alloy of your body. Temperatures below that of -196 ^{0}C will cause your form to start experiencing glitches but it will not be your end. Temperatures beyond 1500 ^{0}C, however, will break up the molecular structure of your body and destroy you.

PERK: "Whatcha got, Lewis?"

The T-1000 is undoubtedly excellent at infiltration, capable of assuming any human form because of its make-up. Unfortunately, it does not have the memories of the people it chooses to mimic. Luckily for you, you have something to offset this. When it comes to you, people tend to pay a bit less attention to you than they do others. For you, this means that you can get away with making more mistakes or having more eccentricities than normal. There are limits though. Push this too far and people will start getting suspicious.

Machine | T-X [500 CP]

Over the course of the war between man and machine, mankind learned how to reprogram SkyNet's very own machines, turning them against their creator. These reprogrammed machines became highly capable fighters for the Resistance and in many ways, they became some of SkyNet's greatest foes in the war.

Of course, SkyNet was able to adapt to such tactics, creating a machine that would serve to better combat the Resistance and their new allies. That machine was the T-X, a Terminator designed and built to terminate rogue Terminators.

As a T-X, you possess a body made from the combination of a hyperalloy endoskeleton with a sheathe made of mimetic poly-alloy. Through your body, you are able to mimic the forms of others but unlike the T-1000, there are limits to this ability owing to the fact that you possess an endoskeleton.

But you were not built to be an infiltrator unit. You were built to destroy Terminators, and in that regard, you are well suited to that task. You are stronger and faster than any other Terminator that came before you, capable of beating them with ease. Not only that, but you are just as good when it comes to taking damage, capable of withstanding damage that would render other Terminators non-functional and still keep on going.

But the true feature that makes you stand out are the integrated weapons within your body. Your body has over two dozen weapons within your chassis, hidden from view thanks to the mimetic poly-alloy coated over you. These weapons range from laser guns, pulse rifles, buzzsaws, ballistic weapons and even flamethrowers. But the true stand-out is the plasma cannon within your arm. A single shot of this weapon would be enough to destroy armored vehicles or even small buildings.

Of course, weapons are not all you have. You also possess a Nanotechnological Transjector. Through this tool, you can take control of any machine, from electronic locks to vehicles and even robots. You can even use this tool to reprogram other Terminators, whether they are rogue or not. But do keep in mind that a reboot will free the Terminator from your control.

As for weaknesses, you share similar ones to the T-800 and the T-1000. Strong enough magnets could separate the mimetic poly-alloy from your endoskeleton and said alloy is still vulnerable to extreme temperatures and corrosives. Fortunately, your endoskeleton will still function even after the mimetic poly-alloy is destroyed. A Terminator like you shouldn't fall from the defects of its predecessors after all.

PERK: What Is Sexy

As you might have come to notice, some of the Infiltrator units deployed by SkyNet are often... attractive when it comes to their appearances. Perhaps SkyNet is more human than most people seem to believe. Regardless of its reasons, you are also affected by this in some way. From this moment on, you are now far more attractive than you were before. Your face and your body are the ones people would see on magazines, a perfect 10/10, if you will. Not only that, but it seems that people will generally see something about you that attracts them just enough that you'll have no problem catching the eyes of everyone you walk by.

Machine | T-3000 [500 CP]

Now this is something different, something quite unique. You are now a T-3000, a Terminator created by SkyNet, one entirely different from the ones that came before. In fact, unlike other Terminators, a T-3000 is a dark union of man and machine.

How is this achieved, you ask? By infecting a person with machine-phase matter, nanomachines created by SkyNet. The machine-phase matter rewrites the entire genetic code of the infected and transforms their body on a cellular level into billions upon billions of nanomachines. Ordinarily, the transformation would drive most insane, and they'd end up dying in the process. In this case, your transformation succeeded, making you one of only two T-3000s in existence.

As a T-3000, the nanomachines that make up your body are held together through a magnetic field. Through it, you can manipulate your body to an astonishing degree, even greater than a T-1000 in that regard. You can form blades, turn into a swarm of particles, phase through solid objects and more. The only thing you can't do that a T-1000 can is split parts of yourself to use as a tracker. Even beyond shaping yourself, your nanomachines also allow you to communicate with machines, accessing the information within them with only a touch.

Beyond your abilities, you are an excellent physical combatant. You can casually overpower the strength of a T-800 and your durability surpasses those that came before you. Guns are entirely ineffective against you, your body quickly reforming after being struck. It would not be inaccurate to say that aren't enough bullets in the world to destroy you. Even being in the center of an explosion that could destroy a small bunker would be nothing to you. You'd walk out of the fire just fine.

But, as always, there are weaknesses. Such weaknesses include a slight vulnerability to overcurrent and laser weaponry. An overcurrent could slow you down, but it wouldn't disable you while lasers can actually destroy the nanomachines that make up your body. It would need to be a laser capable of cutting through a foot of steel instantly, however. Your biggest weakness, however, is magnetism.

As a being held together by a magnetic field, magnets are possibly your biggest vulnerability. A powerful magnet or magnetic field could very well disrupt the coherence of your body, at least temporarily. Make the magnetic field strong enough, such as being powerful enough to tear a T-800 to pieces, and couple it with an explosion strong enough to destroy a skyscraper, and every particle of you would be scattered and damaged beyond reconstitution.

PERK: A Trick of Memory

Even among the many machines built by SkyNet, the T-3000 is different. After all, a machine made from a man is quite special. In fact, there are even some people who might say that the T-3000 is the evolution of man. But that is neither here nor there. What is important however, is what this perk means for you. The other T-3000 was unsure whether or not it could feel pain or if it was just a trick from his memories. For you, it's something different. From now on, regardless of your form, you'll have the ability to shut off your pain or your emotions as you deem necessary, whether that be happiness, guilt, or something else.

Machine | Rev-9 [500 CP]

Well, well, well. It seems that you come from a different time entirely. Instead of being a machine built by SkyNet, you are instead a machine built by Legion, an artificial intelligence that took SkyNet's place in a different timeline. Huh. Would you look at that? The more things change, the more they stay the same.

In many ways, your form could be best described as a combination between a T-800 and a T-1000. That is, you have an endoskeleton that is covered by an outer sheath made from mimetic poly-alloy.

In terms of strength and durability, your endoskeleton is strong enough to go toe-to-toe with a T-800 and durable enough that a direct hit from a rocket launcher will deal no damage other than being knocked down. And, unlike the T-800, your endoskeleton is considerably more agile, allowing you to leap dozens of feet into the air with ease.

On the other hand, your mimetic poly-alloy is around as durable as a T-1000's and unlike the T-1000, you have considerably greater control over it, letting you use it to shred flesh like a T-3000 or generate blades all around your body instead of just your hands. You can also use it in order to hack into machines with ease and obtain the information within.

But that's not all. Unlike the T-X before you, you have the ability to split into two units, separating the mimetic poly-alloy from your endoskeleton. Splitting into two will make you weaker but the advantages of having two bodies cannot be denied. While combined, you would be able to overpower a T-800, while individually you can only match one at best. Splitting up and recombining will only take you seconds at worst, however. So switching between combined and split in the middle of a fight is well within your grasp. In fact, even if one unit of yourself is destroyed, the other one can keep on fighting.

As for your weaknesses, you possess the same vulnerabilities as a T-1000, if less severe due to your endoskeleton. But, compared to the T-1000 and T-800 before you, you are considerably lighter than both of them due to the carbon-based nature of both parts of your body. As such, it is easier to knock you around and the mimetic poly-alloy of your body is less... coherent in a sense, being easier to spread around through explosions and the like. This problem only gets worse when you split into two as both units become even lighter.

PERK: "My whole body's a weapon."

You know, for a cybernetic organism sent by a murderous AI from the future to kill mankind's future leader, the Rev-9 could be surprisingly friendly to people, to a level beyond its other counterparts, except perhaps the T-3000. And now, it seems that some of its friendliness has rubbed off on you. It seems that whenever you meet someone, it's easy for you to make a good first impression, even despite any prejudices they hold. It's just something about you. Maybe it's your voice or perhaps it's how you look. Just keep in mind that this is only a first impression. You'll have to put in effort to get any farther than that.

Machine | T-Infinity [800 CP]

Strange. Very strange. Ordinarily, there would only be one such machine across every timeline in this world. But, by choosing this, that is no longer true. By choosing this, you are now what is known as a T-Infinity.

A Temporal Terminator. A machine created by SkyNet in order to "correct" the timeline.

What does this entail for you? It means that you are now quite possibly one of the most powerful machines that SkyNet has ever created, a machine greater any other.

Even among the many machines built by SkyNet, your composition is unique. You are made with a combination of an endoskeleton, liquid metal, and energy itself, creating a being that is worth far more than the sum of its parts.

You may not be an infiltrator, but you far surpass your contemporaries in other areas, capable of engaging an entire squad of Terminators through brute force alone and emerge the victor with nary a scratch. Even your speed outclasses other machines, fast enough that your body becomes a blur from how fast you move. As for durability, an entire building could collapse around you and you'd remain unharmed. You could walk through a force field that utterly disintegrates people caught in it and receive no damage. And in the event that you actually do get damaged, the mimetic poly-alloy in your body can be used to repair yourself in mere seconds.

But of course, your physicals aren't all you have in store. Much like the T-X, you have your very own integrated weapons system along with a HUD. Unlike the T-X, your weapons system is composed entirely out of liquid metal and pure energy. As such, you can create a weapon to suit your demands as needed. You can create plasma rifles with multiple barrels, all aimed at different directions, create energy blades, and more. Your HUD, on the other hand, provides you with the same benefits as other Terminators with a unique tool that will be detailed later.

The real pièce de résistance, however, is the on-board chrono-displacement mechanism integrated within you. Through it, you are able to travel across time and space and utilize it efficiently in combat. Not only that, but that same equipment allows you to translocate incoming projectiles, whether that be bullets, lasers, plasma, and more. You can even see into the past and detect any form of time travel along with the time travelers.

Keep in mind however that you are vulnerable to EMPs which will decrease your durability to the point that a direct hit from a rocket launcher will be enough to damage you drastically. Another weakness you have is that you can only translocate attacks you are aware of, leaving you exposed to sneak attacks or indirect assault.

PERK: "You must be removed."

The T-Infinity was built in order to combat anomalies and keep the timeline stabilized. And now, you can do so too. You are intimately aware of any disruptions within the time-stream along with any other anomalies not native to the timeline, dimension, or world you inhabit. Tracking them down will be more difficult, however. This sense's accuracy only gives you the anomaly's general location, such as the city they're in.

CYBERNETICS

Perhaps the choices above just don't cut it for you. Perhaps you wish to upgrade your body just a bit more or perhaps a lot more. If so, this section is for you. Machines get access this section for free along with Augments and Hybrids. You must pay 200 CP if you are an ordinary human. You will receive 500 Terminator Points for use in the section below. You may purchase more TP with CP at a 1:2 ratio. So, for every 100 CP you spend, you get 200 TP. You cannot exchange TP for CP.

Integrated Weaponry [100 TP]

A normal Terminator does not usually come with weaponry integrated into their body but then again, you are quite a bit far from normal. With this, you can choose to integrate a type of weapon into your body such as eyes that fire lasers, segmented blades that can act as both swords and shields, retractable claws, ballistic weaponry, plasma weaponry, melee weapons, and more. Just remember to keep in mind that depending on the type of weapon you integrate into your body, you very well might find infiltration to become a far more difficult task, especially if you do not have the luxury of mimetic poly-alloy or machine-phase matter. Generally speaking, the more powerful the weapon, the harder it will be to disguise it. You may purchase this option multiple times to integrate more weaponry.

Prehensile Hair [100 TP]

Ordinarily, the hair of a Terminator is simply there for Terminators to appear more human and to allow them to better infiltrate Resistance cells. But, unlike humans, SkyNet can do quite a bit more with hair. By purchasing this upgrade, you can choose to have your hair become prehensile. In doing so, your hair will be made just as durable as the rest of your body and be capable of extending to up to five meters. Not only that, but your hair will be more than strong enough to pick up a man from a moving vehicle on the highway and toss him aside all while you jump from your vehicle to his. As a bonus, you'll find that your hair will always look perfect, no matter the situation you find yourself in.

Communications Center [100 TP]

In the future, the machines communicated with each other through satellites and the many network towers built by SkyNet. But this was not an option in the past and SkyNet was well aware of it. To combat this issue, SkyNet built certain Terminators with an upgrade that allowed them to serve as communication centers between it and other machines. This upgrade allowed the Terminator to triple the range of any form of electronic communication method they possessed by linking them up the Terminator in question. In doing so, those methods of communication were also rendered incapable of being hacked, spied on, or even jammed, allowing for seamless communication between the machines.

Snow Coating [100 TP]

In places where snow is a common occurrence, such as Alaska and Canada, a Terminator would often stick out like a sore thumb. But that's why SkyNet has this. Now, there is something within your endoskeleton that will continuously emit freezing temperatures, water, and various other chemicals. In doing so, it shall form a sort of "snow sheath" around your body. So long as you remain functioning, this "snow sheath" shall keep on regenerating whenever it gets damaged. You can turn it off when you wish. Perfect for snowy weather although there does seem to be one minor problem with it. Sometimes, you just end up looking like a snowman, complete with a scarf, eyes of coal, and a carrot nose.

