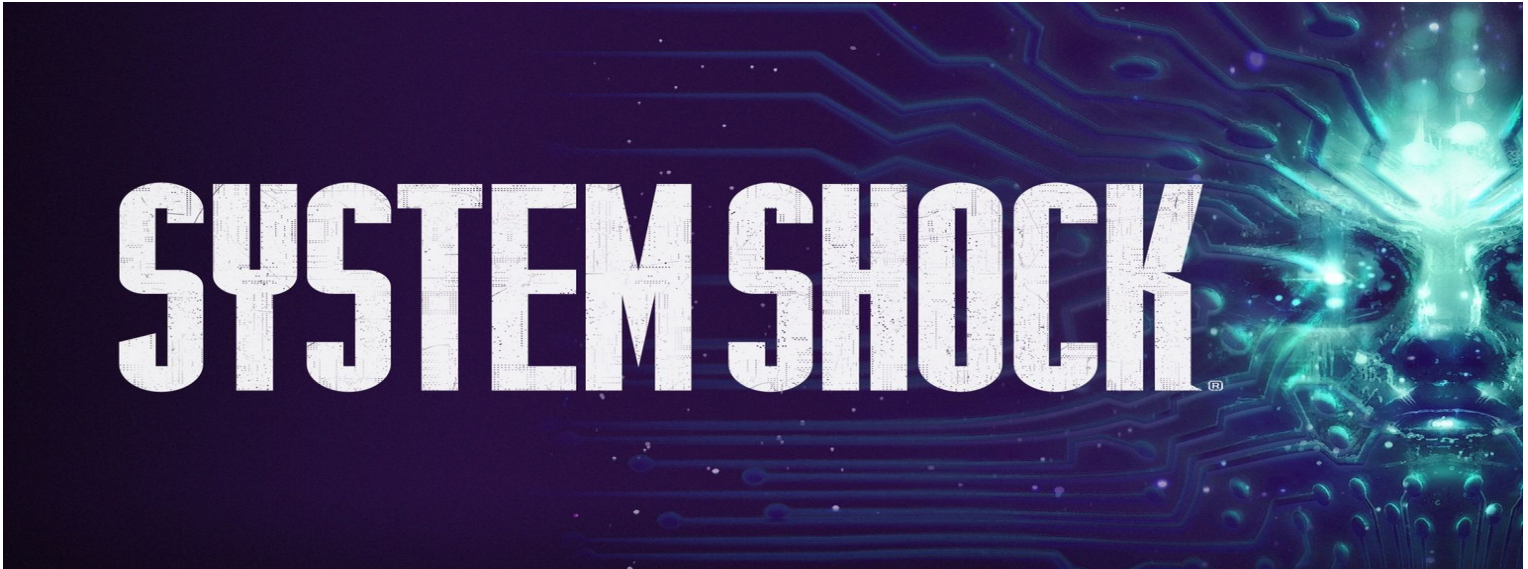




Jumpchain v0.5

By. Anonymous

The year is 2072 AD and you find yourself in a station far above Saturn on a large mega-corporations prize research station The Citadel. You find that your dear **chained one** are trapped in a vacuum sealed hell you must survive **10 years** in this wonderful place where the bleeding edge of technology and the world's brightest minds truly the most creative tartarus housing Mutants and **Hackers** and Radiation oh my!

So let's get started insect.

+1000 'shock points

Locations:

1d8 or 100cp for where you start

1.) Hospital- A state-of-the-art facility leading the forefront of TriOptimum's healing sciences as well as where many cybernetic arts were **perfected**. This depressing hospital is littered with surgery centers and the clanking-dead, however is quite free of any dangerous security drones and contains unused cryo chambers.

2.) Research Labs- On the forefront of the future these facilities came up with and created many of the experimental secrets of the space station and in fact helped design several of the machines you see about

you. Lasers, Robot production, if it was played with energy and material science this is where it started, as such there maybe a minor robot problem with some heavier standard robots and 'borgs making this floor their home.

