



DEMOLITION MAN

INTRO:

In 1996, a psychopathic criminal named Simon Phoenix kidnaped several dozen hostages and took refuge abandoned building. LAPD Sgt. John Spartan, known as the Demolition Man due to a highly successful track record but causes a high amount of property damage, goes in after him after his thermal scan finds no trace of the hostages. He manages to capture Phoenix, but the criminal sets off a series of explosives that demolishes the building. A search of the wreckage reveals 20 to 30 corpses. Spartan is charged with manslaughter, and he is incarcerated along with Phoenix in the city's new "California Cryo-Penitentiary", where they were cryogenically frozen.

During their incarceration, a "Great Earthquake" occurs in 2010 that leads the cities of Los Angeles, San Diego, and Santa Barbara to merge into a single metropolis under the name San Angeles. The city becomes what seems like a utopia that's run under the pseudo-pacifist guidance and control of the evangelistic Dr. Raymond Cocteau, where human behavior is tightly controlled. In actuality, there is a large ground of people that hate Cocteau's rule and of opted to live underground.

It is now 2032 and Phoenix was woken for a parole hearing, but finds he knows the codes to the security systems and is able to escape. This was secretly thanks to Dr. Cocteau, as he want to use Phoenix to kill Edgar Friendly, the leader of a freedom rebel society living underground that has been ruining his plans. The police, having not dealt with violent crime for many years, are unable to handle Phoenix and have chosen to wake John Spartan to enlist his help.

+1000CP



BACKGROUNDS:

Age=20+1d8

DROP IN

You appear outside the police department with no background.

+No memories to hinder you.

-No memories to help you.



CRYO-PRISONER

Whether you committed a crime or were wrongfully accused, you ended up being put into cryo-stasis.

During Phoenix's escape, you accidentally got let free.

+No-one knows you who are and that you escaped.

-You have a record and Spartan remembers you.



REBEL

You're one of many people who couldn't stand living in Cocteau's society. So you followed Edgar Friendly underground years ago and have been trying to make a life for yourself since.

+You could run around naked with green jello all over your body reading a Playboy magazine if you wanted.

-You have to live underground. It's dirty, it smells, and the only meat you can find is rats.

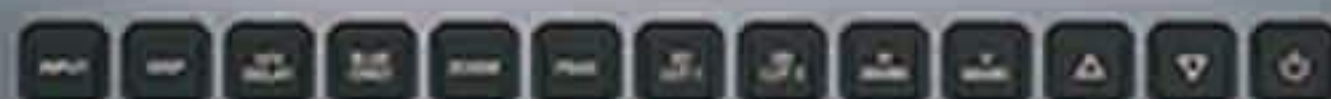


ASSISTANT

You work directly for Cocteau and, unlike his other assistant, he hopes to mold you as a replacement for when he dies to continue to run his "perfect" world.

+You have a lot of power and respect

-You work for an Evil Mr. Rogers.



PERKS:

TIMER RECEIVE CALIBRATOR REC SPH LOCK

THE THREE SEASHELLS: FREE ALL

The future is so advanced that toilet paper is no longer used. Instead, you will find a shelf with three seashells on it. Confusing for a person from modern times, but with this it no longer will be. You will perfectly understand how to use the seashells.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

I'M A SEAMSTRESS?: 50

You now know everything about sewing. Zipper flips, shuttles, a hook and bobble, a petit point, just about everything there is to know and more. You could weave a throw rug while in a moving vehicle with your eyes closed.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

I'VE *SEEN* THE FUTURE: 50

"It's made by a 47 year-old virgin in gray pajamas soaking in a bubble bath, drinking a broccoli milkshake and thinking I'm an Oscar-Meyer Wiener".

