



In the past, humanity was great. From the few records that subsisted, we think that they had solved many of their problems, from pollution to war to famine.

They had made immense progress in many fields of science, discovering the universe's secrets one by one.

They had very effective computing technologies, allowing them to create the raban, a multifunction tool that served many.

They created great arcologies, allowing them to house their growing population.

They made huge advances in the fields of bio-engineering, enabling them to restore a part of Earth biosphere that was damaged by decades of industrialization.

They even had interplanetary capabilities, granting them the means to install enclosed biosphere on the Moon itself.

A scientist, going by the name of Shunak, created a hyper-effective growth serum to inject in the plants in the Lunar Biosphere Project because he felt the experiment was taking too long. Sadly, this act would bring about their undoing.

The plants grew very quickly out of control, spreading like wildfire across the Moon devastating it and even blowing up pieces of it into orbit. But the carnage would not stop here, for the plants then set their sights on the Earth, crossing the distance in hours and falling in an endless rain of fire across the planet, destroying nearly all of civilization.

Fast forward centuries later, the Forest was born from the plants that came from the Moon, covering a large portion of the planet and the remnants of human civilization have

settled into two factions. The Ragna Nation, a militaristic government proclaiming their independence from the Forest, and the Neutral City, trying to live in harmony with the Forest.

You arrive five years after Shunak, having been preserved in stasis for centuries, has awakened. He gained the favor of the Forest, making him an Enhanced Being, and then betrayed it, joining the Ragna Nation in an attempt to bring Earth back to its past glory.

One week from now, a young teen from the Neutral City named Agito will go attempt to steal water from the Forest's well with his friend Kain. They will fail, drawing the attention of the Forest. Agito will make a run for it, accidentally stumbling onto an old Stayfield unit deep inside a ruined city. He will then inadvertently activate its last active pod, awakening a young girl named Toola. And their interactions from now on will possibly change the face of the Earth forever.

Here, have those **+1000 CP** to help you on your journey.

Backgrounds:

Pay 50 CP to change your gender, or choose your age within indicated limits.

- **Drop-in :**

You find yourself waking up inside an enclosed tube. After a bit of twisting and fumbling around, you accidentally hit a button, causing the tube to slide out. You shake your head around, trying to remember what you were doing inside of that, when a small holographic screen pop into existence in front of you. After a bit of reading, you now know that whoever placed in there didn't do a good job of it as you seem to have no memories of this world, past or present.

- **The Forest:**

Waking up, you find yourself curled up inside some sort of pod, entangled in a fibrous material. After a few seconds of contemplation, you hear a cracking sound from behind you, and feel the cool breeze on your back. As you continue to wait, the cracking noise stop and the pod split in half, slowly lowering you to the ground

by strings of plant-matter. As you softly touch the ground and the plants liberate you, you feel a set of memories asserting themselves. It seems that the Forest has created you a human body to accomplish your purpose, whatever it may be. Roll 14+1d8 years for your physical age.

- **The Neutral City:**

You wake up suddenly after a small nap in the afternoon. Shaking yourself awake, you hear a knock on the door of your room. Opening it, you find a member of your family who ask you to accompany them to the daily task of gathering some water buckets from the Well. After dressing yourself, you go outside of your small house, in which you live along with your close family. With a soft sigh, you grab a few of the buckets in front of the building and start walking down the road.

Roll 15+1d8 for your age.

- **The Ragna Nation:**

A very loud noise propels you into wakefulness. As you calm your rapidly beating heart, you look outside the window to see a train slowly sliding inside its hangar in the distance. Dressing yourself and walking outside, you tug the small mask in front of your face to prevent the polluted air from penetrating your lungs and start walking toward your workplace, whether it is in a factory or a post in the military.

Roll 16+1d8 for your age.

Perks:

Perks are 50% off, with the 100 CP perks free to their respective origins.

