



*GloboTech Industries, long recognized as the world-wide leader in high-tech weaponry, is now reaching even higher! Under the leadership of CEO Gil Mars, GloboTech engineers are blazing the trail into tomorrow's most exciting market sector – introducing and transforming advanced battlefield technology into consumer products for the whole family! For the first time, you and yours will enjoy the same high-quality standards as demanded by the US Defense Department, at private sector prices! GloboTech – turning swords into plowshares for you and your family!*

And it's because of one GloboTech worker rushing a deadline that has led to this regular Earth's predicament – namely, a whole toyline being shipped with military-grade hardware turning their simple AI programming into something just shy of human thought. The Commando Elite, American soldiers trying to fight off the “dangerous” aliens; And the Gorgonites, alien beings simply trying to find their home planet of Gorgon.

The two toylines clash in one suburban Ohio block, where it's revealed that the Commandos – following their programming – become bloodthirsty plastic automatons eager to take apart the “Gorgonite menace” and any humans aiding them. The Gorgonites simply run and hide... Until their brave leader, Archer, breaks away from his programming and fights back.

Does any of this happen in the rest of the world? Not that we know of, except for Gil Mars later using the toys to wage war against South American drug lords. But I do know this – you're here for one reason, to be in the thick of it. Who knows where else the microchips that have uplifted these toys have been shipped to...

Oh right, I should probably give you these. Under orders:

**+1,000 CP**

You're starting out in the same Ohio suburb as where the Abernathy and Fimple families live – with one Alan Abernathy having recently just signed for his father's toy store to receive a small shipment of the Commando Elite and Gorgonite action figures. Nobody knows what they're in for on this day.

Oh, and before I forget. You're only gonna be here... 'bout a week, give or take. I mean there's not much else going on, so I figure – why waste a huge amount of time, y'know?

## Identity

Unless I want to be in the deep end with the Department of Homeland Security, it's probably for the best that I get you properly registered on entry. Here's your passport, the age section is filled through a **2d8 + 14** or **3d8 + 20**. Although that, and your gender, can be swapped and chosen freely through a small charge of **50 CP**.

**Everyday American (Drop-In):** You're given your passport, a luggage of clothes, and should have a house already signed off in your name on this street. Nothing else – no background check necessary, no identity and credit look-up, for you never existed until this exact point.

**GloboTech Employee:** Whether you were on-board for a while at this corporation, or were recently bought alongside the Heartland Toy Company, you're now an underling for GloboTech CEO Gil Mars. This includes all the credentials for working with cutting-edge technology and a sizable paycheck. Just... Be prepared for some shady, corrupt, cutthroat business.

**Commando Elite:** *Atten-HUT!* Welcome to the frontlines, soldier. Or... rather, I should say "welcome to the inside of a plastic box." You're an addition to the squad of Commando Elites, a red-blooded American soldier standing at a solid six-inches tall. Your features as a toy are exaggerated, with an over-the-top and ridiculous name much as your battle-brothers: Brick Bazooka, Butch Meathook, Kip Killigan, Link Static, Nick Nitro, and your hardened leader Chip Hazard. Wait for the right moment, go out, and destroy those Gorgonite scum! It should also be stated that your creator, Larry Benson, is the one responsible for the computer chip that has uplifted you as such.

**Gorgonite:** Forced to serve as the Commandos' antagonists, your creator Wayfair's original programming has still won out – leaving you the far more sympathetic figures alongside your home-seeking brethren: Troglokhan, Insaniac, Ocula, Punch-It, Scratch-It, Slamfist, and your wise chieftain Archer. At first your people simply run and hide when the Commando Elites come – but even small, six-inch-tall, plastic beings can have the heart of a lion. Stand proud.

Everyday Americans start on a lonely Ohio street. Globotech Employees start in the building formerly known as The Heartland Toy Company. And Commando Elites & Gorgonites start in their plastic packaging in being unloaded by Joe and Alan into one Stuart Abernathy's toy store.

