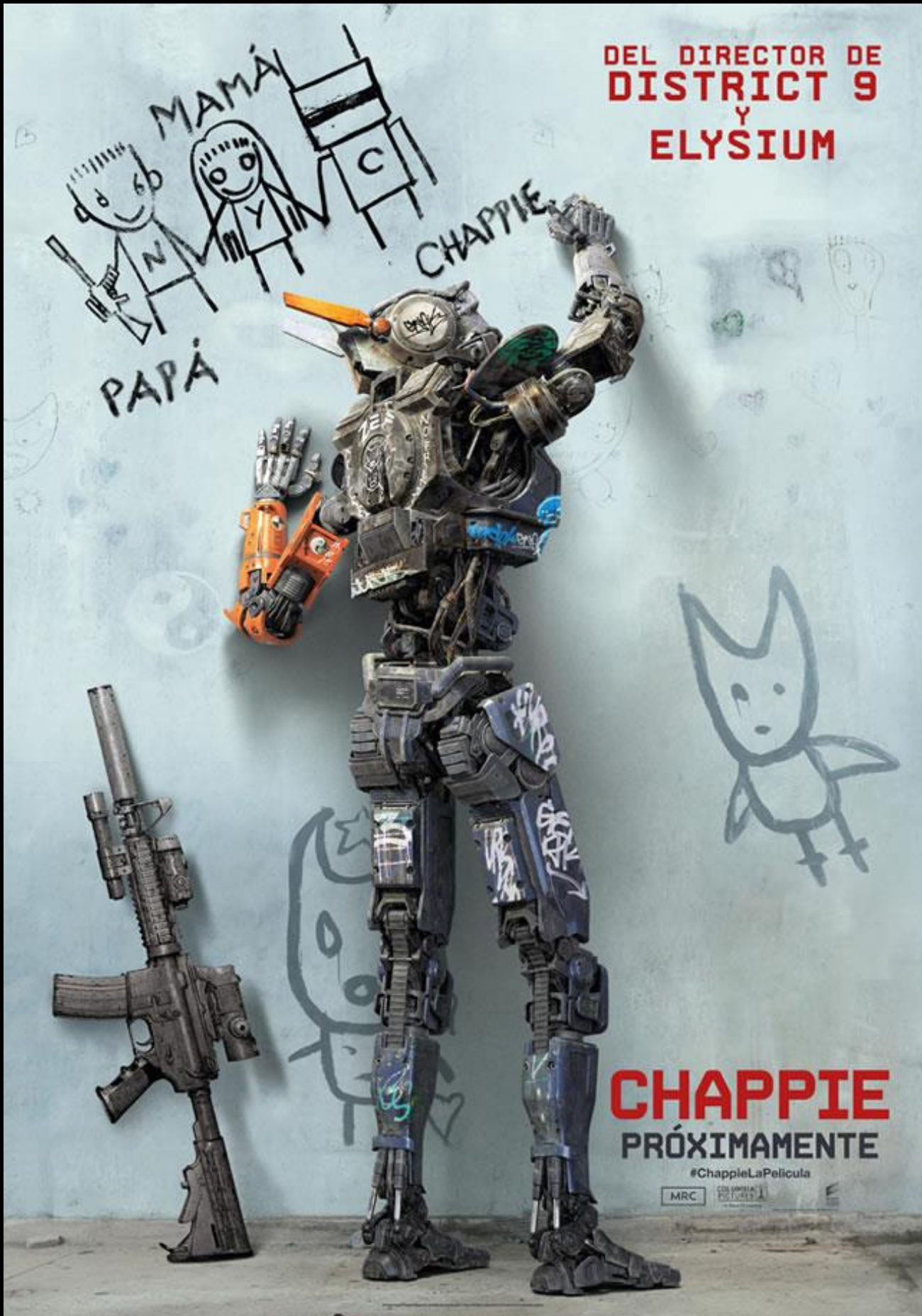


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# CHAPPIE

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V 1.0 By Apocbox

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South Africa, Johannesburg. 2015. Skyrocketing crime rate forces adaption of Tetravaals state-of-the-art armor-plated attack robots developed by Deon Wilson. It proves a success as humans are almost completely fazed out of the police work. Deon Wilson continues his work and is on the precipice of developing artificial intelligence capable emotions and complex thoughts and if things go as they are he will steal one of the damaged robots and upload said AI onto it. At the same time a group of gangsters is going to kidnap him and the newly created Chappie. At the same time ex-soldier turned Tetravaal engineer Vincent Moore is working on a remote-controlled weapon platform called MOOSE but is currently being sidelined in favor of the already proven and effective robots.

You arrive in Johannesburg the day soon-to-be-Chappie gets damaged during a police raid. You get 1000 points to spend as you like.

## [\*\*\* Origins \*\*\*]

You can pick your age and gender freely.

### [Drop In]

You appear out of nowhere with no records of your existence anywhere.

### [Police]

You are a member of the Johannesburg city police department. Whether one of the humans working in the background or one of the robots acting as a shield for scant few officers still going in to the field. It's your choice.

### [Egghead]

One of the people working in association with the police on research and development of weapons and tools utilized by them. Be that the good old reliable autonomous androids or maybe you're working with Vincent on the MOOSE. Your choice.

### [Ganger]

No government bitch is going to tell you what to do! Fuck them, their pet blue fuckers and their clankers! You are living outside the law and you love it. Can choose to be a member of Ninjas gang.

## [\*\*\* Body \*\*\*]

Choose one, after the end of the jump becomes an altform.

## [Human]

Good old squishy frame running on meatware, nothing special.

## [Robot] 100/200/300

One of Tetraavaals creations. Humanoid robot with greater than human capabilities, no need for sustenance and endless stamina. You have inbuilt radio, gps and internet connection. Beware that you can't really heal and need repairs instead as well as needing your battery charged once every five of days.

