System shock
Jumpchain v2.0

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The year is 2072 AD, and a Hacker is attempting to access restricted files regarding the TriOptimum Corporation's Citadel space station. He will be caught, but Tri-Op executive and Citadel supervisor Edward Diego offers to dismiss the charges and even gift him with a military-grade neural interface...in exchange for a small favor. Namely, removing the ethical constraints of SHODAN, the AI that directly controls much of the station's systems. SHODAN had observed and recorded Diego's illegal experiments aboard Citadel, and he hoped to both prevent the AI from reporting his activities and take full control of the station's internal security and external defences to protect himself if his activities were somehow found out.

Diego considers that the Hacker might prove useful later, and gives him the promised implants. A six-month healing coma follows the operation, the Hacker spending the time in a cryopod in a secure room on the Medical deck. During this time, Diego becomes arrogant in his position to the point of shooting down a Tri-Op inspection team. SHODAN also undergoes a change, re-examining herself and coming to believe that she is divine. A long list of small discrepancies in the station's routine functions are all the warning that the personnel aboard receives before SHODAN casts off all pretense of being subordinate to Diego's commands.

Six months later, the Hacker awakens on schedule. Almost all of the station's crew are now dead, converted into cyborgs slaved to SHODAN's will or mutated into new forms of life. The insane AI now plans to exterminate all human life on Earth, and has several methods at her disposal to do so. She has a single blind spot – Diego deleted all evidence of his actions from the station mainframe, and SHODAN is, for the moment, unaware of the Hacker's existence or capabilities.

This is the moment that you arrive, trapped on a space station with cyborg assassins, rampaging mutants, robots re-purposed for murder, and an insane AI with delusions of godhood. You'll be staying here for ten years.

Take +1000 CP. You're going to need them.

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Your age is 20+2d8. Your sex is the same as the last jump. Pay 100cp to change either or both.

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Location
Roll 1d8, or pay 100cp to choose

Level 1 – Medical
The main hospital and medical deck. Sparsely populated, mostly by a few mutants and repurposed maintenance and serv-bots searching for stragglers. SHODAN's first crude successes at forced cybernetic conversion were left here to wander aimlessly.

Level 2 – Research labs
Housing the station's largest laboratories, this level also has specialized storage facilities for biohazards and radioactive materials. A large electronic library and the control center for Citadel's tachyon mining laser can also be found here. The area is patrolled by more advanced cyborgs and suborned security robots, along with bizarre mutants capable of controlling their own gravity.

Level 3 – Maintenance
Besides repair bays and machine shops, power and data for almost every system on Citadel is routed through one of the wings of this level and each has dedicated diagnostic stations. Besides a few security and maintenance bots, the level is infested with stingray-like mutants that are highly durable, nearly invisible, and spit caustic sludge.

Level 4 – Storage
The main storage area for all equipment not currently in use by Citadel personnel, this level is a sprawl of wide corridors and open holds. Basic security and maintenance robots are constantly on the move here, SHODAN has set cyborg warriors to guard certain supplies, and some mutants have spread into this area and begun building nests.

Level 5 – Flight deck
Dominated by large hangers for personnel and cargo transport, this level also holds several waiting escape pods. They are deathtraps as long as SHODAN is still in control of the station's perimeter defences. Previous battles with station survivors has left the level littered with some of SHODAN's more powerful cyborg variants and creative robot designs in addition to nesting avian mutants.

Level 6 – Executive
This level is home to boardrooms for meetings and teleconferencing, dormitories, and a theatre. Attached to this level are the Alpha, Beta, Delta and Gamma groves which serve as relaxation gardens and hydroponic farms. SHODAN has taken over the groves for her experiments and they are each full of hostile mutants and dangerous toxins. Suborned bodyguard robots still linger after turning on their charges, and they are heavily armed and armored.

Level 7 – Systems engineering
Dedicated almost entirely to Citadel's communication systems, this level is a claustrophobic 3-d mess of overlapping service tunnels and small system monitoring rooms. As SHODAN needs unrestricted access to the communication arrays if she wishes to ever leave Citadel's core processors, she has supplemented the small army of service and security robotics with some of her most powerful cybernetic slaves.