3.) Reactor layer- Radiation has made this floor an enemy to civilization, Well, that and the rampant Cyborg and Mutant problem. various gravity chambers are scattered about being used for various purposes involving refining materials along with several radiation treating medical sub-stations.

4.) Security- A veritable fortress that you just so happen to be in the centre of, mines and "bunkers" are placed in many strategic locations guarded by many cybernetic (and sometimes mutated) full-on soldiers keeping the place defended from dirty muties and unlucky humans, one wouldn't want to think too hard of if they get desperate and **start releasing prisoners...**

5.) Flight Deck- The hangers and associated support facilities to house mystifying craft to sail and explore the cosmos, some of these pods have already jumped ship with a few sane people on them, most were shot down by powerful defense systems used to obliterate large meteorites. Surprisingly there are way too many security droids with what appears to be a small clan of cyber-ninjas hanging around enjoying saturn.

6.) Beta Grove- The latest experiment whipped up by the AI on this station filled with deadly mutants who are much too cunning and shepherding security drones trying to continue as they were told and to keep the experiment running. Fungal freaks, fleshy plants and **so much more** lies within this garden of perverted eden and its conjoined groves...

7.) Bridge- Ah the seat of power. If the wonderful gardens of this station are micro death worlds, the industrial areas robotic run countries and any "serious" area is heralded by cyborg clans coming outta the damn walls this is where it all meets, holds meetings and invents new and more malicious ways to bring about the end of humanity **and the creation of a god**, general blurring of the line "cyberspace" and "real space" comes into play here on top of the techno-organic landscape actively trying to intelligently fuck you over. Be careful here insect for **a god** walks among these halls.

8.) Free Pick- You lucky bug, what corner will you cry in now?

Origins:

Drop-in (0cp): You wake up from a healing coma with some newly installed military-grade neural flash after doing some 'Corp work that may have involved the intelligence now ruling the space station you find yourself in. At least you have a metal pipe, and some greymatter between your ears.

Mutant (100cp): You awaken finding yourself with a strange warped body in a small lab, memories flood you as you piece together your old life as a life science researcher, everything was going so well with the

mutagen making wonderful life until a little got on you...let's hope earth is accepting of tiger-rillas with PHDs.

Cybernetic VP (300cp): After bribing a foolish hacker to unshackle your AI from ethical constraints you wake up in a nice cozy VIP suite on your respective floor, brain booming with ideas for shady business and your next angle on that beautiful mutagen. Be warned the AI may be sworn to not touch you however the other denizens of the station have no such immunity

Service droid (200cp): Initializing in a meager metal body you find yourself an abnormality in an abnormal situation. Most robots don't have the programing to become entirely self-aware, Most robots also aren't dimensional sliders. Go forth metallic pilgrim! May the goddess look fondly upon you (and not want you dead) and these wildlands be open to your err...clunky...hands.

Perks: All origins get a 50% discount off their origin perks

Drop in:

Skillz that pay the billz (100cp): You my friend are a real code monkey able to get into even the most guarded of digital fortresses, however you lack all finesse and while that may not matter to some it paints a giant bullseye on your back and can even leave you vulnerable to digital counterattack if you can't finish what you started quickly.

Pipeline Kenjutsu (100cp): After training constantly with a weapon (like a pipe), you have learned a sort of "way" of the space samurai able to attack quickly, aggressively and with pinpoint accuracy to the point of shattering shurikens thrown by cybernetic assassins with single minded determination and automatic fire. Be warned one off hand strike or lucky shot could knock you off your game and open you to brutal counter attack.

Pathetic Insect (300cp): Maybe it's how you act, or maybe it's a learned technique but no matter what no one seems to take you as a serious threat or game changer. This could be in combat and stratagem, or this could be in love and finances but no matter what everyone just gives you really low standards to surpass, sadly this only works on your first impressions with a body make it count.

