



A civilization bound by sudden technological advancements placed in the wrong hands. The modern world taken to a pessimist's logical extreme, massive and power-hungry governments drain their people for all that they can while corporations frantically design new and intrusive ways to sell their products to outcompete generic government brands.

For the average citizen, life is bleak. There is little to do but carry out the will of the higher-ups in order to eke out a meager living for themselves, sacrificing things such as privacy, identity, and comfort just to stay relevant.

The few active attempts at rebel opposition to date have been crushed quietly and without mercy. Most have simply accepted this as how life is from now on. You will be spending 10 years in this grey world. Fortunately, you have something most have no access to- **choice.**

GAIN 1000 CHOICE POINTS

LOCATION

Roll 1d8, you begin in the listed location for that number. If you are unsatisfied with your selection, you may spend 50 CP to choose another.

1-2: Government Grounds

A series of megacities owned by the local government. This government controls every aspect of life here- all brands are blank-packaged government generic, masked police impose universal, faceless enforcement, and dull jobs put everyone to use serving, furthering, or maintaining the government in some way. The surveillance here would be comically excessive if you weren't experiencing it firsthand. Modular, blocky white buildings stretch as far as the eye can see, and constant robotic sanitation means animals no longer visit here. Have fun in the land-of-a-million-laws.

3-4: Corporate Conglomerate

One of many cities set up by a group of partnering corporations, most of these are on the outskirts of government territories in order to draw people in with bright lights and colourful merchandise. Extremely cheap apartments abound. No matter where you go here, you're being advertised at. Visual displays crawl across screens, neon lights, and holograms. Audio commercials via radio ads, flyby broadcaster robots, and subtle messages in music. Even exotic forms of advertisement, such as scent devices, vaguely hypnotic radio tones, publicity stunts, and more are used. The corporations here will do their best to keep everyone happy (as long as doing so keeps them in business), but since they have less power than governments, crime and rebel outbreaks are more common.

5: Perfectly Normal Town

An independently-run town in an obscure territory far from other civilization. Small enough that there is comparatively little control over citizens, both for good and bad. More similar to a modern town than anywhere else, and mostly peaceful despite few regulations (though the sudden freedom will drive someone power-crazy once in a while). The town is a front for the strategic abduction of citizens, which leads to experimentation, slavery, and human trafficking by several private interests. There's a nice local diner here that serves freshly made pancakes each morning.

6: Exploitopia

A massive city kept in an intentionally terrible economic state by the local government. But if you want to make money here, there's plenty of options! Work as a miner, enlist as a soldier, do manual factory labour, or act as a local enforcer, preventing your fellow citizens from escaping city limits so they can still be used. Need money *now*? Besides indebted servitude, you can sell off your organs, flesh, blood, and/or body parts, volunteer for human experimentation, or try your hand at the exploitopian lottery! (Hint: nobody wins the exploitopian lottery)

7: Silver City

A city of luxury and vice, only those considered to be of high value are allowed to live here. Nearly all quality of life improvements are hoarded by cities like these- expect to be waited on by personal robot servants (that, strangely, always seem to recoil when you make sudden movements). For those that don't belong here, get ready to trick advanced biometric security systems as well as both human and mechanical enforcers all at once if you want to keep sleeping in your heated bed.

8: Free Choice

How lucky are you? Well, not incredibly, but you at least get to choose which of these awful places you start out in. If you have a similar dystopian scenario set in the not-too-distant future you'd like to use, you can go ahead and live there instead.

DEMOGRAPHIC

This section will go a long ways in determining what kind of advertisements you'll be seeing. You may choose any age in the human range as well as the gender of your choice. If you do not look human, you may choose to for the duration of this jump so as not to confuse the advertisers.

DOCUMENTATION

Even exploitopians are thoroughly documented, so most will want to have their papers in order. All options besides *Unregistered* have memories of their life in this world and can choose to have a location and documentation-appropriate job, family, and housing.