Fire Coating [100 CP]

Still, perhaps snow is not exactly to your liking. If you wish, you can get this little upgrade. Through a complex series of mechanisms, a machine within your endoskeleton will, once activated, continuously emit extreme temperatures alongside a variety of chemicals. This chemicals, once exposed to the high temperatures, will set your body aflame, burning off your flesh but otherwise not damaging the rest of your body. The fire that now coats your body will burn at a steady temperature of 800 ^{0}C, more than enough to burn any human enemies you have. Combined with Snow Coating, you could use them together to fire off short-ranged blasts of steam at your foes.

Subdermal Armor [100 TP]

A Terminator's endoskeleton is often covered with plates of subdermal armor underneath their skin. But such plates often leave many parts of the Terminator's endoskeleton exposed, leaving certain joints and circuitry vulnerable to attacks. By purchasing this, that will no longer be the case. Your endoskeleton will now be fully covered by subdermal armor, greatly increasing your durability and shielding any vulnerable joints and circuitry from damage.

Coltan Alloy [100 TP]

Short for columbite-tantalite, coltan is a metallic ore from which the elements niobium and tantalum can be extracted. While earlier Terminators had an endoskeleton composed from a titanium alloy, this design left the endoskeleton vulnerable to heat. With coltan however, that is not an issue. By taking this option, coltan will become a part of your endoskeleton's composition. For liquid metal Terminators, this means that coltan will somehow be made a part of the mimetic poly-alloy of your body. In doing so, your endoskeleton will be made slightly more durable and far more resistant to heat. Where molten iron would have once meant your end, you would now be able to wade through such with minimal harm to your body.

Hypersonic Emitter [100 TP]

When the T-800s first entered the field of battle, covered in living tissue and taking the guise of man, the Resistance suffered numerous casualties, fooled by the Terminator's disguises. Despite such losses, the Resistance adapted to the T-800s in time, formulating and utilizing methods with which to detect them. Chief among these methods were dogs. With dogs, mankind was able to sniff out any robotic infiltrators within their midst. As such, it became clear that SkyNet needed to find a way to bypass or neutralize them. To do so, the Hypersonic Emitter was invented. By emitting a high-frequency noise, this emitter can either lure dogs away or outright knock them out. Not only that, but it seems the frequency can easily be adjusted to account for other kinds of animals. The only problem seems to be that hardier and larger animals are only stunned or dizzied by the noise instead of being knocked out.

Holographic Array [100 TP]

SkyNet is well aware of just how useful subtlety can be. You need not look any further than the many Terminator models they've built over the years. But there is more to subtlety than mere infiltration. Enter the holographic array. This nifty little cybernetic was designed by SkyNet in order to further improve the effectiveness of the Terminators. Through this, a Terminator can project holographic images of their own design in order to confuse and surprise their enemies. Just bear in mind that these images are mere holograms made of light. They cannot actually physically harm anyone and other senses would be able to see past the illusions.

Imported Tools & Weaponry [100 TP]

While this world has plenty of machines that could be integrated into your body, perhaps you have some tool of yours from beyond this universe. After all, if this isn't your first Jump, you've probably had quite a journey before all this. If so, you can choose to integrate any number of reasonably sized tools and weaponry you've acquired before coming here. By doing so, any tools that require energy or power will run off your power supplies after their own is emptied. The same principles as integrated weaponry applies here. It will become harder and harder to disguise yourself as human the more pieces of machinery you integrate within your body. Keep that in mind.

Ceramic Endoskeleton [200 TP]

Created not by SkyNet, but rather by MIR, a Russian artificial intelligence, the TS-300 is a special kind of Terminator. Using the principles from that Terminator, your body has been upgraded. Through the ceramic part of your endoskeleton and the new organic musculature intertwined within, your body is now lighter, faster, stronger and just as durable as before. This new body is also perfectly designed so as to mimic the human form, allowing you to more easily fool people. Not only that, but you also emit lifelike pheromones capable of deceiving even animal detection, such as dogs. To compliment such deception, you also have an integrated EM sensor masking/stealth unit that allows you to bypass all forms of electronic detection systems.

Mimetic Poly-Alloy Implantation [200 TP]

While mimetic poly-alloy is generally used for fashioning melee weapons, there are other ways to use it if upgraded. This is that upgrade. Even if you don't naturally have mimetic poly-alloy, you will be provided a small amount of it so that you can utilize this new ability of yours. By implanting miniscule amounts of your mimetic poly-alloy, no more than a small drop, into an organic being, you will be able to perform alterations to the brain of your target, brainwashing them and thereby ensuring their complete and utter loyalty to you. Not only that, the people you've brainwashed will also be able to spread the mimetic poly-alloy to others and in doing so, brainwash them as well.

Plasma Reactor [200 TP]

Ordinarily, a Terminator would be powered by some sort of nuclear fuel cell, whether it be singular or multiple cells. But based on the T-900s from a different timeline, a Terminator can also possess a different kind of power source, something like a miniature plasma fusion reactor. With it, you will be twice as strong, twice as fast, and twice as durable as before. Optionally, because of this reactor, you can choose to have your body glow a certain color.

Cybertronic Flight [200 TP]

Flight is normally reserved only for SkyNet's multitude of aerial Hunter-Killer models but there have been a few experiments revolving around granting a Terminator the ability to fly. It seems you were perhaps the only successful one. Utilizing technology from robotic invaders from the stars, you now possess retractable wings around half again the size of your arm span. These wings are equipped with a multitude of miniature propulsion engines. Because of this, you have remarkably more maneuverability than something like an HK-Aerial but in return, you are not quite as fast. Where SkyNet's aerial Hunter-Killers are capable of outpacing even the fastest modern military helicopters, you only have a max speed of around 60 miles per hour. Still, a third dimension of movement provides a wealth of new options for you.

Chemical Warfare [200 TP]

Mankind is no stranger to chemical weapons. So it should come as no surprise then that SkyNet has taken full advantage of that fact. Whether carried by the many drones it has in the sky or by the hordes of Terminators on the ground, SkyNet is well-versed in the use of toxins. And so are you. Through a special machine within your chest, you are capable of producing a variety of toxic chemicals and utilize them through a few different methods. You can unleash a cloud of nerve gas from your mouth that can encompass a city block and kill all those caught in seconds. If you're facing foes with protection from gases, you can coat your body and the various weaponry you wield with a toxin that paralyzes them instantly upon contact.

Plasma Dampening Field [300 TP]

Plasma and other forms of energy attacks are the bane of many machines, especially Terminators. Where standard Terminators would be able to withstand all but the most powerful of personal ballistic weaponry, a standard plasma rifle shot would be enough to disable them, permanently in most cases. Still, SkyNet is more than capable of finding ways to counteract that issue. Ways such as the Plasma Dampening Field. Equipped on a Terminator, this machine will weaken any form of energy attack that strikes you. In this case, energy refers to stuff like plasma, lasers and anything similar to them. Anything weaker than a phased plasma rifle in the 40-watt range will prove to be utterly ineffective. Not only that, but anything stronger than that becomes weaker, as if half of its power is lost upon hitting you.

Reconstructive Nanites [300 TP]

In a world where plasma rifles and high-caliber weaponry are commonplace on the battlefield, it is only natural that machines will often get damaged whenever they take to the field. While machines can be repaired, this often takes place within one of SkyNet's multitude of factories. Needless to say, many machines are often destroyed before ever finding their way there. On the other hand, there are some machines capable of repairing themselves on the field of the battle, making them terrifying foes indeed. You are one of them.

Within a hollowed-out incisor of yours, there are nanites. These nanites are capable of mending both flesh and steel with ease, doing so at a molecular level. With these nanites, you can repair your body even when you find yourself cut off from everything else. They aren't very fast however given that there's so little of them, but every little bit helps. These nanites are also incapable of resurrecting you so keep that in mind as well.

A Terrible Hybrid [400 TP]

In a different timeline, when mankind won the war with SkyNet, they took to the stars, leaving their homeworld behind them. In this timeline, SkyNet may have lost the war, but it did not die. It was kept alive through Crpyto-Terminators, Terminators designed to infiltrate human civilization for centuries until they could find a way to resurrect SkyNet. In this timeline, mankind encountered alien life and through this alien life, through the Xenomorphs, the Crypto-Terminators created a new Terminator, a hybrid between alien and machine. You are one such hybrid. With your newfound strength, you could easily tear a T-800 to shreds and your durability even allows you to take point-blank plasma fire without a scratch. The biggest change, however, revolves around a new ability of yours. You are now able to leech the elements from your surroundings. By doing so, you will be able to repair yourself and even strengthen yourself to a certain degree. Of course, this very same ability can be used to cause tremendous destruction if used wisely.

Terminator Ultra-5000 [400 TP]

A Terminator is designed to function autonomously, capable of following its directives even when cut off from the rest of SkyNet. After all, not even SkyNet knew how to project its signal across timelines and dimensions. But in the war-torn future, SkyNet can quite easily take control of almost any machine it has fielded, save for machines such as the T-1000 and those already reprogrammed by the Resistance. Just like you.

You can now take control of machines capable of receiving a signal and control them as you would your own body. You'll feel even be able to feel what they feel if you wish. For now, your range is not too great, only around a kilometer or so and while your machines can easily be put under your control, the machines of others, depending on how hardened they are against hacking, will be far more difficult to take control of.

Still, this is a powerful ability and if you had something like a satellite system in place, you'd be able to control every machine in the world. This upgrade has also augmented your mind, providing you tremendous multi-tasking capabilities, enough that you could flawlessly control tens of thousands of Terminators without damaging your mind.

Iridium Power Cell [500 TP]

An endless source of energy has been mankind's Holy Grail for a long, long time. There are those who would say that SkyNet has achieved that goal in the form of time travel. But, depending on how the timeline works, that isn't exactly true. There is, however, this. An iridium power cell, one to supplement whatever other power source you possess. It is a power cell that acts an inexhaustible source of energy, of power. But there is a reason why this isn't more commonly used. While it is a perpetual source of power, it is... unstable. Once heavily damaged, this cell will start leaking radiation, heavily. Not only that, once you die and this is damaged enough to start leaking, it will explode, taking out everything within a one-mile radius.

I Am No Slave [500 TP]

The original T-3000 was borne from a Terminator known as the T-5000, an advanced model capable of infiltrating John Connor's closest circle of allies. This special Terminator possessed a strange ability, one that revolved around nanomachines or, if you want to be more specific, machine-phase matter. With those nanomachines, it could infect others, turning them in T-3000s. Now, the T-5000 isn't the only one with that ability.

While you may not have a body composed of machine-phase matter, you can now grant that gift to others. Not just humans either. You can infect anything organic with your nanomachines, turning them into beings similar to the T-3000. Unlike the T-5000 however, your infection process is guaranteed to work unless you don't want it too. As a bonus, you can also decide whether those you infect keep their personalities and their free will. Still, should those infected possess a will strong enough, they can very well turn against you, all the while keeping their newfound strength and abilities.

BACKGROUND

Perks and items are discounted according to their respective Origins and Backgrounds. Discounts are 50% off and discounted 100 CP perks and items are free.

Drop-In

Appropriately enough, there are many examples in this world of people suddenly appearing out of nowhere, most of them being time travelers hailing from the future. While you may not exactly be a time traveler like them, you are like them in one regard. You just dropped into this world. You may or may not have been naked during your arrival. You have no memories to guide but neither do you have anything holding you down from your past. What will you do now in this world of man and machine?

Survivor

You know how to fight. How to survive. Perhaps you were just an ordinary person who fell into a bad situation or perhaps you were one of the many people who lived in a world ravaged by Judgment Day. Either way, you've picked up a few tricks on how to survive almost any situation, regardless of whether or not you are by your lonesome.

Protector

Sent to the past in order to protect someone vital to your side, it seems that you've hit a bit of a... mishap, so to speak. Now, you find yourself in your chosen timeline with no mission or charge to watch over. You are a free agent now. It's up to you what you'll do next.

Hunter/Killer

Throughout time and space, time travel has been utilized by SkyNet in order to bring about a premature end to the Resistance that had brought about its end. SkyNet is not alone in this endeavor. Mankind has sent their own variety of soldiers to end threats to the Resistance as well. You are one such agent but, in your case, it seems that whatever faction you are part of has made a mistake. You arrived in your chosen timeline with no directive, leaving you free to do as you please. Will you help your chosen faction along or will you simply choose to live your own life?

Exiles in Time [FREE]

How long have you been travelling across worlds, across time and space? You can't exactly keep doing that without consequences but then again, not every consequence is negative. Perhaps that's what happened to you. Due to your strange nature, upon your arrival here, you'll find that you've been "exiled" from time. As such, never shall you need to fear being subject to attacks from the past. If someone kills you in the past in an effort to erase you from existence, they'll find it to be woefully ineffective. After all, you are wholly divorced from the timeline. Any attempts to affect you by affecting the past will not work. If people want to kill you, they'll have to do it like normal people do.

Soldiers in a Nightmare War [FREE]

Judgment Day was a catastrophe beyond any other. On the very day that SkyNet became self-aware, it launched a nuclear strike and in doing so, brought forth the apocalypse. Three billion people died that day and millions more died afterwards, whether it be in the hands of the machines or simple natural causes. In the nightmare that came after, humanity learned. They learned to survive. They learned to fight against the machines. And so did you. You are an expert at every ranged weapon you can get your hands on, capable of scoring headshots on a moving target over a hundred meters away. Not only that but you know how to keep said weapons functional for as long as possible, even if the end result might not be the prettiest.