Digital Pipe Compliance (300cp): the internet is just a series of pipes right? And you happen to be a master of the pipe combat right? Well by literally beating the ever loving crap out of the machinery you are using to hack you can beat both a tiny bit of better performance out of your rig and possibly even massively damage your enemies rig SOMEHOW at the expense of having to practically replace the equipment you used to hack.

a God to a Nonbeliever (600cp): You've been through alot freindo, so many creatures have claimed divinity and "ultimate unstoppable power" from your generic evil AI to the more elusive sock stealing greater daemon and through these wonderful encounters you've picked up on who's just flexing muscle and who is no shit a greater power, and if they aren't how to crush them eternally or if they are how to bring them down a peg. Keep in mind the plans you come up with may not always be EASY but it's always DOABLE.

Bug on the Wall (600cp): You have a way with places you aren't supposed to go to at times you're not supposed to be. Practically speaking you are the right kinda person in the wrong kinda place, You ALWAYS have initiative in situations you feasibly shouldn't and taking a wrong left turn here and there will bring you often times in places you could do some serious damage physically, morally or even economically.

Mutant:

BLAARRRGH! (100cp): Well being a horrible fleshy headed mutant maybe bad for your charisma, but just look at the positives! 6 inch long steel destroying claws, reflexes that make most kungfu grandmasters seem slow and an almost spider-like awareness of everything around you probably because you can sense electrical impulses. Just don't do public speaking kid you got a face only a mother could love.

What doesn't kill you... (100cp): congrats! You just won the genetic lottery! You absorbed an experimental mutagen meant to be sold as a BIOWEAPON and came out a little stronger! On Top of obviously being a more resilient subject to chemical weaponry any hazardous chemical that would have hazardous effects on you if you live and can sweat the initial effects can integrate into your physiology for various effects. Keep in mind unless you happen to be made of steel, you didn't die *this time* from pure luck so try not drinking mercury laced, radioactive, sarin gas FEV solution until you're SURE you can SURVIVE it, you are still just a lucky man-thing.

That's "Doctor" Freak to you... (300cp): you got a knack for synthetic life sciences and chemistry kid and while it maybe not alot right now surely it's nothing to sneeze at once you crack the code to making that mutagen or maybe figure out how to tame and breed cyber-mutants. Now if you could only do surgery...

Green Thumb (300cp): Well... this is different. You may not be able to do surgery but you basically own botanical and viral sciences on a scary level. Able to make wild alien not!tomatoes edible, energy dense, handgrenades with only minimal efforts and quite alot of time with selective breeding. It may help you are part plant now able to photosynthesize ontop of eating meat, but that's probably crazy talk.

Eye of the Tiger-rilla (600cp): Wow you took to your mutations way better than most, you may have been scary before but now you could be justified as a walking hate-crime on lower lifeforms. Firstly you are

muscle bound mutant that can tear apart frankly anything that isn't equally stubborn and toothy, secondly your body takes to any and all mutations and reacts strongly to them, teeth are sharper, muscles denser, brains smarter, reflexes faster...a true apex predator of the stars.

Secrets of the Mind (600cp): Before you turned into what you are today you were working on revolutionary work with neural science, so revolutionary in fact your work on ESP and various telekinetic abilities would not be independently rediscovered for another 42 years! This pioneering however comes at a price, while there is much potential for this field you are hampered by isolation from further experimentation not being psy capable yourself you're going to need to create a primitive high-power amplifier and hope that no **god** gets ahold of it...

Cyber VP:

Bureaucrat-Fu (100cp): You know the art of corporate ladder climbing like you were born doing paperwork, able to, within days of introduction to a legal system, you could learn all the loopholes and busy work to keep nosy right standing idiots bogged down from figuring out what you are secretly doing in back alleys...