- **Drop-in:**

- **Soundtrack (100 CP)**

The beautiful music from this place has moved your heart. As such, you will now possess an entirely new sense solely dedicated to generating some background

music appropriate to the ambiance (fast paced, loud music for battle, soft, calming music when relaxing, etc.)

- **Old World Operator Manual(200 CP)**

When trying to use ancient technology, it is best to know which button NOT to push if you don't want things to go kaboom. This perk grants general user-level knowledge when using any foreign/ancient/alien technology. You aren't likely to become an instant expert at it, but at least you won't fry yourself by picking up an alien gun the wrong way.

- **By the Power of McGuffin (400 CP)**

Many anime/video-game/movie plots revolve around what is referred to as a McGuffin, a particularly desirable object/artifact/technology.

This perk greatly helps you get a better deal when negotiating with/for a McGuffin. If you possess one, expect other people to offer slightly more in exchange than they would otherwise. If, on the other hand, you want to acquire one, people will be slightly more inclined to sell one to you for a lower price.

- **Rebuilding the Past (600 CP)**

You gain a pretty accurate knowledge of the technology of the past human civilization and can easily reverse-engineer their purposes and functions, and you know how to modify them for different purposes. For example, you could make other raban work for yourself, change a stasis unit into a food preservation mechanism, transform a forcefield door into a hand-held shielding device, create an air-tight environmental bubble on the Moon, and recreate many of the technological marvels of the Old World.

- **Forest:**

- **Forest Survival (100 CP)**

The Forest recognize its own, and as such you will always be welcome in any sort of places with plenty of greenery (such as a well-kept garden, forest lands, etc.)

and nature will try to help you survive this environment (fruits are more likely to be comestible, the shade of a tree will be cooler, water will be purer, etc.)

- **Green Thumb (200 CP)**

When the memory-package given to you by the Forest installed itself, you gained a large amount of knowledge in botany and related fields, allowing the identification of plants with great accuracy, being able to fashion rudimentary medicines and chemicals from them, and helping you make them grow and prosper in an appropriate environment. As you search those memories in depth, you find a strange quirk inside, allowing you to apply this knowledge to extra-terrestrial species.

- **Voice of the Forest (400 CP)**

From your connection with the Forest has spawned a strange ability. Your voice carries weight and enables you to gain the ear of otherworldly spirits and minds, allowing you to attempt to sway them to your needs. This ability only ensure that whatever being you may wish to contact will hear what you have to say, not that it will care or even be happy about being contacted.

- **Nature Spirits(600 CP)**

From your memories given to you by the Forest, you have learned how to awaken the latent intelligence buried deep in nature, allowing you to give any plants a certain amount of consciousness and to use the large amount of energy they will generate (for example making them grow very fast, or siphoning it to power some machine).

Though you should probably be very careful, because while those plants may become intelligent, they shall always have self-preservation as their first goal and they will become exponentially more intelligent the more awakened plants are in proximity, with potentially disastrous results....

- **Neutral City:**

- **Close-knit Community(100 CP)**

Whenever you work hard to integrate yourself into a small community, your attitude, mannerisms and various other factors tend to make other people more likely to help you if you need, making them more friendly in general.

- **Scavenging Duty (200 CP)**

From the numerous times you have been conscripted into scavenging duties, you gain some sort of instinct that can tell you thing like 'This thing in front of me could be useful', 'I really shouldn't step on that' or even 'The things I'm looking for are probably in that room'. Those instincts only activate when scavenging for things, not basic searches like 'Where did I put my car keys?'

- **Great Diplomacy (400 CP)**

You become capable of great diplomatic prowess, capable of negotiating with other parties and get some good deals out of it. You also gain a boost to those abilities when you act as a neutral buffer between several belligerent entities (such as the Forest and the Ragna Nation) and are capable of making them strike a tentative peace at the very least.