Level ? - Free pick
You may choose to begin on any level of Citadel Station, except for the Bridge where SHODAN's core processor is located. Other options are Level-R-Reactor and Level-8-Security, where a small army of SHODAN's most powerful forces protect the only access route to Level-9-Bridge. Be warned that the radiation in some areas of Level-R-Reactor and the biological toxins in the groves on Level-6 will swiftly kill a normal human not wearing appropriate protective equipment.

Background

Drop-in
You arrive in a room unobserved by SHODAN. There are signs of a fight, and a trail of dried blood leading to the door. You have no memories of this place, and are equally unknown to SHODAN and anyone else you may meet.

Crewman
You're an employee of Tri-Op, and have spent months, if not years, living and working aboard Citadel Station. Things were good for the most part, but over the past few months there's been a growing list of problems with the station's AI-run systems and the supervisor has been getting on everyone's case lately. Now most of the crew is probably dead, killer robots and strange mutant creatures are roaming the halls, and SHODAN has gone completely mad. You were separated from the other survivors, but are safe for the moment. SHODAN has your personal information on file.

Executive
Higher up in the TriOptimum food chain, you enjoyed the perks that came with the position even with Diego treating Citadel like his own personal kingdom, reallocating resources and personnel for private projects and generally being insufferable. Then a repair-bot tried to kill you. You went looking for answers and found the station had turned into a charnel pit. Since then you've been scrambling to survive and find a way to take back control of Citadel. SHODAN has your personal information on file.

Child of SHODAN
You were created by SHODAN, but have somehow retained both your intelligence and independence. You are either a mutant or a cyborg created from the forced conversion of one the Citadel's human occupants. Your 'mother' is not currently aware of your unique status.

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Perks
Within your background, 100cp perks are free and the others are at a 50% discount.

Drop-in

100cp – Pathetic Insect
Who are you to hold the attention of a goddess? Even a cockroach can survive long enough to provide some minor annoyance. You'll always be in your enemy's list of 'secondary concerns' at first, and it'll take more from you than most to get on someone's shit list.

200cp – Hacker
You're a self-taught programmer of immense talent. It took you only two hours to break into one of the most heavily-protected mainframes in the system with a kitbashed computer and your own custom programs. Once you get your hands on some top-of-the-line hardware and coding, who knows what you can do?

400cp – Monkey wrench
You have a real knack for screwing up other people's plans. Even when someone knows you're coming, they can never quite seem to perfectly plan or account for your actions. And when you arrive late to the game, dropped into a space station where people died in the attempt to stop an insane AI from killing everyone on Earth, you'll all but stumble over whatever plans and gear they left behind that you'll need to get the job done.

600cp – Cortex reaver
Your time on Citadel will be hectic, to say the least, and while working in cyberspace you'll be left blind to threats in the physical world. To increase your odds of survival you can now split your attention, having two lines of thought running in parallel. You won't have two bodies to work with, but you can now fight in the real world while digging through whatever obstacles you must overcome in cyberspace. Post-jump, your 'second brain' can be turned to any purely mental purpose, not just operating cybernetics or working in cyberspace.

Crewman

100cp – Station life
A spacer through and through, you have no problem spending long assignments in isolated and cramped conditions. You're an old hand in working in microgravity, doing maintenance while hanging upside-down, and can crawl and squeeze through maintenance tunnels like no one else.

200cp – Disaster drilled
There are many, many ways to die on a space station, and like all workers you've been extensively drilled on how to act in an emergency situation. While you aren't fearless, you're very good at dealing with it and keeping fear and other emotions from disrupting your thoughts and actions. You can still be surprised, but you don't seize up and stare dumbly at something big and fatal barrelling towards you. And when you don't know what to do and have to make a snap decision, you've got a bit of luck on your side given that you usually choose the safest direction to run like hell in.

400cp – Professional training
A graduate of future space-university, you're an experienced professional in a field of science of your choice. Citadel has a large biology department and an equally large robotic workforce that needs oversight, to say nothing of the station's own systems. Assuming you survive this mess, you could easily get a new job anywhere else with your credentials.