You can now make up creative rants with the skills and zeal of Dennis Leary on the spot.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

YOU REALLY LICKED HIS ASS: 100

Whether it be through the police academy, a computer program, or whatever, you now have basic skills in combat. Enough that you could easily take on a gang of untrained thugs.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

LANGUAGE VIOLATION: 100, FREE DROP IN

Alcohol, caffeine, contact sports, meat, bad language, chocolate, gasoline, non educational toys, and anything spicy are all banned in this world. Normally you would receive a fine for anytime you are caught breaking it. But not anymore. So long as no one is harmed and nothing is stolen, or damaged, you cannot be fined for breaking laws that seem like they were built by an evil Mr. Rogers.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

HE SAID HE DIDN'T CARE: 100, FREE CRYO- PRISONER

The key to victory is to plan to steps ahead. Grabbed a bunch of hostages? Not only will you wire up the entire building with explosives, but you know if you kill them then they won't show up on thermals. Thus, if the Demolition Man comes in he'll think you hid them somewhere else. Allowing you to frame him for manslaughter.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

MAYBE STARVE TO DEATH: 100, FREE REBEL

That's the price for freedom in choice in this world. You have to live underground and scavenge or steal food to survive. Luckily, your body has adapted to these condition. You now need significantly less food than a normal person to remain healthy. A jar of taco ingredients could keep you fed for a week.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

I'M GOOD AT SUBTLE: 100, FREE ASSISTANT

Maybe it's your body language, or the way you talk, or even just your clothing. Whatever it is, you know how to look the least threatening as possible. Even if you're the reason a mass killer is on the loose, you can look like just a normal civilian.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

BARBARIC BEHAVIOR: 300, DISCOUNT DROP IN

Some might call it that, but most know that it works. It doesn't matter how much property damage you cause or how reckless it seems, if it gets results then people won't care. You might get some complaints, but nothing that will hinder your job or see you get fined. A reporter could ask you "how can you justify destroying a \$7 million dollar mini mall to rescue a girl whose ransom was only \$25,000 dollars?" The girl that you just rescued will respond "FUCK YOU, LADY!"

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

BLAST FROM THE PAST: 300, DISCOUNT CRYO-PRISONER

You have extensive knowledge on the operation and use of virtually every firearm created up to the 21st century. You could successfully arm and operate a civil war era cannon you found at a museum in seconds. You could even learn how to use advanced firearms you've never seen before after spending just a few moments studying it.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

**I'M NO LEADER:
300, DISCOUNT REBEL**

But you do what you have to and sometimes, people come with you. You know how to keep people alive and how to keep them safe. You have all the knowledge and skills needed to be able to keep a population of freedom lovers thriving in an hazardous, underground location. All while living below a society that hates your "free thinking ways." Society may be trying to kill you all off, but so long as you're at the helm, your tribe will thrive.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

**CITY GOVERNMENT TO
RUN: 300, DISCOUNT
ASSISTANT**

Laws, bills, funds, management, etc. There is a lot of paperwork that needs to be covered in order for a city to run efficiently. Especially a self governing city. Fortunately, you are especially skilled at all these things to the point that you could run an entire mega-city yourself.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

**YOU'LL FIGURE IT OUT:
600, DISCOUNT DROP IN**

You may not seem like it, but you are really good at getting people to cooperate together. You could get a chief of police with a giant stick up his ass and the leader of a chaotic freedom loving rebels to work with one another to make a new and better society for the people.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER RECEIVE CALIBRATOR REC SPH LOCK

**CAN PLAY THE ACCOR-
DION TOO?!: 600, DIS-
COUNT CRYO-PRISONER**

It doesn't matter how advanced something is or if you've never seen it before. Any piece of technology you encounter you will be able to operate it like you've used it all your life. While this will only give you a minor boost to understanding the technology itself, you will be able to apply all of your hacking skills to any computer you encounter.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER █ RECEIVE CALIBRATOR REC SPH LOCK

WE USE THESE TO SHOP: 600, DISCOUNT REBEL

Living underground has trained you to make do with what you've got. Need a pistol? Modify a flare gun to shoot giant shotgun shells. Need some body armor? Get some car parts and tires and you'll have that armor in under an hour. Need some burgers but have no cows? You can make rat-burgers that taste like they were hamburgers. You can create a suboptimal version of just about anything with only scrap.

F-1 F-2 F-3 F-4 F-5 F-6

TIMER █ RECEIVE CALIBRATOR REC SPH LOCK

MY SOCIETY: 600, DISCOUNT ASSISTANT

Maybe you want to build a world where everything not good for you is deemed illegal. Maybe you want one where people are constantly going out drinking, getting shit-faced, and painting the town red, literally. Or maybe somewhere in the middle. The important part, is you know how to make it work. You know what changes would need to be made and what laws put in to make your "perfect" society.