Unregistered (Drop-In): Very interesting. In the eyes of the government, you don't exist (at least not quite yet). You could potentially use this to your advantage in rebel or criminal work, or maybe you just want to keep your privacy intact. Regardless, a lot of skill would be required to function without legitimate registration in this world- the government is always searching for people like you. You start with no additional memories, standing just outside your location.

Civilian: You've lived in your location for your whole life, and have the proper identification to back you up. If you have the Silver City location, you live on the outskirts, which are much nicer than most places but not nearly on par with the inner city.

Enforcer: A corporate or government enforcer or agent, you carry out the will of your organization. Silver City enforcers live in paid-for housing on the outskirts, but are kicked out as soon as they are no longer on the force.

VIP (100 CP): As someone considered valuable by corporations and/ or the government, you have an easier life than most. You're most likely a scientist or inventor of some sort, but could also be an advisor, politician, or maybe just somebody wealthy enough to be acquainted with those types. You may choose to live in the Silver City location for free, and have access to a luxury apartment (or even private property) there if you do. Otherwise, you still have housing that is exceptional for your location.

SKILLS

Here are some helpful skills you might have learned to help you survive in this cutthroat (yet bleak) world. Each background has a set of discounted skills.

Discounted selections cost 50% as much if you meet the required specifications. Similarly, free selections cost 0% as much if you meet the required specifications.

Unregistered Skill Selections

Forgery (100 CP, FREE *Unregistered*): You are practiced in not only forging documents and fake IDs, but also cheating government equipment to print identification cards to your specifications while creating an associated file to link to. This allows you (or whoever you make cards for) to pass as whoever you'd like to, as long as nothing but your card is checked. While this would limit you significantly, it's possible to get by with only a card ID.

Legalese (200 CP, DISCOUNT *Unregistered*): There may very well come times where you're caught in an odd spot with no explanation. Fortunately, you have an intricate understanding of the law, and can convincingly explain to anyone less informed than a lawyer how you're currently within your rights. This will serve for little more than comic relief if you're caught stealing or leading an uprising, but for lesser things you can come up with something that sounds very wordy and legal. In future jumps, you gain an understanding of the local law there as well.

The Anonymous Forces Of Crime (400 CP, DISCOUNT *Unregistered*): Maybe you're just exceptionally lucky, or maybe the local law enforcement is just exceptionally lazy. Regardless, most of your illegal actions are simply blamed on 'criminals' in both police and media reports. This isn't a free pass to break the law carefree, however, as obvious or overwhelming evidence pointing to you, such as photographs, videos, DNA, and eyewitness reports will not be ignored. Still, bullets or a gun left at a crime scene will generally only warrant mentions of 'how easy it is to get ahold of weapons nowadays', and footprints left behind in the mud 'could have been anyone'.

Biometric Infiltration (600 CP, DISCOUNT *Unregistered*): Biometrics are used almost everywhere. Not only is this to ensure certain people are allowed certain places, but also that each identity has unique eyes, fingerprints, etc, preventing one person using multiple identities in many places. With extensive research, you've learned to get around this. In a decent lab, you can create contacts that read as a different person's eyes, special lotions and shampoo additives that prevent skin flakes and hair follicles from being left behind, and injectable chemicals that change your blood or urine samples to that of someone else's. Given time, you could create a device that can rewrite skin patterns such as palms and fingerprints. Using these tricks (along with some new clothes, some hair dye, and some makeup to fool human viewers), you could effectively make someone into a brand new person.

Civilian Skill Selections

Everyday Manner (100 CP, FREE *Civilian*): In a world where full-scale ‘random investigations’ can occur just because of the way someone dresses or acts, it’s helpful to blend into the crowd. Fortunately, being raised here quickly teaches you just that. You quickly catch on to local mannerism, speech, and style of dress. You can use this information to immerse yourself in the role of ‘average local’ with incredible accuracy, to the point most wouldn’t notice you and those that do won’t think much of it (if they can even remember you).

Learn to Cope (200 CP, DISCOUNT *Civilian*): Maybe living in this place teaches you to cope with awful conditions, or maybe there’s some chemical in the water doing that. Regardless, you now have the ability to shut down your boredom, hunger, thirst, discomfort, and existential torment at will. You’re also able to appreciate the little things in life more- like finding odd trinkets or being far enough away from the light pollution of the cities that you can see the moon.