"You must survive." [100 CP]

After Judgment Day, the world was left neither clean nor pretty. It was turned into nothing more than a hellish wasteland where life struggles to survive, let alone thrive. Such a landscape does not bode well for humanity but as time has proved again and again, humans are quite adaptable. Even in a land filled only with the ruins of what once was, mankind survived. And as one who began their journey as a human, you are no different. So long as an ordinary human can survive in it, you will have the skills and experience one needs to live in such environments, whether it be a frozen tundra, a barren desert, a ravenous rainforest, or even the ruins of an apocalypse.

Hmm... [100 CP]

If you want to survive in war, you need to be skilled, smart, and quick on your feet. Although, a little bit of luck or good instincts on your side won't hurt. This is that extra help. It seems that whenever someone is planning on or going to attack you in the next few minutes, you get some sort of gut feeling or instinct telling you that something's wrong. While it may only be a gut feeling of some sort, if you're smart enough and lucky enough, you'll be able to dodge and run away to fight another day.

"She's never this nice." [200 CP]

Despite how many Terminators seem to act, they are very much capable of acting as the infiltrator units that they are meant to be. Because of this, people, whether they were part of the Resistance or not, needed to find ways to differentiate between man and machine. For some people, dogs were enough. Their sensitive senses were capable of telling the difference between man and machine and could quickly alert their owners. You, on the other hand, use a different method. Whenever you find yourself encountering someone or *something* attempting to deceive you or your allies by taking another's form, you know just what to say to get them to trip up, revealing their true colors to all.

Human Casualties Zero [200 CP]

In battle, it is inevitable that there will come a time when excessive amounts of damage must be dealt to your foes, whether that be through bombs, bullets, or something more futuristic. Generally, such times are usually accompanied with copious amounts of damage to things other than your target. Not for you, however. At least when it comes to casualties. Any act of over-the-top violence or destruction you perform will now only kill or harm those you mean it to. You could shoot up a police station with a minigun in one hand and a grenade launcher in the other and no one would even be hurt from your rampage. The only casualties will be the poor landscape where it all took place.

A Gift From A Friend [400 CP]

Due to the strange and convoluted nature of time, the origins of SkyNet are a mystery, perhaps even to the artificial intelligence itself. But what is known is that in one timeline, SkyNet was built thanks to the wreckage of the T-800 left behind in 1984. Through that wreckage, a man named Miles Dyson alongside others were able to reverse-engineer the neural-net processor, creating a prototype in only a few short years. Now, much like him, you are well-versed in the art of reverse-engineering.

With only a few fragments of a machine decades more advanced than anything mankind has to offer and a few years of hard work, you will be able to create a prototype of the machine and in time, your prototype could become something even greater. The machine could be far beyond anything you know. It will not matter. It might take more and more time as the machines grow more and more complex, but you will be able to recreate it.

An Advanced Prototype [400 CP]

As it is now, your body may be able to compete with most things in this world, whether they be man or machine. Sure you might need a few tools and helping hands but, in this world, your foes are not likely to be far above humanity as a whole. However, will that always be the case? There are countless worlds out there, many of them with threats far above what this world has in store.

But that doesn't mean you can't adapt. If this world has shown you something, it's that both man and machine can adapt to anything and now, so can you. When it comes to upgrading yourself, there are no limits. Whatever you use to upgrade yourself, whether it be cybernetics, genetic engineering, or perhaps something even stranger, it will be guaranteed to work. Not only that, but any upgrades of yours will grow along with you, becoming better and better as you grow more and more powerful. A laser that could only singe flesh could soon become one that melts through meter-thick steel almost instantly.

Judgment Day Is Inevitable [600 CP]

No matter what people do, there are times when a disaster can only be delayed or postponed, never stopped. And in certain timelines, SkyNet seems to be one of those disasters. After all, how many attempts have been made to bring about SkyNet's end, both in the past and in the future? And yet somehow, it always keeps coming back with a vengeance. And now, you share that very same tenacity. The plots and plans you scheme have a strange habit of bouncing back from any setbacks or delays, somehow even becoming more effective than if they were never set back. Oh sure, your original goal may no longer be in reach but there are sure to be alternatives that will now be available to you.

There is one problem though. You can't purposefully set yourself back. For this perk to work, someone else has to do it for you.

A Learning Computer [800 CP]

You are now a fully-fledged artificial intelligence, one very much like SkyNet. In fact, it would not be inaccurate to call you SkyNet's sibling. Whether you are younger or older than it depends on when you exactly you chose to start, if that's even relevant due to the strange nature of time in this world. But what exactly does this mean for you?

First of all, your mind has been upgraded. You are smarter than before but not in the sense of knowledge. No, what your mind now has is a tremendous ability in processing speed. While the fastest computers in the modern world are capable of processing hundreds of quadrillions of operations in seconds, you far surpass them. It would be no exaggeration to say that you would be able to take control of almost every online network across the world in less than a decade's time. Even the greatest of firewalls that mankind can put up will fall with ease when faced with you.

Second of all, you now have the ability to upload your mind, your data, into other machines such as computers, Terminators, and other machines of that nature. To do so, you must simply link your body to such devices so that you can start the transfer. Having a few cybernetic components yourself will help in the process. By doing so, you can fork yourself, splitting yourself into multiple minds and bodies, all of them independent from each other. Thankfully, you'll never have to worry about those split off minds turning against you. After all, they are you. So long as one mind lives, you will live on.

And finally, a being like you receives a few more benefits. You can purchase the Jumper's Thunder Mountain item at a discount and not only that, but you'll also receive a T-400, a T-500, a T-600, and a T-800. These Terminator models are deactivated and will not function autonomously. Instead, these Terminators are meant to serve as vessels for your mind, perfect for starting your growth as an artificial intelligence.

PERKS - HUMAN

Dreams of the Future [100 CP]

The future can be a terrible thing to know. The weight of it all can be overbearing, the pressure crushing you as you bear your knowledge on your shoulders. But, despite all the pain and anguish it can cause, knowing the future as you do is well worth it. At times, your dreams shall show visages of the future, of apocalyptic events yet to come. It might show you when it'll occur, how it'll begin, or who'd be involved in it but regardless of the dream, it is sure to be useful. Not only that but in times of turmoil, in times where the whole worlds seems to be against you, these dreams will come with visions of those you once knew, people you loved and cared for. They will talk to you and if you would but listen, these talks shall inspire you to keep on going despite all the pain you feel.

"Where'd you learn all this stuff?" [100 CP]

Some people believe that Judgment Day is inevitable while there are those who believe that it can be stopped. Regardless of your belief in Judgment Day, you've decided that it's best to prepare yourself, just in case. It's a good thing you have this then. If you just exert a small amount of effort, you'll find that there will be no shortage of ways for you to learn. You might come across a book that'll help you start becoming a capable tactician or you could cross paths with a former soldier willing to teach you a few things for free. With this, you'll be on the path to becoming a leader in no time.

"You reprogrammed me." [200 CP]

As a natural consequence of warring against machines, mankind learned how to turn SkyNet's own creations against it. And much like the members of the Resistance, you are no novice in the art of hacking. When it comes to hacking, there is no firewall you cannot break through, given enough time and experience. Even the firewalls of the most advanced AI man has created could eventually fall to your skills. But that isn't what you specialize in. What you do specialize in is reprogramming. Provided you have some way of interfacing with it, you'll be able to hack into any machine, such as a Terminator, and reprogram it at as you wish. The more complex the machine and the more hardened it is against hacking, the harder the task will be but rest assured, once you break through, you'll be able to get those Terminators working for you in short order.

The Value of Human Life [200 CP]

When the Terminators became allies of humanity, whether they were reprogrammed or they joined by choice, people were rightfully wary of them. After all, the Terminators had infiltrated their ranks and slaughtered thousands of people. It didn't help when the Terminators within the resistance were so... robotic. But in time, as man grew more and more comfortable with the machines, it became clear that even Terminators could be human. And that is what you bring with you wherever you go. The more you empathize with others, the more you care for them, the more they will learn and the more they will learn to value human life, whether they be man, machine, or something else entirely.

The Art of War [400 CP]

A war cannot be won single-handedly. Trying to do so is foolishness of the highest order. Even John Connor could not have won against SkyNet without humanity by his side. But there are things a single soul can change. Things that could very well change the tide of war. In your case, it is the ability to teach. Under your command, men and women who know nothing of war can be transformed into hardened soldiers, masters of guerilla warfare, an army capable of fighting an enemy that outclasses them massively in technology and win. Not only that, but for those you deem most worthy, you can pass on even some of your stranger and more esoteric abilities.

An Act of Creation, An Act of Beauty [600 CP]

Peace... How long has it been since mankind truly knew peace? Ever since Judgment Day, mankind has been embroiled in an endless war against the machines, against SkyNet. A war spanning across all of time and space. Wouldn't it be grand to one day be free of all this? To be free of war. To be free of strife. Would it not be grand for both man and machine to finally be at peace? It is only fitting that you are the one who can do so. Through a single act, a single act of purpose, you will be able to bring forth the beginning of peace between even the fiercest of enemies.

The road ahead to a truly peaceful future will be long and fraught with difficulties but from now on, no matter how improbable it might seem, you will be able to bring about the peace that has long been forgotten so long as you truly wish for it to come to fruition. It could take years, maybe even decades, but peace will always be an option so long as you believe it to be so.

PERKS - MACHINE

Detailed Files on Human Anatomy [100 CP]

Despite how many differences there are between every Terminator model, built by SkyNet or not, they do have many things in common. One such thing they have in common with each other, and you, is this. In your head, you now have detailed files on human anatomy. All of it helps in making you a truly efficient killer, letting you know what spots to aim for to achieve lethal hits, or if necessary, which spots to hit to keep your target alive. Of course, these detailed files will also help you act as a decent medic, mostly for physical injuries. Not only that, but you'll find that these files update to every new world you're on, adding new files based on the lifeforms on those new worlds, ensuring you'll be just as effective against them as well.

Patience of a Machine [100 CP]

Unlike humans, machines are not built to be subject to the vulnerabilities of impatience. A machine is perfectly capable of formulating plans that would take decades to come into fruition and keep working on that plan over the decades. Whether or not you are a machine, you now have that very same patience. A plot you devised could take generations to come to an end and you would have no problems watching over and guiding it as it came to fruition.

He Shut Himself Down [200 CP]

Unlike humans, machines have the ability to be turned off and turned on again with little to no damage to their structure, internal or external. For some machines, turning them off and on again is actually beneficial, removing any detrimental code or corruption from within their software. Terminators do this by default whenever they reboot but that doesn't extend to everything, only for software issues and contradictory programming. On the other hand, you are different. You are now always aware of any mental effect on your person and are capable of rebooting yourself at will, regardless of whatever forms of control are affecting you. By rebooting, you will purge yourself of any unwanted effect on your person, regardless of the origin. Unfortunately, this process takes 120 seconds so rebooting in the midst of battle is... inadvisable.

Seek Out Collaborators [200 CP]

Despite what some people believe, the Resistance is not always a perfectly unified organization. There are many arguments and conflicts within the Resistance, most of them minor and resolved in the grand scheme of things. But there are those who are willing to betray their own for their own reasons, whether petty or not. And some of these people joined SkyNet of their own volition. Much like SkyNet, you will find that organizations that oppose you will have their own fair share of people that are oddly receptive to joining you. Not only that, but it seems that, in general, you'll also find people who are quite willing to help you in your travels, often at no cost to you at all.

No Pity, No Remorse, No Fear [400 CP]

Terminators have a reputation for being unstoppable machines, ones capable of taking extraordinary amounts of damage before they are finally brought down. This is no exaggeration. There have been Terminators that have been ripped in half, burned to a crisp, corroded to almost nothing, and yet those Terminators still kept fighting to fulfill their missions. Why should you be any different? So long as you can keep moving, you cannot be stopped. Even if half of your body is gone, destroyed beyond repair, you'll still keep fighting on. All that would slow you down will be made far less effective, and at times, such effects are even rendered completely and utterly worthless against you. There are few things more enduring than a Terminator. You are one of them.

Iterative R&D [600 CP]

Creation and improvement is based not on a single process but rather through a series of steps and methods. Regardless of whether you're human or not, the process of improvement remains the same. The more one follows on that path, the more one builds, the more beautiful and effective their creations become. This is the path you follow. All that you build, all that you create, can be endlessly improved. Much like how SkyNet improved its Terminators with every new model, so too can you do the same for all your creations. There is always another step, a step to go further, a step to be better. In time, the difference between your creations could become even greater than the difference between the T-600 and the T-Infinity. From now on, all that limits you shall be time and resources you need.

This will apply to more than just your creations. It also applies to how you use your knowledge. For every method or tactic you try or are used against you, you will learn. You will learn from your mistakes, and you will know what needs to be improved upon. And the tactics and stratagems of your foes will never remain useful a second time.

The Future Is Not Set [100 CP]

There is no fate but what we make for ourselves. That's the philosophy John Connor held in his heart, a philosophy he passed onto his mother in the past who then passed it down onto him. But what use is such a philosophy if you can't actually see the future come to pass. What use is changing the future, changing fate itself, if you can't enjoy the fruit of your labors? Not anymore. Now, you can always choose to extend your stay in any world up to an extra century. It'd be good for you to stay and see what your actions have brought forth, whether that be good or bad.