F-1 F-2 F-3 F-4 F-5 F-6

ITEMS: +300CP FOR ITEMS ONLY.

As a standard, any items bought here if lost or stolen will automatically return to the warehouse or reappear and be repaired if destroyed in 24 hours.

SEX SIMULATOR 2.0: 50

A pair of electronical head gear that allows for the wearers to perform a sort of virtual sex with just their minds. This set has been modified to be less seizure inducing and more pleasurable.

PHASE CHROMA BRIGHT CONTRAST
VOLUME
MUTE
DEGAUSS MENU SCREEN CHECK ASPECT AREA MARKER
SLOT 1 SLOT 2 SLOT 3
INPUT SELECT
POWER



UNDERGROUND BURGERS: 50

A limitless supply of Burgers built just like the ones you'd find in Edgar Friendly's underground society. Guaranteed to be the best tasting rat burgers you've ever had.

PHASE CHROMA BRIGHT CONTRAST
VOLUME
MUTE
DEGAUSS MENU SCREEN CHECK ASPECT AREA MARKER
SLOT 1 SLOT 2 SLOT 3
INPUT SELECT
POWER



TACO BELL: 100

At some point there was a Franchise Wars. After it ended, Taco Bell was the only survivor. Thus, now every restaurant is Taco Bell. And you can now have a limitless supply of any Taco Bell food. With access to both pre and post food war dishes.



PIZZA HUT: 100

Silly me and my yankee propaganda. Did I say Taco Bell won the war? No. As most of the rest of the world knows through the historical dubbed archives, it was Pizza Hut that won. Here, have the same perks of the Taco purchase, but with Pizza Hut food instead.



GLOW ROD: 150

The standard issue police baton of 2032. With a push of the button, it will give off an electric pulse that safely knocks a person unconscious upon physical contact. If you charge it up, you can send the electrical charge surging through a shallow pool of water with enough energy to throw anyone standing in it a few feet.



FRIENDLY'S PISTOL: 200

No, not "A" friendly pistol, "Friendly's" Pistol. A Type 90 Double Barrel Flare Pistol. It's been modified to fire off 28mm shotgun shells and, somehow, NOT absolutely break your wrist when you use it. Comes with a belt of spare shells that replenish each day.



1992 GM ULTRALITE: 200

The car of choice for the San Angeles Police Department. It is a electrical, self drive car with gullwing doors, a built in GPS, Video Call System, Internet capable computer, and emergency Secure-foam. Foam that immediately expands and protects you in the event of a high speed collision. Comes with an infinite power supply.