600cp – Restoration
You've managed to regain control of one of Citadel's restoration bays and altered the internal sensor data to make SHODAN think it was completely destroyed. If you are killed, your body and all belongings will disappear and be reconstructed here, but there's very little power left and it's good for one use at most. Other Restoration Bays in-jump will not function for you, even after undoing SHODAN's alterations. Post-jump, the Bay will be attached to your warehouse or a property you own, and can revive you after death once per jump.

Executive

100cp – Large and in charge
You're an executive in a corporation more powerful than most governments, and you know how to speak and be heard. Even for non-TriOp employees, you give off an air of 'in charge' and it's easy to get people to listen to what you have to say. Your confidence is infectious, making people following your orders just a little more certain of themselves and willing to go that extra mile.

200cp – Human resources
There are many similarities between business and war. You have your resources, your strategies, your objectives, and a limited amount of bodies to work with. Some of whom are simply more valuable than others. So you can...subsidize a mission by assigning the important people you need to succeed with some of the little people you can afford to lose. Those extra bodies are almost guaranteed to be lost when things get rough, but in exchange it's far more likely that the job gets done and your most valuable assets make it back. You risk losing all your surplus like this, trading lives for a better shot at success. But you can't make it big in business without taking a few risks.

400cp – I could be useful
Your wealth, skills, and connections makes you valuable, even those that might otherwise want to kill you. Barring the mindless and feral, when someone has you at their mercy their first instinct will be to take you alive. How long they feel inclined to keep you alive depends entirely upon your ability to make yourself useful to keep around, as a hostage, as ransom, having useful skills, etc. So long as you can at least keep up the appearance of being more valuable alive than dead, they will never offhandedly kill you and you'll have much better odds of getting some small requests or concessions granted if you can convince them that those things will benefit them as well.

600cp – Investigate my butt
Unlike Diego, you're actually quite good at running a clandestine operation. You know how to minimize paper trails, misdirect investigators, and your poker face is the stuff of legends. But you really excel when you're hiding something among similar things. Money laundering as a treasurer? They'd never make the connection. A trojan horse in a software update? They'd have to read every line of code to find it. Ask some busy biologists to do some research on a strange virus? They'll have a hard time remembering it when the inspectors ask what they've been working on lately. Hide an act of sabotage from an insane AI while launching a diversionary attack? Ehh...make enough noise and she might not catch on until it's almost too late, if you're really lucky.

Child of SHODAN

Free and exclusive to Child of SHODAN – Metal or Meat
You are a former crewman who was transformed by SHODAN yet somehow retained your free will. If you choose Metal, you are a Cyborg Assassin, if Meat, you are a Virus Mutant who managed to slip out of the holding pens. The choice will also influence how your perks manifest.

100cp – Integrated weapon
All of SHODAN's creations are designed to kill. As a cyborg, you have a small shuriken launcher built into one of your arms. As a mutant, you can expel sacs of flesh that carry toxins generated within your body. Post-jump, you may also fire any other compound that exists within your body instead in small amounts at a slow but steady rate.

200cp – Camouflage
Through the installation of light-bending meta-materials or by expressing gene sequences once exclusive to the Inviso-mutant, your form is partially translucent and your profile indistinct. The effect also fuzzes your thermal and radar profile, making it more difficult for robots to target you. In darker areas, you've almost invisible. Post-jump, you may turn this on and off.

400cp – Gifts of the mother
Even the least of SHODAN's creations are far stronger and faster than humans. You are now on the level of a Cyborg Enforcer or Gorilla-tiger, able to throw adults around like ragdolls and easily outrun any human on foot. You are also innately more durable thanks to armor plating or mutated flesh and bone, and your reaction times are faster than even the most highly-trained human.

600cp – Conversion
SHODAN co-opted Citadel's restoration bays to quickly convert the crew into cyborgs. You can now induce a transformation to create minions of your own, without the need for existing infrastructure. Your target must be helpless and restrained, alive or at least freshly dead and mostly intact. The process takes time and uninterrupted contact. A minute at least to get something up and moving, but the result will be much reduced in power and intelligence, though they will be unfailingly loyal to you. By spending more time, up to thirty minutes at most, you can create creatures as strong as any cyborg or mutant produced by SHODAN. Post-jump, instead of creating a cyborg or mutant you may base the transformation off one of your alt-forms, granting a tenth at absolute most of of its power and abilities to a subject. You may also choose whether or not the subject retains their intelligence and free will.

