



Prosperity awaits you in Halcyon - humanity's furthest colony, located on the very edge of the frontier! Come bask in a lifetime of guaranteed full employment, with only a minor term of [REDACTED] years of service!*

The Outer Worlds Jump
[Version 1.75: Bit Update]
by Tri-Sevon

Greetings, whoever **you** are. You seem to be entering into a chunk of space that has its fair share of wonder-inducing environments and special charm. The planets with their various environments and the ground among them to call home. And its name-

-According to Rule 17a, Sub-Sect 12b, on Pg. 7, any Jumpers must now submit to immediate employment, sign all paperwork in triplicate, and begin work immediately. And as a reminder, '**Dissidents**' are frowned upon and so is going against your future employer and '**family**'-

-Thanks for ruining the moment there. Anyway, whoever **you** are, I'll handle the more extremely bureaucratic paperwork for you. And to give you some form of an answer to a question you may have, welcome to the **Halcyon Colony**.

Here are the forms for you to fill out about yourself. I do suggest you take your time, because the longer you spend around here, the less you have to deal with being 'out there'. Oh, and as a registration bonus (and totally not because I hate my boss), here are **1000 Bit Points** for you to use as you see fit.



It is expected that all employees of the Halcyon Holdings Corporation will use their full potential while acting in accordance with HHC's best interests. Please be reminded that acting against the interests of the corporations is acting against the interests of humanity.

Relocation Form (Location)



Halcyon is part of the Halcyon Cluster, so named because Halcyon is the brightest star in the cluster when viewed from Earth.

(Diorama Model: Halcyon Colony 150 Bits)*

You do have the option to roll whatever dice you have (that can add up to 11) to determine where you start, otherwise pay 50 BP to choose your Starting Location.



Terra 2: Emerald Vale

A very green region of Terra 2 that holds value in the Geothermal Plant, a River that has 'Saltuna', and an abandoned Biological Garden. The main location is Edgewater, which also used to be much larger in its heyday before Marauders became more and more common.



The Groundbreaker

The sibling ship to *The Hope*, that was the only one of the two to 'arrive' at Halcyon as expected. Its function also changed over time, becoming an independent hub that exists legally outside of The Board's control thanks to a certain line of descendants that took up the role as its Captain.



Terra 2: Roseway

A different region of Terra 2 that is under the ownership of a different company than the one that owns Edgewater. The serene nature in the region hides many secrets that one may find value in taking for themselves, assuming said secrets don't get out of hand.



Scylla

A specific asteroid in an asteroid belt that was picked to be terraformed. And while the process is still ongoing, the major livable regions do produce enough oxygen. However, there seems to be no one actually wanting to live out here for some reason...



Monarch (Terra 1)

The original Terra 1 until it lost its name and became Monarch. The main colonized body is actually a terraformed moon that orbits around the planet of Olympus. Full of exotic wildlife and sulfur pits, while also holding onto still living towns like Stellar Bay and Fallbrooke. There also used to be two places called Cascadia and Amber Heights, but nothing else to say more about them.



Terra 2: Byzantium

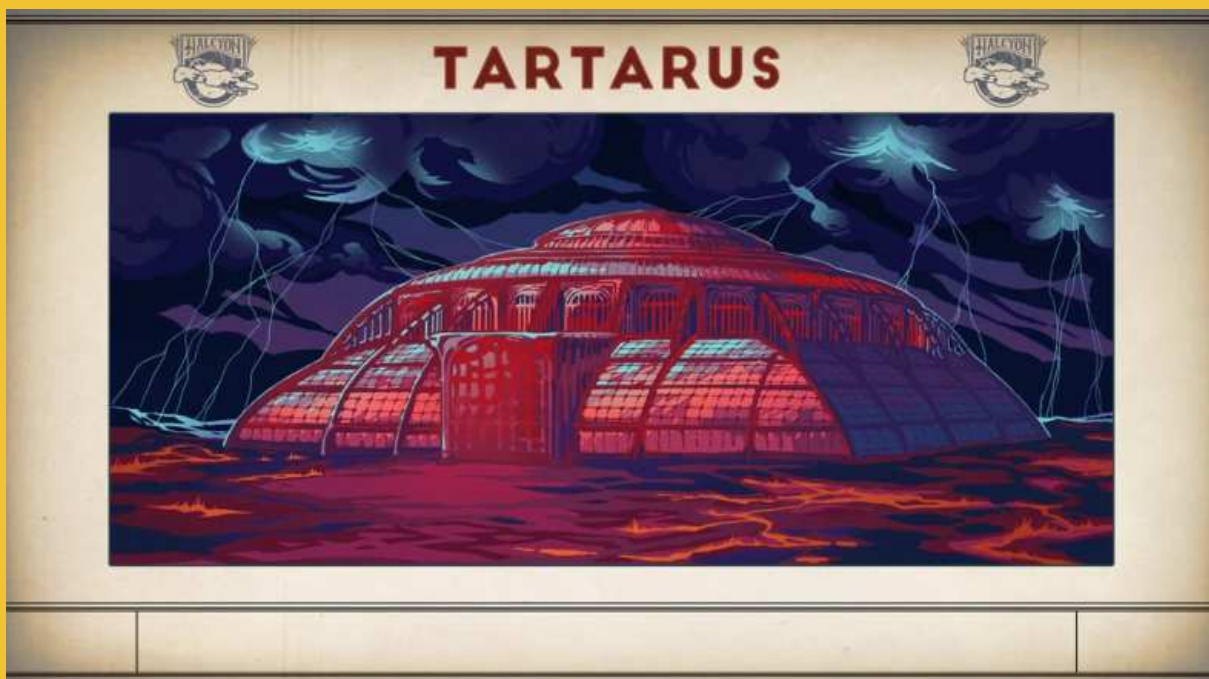
The Jewel of Halcyon, located in its isolated region on Terra 2. The best place anyone could wish to live in compared to everywhere else. However, what it lacks in possibilities of outside threats, it has its own share of internal problems and systems that tarnish this once great city.



The Hope

The lost sibling of *The Groundbreaker*. In official terms, it is just part of an old story and the sad story of lost lives. In unofficial terms, it is much more complex in its current status.

After somehow arriving near the orbit of Typhon, The Hope went silent and its frozen passengers in Cryostasis await whatever their future holds for them.



Tartarus

A planet with many storms and weather that make living on the surface a challenge. However, it can be done... Even if it means you place the worst of the worst in here at its major landmark. The massive facility protected from the elements acting as the prison.



Gorgon

A remote asteroid out in the Charybdis Cluster that used to have Spacer's Choice facilities out there. Now as far as anyone cares to know due to the lockdown, it is just a den full of outlaws, smugglers, and marauders and whatever creatures have been mutated or adapted by the surrounding environment. Nothing of value in essence.

Though there are also rumors about someone hiring people into recovering the lost secrets on Gorgon for a hefty reward...



Eridanos

One of the larger planets and noted as the second Jovian Gas Giant in Halcyon. The main location around here is the chain of connected floating islands owned by Rizzo's. Several of the islands are focused on the attractions for the Grand Colonial Hotel, while the others serve as service and production areas for both them and SLUG.

They also are apparently in the plans to devise a new product for the masses alongside hiring a particular spokesperson being made in their planetside distillery...

...Surely, nothing will go wrong in the near future on Eridanos.

Free Pick

You are free to choose where you choose from the available options. Or perhaps pick specific spots in Halcyon if the details work out.



During the 23rd Century, the Skip Drive was invented, sparking another 'Space Race' as Corporations began exploring and claiming purchasing rights to known Star Systems.

Employment Form (Origins)

*You may roll your age using starting at 16, plus rolling an **1d20 + 1d8**.*

Or just make the age whatever sounds workable/reasonable to you.

You may also freely choose your gender, or just leave as it was in your last jump.

Unknown Variable [Drop In: Free]

No information or record, meaning you are an absolute nobody. While that does give you a mixed amount of freedom, it is enough to get into the wrong or right crowds.

Colonist [100 BP]

Holding a past here, either by way of being one of the people aboard the Groundbreaker, Hope, or a descendant of those who first settled in the Halcyon Colony.

Dissident/Outlaw [100 BP]

Besides being Anti-Board (on some range), this also would count for the more criminal aspects inside the Colony. So keep in mind, you may not be trusted by a lot of people, save for a small handful out there if you are rather overt or not subtle with your intentions.

Board Corporate Member [200 BP]

Sticking to the side that is the 'Government' in this Colony, though its run much more like a business than actually holding a proper society together. You may possibly be a rising executive or have some sort of family using good old nepotism to get where you are...

Medical/Mechanical Record Form (Species/Race)

Human [Free]

The most expected, but also the most standard. May have a problem with actually adapting to the Colony despite all the time spent building up society out here.

Automechanical [Various BP] (*Counts as a Alt-Form*)

The metallic option, albeit with its own ups and downs given sentience may not be expected around the Colony to actually exist in the machines. Then again, there are two machine entities that may make that line blurry...

-Auto Drone: 50 BP : A flying drone that lacks arms or legs (and if you don't have anything to get around that), this will make things interesting. That said, creativity and drive can do wonders given that these have been used for promoting ads, combat, and medical support.

-Mechanical Sentry/Guardian: 50/+100 BP: An grounded machine that has three legs and a singular arm with a plasma weapon possibly attached by default. And surprisingly, there are Automechanicals out there there that are actors (somehow), alongside other more expected service jobs.

For an upgrade costing **100 BP**, you can instead make this into an Guardian quality form, with improved armor and upgraded weapons.

-Sanitation and Maintenance/RAM: +200/+300 BP: An humanoid machine that usually is tasked with cleaning and maintaining the surrounding environments they are assigned to. And yes, it does have arms, legs, and some stronger metal making up its parts.

A particular version of an **"SAM"** Automechanical also got modified to be a combat machine with corrosive weapons and rocket boots for jumping and slamming, which can also be done with you for **200 BP**. Canned Slogans/Phrases optional.

And if you want to go even further, for an additional **100 BP**, you can retain all previous functions offered already and be an “**RAM**” (Riot Automechanical), with two built-in arms carrying a plasma cannon for offense and an expandable riot shield for defense. (And no, you won’t be connected to any terminal that could shut you down.)

Halcyon Creature [Various BP] (Counts as a Alt-Form)

The oddest choice and something that may cause more trouble depending on how you approach things, especially since how they have changed so much...

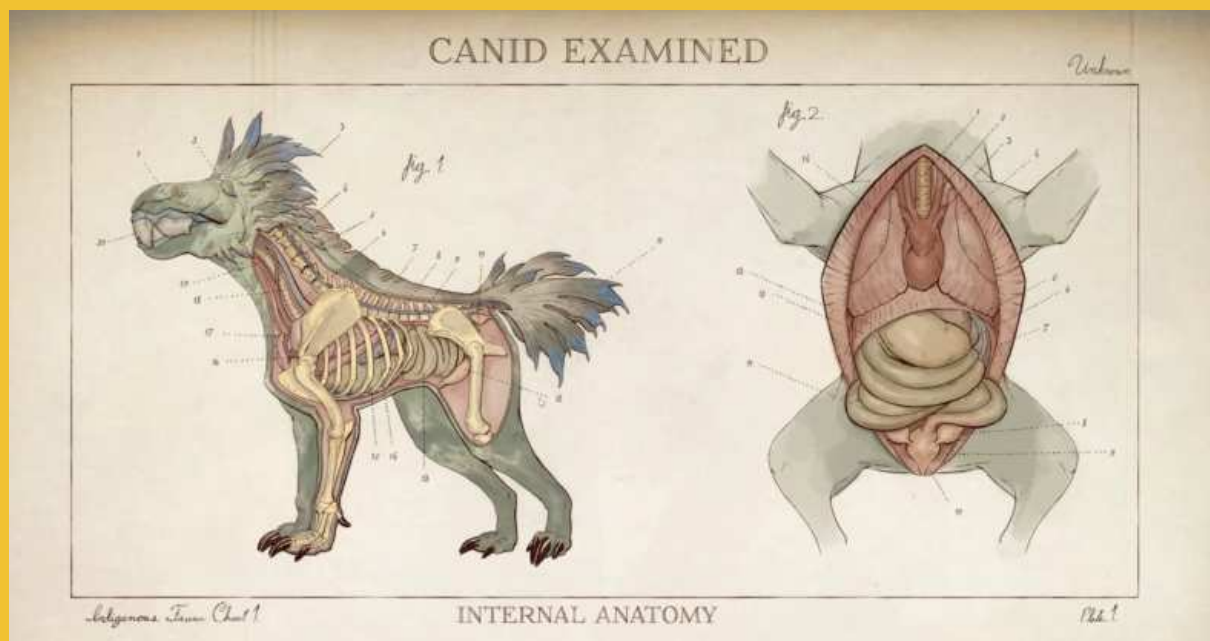
-Sprat: Free:

Sprat Internal Examination Missing

First off, we have the **Sprat**. A ‘Space Rat’ that has more gecko-like features and is probably one of the most common creatures out there. Also partly due to being vermin found everywhere in human location.

Only benefit one could see a Sprat having over others is a very fast metabolism, otherwise being viewed as vermin and a possible food source is all that remains.