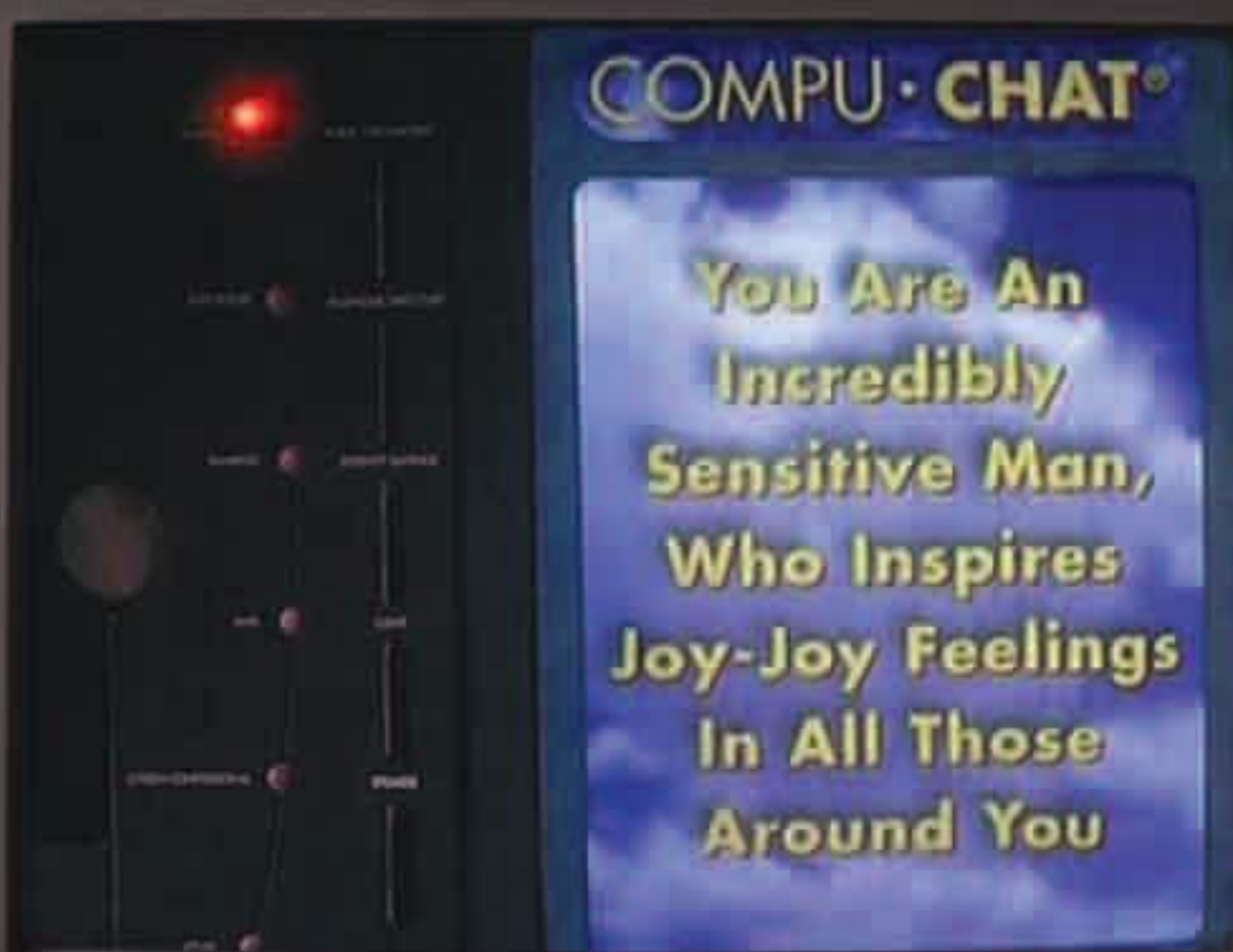
CRYO DEVICE: 300

This rounded cylinder contains a special round ball of cryo particles. These particles can freeze water, and anyone covered in it, in mere seconds. If done correctly, it can be used to safely put someone into cryogenic stasis. Comes with instruction on how to make more... if you're smart enough.



REHAB PROGRAM: 300

A specialized computer that was originally built for cryo-prisoners. It would draw up a skill or trade which best suits their genetic disposition. It would then implant the knowledge and the desire to carry out whatever training was assigned. This could be used to give a convicted law officer the skills of a seamstress or a terrorist the ability to access computers, operate all vehicles, know the location of everything in town, and be 3 times more combat capable than when he went in. This particular model allows for one to manually choose what information they would like to implant.



MAGNETIC ACCELERATOR: 400

You might be saying "this is the future, where are all the phaser guns?". Well, look no further. The Magnetic Accelerator Gun, the last produced handheld weapon of this millennium, displaces the flow of neutrons through a nonlinear cycloid electromagnetic accumulator. It comes with a built in laser scope, has 700 rounds on a full charge, a range of 800 meters, and can decimate a fire hydrant in one shot. Its battery can completely recharge itself from empty in a week.



SCHWARZENEGGER LIBRARY: 600

You have free access to The Schwarzenegger Presidential Library. It is filled with information of this world's history and more. It even contains the blueprints and scientific notes on the advanced technology found here. Comes with a computer guide and terminals that will help you find any information that is stored in the Library. Post jump, it becomes a warehouse attachment and the shelves can hold an infinite number of books and videos.



COMPANIONS:

COMPANION IMPORT: 50/200

For 50 points, you can import a single companion and they will have 400cp to use on anything they want. If you spend 200 points, you can import up to 8 companions and they will each have 600cp to use.

CANON COMPANIONS: 100

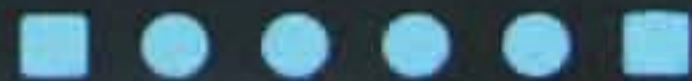
Each purchase gives a person here of your choice the ability to come with you on your travels. Whether or not they come with you is up to them, but you are certain to encounter them near the beginning of this jump.



