

Dead Space

The year is 2508, and humanity has finally squandered the last of the Earth's resources. Instead of colonizing other planets, however, they decided, since most were so hostile towards them that they couldn't even sustain human life, that they'd just pop them open, rip out all the resources they could, and leave nothing but a field of debris behind. This practice is called, "Planet-Cracking," and is the job of ships like the one you're going to be working on on its last flight, the USG Ishimura.

Aiding these missions is a tool that was created by the man that the ship you'll be serving on is named after; Hideki Ishimura, about three hundred years before your time, created what is called the ShockPoint Drive, a type of faster-than-light engine that allows even larger ships to travel quickly through the vast emptiness of space. The trip you just took has brought you to the seventh planet around the star Aegis, a supposedly off-limits planet that, all-told, you shouldn't even be allowed to mine. And that's not just for legal reasons, either.

During his time, the people on Earth unearthed what came to be called the Black Marker, a massive, stone obelisk that acted as an antenna for a signal, and a near limitless source of energy, from deep space. This signal eventually, after lots of research and no small amount of madness on the parts of the researchers and the general population around the area the Black Marker was unearthed in, lead to the creation of the Red Marker, a horrible device that, through a similar madness-inducing wavelength, causes dead tissue to reanimate in a twisted mockery of life.

Or so the conspiracy theory goes; no actual evidence that such a thing was ever made exists, and the only evidence that the Black Marker exists is a crowd of religious nutballs called Unitologists that believe that it is the key to the next step in human evolution and an enlightened, unified rebirth through death, and that EarthGov's denial of it is a massive cover-up plot. Really, though, you can never trust the religious nutjobs, especially the ones that are part of death cults.

And, hey, aside from humans, the only thing out in the universe is, what, a lot of dead space? You'll be fine. And you've got a civilian job already lined up on Titan Station right after this, too, so you're set for quite a while.

So, here's your advance; 1000 points to get you started.

!!+1000 CP!!

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Identity

Your gender is the same as whatever you started with when you got here. Roll 3d8+26 for age. You can instead opt to pay 100 CP to set both of these to your liking.

Civilian(Drop-In)[Free]

You're not getting anything to really help you fight off the monsters for free, or even at a discount, but you're good at haggling, and you don't have any intrusive memories crowding into your skull.

Engineering[100 CP]

You're a real Mr. Fix-It, y'know? Malfunctioning fuel intake? Easy. Faulty asteroid defense cannon? Turn it off, then on again. Non-responsive communications array? Shuffle the working emitters around a bit so they're symmetrical. Undead monstrosities? Depends on what you mean by, "fix." Does using a rivet gun to blow them apart count? Yes? Then we're good.

Mining[100 CP]

It's a hard, dangerous, thankless job at the best of times. Going down into a planetoid, manhandling a massive chunk of stone, or terraforming dirt and rock to make digging easier is a job full of hazards. Adding monstrous zombies to the mix? Well, at least you're armed; this shit's for mining rock, so flesh may as well be tissue paper.

Security[100 CP]

People are stupid. Plain enough to say, but they really are. They do dumb things when they're cooped up in a ship or a space station, and stopping, corralling, or catching them when they do that is your job. You're the best armed for the monsters that are coming, but your standard center-mass-magazine-dump training isn't going to do you a lot of favors.

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Location

How do you like your zombie apocalypse? I kinda hope your answer is, "extra bleak and stranded in space," because that's basically

all you're going to get from here. Roll 1d8 to determine where you start, or pay 100 CP to pick from below.

1-2: USG Ishimura - So, they pulled something big and creepy-looking out of the ground, and things are starting to get pretty bad down there. Up here, too, ever since they brought the damn thing up here.

2: Aegis VII Colony - Quarantined on the ground on a planet that is only inhabited in the sense that the Ishimura put a colony on it to look into the crater the plug was pulled from.

3-4: Titan Station - A bit of free time to rake in some money and get prepared before stuff goes down, the outbreak won't be coming here for a good three years and change. It's actually pretty nice here, right up until shit goes south.

5: New Horizons Lunar Colony - A bit slummy and grimy in the more populated areas, but isn't that how it is most places? You've got six years until the story turns its eye towards whatever hovel you've scraped together here.