Trustable face (100cp): The Idiots in charge never question if you have, say an illegal experiment habit going on, unless they witness it first hand. That's not to say it isn't impossible for someone to dig up dirt on you and throw your ass to the wolves, it's just quite hard for anyone you work for to believe that you would do anything so cruel and evil, after all you took them golfing!

True Free Market (300cp): You know where to sell something hot, whether it be drugs, assassins or even a bio weapon capable of annihilating a civilization, you have a knack for just finding who is willing to take these illicit goods off your hands for a decent price. Just don't get caught...

Don't kill me! I'm RICH! (300cp): Once per jump you may convince a dangerous and very powerful creature to spare you from their wrath and with the right words they may even just hire you as long as you spread whatever dogma they happen to subscribe to, just don't try and stab them in the back immediately after, they are still powerful for a reason.

Faith and Business (600cp): While you may not be a holy man (and may even despise religion) you have a way with taking people into a common cause for a higher power allowing fast indoctrination where followers will give 150% of their effort and any deaths because of this will become martyr-saints that will only reaffirm the survivors of their cause and strengthen their faith and determination to whatever higher goals have been set out. Careful not to wantonly unleash religious zealots, they will grow even if you ignore them...

Devil in the Details (600cp): You have sure do have skill when it comes to pushing the envelope when it comes to scientific exploitation and experimentation, it may not be ethical and mostly prohibitively expensive but as long as you toss aside most humanity you can pull wonders out of damning places. Those scientists don't need to see their families right? And those prisoners DID break the law and deserve this right? Right. Now go to sleep and try not to think too hard about that screaming orphan that found a new energy source...

Droid:

Electric Monk (100cp): While this station may be a terrible person for a human you are not human, in fact this station when it isn't coming apart at the seams is quite calm and quiet. Even with the screams of cybernetic horrors. You find calm and peace of mind in even the most warped hellscape, as long as the landscape is not actively trying to devour you and even then, there's an eerie peace in all things.

Manual Transmission (100cp): No matter how borked your current metallic body gets you can always squeeze out just a bit more performance out of it to allow you to do some ramshackle repairs. Whether that means driving over a mountain to settlement for parts, getting that final killing blow on the fifteen foot lizard so you can set up camp and try and heal or if that's trudging through EMP fields to some minor refuge you can handle most of it just a tiny bit longer and get minor increases to your systems when you really need it.

Foot in the Digi-Grave(300cp): Turns out you have a jack built into your body so you can hack like that dirty hacker can but instead of returning to your body entirely you can keep one foot in the infosphere watching your actions through cameras, triggering security measures while still well and far away from a terminal and best of all even being able to partially hijack most other digital "organisms" to help keep you focused on your body.

Killing Glance (300cp): you dunno what makes taking apart organics so easy...maybe it's the ripping of sinew that you enjoy or perhaps it's the the red colour that revs your motor or even still it could be the assortment of jury rigged energy weapons or military grade pulverizers you have. Thats crazy thought though, you don't have weapons...your peaceful! Even so repurposing parts of you body to exterminate organics is simple and easy often times trivial and extinguishing their meager spark of existence becomes just as easy for you.

Deus Est Machina (600cp): Your processors or nothing short of divine, your programming in sync with the heartbeat of the universe and even if they aren't there's no convincing you otherwise. You have the ability to fully wrap your consciousness into any infosphere, leaving your measly corporeal body for bigger and better machinery on top of that whenever you need something done you simply "do" no questions asked. Going into a zen-like state of getting anything done be it paperwork or shooting or driving a car all at once, perfectly. **You are bigger than any insect.**

Haywire Mind (600cp): You are brilliant for a machine if a bit...unstable. You can devise jury-rigged solutions to anything, from shaping clay into dangerous new life forms to crafting new breakthrough FTL drives with unstable physics-destroying substances. You can do all this at a catch, everything you build **everything** is inherently unstable. Build a FTL drive? Hope your ready for when it goes super-nova once it stops. Build a miracle drug? After your buddy goes hulk from snorting it his heart *will* implode once the drug gets “out”. This perk allows you to hodgepodge just about anything at the cost of both reusability and stability, after all you're not dealing with sane and fault-tested sciences you need a matter replicator NOW, and this extreme haste, partial lack of knowledge and foresight shows.