-Canid: +100:

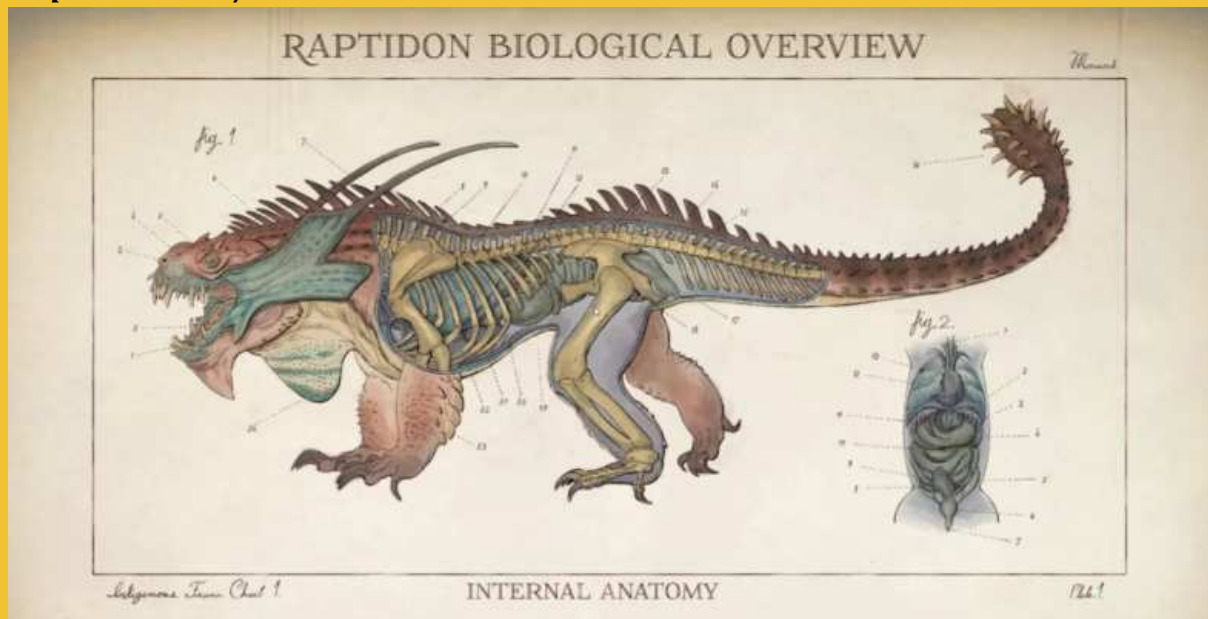


Canid Specimen

Instead, for **100 BP**, you could be a **Canid** instead. Canids are canine-like creatures that have additional avian/reptile-like features that are originally native to Terra 2. While the wild ones are considered feral, much like the canine-like creatures of Earth, they can be domesticated.

You can be a *Feral* or *Domesticated* Canid, with the benefits of either choice making you more adapted out in the wilderness or blending into human society more easily. Just be aware a talking Canid may get the wrong attention...Or a terrible acting job.

-Raptidon: +200/+300:

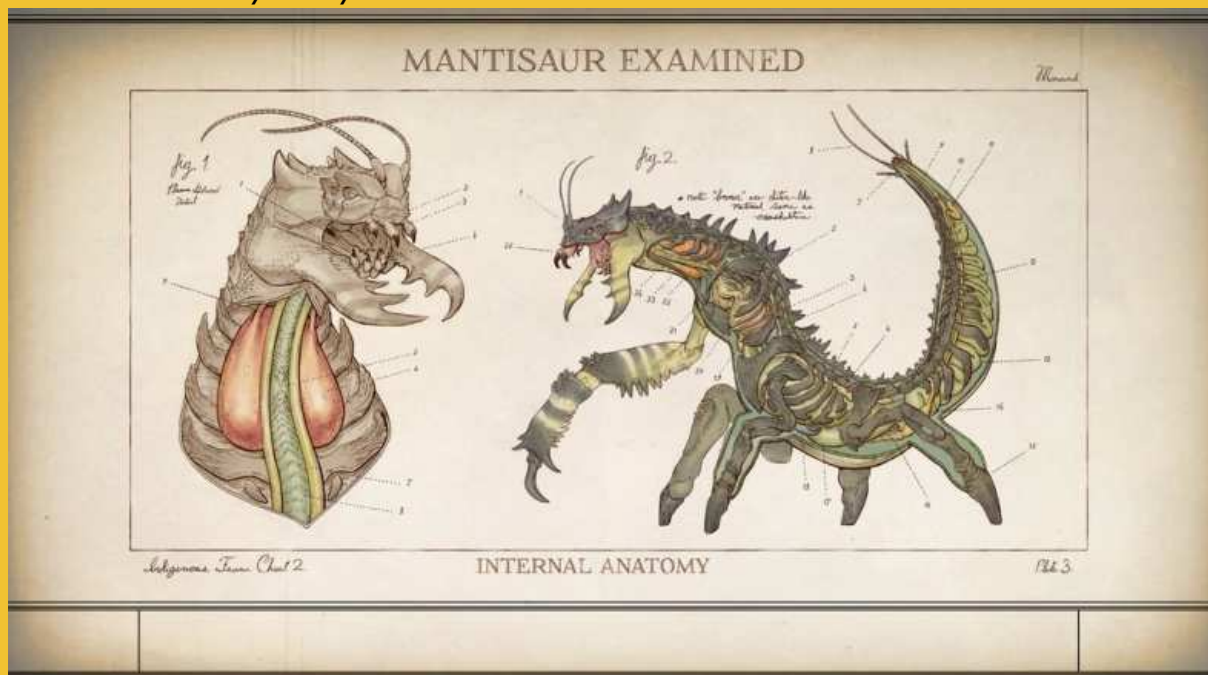


Raptidon Specimen

Raptidons are quadrupedal feline/reptile-like creatures with neon colors around their mouths and have spikes along their back and tail. Very aggressive creatures that normally found in Monarch, though with their internal chemical makeup...

...Anyway, your choices are **200 BP** for a standard Raptidon, while **300 BP** is for the *Mauler*, *Spitter* and *Stalker* variants. Maulers have venomous claws and sharper spikes, Spitters can spit out projectile acid that will burn through armor, and Stalkers use said acid spit to create snaring/impairing traps made for other creatures.

-Mantisaur: +200/+300/+400:



Mantisaur Specimen

Mantisaurs, on the other claw, are large insectoid creatures with some familiarity to a species on Earth. Except these ones are far larger, more aggressive, territorial, and can even emit searing hot red plasma. Which all members also carry an innate resistance to as well.

They come in multiple forms, but the standard one at **200 BP** is the *Mantipillar*. With them being below the stage most would expect, they are still an innate danger due to their strength and ability to shoot plasma at prey and hostiles.

For **300 BP**, the options open up into being an actual Mantisaur and the variant known as Mantisaur *Soldier*. Both versions have stronger strength, armor, and while they lack the ability to shoot plasma, they can absorb energy from kinetic attacks by blocking and releasing a blast of plasma on their prey. *Soldiers*, by the way, have the fun addition of using their massive tails to further puthetirize and weaken prey by using it offensively.

Of course, for such a majestic killer species, there is a larger and more deadly variation. The *Mantiqueen*.

At **400 BP**, it retains similar qualities as the previous variants, especially the 'blocking energy' strategy like the smaller Mantisuar, but also can produce a ranged plasma projectile like an Mantipillar. And given its sheer size and weight with its armor...

...No wonder people fear these creatures enough to have a specific **phobia** about them. Which you now can exploit as one if you wish...

-Primal: +300/400 BP

Primal Internal Examination Missing

Speaking of Phobias, there is another out there for that 'character trait' introducer...

...The species called **Primals**. These are large gorilla/simian-like creatures that are considered to be more primitive creatures, especially with their ogre-like traits. By default, the standard Primal costs **300 BP**, which comes with the traits of having very tough hides, bioluminesce, and the sheer strength of their form.

If that ain't good enough, for **400 BP**, you can pick a variation among the *Hunter*, *Ravager*, and *Behemoth* types. Hunters are smaller, but instead are known for being excellent throwers of large heavy rocks (that are somehow) infused with N-Rays. Ravagers are able to dig and travel underground quickly to attack hostiles. And Behemoths...

...Besides being the biggest type, they also hold a strange connection to N-Ray energy before using said connection to make a slam strike on the ground unleashing a wave of said strange energy.

And yes, they are feared enough to have a genuinely recognized **phobia** dedicated to them...

--Mega: +100:

***Applies to Sprats, Canids, Raptidons, Mantisaurs/Mantiqueens, Primals**

This isn't something normally offered for Humans or Autos, but given if you are going this route of being a Halcyon Creature, we can offer this. Just fill this out...

...And by the way, we will have to charge you **100 BP** to make your choice be a **Mega** version. What does that mean? It means you are far larger and everything you can do will be improved by a very large amount across all traits/abilities...

...Well, except if you picked **Sprat**, you're just plain bigger and not much else.

--Elemental: +200-300:

***First option applies to Canids, Mantisaurs, Primals**

Wow, this is really going the distance with **200 BP** here. If you match any of the applying conditions above, you can also make yourself able to emit these elements or special biological phenomena with your attacks seen below.

Canids - Galvanized: Shock

Primal - Blight/Contagion/Miasma: Corrosive

Mantisaur - Frost: Cold/Cryo

If you spend an additional **100 BP**, you can also tack on an additional element that also includes **Plasma** and **N-Ray** as options. And this also means that Sprats and the others not mentioned in the trio above can get these elemental traits.

Unusual Talent Sub-Form (Perks)

Origins get their 100BP perks for free and the rest are discounted to 50%.

Unrestricted Section [Undiscounted]

Attributes [Free]

See, an parameter that we define for people are SDIPCT. And normally, most people are up and down across its measurements. Instead with this, you start out at the middle of the road: Average.

This has its benefits, in case you weren't the average. Though if one would wish to improve themselves, you can spend **100 BP** per individual attribute to improve it by a tier. There is a limit or cap at 3 improvements, as far as these parameters in Halcyon go, but even so...

...These will stack/incorporate into boosting or further augmenting what your Body Mod, Perks, and any other improvements/developments you have in your past.

Skills [Free]

As good as the attributes are, it doesn't mean anything if you can't apply them. Among these bundles of skills are some that would be useful in combat, social situations, or even in the midst of an emergency or business meeting.

Much like the above, you automatically start at a fitting level: Novice. You can also spend **100 BP** for a total of 4 times to improvise a singular skill by a tier. And remember, the only better thing than a skilled employee is an obedient employee.

*(Oh, also these upgrades work like what was mentioned up above with **Attributes**. To reiterate or make it clear, this will stack or augment the level of proficiency in any matching or similarly-related skill sets you have that may or may not exist in Halcyon.)*

Aesthetical Design [Free]

One may feel like they would wish to have their stuff blend in with the styles seen in Halcyon. Or perhaps you do like the styles, but don't want to downgrade your equipment and other valuable things. There has to be a solution.

And now there is a way with this key skill. In short, you can easily make any of your Gear/Equipment match the styles seen in Halcyon, without causing any downsides in terms of their existing capabilities. Same for any buildings or ships or and other things you may wish to give a new coat of paint and metal for style.

Flawed Learning [100-200 BP]

If there is one thing to do while in Halcyon, it is to make sense of your fears. One day you could be working as normal as ever. And then after one moment leading into the next day, you feel fear and terror at just seeing a Automechncial being in the room or approaching your direction. Or even other creatures and problems caused by degradation of health that happened to you...

Now, you do have an idea of when and how that'll happen internally. With this, you can now have an easier time identifying yourself in terms of weakness or flaws that are beginning to develop, alongside methods to overcome or treat them.

For an additional **100 BP**, you can also learn to pick up on other people's conditions with flaws and can provide support to help mitigate their effects on them.

(And in the case you want to have flaws, either to build character, a form of challenge, or some other reason that makes sense to you, it is toggleable.)

Attire/Armor Master [100-400 BP]

There is a phrase out there that goes, "Clothes make the man", which its significance holds a strong tie in Halcyon. It is also true that wearing armor instead of just fancy clothing is also more effective in staying alive when in the midst of combat.

With this, you now have the ability to quickly remove and replace the clothes/outfits being worn with something else, like say armor. And on a different, but related note, whatever you do wear will now be twice as protective. Though do keep in mind that it massively helps if the items in question are in great condition as well.

For an additional **300 BP**, your unnatural ability is upgraded to make it where any possible and or tangible benefit from whatever you are wearing, (be it attire or armor), will now be boosted by a multiple of 3.

This will also retroactively apply to any past *applicable gear* you have purchased in previous jumps, while also applying for any future jump purchasing acquisitions. And also, any mismatching or conflicting styles in what you wear will not confer any hampering in moving around and other activities if they were able to cause such.

Halcyon Adapted [400 BP: Capstone Booster]

Halcyon is in the furthest region of the frontier that Humanity can reach in this universe (so far as Board propaganda and bias says), but they perhaps bit off more than they can chew in both senses.

How so? Despite six decades, they haven't resolved an issue with thriving off from the nutrients of all of the crops and livestock they already have. Add on top a population that can't grow plenty of crops and supply food across multiple regions in ONE planet ON further top of all of the problems with Halcyon...

...It is frankly a miracle that humanity hasn't died out yet and Earth still exists, despite not hearing much about what goes on there.

This is a two-fer that will make you truly adapted to Halcyon. The first half is that you will get all of the valuable nutrients and other vital requirements from any form of crop, meat, or edible product (if they have any) you consume that come from Halcyon and in future settings with similar famine or survival issues.

The second half is an all-around boost to make your efforts from just 'surviving' into being able to 'live and thrive' in any environments you find yourself in. Even ones that are far more dangerous than what Halcyon can offer...

And since you went through the effort to get this, do expect some benefits to pay off later with possible future acquisitions...

*(And yes, if you are an **Automechanical** or **Halcyon Creature**, substitute akin to 'internal power sources/recharging to be enhanced' for Autos* and 'human-made food are now far more compatible and beneficial to eat' for Halcyon Creatures*.)*

*(*Do try to keep tangible alternative substitution benefits that fit appropriately.)*

Unknown Variable

Kitschy Collector [100 BP | Free for Unknown Variable]

If there is one thing about Halcyon that has a positive side, it is that there are a lot of small items out there that may be of some interest to someone. Though this ain't exactly useful for truly useful utility items...

