

めいど  
君に逢いたい  
Memorial Selection  
メモリアル セレクション

AIS 004  
3,800円(税別)

# 人形使い2



# METAL & LACE

(AKA: 人魚使い/NINGYŌ TSUKAI)

Jumpchain by:



In the 22<sup>nd</sup> century, due to severe overpopulation, mankind reached out to colonize the seas and the solar system. To work in such hostile environments, however, they required a new type of tool: Silhouettes, advanced humanoid robots that can be remotely controlled by specially trained Manipulators via neural-linking headsets.

However, humans would be humans, and it wouldn't take long for Silhouettes to be deployed in other fields: Military, industry, police... and when human lusts are enflamed, they can be dangerous, whether it be overzealous Manipulators participating in blood sports for crowds of cheering fans, or their man-like machines serving as the perfect proxy actors for organized crime.

God's honest truth, there's not a lot of plot to follow here. You'll arrive sometime 21xx, wherever in the world you prefer. While Silhouettes are powerful tools, they haven't exactly created utopian abundance, so expect a cyberpunk vibe from wherever you land, with gleaming near-future metropoli contrasting traditional suburban midtowns and grimy slums.

+ 1000 CP

## ORIGIN:

Choose your age and gender as you please, I'm not your mom—though potential as a Manipulator seems to peak in the late teenage years, around 19. Speaking of moms, though, Silhouettes qualify as heavy machinery, and underage Manipulators should always be supervised by a parent or guardian.

Origins give a 50% discount to their respective options/100 CP options for free. All of the following can be taken as a Drop-In, giving you neither connections here nor memories of a past life.

**Ace:** You're a Manipulator, and a talented one at that. You might be sought out as a professional, retained by a lab as a test pilot, recruited by law enforcement, or you might choose to strike out on your own, fighting in tournaments or the like for thrill and profit.

**Scientist:** With Earth's newest and most important industry centered around Silhouettes, someone's got to design, build, and repair them, and you are that someone. Are you interested in working for an established firm, or making your own? Perhaps selling your services to the highest bidder? You're not necessarily a Manipulator, though it's always nice to have in-house talent.

**Criminal:** A remote-controlled and anonymous mass-production robot body that can't leave behind forensic evidence? Sign you up! You can get away without being a Manipulator, of course, but many of the most infamous criminals are, and wealthy crime syndicates value their skills highly.

## PERKS:





## **Ace:**

### **Conditioning — 100 CP:**

Hooking your brain up to an advanced robot body isn't as easy as it sounds: A skilled Manipulator needs to be—and you are—coordinated; have exceptional proprioception, neural plasticity, and situational awareness; be immune to motion sickness; be able to compensate for the minute delay between thought and machine action, and most importantly of all, have a high pain tolerance, as Silhouettes have a full emulatory nervous system and transmit sensory feedback to the Manipulator as if they themselves were experiencing it. Conditioning can be the difference between merely crying out in pain versus dropping catatonic from shock when your Silhouette is decapitated or obliterated by an explosion, for example.

### **Skills To Pay The Bills — 100+ CP:**

You're a world-class professional in a skill or occupation of your choice, able to both perform and teach your skills in both your meat body and in virtual reality/an appropriately equipped Silhouette. Can be purchased multiple times (only the first is discounted).

### **Defeat Means Friendship — 200 CP:**

No hard feelings; it's just sport, right? You exude an air of good sportsmanship, such that—no matter how ruthless you were in the competition or fight beforehand, provided you didn't actually cheat—nobody can bring themselves to be truly angry at you after the fact and will even warm up to you. Dedicated rivals may seethe, at first, and sworn enemies will still hate you for other reasons, but they can brush off their defeats at your hands, and successive failure will soften them up until their rivalry turns to friendly competition, or they drop it entirely, internalizing that you're just *better* than them inherently and that continuing to chase your heels is a fruitless exercise.

### **Defeat Means Skinship — 400 CP:**

When you defeat a female opponent in sport or combat, she'll think it's entirely reasonable for her to take her clothes off for you in exchange, in addition to any other due wagers or prizes. Most girls will want at least a modicum of privacy first, and the distance she'll go depends on the severity of the loss—a photo finish in your favor may only get you a little tease of skin, while a total, crushing, humiliating defeat can evoke not only complete nudity, but masturbation and use of toys as well. Only covers looking, not touching—actual sexual favors must be negotiated as normal and are likely to be refused if the subject doesn't actually like you. May be freely toggled off and on in case the subject in question isn't someone you actually *want* to see naked.

### **Martial Prowess — 600 CP:**

Being a champion Silhouette fighter isn't merely a matter of conditioning and discipline, but of a rare talent and the dedication to see that talent blossom. You have the physique

of an Olympic athlete, and the skill in martial arts (pick one) of a professional prize fighter/master, able to shatter breeze blocks and fracture stone slabs with your fists and feet without injury to yourself. But that's only half of the picture: Your mastery of your own physique and its thousands of tiny individual muscles and neurological processes allows you to perfectly synchronize with a Silhouette in a way that simply escapes those beneath your level of skill, allowing you to employ any Super Modules it possesses for special attacks.

### **Scientist:**

#### **Look Buddy, I'm An Engineer – 100 CP:**

You may or may not solve practical problems, but you definitely know your way around machines. Who needs instruction manuals when you have a knack for diagnosing and repairing pretty much any device or appliance, up to the level of Silhouettes themselves?

#### **Structural Analysis – 200 CP:**

Your understanding of things, how they go together, and how they come apart has given you an intuitive sense of the weak points of inanimate objects, structures, and machines, such that you could identify a model of Silhouette and figure out where to strike it to cause the most damage with only cursory examination.

#### **VIP – 200/400 CP:**

There's something inherently special about you that makes you a high-priority individual for individuals and organizations intelligent, connected, or powerful enough to recognize such (which depends on how active and visible you are). Not all of these are necessarily *friendly*, but those that do align with your goals are much more likely to give you assistance and access to resources if requested and will seek to discreetly protect you against their hostile counterparts.

One such patron will assign you a personal bodyguard and chauffeur; though this Follower isn't a Manipulator, he or she (your preference) has stunt driver training, is skilled in several forms of hand-to-hand combat (which they'll be happy to train you in), is loyal to the point they won't hesitate to take bullets for you, and is sexually interested in you, if perhaps a bit perverted. If lost or killed, an appropriate replacement will be found within a week. If replaced in a subsequent Jump, they'll be provided by a patron in your current universe, but their skills will be equivalent.

For 400 CP, you gain a new bodyguard for each subsequent Jump you visit, cumulatively, with no upper limit; if one is lost or killed, their replacement will instead be sourced from their home universe.

#### **Field Man – 400 CP:**

An ordinary scientist might be helpless if caught without his workstations and apparatus, but you're no ordinary scientist—you excel in thinking on your feet, memorizing information you can't immediately record, improvising tools and

equipment almost as good as the genuine article, and jury-rigging fixes secure enough to withstand shocking amounts of punishment until proper repairs can be applied.

### **Rocket Surgeon – 600 CP:**

You ride the cutting edge of 22<sup>nd</sup>-century technology, able to easily understand and apply exotic scientific principles to not only build and maintain things like microfusion reactors, subsea arcologies, orbital habitats, plasma blades, neural interfaces, and Silhouettes, but to push the envelope of technology even further, designing and improving such devices. Just one discovery and commercially viable invention utilizing exotic physics not yet grasped by your intellectual inferiors—say artificial intelligence, anti-gravity, FTL travel, or energy shields—could set you up for life.

### **Criminal:**

#### **Scumbag – 100+ CP:**

Choose one, or take both for an additional 50 CP (no discount):

-Petty criminals often reach no higher than petty crime, but any crook worth their salt should be well-acquainted with the basics. As long as it's minor and surreptitious, like swiping an unattended item, fare dodging, copping a feel, shoplifting a small item, and so forth—basically anything short of bag theft or assault—you can generally get away with it scot-free, as your victims either don't notice or are too intimidated by you to report your actions.

-You have a knack for finding money, to the point where it seems like loose wads of cash actively seek you out—a hundred under the stairs, a roll of 20s incongruously stuffed in a beer can—nobody seems to have a claim on this found money or have any issue with you pocketing it. In fact, they tend to be generous with their own, freely forking over largesse if they're in a good mood or you look like you're down on your luck.