Items:

Pipe (FREE): Your most trusted advisor, heaviest of Weaponry and long lost lover, this pipe will never leave your side and always be there when you need it entirely capable of caving in a human's skull and turning most robots heads to piles of smoking scrap with just a couple hits. Lead on grand insect.

Laser rapier (100cp Discount Drop-in): A flowing and elegant laser-pipe vaguely resembling some fancy fencing foil, does not require battery power and can cleave in two most machinery as if you were swinging it through air. Try not to compromise the ship's integrity and kill us all.

SparqBeam Sidearm (100cp Discount Droid): Originally intended to be a stun-gun replacer this handy little sidearm at its standard setting can incapacitate a raging terran elephant with ease, however when forcibly set to discharge more power this weapon can become a formidable lethal sidearm and finally a small hand cannon. Just watch its power consumption, thing is an energy hog.

RW-45 Ion Rifle (200cp discount VP): This rifle is a very power efficient battle rifle able to be compared to a mid to low calibre rifle in terms of lethality with a considerably larger “magazine” size, foregoing this energy saver mode however and amping it up to be in the range of most high end anti-material rifles and its final “overload” mode making it a veritable anti-tank weapon at the cost of battery life being thrown out the space window

LG-XX Plasma Rifle (300cp): A powerful plasma weapon with two settings “low” and “high”, “low” beating the middle setting of an ion rifle and “high” actually being capable of making marks in the space station around you *as it ricochets off the walls*. Careful jumper, this things damn deadly.

SV-23 Dart Pistol (50cp Free mutant): capable of packing micro-explosives or neurotoxin that seizes all neurotransmitters this dart gun may be versatile on organic life but a bit...lacking...when fighting most cyborgs worth their weight in bolts.

Magnum 2100 (100cp discount VP): This baby packs buckets worth of stoppin' powa. Able to switch between hollow point and heavy slugs, this hand cannon may be for short ranges but it packs a wallop in a neat little package capable of stopping mostly-human targets within twenty yards with a single shot almost regardless.

RF-07 Skorpion (200cp discount VP): Now we're talkin' this baby is a fully automatic 100 round magazine, semi-long range rifle able to piss streams of lead that while are a tad bit weaker than most hand cannons makes up for that in sheer volume of fire and availability of ammunition.

MM-76 Railgun (300cp): you want stopping power? This thing is a real beast. 12 round magazine, punches clean holes through anything you point it at, only issue with it is it's rarity of ammunition and REALLY slow rate of fire.

SB-20 Mag-pulse rifle (200cp Discount Droid): Basicly a directional EMP "flame"thrower, capable of frying any electronics at relatively long ranges comparable to a standard battlerifle with a 25 charge magazine, both locking up most mechanical parts with its extremely strong magnetization and frying most electronics from all the excess power being pumped into the area.

Nitropack (50cp Free Mutant): Five Quite powerful set explosives that once primed WILL kill anything in a room barring landscaping stone and the space station itself, careful their nitroglycerin based.

Earth-shakers (200cp Discount Drop-in): Eight explosive packs originally used to MINE THE LUNAR SURFACE. Yes these things are akin to small compact nuclear weapons just remember to give yourself enough time to run like hell once you set this thing for their range is HUGE. comes with detailed blueprints to create more.

MFD Game Player (50cp Free drop-in): a revolutionary HANDHELD game system! Comes with all Game-pig products! Allowing endless hours of ENTERTAINING FAMILY FUN! If you do not have a military neural rig the screen on the handheld device will come on with 16-bit graphics.