- **Silver-haired Warrior (600 CP)**

You have been blessed by the twin spirits of the Forest and have become an Enhanced Being. Your physical capabilities have been greatly enhanced, enabling you to survive falls from great heights, tank a point-blank artillery strike, run faster than a train, and cleave tanks in half with your bare hands. You also gain a mandatory hair color change to silver, along with gaining a toggle able version of this perk at the end of the jump. But beware the overuse of those abilities, for it could lead you to transform into a tree, requiring you to find a way to change back or else you'll die.

- **Ragna Nation:**

- **Living in the Military (100 CP)**

If you are in the Ragna Nation's military, chances are that you're more than likely to be a grunt. But this can be a good thing, as now you have a great understanding of military procedures, chain of command, and plenty of simple to prevent yourself from getting court-martialed. Your effectiveness when placed in a military chain of command is improved, as long as you don't have a high command position (i.e directing a dozen troops would work fine, but leading an army won't activate the perk).

- **Technical Training (200 CP)**

You know how to operate most military technology, and can use most of it with very good proficiency, allowing you to drive a Ragna Tank alone, direct a Walking Stick without driving it in a ditch, or even use one of its numerous trains, though trying to do so without proper permission will most likely have consequences.

- **Survival Science (400 CP)**

You are a member of the Ragna Nation and as such, you have an intimate knowledge of several processes that can enable survival in a hostile environment. For example, if you find yourself in a desert, you would know how to setup several water-collecting facilities. In an area with heavy air pollution, you could have means to purify the air you breathe.

- **Ragna Tanks (600 CP)**

The science of the Ragna Nation is no secrets to you, enabling you to recreate their prowess, such as creating massive industrial complexes to create large military equipment, to instructions on how to create the large 'Walking Sticks', large motorized artillery platform or even the simple 'Ragna Tanks', small spider tanks with cannons on the top.

Items:

- **Condensing Gourd (50 CP):**

This small gourd the size of a thermos can contain up to 5L of water and will automatically refill 1L of water every hour. It cannot contain other liquid than water.

- **Clothes (50 CP) (1 Free for each non drop-in background):**

This is a simple set of apparel to enable you to blend in easier with your faction. For drop-ins, it is simply some clothes you could find on Modern Day Earth. For Forest, you get a tunic similar to those used by the druids. For Neutral City, you will get a set of appropriate clothing in various fashions. For Ragna Nation, you will get a light body-armor.

- **Breathing Mask (50 CP) (1 Free to Ragna Nation):**

This breathing mask will enable you to breathe potentially polluted air from your environment. Forest will look like a mesh of plant fiber strapped onto your face. Neutral City looks like a simple white medical mask. Ragna Nation will have a small collar made of stretchable black tissue.

- **Sedative Formula (100 CP)**

This chemical is a very powerful sedative, capable of putting to sleep even a Silver-haired Warrior. The formula can be injected, ingested or even inhaled by the target, and can be put into a bullet for long-range action.

You gain a ten-bullet clip equipped with this chemical, along with the formula to make more of it.

- **Raban (100 / 200 CP):**

A raban is a combination cell-phone/computer/access-key that looks like a necklace size plastic loop with a small rotating connector. You can access its

many functions by twisting some portions of this device around and interacting with the various holographic/haptic interfaces that pop up. It is a relic of the past and some people might question how you came into its possession as a raban will only obey its owner. For 200 CP, you gain a version of it with high-security clearance, enabling you to interact with many of the still functioning, but locked, technology inside the Old World's ruins.

- **Stayfield Pod (200 CP)**

This strange pod made of featureless metal greatly resembles a smaller, portable version of the large stasis units that can be found deep in the ruined cities of the Old World. Accessing its interface indicate that it is a portable stasis unit meant to conserve biological samples for long periods of time. You feel that you could learn to replicate its effects, given the appropriate knowledge.