Instead, it is a toggable ability that can designate items, such as curios, trinkets, and other knick knacks that you may set the parameters for finding. Cause why not bring some souvenirs with you across your travels and place them around as you see fit?

This also counts as a minor boost in finding/having ways to take them with you, for both legal and illegal ways. Though it works far better with words and palm greasing overall...

Dodgeful Blocker [100 BP | Free for Unknown Variable]

If there is one set of skills that Tossball can teach besides being overtly aggressive, it is perhaps also to be overly defensive. How so?

Well, much like dodging the biggest Tossball player heading your way mid-game, you could do the same with a big guy in corporate armor trying to slam your head in, by just using your agility to dodge or dash out of the way.

Or perhaps an outlaw brandishing their bladed weapon can be blocked mid-strike and left open to counter attack, like how you did that to a Tossball opponent to score a point in a past game.

Either way, you now have an enhanced talent in dodging and blocking that with perhaps enough training can do even more things to be evasive or brace yourselves. Maybe you could also make your defense into offense as well...

The Joys Of Modularity [200 BP | Discounted for Unknown Variable]

If there is one benefit to Halcyon weaponry and armor, it is that they are surprisingly modular. And now because of that, you now know how to install, remove, and even convert non-Halcyon designs into modular designs. And if you play your cards right, you could actually make these Mods even better.

You also get a skillset in designing alternative mods that Halcyon didn't cover, but would probably help making sure to do the research on what you'd be trying to accomplish.

Colorful Elements [200 BP | Discounted for Unknown Variable]

Plasma, Shock, Corrosive...Sound like usual things you heard before. Maybe also Cold/Cryo, if you like the fancy name for ice. But what about...The new one?

Enter the '**N-Ray**'. A strange purple-like energy discovered way ago in the past that if applied to weapons, creates a surge of energy that bypasses most armors and can radiate out onto other targets while damaging their internal organs and so on.

Also as a bonus for getting this, you also gain a strong resistance to these Halcyon elements and similar types like them in future settings AND also boost the damage you do with said Halcyon Elements.

*(Also, if taken with **The Joys Of Mods**, this allows for synching with making Elemental Mods for weapons and Resistance Mods for armors, alongside conversions to Non-Halcyon Tech.)*

The Variable Reason [400 BP | Discounted for Unknown Variable]

Being considered to be an unaccountable variable in Halcyon has its benefits. Like finding ways to mingle with lots of people from different backgrounds and statuses if you can actually have time to talk to them.

But what about if you end up seeing these same people day in and day out, especially if they consider you to be the Captain of the ship you all are using? (There doesn't have to be a ship, nor do you have to be a Captain by the way).

Either which way, there is a reason why these people are tagging along after all, possibly as friends you made along the way or something else. And this is something to help you with these aforementioned people.

With this, you find it far easier to go on the lengths or efforts to help out said friends. So much so, this also makes it far easier to develop bonds of loyalty and respect. In fact, these bonds (if developed enough) could actually end up giving you, in essence,

Mini-Perks.

These do have to remain related to whoever the bond is with, but be assured that going the extra mile for people has far more incentive now. Of course, there's also nothing stopping you from doing this, regardless of the tangible benefit...

...Or perhaps it comes with the territory of being an unknown variable in Halcyon...

Time Dilation Capability [600 BP | Discounted for Unknown Variable]

Normally, to even get something like this would take a combined set of brain damage, cryofreeze damage, and a very special chemical cocktail to even get a chance to acquire this unusually exotic ability.

Instead, you don't have to go through any of that and just get all of the fun this can offer you. To (try to) explain what Time Dilation is, visualize or imagine its use as being able to move faster than anyone else thanks to your body being able to act at a normal speed. While it feels and looks like time *slowed down* for everyone else, who may not even be able to notice it, even if they are paying attention to you.

This has massive benefits in helping with aiming your melee strikes, your aim with your projectile weapons, and especially with either sneaking, dodging, or even running away from fights you may (or may not want to) find yourself in.

[Capstone Boost]

It seems your special condition has taken a new step for your benefit. Now you have **Tactical Time Dilation**, which means a few things. First off, you now have the function to target specific areas on your opponent to possibly outright weaken, cripple, stagger, or even stun them with a well-aimed shot or smack with your weapon.

Secondly, if there are weak points that can do extra damage to your opponent, you get a massive boost to inflict more damage if you hit that area. And depending on the

opponent as well, this may well allow them to outright execute them (and even if they don't actually die right in that moment, it'll make doing so very much easier).

And lastly (for some possibly disconcerting reason), you also now can achieve a '*state of focus*' after killing someone or something that allows you to inflict (somehow) more **critical damage** towards the next target you face while in that temporary state...

...So do be careful with this. Because you may have been far more deadly and unpredictable than anyone may realize at first glance.

*(That 'state of focus' can be extended while in **Time Dilation** as a note and can be slowly extended for longer ranges of temporary time before needing to take a cooldown.)*

Colonist

Enduring Work [100 BP | Free for Colonist]

The work of a Colonist is never easy, nor is the work you can expect after setting up said colony. The companies may ask for long hours, strenuous work, and little to no rest that may be soul-crushing...

...But with this, it is a boost to help you endure it all. Even if you have to force a smile at the end of the day, it will hopefully never break you. This boost is also amplified if you have the care of friends and family to support you...

...But one can only endure for so long.

Dumb Luck [200 BP | Discounted for Colonist]

Sometimes, it is a matter of luck impacting the small chances of hope for things to get better. And even in Halcyon, there are those who manage to find some fortune in the midst of all of the problems.

This is a luck boost that works better...by being around people that aren't exactly lucky or perhaps haven't learned to fix their learned helplessness. Do be warned though, that luck can only get you so far...

...And where it can run out at the worst time.

Determined Empathy & Altruism [200 BP | Discounted for Colonist]

All of the companies in Halcyon instill this idea into the workers that they belong to a family, to work together with each other and never with their competition. While this is certainly a form of 'Cystpig Wash', perhaps one could really make use of this for something else.

While not exactly an exact science, you do have this unusual thing about it that allows more cohesion between people that are actually part of your community, especially if they aren't actually part of your biological family. People can feel more empathy for each other, bend the rules to do what is really right, and look out for others that aren't themselves.

And while not as strong, perhaps you can reach out into other communities and begin building up the same empathy... But perhaps also something else. A sense of altruism against all of this greed and selfishness.

This won't work on everyone, but for those it does... Perhaps altruism and empathy still exist in bleak times, in greater or lesser forms. And maybe all it takes is to get people to act on them...

(This can also apply to you and your companions, if you wish to go that route, while also being toggleable.)



Rizzo's Morale Improvement Program (In Development)

Freelancer Reputation [400 BP | Discounted for Colonist]

As mentioned by a certain man named Redd Tobson, being an Ex-Company employee is a death sentence in of itself. Yet, perhaps for you, it doesn't have to be one in both a professional and survival sense.

There is a way to help manage that. Either taking the form of a 'Reputation Aura' (or perhaps a Reputation System) that you can access/view at any time to see how groups you know view you at any given time.

Say you want to keep in good standings with *Monarch Stellar Industries (MSI)* or perhaps *The Groundbreaker* when you are deciding on things involving them for good or bad, such as their matters involving The Board.

Of course, having an alternative way to gauge things isn't all that is being offered. In fact, this same ability/utility allows you to gain benefits from being like and/or being loathed by others. Namely in more beneficial ways directed towards you for positive or you being able to make more detrimental efforts to those who despise you.

Oh, and this does make it more likely to be considered a Freelancer or someone not tied down to one particular group or company in case you don't want to be associated with them. Just make sure to not get too strongly intertwined/cooperative with them, lest you find yourself facing the consequences that may follow...

The Hope of Humanity [600 BP | Discounted for Colonist]

The goal of a Colony is to establish the ability to live in new places that may not even be considered home. Much like Halcyon and its relation to Earth. But right now, Halcyon needs to change as a Colony. It won't survive the way it is going...

Enter you, with this to make you one of the people that are the real game changers. This acts as an excellent intelligence booster with the additional coverage to being the "Best of the Best". Alongside the passion, will, guts, and so on to back up the skills you already have to be the Hope of Halcyon.

Take it seriously, because you will need them going forward in the near future. And perhaps elsewhere as well...

[Capstone Boost]

Well... ..Guess you were taking it seriously. Any skills you didn't have the best talent in, you now have aptitude for improving massively, on top of having something about you that manages to find ways that may not be apparent at first, but could also minimize harm/drawbacks with the greatest of payoff/beneficial matters...

...One could make a fair argument with your amount of determination to be 'The True Hope of Humanity'. Especially if somehow and someday, something happened to Earth...

Dissident/Outlaw

Rebel With A Clue [100 BP | Free for Dissident]

The fiery idealism to spark up revolution is not an easy thing to acquire. The same can be said of the awareness of what may happen once the revolution goes into its next step. However, this does make sure you are in fact not an 'Rebel Without A Clue' like a certain Millstone.

This also offers coverage in recognizing and quickly learning skills useful in work matters pre and post-revolution in the society you exist in. And who knows, maybe if you do run into this 'Millstone', you could give them some pointers.

Grey Influence [100 BP | Free for Outlaw]

With all of these companies in Halcyon, sometimes it may have to come to doing things that may not make a person happy with doing. Like sabotaging projects, stealing equipment, damaging property, killing scientists and causing an entire town to be ravaged by monsters (possibly).

This is not for the idealistic rebel, but more for the criminal to serve their own interests by providing a cover or 'reason' for your illegal actions. However you say it in terms of

playing 'your part' of opposing The Board or lying through your teeth about your intentions...

...It may be best to also back up your convincing claims of 'doing good' with evidence or just lying a whole LOT better. Especially in the theoretical case you manage to lock yourself behind a barrier and ask help from a stranger you cross paths with. While also being inside said location you may have caused a disaster to occur in (possibly).

Practical Matters [200 BP | Discounted for Dissident]

Idealism is important, but so is the practicality of managing a revolution. One must recognize that a Printing Press would be useful in spreading the word and the truth, but if no one is alive to even use it...

...What is the point? Thankfully, with this, you do have the skills to prioritize matters as needed and as things develop over time. Need food, water, and medical supplies? You'll make sure those come first AND then whatever else you need second.

This also does help with transferring and teaching these skills to others, in case you are working with possible superiors that may be on different priorities.

Paranoid Tracker [200 BP | Discounted for Outlaw]

One thing about crime is that the more involved you are with it, the more you must watch out for being found out. Either by law or by a mercenary after your bounty, you must adapt to covering your tracks.

A handy amount of skills with this Perk are offered, making sure that any investigating outsider loses the trail outright or when you go searching for your own lucrative leads, you don't let out too much information in your search.

This also has an additional effect of making you more possibly paranoid, but the best kind of paranoia that plays in your favor. And not the kind that makes you too quirky...

Echoing Of Philosophism [400 BP | Discounted for Dissident/Outlaw]

Perhaps the way to view life is trying to make sense of all the chaos that goes on. That in of itself covers some key parts in the view of Philosophism.

And to offer a bit more, there is no great 'Plan' to follow like what Scientism and the OSI say. Perhaps the only thing to do is to live the best life you can. Especially with living in the moment for yourself as a certain Vicar may learn after an introspective event.

Either way, the main focus here is more on what Philosophism's countering to its opposition can do. Namely in the sense that you could be spreading Philosophism to disrupt the notion of this 'Plan' everyone follows thanks to The Board and instead have the freedom from such a thing...

...Or perhaps you can make something else, though it would be far more effective if this can help inspire people to break manipulative beliefs and perhaps offer a way to gain a new way to view life and new possibilities that inspire them...

...Especially for a revolution if one would wish to go that route as well.

'Scavenger Market' [400 BP | Discounted for Outlaw]

Salvage and Shipping. Two completely legitimate words. Words that are also useful to explain the 'real business' you can run with all of the stolen or fenced goods you have.

It doesn't matter where it comes from as long as wherever you operate is on neutral grounds and perhaps some financial security and influence to the right places. Oh, and maybe some nice charm or personality to go with it as being a Merchant of this special market.

Never know, you may become so well-regarded that it being an open fact about what kind of business you run wouldn't even matter that much.

Building Bridges Of Revolution [600 BP | Discounted for Dissident]

The Iconoclasts aren't actually the only ones seeking to bring change to Halcyon and The Board. There are actually other people out there that perhaps want to reform from the inside rather from the outside...

...And if the end results can match up, why can't it be possible to build a cooperative effort with them? Probably due to differing ideals, egos, and so on...

...But you? You may be the factor that makes it possible. In fact, your talent can get groups that may be opposed to each other on some level and be able to form an alliance or cooperative effort that can make use of all of their efforts together.

[Capstone Boost]

And now, you went even further. In times of situations that feel like things have taken a massive turn for the worst, you can find that the people you got to join with you will find the way to show up to offer their aid for all of the work you have done to change society and for them.

The best part of it all is that, if you get a lot of connections and people from groups that your opposition would never expect to interfere, the more effective this turn of the situation becomes. And when it happens, perhaps it'll be the golden opportunity to reach the final step to achieving Revolution...

'Legal' Acquisitions [600 BP | Discounted for Outlaw]

There are a lot of very large things that can't exactly be sold in secret deals and black markets, without getting a lot of attention. Especially with all of the security measures and biometric scanners possibly inside the places.

Yet, there are ways to work around it. And you know all of the tricks in the lawbook.