Plenty Time For Practice (400 CP, DISCOUNT *Civilian*): Most of the time, there simply isn’t much going on. While a good percentage of the population uses this time to sink deeper into their own despair, you’ve decided to hone a skill. Choose a hobby, art, or sport (such as running tabletop games, sculpting, or playing air hockey). Your skill in this ability dramatically increases, granting you a hyperbolic level of skill most would consider unattainable. Maybe you can paint well enough to bring a smile to even the coldest of critics, or maybe you just never lose at Monopoly ever again. Your skills can be increased even further if you put in some practice and time.

Bringer of Culture (600 CP, DISCOUNT *Civilian*): Wherever you go, you absorb culture. Languages, arts, cooking, architectural styles, and more can all be picked up in just a day’s visit somewhere, and you seem to have limitless mental storage for these things. In addition, your ability to spread culture is greatly increased- for example, if you started up a small shop selling a foreign food, it’s likely to gain as much popularity as pizza given a little time and effort. Cultures you have spent at least a full day visiting before you gained this skill qualify.

Enforcer Skill Selections

Officer (100 CP, FREE *Enforcer*): Your voice is commanding, confident, and official. If you raise your voice just a bit, you can easily get people to clear the immediate area or move out of the way during a chase. If you tell someone not to investigate something, and give them good reason not to, they're unlikely to come back later. In short, you're really good at telling people to go away.

Extended Investigation (200 CP, DISCOUNT *Enforcer*): You're always on the lookout for incriminating evidence. You have both skill and luck on your side whenever you're searching for something hidden. Whether you're frisking someone, looking for hidden compartments, or just ransacking someone's house, there is little that can escape your keen senses of observation. As an added bonus, you can optionally make a gigantic mess in the area you're searching in, tossing anything and everything aside in a rage-filled, reckless, ransacking rampage. This not only increases the speed you find things, but also makes it much harder for anyone else to find anything there until the mess is cleaned up.

Commandeer (400 CP, DISCOUNT *Enforcer*): You have the basic knowledge needed to pilot all normal vehicles, and learning to pilot new ones comes to you incredibly quickly. In addition, all vehicles you drive seem to perform noticeably better in all areas, allowing even the most outdated cars to miraculously stay relevant in high-speed chase scenes.

Commanding Officer (600 CP, DISCOUNT *Enforcer*): An enforcer never truly works alone. Even if there's no squadmate physically next to them, they carry with them the presence of their organization. Knowing that this is the true power of an enforcer, you have become adept at using communication to most efficiently carry out objectives. You now have an instinctual ability to remember all resources and personnel you have available to you and deploy them quickly and efficiently. This instinctual ability is highly detailed and even accounts for smaller details such as which people work best with each other and which routes are fastest. In a couple seconds flat, you can observe a situation and call in the optimal team for the job.

VIP Skill Selections

Legal Resistance (FREE VIP, 200 CP for *Enforcer*): The powers that be are willing to turn a blind eye when it comes to you, so long as you don't directly call attention to yourself. Things like secret underground bases, undocumented experimentations, and shady meetings with corporate sponsors will all go unpunished and uninvestigated for the great majority of the time. As long as it's on the less obvious side and nobody important or wealthy is upset about it, things should go over fine.

Fantastic Service (200 CP, DISCOUNT VIP): Services such as restaurants, transportation, and centers of entertainment consider you a top-priority customer and will go out of their way to satisfy you. Expect to have shorter waits, higher efforts put in, and even a little more than what you paid for (such as appetizers and drinks on the house). If you tip decently enough, this will be doubled the next time you go to that establishment, and will then start to steadily increase each time you tip beyond that. The extra accommodations can start to get truly and ridiculously luxurious if you go to one place long enough. Nobody will remember if you don't tip, and will react to you as a new 'important customer' the next time you visit.