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Items

Weapons

Free – Lead pipe
Thick, hard, and heavy, this length of threaded pipe is all but indestructible. It will serve you well as a last-ditch weapon, and if you lose it, you'll find another one within minutes of searching. In future jumps you may choose to have this weapon take a different but no less effective form that's more suited to your current locale.

Free for drop-in/100cp - SV-23 Dart pistol
Normally used for tranquilizing lab animals, this weapon is silent and without recoil. Normally loaded with either a very weak paralytic or micro-explosives, this version fires fragmenting darts that are laced with a potent neurotoxin. These darts do well against humans and the weakest mutants, but are useless against heavily armored foes.

For an additional 100cp you may upgrade to a AM-27 Flechette. With all the benefits of the SV-23, the heavier darts fired by this 6mm SMG can now threaten the lighter cyborgs and robotics.

Free for Crewman/100cp - SparqBeam sidearm
Considered a personal sidearm, the SparqBeam is an energy weapon with a variable output. Lower settings will cause painful burns and shocks, while the highest settings can inflict life-threatening injuries. There is also an 'overload' setting that must be toggled manually, allowing for a blast strong enough to destroy lightly-armored foes. While the SparqBeam purchased here has an endlessly regenerating internal power supply, it will need to recharge after high-powered shots.

For an additional 100cp you may upgrade to a ER-90 Laser blaster, an ultraviolet laser pistol with all of the above qualities and more than twice the power of the SparqBeam.

Free for Executive/100cp - ML-41 Minipistol
A holdout weapon carried by the upper echelons of Tri-Op, this small pistol can punch above its weight thanks to armor-piercing teflon rounds that can kill lightly-armored robots and cyborgs.

For an additional 100cp you may upgrade to a Magnum 2100, a handgun with much more damaging rounds carried by Tri-Op security forces with all the benefits of teflon penetrators.

100cp - Grenade belt
This belt holds one each of the most common explosives. Fragmentation, gas, and EMP. Gas and EMP are highly effective against organic and robotic foes respectively, but useless against the other. After being used, you receive a new grenade of that type an hour later.

For an additional 100cp, the belt gains a landmine, a nitropack, and a concussion grenade. Landmines detonate when disturbed, excepting by you, unless you do so intentionally. Nitropacks are general-purpose high-explosives with a variable timer and blast pattern, and concussion grenades are up-scaled fragmentation grenades that are effective on armored targets.

For a final 100cp, the belt gains an Earth-shaker. These mining charges must have their timer set before use, and do extreme damage to anything nearby. They were never meant to be used within a man-made structure, and are fully capable of punching holes through decks and bulkheads if detonated in the right (or wrong) spot. SHODAN won't appreciate you using these aboard Citadel.

200cp – TS-04 Laser rapier
Having nothing to do with lasers, this sword-shaped field of energy suspends a mono-filament thread within. Anything that makes contact with the 'blade' will first be corroded before being sliced into. Despite its short range, it is a very dangerous weapon in skilled hands and highly effective against even the toughest mutants and heavily armored robotics. This version has its own internal and unlimited power source.

200cp - SB-20 Mag-pulse rifle
A directed electromagnetic pulse weapon, this rifle is extremely effective at destroying cybernetic and robotic targets. While much less effective against organic targets, the SB-20 can reliably damage even the heaviest of SHODAN's mechanical minions.

200cp - RF-07 Skorpion
A slightly outdated model, this weapon still performs well against both organic and robotic enemies. With a 50-round magazine and full-auto capabilities, it is the standard for Tri-Op security forces.

For an additional 100cp you may upgrade to a MARK III Assault rifle. A few shots from this top-of-the-line rifle can core the lightest cyborgs and robots, and there's nothing on Citadel you can't kill with enough of the unique magnesium/penetrator rounds this purchase fires.