6: CMS Roanoke - A big damn derelict ship orbiting an uninhabited planet that used to be home to an alien species that were also affected by the markers. It's empty, aside from pods with necromorphs in them. And you. For six out of your ten years. Plenty of time to come up with a cover story for why and how you're there.

7: Tau Volantis - That planet that the CMS Roanoke is orbiting? That's this one. You're in a 200-year-old colony on the surface of an ice ball that's inhabited with frozen, and some not so frozen, necromorphs. Six years in a frozen-over hell full of necromorphs. Sounds fun.

8: Free choice - Pick your poison, Jumper.

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Perks

Bullet Saturation[100 CP; Free: Security]

Guns, guns, guns! But, you need bullets for those guns, right? Not as much anymore. Whenever you find bullets for any of your guns, you always find a bit more of those bullets than you would

otherwise; where you find ten, someone else would only find eight. This includes special ammunition types, and the costs of buying ammunition from people or shops, and even the costs of actually making ammunition yourself, though it doesn't stack with Scrap Hound.

Deeply and Greedily[100 CP; Discount: Mining]

There's gold in them thar hills! Also titanium, iron, copper, tin, zinc, and other metals, along various crystal or gemstone strata, maybe some coal or oil to smelt that metal with, or even some fuel-grade unstable materials like uranium. It's all so damn useful, too. Even more useful, now, considering that, whenever you actually go after a pre-existing vein of material, it'll always have a yield about a quarter more of the yield it might otherwise have, same with smelting metals that other people, or automated systems you build, dig up for you. Very useful if you're a do-it-yourselfer that likes to make things out of raw materials.

Master Haggler[100 CP; Free: Civilian]

You're good. Regardless of the situation, whatever you're buying, selling, or, hell, even digging up, you always just seem to find more than anyone and everyone else would. When you're trying to buy things from someone willing to haggle, you get about more headway in your direction. When you're selling things, you get that extra little bit as about one-and-a-quarter the money the person you're dealing with would otherwise be willing to give you. Hell, if you find a loot cache somewhere, you'll find the same amount of extra money and/or equivalent trade goods in it, so long as you're the one digging it up and opening it. This could be great if you're trying to build a base of capital for a business or some other high-risk venture.

Scrap Hound[100 CP; Free: Engineering]

You build. Of course, you need parts to build, and, of course, you need materials, usually scrap metal or leftover electronic bits and bobs, to make parts. Whenever you go looking for scrap parts to use as materials, you always find more than you would otherwise, five instead of four, twenty-five instead of twenty, whatever. When you build parts from materials or scrap, you always find you need less materials, on the same order as that bonus, to put those parts together. Really, really useful if you plan to build electronically-based weapons, armor, etc, or extensively modify your own, pre-existing, equipment through similar means.

Supply Rooms[100 CP]

No matter where you go, from the far-flung future to the distant past, you always manage to find these weirdly out of place, locked, barred, or otherwise sealed rooms. But, hey, they're always worth it. Well, almost always at any rate. They have a specific item that they need to be opened; in this universe, depending on where you are, it's either power nodes or torque bars. In other universes, it might be a type of key, a puzzle door, or maybe a specially-prepared stone, or hell, it might just be an explosive. Whatever it is, it gets the door open, and inside, there'll be loot; usually money, ammo, a slim chance of a weapon schematic (or a weapon, where applicable), and an even slimmer chance of recouping the resource you used to get the door open. Sometimes, though, it is so, so not worth the time spent opening it, with extremely slim pickings, the bare minimum of what little you do manage to find available.

Built-In Geo-Nav[200 CP; Discount: Mining]

It's like you have a rare materials detector built into your head, with how easy you make it seem to find the really good stuff. Whenever you're looking for materials, be it rare metals, gemstones or crystals, or even just treasure in general, you can feel something, "pulling," your new quasi-sense in various directions, and in different ways based on what the material in question is. As a side benefit, this enhances your ability to navigate, allowing you to, in almost all cases, just kind of know the right direction to head in, to the point that your RIG will mark a path towards your hunch.