- **Growth Accelerant (200 / 300 CP):**

You gain a small vial filled with a sample of the growth accelerant used by Shunak to make the plants of the Moon grow much faster, accidentally creating the catastrophe that destroyed a part of the Moon and ravaged the Old World. While turning it around in your hands, you see a sticky note and a small data disk taped to the bottom. Reading it says "Enclosed on this data disk lay all my notes on the experimental growth serum that will soon be used in the Main Lunar Biosphere to accelerate plant development. This will prove a great advancement to the field of genetic engineering, recorded for posterity. Signed: Primary Assistant-Researcher Shunak". Those notes may enable you to rework the serum to make it less virulent. For **300 CP**, you will directly get a stable, much less aggressive serum that simply allows plants to grow very fast.

- **Ragna Tank (300 CP) (Discount for Ragna Nation):**

This 1 story tall spider mech is a simple quadrupedal tank fresh out of Ragna's factories. Equipped with a battery of sensors and armed with a dorsal cannon,

this very maneuverable and agile war-machine will tear through small structure. Sadly, its armor is a bit lacking and would most likely fall to a RPG shot

- **Walking Stick (500 CP) (Discount for Ragna Nation):**

This one, on the other hand, is a very tall yet very slow monster of a machine. It is equipped with a very large artillery piece on its belly and is furnished with many commodities enabling it to act a mobile base, with kitchen, armory, and plenty of rations/ammo/water to last a long time.

- **Notes on E.S.T.O.C (600 CP):**

This forearm-sized data storage unit is compatible with a raban and contains all the development notes of Toola Kun Sakul's father on the creation of the 'Environmental Defragmenter', an extremely powerful terraforming device capable of restoring Earth's natural biosphere on a local or larger scale. Sadly those notes only contain the data on the device itself and not on the surrounding infrastructure necessary to power it –aka no walking volcano for you- and its workings are extremely dangerous to the native biosphere and will destroy it entirely to make place for the new one (so be very careful if using it on a Garden World).

Drawbacks (+800 CP Limit):

- **Mysterious Purpose (+100 CP) (1 mandatory/free for Forest background)**

You have been given a mission by your respective governing body. Drop-in gets one from a random faction. You must complete this mission before the end of the jump. This mission will most likely be relatively simple (not a 'multi-year long quest', but not a 'snap-your-fingers-quick' quest either).

Expect the 'quest-giver' to continuously grumble at you until you complete it. This can be taken multiple times to a maximum of 3 / 2 for Forest origin.

- **Banishment (+100 / 200 CP)**

For some reasons, either the Forest or the Ragna Nation has banished you from their territory, and will pursue you should you decide to enter their lands.

For **+200 CP**, you will be banished from both the Forest and Ragna Nation, confining you to the Neutral City.

- **Criminal (+200 CP)**

What did you do?! Now, everyone in the Neutral City or Ragna Nation will believe you have committed a great crime. Expect dealing with any human to be difficult as they will heavily mistrust you; raise their prices very high and generally making civilized life very difficult. You may eventually bring them around to being neutral to you but expect it to be a gruesome process that will take at least 4 years. Strangely though, the Forest is indifferent to this predicament and will treat you like any other human.

- **The Forest Hates You (+200 / 300 CP)**

The Forest does not like your presence in this world and will actively attack you and people close to you (whether Companions or simple friends) if you enter its territory or even stay too close to it although it may be possible to sway the Forest into peace by doing some large task for it. For **+300 CP** the Forest will not be swayed and will never relent in hunting you down even if you stay in the Neutral City. Only going to the far reaches of the Ragna Nation would allow you to escape it.

- **Shunak's Interest (+300 CP) (Cannot be taken with the Ragna Nation background)**

Your entry in this world has attracted the attention of Shunak, a former scientist that worked on the Lunar Biosphere project, now a high ranking official of the Ragna Nation. He believes that you hold an important artefact that will enable him to restore Earth to its prior state. Said artefact is some object from your Warehouse that holds a lot of importance to you. It will not be able to be transported elsewhere than this planet and will have to stay in this world. If they

managed to get their hands of it, it will disappear forever from your possession. Even if you manage to kill or incapacitate Shunak, one of his loyal subordinates will take up the task and continue to hound you everywhere for it.