#### **The Boss – 100+ CP:**

If what separates a supervillain from regular villains is PRESENTATION, then what separates a villain from ordinary mooks and gangbangers is *reputation*. You have a reputation for something, known to a specific but decent chunk of the populace: You might be known as a ruthless tyrant among criminals, a leader of men among military men, a brilliant star among fans of a genre of music, or a genius among Manipulators, for instance.

Those aware of your reputation will tend to defer to you, be hesitant to oppose you, and, in some cases, flock to your banner. You automatically attract a gang of Goons as Followers; they're loyal, implicitly trusting, and decently attractive, but not particularly skilled. If lost or killed, replacements can easily be recruited, and will filter into your ranks automatically after a week; in future Jumps, they will be locals of the current universe.

This Perk can be purchased any number of times (but isn't discounted after the first), which determines your circle of influence: Each purchase will enhance your reputation, and is good for six ordinary people, a trained Manipulator (comes with their own RP Silhouette; see the item of the same name or the *Silhouette* section, below), or doubling your total number of Goons (e.g., 3 purchases could get you 24 minions; 4 Manipulators; or 12 minions and 2 Manipulators).

For an additional 200 CP (discounted), your maximum number of Goons will automatically increase by an additional six regular individuals or one Manipulator for each subsequent Jump (choose at the beginning of each Jump). New Manipulator candidates won't have their own machines or explicit knowledge of a technology that probably doesn't exist on their world, but they have natural aptitude that makes them exceptionally easy to train to a competent level.

You may change the reputation this Perk gives you once at the start of each jump; this won't cause your current Goons to become disloyal or abandon you, but their replacements will be appropriate to your new reputation.

#### **Knife Tricks – 200 CP:**

You have unusual skill and a rock-steady hand with a blade—not merely in the sense of knife fighting (though you are competent at that), but just about anything you could conceivably do with a small knife or dagger, including but not limited to: Evenly peeling, slicing, and dicing; tricks/throwing/trick throws (including balisong tricks, with a bit of practice); striking sparks off the blade to light fires; making incisions with scalpels; slicing off clothes without injury to the victim—you can even pleasure a woman with the tip and blade of a knife without poking or cutting her, provided she stays reasonably still.

#### **The Mole – 400 CP:**

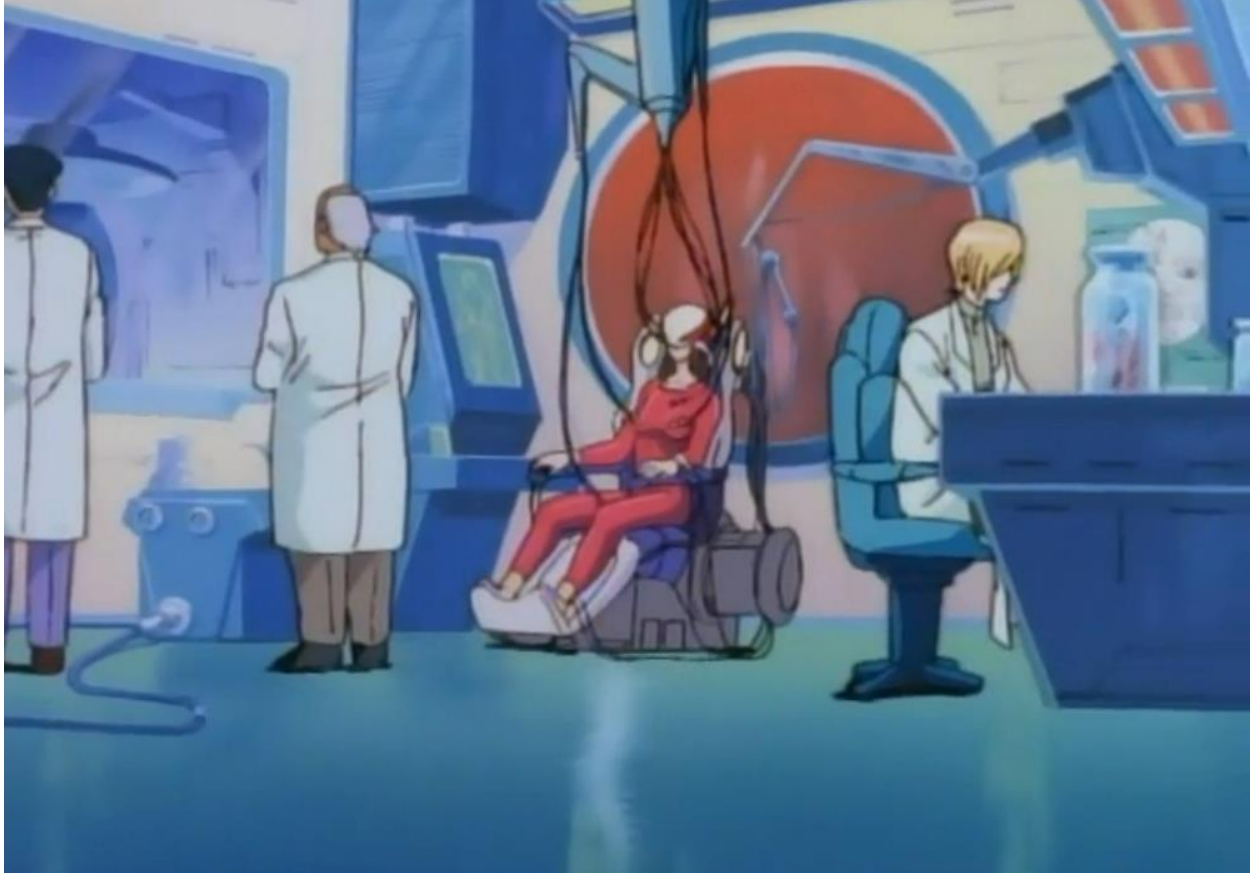
You're a natural infiltrator. You exude the kind of casual confidence that lands you government/corporate/security jobs, gives your uniforms and/or credentials (fake or otherwise) an air of authority, and tells people that you're supposed to be here (even if you aren't). When you do pull a heist on an organization you've slipped into the ranks of, you're among the last to be suspected of the crime, unless the circumstances or evidence are absolutely damning.

#### **Iron Maiden Grip – 600 CP:**

You know how a gal will be kicking ass and piling up bodies, but the moment someone grabs her by the wrist or upper arm, she suddenly turns into a helpless damsel? You can do that. Everyone's 'handle' is slightly different, but you can identify it by brief examination. Doesn't work if the intended victim is significantly *larger* than you are (such that you can't get good leverage), a machine, embodying a Silhouette (unless you are as well), or not actually female. Victims will instantly recognize if you've lapsed your

grip enough for them to break free and retaliate, which can be disastrous if they're significantly stronger, more skilled, or supernaturally empowered.

## ITEMS:



Items that are lost, destroyed, or expended will automatically be replaced after one week, unless otherwise specified.

### **Ace:**

#### **Silhouette – 100+:**

You have in your possession a Silhouette, an advanced robot that can be remotely possessed and controlled via neural link headset (included). While embodying your Silhouette, your real body is mostly paralyzed and insensate, as the link takes up your motor and sensory functions, transmitting information and commands back and forth between your two bodies.

For 100 CP, your Silhouette has 500 RP (Robo Points) to be spent on hardware and abilities; beyond that, you can convert CP to RP at a 1:1 ratio. See the *Silhouette* section, below.

#### **Manipulation Gear – 100+ CP:**



Upgrades to the gear you use to control Silhouettes can make them more efficient or render you less vulnerable while using them. Choose one; you can purchase multiple options (no discount after the first):

-Skinsuit: A matte, skin-tight full-body glove in a color of your choice. Keeps your blood pressure up and helps regulate temperature and comfort while embodying a Silhouette in order to reduce noise signals coming from your meat body that might come from actual clothes or adverse conditions.

-Lockdown Helmet: Possibly the greatest vulnerability of Silhouettes outside of controlled conditions is that somebody finding your real body and removing your control helmet will immediately break the link between you and it, rendering it inert and possibly both of you helpless. This helmet features internal clamps that keep it tightly secured to your head until you disengage it using a mental command, forcing an interloper to either destroy it entirely or take your head off with it.

-Escape Switch: Conversely, you may *need* to break your connection at a moment's notice and have nobody friendly to remove your helmet for you, nor the ability to guide your Silhouette back to you to do so yourself. This chip lets you instantly and abruptly sever your neural link with a preprogrammed mental command and gesture—may cause momentary disorientation.