Silvered Speech (400 CP, DISCOUNT VIP): Lots of talking is required when you're this important, and you've got the experience and wit to pull it off. You've learned how to pull engaging speeches out of nowhere, get on the good side of the media, and hold interesting conversations filled with thought-provoking questions and witticisms people will be sure to remember. You also know how to preserve your image- you can send a quick retort back at any accusation that will have the majority on your side, you're less prone to stumbling, fumbling, and otherwise bumbling, and you'll never again share the wrong secret while drunk.

Inventor of an Era (600 CP, DISCOUNT VIP): Maybe your claim to fame lies in your inventions, or maybe it's all done away from the prying eyes of the media. Regardless, with your inventing skill, you *could* be known as one of the great scientists of the new world. Your skills are focused, perfected, and many. You could create advanced devices for anything from sanitation to advertisement, make new advances in nano- or holo-technology, or create new energy drinks that increase focus and productivity. You are capable of constructing robots, and if those robots aren't quite smart enough to do what you want, you could always just use a human brain. Well, that's the shortcut most people take.

Maybe your advances in AI could put an end to that?

COMPANIONS

The next best thing to changing the world is having someone to complain about it with. This section allows you to both give a place in this world to any old friends you might have and maybe even pick up some new ones on the way. Selections marked with a ★ can be purchased multiple times.

Import (200 CP): Import up to 8 which each gain the option to take a human form, a free background of your choice, all free selections (including those that come with the chosen background), and 600 CP to spend on skills and items. Alternatively, any of the 8 can be new companions, someone from this world to your general specifications. They gain the same benefits.

Silver City Robot (★ 50 CP, 1 FREE VIP): Actually an unwilling cyborg, this mute, easily frightened machine with a warped human mind will serve its master with unfaltering loyalty. Not used to being treated well, will work extra hard for anyone that treats it even remotely like a human. Built for durability and stamina, it can take many hits and still continue to function at it's peak, but a built-in safety measure limits what would otherwise be impressive strength to the level of an average human. The simplicity of this design gives the model an innate ability to be easily improved upon using other technology.

Mad M.A.N. (100 CP, DISCOUNT *Unregistered*): Mechanical Assistant Nurses are cylinder-bodied machines that roll around on four spherical wheels. They have heads that look like boxy television screens and four circular panels on their torsos that can open to extend mechanical arms ending in hands or medical equipment. This particular unit seems to have a malfunctioning AI, making it love violence with a fiery passion. It has modified itself with custom arms that end in various weapon attachments, including a submachine gun (with seemingly unlimited ammunition), two machetes, a baseball bat, and a hydraulic, stainless steel fist. It even still has most of its original medical equipment, allowing first aid and organ transplants with extreme precision. Helpful and loyal as long as you allow it to spill blood every once in a while. Arms can be upgraded and fitted with new attachments.

Busdriverman (100 CP): This otherwise normal guy is really good at driving buses. He is seldom late, and can perform amazing feats while behind a bus wheel, including, but not limited to: ramp flips, landing safely from long distances, and well-placed vehicular attacks that don't damage the bus nearly as much as expected. Loyal as long as you assert that you're fighting for justice, which he always believes. Considered by most to be an alright guy. Comes with the following skills: Everyday Manner, Learn To Cope, Plenty Time For Practice, and Commandeer.

ITEMS & EQUIPMENT

A selection of various objects that might help you get by in this world.

Selections marked with a ★ can be purchased multiple times.

Grey Clothes (50 CP, FREE *Civilian*): A week's worth of monochromatic outfits in your choice of design. Great for fitting in!

Uniform (50 CP, FREE *Enforcer*): A couple identical uniforms for your station. If you have no station, these can be any uniforms you'd like.

ID Card (FREE *Citizen, Enforcer*): An ID card with a small picture of you, some basic information, and a barcode used in transactions, identification, and unlocking your personal properties and vehicles. Comes pre-loaded with 5,000 USD or the local equivalent.