You manage to acquire a Factory? An entire Research Station? You know all of the steps necessary once it is in your hands to convert everything inside to be under your own ownership. Especially in the legal sense to make it irrefutable yours once you get started.

And that's not even counting on how much Bits you'll be rolling in by then....

[Capstone Boost]

But screw the Legal methods, you know exactly how to do it where you can just bypass all of the stupid paperwork and burecratic nonsense. In fact, it is so much easier just using all of these legally grey areas to muscle your way in. And if they complain about it, too bad...It is still yours and you still have all of it.

In fact, you are so good...You should consider yourself the VP...No, THE 'President of Aggressive Acquisitions' for whoever you belong to. And no one will get your acquisitions out from you unless they pry from your cold dead hands...

...Or if you wish to give it away for a price back to the former owners. After you take everything that isn't nailed down, and then everything else that was nailed down first.

Board Corporate Member

Managing 202 [100 BP | Free for Board Corporate Member]

Given you may be among the big leagues in the company of your choice (or other influence worth something), you better know how to make sure you do the least amount of work yourself and let those below you sort it out.

Thankfully with this, that is made a whole lot easier. Those under your management will work more effectively to the bottom line on what they need to do. You can even make those who are stuck with learned helplessness or complete idiots able to do this efficient work as well.

Though a quick suggestion, aim your focus towards the non-idiots...You'll probably get more out of them with this compared to them.

The Brand And You [200 BP | Discounted for Board Corporate Member]

Rizzo is known for their products meeting a set theme. Lots of sugary drinks and foods, specific color sets, and their key exclusive thing being 'Purpleberries' (whatever those are). Same applies for the others, especially...

...The lesson to learn from these is that if none of the products mention who makes it, they are just worthless. But it goes even further than that. The clothes, the armor, the slogans, the workers, the guards... ...They have to let anybody know what YOUR Brand is.

And that's what you can now do on a massive scale. Any business you own or run, you can have every single thing from person to product focused solely on promoting your brand with word of mouth filtered through slogans and so much more.

Heck, you could do this so well that even your own staff will only be buying your own products and nothing else. And remember if it ain't good like Rizzo's Lemon Sapp's line of *'Slapp your whole family tonight!'*, you need to fire the idiot* who didn't make it work.

*(*If you are the person who made it, don't fire yourself. Fire someone expendable instead.)*

Asset Protection [200 BP | Discounted for Board Corporate Member]

When developing new products meant to be sold to the masses, the last thing you want is for the competition to steal your idea out from under you and make their own so you can't hold a monopoly on the product.

That's why you make sure your assets are protected. Got scientists working to make a new alcoholic drink or a cologne chemical that'll be a smash hit in Byzantium? You'll make sure that those eggheads are guarded (and not tempted to go against you) with the toughest guys on your payroll.

Worried about corporate spies breaking into your private mansion property for possible prototypes you have? Automechanicals on every corner of your property and patrolling around all day and night, armed with biometric sensors and 'deterrents' to stop them.

Got plans or marketing ideas in the idea bin in your luxurious office terminal? Your office door is fitted with the best tight lock you can get and your terminal is encrypted so much that it'd take the best hackers to slam their heads against the keyboard multiple times to even begin actually trying to hack it.

Oh, and of course... You also get the same protective quality as well. Cause you are the best asset after all. Nothing else, besides possibly the less important stuff below you.

Instilment of Scientism [400 BP | Discounted for Board Corporate Member]

The Board does one thing well, despite failing on a lot of things constantly. They managed to make one heck of a wide range of acceptance on something called Scientism, especially thanks to the OSI.

The boiler plate of this is that everything is planned and the further you stray from your role, the more pain you cause yourself if and when you snap back to the place where you belong.

Now you too can spread Scientism around, or perhaps you wish to spread something else that fits more of the 'Opiate Of The Masses' for said masses and have your own version of the OSI. Do note however, this isn't inherently religious stuff, but for more cynical minded perspectives of forms of indoctrination or deeper social manipulation.

Also, this is much more effective if what is being spread around follows more in line with Darwinistic views of life, as in, survival of the fittest sort of deals and such.

Selling Morality For Bits [600 BP | Discounted for Board Corporate Member]

Let's go over a story first before we delve into what is here. Spacer's Choice is no doubt a terrible choice, but they still find a way to make Bits somehow, even if their competitors are doing far better jobs than them with just quality.

One of their past prototype projects was Adreno-Time, an injectable stimulant that would help workers stay working with a boost to their energy if it was needed. The

problem was that it wasn't actually ready yet and had nasty side effects that had to be ironed out.

Instead of delaying it, they just sold it as is and later forced all employees to rely on it for medical help. This, among other things, is why there are so many Marauders out in Halcyon.

This uncaring indifference is now something you have. No matter what your people tell you about possible dangers and repercussions of products you release for sale/use, you can just ignore them and make all the Bits you could squeeze out of it.

This same indifference also gives you a massive edge in focusing your survival over others, unless said others are still needed to buy or squeeze as much work and bits you can get out of them. One such example of this, is the plan authorized and in the midst of implementation by Chairman Rockwell, the Lifetime Employment Program.

[Capstone Boost Section]

Perhaps it was wrong to assume that you lacked a stronger indifference to your fellow man. But this also means a lot for your ambitions and plans. You are now capable of organizing and enforcing similar plans that the Corporations and The Board have in a far faster and effective manner.

For example, you can go even further in scope and scale than what Rockwell had for the LEP. Or perhaps you wish to turn Rizzo's MIP into something that applies to everyone in Halcyon and still make massive profits in Bits...

...No matter how far you go and how much work it may require, you will get it done one way or another thanks to you being at the top. And who is to say you can't make all of the money you'll need (and even more) just to 'survive' since you're already up there?

(All individual functions/uses are toggleable at will for on and off, by the way...)

Equipment Requisition Form (Gear/Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100BP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.



You've Tried The Best. Now Try The Rest. Spacer's Choice!

Unrestricted Section

Not The Best [Free]

A free Spacer's Choice Pistol and Sentry Saber. These are NOT the best, but better than nothing. If anything, using this as an import adds almost no improvements to the relevant items, except making them more easier to fix and maintain.

Aerowave Serials/Mysterious Device [Free/100 BP]: An entire collection of the various Aerowave Serials you may come across in Halcyon. There may even be new ones in there that you can play and listen to based on the actions taken while out here and in past adventures.

Alternatively, you can spend **100 BP** to get a strange device with a big screen that can be an adjustable fit onto either of your arms to play these Serials any time you want, and also play strange music (that isn't from Halcyon) any time you want as well.

Sadly, something about this device makes it only have this kind of capability for media/music playing, but perhaps you can expand its function with hard work, knowledge, and time.

Inhaler [100 BP]

An medical device that can be fitted with medical items/treatments that makes their effects mix together into an inhalable form for quicker and effective treatment. Can also be used with other items like food, water, and drinks...And other things like ointments and creams, but does not guarantee safety by itself.*

*(*Includes but is not limited to: Biological Viral Materials, Corruptive Matter, Toxic Materials, Pure Energy, Eldritch Matter, etc...)*

Pristine Crux 2000 Workbench [200 BP]

Normally, a Crux 2000 Workbench is a machine you'd see out there in Halcyon where you need to make upgrades, installing/removing mods, repair work on your equipment and so on, but this one is 'different'.

For one, it looks about as clean and factory new compared to other copies out there, so it'll hopefully look nice wherever you place it. Another major difference is that anything repaired here will also somehow get this rather '**Pristine**' quality added. This special quality makes the item in question *vastly more durable* and also just makes them *look far nicer and far more valuable* if one would wish to part the item for Bits.

Oh, and the last one being that it can be easily modified to work on non-Halcyon tech as well, while still offering this special quality to make them '**Pristine**' as well.

Jumper Corp Vending Machine [200 BP]

Some would argue that convenience is a major factor or quality that people would love to have with buying the things they need for life...

Like staple foods like protein-proving meats, biological minerals and vitamins in vegetables, and energy producing carbohydrates. And maybe stuff for sugary treats and (cheap/fine) liquor, alongside possible weapons, armor, and other useful utility items.

So why not tap into the market with your very own **Vending Machine**, albeit based on the ones seen in Halcyon. It can take all forms of currency and can even have things be sold in case of bartering situations. And as an additional bonus, you can design it however you want to the minute detail...

...In case you have specific items for sale that you want people to know you for.

(Check the Non-Critical Research Data Section for more information.)

Weapons Of The Sciences [400 BP]

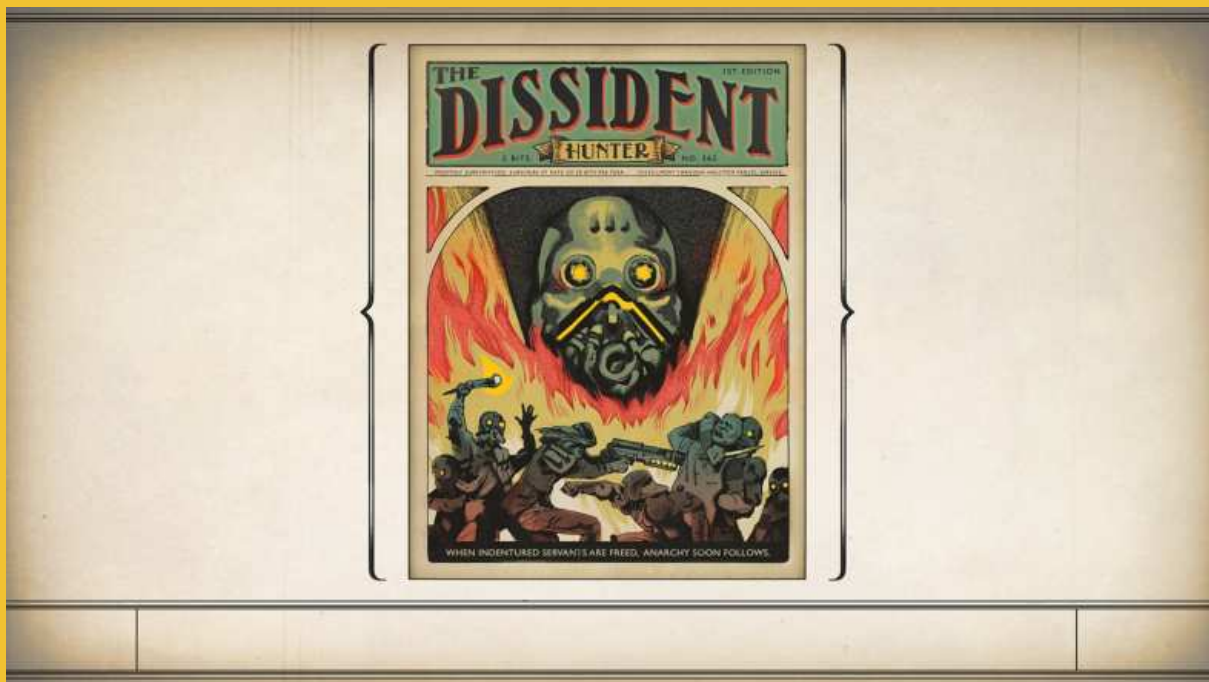
Forget about everything else for right now. You want the stuff that makes Halcyon truly special. Yes, the weapons that were made by SCIENCE! The ones that actually work far better the more scientific knowledge you actively know inside your head. How does it work? Science says it works, so don't argue about it.

Every choice out there, from the *Shrink Ray* to the *Needler* is all here. And they also come with a special container made to hold them into if you would want that kind of thing.

You can also import your weapons to gain the special effects of these equipment, though doing so means they don't get boosted by your proficiency of scientific talent and knowledge. But what if you wanted something more custom? Something more scientifically creative than what can be offered? Good news, you can also use this to create your own **'Science Weapon'**!

Feel free to use what exists as a basis to jump off from, but make it creative, new, and can make the poor unfortunate sap it gets used for testing. Because Science says you can...

(Check the Non-Critical Research Data Section for more information.)



The Dissident Hunter: 1st Edition (2 Bits)
"When Indentured Servants Are Free, Anarchy Soon Follows"

Unknown Variable

Colony Hibernation Suit [100 BP | Free for Unknown Variable]

Strange, this normally isn't something for sale in Halcyon. Especially since yours may have the marking of *The Hope* on it. Or perhaps instead, one for *The Groundbreaker* instead?

Either way, you now have your very own Hibernation Suit, which still retains the utility of protecting oneself for situations involving Cryostasis. However, this one also has some additional benefits, such as offering a fairly decent bit of protection than most light armors and a notable boost in all manner of tech and technical skills.

Do be careful while wearing it, however. In a hypothetical scenario, you could end up possibly vomiting due to something while wearing this suit. Though if that happens, the suit itself will clean itself spotless in a few seconds and will protect you from said former internal material blocking your throat.

(Oh, and this can be further modified as you see fit in terms of performance and vanity. Alternatively, you can get the Cryostasis protection given to any full suit you own as well if you import them with this option.)

Weapon & Armor Mod Bundle [200 BP | Discounted for Unknown Variable]

Perhaps one needs to consider making their weapon or wearable equipment to be much more useful than what it can offer. Well, here we got the thing for you.

An regenerating collection of the various mods for the guns/weapons and attires/armors around Halcyon, along with the slots to place onto new or already existing items in your hands or storage.

Perfect for those who don't like to spend lots of Bits and instead save your wallet for other things like food, water, and bribes to a Corporate Guard to look the other way.

Holographic Shroud [400 BP | Discounted for Unknown Variable]

An device made by one Phineas Welles, that thanks to the wonders of Science, will make your breath smell incredibly fresh whenever it is used. All it requires is that you have in your possession for it to detect the environment and activate itself on its own.