-Command Throne: A plush reclining chair that looks vaguely like something belonging to a retro-futuristic dentist's office. Not terribly portable, but surprisingly comfortable and comes fitted with display panels to monitor your vitals. A thumb scanner may be connected to a Lockdown Helmet or Escape Switch to allow a trusted individual to engage or disengage those safety features.

#### **DO NOT – 200 CP:**

An ordinary-looking 'DO NOT ENTER' road sign, except that due to a manufacturing error, the 'enter' is missing. Won't bend or break if used as a weapon, though it's pretty unwieldy unless you have superhuman strength. Very good for expressing your displeasure at someone doing something that you would very much rather them DO NOT.

#### **Feedback Dampener – 400 CP:**

A cutting edge, experimental device used to smooth the peaks in output transmitted from a Silhouette's nervous system to its Manipulator's, damping signals caused by acute sensations (of pain and pleasure e.g.) and blocking them entirely if they exceed a certain threshold (such as might be caused by destruction of the Silhouette).

#### **Scientist:**

##### **Laptop – 100 CP:**

An ultra-slim 22<sup>nd</sup> century portable computer. Pretty self-explanatory, but better, faster, stronger, and safer than anything the 21<sup>st</sup> century could produce.

**Smart Devices – 200 CP:**

An array of small, useful electronic gizmos that can be voice activated or controlled remotely by a laptop or Silhouette, and that will feed sweet, sweet telemetry back into them. Optionally includes a variety of sex toys.

**EMP Grenade – 200 CP:**

Fist-sized and egg-shaped, this single-use device releases a powerful scream of chaotic electromagnetic waves across a wide spectrum, cooking unshielded electronics and disabling and disconnecting embodied Silhouettes within a radius of about 10 meters before burning itself out.

**Laboratory – 400 CP:**

A facility for a small-mid-sized Silhouette research and production company, such as Mizuho Factory. Features faded pastel colors; a variety of retro-futuristic apparatus, consoles, and robotic armatures; panoramic windows; a gym for both physical training and training with Silhouettes; a medium-security vault; and a small parking garage. May be attached to your Warehouse or imported into future Jumps.

**Criminal:****Unmarked Van – 100 CP:**

A compact delivery van—though a bit smaller than your typical unmarked white van, 22<sup>nd</sup> century technology ensures a smooth ride and exceptional handling in a quiet, long-range EV. Discreetly armored to shrug off small-arms fire, though it's still vulnerable to anti-materiel weapons.

**Pocket Rocket – 200 CP:**

Rocket launchers are restricted to military and police use, so it's probably illegal for you to possess this, but this man-portable, single-use, armor-piercing anti-tank weapon is just what the doctor ordered for deleting an inconvenient Silhouette, vehicle, vault door, or small structure. Stows away in hammerspace so you can whip it out of nowhere at an appropriately dramatic moment. Alternately, this may be a missile launcher: Same yield, requires a target lock to fire, and is markedly less effective at close range, but has homing capabilities.

**Strip Bar – 200 CP:**

The perfect hole in the wall for robo-jockeys and disreputable characters, with a full bar, perfunctory kitchen as a loss-leader, private booths, a dance stage and poles, and a weapons-grade sound system. Staffed by generic Followers, and though not exactly lucrative, it'll still generate a tidy profit provided you don't egregiously mismanage it. Despite ostensibly being a gentleman's club, around half of the clientele are young, attractive women themselves. In future Jumps, it will tend to attract whatever the local combat class is, be it martial artists, wizards, adventurers, etc.

### **Subliminal Conditioners – 400 CP:**

Kit includes a steel slab table with electronic locking cuffs, an array of bright color-changing lights, various illicit drugs, and a surround sound system connected to a microphone. Used correctly in conjunction with—let's not mince words—rape, a captive victim can, over the course of several hours, have their will broken down and be subjected to hypnotic indoctrination, essentially brainwashing them into whatever role you desire. Constitutes several crimes, and lasts for about a day, though refreshing the indoctrination takes only half an hour. A sufficient shock to the victim's system, such as literal electrocution or having the Silhouette they're embodying destroyed will end the effect.

## **COMPANIONS:**



Companions can't take Drawbacks or Companions of their own.

### **Save/Load – 50 CP/ea. or 300 CP for 8:**

Bring preexisting Companions or arbitrary residents of this alternate Earth along with you. They receive a Background and 600 CP to spend.

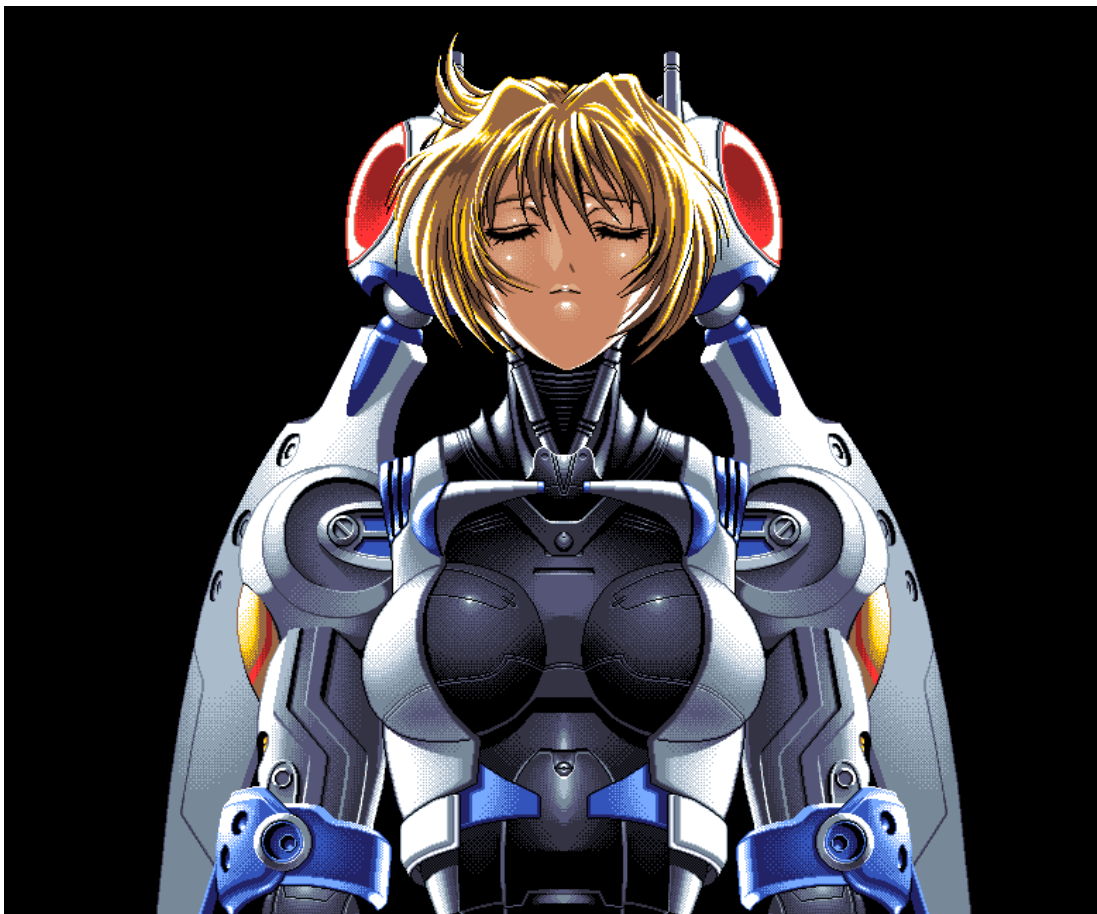
### **Manipulator – 100 CP/ea:**

A strapping lad/lady who has a prior connection to you (childhood friend, coworker, mentor, etc.), or who's become mysteriously attracted to you (if you're a Drop-In). They have the Background and profession of your choice and 600 CP to spend; non-Aces get a Silhouette for free, while Aces receive an extra 100 RP stipend for theirs.

**Danger Loli** – 100 CP/ea:

Little girls like this one always seem to be up to no good, be it the daughter of a human trafficking kingpin that's inexplicably trained with rocket launchers or a prodigal Manipulator that's stumbled into the world's most powerful Silhouette and taken it for a joyride. Bright and precocious for her age, either oblivious or partial to lewd things, and with a knack for stirring up trouble, she has the Background of your choice and 800 CP to spend.