Silver Card (FREE *VIP*): Just like the normal ID card, but with a couple added benefits: silver cards give you nice discounts in most places, are completely tax-free, unlock exclusive-access restaurants and lounges (higher quality, pricier, and more elitist), and grant free things daily from vending machines. They are also much shinier, a major status symbol, and come with the local equivalent of 5 million USD instead of 5K.

Fake ID (FREE *Forgery Skill*): A fake ID displaying information of your choice. Can be silver, but you will be watched much more closely if you use a silver card regularly. Starts with no money, but as with all cards, you can load money onto (or off) of it via any automatic banking system.

Basic Outsider Equipment (★ 100 CP, DISCOUNT *Unregistered*): A first-aid kit, enough freeze-dried rations to last a week, a water bottle and purifier, a sleeping bag, a small pillow, a 50-foot rope, and a box of matches.

Smuggler Pack (★ 200 CP, DISCOUNT *Unregistered*): A fairly standard looking backpack, messenger bag, suitcase, purse, handbag, or airplane luggage. The container has a hidden pocket or compartment that opens into an extradimensional space, which can be up to a 5-foot cube. The space functions exactly as if it were a normal space in the container except that it can only be accessed by the hidden pocket or compartment. Only objects that can fit into this pocket or compartment can pass in or out of the dimensional space. The existence of the space and its contents cannot be detected by any device or sense that is outside the space, though the entrance can be found by mundane means.

Somewhat Futuristic Device (★ 100 CP, DISCOUNT *Civilian*): Unsurprisingly, the future holds many advancements in technology that somewhat improve upon existing technology. These advancements range from automatically-sorting fridges that preserve food for several times longer than normal to armchairs that can massage, adjust temperature, and navigate the household on pneumatic, insectoid legs. Choose any normal household appliance, device, or furniture, and decide what improvements it has over its modern equivalent. Improvements can be ridiculous and largely impractical, such as a roomba with helicopter blades for flying upstairs, but must still be somewhat grounded in reality and any advancements should be for improving the functionality of the device in some way or another.

Bag of Small Wonders (200 CP, DISCOUNT *Civilian*): A small drawstring bag with wondrous properties. Once per day, you can reach into the bag with intent to remove something that wasn't there before. Not only will you retrieve an object, it will be something that is sure to brighten your day somewhat. It might be a small toy or figurine, a photo of something special to you, or a piece of your favourite candy. Even if just a moment a day, this bag will grant you something you can look forward to when there is little else. Items created in this way can be unique (such as a little plastic version of your pet dinosaur), but aren't ever powerful in any way and are rarely useful (though sometimes you might get just enough money to pay for your next meal or a simple tool you need).

Stun Rod (★ 100 CP, FREE *Enforcer*): A handheld durable plastic rod that ends in a metal tip which can be electrified with a button press. Another button can extend a whiplike metal wire that can electrocute at greater range. Will reliably stun most human-sized and smaller targets without killing them. The device is simple enough to be easily adapted to any power source or modified.

Gun (★ 200 CP, DISCOUNT *Enforcer*): A gun of some sort. Choose which basic model the gun is (pistol, rifle, minigun, shotgun, tommy gun, etc) as well as one advanced quality of the gun. Maybe advanced nanobots can recycle any metals into new ammunition in an instant, maybe it fires electricity or lasers instead of bullets, maybe it has gyroscopic targeting, collapses for storage, makes no noise, plays exciting music during combat, or can be fired with a remote control. Alternatively, you can import a gun you already own to gain an advanced quality.

Nanoarmour (★ 300 CP, DISCOUNT *Enforcer*): A thick cloth jumpsuit with several embedded nanobot canisters and a belt with a small button. When pressed, the button signals the stored nanobots to form combat armour. This armour composes of a visored helmet and segmented plates made from an incredibly tough plastic alloy. While wearing this armour, you are immune to electric shocks and highly resistant to standard ballistic and physical attacks.

Fancy Clothes (50 CP, FREE VIP): A week's worth of clothes, any type you desire. Regardless of what you pick, the clothes gain are of a noticeably better make than the usual, as if made by a master tailor from the best possible materials. The clothes fit you perfectly and are very comfortable.