## Perks & Skills

Yeah, yeah, yeah, I'm pretty sure you're used to this spiel by now, but I'm legally contracted to spell this out for you. All perks here are discounted for the Identities listed next to them.

Discounts are 50%, and any perk 100 CP or less is rendered free because of the Discount.

**JC Imports (100 CP – Restricted to Commando Elite & Gorgonite, Not Discounted):**

Alrighty then, I suppose you don't want to be a horrific monster or an American caricature. Not sure I can blame you either. Very well – you may select any other number of maneuverable action figure to render it as your toy form for the duration of your stay here. Whether you want to be a Figma, or a toy of Optimus Prime or other Transformer, none of that's my business. Just make sure it is, or is like, a toy that would be found on Earth in the 1990's or 2000's, alright? For an added **50 CP**, I'll let you import one of your alt-forms as the model for your new toy form. Just – it's going to be plastic or metal, and it's going to be like the parameters I set above. Just keep that in mind, your mind-bendy twisty-ki-god-bollocks will be in plastic.

If the toy doesn't start with the prerequisite electronics, rest assured those'll be installed to make sure the microchip works. Additionally, the height requirements are slightly lifted – instead of being restricted to the height of six-inches-tall, you can be anywhere from a few centimeters to three- or four-feet-tall. Toys come in all shapes and sizes, after all.

**Question Reality (100 CP – Free Everyman American):** A series of unfortunate decisions were made not a week or so ago. And nobody bothered questioning them. Putting military-grade microchips that enhance and uplift existing programming into toys? Demanding that commercials be true to life and that toys, in fact, demonstrate the actions depicted on TV? You've learned to see the flaws and foibles in the statements and speeches put forth, and by asking the right questions, you can make the people who say this nonsense maybe... stop and think for a second. Of course, sufficiently driven or determined people will be horribly difficult to correct.

**You're Smarter Than You Let On (200 CP – Discounted Everyman American):** With the advent of highly-intelligent, thinking-and-feeling machines, one needs to be sure of any one thing's full capabilities. This isn't any sort of control effect – No indeed, it's simply a quirk to your voice that enables you to coax or coerce a creature (capable of understanding your words) into revealing its nature and properties. Note that this demonstration might turn out dangerous, but in some instances, it can help you learn the full potential of your allies.

**Have I Got a Shock for You (400 CP – Discounted Everyman American):** You're going to need to improvise, my man. When you have living toys hijacking power-lines and running rampant in the streets, even a simple lawnmower becomes a weapon of war. You've learned the most important tool in a human's arsenal all over again: Adaptation. Specifically, you've learned how to adapt your tools to better fight against a specific foe. You'll need to learn of your dread enemy first, but when the time comes you'll be able to pull through and fight back.

Even if it's by... somehow overloading the local power-lines to create an EMP to knock out the batteries in the Commandos.

No, I don't know how that works either, but it did.

**Play Back (100 CP – Free GloboTech Employee):** It all started with Mars' mad idea of "toys that could play back," and convincing two foolish toymakers. He was charismatic, daring, and forceful – the kind of qualities you now possess that can convince all but the stubborn and pig-headed that you're worth listening to and taking seriously. The real benefit of this however – if something goes wrong, the first thing those you've talked into a plan idea will blame is either themselves or each other, while you avoid the accusations.

**Take the Check (200 CP – Discounted GloboTech Employee):** When even a father who claims he can't be bought keeps quiet in response to a check, you have the beginnings of a plan for a proper Karma Houdini. Just like Gil Mars, all it'll take is a little incentive – a bit of an easy payment, a reward for a job well done, or even just a small ounce of recognition if you're sufficiently influential. With this, you can be guaranteed that any secret or fiasco you want kept quiet about? Will be buried from all except those who deeply desire that justice be sought.

