

# Ghost in the Shell Jump

For this jump, you will enter a world not much different than our own in the year 2025, slightly after the events of World Wars Three and Four. The Third World War saw the use of tactical nuclear weapons, while the fourth world war saw numerous asymmetric battlefields, both of which greatly changing the political landscape. Socially, mankind has changed rapidly with the growing field of cyberotechnology, interconnecting peoples' minds across the net and offering completely new bodies to those that need or want them. These shifts have led to new horizons for crime, and a world as dangerous as ever.

## **Here's 1000 CP for your journey.**

Sex: Same as you were coming out of your last jump.

Age: 20+2d8

Both Age and Sex may be changed for 50 CP

Location: Roll 1d8 or pay 50 CP to choose.

1. Japan: A country that has grown much since the Third World War, the invention of the Japanese Miracle, an anti-radiation treatment, as well as Japan's numerous advances in the cybernetics industry, has led to a quickly growing state. However, these advances have caused numerous growing pains with Japanese society, and numerous refugees from the previous wars further problems in the country.
2. American Empire: The American Empire is a state existing from a fraction of the former United States of America. This state has considerable military and diplomatic might throughout the world. However, due to the destruction wrought by the third world war, it is economically stunted and rife with problems at home.
3. China: The primary aggressor of World War III, China has since transitioned to a multi-party democracy and reunited with Taiwan. It suffered greatly during the war, losing a number of major cities to nuclear attacks, and has a large poverty issue. China has recently begun to reconcile with Japan and other states and create a powerful trading block.
4. Russia: Russia is very much a state in decline. It has fallen far from its days as a super-power with a dwindling economy. However, it remains a powerful arms supplier, creating widely purchased arm suits and personal weapons. The Russian Mafia has incredibly close ties with the government, and has kidnapping rackets throughout the world.
5. Germany: With Berlin destroyed by nuclear weapons during the Third World War, Germany has been forced to rebuild. As always, the German people have persevered and retaken their place as a lynchpin as the national economy.
6. UK: Still a major financial hub, the United Kingdom has clung to power through both of the recent world wars. They have retained strong power economically and militarily, and have close-ties with most countries throughout the world. However, their great economic status and porous borders has led to a great deal of professional crime.

7. Mexico: Following the Fourth World War, Mexico was invaded by coalition forces under the direction of the American Empire. Using guerrilla tactics, this force was expelled and Mexico has since flourished. They have since absorbed numerous Central American countries and become a major player in the medical industry.

8. Free Pick: Lucky you! You may pick any of the above countries, or pick one not on this list. Enjoy cyberpunk Aruba, if that's your thing!

Origins:

Drop-In, Free: You wind up on the street of a big city. You've got no memories or life to interfere with your time here, but you also have no support or knowledge beyond that which you buy or bring with you.

Shooter, 100 CP: You spent time in your country's military, working your way to the top of the foodchain. You ended up doing special operations and represented the best of the best. Depending on where you're from, you may have participated in World War III, IV, or any number of questionable operations. It's the end of your term, and a number of agencies are recruiting for their own teams. Or perhaps it's time to go freelance...

Hacker, 100 CP: With the advent of powerful cybertechnology, some people picked it up faster than others. Ever since you were young, you've had a knack for technology and have learned to make the most out of your most powerful weapon, your mind. You've spent most of your time on-line, popular among underground chat rooms and making a good living trading stocks, providing network security, and sometimes less than legal means. Someone of your caliber is always being scouted to work for large organizations, legal and not.

Coordinator, 100 CP: You were a cop. After a good case, you rose through the ranks quickly, and found yourself in a comfortable office with dozens of others under you. You know how to make people work together, and how to keep them on-task. Perhaps you'll stay here, but a number of organizations are looking for new heads with your talents.

Perks:

100, Drop-In Discount, Well-Read: You have a phenomenal knowledge of literature. You are wellversed in books, movies, poetry, and political treatises. You find it easy to pick up references to any of the above, and can carry on intelligent conversations on all these subjects.

300, Drop-In Discount, Less than Lethal: You know just how much it takes to kill someone, and just how to do a little less than that. Whether it's knocking a man unconscious or disabling the limbs of a berserk cyborg, you can drop someone and bring them back alive.

600, Drop-In Discount, Eye for Detail: The smallest clues seem to talk to you. Other people just seem unintuitive and miss the easiest things. You can take the smallest detail and connect it to the wider case, cracking the whole thing. From the misspelled word in the ransom letter to the coffee place's logo in the background of a picture, nothing escapes your notice. This also makes your skills at surveillance incredible, able to watch many feeds at once, and pick up on what you're searching for.