Luxury Housing (100 CP, VIP ONLY): The property you gain detailed in the VIP background is either added to your warehouse or appears in each jump you visit after this one. If you choose the second option, the property will alter itself to fit the setting more appropriately and the local legal system will recognize your ownership of the property.

Helicaller (200 CP, DISCOUNT VIP): Either a small device with a single button, or an added functionality to a device you already own. Regardless, activating this will call an advanced helicopter drone to your location. The drone can be piloted manually. If the helicopter is called and is destroyed, in another dimension, or otherwise incapable of reaching you within a couple minutes, it will teleport to somewhere nearby, preferring unobserved locations to warp to. The helicopter called is the same each time, so it can be modified/upgraded.

Expensive Device (★ 200 CP, DISCOUNT VIP): A personal device that costs a fortune. Jetpacks, rocket boots, advanced augmented reality glasses, handheld hologram projectors, hoverboards, etcetera. Devices like these are inaccessible to all but the wealthiest people, and are a tremendous status symbol even in high-class places like a Silver City.

Super Transit (800 CP, DISCOUNT Inventor of an Era Skill, FREE Busdriverman Companion): What appears to be an ordinary ultramodern bus is actually much more. This bus is a secret prototype made by a mysterious inventor. It can travel at speeds of up to 582 MPH given the time and space to speed up, it can automatically integrate weapons into its concealed attack mode, has a shock-absorbing hull that is difficult to even put a scratch on, and contains an onboard supercomputer with an advanced AI that can control multiple bus systems at a time to great effect. It can go into an airtight mode and deploy floats for use in and around the water, it can heat or cool itself to comfortable temperatures no matter the environment, it can release a massive burst of compressed air downwards to launch itself into the air, and it runs on a combination of solar panels and a long-lasting nuclear battery. In summary, this is probably the best bus you'll ever lay eyes upon. If gained free through the Busdriverman companion, Busdriverman was given it as thanks for saving an inventor's life.

DRAWBACKS

Anything can go wrong! Choosing drawbacks grants extra choice points to spend. You may pick as many as you are willing to deal with.

Subterranean (+100 CP): The surface of the planet is toxic and unlivable, whether through mass pollution, nuclear bombardment, or biological warfare. This has forced humanity to use massive excavation machines to create underground cities. Without sunlight or natural phenomena, the setting becomes even more depressing. In addition, due to the closed nature of the underground, who gets in and out of cities is much more easily regulated.

Culture Deficiency (+100 CP): The victory of mega-corporations and generic government products over individual effort has dropped the quality of... pretty much everything. Food is bland. Music is dull. Movies and TV shows are all obvious advertisements or propaganda that people watch only out of the lack of alternatives. Businesses that attempt to defy this are bought out or crushed by enforcers.

War! (+100 CP): There is a war going on between one half of the world and the other half. Wartime makes citizens far less likely to act against their governments and promotes the creation and use of highly destructive technologies. Significant economic strain is likely. The war lasts a minimum of five years.

Brainwashed (+100 CP): The people of this setting have been taught that they have no rights. This idea is reinforced by media and cultural norms, making it very hard to convince someone otherwise. Government enforcers are free to brutalize and kill people in plain sight, take people's possessions, and jail people without trial.

Grey-Tinted Glasses (+200 CP): All colour seems to be somewhat faded, both literally and figuratively. Both your vision and your emotions will be noticeably less vibrant while you are here. The days will feel longer and you will sometimes find that you lack the energy or drive to do things you normally love doing.

Liberator (+200 CP): You cannot leave this setting until either exploitopians or involuntary cyborgs have rights equal to ordinary citizens.

World Stasis (+200 CP, Incompatible with *The Saviour*): In the long run, this setting cannot change for the better. Any changes you try to make to the world to improve the lives of the people will backfire or simply fail. This world will forever be a dystopia.

The Saviour (+300 CP, Incompatible with *World Stasis*): You cannot leave this setting until it is fixed. To do this, the majority of people (over 50%) must live in conditions that are better off than they were when you entered this jump (in terms of emotional fulfillment, needs being met, freedoms gained, or even just less dystopian stuff going on in their lives). You don't have to personally make these changes, but they will not happen without influence on your part.