**That'd Be Gizmo Over Here (400 CP – Discounted GloboTech Employee):** Unlike one Larry Benson, I'm sure you've learned – or will learn – from the upcoming fiasco with the Elites and the Gorgonites. Rest assured, I'll offer a little bit extra incentive if you purchase this. Should you take any hasty and crazed measures – like purchasing a software-enhancing microchip that was built for warheads and installing them in action figures – the benefits will work out significantly more advantageous for you. Now, there might still be collateral damage and chaos, and a lot of property smashing. But trust me on this.

**Hazardous (100 CP – Free Commando Elite):** Right out of the box, Chip Hazard and the boys demonstrated frightening tactics and ability to work in an environment dominated by tall and fast bogies working with the Gorgonite menace. You have Chip's head for tactics and strategy, making you able to lead a team of troops to fight the enemy, while deep in enemy territory, and still be a big enough threat to gain the advantage on their home turf.

**A Mind Is a Terrible Thing to Waste (200 CP – Discounted Commando Elite):** Know the truth – that every war has its sacrifices. Nick Nitro stands testament to this, and just as Chip made use of Nitro's own microchip to create reinforcements, so too can you gain from the deaths and sacrifices of your close comrades and kin. You know instinctively how to gain from these losses, whether it's from gaining their old stashes of cash to put towards your own uses, or... well, ripping out their core computing to use in creating an army.

**It's Like a Gold Mine... (400 CP – Discounted Commando Elite):** Garage full of power tools? Check. Kitchen full of appliances? Check. Toy store full of spare parts? Check. A seething bloodthirst and willingness to turn even a toy truck into a mobile siege engine, or twist a host of

Gwendy dolls into frankensteined soldiers? Cheeeeeek. The Elites somehow gained a deranged mind for constructing fiendish weaponry and devilish science out of what amounted to the contents of a hardware and department store. A deranged mind you now possess – you are allowed ANYTHING in the war against the Gorgonites. Convert kitchen appliances into Frankensteinian tools of creation, or make do with explosives of any sort. It's your call.

**Even If You Can't See Something... (100 CP – Free Gorgonites):** The Gorgonites' nature, written into their programming from the start, drives them to hide in the face of danger or discovery. Even being as strong as they are, it's simply something they did and was the easiest thing for them. You've learned this skill to be able to hide your presence from all but supernatural tracking – avoiding searching eyes of even your most hated foes.

**...It Doesn't Mean It Isn't There (200 CP – Discounted Gorgonites):** One thing always lurked in the heart of every Gorgonite, without their knowledge of it existing: Courage. Even when all seemed dark, Archer rose them to fight back against the Commandos. You have a talent now for drawing out this and similar qualities from people who may not demonstrate them – helping convince a coward that he is, in fact, a lion.

**No More Hiding (400 CP – Discounted Gorgonites):** The Commando Elites recognized who they were as mechanized toys, and yet they never sought to think past their programming. They never once tried to stop being the violent, hot-blooded monster hunter. The Gorgonites however, stepped to the pitch when called, and fought back when they were programmed to be cowardly. And won. This trait you share with your alien brothers now extends past 1's and 0's; Whether it be because of species or societal norms, deep-seated coding & hypnotism, or behavior enforced by experience, you will recognize when keeping to your current "programming" will simply spell doom, and have the strength to push past. Gorgonites... No more hiding.

## The Store

You know the drill. 100's Free for listed Origin, rest are at 50% discount.

**401k (100 CP – Free Everyday American):** I know I know, a retirement fund might not be the most interesting thing. But trust me – when you find that you can retire comfortably regardless of what your living state is, or what the world's economy might be like at the time, or what the government might be dumb enough to do with your money? You'll enjoy this.

And yes, this little retirement fund does crop up in other worlds – either built up in your Origin's backstory, or an account spontaneously made in your name on arrival, or a stockpile, or whatever you may need. It's always going to be just enough to live comfortably for the rest of your time there.

**Toy Store (400 CP – Discounted Everyday American):** Congratulations Jumper – you've the deed, ownership rights, and licensing to run your own small toy store, not unlike your neighbor Stuart Abernathy. It'll carry the stock of your choice, be it toys meant for developing young children, or more advanced action figures & more complex ones not unlike what Gil Mars' wanted to pedal. No chance of your stock carrying maniacal, enhanced AI, at least...