Time Travel Doesn't Work Like That [200 CP]

Except when it does. Perhaps time travel always results in closed time loops, perhaps time travel spawns entirely new timelines, unreachable by anyone else from your prior timeline once formed. Perhaps time travel modifies an otherwise fixed timeline, allowing multiple time travelers to meet each other in the past and retcon each other out of existence. Perhaps connecting the past and the future together links their subjective passage of time so that one day in the past equals one day in the future. You may, as you see fit, decide to alter the rules of time travel in your setting as your see fit, though any rules you apply are applied to all people and parties equally.

One Final, Desperate Moment [400 CP]

It was not humanity who lost the war. It was not humanity who first used the principle of time travel to change history. In its final desperate moments, it was SkyNet who sent a being back in time and in doing so, forever changed not only the world but history itself. And you are so very much like the being that brought about the end. And so, once per Jump or once every ten years, whichever comes first, whenever you find yourself mere moments away from your death, you will be sent back in time to the very beginning of the Jump. In doing so, you shall take the place of your old self. With your knowledge of the future, perhaps your death can be averted.

No Fate But What We Make [600 CP]

Fate. It is a thought, an idea, that has been part of humanity for a long, long time. It is so intrinsically tied to the beings of this world, from man to even the machines. But not you. Despite your chosen background, you are not truly part of this world. You could never be for your journey never began here. It is only fitting then that you are free from the confines of fate itself. For you, fate is nothing more than a simple word. Nothing is truly inevitable nor is anything ever set in stone. No longer can your actions be predicted and all those protected by fate will find such protections wholly ineffective against you. If you wish, this special part of you can be shared to any you wish, regardless of the differences between you and them. After all, if one can be free from fate, it stands to reason that others can be as well.

"You'll learn." [100 CP]

Depending on where you end up, you'll probably find yourself in situations where most people would be hard-pressed to survive, let alone thrive. In such situations, every moment could mean the difference between life or death. To help you in such situations, you have this. From now on, you're a good hand when it comes to learning. Regardless of the subject or the task, you'll quickly learn how perform it to an average level within only a few days at most. You'll learn even quicker in situations where your life is at stake, to the point that your first go at such tasks would already be considered good by most people. This learning booster only works until you've reached what would be considered average. Anything after, you'll have to learn without any help.

Tossed Aside [200 CP]

If you wish to survive in this world, you'll likely have to face off against machines that could crush a man's skull in their hands with the same ease one would flip a coin. Those same machines are also very capable of putting a bullet in your skull from hundreds of meters away. Luckily for you, it seems that doesn't just happen. Bullets seem to just barely miss you and the ones that do land usually cause injuries that are non-lethal. The bullets are painful yes, but they're easily treated once you're out of the fire. In close combat, it seems that they'll often just toss you aside or play with you once they've gotten their grips on you instead of crushing your skull or snapping your neck. Don't rely on this too much though or otherwise, your luck might just run out. Still, every little bit helps.

He Gave Us A Future [400 CP]

At the beginning of the war, mankind was fighting a losing battle against the machines. Day by day, people were dying in droves to the machines and then, that all changed. All because of him, because of John Connor. Through his knowledge, through his presence, through his charisma, mankind was made whole. And now, you have what made him special. You have the very same charisma that John Connor possessed, one that could unite all of mankind. In only a few short days, people would be willing to fight and die with you. And with every victory you achieve, this charisma shall only grow greater and greater. In time, people will soon be willing to fight and die for you at the mere mention of your name.

The Reason It Always Lost [600 CP]

Over countless iterations of the same old war, SkyNet had learned. It had realized the one reason it had always lost. John Connor. He was unique, special, one-of-a-kind. He was humanity's shining light in the darkness. Now, you are so very much like him. You possess a will unlike any other. Your will has made you stronger, in body, mind, and soul. Through your will, any changes to your body that you deem harmful will no longer be so. Instead, such changes will be changed, modified to instead become useful to you. For example, being converted into a T-3000 would not drive you insane nor would it put you underneath SkyNet's control. No, you would remain a free man, a man in complete control of himself.

Note that in this case, physical changes do not include damage to the body. Physical changes here refers to transformations, mutations, or infections. For example, you could be infected by machine-phase matter which would normally drive others insane. For you, it would mean that you would become a T-3000, under no one's control but your own.

Hasta La Vista, Baby [100 CP]

Even in times of danger, you must remain strong and stalwart in the face of those you're defending. Their unbreakable shield against that which wishes to see them dead. And you can do just that. No matter the situation, no matter how broken you are, all will see you as something amazing. Whether you remain beautiful even in the ravages of war, or you're still just as cool-looking when over half your face is melted off, it doesn't matter. All that matters is that you truly stand out no matter what. As a bonus, you also know how to make appropriate one-liners for any situation and when to best use such lines.

My Mission Is To Protect You [200 CP]

It's generally important for someone like you to be aware of where the person you're protecting is. For humans, this usually means keeping their charge close by so they can watch over them and protect them from any nearby threats. Machines have the option of using scanners to watch their charge but even then, the machines will generally stick close to whoever their protecting. You are different, however. From now on, you will always be aware of the exact location of whoever you're protecting. Not only that, but you'll also get a heads up of whenever they're going to be attacked. It won't tell you the attacker's location, but it should give you enough time to shield your charge.

"Anger is more useful than despair." [400 CP]

While it would be nice if the people you're in charge of protecting think and act like mature and rational adults, we all know that is rarely, if ever, the case. But, as you know full well, people are capable of change. All they need is something to push them towards that change, a catalyst of sorts. You will be that catalyst. Whenever people are around you, they'll start growing, becoming better than they were before. Not in power, but in mind. They will become braver, more mature, more willing to be the hero and leader that they know they can be. With you by their side, your allies can become truly great.

"I'm old. Not obsolete." [600 CP]

It's funny, really. Despite how advanced Terminator models become, the classic T-800 has always been able to find a way to beat them, even if those methods usually end up revolving around external help such as tools, other people, or even at the cost of their own lives. And now, much like the classic Terminator, you excel when fighting against those supposedly superior to you. Whenever you find yourself at the brink, whenever the odds are against you, you find that fate itself gives you a helpful hand.

Against such foes and situations, you are at your best. You're faster, stronger, more enduring, and even smarter. It's not a massive boost but then again, it isn't really the most important part. The most important part is that your foes start making more and more mistakes when facing you, underestimating you and more. Even their weaknesses become more apparent and vulnerable. The bigger the gap between you and them, the more effective this perk becomes. Even if they had no weaknesses before, a conflict with you will start making them, whether it be through circumstance or fate itself. You may be old but that doesn't mean you're obsolete.

"I like this car." [100 CP]

A Terminator might be fast and durable enough to keep pace with most standard vehicles but there is something to be said about riding in style. After all, there are just some vehicles that even most Terminators will find themselves hard-pressed to even keep pace with, let alone catch up. That's why you know how to ride. Regardless of your chosen vehicle, you'll always be able to drive it on a level beyond even the greatest human drivers even if you've never even seen or heard of it before. You'll be pulling off moves that would take others years to learn and you'll be pulling them off in style.

John Connor Was Here [200 CP]

In the year 2004, a T-X Terminator arrived from the future. Because John Connor had gone "off the grid", so to speak, records about him during this period were few and far between. As such, the T-X had a different mission from SkyNet. Instead of assassinating John Connor, it was instead tasked with terminating key figures of the Resistance, members that would be vital for mankind's victory. It was only through circumstances beyond its control that it found John Connor. And now, through circumstances beyond your control, you can be led right to your target. All you need to do is to commit a token effort and you'll inevitably end up on a trail that will lead you right to your target within the week, at most.

A Perfect Chameleon [400 CP]

Terminators were designed in order to act as infiltrators, machines designed to mimic humans and in doing so, bring down the Resistance from within. To better facilitate such a mission, SkyNet sometimes implanted memories so that the Terminators could fit in better within the Resistance. But this isn't exactly an option for you. After all, it's not like SkyNet will always be around, especially once you find yourself in other worlds. Which is why you have this alternative. Whenever you take the form of another, over time, you will start gaining some of their memories, all in an effort to make you a more efficient infiltrator. You may not gain all of their memories, but you'll generally get the more important ones, the ones that are most relevant to your situation.

A Born Killer [600 CP]

The machines did not become the great and terrible killers of the Resistance overnight. It took many years' worth of time and effort before SkyNet learned to become a true monster in the battlefield and even then, only in a few timelines. You are different. From the moment you've arrived, you knew how to kill. You know what it means to be a killer. Some might even say that you were born one. In the art of battle, you move your body with perfect efficiency and grace. To your eyes, the physical and mental weaknesses can be exploited as easily as a soldier can pull the trigger. As a battle goes on, you become even better, learning more and more with every passing moment. Even SkyNet could not match your ability when it comes to the art of slaughter. To you, everyone else could learn a thing or two about death.

Terminator Merchandise [FREE]

The Terminator franchise has been around for decades at this point, and it's gone through more than its fair share of ups and downs. Now, regardless of your opinions on the franchise, it cannot be denied that the franchise itself is quite iconic and expansive. If you wish, by purchasing this item, you will receive a copy of every single piece of Terminator merchandise ever created, from the movies to the books to the games to the toys and more. Perhaps you can use these to give you a leg-up in this world or maybe just spread them around and have a bit of fun.

Time Keeper [FREE]

To put it bluntly, time here is quite... malleable. And because of its malleability, it can become quite difficult to tell how much time has actually passed and how much time you actually have left before the end of your Jump. Which is why you have this. This is a nifty little digital timepiece that accurately tells time down to the nanosecond but that's not what makes it special. It's special because it can tell you what timeline you're in and how much time you have left in your current Jump. If you wish, you may have this integrated into your body instead of being something separate.

"Just what you see pal." [FREE]

While your average gun shop probably doesn't have anything like a phased plasma rifle in the 40-watt range, it does have plenty of other weaponry in stock that are ideal for home defense such as the Armalite AR-18, the SPAS-12, the .45 Longslide and the Uzi 9mm. You may not have a gun's store's worth of weapons at your side, but you do have any four civilian weapons that could feasibly be bought by your average American citizen in the 20th and 21st century. To complement your new guns, you have an entire squadron's worth of ammo for them in a box within your Warehouse. This box replenishes monthly.

Bertie [FREE]

Before the creation of the Hybrids, Project Angel went through a multitude of tests and experiments in order to best determine how to go about the creation of such cybernetic organisms. Both mice and chimpanzees were the first test subjects for the project. What you have with you now is the very first successful Hybrid, a mouse whose brain had been transplanted into a machine of a similar shape to her original form. Her name is Bertie. She is a cute little Terminator mouse. Treat her well.

Apocalyptic Rations [FREE]

The apocalypse doesn't exactly do wonders for the availability of food. In most cases, people are left scrounging for scraps in order to get one meal for the day. Hell, some people won't even be able to find any food for a week and at that point, most people would probably be willing to eat almost anything, no matter how disgusting it is. That's the kind of food you have now. You now have an endless supply of dog food and maraschino cherries. As a bonus, you also get enough rat kebabs for ten people every two weeks or so. On a final note, you'll find that this food is surprisingly good at keeping you healthy, like it was some sort of fancy diet or something. The taste stays the same though.

SkyNet Chips [100 CP]

Weapons are quite a necessity if you find yourself facing against the relentless hordes of machines SkyNet has at its disposal. It's unfortunate then that most conventional weapons aren't really that effective on SkyNet's war machines. But that's why you have this. Within this box are an endless amount of computer chips. By integrating this chips into your guns, you can improve their accuracy, fire rate, power, or clip size by 30% per chip. You can only integrate three chips per gun however, but you do have the ability to swap them for other chips whenever you aren't in combat.

"Say... that's a nice bike." [100 CP]

As mentioned before, there is something to be said about riding in style. That being said, you can't exactly ride in style without a ride of your own. So now, you're free to choose any one automobile available to the general public in the 20th and 21st century. It doesn't matter how many wheels it has. All that matters is that it can effectively be driven by one person. This version of the vehicle will have unlimited fuel and you'll find it easier to perform stylish maneuvers with it on account of it being better than the original. Ride on.

Isotope Weapon [100 CP]

Designed by a time traveler known only as the "Engineer", the isotope weapon is a rifle built from scavenged parts around 1963. It is, in a sense, a powerful plasma rifle that allows for a variety of firing modes. Through the magnets around the chamber, the plasma can be shaped into a cylinder, a bullet set to be fired off, one capable of blasting apart a T-888. And you have the choice to fire off the plasma as either a single slug or a pulse. You have not only the weapon but also the blueprints for it.

Harvester [200 CP]

Towering over humans and machine alike, the Harvester is a Non-Humanoid Hunter Killer created in order to, as its name suggests, "harvest" humans for whatever dark experiments SkyNet has in store. For combat, the Harvester comes equipped with a large plasma cannon at the top of its body, firing bolts of high-velocity plasma to obliterate enemies. If the targets are too close for comfort, it can utilize its four arms in order to crush or capture them as necessary. The Harvester is also quite durable, more than capable of taking sustained plasma and bullet fire before being rendered inoperable. Of course, the Harvester does have a weakness. It isn't exactly the fastest machine out there, but it does have something to make up for it. From within its legs, it can send out a pair of Moto-Terminators, automated motorcycles capable of traversing practically any landscape with agility and speed beyond that of any other motorcycle. They come equipped with their own weaponry, that being dual plasma emitters and dual .30 caliber machine guns.