100, Shooter Free, Fighter: You're an expert boxer. You can throw a punch with the best of them and take a blow just as well. In addition, you know just how to get the most out of your body, dropping much larger individuals with every pound you have or throwing yourself across a room to avoid gunfire.

300, Shooter Discount, Operator: You're a professional marksman, able to account for every variable between you and the target. Whether you're firing a sniper rifle from a moving helicopter at a target a mile away or clearing a room at a dead-sprint while breathing gas that makes every part of you burn, you don't miss.

600, Shooter Discount, Monster: Failure is not an option in combat. This is a lesson you've learned well, and you refuse to lose. Your experience in war allows you to quickly simulate the fight and to act without fear or hesitation. Even if it takes pulling your own arms off or losing your eye, you'll do what it takes to survive.

100, Hacker Free, Human(oid) Calculator: When it comes to calculations and computer work, you're a master. You can work faster with a computer or a mental connection than most people can fathom. With a solid connection and the right programs, you can easily bypass or destroy most defense barriers.

300, Hacker Discount, The Rumor Mill: Your significant experience online has given you insight into the flow of information. You know how to quickly quiet a story or put a spin on it. Likewise, you know where to bring information to give it maximum exposure.

600, Hacker Discount, Super-Class-A: Nothing digital is safe from you. Your skills in the virtual world are nearly unrivaled, and you can do things that others only theorize. Hacking people's cybereyes to control what they see, or, with enough time, even hacking peoples' ghosts are just a few examples of abilities you could possess.

100, Coordinator Discount, Multi-tasking: Your mind is truly a busy place. Somehow, you're able to keep track of multiple missions, fill out requisition forms, and update your superiors all at once. This is not to mention, that you can do this all day and not get burnt out. You're tireless in your efforts to make things run perfectly.

300, Coordinator Discount, Friends in High Places: You know how to play nice with the big boys. You always know the people at the top of your given institution and seem to know how to earn their respect. In addition, you know just how to earn favors from them and when to call them in.

600, Coordinator Discount, Assets: With those that work for and with you, you can easily sum up their worth, their strengths and their weaknesses and put them where they best belong. In addition, with every conversation, you know how to gain their admiration and respect with every conversation, until they find that they would die for you.

#### Equipment:

Plug Gun, 100 CP, Free Shooter: This non-lethal capture device is often used by well-funded police organizations to capture dangerous individuals with heavily cyberized bodies. When applied to connection ports, usually in the individual's neck, it will overload their control software and render them inert, and taken into custody.

Cash, 100 CP, Free Coordinator: These \$20,000 Dollars will be transferred to the local currency of your starting location, and can be used on whatever you'd like to purchase.

Dummy Barrier, 100 CP, Free Hacker: An advanced electronic device that situates around the user's neck, it allows for wired connections with other electronics while giving another layer against attack barriers, helping to block them, or in the worst case, frying itself, rather than your cyberbrain.

Arsenal, 200 CP: You receive a large shipment of weapons from Sebuoro Arms. A company known for quality arms using small, but powerful cartridges, you could outfit a large team with what you've received. This comes complete with a many pistols, a number of assault rifles and SMG's, and a few Sniper Rifles, LMG's, and launchers.

Interceptors, 200 CP: While technically illegal, interceptors represent the ultimate surveillance technology. Tiny nanites can be injected into a target's bloodstream. They will attach to this target's ocular nerves and wirelessly forward this information to a receiver.

Android Assistant, 300 CP: A personal artificial assistant can aid a Jumper in numerous ways. This model comes with basic programming into protocol, administrative matters, basic piloting, and basic hacking programs. However, its body is highly upgradeable, and it would be simple to upload a higher intelligence into it...

Arm Suit, 300 CP: This MSDF Type 303 Suit is a powerful armored suit used by the Japanese Maritime Self Defense Forces. It stands nearly 10 feet and greatly augments the user's strength and durability. This model mounts a 20mm autocannon, 40mm grenade launcher, but lacks the thermoptic camouflage available to some special operations models.

Tachikoma, 500 CP: These small, advanced think-tanks have a blue crab-like body. It has an AI that, over time, will develop a naive, childlike personality while having skills in combat, hacking, and a large interest in philosophy. Its body has a 12.7mm machine gun with its manipulator arm, as well as a 50mm grenade launcher in its "snout". It can jump great distances, roll quickly on wheels, and "run" with surprising mobility. Sensors mounted around the think-tank allow 360 degree vision, and it maybe piloted or simply ridden via the "can" in its back. Lastly, these powerful machines mount thermoptic camouflage to make them nearly completely invisible for an hour at a time.