**Salary (100 CP – Free GloboTech Employee):** Ah, the life of a corporate drone. With a company like GloboTech, you actually do well for yourself as one of their drones and pencil-pushers. Your salary – a yearly check of \$70,000 – will stay with you after your stay in this world ends. You might not maintain the benefits like dental or health insurance, but you're still an employee even if on... extended multiverse leave.

**Corporate Resources (400 CP – Discounted GloboTech Employee):** Just as Larry Benson used the extensive sources of GloboTech to access the computer chips he needed, so to can you have the free access of GloboTech to access whatever you need for a deadline or project. In future worlds, you will have similar connections to a global corporation (if applicable), with a just-as-friendly connection that you may exploit. I have no idea what you'll find in some people's storage warehouses or closets this way, but rest assured – You'll be able to get what you need.

**Marketed (100 CP – Free Commando Elite & Gorgonites):** Alas, this isn't one you'll benefit from immediately. But what the hey, I'm pretty sure you'll enjoy the result. You receive a box full of action figures related to the toy line you chose as your origin – or the form you chose if you took JC Imports. This includes a copy of yourself, and any related Companions. Do enjoy.

If you'd like a toy copy of any of your other alt-forms – or the alt-forms for your companions? For one installment of **50 CP**, you can have the box expanded to add the action-figure-variations of ALL your alt-forms **at this exact moment**. For an additional **50 CP**, I'll extend this offer for **all future forms**. Deal?

**Average American Home (400 CP – Discounted Commando Elite):** Name on the box, bubba. An American, suburban home fit for a family of four. Well-stocked with tools, appliances and hardware, and a garage full of power tools & similar mechanicals. Now here's the quirk, see – All the equipment in this little house works just fine on its own. But when it's used to create something else – like the deadly weaponry you'll use to murder and destroy the Gorgonite menace – the result works out a lot better than it ordinarily should. Like creating a successful, and lethal, weapon out of a microwave oven and some stew pots.

**Average American Home (400 CP – Discounted Gorgonites):** An American, suburban home fit for a family of four. Well-stocked and comfortable – enough to let you live for a few solid years without even needing to leave. What separates this home from the one above? Well, namely that while the appliances and tools aren't necessarily useful for re-purposing or re-tooling, you'll find that this house is... Perfectly safe? That's right. If you want to hide and not be found by your enemies, this house will always fly under the radar, even if they should be capable of easily detecting you. Only if this is the LAST place they have not checked, will those trying to hunt you come search through it.

**X-1000 Chip (600 CP):** Woah, WOAHH THERE BUDDY! Calm down, I know what this looks like. Yes – this is the microchip originally designed to improve the tracking & tech on the US military's armaments. It was shut down for a variety of reasons, until being purchased and used without knowing full detail by two knucklehead toy designers who were rushing a deadline.

Let me explain how the chip works, alright? By itself, it's nothing. Useless. It has no coding or power to it on its own. But when you incorporate it with something – like say, a smart missile or a reactionary action figure, the X-1000 serves to enhance the latent programming. How much does it enhance? Well, the Elites and Gorgonites pretty much became sapient in all but legal rights. **Please be careful with this.**

**And**, as I know you're going to ask – this one comes with the blueprints / schemata for manufacturing more of the Chips, whereas the old plans were trashed.

## Companions

**The Cast (200 CP):** Import or create up to 8 of your previous companions, if applicable. Each of them gains 300 CP and a corresponding origin, with all the freebies and discounts that it entails. This can also be used to recruit any of the human characters that exist in this world if you don't want to create new characters to fill any empty slots. Just keep in mind, they wouldn't receive the CP stipend.

**Toyland Recruit (50 CP):** Find me a toy from the 1990's or 2000's that is easily purchasable. Transformers, G.I. Joes, whatever. Are you good? Alright then – with a bit of a makeover, a mechanical adjustment, and the influence of the X-1000 Chip, you'll find yourself a new Companion. Have fun with your new friends, Jumper!