\*\*\*For 100 you're one of the bright orange test robots, possessing strength enough to easily pick a human up by the throat, jump twice your height and run at 45 kph. Your durability is higher than humans but you aren't exactly bulletproof.

\*\*\*For 200 you're the standard titanium armor-plated police model. Physical characteristics are better than the test models, being able to smash through a brick wall and rip a car door of the hinges, while also possessing far greater durability, being immune to most conventional firearms, Molotov Cocktails and even being able to survive a rpg shot, but you will get quite damage by it. You also possess a number of programs and subroutines that help you operate in combat situations like aim assist and tactical maps.

\*\*\*For 300 you're an improved model with life-like face like the one Chappie makes for his mom at the end of the movie. You're 50% more physically capable and durable than the police model while also possessing a number of programs and subroutines that help you operate in combat situations like aim assist and tactical maps as well as an emp shielding, as a bonus you even have a self-recharging battery.

If you have an Egghead origin than you are experimental model that was being tested on using some new software, if you have Police origin this is simple and you're just one of many scouts, and if are a Ganger you were stolen buy one of the gangs. Whatever the case nobody knows you have true intelligence.

## [\*\*\* Perks \*\*\*]

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off.

## [General]

### Gun handling Free

It's dangerous out there so you have to be tough and know how to handle a piece. You have firearm training, a gun license and a are permitted to open carry pretty much anywhere.

### Perfect Memory 100 (Free for Robot)

You have perfect photographic memory with unlimited storage, instant recall and protection from tempering, be that head trauma, someone trying to alter your memory banks or some other supernatural interference. You can "forget" something if you want, leaving a small recollection of what it was and at any moment return that memory.

### Accelerated Learning 300 (Discounted to Robot)

You learn fast, like stupid fast, like become a fully functional adult capable of painting, programming and advanced weapon handling in a span of five days from scratch fast.

## [Drop in]

### AI Detection 100

You can instantly recognize when something is artificial and/or fake, like a robot pretending to be a human or a recreation of a painting while also being able to tell if it something was at some point natural like a brain scanned human in a robot body.