#### Augmentations:

Basic Cyberization, Free All but Drop-In, 100 CP: This operation, very much common in the late 2020's, encases a person's head in a titanium shell, protecting it, and also adding digital interfaces. This allows an individual to wirelessly communicate and access the net, or connect to a multitude of devices. This model has sophisticated attack barriers to help prevent being hacked.

Cyberlimb, 100 CP Each: Either by necessity or by design, it is possible to replace one's limbs with cybernetic copies.

-Leg: A cybernetic leg can greatly improve one's speed, jumping distance, and survivability.

-Arm: An armored cybernetic arm can help to protect your body while also greatly increasing lifting, pushing, and punching power.

Prosthetic Weapon, requires Cyberlimb or Full Cyberization, 100CP: This allows the mounting of any weapon of adequate size to be mounted in a cyberlimb, providing a convenient carrying location and making detection of the weapon all-but impossible.

Hawkeye, 200 CP: One or both of the purchaser's eyes may be replaced with cybernetic versions. This confers greater powers of acuity, including night-vision and thermal modes. Perhaps more importantly, this version of cyber-eye is designed for increased accuracy with ballistic weapons, zooming on targets and calculating bullet drop.

Full Cyberization, 400 CP: Full cybernetic replacement of your body can provide numerous advantages to users. In addition to removing many fragile pieces, leaving only the brain, lungs, and possibly eyes organic, this confers impressive strength and agility to its users. Lastly, these bodies are, in the end, replaceable, allowing for a complete body-swap in the event of incredibly damage. Severe nervous or respiratory trauma, however, can be fatal, and this does make one more vulnerable to a wide-range of hacking methods.

Thermoptic Camouflage, 400 CP: An active camouflage system, this overlays the user's body with a picture of the background, providing near-perfect invisibility. It has a large battery reserve, capable of being active for slightly over an hour before requiring a recharge. However, the system is not without its flaws, as incredibly close observation can detect it, as well as particles such as rain or fallen glass.

Drawbacks:

Scarring, +100: You have a sever facial disfigurement from a previous accident. This makes you significantly less attractive and much more recognizable. Even if you do get a replacement body, you can't seem to change your appearance.

Echoes, +100, Requires Cyberbrain: You find as though a piece of you is missing. Ever since you've been upgraded you feel as if part of your humanity has left you. Expect to be dissatisfied with much of your time here and plagued by thoughts about your own existence at the worst of times.

Deniable, +200: You always seem to pick the wrong jobs, or at least the wrong bosses. It seems you're often double-crossed for matters political or financial. Expect to not be able to trust anyone during your time here and to have support cut off at best, or targeting you, at worst, during the most unfortunate opportunities.

Individual, Requires Cyberbrain +200: Your cyberbrain came with one additional program, a virus. This virus was released to control the thoughts and actions of all those that it infects. Sooner or later, it will trigger, and you will find yourself acting as a puppet of an organization. It will take an iron will to finally overcome the virus, and you will find yourself dealing with the aftermath of your actions.

Cyberbrain Sclerosis, +300 Requires Cyberbrain: You have a rare disorder that has led to your brain hardening in rejection to your cyberbrain. As your time runs here, you will find your memory and motor capacities gradually diminish. In addition, you will require frequent medical attention or die.

Run Rabbit Junk, +300: Somehow, you have been targeted by the Japanese government. Whether through your action or if you were framed, they will send their best to hunt you down and eliminate you. Their

most-elite is represented by Public Security Section 9, a group of highly trained military cyborgs that will stop at nothing.

Jameson Type, +800, Requires Full Cyberization: Your cybernetic body is a little bit different. Rather than a humanoid, powerful body, you've been stuck with a box, four basic legs, and two basic arms. You will be much slower, weaker, and not-nearly as charismatic in this form, but at least you'll have your brain! You will not be able to switch out of this body.

Conclusion: Upon surviving your time in Ghost in the Shell, you will have all drawbacks removed, and can choose to integrate your cybernetic upgrades into a biological form.

Stay – You'll remain here in a gritty, digital world. Have an extra 1000 CP to enjoy your stay here.

Move on – You'll be immediately sent to your new jump.

Go Home – Enough Jumping, you'll go back to your home plane with everything you've earned so far.