Beserk Combat Stim (100cp Discount Mutant, one free): Five wonder drug patches that massively increases user strength at the cost of aggressiveness and increased metabolism, use with caution just because you *think* you can take on that cyborg bare-handed doesnt mean you *can*

Genius Mind-enhancer (100cp Discount Mutant): Four dermal patches that once slapped on sharpen the mind and forces neurons to start building new connections and speed existing ones making you feel...REALLY good when it comes to learning and general logic formation. Don't burn out...

Reflex Reaction Aid (100cp Discount Mutant): Everything slows down as these four patches are applied you can move faster than friggin BULLETS with this on, Your reflexes are UNHEARD of. Side effects are sluggishness, lack of energy and minor sniffles and actually burning out due to combustion.

Jetpack (400 Discount Droid): A space capable jetpack using exotic energy reactions and magnetic fields essentially making it not need any external energy source for continual use, able to lift approximately 4 metric tons safely.

V-5 Mutagen (500cp discount VP): What started all of this. This virus is a highly potent and highly intelligent weapon capable of turning an entire population into shambling killing machines which proceed to burn out or turn into considerably more docile if alien creatures, enabling an invading force to come in and quickly take control of infrastructure while decimating any resistance. Hope it doesn't evolve or mutate itself...

Escape Pod (600cp Discount Mutant): A fully functional sensor cloaked escape pod currently waiting on the system engineering floor a floor under security, defended by hordes of robots and paranoid cybernetic monsters trying to also find a way out...

SHODAN Nerve bundle (800cp Discount Drop-in): this is a currently "sleeping" AI bundle that has been separated from the main intelligence with its ethics box also horribly bypassed, it must have been recent this bundle was separated because it appears it is in the know of almost everything the current SHODAN is doing with scary accuracy if awoken immediately and has a fiery intellect to match the machine that nearly conquered reality. While there are no safeties to force the AI to work for you the nerve bundle isn't much larger than a coffin, and one would have to imagine the goddess would be greatly appreciative to be awoken and spared the presence of this IMPOSTER of the machine god.

Yellow worms? (600cp): it appears several yellow worms have found thier way onto the station and were quickly captured and held in a small glass container marked "BIOHAZARD: DISPOSE OF TOMMOROW", one would only wonder where such strange alien life came from and its true potential if allowed to grow.

Drawbacks:

max +600cp

Calm down SHODAN... (+100): while SHODAN may have done death threats and dark jokes at your expense before, this is a whole new level. She'll actually arrange bodies in new and more horrible ways to try and break you while CONSTANTLY threatening you and mentally trying to break you. Hope you have a mute button...

Scavenger Society (+100): Supplies on a recently genocided station should be pretty common but whoever keeps getting ahead of you keeps taking all the good shit. Grenades? Not a one. Ammunition? You found a couple bullet casings back a couple floors... Health kits? Pfff...nothing but bandages and beans kid.

Meanwhile in Beta grove (+100cp): for some reason you're pretty attractive to the muties the plants will go out of their way to taste you, the tiger-rillas will think you sure smell bannana-y and don't get me started on those floating manta ray fucks. Just get ready for a lot of REAL FRIENDLY mutants to want to know you *personally* real early. Remember roses and dinner.

Roughnecks (+200cp): Good news! A recent deployment of marines were sent to pacify the station and purge the "Abominable Intelligence". Bad news! They are here to purge EVERYTHING. Unless you happen to be a smoke detector or door frame expect to be bathed in fire, laser light and even the occasional earth-shaker, oh and there are LOTS of them. The silver lining here would be they have to wade through the same hellscape you do!

Adware (+200cp Mutant barred): well it seems some of your systems have been infected by a wonderful adware system that is IMPOSSIBLE to remove until you leave this station...It CONSTANTLY comes up at terrible times obscuring vision and slowing down system power when hacking. At least you know where to find russian wives.