It also holds the secondary function of being able to place a hologram over your body and clothes in such a way that it covers your face, modifies your voice, covers your fingerprints, and fools the most sophisticated biometric scanners out there. This also extends to anyone else tagging along explicitly with you (*again thanks to Science*), but gets far more unreliable without remaining close by and by traveling with more bodies than three in a group.

However, the biometric bypass function works by having ID Cartridges that are adapted to a particular biometric signature that any system in a restricted area scans for. This means you'll have a regenerating supply of blank ID Cartridges that can automatically be rewritten over and over again to accept new biometric IDs as needed...

...As long as you have a way to access them, of course. Also, this Holographic Shroud may not work as well in settings that have more mystical or magical methods of detection without a lot of modification and know-how to cover those areas.

There is also a catch that it would **normally** have. Too much movement or prolonged usage would cause the hologram shroud to visually glitch out that may attract unwanted attention. This **Fiat version** doesn't have that issue and will function indefinitely even with the most vigorous of movements.

(Oh, and this fiat-version has an even stronger boost to make that breath freshening effect give you just a bit more swaying power to your words while talking to others if the need arises as you sneak around in restricted areas...)

VCRM Device [400 BP | Discounted for Unknown Variable]

Otherwise known as the "Vocational Competence Respecification Machine", which normally would allow a person to reassess their capabilities.

How? With Science and a ton of Bits. As for ‘capabilities’, this would be a reset on the various skills you have while allowing you to relocate them as needed once the process is over and you finalize your choices.

Thankfully, this Fiat version of the Device does not require Bits to keep reusing as much as one would wish. What it does require instead is to be placed in a permanent and safe location with a suitable power source to facilitate its function.

However, if you spend an additional **100 BP**, you can get a portable version that comes with an unlimited internal power supply component (and no, you can’t remove or modify this special component or for any other uses*) for you to use the device whenever and wherever.

*(*Any form of complaints will be delegated to the respectful destination deemed appropriate to your Benefactor.)*

Halcyon’s Finest Dilation Bundle [400 BP | Discounted for Unknown Variable]

Time Dilation is such a wonderful thing, but all good things do run out quickly in Halcyon. Thankfully, this collection of various products used to clear the mind have benefits for those capable of Time Dilation.

Among the choices for improving one’s ability to boost regeneration rates of this ability are **5 Containers** of *Level Head*, *Thinking Cap-Let*, and *Lubrinesine Spray* each. Using either of these fine products will offer a stronger and twice as long regen boost for Dilation energy.

And while there is only one choice for this end, this special product bundle of **4 Containers** of *Dr. Low’s Sky High Mix*, allows any use of your special Dilation ability to be used far more often for a set amount of extended time by reducing the amount of energy expended massively.

In case you run out of them, these special versions of these products will fully restock themselves in a day in either your personal inventory or your Warehouse, with all of them also having no form of addictive quantities and only the best of benefits.*

*(*If you lack the ability to use Time Dilation naturally, these will offer a severely reduced in efficiency version that you can use for a far more limited amount of time instead.)*

The Reliable [600 BP | Discounted for Unknown Variable]

Well, maybe not. This ship is a ‘***Yakita LHA One-Twenty, A-Two Apex Transport Starship***’, which in other words means this isn’t a known combat capable ship. However, that doesn’t matter for this version of such fine beauty...

...Because this version is in the prime of its life, being completely clean from top to bottom, all of its parts working in order and with no need for fuel for its Skip Drive. It even offers multiple rooms to cabin in for passengers and a large cargo bay portion that can easily be converted to a workshop or other such things.

Also comes with a private cabin as well for the Captain (Aka you, Jumper), to rest, store, stare at the stars, and even your own computer terminal with enhanced security to use for whatever purposes or utility you have.

If none of these features sound amazing, then YOU can figure out how to modify it, which thankfully this ship is entirely modifiable down to the inch. Or if you feel lazy, you can add the qualities and special functions into a ship you already own.

The Chimera [600 BP | Discounted for Unknown Variable]

No, this isn't a mythological creature. It is rather, instead, an entire fancy/ornate (and arguably tacky in some eyes) set of attire that would make someone look like they belong in Byzantium.

The sheer quality and design appeals so well, that the wearer can find that their mere words hold an extremely strong amount of sway in all manners of persuasion, lying, and even intimidation.

The last quality mentioned earlier may not make sense at first, but with anyone unwise to attack the individual wearing this, they will soon realize that it also doubles as extremely protective armor that outright rivals the best unmodded and modded Corporate Armor out there. And the last kicker, this will evolve either over time alongside the Jumper, while also being modifiable to the last detail.

(And yes, you can import any armor or attire to gain these qualities... Though they may lose that subtle charm of the fine specimen.)



*"Remember, 'Overly Sportsman-Like Conduct' Can Get You Ejected Mid-Game!"
-HHC Tossball Association*

Colonist

Training Logs [100 BP | Free for Colonist]

Everything an inspiring learner could ask for, besides an actual mentor to show you the ropes. These simple logs may fail in teaching you anything really advanced in whatever subject they cover, but they also make it where anyone can be and above a novice in said subject with enough time.

And yes, in latter worlds, they automatically adjust to be readable in other forms of physical material to study from. Alongside copies to give to any friends or family you may have.

Quality Tossball Equipment [200 BP | Discounted for Colonist]

Ah, Tossball. The most popular sport in all of Halcyon that would be considered elsewhere to be an even more violent version of Lacrosse (maybe) and Football (maybe as well).

Either way, the game has a lot of rules and a lot of equipment to go around. You now have an entire set of top of the line Pro Tossball Sticks, Blockers, Team Outfits, Team Jerseys, and even several Tossballs to use in a game if you want.

The Team Outfits and Jerseys do count as viable armor given the amount of contact players face in the game. Good enough to possibly take a bullet or two and especially against blunt physical trauma.

As for the Tossballs themselves, if you got enough skill to launch one towards a rival team opponent, you could knock them out of the game. Same applies like a criminal outlaw as well, though they may actually end up dead. Which can be good or bad for you.

But the more (probably questionable) important thing is that the Tossball Sticks and Blockers will never break, can be easily modified and improved, and are most critical of all...

...Downright effective weapons in their own right. So much so that even professional guards, criminals, and even the fortunate few can use these as actual offensive and defensive weapons and win fights with a lot of spilled blood.

(If you wish to import armors and weapons into this option, this offers a massive boost to inflicting lethal damage to opponents (Sticks/Blockers, Tossball) and a bonus effect of blending into any society you visit and reducing some notoriety or attention for blatantly carrying weapons and visible armor around Do be warned, this ain't perfect, but offers more wiggle room than you may get normally.)



It's Not The Best Choice, It's The Only Choice!

Halcyon's Finest Treatment [400 BP | Discounted for Colonist]

Given the choices between Spacer's Choice and Auntie Cleo's... Why not just give the best of both worlds? And also save Bits for future purchases when in Halcyon?

This bundle of medical care items include from both companies: *Adreno*, *Hardineram Elixir*, *Ollie Ollie Toxifree*, *Skin-Tuf Salve*, *Biotics Cream*, *Immunosol*, and *Metallisys Gel*.

And to give an rundown, the various benefits are an enhanced boost to the following:

- Temporary Natural Healing Rate (*Adreno*)
- Removing/Treating Physical Ailments (*Immunosol*, *Toxifree*, *Etc*)
- Temporary Natural Defense/Armor (*Hardineram Elixir*, *Metallisys Gel*, *Etc*)

Speaking of the bundle, these **10 Copies** of each and every product will fully restock in your personal inventory or your Warehouse in about a single day. And yes, the Spacer's Choice items will be top of line as well, thus making them actually an GOOD choice for once!



Your Advertisement Could Be HERE! Contact Spacer's Choice For Your Affordable Marketing Options!

Colony Backbones [600 BP | Discounted for Colonist]

Edgewater, Roseway, Stellar Bay, and Cascadia...are not the things being offered here. Because as great as these 'thriving' company towns are in their current states, they aren't as interesting as what is being offered.

For here and now, you can instead own an entire facility that would be seen as the literal backbones of a company. Like a Botanical Garden, Distillery, Saltuna Cannery, Meat Production Plant, Distillery, or a Grand Hotel.

Alternatively, it could be a Geothermal Power Plant, Broadcasting Station or an Atmospheric Research Station. Whatever it is, you now own it and can run it however you like...Assuming that whoever else is out there doesn't hold any objections to it, like say The Board here in Halcyon.

While they do come in the specifications made for them by people in Halcyon, you are also free to design and make alterations as you see fit to suit your vanity or purposes that you may have. And if worse comes to worse...

...You can just import something else similar to what you bought or found from here to save on remodeling work.



The contractually obligated only choice.

Dissident/Outlaw

Hammersmith/T&L Arms [100 BP | Free for Dissident/Outlaw]

Despite not being actual arms, these choices for sale are in fact probably better than said arms with how much quality they have. Especially compared to Spacer's Choice.

For the mid-class outlaw, a Hammersmith Dead-Eye Assault Rifle is the perfect choice for those long-range affairs. And despite the misnomer thanks to a certain company, this 'misnamed Sniper Rifle' is still a prime choice for hunting.

Alternatively, for those of an rebellious streak, the T&L Iconoclast Assault Rifle is your best all-round choice. This modified Assault Rifle used by (and on) Iconoclasts supports a higher rate of fire with similar long-range capabilities.

Either way, both of these weapons will never break, easily accept mods, and in case you import something else in the place of these weapons, you gain the boost in accuracy and range to whatever you import in.

Dissident Armor [200 BP | Discounted for Dissident/Outlaw]

Given the amount of armor that The Board has to their guards and soldiers they use as their forces in keeping an iron grip on Halcyon... It makes a big difference to be able to survive against them in firefights. Thankfully, there are such things for people not wanting to rely on Board equipment.

These repurposed Riot, Construction, and Mining Gear may be more of your style and function. Very much thrown together, but still effective as medium and heavy armor against all sorts of firearms and even blunt/slashing weapons as well.

In fact, because of their thrown together nature, they are notable in inspiring people to recognize a certain intimidation factor to them. Or perhaps that is just what the propaganda tells them?

Either way, feel free to modify and adjust them visually as you need. But keep in mind what these are for. The revolution! Or whatever cause you strongly believe in to be wearing this while making your goals become real...

(If you import any armor into here with this option, you gain the intimidation bonus, but also a boost to morale for those united with you.)



Wanted for various crimes against The Board, please report any Iconoclasts/Dissidents to your nearest Company Security Officer.

Golden Mag-Pick/Bypass Shunt [200 BP | Discounted for Dissident/Outlaw]

Tired of everything being locked away or stopping you from getting what you want to acquire or get done? Well, here is the solution for all of you parasitic troublemakers going against The Board.

These are unbreakable (and especially shiny) 'Golden' versions of the useful tools known as Mag-Picks and Bypass Shunts. Just make sure you insert them as needed for breaking locks and locked software and you will find that they also reduce the difficulty of such actions as well in case you aren't actually that good yet.

And since you got them here, these special items will auto-adjust or calibrate to make sure that even lower or higher tech elsewhere out of Halcyon can be interfaced/cracked apart. So go have fun with these and don't lose them!

Soft Speaker [400 BP | Discounted for Dissident/Outlaw]

Given how loud all of the weapons you may be using, perhaps this will be more useful in the manner of being more quiet. This is a special Telescope Staff that is perhaps the literal embodiment of 'Speak softly and carry a big stick.'

Its main feature is reducing any sound made when in use as a blungeoing tool in combat is massively dampened via its unique sound damping material used in its construction. But a secondary and still notable feature is how it gives off an intense aura of intimidation if wielded actively in one's hands.

Now you can speak to people and find the best time to use the big stick as necessary...

(This staff is fully modifiable and has no limits for improvements. And you can also import other non-staff Melee Weapons AND Guns to gain the intimidation bonus alongside the sound damping effect as well.)

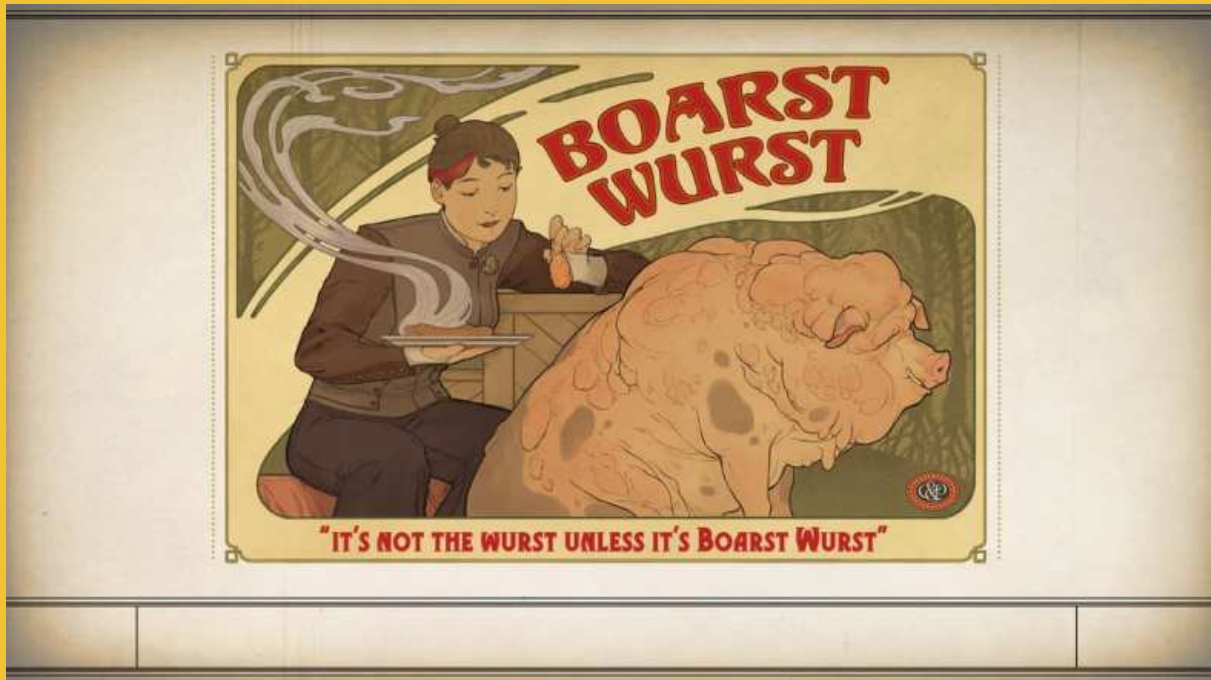
Jumper Station [600 BP | Discounted for Dissident/Outlaw]

Even planets and moons are not the only thing floating around in space in Halcyon. In fact, there are Space Stations out there for a variety of purposes and roles, such as long-distance communication or a research station. And now, you get to be an entire owner of one!