**SILHOUETTE:**



Silhouettes are constructed using RP (Robo Points) instead of CP: If you need more RP, CP can be converted to RP at a 1:1 ratio, or flaws in the Silhouette's construction can provide additional RP.

**Form Factor** (Choose one):

**Small** – +50 RP: About a head shorter than an average human adult. Being smaller and more compact can have its advantages, but the comparable lack of reach, leverage, and internal hardware space generally outweighs the advantages.

**Standard** – 0 RP: About the same size as an average human adult.

**Large** – 50 RP: About a head taller than the average human adult. A bigger target and harder to fit through doors, but the advantages tend to outweigh the drawbacks.

#### **Mobility** (Choose one):

**Legs** – 0 RP: The industry standard, as human legs are the most natural and intuitive option for Manipulators to control.

**Thrusters** – 0 RP: Vectored plasma thrusters instead of legs are a cutting-edge concept that comes with pros and cons: On the one hand, the Silhouette hovers and can fly short distances, which has all kinds of uses and advantages. On the other hand, they require significantly more training to utilize, tend to be less stable and exponentially more power hungry, and don't make it immune to tripping, as its thrusters can still be kicked out from under it.

**Wheels** – +100 RP: Obsolete prototypal technology. Unintuitive, clunky, lacking motor sensory feedback, and can't navigate stairs or rough ground; this machine can barely be called a proper Silhouette.

#### **Power** (Choose one):

**None** – 0 RP: With no internal generator, this Silhouette relies entirely on battery power. Has a range of 2-16 hours, depending on modules and activity load, before needing recharged from grid power; standard for commercial industrial models.

**RTG** – +50 RP: Powered directly by heat drawn from the decay of radioactive materials, RTGs are extremely efficient and have a battery life longer than the average human lifespan, but have an extremely low load capacity, usually being used for slow, precise movements in space-based construction and maintenance. The Silhouette can move, interact with objects, and speak, but struggles to do more than one of those at the same time, and is functionally incapable of things like martial arts or acrobatics; incompatible with Thrusters and Special Modules.

**Microfission** – 50 RP: Standard for military and police models due to their high range and output, with the reactive charge needing replaced only once every year or two. Also restricted for the same reasons, and because of the radiation and terrorism risks of fissile materials.

**Microfusion** – 100 RP: An emerging industry standard for top of the line, hi-spec machines. Even better capacity and throughput than microfission with none of the associated risks—though it does need refueled weekly instead of yearly, its fuel is less expensive and not illegal for civilians to possess.



**Backup Power** – 50 RP: May be purchased in addition to a Microfission/fusion power plant. Choose batteries or RTG; this power system will kick in if the Silhouette's internal generator runs out of fuel or is otherwise disabled. Small Silhouettes don't have the internal space necessary to accommodate a Backup Power system.

**Materials** (Choose one):

**Cheap** – +50 RP: Aluminum and high-density plastics. Lightweight, but lacking in durability, and, crucially, flammable—the experience of melting into a pool of slag is the worst way for a Manipulator to get committed to a mental hospital, which is why these materials are rarely ever used outside of scratch-built and/or illicit machines.

**Standard** – 0 RP: Steel and aluminum, easy to mass-produce and standard for commercial industrial models. Resistant to small-arms fire.

**Advanced** – 50 RP: Titanium, carbon fiber, and high-performance alloys balance weight and durability, outcompeting standard materials in every respect.

**Heavy-Duty** – 50 RP: Beryllium, nanomaterials, and exotic alloys are extremely heavy and toxic to humans and pets, but also extremely durable, practically immune to heat and most man-portable weapons. Restricted to heavy industrial uses due to public health and safety risks.

**Servos** (Choose one):

**Cheap** – +50 RP: Second-hand or hobby limb motors that convey no greater than ordinary human strength. Prone to failure if forced to hold up a Large or Heavy-Duty Silhouette.

**Standard** – 0 RP: Industry standard motors—Silhouettes' explicitly super-human strength aids them in aiding humanity in a wide variety of tasks and industries.

**Advanced** – 50 RP: High-performance motors designed for speed and precision; able to keep pace with Manipulators of extraordinary or even superhuman dexterity without sacrificing strength, they're often employed by robo-jockeys and delicate, specialized manufacturing.

**Hydraulic** – 50 RP: The addition of hydraulic pistons to servomotors lends the horrific, inexorable strength of heavy industrial machinery to a Silhouette, but sacrifices a significant amount of speed to do so.

**Face** (Choose one):

**Blocky/Abstract** – +50 RP: Geometrically simple and/or shaped after a helmet or animal, marking the Silhouette as obviously non-human unless concealed. Has neither a functional mouth nor senses of taste/smell, projecting speech through speakers in the face or throat of the machine. An abstract face like a demon mask or bird head can be upgraded with the functionality described below, but will increase in price accordingly.

**Humanoid** – 0 RP: Though human in appearance and capable of taste and smell, this design isn't fully functional, with hollow-looking eyes that glow softly while embodied and a simplified mouth that projects speech through internal speakers without necessarily moving.

**Human** – 50 RP: Functionally and anatomically human in every way that matters.

#### **Uplink** (Choose one):

**Standard** – 0 RP: Silhouettes come equipped with sensors and transmitters that emulate the human nervous system, allowing an embodied Manipulator to experience anything that the machine experiences as if it were happening to their own body, giving them high-fidelity sensory input as well as being able to use pain signals to identify and avoid danger their robotic body might be in. The connection isn't perfect, allowing some cross-channel noise; a Manipulator can tell if their meat body is being touched, for example, and may flinch if the Silhouette is subject to acute pain or pleasure.

**Monopolistic** – 0 RP: An upgraded neural uplink that completely usurps sensory and motor signals to and from the brain, eliminating cross-channel noise that might impair performance. This has drawbacks: Being dead to the world, the Manipulator won't be able to notice if their meat body is being molested, and allies won't be able to easily identify if something is going wrong on the Silhouette end that might justify disconnecting them.

**Transcendental** – 100 RP: Though modern science can't tell the difference, as it otherwise mimics the behavior of a Monopolistic uplink, this connection is a truly special one—rather than merely sharing brain signals with the Manipulator, this uplink actually projects the Manipulator's entire soul/seat of consciousness into the Silhouette as long as it's maintained, defying all known laws of science, and allowing embodiment in the truest sense of the word. Consequently, the Manipulator's body is a soulless vegetable while the Silhouette is active, though, again, it's difficult to tell, as they'll be returned harmlessly to their body when the connection is broken.

Post-jump, the closeness of this link allows you to fully merge with your Silhouette if desired, turning it into an Alt-Form. While it is compatible with an AI Chip, below, a single Silhouette can't be both an Alt-Form and a Companion.

#### **Uplink Modifiers** (Choose one or more):

**Hypersensitive** – +100 RP: This uplink is miscalibrated and faulty, significantly exaggerating signals coming back from the Silhouette. A Feedback Dampener will eliminate harmful peaks, but also block sensory false positives, impairing the Manipulator's virtual proprioception and sense of touch.

**Delayed** – +100 RP: Due to inferior transmitters, receivers, and network software, this uplink has significant latency, input and output registering anywhere between hundreds of milliseconds to two whole seconds late. Though this isn't a problem for some

applications, where the delay can easily be predicted and compensated for, it makes it virtually impossible to use effectively in fast-paced, unpredictable situations.

**Hardened** – 100 RP: Shielded transmitters and hyper-advanced filters prevent EMP from scrambling the neural link—instead of being painfully flashbanged and then disconnected, the user is merely flashbanged. Inclusion of a Feedback Dampener will suppress this recoil as well, reducing the effects of the EMP to a paralyzing numbness, as sensors and motors still fail to respond.

**Encrypted** – 100 RP: Advanced quantum encryption and signal scattering mask the presence of the Manipulator's real body; though the presence of the neural link signal is detectable over a wider range, it's impossible to trace where exactly in that range it originates from or interpret/intercept it without significantly more advanced technology.

### **Special Features (Optional):**

**Custom Robo** – Special: Advanced technology or exotic materials and power sources can be imported from other universes, replacing one of the standard options above or below as a fiat-backed modification. Costs 50 RP, or RP equivalent to the option being replaced (importing an AI Companion into your Silhouette would cost 300 per the AI Chip option e.g.). The materials/energy sources/devices to be installed must be provided.