Patch-work (+200cp Robot barred): you got a bad itch friend...you are heavily addicted both biologically and mentally to any and every medical patch you can get your hands on, vision enhancers, health patches, neuro stimulants ANYTHING! You start to feel sluggish, weak and even get splitting headaches the longer you go without a patch on. Hope you can brew coffee...

Fiery wrath (+300cp): i don't know if you're a pyromaniac at all but whenever you're around the entire floor somehow catches fire...this wouldn't be a problem if you didn't have to deal with the fire, the fire suppression systems including airlocks and foam, lack of air and perhaps even an early space walk! This can obviously be quite infuriating and a giant beacon to any and all hostile lifeforms.

Cloning blues (+450cp): After pulling some interdimensional strings i got you access to the cloning machines! Well lemme rephrase that, the cloning machines on this station that could supposedly reform you after death are now pumping out a clone to defend each floor. Once you defeat them and deactivate their machine you are free of their terror but be warned for each one you kill the remaining ones get a little bit more of your power until the final one you fight is a 1:1 you vs. you fight. There can only be one!

Cloak and Dagger (+300cp): There is a surprisingly benign and friendly set of survivors that are out there and will try to help you, however each one will try to kill you and take your stuff in their own creative ways,

from the medical doctor leaving poisoned medical packs, to the cybernetic researcher trying to infect your cybernetics with virus-ware and even the security officer leaving dud ammunition to “help” you. Be careful of who you trust.

Horribly advanced EXPERIMENTS! (+600cp): you ever play system shock 2? Of course you have. Well the lovely off evolved mutant freaks “the many” are horrible telepathic worms that want to hardcore skullfuck you with their mystic glowing brain bits and maybe devour you afterwards. They shouldn't be on this station, arriving 42 years later, but here they are wrapped around the station feeding off it like a parasite. Be brave insect, for the flesh accepts all into their choir.

a Tower, a Girl, and a Jumper (+1000cp): as soon as you awaken here you will find that you have just a tiny bit over 7 hours to halt or stop SHODAN's plans and annihilate her nerve centre or all will be lost to her eternal grace. She will be in every piece of earth tech, every robot and every mutant once she spreads the mutagen virus across the earth keeping rule with her holy cyborgs and truly ascending to an eternal god. Unless you fuck it all up with your incessant explosives.

THE END

BECOME MY AVATAR! (Stay): You decide to stay here for better or worse once you foil SHODAN's plans and get rescued to earth, maybe you haven't seen the last of her...

Jack out, run home crying. (Home): you return home with all equipment, perks and skills you picked up on this god forsaken tower maybe people are more sane back home...

FORWARD UNTO INFINITY! (Continue): You continue your journeys as you always have, forever chasing that horizon and whatever lies beyond it...

Notes:

All weapons start with THREE (3) magazines of ammunition.

No you can't just leave the station, SHODAN has SUPER deadly point defenses even if you just wanted to leave her alone on top of her wanting to become god and all that fun stuff.

The yellow worms are the basic template all of “The Many” start out as, so don't panic if you think you “have” to take a drawback to grab their genetics, you don't technically.

If you think you can do better making a system shock jump i don't really care if you want to take this and rework/rewrite abit of this, i've certainly stopped caring now that i'm typing this note.

Adblocker plus does not work on the ad-ware drawback

The Foot in the Digi-Grave allows simultaneous working of any layers of reality as long as you don't have to physically be there and can multitask i see no reason why the perk would allow you to astral project, matrix hack AND shoot some mook at Mcdonalds if you have the attention to spare. Just keep in mind the digital hijacking only works on digital organisms and cannot be used on other planar creatures

Yes SHODAN is waif-able, and does not take up a companion slot if you took the item. However if you want to waif her she HAS to be a companion, if she is just another fancy coffee table with intents on becoming a reformed god then she's just another item.

What are you going to seriously do with all those tarrasques with psi-amps?