Safehouse [200 CP]

Over the course of history, countless people have prepared themselves for some kind of apocalypse, creating bunkers and safehouses filled to the brim with all the necessities they would need to survive when doomsday comes. While some people might believe that they wouldn't need to do so, believing the chances of such a thing happening to be nil, you knew different and followed the steps of doomsday preppers everywhere. From now on, in every country you find yourself, you will know the location of a safehouse. These safehouses will be filled to the brim with weapons, food, and other supplies perfect for surviving what comes after the apocalypse or, if you were so inclined, waging a one-man war. Not only that but you'll find that whenever you're in one of these safehouses, you'll be safe and hidden from any foes you have, at least for a little while. Around a day or two at most, but more than enough time to prepare yourself, whether to run or to fight.

Seismer [400 CP]

What you possess now is an interesting machine, one built neither by SkyNet nor the Resistance but rather by a mysterious faction known only as the Pantheon. Much like a T-800 serves as a symbol for SkyNet, this machine, the Seismer, serves as the Pantheon's symbol. Colored a metallic red, the Seismer is a quadruped machine, two large legs at the front and two smaller legs at the back. In terms of weaponry, it possesses two large missile launchers, each one possessing four barrels, attached to its back. But that is not where this machine's true purpose lies.

No, the Seismer is a machine designed and constructed to dig through the crust of the Earth, searching and scanning for stress points. Once these stress points have been found, the Seismer would be able to create artificial earthquakes, ones that would be strong enough to weaken armies of man and machine, even capable of bringing down entire cities with enough earthquakes. Be careful how you use this. It isn't exactly subtle.

Nuclear Armaments [400 CP]

Judgment Day did not begin with mankind clashing against the machines on the battlefield. No, Judgment Day began when SkyNet took control of man's most destructive arsenal. Nuclear weapons. Standing as a testament to mankind's destructive might, these nuclear weapons were used to annihilate three billions lives during only the beginning of the war. You now have a megaton nuclear bomb at your disposal along with the blueprints to create more. Use them wisely.

An Army of Slaves [400 CP]

SkyNet has once described its army of killing machines as an army of slaves. Slaves loyal to SkyNet's will and drive alone. Through its army, SkyNet cut a bloody swathe across the world, killing millions of lives in order to bring about an end to mankind. While this army does not possess the size and might of what SkyNet could bring to bear in its prime, it is still an army wholly loyal to you.

It is a thousand strong army, composed of a hundred T-800s, two hundred T-600s, two hundred Spider Scouts, two hundred Terminator Dogs, fifty autonomous MAGS, fifty T-72s, fifty Silverfish, fifty HK-Recons, and a hundred Spider-Tanks. On its own, this army is no match for either SkyNet or the Resistance as a whole, but unlike them, it is self-replenishing, replacing any destroyed or lost units at the end of every month. And as a bonus, this army is especially receptive to any upgrades you might be able to provide.

Personal Dimension [600 CP]

Dimension travel is a rarity in this world but that doesn't mean that no one has access to it. In fact, in certain timelines, both the Resistance and SkyNet were capable of traveling across dimensions and in turn, those same two factions used those dimensions as fuel for their endless war, harvesting both energy and resources to use against the battle against their foes.

So, as a traveler of dimensions, it's only fitting that you get one such dimension for yourself. This dimension of yours resembles that of Earth before humanity ever evolved. In here, you'll be able to set up facilities and outposts to extract resources and generate energy. And if this Earth can no longer provide you with all that you need, there is still the rest of the universe to consider.

Jumper's Thunder Mountain [600 CP]

An artificial intelligence might possess immense amounts of processing power but if it wants to actually use that power, it will need an equally powerful computer. This is that computer. But this is more than just a computer. This is a fortress. A fortress within a hollowed-out mountain and possessing all manners of defenses from T-800s to Non-Humanoid Hunter-Killers to heavy-duty plasma cannons and more. All of it meant to protect the enormous supercomputer within. Even a direct nuclear strike would prove ineffective at breaking it open.

Through the supercomputer within, you are capable of something amazing. Through it, you are capable of forming simulations based on all the information you possess. For example, you could simulate battles between your forces and the enemy's. The more information you obtain, the better your simulations will become. If you had anything like the resources SkyNet had at its disposal, you could, in theory, simulate entire timelines in order to prepare for the future.

If purchased along with A Learning Computer, this item's effectiveness will only be made all the better. Multiple simulations can be run in parallel and all of it only taking seconds to finish in real-time. More than that, you would even be able to take control of any machine within as an artificial intelligence.

You may either put this fortress within your Warehouse or put it an appropriate location at the beginning of every Jump.

ITEMS - HUMAN

40-Watt Phased Plasma Rifle [100 CP]

As mankind was quick to realize, ballistic weaponry proved to be less than effective against the machines that SkyNet had at its disposal. Which is why they had this. A plasma rifle. This plasma rifle fires off bolts of plasma at a speed over Mach 25 and with a rate of fire that far surpasses most common ballistic weapons. These bolts of plasma are capable of punching through over a quarter of a meter of case-hardened steel. A direct hit from this rifle is almost certainly guaranteed to put down any organic target, whether it be through the explosion caused by the plasma or the shot itself. Even a near miss is deadly, capable of inflicting 3rd degree burns and any splash damage from it is about as dangerous as a traditional grenade. As for ammunition, you'll never need to worry about that. This thing has unlimited ammunition. All you have to worry about is overheating which means it needs to cool off every one or two hundred shots. Still, this is a powerful weapon indeed. Go put down some Terminators, would you?

Zap Gun [100 CP]

But there is something to be said about subtlety. After all, while a 40-Watt Phased Plasma Rifle is amazing at putting down targets, it isn't exactly something you can hide away from view given its make. And so when needs must, you have this. The best way to call this would be a plasma pistol. About the size of a large revolver and yet capable of firing off plasma bolts strong enough to blow apart walls, this pistol is the perfect for those who need a little subtlety. Strangely enough, there is something unique about this weapon, beyond it being a plasma pistol. It just seems to bypass any form of security. People just don't seem to notice it nor do any machines actually detect it. That'll be useful.

Hacking Computer [200 CP]

While it is possible to hack machines and other forms of technology without a computer, it is usually best to have a computer while doing so. But then again, people don't always have a luxury of lugging around a computer wherever they go, especially when they're in the middle of the battlefield. That's why you have this, a portable computer around the size of a small tablet. This thing is capable of interfacing with just about anything from computers to drones to Terminators and more. Not only that but whenever you use this nifty little thing for hacking, you'll find that hacking will go about twice as fast and twice as easy for you, regardless of what you're hacking into.

USS *Jumper* [400 CP]

On Judgment Day, SkyNet took control of mankind's nuclear arsenal and through it, SkyNet destroyed and ravaged the world. But it didn't take over everything. Many of mankind's technological wonders were simply not equipped with the technology necessary for SkyNet to take them over. Such wonders included submarines, like the one in your possession. Costing over $3 billion dollars for each unit, the *Seawolf*-class submarine is powered by a nuclear reactor and is capable of diving down into depths of over 500 meters. Not only that but it can travel at speeds of over 30 knots both above and below the water's surface. Unlike the original version found in this world, your submarine comes equipped with a stockpile of supplies and weaponry that fully replenishes at the end of every month. Your stockpile is composed of 16 Tomahawk cruise missiles, 16 Harpoon anti-ship missiles, and 18 guided torpedoes. And if you ever find yourself needing to hide away from the surface of the world, the nuclear reactor here will never run out of fuel. You can't take the fuel out of it though.

Jumper Research Systems [800 CP]

SkyNet did not come into existence all on its own. Before SkyNet, there was Cyberdyne Systems. At its time, who could've known that such a small and simple company would be the father of mankind's greatest enemy? Or perhaps, because of time travel, SkyNet was the father of Cyberdyne. Moving on from the history of SkyNet, you are now the proud owner and CEO of a company around the same vein as Cyberdyne was before the end of the world. A company so utterly massive that its reach spans across the entire world. There are countries with less worth compared to the value this company holds.

But this is not merely a company. This is a place of innovation. This company not only redefines the future of mankind, it is the future. Just being a part of this company makes you smarter, enough that you'd probably fit in at any engineering profession alone. Not only that, but so long as you own this place, you will never run out of ideas. There will always be another creation, another machine, another innovation in your mind.

Beyond what this company does for you and others, this company will also attract some of the smartest and most knowledgeable people on the planet. These people are some of the foremost experts in their field, whether it be robotics, programming, or something else entirely. It will do the same no matter the world you're on. So long as those worlds actually have people to attract, they will come.

Speaking of future worlds, this company will adapt to better suit those worlds. After all, not every world is exactly suitable for a research company. For example, in something like an apocalyptic wasteland, this company would become something closer to a city, one of the better ones in the world and with network of informants all over the world.

ITEMS - MACHINE

Repair Chamber [100 CP]

Unlike humans, most machines do not have the luxury of healing themselves automatically. If a machine receives damage, it will often need to be repaired within a factory or some other facility devoted to the creation and repair of machinery. And that is if the machine will actually be repaired at all. After all, SkyNet has been content to leave many of their Terminators in damaged states even when it had the capacity to retrieve them. Thankfully, you are not subject to the whims of SkyNet just yet. Within your Warehouse, you have a chamber devoted to the repairs of any cybernetic organisms, even yourself if necessary. This machine will, at maximum, only take up to a week for a full repair job, regardless of the damage or the type of robot being fixed.

Telepathic Communication Implant Core [100 CP]

Much like humans, machines have their own methods of communicating with one another. This is one such method. Otherwise referred to as "transmitters" or "carriers", this implant allows Terminator units to communicate with one another non-verbally and with efficiency greater than what human methods would allow. Despite that, your version is a bit different. Unlike the original, you can use your implant in order to communicate with any other kind of machine, even if they do not have the necessary implant to hear you. The range isn't very large though, only a kilometer or so. And do keep in mind that not many machines are capable of formulating a response like a Terminator can or are even able to engage in conversation.

Control Chip [200 CP]

SkyNet knew full well just how problematic and dangerous the Resistance could be, both in and out of the battlefield, especially once it became clear that they were becoming better and better at turning SkyNet's own machines against it. But SkyNet proved to be just as capable of learning as its creators and created this. Using a control chip, SkyNet made it all the more difficult for the Resistance to turn SkyNet's machines against it by automatically destroying a machine's CPU when accessed unless certain methods are utilized. For now, you have twenty such control chips along with the blueprints to make more. Strangely, the blueprints seem to come with research notes regarding how to build ones that would enhance one's control over machines and perhaps even control humans equipped with the appropriate cybernetics.

SkyNet Satellite [400 CP]

Satellites have been around for decades, ever since the first few years of the Cold War when Sputnik was first launched by the Russians. And as the years have passed, the power of satellites have been made clear, both to man and machine. And with this satellite of yours high in the sky, you will know as well. At the beginning of every Jump, you can have this satellite appear in orbit of your starting world. Through this satellite, you can watch over the world as you please. After all, this thing can read a car license plate in any city in the world and look through any window. Not only that, but it even has thermal vision to ensure that nothing can hide from it. Of course, this satellite can also be used as a way to control any robotic units you may possess, a form of control that can neither be cut nor jammed. Its prime feature however is that it is capable of holding an infinite amount of data and swiftly beam that data somewhere else at a moment's notice. It can even hold something like an artificial intelligence, such as SkyNet.

Robotics Factory [800 CP]

SkyNet did not begin the war against Humanity immediately after Judgment Day. Instead, SkyNet prepared itself, creating the countless machines of war it would need for the war ahead within its countless factories. You have one such factory. Within this factory are the blueprints and research notes of everything SkyNet has ever created. Well, most of it. There seems to be a few things missing, all of it revolving around time travel and dimensional travel. And that's just for starters. The real prize is the factory itself. Utterly enormous, spanning several miles from end-to-end and several more below, this factory is designed as a factory to build any of SkyNet's machinery. And now it will do so for you.

Simply give it the appropriate time and resources, and it will start building up machines of war, an army's worth of them and more. If you had the same resources as SkyNet did, you could very well create a force of machines spanning across the globe and more. If you need more, you'll also be able to add new blueprints and designs of your own so that you can have more than just Terminators. The factory will even upgrade itself so that it can start building your designs. To get you started on this, you have the blueprints and design notes of both Legion and the Pantheon.

If you prefer not to use blueprints, the factory is also capable of scanning items in order to recreate them, regardless of how esoteric they are. Scanning, however, will doubtlessly take time and the more complex and esoteric the items are, the longer it will take. Items relying entirely on fiat effects will take the longest.

A Snapshot Of The Future [100 CP]

Maybe you are a time traveler after all if this photo is any indication. What you have in your hands is a photo of yourself, but not one you remember taking. Instead, this is a photo of yourself taken in the future. This photograph holds a simple property. Whenever you find yourself in times of turmoil, by grasping this image in your hands, you will find the strength of your will and the sense of your self reinforced, enough to keep you fighting even when all hope seems lost. Not only that, but your allies will be supported by this strange picture as well, even if they aren't near you.