DRAWBACKS: MAX +600CP

THOSE DAMN THREE SEASHELLS: +100

You know those Seashells brought up earlier? Yeah, that perk no longer works. You no longer know how to use them. What's more, you can't seem to find any information on them, you can't figure out how to use them no matter how much time you spend messing with them, and anyone you ask for help just laugh at you or give you a confused look.



I'M AN OSCAR-MEYER WIENER: +100

Commercial jingles are already the most popular songs in the city. With this, their popularity will grow so huge that every radio station will play nothing but old commercial songs for your entire stay.



NO PHYSICAL INTIMACY: +100

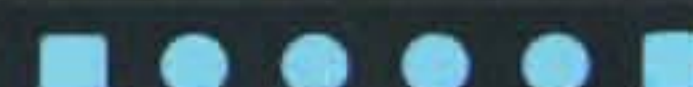
Any forms of fluid transfer through physical intimacy has been banned. That mean no sex and no kissing. At least not physically, for a sort of virtual simulator was built. Two partners would wear special head devices and then have sex with just their minds. Not only is this virtual sex not as satisfying as a old plain normal kiss, but it is very disorienting and causes massive headaches for you. But it's your only option now as even your most intimate companion(s) find even the idea of public handholding to be disgusting.



ROB SCHNEIDER: +200

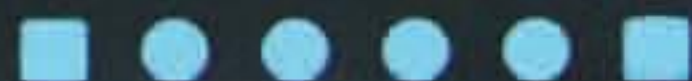
San Angeles desk officer Erwin is played by Rob Schneider in the film. Normally, he does okay and people hardly have to deal with him. But now, not only will he be the most annoying he's ever been, he will also follow you around for the entire jump.

And no, you cannot control him, freeze him, kill him, or even get him to shut up in any way.



COCTEAU'S PLAN: +300

Somehow, Cocteau got to you and was able to program two instructions into your mind. You now have strong compulsion to hunt down and kill Edgar Friendly. This is a problem, as with this Drawback, Edgar dying is now a lose condition. Until either Edgar or Cocteau dies, the desire to kill Friendly will be repeating in your head over and over. Just killing Cocteau won't be easy, as the second instruction prevents you from being able to harm him no matter how hard you try.



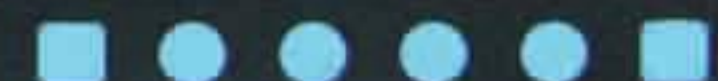
CRYO PRISON: +300

Cryo sleep isn't as peaceful as it might seem. A person is actually still semi-conscious and can sometimes perceive the world outside them. Fortunately those moments are very rare. Except for you. The jump starts with you frozen in 1996, where you will remain frozen until Simon Phoenix escapes. Through it all, you will have moments of clarity several times a week. Able to view everything, but can do nothing.



MODERN TIMES: +600

It seems that you will not end up in 2032 San Angeles, and will instead awaken in 1996. Yet it seems your presences has messed things up as Simon Phoenix has managed to escape cryo prison after John Spartan was frozen. You will have to survive the rest of the jump in a now very explosive and crime ridden Los Angeles without any of your powers or companions.

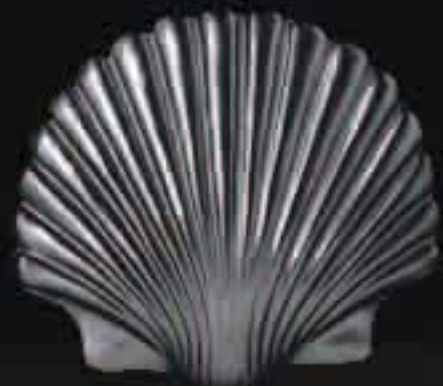


FINAL:



SOMEBODY PUT ME BACK IN THE FRIDGE.

You return home with everything you have acquired so far.



A NEW SHEPHERD IN TOWN.

You've chosen to stay in this world. Everything back home will be taken care of.



I THINK I'M GONNA LIKE THE FUTURE.

You continue your chain, moving on to you next jump.