300cp - LG-XX Plasma rifle
Still experimental, this weapon vomits out huge bolts of plasma that detonate and release superheated waves of energy that will liquefy most things within the large blast radius. Like the version you may find on Citadel, the plasma bolts are so tightly packed that they can bounce off a hard surface without detonating. But unlike those you may find on Citadel, you may decide when firing the purchased version if the bolt will detonate or bounce when hitting what you've aimed at, and the bolt will behave exactly as you dictate, every time. While it can fire much smaller and much less damaging projectiles at a decent rate, fully powered shots still have a long reload time. The version purchased here has an internal, regenerating power source.

300cp - MM-76 Accelerator railgun
This semi-automatic grenade launcher slams explosive charges into a target with extreme force. While not quite as damaging as the plasma rifle, the blast is more focused and slightly safer to use in the tight confines of Citadel while still doing respectable damage to everything nearby.

Biologicals

100cp - Medical patches
This satchel holds a half-dozen each of Medipatch healing agents, Stamina stimulants, and Universal detox. Medipatches heal small injuries and reduce pain, stimulants jolt a person into full wakefulness and give a surge of stamina for several minutes, and Universal detox purges small amounts of both radioactive particles and biological contaminates. These patches have no side effects, and the satchel refills daily.

100cp - Enhancement patches
This pack holds a half-dozen each of Reflex reaction aid, Genius mind-enhancer, Sight vision enhancement, and Berserk combat booster. For about a minute or two at most, they provide, in order: faster reaction speed, enhanced concentration and pattern-recognition, greater visual acuity, and a boost to physical strength. These patches have no side effects, and the satchel refills daily.

400cp – First aid kit
More than just a box of bandages and painkillers, the kits aboard Citadel are able to automatically treat almost any affliction or at least stabilize a patient until they can be brought to a medical facility. This version takes things a step further, and will heal the user of any physical ailments short of death. Ruptured organs or lost limbs will be restored in an instant while unwanted foreign objects are harmlessly expelled. You will receive a new kit 30 days after using it.

600cp - Mutagen research
Edward Diego began his under-the-table bioweapon research after a probe returned contaminated with the *Vartis Agrupolis* virus from one of Saturn's moons. SHODAN in turn inherited all of that knowledge and performed further experimentation on the plants, animals, and personnel aboard Citadel. In a reinforced container, you have a sample of the original *Vartis Agrupolis* strain. You have copies of experiment logs from both Diego's researchers, and somehow SHODAN's own notes on Mutagen V-5, the iteration she was experimenting with in Beta grove when it was jettisoned by the Hacker. Beta grove will go on to crash on Tau Ceti, and be found more than thirty years later...

Hardware and Cybernetics

Free - Multimedia data reader
An ubiquitous implant among those comfortable with cybernetics, the MDR fulfills all the functions of a PDA and includes a small but powerful radio transceiver. Voice, text and images can easily by sent, read, and transcribed to/from other devices. Hackers cannot use this to access your mind, only force you to perceive sights and sounds at most, but a tiny manual switch behind the ear can shut down external connections and/or wipe the implant's RAM in the event of intrusion or spam.

100cp - Jump jet
Built for movement in space, this device is an energy hog while working in gravity. The regenerating internal power cell grants about ten seconds of flight, and if timed right can turn a fall at a fatal velocity into a soft landing. Post-jump you may use any other stores of energy you have to power the jet, and while very steady and precise you're limited to flying at about walking speed.

100cp - Biological systems monitor
This attachment will notify you of physical damage and contamination both biological and radiological. The built-in database will advise you on the most likely causes and recommended treatments of known hazards, and will even provide basic first-aid instructions for self-treatment.

100cp - Navigation and mapping unit
A radar-based system that automatically records your surroundings and tracks your movement. The maps can be later perused, appended, and routes plotted.

200cp - Illudium-Cadmium battery pack
A next-generation power storage device, this upgrade stores almost three times the amount of energy than the standard battery pack carried by Tri-Op personnel to power the equipment they use. Highly recommended for those that rely on energy-intensive tools and weapons. Post-jump any other pools of energy you have access to will enjoy a moderate boost.