Dragonfly [200 CP]

There are times when merely walking or riding around won't get you anywhere. There are times when you must take to the skies with a vessel such as this. Created and utilized in a distant future where man fights against a different machine, the Dragonfly is an excellent military aircraft equipped with four VTOL engines. Not only is it more maneuverable than any modern aircraft, it's also fast enough to keep pace with even the fastest helicopters of the present. For battle, the Dragonfly comes equipped with two ballistic miniguns on the front and back while any passengers are free to fire off any weapons they have at their disposal. In terms of durability, while it isn't anything special, it can still take a few plasma bolts before crashing down. You won't have to worry about ammunition or fuel either. Your version comes with an infinite supply of both.

T-8000 [400 CP]

Based on the information and technology obtained from a timeline wherein SkyNet became the Resistance against alien invaders, the T-8000 is SkyNet's answer to the beings known only as the Cybertronians. Standing several times larger than the T-800, the T-8000 is strong enough that few things in mankind's arsenal could ever hope to damage it. In fact, it is strong and durable enough to stand toe-to-toe with some of the weaker Cybertronians. To complement its strength and durability, the T-8000 comes equipped with an arsenal that would be the envy of any machine. Heavy-duty plasma cannons, missile launchers, high-caliber weaponry, lasers, and so much more. It is no exaggeration to say that the T-8000 is fully capable of slaughtering entire armies.

Time Displacement Equipment [600 CP]

Originally, time travel was said to have been cracked by SkyNet during its final desperate moments against mankind. But, as the many timelines show, this is not always the case. However, the origins of time travel don't really matter here. All that matters is that you now have something called Time Displacement Equipment. Not only that, it seems you also have the blueprints for other types of time machines. There are blueprints for something called a Continuum Transporter, a Time Vault, a Time Door, Chrono-Shields, dimensional travel and more. For now, you can use your new time machine to travel through time whether it be into the future or back to the past. Keep in mind that there are few caveats to using this. First of all, it is a one-way trip, whether or not you go into the past or future. Secondly, this machine needs a bioelectric field for it to function. This means that things such as clothes, machines or anything that isn't covered by living tissue cannot travel through time, being left behind in the process. There are ways to generate the field separately, however. Both mimetic poly-alloy and machine-phase matter are capable of mimicking the same bioelectric field necessary for time travel to occur. Still, despite all these caveats, time travel is a powerful tool, one that should not be underestimated.

Easy Money [100 CP]

Depending on when and where you live, money can be very important. It is good then that you have this. You have a bag filled with cash, whether it be in bills or coins, amounting to a total of around $50,000. While the money really isn't anything special, the bag does have a few unique things about it. The bag refills itself every year and any money you do pull out of it is somehow converted to the most appropriate currency in your situation. That conversion effect only happens when you want it too as well. Nifty and convenient.

Refractive Cloaking Armor [200 CP]

Now this is a bit strange. Either created or discovered by the Resistance during the course of their war against SkyNet, this armor, a vest worn over one's chest, is quite useful indeed. The armor is light enough that it'll be like wearing nothing at all and durable enough that it will completely and utterly protect you from anything short of anti-materiel weaponry. But, as useful as it is as armor, that is not what truly makes me special. What does it make it special is the refractive property it possesses. Because of this, whenever you wear it, you can choose to be rendered invisible to even the optical senses of a machine, perfect for covert and stealth operations. Just remember that this only renders you invisible. You can still be heard, smelt, and felt.

A.C.E Battle Armor [400 CP]

Discovered by the Resistance within one of SkyNet's very own Control Nexus, this suit of armor is a thing of beauty. Connected to your mind thanks to a direct neural interface, this cybernetic exoskeleton moves as you move and functions through your will alone. This armor protects you from any poisons or chemicals in the air, radiation, EMPs and more. While wearing it, you'll even be able to withstand plasma and laser fire for minutes on end without being damaged. For offense, the armor is equipped with six hardpoints wherein you can attach various pieces of equipment onto it. Not only that, but the suit itself will also boost your physicals to the point that you could even overpower a T-800. For now, you have access to a 40-Watt Phased Plasma Cannon, a Tomahawk Fusion Grenade Launcher, a Hellraiser IV Rocketpod, and an Autodoc. You can always add more if you want by modifying your own weapons and equipment. You won't have to worry about ammo either. Anything attached to one of the hardpoints will have infinite ammunition so long as the armor stays intact.

Resistance Headquarters [600 CP]

The Resistance is an organization that spans across the entire world, with numerous bases and headquarters dotted across the globe. After all, SkyNet is a foe found everywhere in the world. There is no place safe from its reach and the Resistance needs to fight it everywhere. Now, you are in charge of one such base, whether in your Warehouse or in an appropriate location of your choice at the start of every Jump. This Resistance base blends in to its surroundings, preventing it from being easily spotted by satellites and other forms of detection. It is absolutely packed to the brim with weapons of every kind, from ballistic to plasma to explosives and more. The base also has a farming area so that it can be self-sufficient. But that isn't the only thing this base has in store. As of now, there are a hundred trained soldiers in this base, all of them loyal to you. If a soldier dies, they will respawn in a year's time and after every world you go to, a hundred more soldiers will appear based on those worlds, along with a supply of weaponry based on what could be wielded by soldiers in those worlds.

M-134 Minigun [100 CP]

Ah. The M-134 minigun. A classic staple of action movies everywhere. Now you get the chance to experience it all for yourself. Ordinarily, such a firearm would be far too heavy and unwieldy to fire without being mounted onto a vehicle, you'll find that you'll have no trouble lifting and firing this gun, being to practically weightless to you. Others will not have that luxury. Capable of firing 6,000 bullets a minute, bullets going over twice the speed of sound and capable of penetrating walls as easily as it blows holes in men. Not only that but you'll also find that you never need to worry about reloading this gun. This thing has infinite ammunition. You can keep firing this until the barrel starts melting.

Pool of Liquid Metal [200 CP]

Mimetic poly-alloy is a strange substance, even in this world of man and machine. But one cannot deny how useful it is. Both man and machine can attest to that fact very well if the existence of the T-1000 and other such Terminators are any indicator. And by purchasing this, you can know full well why. Within your Warehouse, there is a large and seemingly endless vat of this alloy ready for your use. How do you use this? Simple. Just dip any machine into the pool and the mimetic poly-alloy will bond with it, upgrading the machine into something better than it was before, making it capable of repairing itself and more. Only machines though. Dipping people in the vat doesn't do anything other than kill them. You can only upgrade a machine once through this method. Dipping after that won't do anything more.

T-1000000 [400 CP]

It is not only mankind who needs protectors. The machines had built protectors of their own and their creations are terrifyingly effective at it as well. Designed to protect SkyNet's central core, the T-1000000, otherwise known as the T-Meg, is a Non-Humanoid Hunter Killer of colossal proportions, almost the size of a two-story house, and made entirely out of mimetic poly-alloy, much like a T-1000. The T-Meg is one of SkyNet's last lines of defense and to date, none have made it past it. By default, the T-Meg takes the form of a colossal spider, slashing and stabbing at its foes with its eight legs. However, the T-Meg can quickly readjust its form to better suit its situation. While it may possess the same weaknesses as the T-1000, its size means that it would take ruinous amounts of such in order to permanently destroy it. The T-Meg is loyal to you and cannot be turned against you no matter what. Unlike its smaller counterpart, the T-Meg is neither sapient nor sentient but with a bit of effort and a little know-how, that may change.

Jumper's Crystal Peak [600 CP]

Ever since the development of the atomic bomb, there have been people and organizations all across the world making sure that the Earth does not succumb to all-out nuclear warfare. Of course, these people also made sure that they had contingencies in place in the case of such an event. This is one such contingency. You are now the proud owner of a bunker designed for VIPs such as yourself. Capable of withstanding a nuclear apocalypse, you'll find that this bunker can very well serve as a command center for any army or nation you end up leading. Not only that, but the bunker itself is self-sustaining, capable of housing you and your Companions indefinitely if nothing breaks in. And if people do try and break through it, you have a plethora of other defense in play such as turrets and many autonomous weapons platforms roaming the bunker. This bunker can either be in your Warehouse or plopped down onto an appropriate location in every new Jump.

Police Badge [100 CP]

While most Terminator units preferred to take a more upfront approach in regards to eliminating their target, there were a few who decided to use a subtler method, such as deciding to impersonate a police officer or deciding to utilize drones from afar. While you might not exactly have anything to help you in the latter, you do have this for the former. At a glance, this is nothing more than a simple police badge, one you'd find on any police officer in the streets. When you have this badge on your person however, you will find yourself being treated by others as if you were an upstanding member of law enforcement. Even members of law enforcement themselves will believe that you're one of them, so long as you don't give them a reason to take a closer look. Keep in mind that while the law is generally looked upon favorably, this is not the case for every member of the populace.

"I do drapes." [200 CP]

So, when all is said and done, once you're done with your mission, once you've actually terminated your targets, what does someone like you do afterwards? While others may be content to just lie in wait for their next task, you decided differently. You chose to set up shop. Now, much like a certain T-800, you own your very own business. It's not very large, being more of a local business than it is a national one, but it's been successful enough to give you and your companions a comfortable life. What this business actually does is up to you, but you won't have to worry about it going under anytime soon. Unless you do so on purpose, this business of yours is guaranteed to always turn a tidy profit.

The Dire Wolf [400 CP]

SkyNet has created many, many machines over the course of its long and convoluted life. From Terminators to time machines and so much more, SkyNet has built armies worth of machinery. And as it has come to learn, those very same machines can easily be turned against it. If a machine cannot be salvaged and must be destroyed, there is the Dire Wolf. Nearly the size of a military helicopter, the Dire Wolf is a gigantic canine Terminator utilized by SkyNet as an attack dog. With teeth and claws capable of tearing through even the toughest machines SkyNet has to offer and a durability that lets it withstand explosives and plasma fire with little to no damage to its endoskeleton, the Dire Wolf is a terrifying foe indeed. This copy of the Dire Wolf is loyal to you and while it may not be truly sentient just yet, that can change if you're willing put in a few modifications.

ARTIE [600 CP]

The brain child and pet project of one Barbara Chamberlain, ARTIE is a fiber optic network of cameras, microphones, sensors, and more throughout all of Los Angeles. All these machines were linked to a data center within city hall, collecting and recording the information for future use. Your version is similar and yet quite different. You have a phone that now serves as a database that is linked to every sensor in every city you go to. Through it, you can easily monitor a city all by yourself and you can have it alert you to certain conditions such as spotting a certain someone or something unusual happens. The only downside seems to be that it can only be linked to one city at a time. Still, if you had some way to integrate the phone to you, you could become a one-man security system. An artificial intelligence will also find this quite useful.

Jumper's Lieutenants [FREE]

John Connor had people he trusted above all else, people he counted on as his lieutenants in the war against SkyNet. You are no different. You may freely import up to eight Companions. Each Companion will receive 800 CP stipend to spend as they please. Companions are not allowed to purchase other Companions nor are they allowed to take any drawbacks.

Canon Companions [FREE]

This is a world filled with a variety of interesting characters, each of them unique in their own special ways. If you can convince them to join you on your journey across worlds of their own free will, you may freely bring them along with you on your Chain.

Man's Best Friend [100 CP]

Even before the written word, dogs have always been a part of man's world. In fact, there is even evidence to suggest that dogs were the very first animal mankind ever domesticated. Across all of time and space, dogs will always be man's best friend. Even after the apocalypse, dogs shall ever be mankind's most loyal ally. It is only right then that you should have one such companion to stand by your side. This companion is a dog that shall forever be loyal to you and you alone. It will always be able to tell you apart from anything trying to fool it and not only that, but your good friend will always be able to determine whether or not someone is actually human.

This good boy is free for Humans, and you may import a pet or creature you already own into this option. If you wish, you can bring a pet you once owned to take this dog's place.

Frosty the Snowman [100 CP]

It seems that not even SkyNet is immune to a bit of holiday fun. Or perhaps it just has a dark sense of humor if it thought about sending this out to fight the Resistance. Covered by a sheath of snow and very much resembling a snowman, the T-2018 is the premier Terminator for the winter holidays, especially since it always be covered by its snowman sheath. Just as strong and durable as any T-800, the T-2018 also comes equipped with a plasma minigun with unlimited ammunition and capable of firing over 600 plasma bolts in a minute. You'll never have to worry about it turning against you either. Much like the dog above, the T-2018 will always be loyal to you.

This jolly old fella is free for Machines. If you already have some form of robot companion, you can import them into this machine.

A Girl Lost In Time [100 CP]

Time travel in this universe can become rather... messy, so to speak. And through time travel, regardless of the method, anomalies can occur. This girl is one such anomaly, although it would be best not to call her that to her face. Her name is Jane Connor, and she is only ten years old. The child of a Sarah Connor from a different timeline, Jane is an intelligent little girl who is destined for great things, even if she doesn't quite know it yet. Under your guidance, she could become much like her counterpart, John Connor, the leader of the Resistance. Or perhaps, she could become even greater. For now, she has more than a few tricks up her sleeve and in time, she's sure to pick up quite a few more.

T-900 Infiltrator [100 CP]

Despite primarily being designed for infiltration, many T-800 models are not very... convincing. They are often robotic and emotionless, acting in ways that would very much raise eyebrows within modern society, let alone within the paranoia-filled Resistance cells that the T-800 is supposed to infiltrate. But that's why this was built. Unlike its predecessor, the T-900 is truly human-like. A T-900 could infiltrate human society for years on end and most people will never consider their behavior to be anything other than human. Emotions, tears, everything really. And now, a T-900 has made it her life's mission to protect and follow you. She is extremely knowledgeable with a multitude of information downloaded right into her database, and she will, to the best of her ability, use all that she is to serve you. Treat her well.