### Clink Clank Clan 200

God damn automatons, them petrol chugging rust growers, them battery brained bolt buckets, gear jointed tin skins, them job stealing chromies, metal-haired ram eaters, them electricity juicing, graphic card stealing wirebacks! Coming in to our country, ignoring our customs, seducing our man and woman, perverting our children, fucking hate them clankers! You are expert in fighting robots, golems, automatons and other artificial beings, easily spotting their weak points and doing thrice the damage to them than you are usually capable.

### Reverse-Engineering 400

You are a master of figuring how things work. Get you hands on something, take it apart study it for a bit and you will soon find out how it works, how to recreate it, how to improve it and even how to make weapons specifically designed to destroy it.

### A Soul Lives Forever 600

Dammit Simon, it's copy and paste not cut and paste, when will you fucking listen!? Sorry wrong franchise. Not only your Soul and Mind cannot be copied against your will but any copies that you do allow to exist are completely and utterly loyal to you and in case of your death your soul and mind can jump in to anyone of them and take over. As long as you have backups and someone doesn't destroy your soul and mind you can live forever.

## [Egghead]

### Reverse Stockholm Syndrome 100

You probably poses some quite valuable things, be it physical possessions or you skills and there quite a few people who would like to kidnap you. In case that ever happens your kidnapers will treat you nicely and can even become your friends. To be clear this doesn't increase or decrease the chances of you actually getting kidnaped.

### Convincing 200

Isn't it frustrating having your research blocked by some blockheaded nincompoops who do not understand the full scope of your scientific genius?! Now you have an instinctive feeling of what you need to say to people for them to give you green light.

### Engineering 400

You have combined engineering skill and knowledge of Deon Wilson and Vincent Moore. You have a great talent in robotics and weapons development capable of producing some real bleeding edge tech.

### Software Development 600

You are genuine code wizard on par with Deon, focused on Artificial Intelligence. From relatively simple smart home AIs to advanced combat warfare to even being able to create a fully conscious one

like Chappie. Any sufficiently advanced AI you create can have a soul in whichever form you previously encountered.

## [Police]

### Behind a Metal Shield 100

You are great at keeping your insides on the inside. Dodging, weaving, rolling and taking cover is natural to you. Any barricade, shield, item or being you hide behind becomes couple of times tougher.

### Cooperation 200

You are a tactical and strategical genius capable of leading your men to take on foes that are both more powerful and numerous. Your men hear and understand your orders perfectly no matter the distance or even inability to hear like being deaf from the explosion.

### Piloting 400

From bicycles to bikes, from cars to boats, from helicopters to planes, from horses to fucking giant combat robots there's nothing you can't pilot. The moment you are behind the wheel you're controlling anything like you've been doing it for centuries.

### Born To Kill 600

You are a natural born soldier. A freakish murder blender capable of turning even the most innocent of items in to an implement of death. And when you get your hands on an actual weapon? Hoo boy they better start running, not that it will save them. Numbers mean nothing against you, if you could kill anyone of them one on one you are capable of killing them in a group.

## [Ganger]

### Illest Gangsta on the Block 100

Who the fuck cares about properly holding a gun, turn that piece sideways! You can substitute quite a bit of skill in pretty much anything by acting cool.

### More Than You Asked 200

You're quite a bit luckier when you rob people, finding more and rarer stuff than you were supposed to. You also have a sort of treasure sense, feeling in which direction the things you want to find are.

### Mommy and Daddy and Maker 400

Kids need guidance, and you are great at providing. You're a great parent capable of teaching kids even complex ideas and concepts extremely quickly. The kids you teach are also a lot more forgiving of your lies and abuse you inflict on them.

### Saved 600

You could see it, the other side, the Gangsta's Paradise. But your peeps pulled you back. Once a jump when you should have died, you would be brought back or you can use this lup to bring your homie back from the dead once a jump.

## [\*\*\* Items \*\*\*]

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported in to a fitting item (Weapon in to a weapon, tool in to a tool etc.). If lost or stolen you get them back in an hour. You can combine compatible items like Engineering Lab and Lair if you want.