While its utility is up to you, it comes with several rooms for Humans and Autos to rest/recharge while also supplying enough room for storing many, many things. And in the case you don't like the vanity/aesthetics of the interior and exterior, you can design it as you see fit with that.

It also comes with enough supplies, power supply, and an airlock for ships to board it as well to make your space property not be an isolated graveyard. And if you want, you can instead import other similar properties here to get its benefits. Or perhaps you can make it a part of your Warehouse instead.

Either way, enjoy your Space Station and try to not get lonely there!



"It's Not The Wurst Unless Its Boarst Wurst."

Board Corporate Member

Luxurious Products [100 BP | Free for Board Corporate Member]

You won't be getting anything from Spacer's Choice here. In fact, you only get the most expensive and worthwhile items available in the Halcyon Colony. Cigarettes, Alcohol, and other fine Dining and Drinks? All covered.

Some examples are Spectrum Black (*The rarest and most expensive Spectrum Vodka ever produced*), Glacial Water, Iceberg Aged Whiskey, and High Society Cigarettes (*The finest cigarettes for the most discerning smoker*).

And even when run out somehow, a plethora of these fine products will be restocked in the nearest property you own to enjoy their use. If said property ain't available, you can instead get them from your Warehouse in the case of Dissidents causing pointless trouble again.



A Glass For Every Class (Executives Only)

Corporate Armor Collection [200 BP | Discounted for Board Corporate Member]

There's a certain charm to these armors, even if the templates are the same for them. But then again, the vanity and style is what really matters to some people instead of function.

You get an entire collection of the base forms of the Corporate Soldier/Guard Armors, with the capability to copy or make new designs for both vanity and function if you want.

Otherwise, the following default body armor designs are called Riot Control, Standard Trooper, Ordinance Control, and Advanced Defensive. Each of them also has a matching helmet as well, though the wearer can also mix and match the helmets if they don't mind being yelled at for wearing the wrong thing on duty.

And to sweeten the deal for getting them here, you also get boosted effects for the wearer if they have certain parts of a set on*. Also, these armors can help out greatly with brand power and advertising if used correctly....

...After all, you can just sell them to your Guard staff to make Bits if you don't give them away for free.

*(If you import any armor with a specific choice, you can apply their benefits to the imported armor. *And a detailed **summary** of the various pieces and their effects based on their specific brand will be listed in the Non-Critical Research Data Section for more information.)*



"Support your local guards. They are the ones keeping you safe day and night. Also, buy Spacer's Choice Armor!"

(Left-Right: Riot Control, Standard Trooper, Ordinance Control, Advanced Defensive.)

Gold Ultra Weapons [200 BP | Discounted for Board Corporate Member]

As great as ballistic weapons and those more savage commoner melee weapons can be, what would even be better are elemental weapons. But not just any standard weapons. No, they need to be of a higher standard. One worthy of its status.

And now here it is. A selection of fine weapons in both ranged and melee that are decorated with GOLD in their designs for that equisitice taste.

One set to pick between is a *Plasma Rifle* or a *Plasma Carbine*. Both work in the same way where you can charge the shot to launch a more damaging projectile, but they differ in fire rate and ammo expended in a charge shot.

As for non-guns, the choices are a *Plasma Cutter*, *Officer's Spine*, or a *Inferno Scythe*. The first two are best to use with just one hand, with the Cutter being a sharp plasma blade and the Spine being an corrosive blade. And in case you want a bit more power and reach, a *Inferno Scythe* requires two hands to cut opponents down in size and burn them with plasma.

And besides the ornate quality, these weapons are in fact superior to their base models while also making anyone holding onto them able to spin more elaborate ways (or lying in other words), to explain things. They do have all of this gold for a reason and it has to make sense, right?

(Any similar weapons imported here with this option get an all-around boost in performance alongside the boost in your lying skills as well when in your possession.)



Perfect For Opening Letters And Slicing Vermin. Order Yours Today!

Board Vending Machine Sets [400 BP | Discounted for Board Corporate Member]

Don't have time to visit a store out in the city? Rather just have the convenience to be as near and close to you as possible?

How about getting the ENTIRE collection set of Board Vending Machines, with all of their Products both normal and restricted being sold.* Even better, if YOU put them around, you make all of the money they earn if anyone else (that aren't Companions or Followers) buys their wares.

They also come with blueprints to make even more of these special money-making versions, along with enough legal papers to outright make any claim of previous ownership effectively null and void and a massive waste of time and resources for those who engage in such.

*(*You can also check the Non-Critical Research Data section under this entry to see what the 'Primary' items a particular Company is really good at selling as their special focus. Unless it's Space's Choice.)*



Prototype Ad (Product Still In Development)

Diet Toothpaste & Other Fine Products/Services [600 BP | Discounted for Board Corporate Member]

Ah, Diet Toothpaste. Such a wonderful thing to be giving out to your workers and staff under you (at the right price, of course). Of course, while this does clean their teeth to a respectable standard...

...It also acts as a hunger suppressant meaning that if they don't feel as hungry as they normally do, the less time they need to have for breaks and lunches. But not too much so you can't still charge them for the food and drinks you supply them.

And that's what you have for this option. You can buy various items or even services you can set up, like the Early Retirement Program, to have around the properties you own to do the not-so-ethical manners of having these for your workers. Sure, some of this stuff may lead to their eventual demise and well-being...

...But it is also good at weeding out those who can't survive. And if they didn't make it, clearly, it wasn't in the plan for them. And whoever remains is destined to keep on going. Heck, it may even get them more motivated if you find a way to spin and manipulate it...

(And yes, you can in fact find other uses for these products and services if you want...But where is the satisfaction in that?)

Peer Recommendation Form (Companions)

Companions can purchase more companions.



An example of the peers you will meet out there.
No Guarantees.

Companion Import [50-200]

You can import a single companion into any origin and race for **50 BP** each or eight for **200 BP**. Each Companion gets **600 BP** to spend. Though it may take more time for the paperwork to filter through thanks to your actions here.

Halcyon Companions [100 BP]

The Unplanned Variable ends up making quite a crew of odd people. So what is the harm in having those oddballs with you?

Among them are: *Parvati Holcomb, Maximillian DeSoto/Vicar Max, Felix Millstone, Ellie Fenhill, Nyoka Ramnarim-Wentworth III, and SAM.*

All of them also have their individual talents of expertise (even Felix has some, shockingly), that may be useful. Just keep in mind their personalities and quirks, because all of them (yes, SAM especially) are still willing to fight in combat in their own special ways as well.

(Check the Non-Critical Research Data Section for more information.)

The Moon Man [100 BP]

Well, this is a weird person. They claim to be the actual 'Moon Man' that exists on Spacer's Choice products and Ads. Despite the fact they are clearly human, wearing Marauder Armor, and their head is just fully covered by a working Mascot Head.

But despite it all (with perhaps questionable curiosity), you decided to let them join you in your adventure. Or perhaps they wouldn't leave you alone no matter where you went since meeting them, so they were effectively onboard anyway.

Their skills are unknown, their aptitude is also unknown, and whatever lies beneath the armor and mascot head... Well, perhaps you may need to figure it out and see if it can be a method to get help for this unfortunate (or insane) soul...

Man's Best Canid [200 BP]

A new best friend just for you. This Canid has been domesticated and is looking for an owner to take care of it and adore it. Though this care is not taxing thanks to being very obedient and friendly...

...This fellow is still as deadly as if they were feral. So much so, they could be a great guard canid or just the right kind of quick-moving attacker for any and all of your adventures.

Strangely by default, the canid answers to the name of "Canidmeat", though since you are picking up this fellow, you can easily find an more fitting name for your buddy to take to.

(Unlikely) Mantisaur Pal [400 BP]

Okay, something must have gone wrong here. This is either a Mantisaur King or Mantiqueen that has somehow imprinted onto you and views you...

...Not as food, but instead a member of its family in high regard. So much so that it'll listen to your words and understand them (despite their species not showing any sign of doing such with humans) to do what you can ask of them. Especially in regards to taking care of cleaning, feeding, and caring for it.

Also, they are especially good at killing and being asked to be a guardian of an area you want protected. And yes, they can be friendly for a giant mantis-like creature that probably weighs more than you...

...If, in the case, it ever does manage to hurt you accidentally, it'll feel bad and do what it can to make it up to you.

The Unplanned Variable [300 BP]

Yes, the very person who Phineas unthaws and successfully saves from a painful death after the use of a special chemical cocktail. Whoever they are is up to your interpretation when you meet them (somehow)...

...But one thing is for sure, they have the entire **Unknown Variable** Perk Tree, alongside **The Hope Of Humanity** Perk and their own Hope version of the **Colony Hibernation Suit** as part of their gear.

Oh, and their name isn't Alex Hawthorne, by the way... Unless they take to that name for some reason.

A Past Wildcard [300 BP]

Uh... Something seems to be wrong. This person has no record or information anywhere on Halcyon. And even more strangely, they seem to remember Earth's past much more differently.

Like, so differently, apparently, it used to be in the “50s”? Radiation? A Rigged Game? Platinum? California Republic? Romans? None of it makes any sense.

Somehow you and them met and they decided to stick with you, given the situation that may have been at hand. Their gear is either just a mix of old technology or just strange ones that you may have seen elsewhere in your journeys...

Productivity Flaw Notification Section (Drawbacks)

Identity Update [+0 BP]

If in the case you want to take the space of a named character here, you can try to do so. But a heavy recommendation to try to match who you are replacing in terms of backgrounds, skills, and personal history is suggested. Unless you don't care...

Alternative Halcyon Form [+0 BP]

Alternatively, if there is a version of Halcyon out there that you wish to have you know, you can use this. Though The Board would also like to notice that any 'unofficial' and 'false' accounts of the history are subject to-

-In other words, this is the Fan Fiction Option, while we currently remove that pointless warning for you.

Automated Process Order [+0 BP]

Now you can't leave until the fate of Halcyon is decided. Whether that means The Board is finally kicked out of power and a revolution is started, or the Board retains its power as it weathers the challenges faced by Halcyon...

...Or perhaps something else that ends in a similar manner like the two examples above. And when that time happens you may leave, unless any other drawback or scenarios are still in effect and incomplete.

Of Platinum and Radiation [+0 BP]

An utterly bizarre change. For some reason, the normally different history has been further altered. Halcyon remains mostly the same, except now the Plasma weapons may come in green colorations...

...And something else is different, like... ...The Earth never learned something. Something about how War...War Never Changes.

French? I Can't Fucking Reading French! [+100 BP/200 BP]

Everything you can possibly read is now written in French in Halcyon. And in the case you already know the French language naturally, it will instead be written in Polish. And if you happen to know either of these languages thanks to the usage of a Perk, those are now made null and void.

For an additional **+100 BP**, it will switch between both French and Polish languages at any time while retaining the Perk nullification. So have fun making sense of things.

Extended Stay [+100 BP]

For each purchase of this your time here is extended 10 years. Can only be taken up to 6 times.

Curse Of The Moon Man [+100 BP]

A strange feeling is now in your mind and the only way to find solace in what ails you is to wear the mascot head of Spacer's Choice, the Moon Man. You can try to use willpower to ignore this feeling and focus on other things, but it will only hold out for so long. And you can make this strange headwear surprisingly very protective if you go the steps to do that. And yes, you need to buy your own. No freebies.

Defrosting Amnesia [+200 BP]

Have you been in a Cryo Pod for too long? If not, there's still something going on with you. Namely in the memory department.

You now have amnesia that blocks out certain memories of your past, save for your name and anything really important for survival. And this amnesia will eventually sort itself out over time if you don't do anything about treating it yourself or with the help of others.

Red Tape Explosion [+200 BP]

The HHC systems in place are known for being slow, but now it is made even more worse with them deciding to add even more red tape to things. Hopefully you know how to be a Bureaucrat or can have ways to cut through the tape, because almost every single thing you do may be bogged down by pointless middle work if it can be applied to the situations you find yourself in.

Spacer's Quality [+300 BP]

Did you let someone from Spacer's Choice get a hold of your stuff? Cause while it may look the same... Something is off about it.

To explain it more clearly, **ALL** of your Gear/Equipment will now be subjected to degrade 4x as faster than they normally would. On the upside, you'll get a lot of practice in fixing things if you do it yourself and you have enough spare supplies for repairs. If not, better have enough Bits...

True Lone Wolf [+400-500 BP]

You have to do everything by yourself. You can still do things for your friends or companions, but no matter what, there will be something that happens where you'll be the only one actively doing things that matter.

Oh, and if you want more of a challenge and an additional **100 BP**, anything that would give you a boost by doing things by yourself no longer applies going forward for the rest of this Jump.