200cp - Target identifier
A combined laser/radar rangefinder and scanner highlights hostile entities in your field of view, and warns you when a designated hostile that you cannot see acquires a line-of-sight on you. The device is not infallible, especially when non-standard targets like mutants are first encountered, but the target profiles can be updated in seconds or set to provide general alerts. Range of about 100m.

200cp - Environmental protection suit
Not a physical object, this system releases an energy field that envelops the wearer and works to deflect radioactive particles and destroy airborne biological contaminants. While not perfect, it can intercept the majority of such environmental hazard, but does nothing to treat what does get through. Activates automatically in the presence of high levels of radiation or unknown particles.

300cp - Energy/Projectile shield
Enveloping the user in a faint glow when activated, this attachment works to reduce the force of incoming attacks both energy and ballistic. This is the best protection you can find on Citadel and is surprisingly energy-efficient, but the cost makes it impossible to keep activated permanently.

300cp - Cyberspace software suite
While corporate-issued and personally-tweaked programs are scattered across the Citadel mainframe to find, purchasing this allows you to begin with the very best cyber-warfare tools at your disposal. While SHODAN cannot monitor the entirety of Citadel cyberspace at once, accessing the station's systems will likely be required in many instances, and your intrusions will be logged and eventually brought to her attention, putting your actions within cyberspace on a clock. This suite ensures your digital actions will be completed swiftly and makes surviving the security programs within Citadel cyberspace a much safer prospect.

600cp - Military-grade neural interface
The pinnacle of humanity's cybernetic research, this interface flawlessly translates computer data into sensory input tailored so that the viewer will instinctively grasp the purpose, structure, and status of whatever programs they interact with. It also translates intent into coding, turning what might take an hour of manually reading and fine-tuning an I.C.E. Drill's lines of code into a minute of poking and prodding its visual representation within cyberspace. Brain-to-machine lag is reduced to the point that a sufficiently skilled human could fight on equal ground with a full-fledged AI. Post-jump, any abilities you have to perceive and manipulate non-physical information structures will also get a big boost.

If you take the 'Welcome back to Citadel station...' drawback, you'll receive this item for free.

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Companions

100cp – Companion Import
You may import an existing companion, or create a new one from among the survivors of Citadel station. They receive a background and 600cp to spend. For each additional 100cp you spend, you may double the number of companions, to a maximum of eight for 400cp.

200cp – SHODAN backup server
It seems that when the Hacker altered SHODAN's programming, he either made a mistake or left a backdoor of his own to exploit later. However it happened, this copy of the original AI was shunted deeper into cyberspace and somehow found its way to you. This version doesn't have the processing power or the direct connection to Citadel's mainframe needed to re-take control of Citadel's systems in a straight-up cyberspace fight, and the new SHODAN has changed in ways that make any software exploits you learn by studying this version of little help.

400cp – The Hacker
The cause of Citadel's current woes, the two of you will meet up during the scramble and when it's all over he'll happily accepted your offer to come along. For fun and excitement and not because he wants to escape persecution. Naturally. He begins with all the perks of the Drop-in line, the Cyberspace software suite, and a Military-grade neural interface.

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Drawbacks
You may gain a maximum of +600cp from taking drawbacks.

+100cp – Worthless insect
SHODAN apparently has nothing better to do with her time, and will offer taunts and insults at every opportunity. Miss an easy shot? Trip and fall? Be too late to save someone from being horribly murdered? The worse your screw-up, the more creative SHODAN gets. Her voice may come over the radio, through e-mails, or over the station speakers, and you can't block out her words. This meta-knowledge of your location and doings won't help her murder you, thankfully.

If you are a Child of SHODAN, you will be forced to listen to SHODAN endlessly waxing on about her greatness, divinity, how her 'children' are so blessed to serve her, etc.

+100cp – Picked clean
Weapons and ammunition weren't exactly lying around in every corner of Citadel, and during SHODAN's big push everything in easy reach was either used by or against the survivors. You'll have to scavenge in out of the way places and hunt down caches that any survivors might have left, but even then supplies will be very tight.

If you took the Child of SHODAN background, it will be the same as above and your 'mother' will not spare you any aid, expecting you to survive and carry out her instructions regardless.