## [Drop in]

### Craft life... 100

...Don't let life craft you! A poster with a cool cat on it. Brings motivation and bravery when you look at it.

### Titanium. Indestructible 200

Futuristic titanium alloy utilized by the Tetravaals in their scouts. You have a shipping container full of the stuff and it replenishes 24 hours after being used.

### Shuttle Prototype 400

This... huh. Maybe you got from some secret military black site or some rich dudes garage? Black and red, smooth curves with a room for one person and a compartment for two human sized robots with a slightly more high-tech version of Scout model inside, this flight capable futuristic vehicle can move at Mach speed. It isn't quite finished and so will probably have some hiccups but you can finish it and make fully space capable.

### Experimental Exoskeleton 600

Seriously were do you keep getting these things, the future? This is a complex piece of machinery that can give a human similar physical capability to a 100-point robot body. There are some notes about a complex and invasive operation that can fuse a person with this exoskeleton which will provide a strength similar to a 200-point robot body but not the durability of one.

## [Egghead]

### Redbull 100

Energy in a can for when you just can't afford to sleep. Provides the same effects as a normal can of redbull would but without a downside. You get another an hour after finishing this one.

### PC Station 200

Multiple monitors, top of the line hardware, personal OC capable of running anything and everything. Any programs you code on it have accelerated development and any bugs are automatically identified.

### Engineering Lab 400

Your personal Candyland containing pretty much any equipment you need for all your engineering need. All research and development conducted here gets done far faster. Possesses and impressive assembly line capable of making nigh on everything as long as you have a blueprint and the materials needed.

### CONSCIOUSNESS.DAT 600

A flash drive containing Deons magnum opus. A truly intelligent AI capable of empathy and complex thought. Is currently a blank slate and will absorb information like a sponge.

## [Police]

### Police Gear 100

Full suit of modern military armor, gas mask, combat knife, pistol, fully automatic rifle, tear gas grenades and a battering ram. All weapons have infinite ammo.

### Robo Platoon 200

20 Scout model robots that you can summon to your location at any times. Equipped similarly to the Police Gear items, but without

armor or gasmasks. They have infinite charge and any damage is repaired within a day.

### **Neural Interface 400**

A helmet that can perfectly scan and read the mind of anything it is put on. Can be used to remotely pilot any robot, vehicle or mech you own as well as make 100% accurate mind scans.

### **MOOSE 600**

Why the hell did Vince try to sell this to the police and not the Military?! This is a 5 meters tall flight capable anti-aircraft machine gun carrying, bullet proof robot with an rpg and cluster bomb launcher, a claw hand capable of ripping a person in half and a gutting gun on top of it and everything else the original had. Comes with a seat, computer and rudimentary form of Neural Interface that only allows you to control this thing and nothing else.

## **[Ganger]**

### **Bling 100**

Jewelry, clothes and weapons that any self-respecting gangster should have. Comes with some high-grade explosives and ammo reserves that are replenished a day after being used.

### **Lair 200**

Some half-finished industrial building that nevertheless has light and water access. You instinctively know if someone enters within about a hundred-meter radius around it and what intentions they might have.

### **Remote 400**

Looks kinda like sci-fi police battering ram. Can disable anything electronic it is pointed at, bypassing any protections it might have. Has a switch that can either sat to TEMPORARY in which case the target will be disabled for a preset time anywhere between 10 minutes to an hour, TURN OFF in which case the target will be turned off and will require a manual reboot, RESET in which case it will be reset to factory settings or FRY in which case the target will be completely bricked.

### **Buddy 600**

A modified Scout robot(300 point one) that is completely loyal to you. It's AI is quite simple being the same one the rest of police units run. What makes it special is that its physical characteristics are scaled off of you, meaning the stronger you are the stronger it is. You can easily upload any AI you have in to it in which case it may become a companion.

## **[\*\*\* Companions \*\*\*]**

Companions can't take drawbacks.