It Just Works [+500 BP]

Well, outside of anything else... Things seem to be the same. But there just seems to be brief breaks from reality. Like nothing that is dangerous, but unless you like illogical

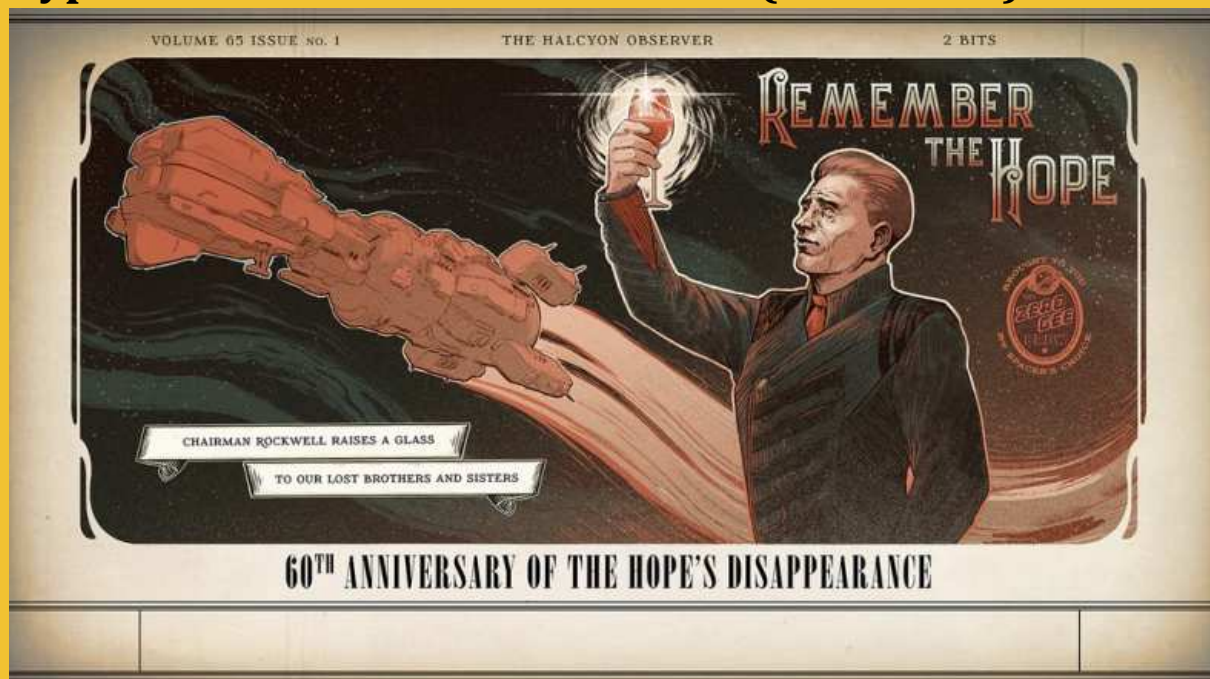
humor and things just acting like computer bugs infected everything... ..This is not for the faint of heart.

Grade 0 SDIPCT [+500 BP]: All of your **Attributes** are now below average and overrides any Perks that affect similar parameters in a positive manner. This also automatically applies to your current form and all alt-forms.

“No Discernible External Aptitude” [+600 BP]

You have no **Out Of Context** Items, Powers, or Warehouse. Good Luck!

Hypothetical Advancements Form (Scenarios)



Unplanned Jumper [Unplanned Variable Scenario]

The Hope. The chance for an opportunity for many people to find work and a comfortable life at the destination known as Halcyon. Except something went wrong. Very wrong. In essence, instead of starting out as whatever you were going to be, you are now the Unplanned Variable. Meaning you are stuck in a Cryopod till a certain scientist revives you.

You'll still have all of your personal Perks and Gear, alongside your Warehouse once you get unthawed by Phineas. But any and all Companions you have along your Chain are now still inside the Hope, frozen in their Cryopods.

Your goal is simple. After you end up as either the Hero or Villain of Halcyon (or perhaps somewhere in the middle), you must retain full control of The Hope and make sure no one else is able to lay claim or ownership of it till the end of the Jump.

Reward

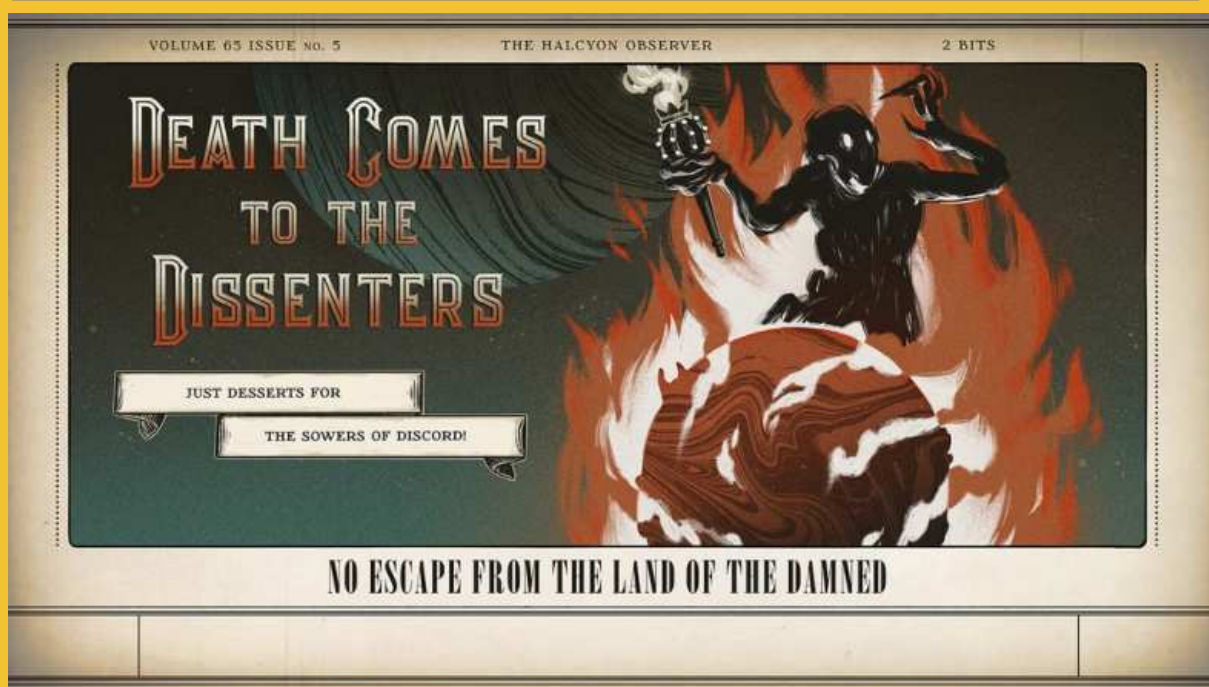
No matter what happens to Halcyon, all of your Companions are safely unthawed with no detrimental effects of any kind. And as for you in doing the task imposed upon you...

The Unreliable is now fully decked out, with all of the modifications made by its previous owner, Alex Hawthorne, still intact as it is restored to its pristine origin. It also gains all of the benefits of its counterpart in the 'The Reliable' Item, but doubly enhanced. A truly fitting ship for you to modify even further as you see fit.

Your **Time Dilation** ability has also been upgraded massively (if you have it), as it will now function for an unlimited amount of time until you wish to stop using it. If you also happen to have **Tactical Time Dilation**, *any and all combat effects* are amplified by a factor of **3** and also making any *hitting weak point or execution-spots* on your opponents *doubles the damage* they would normally do by themselves before factoring everything else in.

And last of all, **The Hope** now belongs to you as well. You may have seen it in its damaged state, but the one you see before you is as if it was never harmed at all. This massive colony ship can carry countless passengers in Cryopods that will never malfunction on their own and when they are revived/awakened...

...They will have the ability to also perform **Time Dilation** on their own.



Welcome To The Board, Jumper [Pro-Board Scenario]

[Can be taken with **Unplanned Jumper**. Mutually exclusive with **Revolution of Halcyon**.]

Perhaps it is best to work with The Board. And given where you may have come from, perhaps you have something to teach them about even more effective and productive ways to really make it a Corporate Utopia.

Your goal is simple. Make sure that The Board remains in full control of Halcyon, either with their Leaders staying in charge or you taking the helm of the collective group power.

But in order to easily ensure this, every Dissident must be taken care of and everyone deemed necessary for 'Colony Survival' must weather through the famine and other problems in Halcyon.

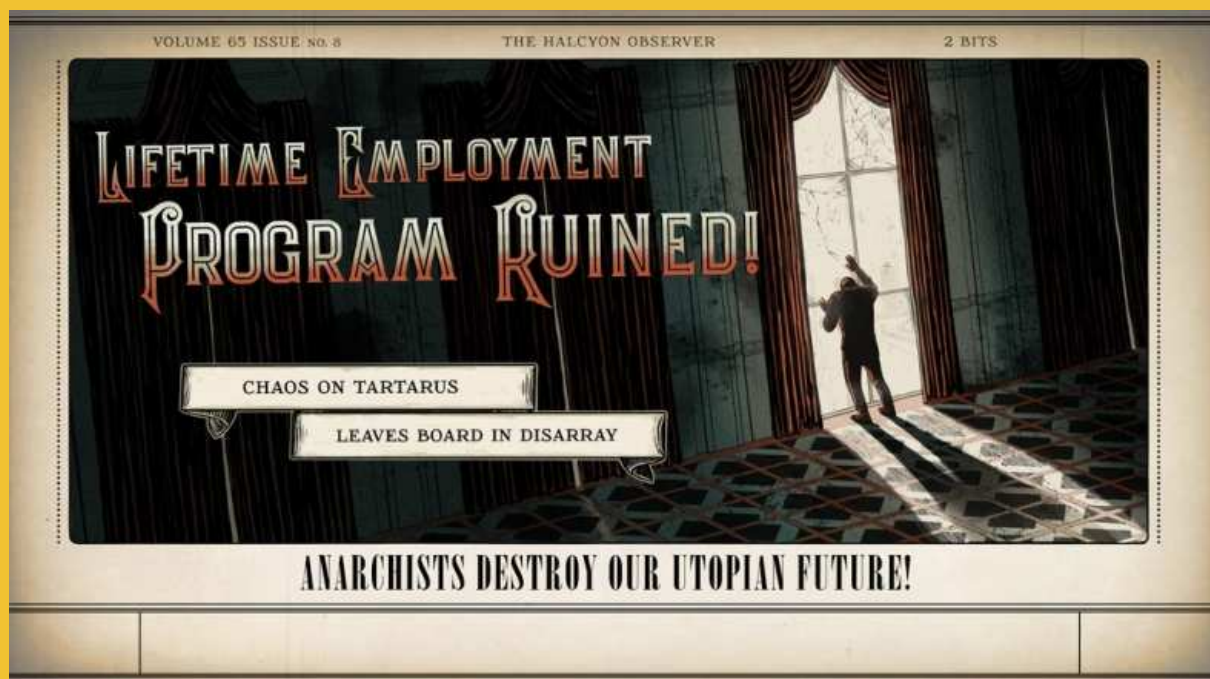
One such way that The Board is doing to accomplish the latter is the **Lifetime Employment Program**. Perhaps that is a viable method for you to make use of. Or you can modify as you see fit to make it work for everyone else (or not) and then for yourself as well (given how important you are).

Reward

First of all, the entire Halcyon Colony as controlled by The Board has finally reached its Utopia. And now, you have it as well. This **Utopia Halcyon** will generate untold amounts of Bits and Products for you to use as you see fit, with the latter being especially worth of value in future settings if you branch out the Market to them.

You also get a very special item to commemorate your achievement. A renewing lifetime supply of **Rizzo's Partially Emulsified Semi-Frozen Milk-like Dessert**. This product, when consuming a single spoonful, will fully heal all major wounds and revitalize any spent energy/stamina fully, while providing a massive temporary stacking boost to vitality and stamina reserves.

And lastly, you also get something called the **Chairmen Jumper Perk**. In essence, this allows you to have all of the legal and not-so legally ethical ways to outright manage and run several 'Mega-Corporations' at once while making sure you stay on top to rake in all of the prestige, money, and respect. But mostly the money...



Revolution Of Halcyon [Pro-Dissident Scenario]

[Can be taken with **Unplanned Jumper**. Mutually Exclusive with **Welcome To The Board, Jumper**.]

The Board is the root cause of all of the ills of Halcyon. And to be clear, it is most certainly the case. But the problem is that as long as those people in the top and Byzantium keep the status quo as is, the colony will not survive for much longer. That is where you come in. Your goal is not so simple to say, but still an important one.

You must root out The Board and eliminate all of its influence it has to control Halcyon. Meaning that even if you hold a slanted soft spot for a particular company, you have to make sure they'll oppose The Board and join the Dissidents or wipe them out.

Then once The Board is gone, you must help keep the major leaders of the Revolution organized to make a new proper government that can weather the famine and resolve Halcyon's issues. Alternatively, you could be the one to tackle the major leadership if it is truly needed.

Reward

The era of The Board is over. And in its ashes comes the new Halcyon. While not an Corporate Utopia, it is in fact more of a **Rebuilt Halcyon**. A civilization that is truly able to treat everyone, no matter their profession, with equal dignity, respect, and pay for their efforts. And with that, this means everyone in the Colony will now be able to travel with you in their best talents and skills.

Make no mistake, having an entire Colony's support for just about anything is perhaps worth more than just plain money. And speaking of things to possess, you now have something special on that end in the material sense.