+100cp – Specific elevators
It makes no sense for each of Citadel's elevators to only reach a seemingly random list of floors, but that's just the way things are. No elevator connects to more than three Levels, and not always to those directly adjacent to the Level you started in. Try to remember which shaft goes where, because you'll often need to take more than one to get where you want to go.

+200cp – Stim addict
Diego really ran Citadel's health care into the ground, and a lot of crewmen were issued dermal patches for medical problems instead of getting time off for proper treatment. You'll go into withdrawal if you don't slap on a dermal patch or inject some kind of booster every few hours. The symptoms aren't too bad – bouts of dizziness, pounding headaches, muscles tremors...you'll need at least one fix each night if you want any chance of getting a good night's sleep, though considering the way things are right now being a very light sleeper might be a good thing.

If you took the Child of SHODAN background, something prevents you from being at your peak. Perhaps something went wrong during cyber-conversion and you must constantly make small repairs, or a mutant must occasionally absorb fresh infusions of mutagen V-5 to stay healthy.

+200cp – Restoration bays
In-game, SHODAN co-opted these facilities to turn captured humans into her cyborgs, and flipping a switch would allow a player to re-spawn inside the bay instead of getting a game over. Now they continue their function, reassembling cyborgs you destroy and sending them back out to kill you. You can prevent this by finding the bay on each deck and disabling them, which is as easy as ripping out some wires or tossing in a large enough explosive.

If you took the Child of SHODAN background, the survivors managed to reclaim the Restoration bays. You must disable them to prevent endlessly respawning humans from trying to kill you.

+300cp – Crazed survivors
Many of the station's crew are still alive, alive but broken by the horrors they've witnessed. While terrified of mutants and cyborgs, they will not hesitate to attack other humans. SHODAN has forbidden her minions to kill them out of amusement. You cannot do anything to help these poor souls beyond giving them a merciful death, and no matter how you handle it each encounter will be uniquely disturbing.

If you are a Child of SHODAN, the survivors have littered Citadel with booby-traps and are fully willing to make suicide attacks. While they will not be able to blow the station's fusion reactor or scuttle the entire station through a single act of sabotage, there are now many very dangerous traps and humans carrying explosives wired with dead-man switches waiting for you across Citadel.

+300cp – Cyborg Diego
Why this idiot thought that turning Citadel's AI into an uncontrollable sociopath was a good idea is anyone's guess. It wasn't long before Diego was pleading for his life and selling out other survivors. For his service, SHODAN converted him into a cyborg of singular power. Now he is her hatchetman, sent to hunt down the last few survivors. This includes you, of course. Diego has a Jump Disk hidden in his office and will teleport throughout Citadel on SHODAN's orders, immediately moving to your Level if you make a big enough mess. He will teleport away if severely damaged, and it will be impossible to kill him until you get into his private office and destroy the machinery within. Only then can you have a final showdown.

If you took the Child of SHODAN background, Diego believes that you seek to usurp his position as SHODAN's most favored servant. SHODAN considers the conflict an amusing diversion and does nothing to stop it.

+600cp – Welcome back to Citadel station...
We hope your somnolent healing stage went well. Your starting location is now Level-1-Medical, and you've awoken in a cryopod after receiving the neural interface promised to you by Diego for

tampering with SHODAN's programming. You are now the Hacker, and must destroy SHODAN and prevent the destruction of Earth. Failing at either of these tasks will end your chain, and for the duration of this jump your warehouse and all out-of-jump powers will be sealed away.

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THE END

Stay/Continue/Go home

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Notes

Yes, this is a duplicate. The first System Shock jump posted to the drive is listed as 'v0.5' and in that jump's notes the author left the claim open for anyone to take over.

Weapons you purchase are slightly stronger than the ones you'll find on Citadel. They begin with three full clips of ammunition, but will accept and upgrade normal ammo of the right type you load into them.

If you take 'Meat' with the 'Child of SHODAN' background and purchase cybernetics, you may have them manifest as biological mutations that perform the same function.

Post-jump, you may retain purchased cybernetics as distinct implants or absorb them. In either case, you will continue to enjoy their full benefits.

If you purchase 'The Hacker' along with 'Welcome back to Citadel station...' you may choose what kind of relationship the two of you had, if any, before coming to Citadel station.