**Anatomically Correct** – 50 RP: This Silhouette is designed to evoke and emulate male or female sexual characteristics; male anatomy is retractable (both for decency's sake and to protect it). There's nothing stopping you from embodying a Silhouette of the opposite sex, but the sensations of anatomy you don't have can take some getting used to, like an Extra Appendage.

**Extra Appendages** – 50 RP/ea.: This Silhouette comes equipped with one or more extra limbs, such as a tail, wings, or secondary arms (purchased individually). Takes only a couple of days to get used to because neuroplasticity is an amazing thing.

**Integrated Tools** – 50 RP/ea.: This Silhouette comes equipped with one or more job-specific appliances, such as a welder, drill, shears, fire hose hookup, tie-down cables, etc.

**Concealed Weaponry** – 50+ RP/ea.: This Silhouette comes equipped with one or more weapons partially or fully concealed inside its body. Low-power and easily concealable weapons like knives and spikes cost 50, while larger, high-powered weapons like shock whips and plasma swords cost 100.

**Projectile Weaponry** – 50 RP/ea.: This Silhouette comes equipped with an internal cache of throwable projectile weapons, such as darts or knives, or an energy projector for some kind of bolt or beam. Curiously, they never seem to have guns; due to lack of availability, cumbersome ammunition storage requirements, and their relative ineffectiveness against other Silhouettes, they're more trouble than they're worth. Several different varieties can be installed, but generally only one can be used at a time.

**Gas Projector** – 50 RP/ea.: This illegal add-on allows the Silhouette to spew forth a cloud of chemicals from an internal reservoir, such as knockout gas, tear gas, aphrodisiacs, etc., via either its mouth or a nozzle where its mouth would otherwise be. Most effective in confined spaces or at point-blank range and completely ineffective against other Silhouettes.

**Power Slide** – 50 RP: Like Lucifer, this Silhouette is able to move back and forth without actuating its legs, simply by crossing its arms and sliding across the ground as if it had wheels in the soles of its feet. Mostly for intimidation purposes because it looks cool and menacing, but it does allow it to continue to move if its legs are bound or disabled. Requires Legs, for obvious reasons.

**Tentacles** – 50 RP/ea.: *I* know what these are for. *You* know what these are for. *Law enforcement* knows what these are for. These extendable, retractable, flexible appendages aren't illegal *per se*, as there are some Silhouettes that can utilize them for legitimate purposes, but those count as Extra Appendages—we're talking about the unsavory models which typically store them in the mouth and/or groin. Requires significant training to effectively utilize more than one at a time, due to their complexity, but there's no experience quite like mastering and employing several at once.

**Photovoltaic** – 50 RP: On battery-operated Silhouettes, solar-collecting skin can extend operational range by up to 50%, assuming continuous exposure, while RTG-powered ones have their maximum output increased while their solar capacitors are charged. Doesn't have a significant impact on the performance of nuclear-powered Silhouettes, though it does still allow the Manipulator to feel the pleasant sensation of sun-caressed skin through their machine, and it provides minor damage resistance against light- and laser-based attacks.

**Pressurized** – 50 RP: Designed to aid in humanity's colonization efforts, this Silhouette is sealed, compartmentalized, and stabilized to withstand extremely high and extremely low pressures, such as oceanic trenches and the vacuum of space.

### **Implant Modules (Optional):**

Used by robojockies for Silhouette-based combat, these machine organs are single-use devices that burn out after a single fight and must be refurbished or replaced. Purchase comes with hardware compatibility and a weekly replacement.

**Shield Module** – 50RP: Though true energy shields are a mere glimmer in the eye of the most advanced scientists of the era, this gives an extra layer of survivability to a Silhouette: When critical damage is detected, the module will project a primitive but high-powered electromagnetic screen through the Silhouette's skin, attempting to avert a fatal blow through brute-force deflection of attacks and scrambling of energy signatures. Each module can only stop a single hit, but multiple purchases let you install multiple modules, finances permitting... Though they still won't stop attacks that completely outscale the machine, like atomic bombs or vehicle-grade laser cannons or what have you.

**Boost Capacitor** – 50/100 RP: Contains 25 seconds worth of power and unstable nanites, that, when dumped into the Silhouette's systems, give the user an intoxicating adrenaline high and significantly increase the machine's striking power. 100 CP doubles the duration and effect.

**Neural Amp** – 50 RP: By modulating neural I/O and buffering signals when an impact is detected, this chip dilutes load across the Silhouette's sensors and electronics and the Manipulator's senses, temporarily increasing the effective endurance of both by a small but appreciable amount.

**AI Chip** – 50/300 RP: Not a true AI, this algorithmic processor can be tagged in to take up the Silhouette's controls and neural input, allowing it to act and fight independently for a brief but unpredictable period of time. Though uneasy—the Chip's movements are stiff and predictable, it has no personality or capacity for social interaction, and it gives the mildly nauseating sensation of numbness and having your body pulled around like a marionette on strings—it can give the pilot a much-needed break during operations.

For 300 RP, this isn't an implant at all, but rather your Silhouette is unique in that it houses a genuine-if-primitive artificial intelligence. While still clumsy like the AI Chip and not very bright, this intelligence will emulate the personality of your choice, act as a coprocessor and copilot while you're embodying it (but not giving it the controls), and even allows the Silhouette to move and act semi-autonomously without your being connected at all. This purchase gives you the option of importing your Silhouette as a Companion in future Jumps. While it is compatible with a Transcendental uplink, above, a single Silhouette can't be both an Alt-Form and a Companion.

### **Special Modules (Optional):**

These modules enable powerful attacks, but require such a high level of skill and synchronicity between a specific Manipulator and Silhouette that they require the Martial Prowess Perk to utilize. Charged by absorbing energy and impacts from enemy attacks, or through a gesture-based command that decouples the Silhouette's power from primary motor function in order to dump power into them, giving a battle-meditation-like charge up in exchange for being rendered immobile.

**Overclock** – 100 RP: Briefly and dramatically increases the Silhouette's speed, allowing it to throw out a flurry of attacks to overwhelm enemy defenses. Comes with an auto-assist feature and preprogrammed hit string, but these can be overridden if the Manipulator has the speed and reflexes required to keep up with the machine.

**Overpower** – 100 RP: Dumps excessive power into a mounted weapon, allowing to perform a single massive, overwhelming attack. Requires at least one Concealed or Ranged Weapon.



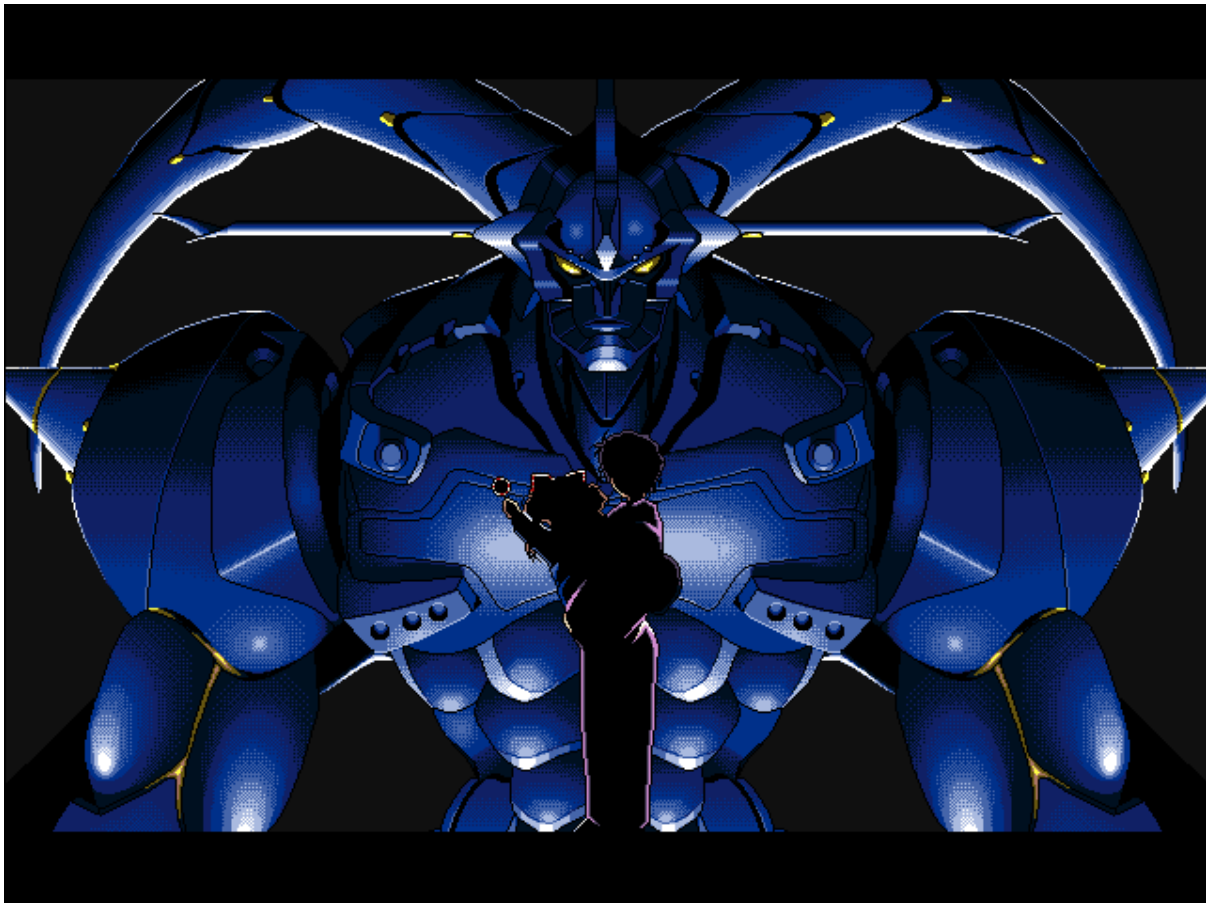
**Magnet Hands** – 100 RP: Not necessarily magnets *per se*, this module briefly empowers the Silhouette with a virtually unbreakable grip and the ability to grab and throw opponents from a range that feels frankly unfair.