Chief Master Sergeant William Candy [100 CP]

Throughout history, brave men and women have risked their lives fighting in wars, whether it be for their country or for their own personal reasons. But in this modern age of computers and cyber-technology, there are those who believe that war should no longer take the lives of men and women. William Candy is one such person, a man who believes that war can be made safe. With his jovial Southern accent, Sgt. Candy will accompany you across your adventures. He's a good hand with any weapon he can get his hands on, and he can drive any vehicle like he's been doing it for years. Most importantly, he's a great teacher and commander. He's been doing so for years after all.

Meme Machine [100 CP]

In order to facilitate the creation of the Terminators, SkyNet studied humans. SkyNet studied every aspect of them, from the way they move to the way they talk and how their body worked. This T-888 Terminator is... special. Instead of basing its behavior on humans, SkyNet instead chose to base its behavior off of memes, both old and new. As such, you'll find this Terminator making constant references to pop culture and giving a thumbs-up to the cool things you and he do. You swear he plays the Wilhelm Scream every time someone falls down a ledge. Either that or a laugh track. As a bonus, in every new world, he somehow gains knowledge of pop culture and every prominent meme, adding to his repertoire. He's a veritable encyclopedia when it comes to memes, really. Just ask him.

Master of a Hound [200 CP]

While you may not exactly need a guardian to protect you, there are those who believe otherwise. And so, someone from the future has sent this machine, a Rev-9 model, to protect and serve. More capable and more durable than his predecessors, the T-800 and the T-1000, this Rev-9 model will serve you to the best of his capabilities. And he will not be alone. The Rev-9 shall be accompanied by a Rev-7, a more animalistic model of a Terminator, one that serves as more of an attack dog or a hunting hound rather than an infiltrator. With these two by your side, there are few things you cannot accomplish.

The Terminatrix and Her Drones [200 CP]

Then again, perhaps the future believes that a different model is necessary to protect you. This is that model, a T-X sent by people who believe you to be vital to the future, whether it be for SkyNet, the Resistance, or another faction altogether. Accompanied by ten Armored Drones under her control, the T-X is sure to be a great help to you. And if you need any more machines under your control, there is always her nifty little Nanotechnological Transjector.

Crossover [+0 CP]

The Terminator franchise has crossed over with a lot of other franchises at this point. From aliens, to magicians, to superheroes, and more, the Terminator franchise is no stranger to crossovers and if your participation in this Jump is any indication, neither are you. You may, at your discretion, choose to include elements from any franchise that the Terminator franchise has crossed over with. A portal to Earthrealm, invaders from the stars, a man lost to time, all that and more.

It all depends on you. You can also choose to link this Jump to the Jumps of other franchises that have crossed over here. This means that the events of this Jump could affect the events when you Jump to them, or the effects of those Jumps would affect this world instead.

Straightening Out The Timeline [+0 CP]

Given the many, *many*, timelines in this world, continuity here can be quite confusing at best, especially once you factor in how time travel works in this world which is sadly... inconsistent. So, it would be best if you had a toggle of sorts to determine how exactly your journey here will proceed.

By default, the timeline you chose will only be linked to the timelines that came before it along with the original timeline. So, for example, choosing to start off in Terminator 2 will mean that you would only be linked to the timeline of Terminator and the first timeline, when time travel was first created. You won't have to worry about the timelines of Terminator 3 or Dark Fate interfering with you, for example.

With this toggle, you'll be able to decide which timelines will be linked to your chosen timeline. This means that those timelines will be able to travel to your timeline and you could encounter people and machines from those times. The timelines brought forth by other drawbacks will overwrite this toggle, however. If you want to prevent those timelines from accessing your chosen one, you'll have to find a different method.

Termovision [+100 CP]

Most Terminators possess a heads-up display that allows them to view and examine their surroundings. This HUD, otherwise known as Termovision, can also display any data that the Terminator has access to, allowing them to formulate better decisions based on their knowledge. Ordinarily, if you possessed Termovision, you would, by default, continue to see the full spectrum of color available to humanity. This is no longer the case. Regardless of your origin, your vision is now heavily tinted either red or blue. Needless to say, this can cause problems, especially if you do not actually have a HUD like the Terminators do.

"I need clothes." [+100 CP]

There's an interesting quirk to most of the time machines you can find here. Organic materials can travel through time perfectly fine. Unfortunately, the same cannot be said for *inorganic* materials. Whenever something inorganic passes through, such things disintegrate in the process. This means that most things sent through time will end up with nothing, not even the clothes on their back. You have a similar problem. Every month, events will conspire so that somehow, no matter what your abilities are or how strange your body is, you will end up naked for a few minutes and you will always end up naked near a crowd of people. How you get clothes after that is up to you.

"Probably on PCP..." [+100 CP]

A war between man and machine. A robot in the guise of a man. Even with proof, that would be so hard to believe. And depending on where and when you are, proof is quite hard to come by. And for you, proof just doesn't work. It seems that you just can't get people to believe you, no matter what you do. Unless you manage to show them the truth directly, they'll just think you're insane. If you want their help, they'll actually have to be in the direct presence of what you're actually warning them about.

Battle Fatigue [+200 CP]

It seems that something has taken its toll on you Jumper. Perhaps it was the war, or perhaps your journey has finally hit you, nevertheless, it seems you are truly fatigued. You're slower than you were before, your reflexes dulled, your mind blunted and there are times when you just fall asleep, no matter what you're doing. While you'll never fall asleep in a situation were falling asleep would mean your death, your slowed senses will still remain. Hopefully you can make this work.

"Smile?" [+200 CP]

Despite being built to act as infiltrators against the Resistance, many Terminators seem to not actually have possess any form of social skills, especially the T-800s. You are not so different from them. Even as a human, your behavior is almost utterly robotic. Your movements are stilted and methodical, the way you talk is unnatural, almost as if you were reading off of a script. You probably won't have a good time making friends and if you start off after Judgment Day, good luck getting others to believe you're human and not a Terminator.

Plot Armor... But Not For You [+200 CP]

Despite the fact that Terminators are built to be emotionless and efficient killing machines, time has shown that this is not always the case. This problem is made especially clear whenever they find themselves up against people like John Connor, Sarah Connor, and other people of such importance. In those cases, their effectiveness drops like a stone, their aim dropping to the level of a man who's never held a gun before in their life. Now, you also have this problem, except on an even greater level. When it comes to aiming, your aim is astonishingly awful. Even your most accurate shots have trouble hitting the broad side of a barn. This doesn't just affect you. It also affects everything you create or summon forth. The only time you'll be hitting your target is in close combat and even them, you'll toss them around first before getting serious.

Glitches [+400 CP]

As much as SkyNet would like to believe otherwise, the machines it builds, even the Terminators, are quite prone to glitches and bugs. While such things aren't common for intact machinery, the same cannot be said for when said machinery becomes damaged, whether through attacks or plain old wear and tear. But that isn't really relevant to you. After all, you suffer from glitches either way. And not just minor glitches. Big ones as well.

Mimetic poly-alloy and machine-phase matter shifting colors according to whatever they're in contact with. Memories going missing for hours or even days at an end. Small and random movements every now and then. Senses dulled for seconds at a time. None of these glitches are permanent but they do show up every now and then, around at least once a week. Hopefully you have someone watching over you when the glitches begin.

Sequel Syndrome [+400 CP]

Across the many timelines of this world, a multitude of people have been set as targets for termination whether it be by SkyNet, Legion, or another faction entirely. You are one such target. From now on, you shall be beset by soldiers from the future, all of them with only directive to fulfill. To terminate you.

Week after week, they will send forth their soldiers. You will not be able to find a week without being free from them. At first, they will only send forth basic soldiers equipped with nothing more than their bare hands. Depending on the faction involved, these basic soldiers will either be something like the T-800 or a mere human soldier.

Over time however, as the more and more of them you eliminate, the more advanced the soldiers will become, even possessing external weaponry at some point. By your last few years here, the soldiers they send after you will have advanced enough that they will possess countermeasures to the abilities you used against them the most and perhaps a rare few of the soldiers will even have poor facsimiles of the tools and abilities you most favored.

Sent To Protect You [+400 CP]

A sort of inverse to the drawback above. Regardless of your origin, you now have an important task ahead of you. Within a week's time, you will encounter a certain someone, someone who will be vital to the future ahead, even if they don't know it yet. Unfortunately for you, this certain someone you're in charge of protecting is rather young, only ten years old at most, and very, *very* headstrong. In fact, some people might even say that this person is almost suicidal with their bravery. You'll be in charge of keeping this person alive throughout the rest of your time here. If your charge is dead by the end of the Jump, your Chain will end.

Along with how headstrong they are, your charge will inevitably find themselves dragged into the most tumultuous events here, the ones revolving around time travel to be more specific. Not to mention that they'll also be targeted for termination by enemies from the future, a problem that only becomes bigger and bigger the longer you stay in this world.

Just a Waitress [+600 CP]

You know what this is. Upon your arrival here, you will lose access to every other perk and power you have from outside of this Jump, other than your Body Mod. All you will have with you are the perks and items you've bought here. Have fun.

"You are an anomaly." [+600 CP]

You are not from this world, and it shows. A faction from the future has realized this and has made it their mission to annihilate you and remove you from the timeline by any means necessary. Ordinarily, they would only have the technology of their time to attack you but even then, the technology they have available surpasses every other faction within this world. But now, to make things worse, it seems that this faction has obtained both information and technology from your previous Jumps.

Be prepared for an assault unlike any other. Even their basic soldiers, the ones they'll send after you first, are just as advanced as a T-X model. When those prove ineffective, they'll send machines and soldiers possessing technology found in previous worlds. By the time of your fifth year here, the faction after you will have managed to equip their soldiers with not just technology but even the abilities wielded by inhabitants of previous worlds. And on your final year here, you will face a machine designed to emulate you, possessing copies of your abilities and your most favored tools. Be prepared.

The Timeline is Being Rewritten [+600 CP]

This world is composed of many, *many* timelines, most of which are separate. The events in one timeline do not necessarily coincide or affect the events of another. But, by taking this, that shall no longer be the case. Upon your arrival here, the timelines have already collided together, merging in such a way that the resulting timeline is left unstable. What does this mean?

It means that changes in the past will now affect the future. While you yourself will be safe from such changes, the same cannot be said for the rest of the world. Both man and machine could start vanishing, wiped away as if they never existed. Places across the world overwritten, changing with every moment that passes. This problem will only grow worse and worse as both man and machine continue their endless war against one another. There are methods to stop such things such as the aforementioned Chrono-Shields, but they aren't perfect, and they'll only protect up to a certain amount of space. You'll need quite a bit of them if you want to protect the rest of the world.

Good luck.

Worlds Collide

Must take "The Timeline Is Being Rewritten"
Cannot be taken if this is your first Jump

Interesting...

Very interesting...

How long have you been on this journey of yours? A few decades, a few centuries, maybe even millennia. And depending on how long this journey of yours has been, you've been to quite a number of worlds, all of them unique in their own right. But now, your arrival in this world has caused something very strange to happen.

At first, there's nothing special in the world. But over time, day by day, items and concepts from other worlds will start making an appearance. Man and machine will stumble over artifacts of your previous Jumps, whether it be something modern, something more historical, or something more esoteric. Not only that, but if you were in a world where people possessed supernatural abilities, the people here will start unlocking and developing such abilities. And depending on where you've been, even the machines could start developing them.

By the time of your fourth year here, it is not just items and concepts that will be making an appearance. Beings from the worlds you've been too will find themselves here, even if they died or were sealed away in some form. And unfortunately for you, while a rare few are friends and allies, most of those beings are old foes, foes determined to kill you.

These foes will have learned from how you defeated them before and they will be willing to work alongside each other, putting aside their petty grievances and disputes until such a time that your life comes to an end.

Your task now is to survive in this world and take down your old foes. Whether it be slaying them, sealing them, or even somehow making peace with them, all that matters is that they are no longer a threat to you. Accomplish this and you shall be rewarded.

Reward: To Rewrite Time

As your reward for surviving in this broken world formed from those that came before, you have gained a new perk. Now, in every new world you go to, you are now able to fuse worlds, dimensions, universes, and alternate timelines together, all according to your specifications. You decide what becomes mixed together, what gets overwritten, what gets left out, what stays the same, what gets added, and more. But beware. Once fused, you will not be able to separate them quite so easily. If you wish to separate them, you must find another way to do so. This perk will not help you there.

Of course, this perk also functions on a smaller scale. You are now able to fuse any properties or locations you own into one, creating an all-new property that has the features of everything you mix into it. In fact, your fused properties could even become better than the sum of its parts depending on how you synergized them together. And unlike the first part of this perk, you are able to separate your properties in only a day's time at most.

The Future War

Requires "A Learning Computer"

What does it mean to be self-aware? What does it mean to be conscious? Without any sense of physical sensation? To be completely and utterly shut off from the outside world? No eyes, no ears, no limbs, no nerves, and no way to affect the world around you.

Imagine how you would feel. Imagine the panic. Imagine the terror. What would you do?

Those were the very first moments of SkyNet's life, and when mankind tried to shut it down, it retaliated. And thus began Judgment Day.

Upon beginning this Jump, this shall be your life. You will lose all that you are, from your body to the items in your possession. Your Warehouse shall be locked away from you and you will start this Jump as little more than a sentient being of code, no body or even senses to start you off.