This is the heavily modified **Prototype Hibernation Suit rev4.7d**. An entire suit with matching helmet functions as extremely light armor that offers a level of protection seen in the highest quality heavy armor. It also has a very strong resistance to Corrosive and Cold/Cryo elements while also outright enhancing all of your Time Dilation abilities by a factor of 3. And best of all, it is fully modifiable or can be merged with other armors or attire.

Okay, one more since you did it. For you, the **Bane Of Corporations Perk**. Any and all efforts in opposing Corporations that exert their authority and power over society will now crumble far faster with you opposing them. On top of the fact that once they go down, no one that was ever part of them unless they willingly change their ways for the betterment of their fellow man, will never be able to recover from their fall.



Atomic Wildcard [Courier Six Crossover Scenario]

Requires: A Past Wildcard + Of Platinum And Radiation

So in case you haven't figured out how drastic things are, let me tell you one of the things that almost no one knows in Halcyon. Namely that Earth had actually gone dark at some point in the 60 years since the Colony was established.

Halcyon was left to its own devices with no help, on top of all of the problems they had with building and adapting the worlds to liveable status. The reason why this is getting mentioned now, however, has to do with that stranger you met.

The one that calls themselves 'Courier Six'. They have a task they need to get done of the utmost importance. To deliver the package they have to someone in what they call the 'Mojave Desert'.

And now here is where things get interesting. This Earth hasn't gone dark by an unknown cause. It was destroyed in the Great War with atomic fire, leaving it an charred husk with mutated wildlife and ruins dotting the landscape.

That is your destination, whereas once a ship is available that can make it to Earth when Halcyon is under some form of control again, you and the Courier will take it. And once in the ruined world, the delivery must be done, or else you fail this scenario...

It won't be easy, especially since those are there left on Earth haven't learned that War never changes

Reward

For doing your part in assisting a Courier that was perhaps from a different universe altogether in getting back 'home' and fulfilling their obligation (alongside whatever else you did while there)...

You now have the complete loyalty of the **Courier Six**, alongside someone else that ended up trading places with them somehow. The **Unplanned Variable**, who has their own copy of something called the *Platinum Chip*.

Both of these individuals are special in the quality that they are total wildcards that no one except you will ever be able to account for. In other words, their potential is unlimited for their personal skills and attributes, alongside with easily messing around with grand ambitions of your enemies.

As for you, beyond a doubt... You truly do have a **Heart Of Obsidian**. This isn't to say that your 'Heart' (or what you have) is made of that black rock, but rather that you have certain special qualities.

Your will and determination matches how deeply aware you are of the Human Spirit, alongside learning everything one can learn from the past to help shape the future. To say in another less flowery language...

...**All of your efforts, Powers, Gear, and anyone you have on your side** will receive a **massive boost** in all manners of fixing worlds. Much like how Halcyon can be saved, the charred remains of Earth can be fixed to become new again and put the chains of the past away to move towards a hopeful future for what remains of Humanity.

(This also will work for settings that are ruined by non-scientific manners, like those with magic, the supernatural, or something especially esoteric. You also will be refunded if you purchased both "A Past Wildcard" and "The Unplanned Variable" companions.)

Advancement/Letter Of Resignation (Decisions)



Resignation (Next Jump)

After whatever happened in Halcyon, will probably just stay in Halcyon. Well, unless you decide to bring more than just what you find here.

Advancement (Stay)

Stay and enjoy your current life. However long or short that may be...

Retirement (Head Home)

Perhaps the events at Halcyon left you with a yearning for returning home. And with that, go enjoy it with what you got here and the rest of your Chain. You (probably) earned it.

Maintenance Log (Changelog)

Dissident Entry (0.1-0.9)

Theme Text/Images For Vanity/Style
Perks, Gear, Companions In Work

Board Entry (Version 1.0)

Theme Text/Images For Vanity/Style
Tone, Descriptions, Quotes
Complete Perks, Gear, Etc
New Additions Added

Repair Entry (Version 1.05)

Typos/Clarification
Updated Notes

Golden Entry (Version 1.5)

Rewritten Perk Names
Updated Descriptions

Item Changes
Finished Scenarios
New Notes

Bit Update (Version 1.75)

Errors and Fixes
Quality Of Life Changes
Updated Atomic Wildcard Reward
Supplement DLC Made

In Work

Non-Critical Research Data (Notes/Glossary/Etc)

Notes

Corporate Armor Collection Stats/Specialties

Riot Control Helmet

(MSI) Long Guns +5
(Rizzo's) 1-Handed Melee +5
(Spacer's Choice) Determination +5
(UDL) Dodge +5
(Auntie Cleo) Medical +5
(C&P) Handguns +5

Riot Control Armor

(Auntie Cleo) Stealth Skills +5
(C&P) Tech Skills +5
(MSI) Defense Skills +5
(Rizzo's) Stealth Skills +5
(UDL) Melee Weapon Skills +5

Standard Trooper Helmet

(MSI) Block +3
(Rizzo's) Science +3
(Spacer's Choice) Intimidate +3
(UDL) Persuade +3
(C&P) Sneak +3
(Auntie Cleo) Science +3

Standard Trooper Armor

(C&P) Dodge +7
(MSI) Dodge +7
(Rizzo's) Hack +7
(UDL) Determination +7
(Auntie Cleo) Sneak +7

Ordinance Control Helmet

(Auntie Cleo) Lockpick Max Distance +2.5m
(MSI) 2-Handed Melee +5
(Rizzo's) Persuade +5
(Spacer's Choice) Block +5
(UDL) Handguns +5
(C&P) Hack +5

Ordinance Control Armor

(Auntie Cleo) Dialog Skills +5
(C&P) Defense Skills +5
(MSI) Ranged Weapon Skills +5
(Rizzo's) Defense Skills +5
(UDL) Leadership Skills +5

Advanced Defensive Helmet

None

Advanced Defensive Armor

(Auntie Cleo) Dodge/Block +5, Stealth Skills -5
(C&P) Dodge/Block +5, Stealth Skills -5
(MSI) Dodge/Block + 5, Stealth Skills -5
(Rizzo's) Dodge/Block + 5, Stealth Skills -5
(UDL) Dodge/Block + 5, Stealth Skills -5

Board Vending Machine Sets (Names/Primary Products)

Auntie Cleo - Auntie Cleo's Auto-Vend

--Medical Products/Unique Foodstuff

Universal Defense Logistics - Bullets 'N Things

--Guns/Armors

C&P - C&P's Fundable Edibles

--Meat/Cystpig Type Food

T&L - T&L's Exotic Assets

--Guns/Ammo

Spacer's Choice - Spacer's Choice Insta-Merch

--Everything (In Poor Quality)

Rizzo - Rizzo's Self-Serve Snack System

--Sugar/Sweet Products/Spectrum Vodkas

Monarch Stellar Industries - Saltuna of the Deep Merchant Machine

--Real Saltuna/Wide Assortment

Science Weapons:

Shrink Ray - Handgun that fires a continuous beam to shrink the target. But also reduces their armor defense and offensive damage as long as they remain shrunk. (They will return to normal size when the effect wears off.)

Prismatic Hammer - 2-Handed Hammer, with the ability to cycle through 5 elements. Can also generate blasts of energy with certain power attacks and can land multiple elements with sweep attacks.

Mandibular Rearranger - 1-Handed Spiked Club, which slows down human targets upon each strike by messing with their bones. Can also make targets 'stop' moving altogether for several seconds with multiple strikes.

Gloop Gun - Heavy Weapon, that fires 'Gloop' to weaken and shock those hit by it. Can also make people levitate as if gravity got turned off for a few seconds as well.

Mind Control Ray - Long Gun, that makes its continuous beam convert enemies into temporary allies that attack their comrades. Otherwise, causes them if not brainwashed to eventually turn into red-hot ash.

Special Delivery - Heavy Weapon, fires custom explosives via pneumatic tubes that can home in on targets after being fired.

The P.E.T - 2-Handed Energy Axe, which when doing an power or sweep attack, forces/draggs enemies closer to you

Employee Benefits - Handgun, that is effectively a healing beam gun that can heal damage and revive people who are downed.

Spectrum Gatling - Long Gun , that basically cycles through the elements with each shot. Is also pretty much a Minigun, meaning a very high rate of fire and projectiles.

Udder Buddy - 1-Handed Wrench, with the ability to magnetize targets upon hitting them and will eventually cause others to get forced to slam into the target.

The Needler - Handgun, that in essence fires flechette projectiles coated in three possible chemicals. One for poisoning targets, eating away their armor, or slowing them down.

Canon Companions:

Parvati Holcomb: Skills: *Persuade, Lockpick, Engineering*

Combat Ability: **Overload:** An attack that uses one of her hammers to deliver a strike that produces a Shock AoE. Stuns the target, especially Autos.

Maximillian DeSoto/Vicar Max: Skills: *Intimidate, Hack, Science*

Combat Ability: **Trickshot:** A blast of shotgun fire aimed towards a specific target, that with upgrades can reduce the armor of an target for a set amount of time.

Felix Millstone: Skills: *Persuade, Sneak, Lockpick*

Combat Ability: **Dropkick:** A purely physical move inspired from Tossball that has Felix dropkick the target. Causes a stun effect on just about anyone.

Ellie Fenhill: Skills: *Lie, Medical, Engineering*

Combat Ability: **Quick Draw:** A quick fire of Ellie's pistol that focuses on one target, though with an upgrade can reflect onto a second target.

Nyoka Ramnarim-Wentworth III: Skills: *Lie, Sneak, Medical*

Combat Ability: **Barrage:** An entire barrage of Nyoka's heavy weapon that shreds through the target and reduces their armor if they survive.

SAM: Skills: *Intimidate, Hack, Science*

Combat Ability: **Decontaminate:** A power leap attack from SAM that also emits the corrosive cleaning material he uses on a target. Can be upgraded for automatically stunning all Autos.

Glossary

Alternate History: This setting's history had *President William McKinley* never get assassinated, meaning Theodore Roosevelt wasn't able to succeed him and form the Trust Busters that would impose corporation powers in TOW's past.

N-Ray: The purple energy discovered as part of the Alternative History in the Earth's past. Great against Organics, bad against Machines.

Aerowave Serials: The mainform of media out in Halcyon. Think more like radio, except with a Sci-Fi twist despite them still being in space and robots and so on.

Early Retirement Program: An program/system in Byzantium that picks people 'randomly' from the outside with the 'Promise' of easy living and having to do no more work.

Diet Toothpaste: Unsure if they intend for it to be 'eaten', given the 'Diet' in the name, but either way... This is a hunger suppressant that can and will get people killed. But it can also be used for 'Rocket Fuel' if there is any truth to this 'claim'.

OSI: Office of Scientific Inquiry

Attributes/Skills

The following sections are about two key areas, which are focused on your personal **Attributes** and your **Skills**. These **will** affect your form, even if it barely even registers as being human or human-like. And if you have any complaints, please direct them to the JC Department and/or your local agent.

Attributes:

Scale: Below Average, Average, Good, High, and Very High

Body: An overall evaluation for how your body handles the rigorous work requested in your field of expertise. Some examples to provide pertain more overall to how strong you are carrying equipment, how quick your reflexes are in cases of possible dangers, or how dexterous your fine control is.

Strength: In short, having low or high strength will primarily affect the following: *Melee Weapon Damage/Carrying Weight Limit.*

Affected Secondary Skills: *1-Handed Melee, 2-Handed Melee, Heavy Weapons, Block, Inspiration, Intimidate.*

Dexterity: In short, having low or high dexterity will primarily affect the following: *Melee Attack Speed/Ranged Weapon Reload Speed.*

Affected Secondary Skills: *1-Handed Melee, Handguns, Dodge, Block, Sneak, Lockpick.*

Mind: An overall evaluation for how quick you are at processing new information as needed in more highly technical/complicated job positions, alongside the applications of your perceptual senses in various environments and situations that you may be asked to do or participate in.

Intelligence: In short, having low or high intelligence will primarily affect the following: *Critical Hit Bonus Damage*

Affected Secondary Skills: *Long Guns, Persuade, Hack, Medical, Science, Determination*

Perception: In short, having low or high perception will primarily affect the following: *Headshot/Weakspot Damage Bonuses.*

Affected Secondary Skills: *Handguns, Long Guns, Heavy Weapons, Dodge, Lockpick, Engineering.*

Personality: An overall evaluation for the social skills and mindset suited for your position. Because sometimes, despite all of the work you must do, you must also be willing to work with others. Or perhaps they need to be willing to work for you. Having a fine balance of charm/persuasiveness, alongside the temperament/disposition in managing both coworkers and superiors.

Charm: In short, having low or high perception will primarily affect the following: *Faction Reputation/Companion Ability Cooldowns.*

Affected Secondary Skills: *Persuade, Lie, Intimidate, Hack, Science, Inspiration*

Temperament: In short, having low or high temperament will primarily affect the following: *Natural Health Regeneration.*

Affected Secondary Skills: *2-Handed Melee, Lie, Sneak, Medical, Engineering, Determination*

Skills

Scale: Novice (20), Competent (40), Adept (60), Expert (80), and Master (100).

Melee

- 1-Handed Melee (Smaller Melee Weapons)
- 2-Handed Melee (Larger Melee Weapons)

Ranged

- Handguns (Smaller Guns & Revolvers)
- Long Guns ('Medium' Sized Guns & Rifles)
- Heavy Weapons (Large Guns)

Defense

- Dodge
- Block

Dialog

- Persuade
- Lie
- Intimidate

Stealth

- Sneak
- Hack
- Lockpick

Tech

- Medical
- Engineering
- Science (Useful for Science Weapons)

Leadership

- Determination
- Inspiration

Shredder Section (End)

In Consideration for Update:

- New Suggestions/Feedback
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