**Thunder Break** – 100 RP: A leaping attack with a short horizontal range, the Silhouette creates a rising vortex of electricity by punching the ground, capable of physically throwing enemies into the air and catching out those that try to pass overhead.

**Robocopter** – 100 RP: A handful of Silhouettes are constructed with the ability to rotate their torso independently of their head and lower body; this module exploits this ability in order to allow them to actually fly for short distances by extending their arms and spinning rapidly, pummeling anything that gets too close in the process. Silly, but effective.

**Summon** – 100 RP: Briefly manifests a drone roughly half as large as the Silhouette (in the design of your choice) to attack by proxy; though controlling the drone takes enough concentration that it's more flashy than practical, the drone can mount *much* larger and heavier ranged weapons than the Silhouette itself is capable of.

## DRAWBACKS:



### **“Space Age Materials” – +100/100 CP:**

Women’s clothes seem to be made of tissue paper around you, giving only token resistance before tearing. If you are (primarily) female, this phenomenon appears to be centered on you particularly, as if the universe is just offended by the idea of you and those you want to protect remaining modest.

If you *want* this to happen, you can instead take it as a 100 CP (undiscounted) Perk, whereupon it will persist across Jumps like any other Perk.

### **Miscellaneous Bullshit Whisperer – +100/100 CP**

Random inanimate objects seem to want to talk to you, and you feel compelled to respond. These conversations aren’t useful, are only occasionally interesting, and generally make you look like a mental case.

If you think you can turn this to your advantage, you can instead take it as a 100 CP (undiscounted) Perk, whereupon it will persist across Jumps like any other Perk.

### **Roborejection – +100/200 CP; requires Silhouette:**

Something about projecting your consciousness and senses outside of your body just doesn’t sit well with your constitution. When not firmly seated in your own body, you suffer a variety of ailments—like motion sickness, tinnitus, and epilepsy—that combine for a truly awful experience; don’t be surprised if you discover yourself covered in spew after piloting your Silhouette, especially if you have to move quickly or perform fancy acrobatics. If you have other similar abilities, like astral projection or clairvoyance, this applies to all of them for an additional 100 CP.

### **Robodependency – +200 CP:**

Ever since you learned of the weakness of the flesh, it disgusted you. Or more specifically, your first experience embodying a Silhouette has given you a severe case of body dysmorphia; you feel filthy and miserable in your own body and are subject to sporadic bouts of vertigo and nausea if not connected to a machine. Silhouettes generally and virtual reality will allay this somewhat, but *your* Silhouette is the only place you feel truly like yourself. If you don’t purchase one, this will be the first one you embodied, which can be significantly inconvenient if you don’t own or have regular access to it.

### **It Was Like She Was Looking At Walking Garbage – +200 CP:**

Is it your looks? Your hair? Your stunning personality? Your paracausal existence as an 8<sup>th</sup>-dimensional tentacle creature from the Nightmare Dimension? Whatever it is, there’s some kind of funk about you that completely repels members of your preferred sex(es), and it won’t wash out; they may politely disengage, tell you to fuck off and die, or run screaming from a presumed creep, depending on their individual dispositions, but your social life has taken a torpedo, your chances of getting (consensually) laid are sunk, and your self-esteem’s liable to take a hit too. Only outright mind control will

coerce them to interact with you in any positive and meaningful way; your Companions will still be friendly, but even they'll find themselves 'not in the mood.'

**Lactose Intolerant** – +200 CP:

You'll get into lots of fights here. That's not necessarily a bad thing—not every scrap has to have world-rending, life-or-death stakes—but one in roughly five opponents will be *that* guy. Whether it's a combo you can't for the life of you read, or That One Fucking Move that they can spam with seemingly no counter, certain foes will negate your strength and skill with aggressive and relentless cheese— though you might still be able to defeat them with a combination of luck and ingenuity. If you also have either of the Drawbacks below, your enemies will capitalize on this in their efforts to capture you.

**Prime Suspect** – +300 CP:

Could Jumper be the one responsible for the recent kidnapping cases? Everyone seems to think so—You've been pinned for the actions of a spree criminal and have warrants and bounties out for your arrest. Don't bother trying to ride it out by hiding in your Warehouse or pocket dimensions; you can't seem to get the damn things to open. Don't bother trying to prove your innocence, either, as evidence will somehow keep cropping up to indict you—if you're captured or surrender, you're guaranteed to be stuck staring at the inside of a cell.

You *may* be able to clear your name by catching the real culprit (assuming you're not taken for an accomplice or a copycat anyway), but whoever they are, they've gone to ground such that they've practically dropped off the face of the Earth and have nasty surprises waiting for any pursuers.

**Alas, Poor Yorick** – +300 CP; requires Silhouette:

You are dead. Specifically, who you were meant to become perished while piloting their Silhouette just as your consciousness entered the universe and unified with them—but, due to an inexplicable miracle, you persist as a 'ghost in the machine'. This presents several logistical challenges: You're a unique scientific marvel, so anyone who learns of your situation will want to study you; people will get nervous seeing a Silhouette running around in public unless you have a good reason to do so or disguise yourself; while you don't need to eat or drink, mental exhaustion will still require you to sleep (assuming you still need to do so); your friends and family will have a cow; and you'll have to figure out what to do with your slowly decaying corpse. Because your soul/consciousness is bound tenuously to this world by your neural connection, you will die instantly if the Silhouette (your body) is destroyed or if the neural link is interrupted, such as by your Silhouette or command helmet completely losing power, or the latter being removed from your body's head/skull.

Does *not* require your Silhouette to have a Transcendental Uplink, though you may have difficulty adjusting to organic life afterwards. Shapeshifting perks and abilities and all alt-forms are disabled while you're trapped in the robot's body, and expending a 1-up

won't resurrect you, instead allowing you to avoid destruction or disconnection; as long as you can survive vis a vis this new definition of 'alive', you may proceed along your Chain as normal, despite technically being dead.

Incompatible with the Robodependency Drawback, above, since you can't exactly *not* be embodying your Silhouette.

**So, Your Weakness Is That You're A Woman – +400 CP:**

For the duration of the Jump, you are female; Perks and alt-forms that would allow you to change this are disabled. A wealthy (rival, if applicable) crime syndicate has their eye on you, and wants to take you in for... *purposes*. Worse, they all enjoy the benefits of the Iron Maiden Grip Perk and have a knack for getting the drop on you—expect to be violated at *least* once during your stay, though you can at least partially and physically distance yourself from the experience through use of a Silhouette.

## SCENARIOS:



**The Battle Of The Robo Babes:**

Instead of the world described above, you'll instead land in continuity described by Mega-Tech's localization of Ningyou Tsukai 1.