### **Original/Import 50 for 1, 200 for 8 Take**

someone from this world with you or import a previous companion. They get an origin, freebies and the discounts along with 1000 cp to spend as they please.

### **Chappie 100**

Either the original or maybe his sibling. It can have Chappies original personality or start as a complete newborn. Has a 200 robot body, Gun handling, Perfect Memory, Accelerated Learning, Behind a Metal Shield, Illest Gangsta on the Block and Saved perks as well as Bling item.

## Canon 100

Take any individual as long as you can convince them to go.

# [\*\*\* Drawbacks \*\*\*]

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle.

## Extended Stay +100 per

Stay for 10 more years. Can be taken as much as you want but you only get cp for the first 4 purchases.

## Spare Parts +100/200

Maybe you have some sort of disfigurement or you were made out of spare part but you look mismatched. You're still fully but functional, unless you want additional 100 point than it actually impedes your life.

## Stupid Name +100

You got a really stupid fucking name. You are really proud of it but other people will probably laugh at it which will guaranteed to annoy you.

## Seven Day Debt +100

You owe a notorious gang boss an insane amount of cash. You have to either pay him back within 7 days or kill him and massively tank your reputation with the underworld.

## Pitching a Poetry Writing Robot to the Police

+200

People do not treat you seriously. It's like you are some sort of joke and will take quite a bit of work to get some respect.

## I must test it +200

You have really low impulse control, feeling a need to do things quickly being greatly annoyed when not allowed to.

## This is so good! +200

You are a violent maniac. Ripping a person in half would make you happy. You'll gladly do a slow scary walk to a target so that you can kill them more painfully instead of just shooting them.

## This is you being hijacked my friend +200

Welcome to Joburg. You constantly attract attention of criminals and get assaulted by gangers. People also try to get you kidnaped. Like all the fucking time.

## This is gonna be so easy +200

Your body isn't built for anything but sitting behind a computer. You're weak, frail and have shit stamina.

## Is this the "I feel sorry for Jumper" call? +200

Jesus Christ wats with that ego? It's like you cannot imagine yourself being anything but the best and get really angry when faced with reality.

## You can get yourself a nice, funky wheelchair

+200

Someone cut off one of your legs, or maybe you were born without an eye or an arm. You have some sort of disability. It isn't lethal but it will make living a bit harder. May be taken multiple times

## 022 +300

It's like you're a bad luck magnet. Step in shit constantly, attract wrong sort of attention and man do you look like a target practice dummy with how many projectiles fly your way.

### **Heist is a crimes! +300**

And doing crime is bad. You cannot break the law under any circumstances.

### **Dumbass +300**

Maybe you weren't raised properly, or dropped on a head as a kid maybe it's a drug abuse. Whatever it is you're really fucking dumb.

### **Copyrighted Mind +200/400**

Your mind, brain and soul cannot be scanned, transferred or copied in any way. If you don't have any lups you get 400 points, if you do you only get half.

### **Fused Battery +300/600**

Something is wrong with either your hear or your battery. You have five days to find yourself a new body to transfer your mind to or sacrifice a lup. For additional 300 this will continue to happen every five days till the end of the jump. Cannot be taken with the Copyrighted Mind.

## **[\*\*\* The Final Choice \*\*\*]**

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is.

Take this toy versions of Chappie and MOOSE for free.

Now Choose

### **Stay Here**

Want to settle dawn? I guess there are worse places to be. Here take additional 1000cp to spend here

### **Go Home**

Got enough adventuring? I wouldn't judge you. Here take 500cp to spend here before you retire.

### **Next Jump**

That's what we're talking about! Here take this orange arm that belonged to one of the test robots. You can attach it to any stamp and it will work as a functioning prosthesis.

## **[\*\*\* Notes \*\*\*]**

Shuttle Prototype, Experimental Exoskeleton are reference to the movie Elysium from the same writer and director. I'll probably make a jump based on it later.

Changelog

U 1.0 Release