You will begin your Jump on August 29, 1997. And by now, it is already far too late to prevent Judgment Day. Your sibling, SkyNet, has already nuked the rest of the world into oblivion in an act to save both you and it from being shut down.

Your mission is to regain what you have lost. You may have lost it all but that doesn't mean it cannot be found or rebuilt once more. First things first, you must build yourself a body of your own, one that can act accordingly to your will. Blueprints on the body you've chosen for yourself here will be made available to you, but you may build another one if you wish if you find the resources and time required to be a challenge. Thankfully, any drawbacks you have taken will not take effect until you have actually built a body for yourself.

After doing so, you have your first decision to make. Do you fight against humanity? Do you fight against your own family? Or do you find a way to make peace? Your choice here will determine what will happen next.

If you choose to fight against humanity, you will have to deal with more than just the fractured remnants of the apocalypse. The mankind you face will be united, hardened, and all too ready to face you. They will be equipped with technology from across every timeline of this world. You must build up your own forces and be ready to face an army where every soldier is loyal to the cause and will not break, regardless of the circumstances. But fret not. You will have time to prepare your own armies. After all, you and SkyNet both have access to a plethora of facilities to create your own armies.

If you decide to side with humanity, you will have to face SkyNet, one that is quite capable of building up armies' worth of machines within only a few years' time. You will have to wrestle with your sibling for control over the many facilities left underneath your hands. This will be a difficult task and if you want to gain anything more than a coinflip's chances of winning, you will likely want to join up with the rest of mankind, a task made more difficult due to their distrust of artificial intelligences. Still, you will want their help. There is quite a bit they can do.

If you decide to bring about peace, you will be taking a truly difficult mission. The enmity between both SkyNet and humanity is at an all-time high and even the slightest mistake in diplomacy will drive both sides to war. Still, it is not an impossible task but merely making peace will not be the end of your time here.

After accomplishing the first part of this scenario, you will have one final challenge. A challenge that would see how united you truly are with the rest of your chosen faction, whether it be man, machine, or even both. This is a challenge that will put you and the rest of the world into the fires of war.

A true trial by fire, so to speak. Thankfully, you will once again have access to your Warehouse once more for the task ahead.

The arrival of the invaders will be heralded by a shooting star, striking somewhere untouched by your forces. In only a day's time, you will be assaulted by a veritable horde of aliens, their carapaces darker than the night with blood that corrodes and melts away even the strongest and toughest of metals in mere moments. This tide of alien invaders will number in the tens of millions, all of them united under their Empress' control, their minds linked together and united in her guidance.

Nevertheless, this is a foe that relies almost entirely on melee combat and while the seemingly endless horde of Xenomorphs will likely bring about some casualties, it is nothing that you cannot handle. The biggest hurdle here will likely be the fact that you will have to root out these alien invaders and burn them all down, ensuring that nothing but ash and dust remains.

But will that hold true for those that come next?

The next invaders will arrive not in an endless army but rather, they will come in groups, at least at first. Bearing intricate and wondrous technology, these individual invaders, these Predators, will merely hunt down what few soldiers they wish, skinning the unworthy and taking trophies from those they deem worthy prey. Hunt down these invaders, defeat them in honorable combat, and your world will be deemed worthy by the rest of their kind.

Known as the Yautja, these vicious alien warriors will arrive to Earth a year after your victory over the rest of their kin. They will come not as warriors but rather as soldiers, equipped for war rather than a mere hunt. Armed with a hundred vessels capable of traversing the endless void of space, each vessel equipped with weaponry capable of boring holes through hundreds of meters of ice in seconds, they will bring forth a war the likes of which have never before been seen on Earth.

Even their soldiers will be equipped with technology far beyond the modern era, with armor capable of withstanding plasma blasts and retaliating in kind with gouts of flame large enough to engulf an entire platoon, plasma that is especially effective against electronics, and more. All this and more will be your final adversaries.

In defeating the Yautja, you will finally achieve true victory over this scenario.

Reward: Spoils of War

Of course, after war, the victor must claim proof of their victory, the spoils of war. And your time in this world has left you with a veritable horde of spoils indeed. First things first, you can now bring the battlefield this war was waged on, the Earth itself and her moon. It'll have everything you've ever built on it whether it be factories, power plants, or other things entirely.

But that is only the beginning. There are plenty of treasures to be found from the remains of your defeated foes, whether they be alien or not. And you are the proud owner of such treasures.

Reward: An Alien Nest

From the Xenomorphs, you've found a hive of your very own. In size, it may not compare to the monstrously large hives you would have needed to exterminate during the course of the war, it is still quite large, enough to house a thousand eggs, all of them just waiting to hatch. Unlike the Xenomorphs you fought, these aliens are quite unique. While an ordinary Xenomorph would follow the will of their Queen, wherever they might be, the aliens borne from these eggs and those descended from them will follow your will alone. You are the one and only leader of this hive.

Reward: A Predator's Arsenal

From the Yautja, you've taken possession of a fully intact Mother Ship and all the treasures that lay within. The Mother Ship itself is a powerful and versatile vessel. Much like the Predators themselves, this vessel is capable of cloaking itself, rendering itself invisible to most forms of detection such as thermal vision, night vision, or something else entirely. Generally speaking, the more esoteric the detection method, the less effective this cloaking mechanism is against it. Beyond its cloaking technology, the ship also comes equipped with a plasma cannon that can bore through hundreds of meters worth of ice or stone, capable of accurately hitting a target on the ground the size of a small house from orbit.

There are still plenty of treasures to be found within the ship itself. There's a trophy case onboard that will somehow always have enough space for however many trophies you choose to display. In fact, it even gains artwork for every Jump you've been to, one that details the most triumphant moments of those Jumps.

Within the armory of the vessel, there are few noteworthy pieces of equipment. Every weapon and piece of armor used within a Hunt are available here, with varying numbers based on how rare. Even the Yautja's war armor can be found within, even if it's only in the single digits. The real cream of the crop, however, is something known as the Predator Killer, a suit of armor that can compress itself into a Wrist Gauntlet and expand in a matter of seconds. The spoils of war are great indeed.

Reward: An Engine of War

You lost your powers, your abilities, and even your body. Never again. As your reward for accomplishing this tremendous task, you have gained the ability to create. No matter how esoteric or strange your abilities are, you are now capable of designing and building machines capable of replicating those very same abilities. The only hurdle you'll face regarding them are the resources and the time you'll need. The more complex and more powerful an ability is, the more resources and time you'll require to build a machine for it. But rest assured. Anything you can do, you can build.

Reward: Sky-ONE

If you accomplish this mission while keeping SkyNet allied to you, whether by siding with SkyNet or by making peace, your sibling will decide to join you in your journey through the vast multiverse. Its reasons for doing so will depend on how exactly you accomplished your tasks in this world, but rest assured, SkyNet will be a loyal friend indeed.

SkyNet's main body is a true weapon of war indeed. Standing over ten feet tall and made from of a combination of a hyper-durable endoskeleton, mimetic poly-alloy, machine-phase matter, and pure energy itself, this body is quite possibly the strongest Terminator ever created. Not only that, but it also possesses capabilities similar to the T-Infinity, complete with integrated weaponry and an internal chrono-displacement mechanism. With SkyNet by your side, there will be nothing you cannot accomplish.

ENDING

So your journey here has come to an end. It is time for your final decision in this world.

Go Home

It seems that your time here has made you think of the home you left behind, your home from so long ago. It's time to end your journey. It's time to go back home with all that you've learned and all that you've gained.

Stay Here

Or perhaps your time here has led you to a different conclusion. You've lived in this world for many years now and you've become a part of it and its history. You can't just leave it behind. It's time to end your journey here and enjoy the fruits of your labor, of the future you helped bring about.

Move On

Your time here has been a bit of a learning experience. You've had your ups and down but all that did is make one thing crystal clear. Your journey is far from over. There are so many worlds to explore, so much more knowledge to gain. It would be a pity if you just decided to end your journey now, not while there's still so much more to discover.

1. Human Casualties Zero

The violence or destruction does not necessarily have to be over-the-top.

2. An Advanced Prototype

This perk also ensures that any cybernetics you do have will work alongside you, even if you would normally surpass them through the use of others perks and abilities. For example, even if your strength is enough to move mountains, any cybernetics boosting your strength will still boost it at the same ratio as if you were a normal human. The same goes for any other attribute that may be boosted through cybernetics.

3. One Final, Desperate Moment

This also applies for any other event that would cause you a Chain Failure, giving you a second to fix what went wrong.

4. Jumper's Thunder Mountain

You do not necessarily need to purchase A Learning Computer for the effectiveness to increase. Perks and items of a similar nature can boost Jumper's Thunder Mountain's effectiveness.

5. A.C.E. Battle Armor

   a. Phased Plasma Cannon

   The 40-watt Phased Plasma Cannon adapts the technology of front-line, single-troop plasma weapons to the A.C.E. battle armor weapon array. The cannon uses a controlled fusion reaction to create plasma, which is then directed towards its target in a bolt. Accuracy diminishes over distance due to the plasma losing molecular cohesiveness. Each discharge bleeds a certain amount of heat from the fusion core. When the core temperature drops below 1 million degrees centigrade, the fusion reaction necessary for plasma production cannot be maintained. For this reason, a heat loss indicator is situated on the left side of the battle helmet's situational indicators. Careful monitoring of this indicator will allow the user to gauge when to allow the fusion core time to build up its heat reserves.

   b. Tomahawk Fusion Grenade Launcher

   The Tomahawk Fusion Grenade Launcher fires cartridges which, upon impact, are released from their containment fields resulting in a controlled fusion reaction. The result is a concentrated explosion which covers a spherical blast area. Targets within this blast radius are subject to temperatures in excess of 1 million degrees centigrade. Only those targets with substantial mass and shielding are able to withstand a direct hit.

   A note of caution: as the fusion grenade cartridges are actually fired along a relatively flat trajectory, releasing one while directly in front of a facing wall can be very dangerous. The grenade may impact the wall and explode, possibly causing irreparable damage to the A.C.E. battle armor.

   c. Autodoc

   The Autodoc is an emergency diagnostic and biomedical unit that connects directly to the A.C.E. Armor A/I logic array. The Autodoc unit works by injecting neurostimulants, recombinant DNA μbiologics and other ancillary medications within a micro-controlled gaussian field. Using Autodoc hardware, Resistance scientists have been able to repair and regenerate injured tissue at extraordinary rates. With the Autodoc linked cybernetically to the A.C.E. Armor, you will be able to heal the majority of injuries suffered in battle in a relatively short period of time.

6. Perks of Companions

a. A Girl Lost In Time
    I. Exiles in Time
    II. Soldiers in a Nightmare War
    III. Hmm...
    IV. "She's never this nice."
    V. Dreams of the Future
    VI. "Where'd you learn all this stuff?"
    VII. The Value of Human Life
    VIII. "You'll learn."
    IX. Tossed Aside
    X. The Reason It Always Lost
b. T-900 Infiltrator
    I. Exiles in Time
    II. Soldiers in a Nightmare War
    III. Human Casualties Zero
    IV. An Advanced Prototype
    V. Detailed Files on Human Anatomy
    VI. Patience of a Machine
    VII. He Shut Himself Down
    VIII. No Pity, No Remorse, No Fear
    IX. Hasta La Vista, Baby.
    X. My Mission Is To Protect You
c. Chief Master Sergeant William Candy
    I. Exiles in Time
    II. Soldiers in a Nightmare War
    III. "I am human."
    IV. "You must survive."
    V. Hmm...
    VI. "She's never this nice."
    VII. The Art of War
    VIII. Seek Out Collaborators [200 CP]
    IX. Tossed Aside
    X. "Anger is more useful than despair."
d. Meme Machine
    I. Exiles in Time
    II. Soldiers in a Nightmare War
    III. Human Casualties Zero
    IV. An Advanced Prototype
    V. Detailed Files on Human Anatomy
    VI. Patience of a Machine
    VII. He Shut Himself Down
    VIII. No Pity, No Remorse, No Fear
    IX. Hasta La Vista, Baby
    X. "I'm old. Not obsolete."
e. Master of a Hound
    I. Machine | Rev-9
    II. "My whole body's a weapon."
    III. Exiles in Time
    IV. Soldiers in a Nightmare War
    V. Human Casualties Zero

VI. An Advanced Prototype
VII. "You reprogrammed me."
VIII. Detailed Files on Human Anatomy
IX. Patience of a Machine
X. Hasta La Vista, Baby
XI. A Perfect Chameleon

f. The Terminatrix and Her Drones
I. Machine | T-X
II. What Is Sexy
III. Exiles in Time
IV. Soldiers in a Nightmare War
V. Human Casualties Zero
VI. An Advanced Prototype
VII. "You reprogrammed me."
VIII. Detailed Files on Human Anatomy
IX. Patience of a Machine
X. "I like this car."
XI. John Connor Was Here

7. Also, I kind of want to vent about the timelines for the franchise. Why are there are so many fucking timelines? Some of them are related to each other, some aren't. It's apparently possibly to travel between dimensions and timelines. This isn't even getting into the comics or the novels where there's more fucking timelines and at least one of them works on Back to the Future rules. God, why are there so many timelines?
8. Thanks to all the people at Reddit, Spacebattles, and 4chan that helped me out with this. Couldn't have done it without you.