The year is 2035. The children of the 60's aren't dead yet (but time cures all ills), and neither are their ideals; after several catastrophic wars around the world, global society has come together in love and harmony to ensure that everything is made safe. Peaceful. Suffocatingly sterile, in fact; sex and violence has disappeared from modern society entirely on a wave of nannyng neopuritanism—even relatively tame contact sports and

video games are ‘too barbaric’ for ‘polite society’, and fishhooks have to be laced with Novocain as not to be considered cruel and inhumane. Don’t even think of getting together with someone unless it’s your wife, in the missionary position, with the lights off, for the sole purpose of procreation.

As such, anyone with a molecule of testosterone left in their bodies has sought refuge in the one place yet untouched by such madness, through an expensive, one-way ticket to the remote and infamous MeCha Island. A modern Tortuga dominated but scarcely ruled by the exiled MegaTech corporation, its most famous sport is RoboFighting, where the bold and foolish suit up in the MeCha after which the island was named, humanoid battlesuits that often serve as their death shrouds, and duke it out on the beaches to the braying of their bloodthirsty fans in the name of excitement, fortune, and glory. RoboFighting these days is dominated by the Robo Babes, the seven young women who comprise the most talented of the island’s MeCha fighters and crush its regular tournaments.

You’ve just arrived in a seedy pub/machine shop on the island’s outskirts, where all green RoboFighters wash up, with five grand in your pocket and a goal: Conquer the Robo Babes and become MeCha Island’s ultimate champion. This will take several victories over each over the course of several tournaments; even if you have a completely flawless record, expect it to take about a year. If you succeed, you needn’t stay any longer, and you have your choice of prize: Either the entirety of MeCha Island itself, or the Robo Babes as a collective Companion. If you run out of time, go bankrupt, die, or somehow get banned from competition, you can still carry on to your next world, but you’ll forfeit all of your purchases here with the exception of a consolation prize/shameful reminder in the form of a shirt emblazoned with “MeCha Island’s Robo Babes folded me like this T-shirt!”

Oh, and Martians have landed in New Jersey, but don’t worry about that.

Due to how wildly divergent this scenario is, the following purchases are altered or unavailable:

**Rocket Surgeon** (Perk): 21<sup>st</sup> century technology isn’t quite so advanced as the 22<sup>nd</sup>; humanity hasn’t yet taken to the solar system in any coordinated way or cracked the secrets of fusion power.

**Silhouette** (Item): Silhouettes are known as MeCha; instead of being a robot that a human can remotely mentally control, they’re battlesuits roughly twice as large as a person which must be piloted from within through a combination of mental and analog controls.

**Manipulation Gear** (Item): Only the Escape Switch is available (as everything else is either built into the MeCha or redundant): Instead of merely disconnecting you from your MeCha, it will bodily eject you from it when it takes critical damage.



**EMP Grenade/Pocket Rocket** (Item): Technically legal on MeCha Island, but not permitted for tournament use, and their misuse will prompt fines and/or staring down the barrel of mass security action.

**Laboratory/Strip Bar** (Item): Unavailable, but equivalent facilities are included as part of MeCha Island.

**Power** (Silhouette Option): RTGs and Microfusion are unavailable, as the former are simply insufficient for a MeCha's power needs, and fusion power hasn't been invented yet. Fission power is, however, unrestricted for those able to afford it. Backup Power is restricted to batteries.

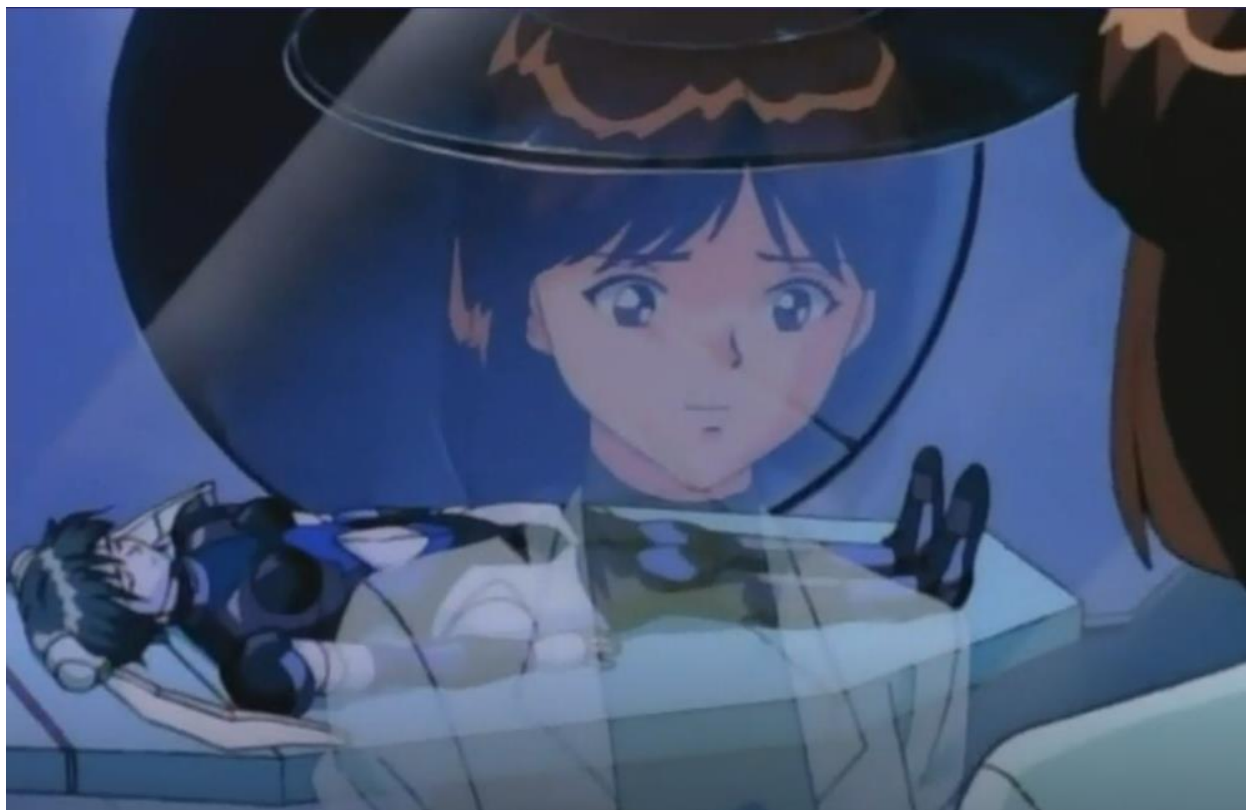
**Uplink** (Silhouette Option): Being that the machine and pilot share a location and the connection isn't remote, Encrypted uplinks are unavailable.

**Custom Robo** (Silhouette Option): Exotic super-materials, technologies, and powers are incredibly fun and drive a wild crowd on MeCha Island, but aren't legal for tournament use (unless you share them around such that local manufacturers and tournament organizers can create an even playing field).

**Prime Suspect** (Drawback): Unavailable, as the only law enforcement on MeCha Island is MegaTech, and they don't care about your past so long as you play ball.

**Alas, Poor Yorick** (Drawback): You can't switch MeCha and it'll be a bit more difficult to hit up the local pubs and whorehouses, but being entombed within your MeCha greatly simplifies the logistics of being dead since your analog controls Just Work™, and fans will think it's metal as fuck, going crazy for an 'undead living machine' piloted by a rotting skeleton; just invest in air fresheners. This Drawback is only worth +100 CP.

## THE END:



Did you enjoy your brief stint in this world of sexiness, fighting, robots, and sexy fighting robots? All drawbacks afflicting you end, and assuming you didn't die, you can choose one of the following options:

### REMAIN

As ambiguously defined as it is, there's a lot of space here to shape 22<sup>nd</sup> century Earth as you see fit, up to and including possibly vanguarding humanity's first steps out into the stars. If you decide to stay, time resumes in all of the worlds you've previously visited, you become a missing person in your home world, and your Chain ends here.