Creepy (+300 CP): Fear is now a widespread method of control. People will sometimes disappear in the night for no reason at all, sometimes never to return, just to make the point it could happen to anyone. Enforcers likely wear faceless masks or concealing hoods. The news will report stories of mysterious and terrifying happenings, some of which are true. Random small acts are routinely carried out to incite confusion and fear of the unknown. One day you might notice the eye colour of someone you know has changed, yet they remember always having that eye colour. At some point, your tap might produce blood or ink instead of water. You might go on a walk and see a crow with too many legs, or an obvious, eye shaped camera watching you, or maybe even a person who appears to have no face.

Good Citizen! (+400 CP): For the entirety of this jump, you cannot break any laws. If you break a single officially recognized law, your chain will end. You gain instinctive knowledge of all laws in this setting. Beware, many regions have thousands of laws that have built up over the years like dust, and even the least law-cluttered areas will at least forbid murder and thievery.

High-Tech Hell (+400 CP): All technology that you own, know how to create, or have stored in your warehouse is now integrated into the setting. Have a raygun that can vaporize anything instantly? So do the enforcers of this setting. Memory wipers? Advanced vehicles? Bodily augmentation? All these will be used to control people. Any technology created as a result of this drawback cannot be removed from the setting. In the event that the jumper's technology provides no advancements to the technology level of this setting, this option cannot be taken.

ENDING

Ten years have passed, and it's *finally* time to move on from this setting.

[MOVE ON]

Hopefully the next one will be something a bit more colourful.

[GO BACK HOME]

I guess all that grey and gloom can really get to a person.

[STAY HERE]

What? You're aware this is the *dystopia* jump, right? A pessimistic vision of our world gone bad? Are you sure this is what you want?

NOTES

- You can reverse-engineer or alter tech items you've bought with the Inventor of an Era skill (or any skill that allows for reverse-engineering/ advanced knowledge of the creation of high tech devices). Listed below are those items.

- Silver city robots can have speakers easily installed, and removing the strength limitation is just as simple. Almost any technology could reasonably be added on. You can also figure out how to make more of these 'robots', but the process is obviously highly unethical.
 - The Mad M.A.N. can be restored to factory default settings, but really doesn't want that to happen. You can also create new M.A.N. units, copy the Mad M.A.N.'s AI, and upload any AI you want to a blank unit. They can quickly be adapted to use new medical practices and technology.
 - Buying the Somewhat Futuristic Device allows you to create new ones of different types.
 - Buying the Stun Rod allows you to create exciting new advancements in the field of stun rods.
 - Buying the Gun allows you to add the chosen advancement to other guns.
 - Buying the Nanoarmour allows you to create new nanoarmour suits. These consist of an outfit or some belts with (easily concealable) nanobot canisters and a button placed somewhere on them. The armour itself can be of any schematics and materials you desire, though you must provide both the schematics and materials.
 - The Helicaller and associated helicopter drone can be recreated, though the teleportation abilities and the recovering from breakage only apply to the one purchased here.
 - Buying the Expensive Device allows you to create new ones of different types.
 - Buying the Super Transit allows you to modify the vehicle skillfully, though it would take most many years of research to ever recreate it. It's just that good of a bus.
- Combining the Forgery and Legalese skills grants mastery of forging legal documents.
 - Combining Silvered Speech and Legalese allow for even more powerful Legalese.
- Combining Biometric Infiltration with Inventor of an Era allow you to create augments or serums that permanently prevent a person from leaving behind biometric data such as skin flakes and hairs.
- Taking both Biometric Infiltration and Extended Investigation allows you to more skillfully track down someone attempting to trick biometrics.
- The submachine gun attached to the Mad M.A.N. companion only has endless ammunition while used by the Mad M.A.N.
- For the Busdriverman companion's Plenty Time For Practice, you may choose what the skill applies to (under guidelines of the description for Plenty Time For Practice).