- **Forest's Curse (+400 CP) (Cannot be taken with the Forest background)**

The Forest is a very powerful entity and has decided to punish you for something you did by locking you out of your out-of-jump perks. You will be reduced to your bodymod body for the duration of the jump but the Forest won't otherwise act differently than it would as it believes this is punishment enough. Strangely you still have access to your Warehouse but cannot take anything out of it.

- **Earth Regeneration Project (+600 CP)**

Your arrival caused the Forest to mutate, repressing its intelligence to that of a bloodthirsty beast. It will now actively attempt to spread everywhere and kill any living creature it encounters. You will have two possible objectives: either you will need to 'heal' the Forest from its berserking state and return its intelligence to it, allowing it to become more benevolent to living creatures, or eradicate it entirely from the Solar System and return a sufficient biosphere to Earth. For both of these objectives, the answer you seek lies inside the shattered remnant of the Moon. Failure to complete the objective you have chosen by the end of the jump will kill you, ending your chain.

Notes:

- The Earth Regeneration Project drawback needs you to go on the Moon for both outcomes:
 - If you choose to heal the Forest, you will need samples of the original Forest that lies inside of its original biosphere on the Moon to work some sort of cure.

-If you choose to destroy the Forest, you will need to also destroy the original Forest that still lies buried inside the Moon. And it will not stay still and just wait, it will launch orbital attacks on your positions similar to the impacts that caused the Apocalypse.

- The Silver-haired Warrior perk has some sort of overuse limit, transforming you into a tree for a period lasting from a few minutes, up to several years. It is possible to switch to an alt-form when forced into tree form, but this will render any effects of the perk void until you spend some time as a tree to reset it. The recovery period varies with your emotional and mental health (someone stressed and angry will take longer than someone calm and composed). It is a chain loss condition if you are still in tree form when a jump ends. Shapeshifting and regeneration perks also helps bring down the 'cooldown period'.
- The Ragna Tanks perk give you the top level knowledge and blueprints for most of Ragna's Nation science. You have some insights on how to create an industrial powerbase similar to Ragna's capital from a very small starting point.
- The difference between the 200 CP and 600 CP drop-in perks are roughly the same difference between being able to drive a car and being able to build a car from scratch.
- The Knowledge of the Past perk is meant to be a reverse-engineering perk, making you a very proficient user of Old World technology, capable of adapting it to your needs. Although you start out with a large amount of know-how to work those techs, the biggest pieces of information and technological treasures will be found in the deep ruins of the old cities.
- By the Power of McGuffin only works when dealing with very rare/important things, not when simply trading something that is commonplace but that you/the other party really wants.

- The Stayfield Pod is NOT meant to be an equivalent to the Stasis Pod from the Warehouse Supplement and CANNOT be used for such a purpose. It is only meant to provide an equivalent to a cryogenic stasis unit, allowing you to preserve biological material for a long time (potentially tens of thousands of years) with only extremely minor degradation.

Changelog:

V 0.3 (04/05/16): Added intro, added 800 CP drawbacks limit, renamed Military Training to Technical Training and added precisions to it, added Living in the Military perk, added Green Thumb perk, switched Green Thumb and Forest Survival perk prices, added Stayfield Pod, added flavor text to Silver-haired Warrior.

V 0.2 (03/05/16): Corrected a few errors, added some precisions to the Silver-haired Warrior perk, the Ragna Tanks perk and the Knowledge of the Past perk, added Old World Operator Manual perk, added By the Power of McGuffin perk, added Mysterious Purpose drawback, added Sedative Formula item.

V 0.1 (02/05/16): First draft of the jump, still incomplete. No intro, some perks still missing, need to find more items/drawbacks.