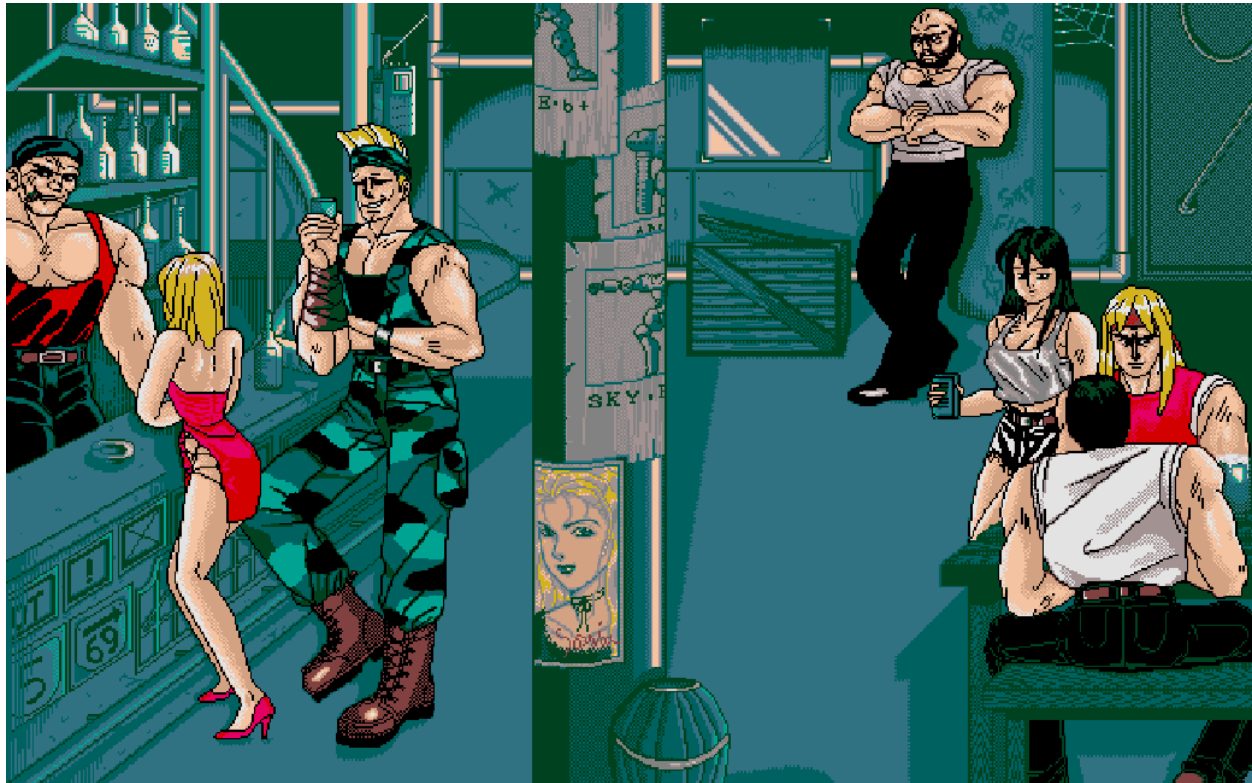
### NEXT STAGE

Pack up and continue on to your next Jump, wherever in the Multiverse that lands you, older, wiser, and better-armed than you were before.

### RETIRE

Maybe it's all been just a bit too much for you. On returning to your home world, time resumes in all of the Jumps you've previously visited, and your Chain ends here. If you die (permanently, not somehow being raised or resurrected by the end of the Jump), you take this option by default.

## NOTES/CHANGELOG:



### Q&A:

>You can take Roborejection and Robodependency at the same time?

Yes, and it will *suck*.

>Can I win The Battle Of The Robo Babes scenario by just seducing/murdering the Robo Babes?

No. You have to defeat them in officially sanctioned tournaments to become the Ultimate Champion, so killing them will make your objective impossible to complete (they have Escape Switches in their MeCha, so they won't die from a fight unless you go out of your way to kill them). Match fixing (i.e., having them job for you) will get both of you disqualified and possibly banned.

### CHANGELOG:

V0.1: Initial Draft

V0.2: >Silhouette Options: -Added Transcendental to Uplinks

-Modified Custom Robo's pricing (generally making it cheaper)

-Clarified the advanced AI Chip's relationship with Transcendental and Custom Robo

-Removed a clause from Anatomically Correct that was implying things that I wasn't intending to imply

>Notes/Changelog: -Shuffled the order of subsections to make a bit more sense

V0.3: >Silhouette Options: -Added Backup Power to Power

-Minor clarification tweaks to Transcendental Uplink and Custom Robo

-Corrected an error where Cheap Servos cost 50 RP instead of returning it

V0.4: >Perks: -Expanded upon the VIP and Goons Perks to make them more appropriate as Perks

-Added extra purchase options to the VIP and Goons Perks

-Goons renamed to The Boss

V0.5: >Drawbacks: -Added the Alas, Poor Yorick Drawback

-Corrected an error where a couple of drawbacks appeared to cost CP instead of returning it

-Made it a bit more obvious that "Space Age Materials" and Miscellaneous Bullshit Whisperer can be taken as Drawbacks or General Perks

V0.5.1: >Drawbacks: -Remembered to make Alas, Poor Yorick and Robodependency incompatible

V1.0: >Companions: Renamed Import to Save/Load; can be used as a general companion creator

>Other: Fixed an image whitespace issue that was annoying me; declared this version feature complete so I could work on other things.

#### **A NOTE ON LORE:**

There are three primary sources of canon for this series: Ningyou Tsukai (EN: Metal & Lace: The Battle of the Robo Babes), Ningyou Tsukai (OVA) (EN: Sexorcist (subbed)), and Ningyou Tsukai 2.

Because the first game was localized in the 90s, it got the incredibly scuffed 90s US localization treatment, meaning it's impossible to trust it as a source of canon; as a result, said localization has been relegated to the Scenario above. This leaves the three JP sources: Of them, I haven't been able to source translations of the games (or even the original JP version of the first at all), meaning I'll probably be forced to TL them by hand. Because that's going to be a gigantic pain in the ass, the OVA, which was the easiest to find (and ironically the most sexually explicit), is considered the primary source of canon for the purposes of this Jump document, supplemented by information from the games and things I extrapolated out from the worldbuilding available and/or

thought would be cool and/or appropriate. If and as I'm able to source or create translations for the games, this Jump will be updated accordingly, which may change its tone, tenor, content, and/or balance.

#### **EXAMPLE SILHOUETTES:**

**Mimi:** A slightly older version of a line of hi-spec combat models, this version of Mimi was prototyped by Mizuho Factory as a testbed for the Feedback Dampener and Super Modules.

- Size: Standard (0)
- Mobility: Legs (0)
- Power: Microfusion (100)
- Materials: Advanced (50)
- Servos: Advanced (50)
- Face: Humanoid (0)
- Uplink: Standard (0)

Features:

- Anatomically Correct (50) (Female)
- Thunder Break (100)

Cost: 350 RP

More recent versions include one or more of Face: Human, Uplink: Hardened, Projectile Weaponry (Spiral Burst Kick), Overclock, and Overload.

**Iron Ox:** A powerful and illicit fighting machine built with technology provided clandestinely by the Lee Corporation, Iron Ox was used to rape and kidnap women for a human trafficking and underground pit fighting ring, whose arena he was the undefeated (10:0) champion of.

- Size: Large (50)
- Mobility: Legs (0)
- Power: Microfission (50)
- Materials: Advanced (50)
- Servos: Standard (0)
- Face: Humanoid (0)
- Uplink: Standard, Encrypted (100)

Features:

- Concealed Weaponry (50) (large combat knife concealed in the right knuckle guard)
- Gas Projector (50) (knockout gas)
- Tentacles x4 (200) (two in the mouth, two in the groin)

Cost: 550 RP

**Blue Dragon:** Emerging from a rocky lineage of unstable Blademaster models, the Blue Dragon, finally, is the definitive cutting-edge combat Silhouette for unleashing one's inner weebie slamurai.

- Size: Standard (0)
- Mobility: Thrusters (0)
- Power: Microfusion (100)
- Materials: Advanced (50)
- Servos: Advanced (50)
- Face: Abstract (+50)
- Uplink: Monopolistic, Hardened (100)

Features:

- Concealed Weaponry (100) (Plasma Katana)
- Ranged Weaponry (50) (Sword Beam)
- Overclock (100)
- Overpower (100)

Cost: 600 RP

**Orbital:** An example utility Silhouette, used for space-bound construction.

- Size: Small (+50)
- Mobility: Legs (0)
- Power: RTG (+50)
- Materials: Standard (0)
- Servos: Standard (0)
- Face: Blocky (+50)
- Uplink: Standard, Delayed, Hardened (0)

Features:

- Integrated Tools x3 (150) (power driver, welder, OG maneuvering jets)
- Photovoltaic (50)
- Pressurized (50)

Cost: 100 RP