... And before I have to say it, no. The X-1000 Chip isn't installed in what passes for their brains, I just used it to give their software a significant enhancement.

And, yes, this does extend to either of the Gorgonite or Commando Elite toylines in this world. Recruit your own Archer or Chip Hazard.

## Drawbacks & Hardships

I suppose if you're that strapped for CP, such that 1,000 isn't enough? I can lend you a few extra, if you're willing to take on a few challenges during your stay. Your limit here is an additional **600 CP**, with any other drawbacks taken simply "enhancing" the adventure.

**Never Live It Down (+100 CP):** Maybe you nearly burnt down the school in your youth. Maybe you had an angry outburst on someone you care about on entry. Or maybe you're just an asshole. Regardless – you have something most people are going to know or learn, and it will severely impact any social interactions or bonds you try to make here.

**Make Them Play Back! (+100 CP):** Short-sighted and hot-blooded, you'll make the kind of decisions that force everybody around you to scramble – causing a domino effect of mistakes and accidents and potential disasters. And you won't be able to calm this down, either, so I suggest you keep a team on hand for damage control.

**They've Learned (+200 CP):** As you're going to be involved in the Ohio incident, normally the Commando Elites would be easy to take care of – after all, the problem is solved in under a few days. But now? Oh... my boy, you may have screwed up. You see, now Chip Hazard and his soldiers have received a massive, tremendous boost to their intellectual capabilities – on TOP of what the chip gave them. You thought it would stop at a frankensteined army of Gwendy dolls, or nail-gun tanks and firework attacks? Ooooooh no. It's going to get far worse.

**Against the Cartels (+200 CP):** Your time spent in this jump is still limited to about one week. However, the plot has come and gone – the first Chip Hazard and Commando Elites were fried in an EMP, Gil Mars has paid off as many tongues as possible to keep their silence, and the rest of the Commando Elite and Gorgonite stock have been bought up by the American Military to fight the War on Drugs at one of the major sources. That's right my friend – you, a toy, are being sent in along with a host of other toys, to fight the South American drug cartels.

... And I guess if you're just an Everyday American or GloboTech Employee, you're being sent along as the maintenance technician for a troupe of toys. Along with the dangers of going up against bloodthirsty and hardened criminals, expect to be driven insane by the antics and equally-insane tribulations of basically herding & managing the Commando Elites. **If you really do not want this fate, you can opt into becoming a toy for the one-week duration.**

**Toys... Are... Us? (+300 CP):** It didn't stop with the Commando Elites and the Gorgonites... Far from it, in fact. Now you have the unfortunate luck of every major toy manufacturer finding their product installed with the X-1000 Microchip – and the result is chaos. Toys seizing the means of production. Toys causing chaos in the streets. Forming factions, warring against their human oppressors, as if the whole world has been turned upside-down. You're still here for just one week, thankfully. If taken with **They've Learned**, all the toys the world over have received this same mental upgrade. Except for you and your companions, if you took either of the two Toy-related origins. If taken with **Against the Cartels**, this global catastrophe will be occurring

while you're still in South America.

+ Toys Ain't Us (+100 CP): Forget I said anything – you're not leaving until this mess is fixed, one way or another. You'll need to put down the... can't believe I'm really saying this... *Toy Uprisings*, and return the world to at least a form of stability. If taken with **Against the Cartels**, you must ALSO win the War on Drugs... I am so sorry.

## Ending Choice

Well. That was a wild week, wouldn't you say?

Or... however long it took you to finish up.

You know the drill. Three choices.

## Return to Sender

You go home, everything's clear and alright – except for what you've brought with you.

## Accepted Package

You decide to stay in this world – which is pretty much a carbon copy of the world you came from. Not sure why you'd want to do that, but hey. I'm just the messenger.

## Wrong Address

You carry onwards to another world, free of your obligations in this one.