"Feels off..."[200 CP]

Something feels weird around here, and your body reacts to that, granting you a sort of, "sixth sense," that allows you to detect things that mean you harm. It's a general sense and doesn't exactly scale with your power level, so expect it to go off whenever something that wants you dead comes after you, whether it actually poses a threat or not, or if you, say, step out in front of a large vehicle that wouldn't be able to stop, even if it wouldn't be much more than a minor hindrance.

Expert Pilot[200 CP; Discount: Security]

Most people can pilot a ship well enough to dock it, but you're one of the best pilots this side of the solar system, able to easily maneuver a cruiser around and through the spindly outcroppings on a space station without damaging them or your ship, maneuver through openings that don't look like they should be big enough for you to fit through without damaging the paint

job, and even make quick adjustments to your auto-pilot, so you can nip back to the door of your ship and grab someone in a suit that's barely managing to keep up and pull them aboard. You can even flee from the exploding power core of a space station, or other life-threatening scenarios, with much less risk of getting caught in the explosion, due to your piloting skills. These abilities also extend to moving about during an EVA trip, or while using anything similar enough to it, like, say, a jet pack, or a suit of thruster equipped power armor.

Infinitely Customizable[200 CP; Discount: Engineering]

It's not that your guns are bad, by any stretch of the imagination, it's just that they could be so, so much better. And now you can actually do that. In this world, tools and weapons are aided by nano-scale circuitry, which leaves a lot of room for improvement, typically in the form of power nodes being welded into specific places to provide extra power to certain subsystems of the weapon, to increase power output, ammo count/efficiency, and even unlock special abilities, like setting enemies on fire, or exploding violently. As an added benefit, you also get the ability to break weapons and tools down into parts - specifically frames, tools, tips, accessories, and upgrade chips, see the Notes section for more information - and reconfigure them to your liking. You can even upgrade those parts individually using power nodes.

People Person[200 CP; Discount: Civilian]

No matter what you're doing, or what you're saying, people are going to see you as a charismatic, potentially even sympathetic, figure. They might not necessarily agree with everything you say, there's no mind control in here, but because of how they see you, they will usually at least respect your opinion. There are outliers, of course, but they're few and far between, and tend to wear their inability to be swayed on their sleeve.

Universal Ammunition[200 CP]

Plasma batteries? Javelin spears? Force energy? What are those? The only thing you ever seem to find, from here on out, as far as ammunition goes, aside from special ammo types, are these little gunmetal black and yellow battery-like ammo cartridges. The exchange rate varies from gun type to gun type, one clip, or magazine, or cartridge, or whatever, at a time, but it's always enough to fill the gun you're using. Just don't think about the logistics of having a single kind of ammunition that just works for every gun possible, pretend like it makes sense in the space future, and we'll all be just fine.

A Mind of Iron[400 CP]

You've got a mind like a steel trap when it comes to keeping your head-space clear of corrupting influences. Whether it's some weird signal trying to trigger you into building some kind of terrifying monolith that turns dead bodies into an army of undead monstrosities, or a person using magical means to force you into doing something you otherwise wouldn't, you're about twice as resistant to it. It's even an offensively viable boost if you have abilities that let you use your willpower as a weapon, like psionic or magical abilities, or hard-light hologram projecting rings from space.

Explosives Tech[400 CP; Discount: Mining]

You have a predilection towards rather large explosions, along with an almost supernatural sense of the physics behind explosives and explosions. You're capable of chaining explosions together to cause the most structural damage, to just be flashy without causing any damage at all, or anywhere in-between. Your abilities extend so far that, if you could predict peoples' movements you could place shape charges under heavy objects in just such a way that you can target them with the objects with nearly unerring accuracy.

Modular Designs[400 CP; Discount: Engineering]

It's always easier to make better things from better materials, and your knowledge of far-future engineering is top-notch, meaning that all of the things you make are all that much better for it. Aside from being able to upgrade parts, tools, and weapons further, and make better base parts for tools and weapons, you can apply the bonuses of Infinitely Customizable to things other than tools and weapons, breaking anything down into classes of modular parts and swapping them around to your heart's content. This nearly obviates every part of the process of retro-fitting older creations with newer parts, aside from the actual manual labor and time.

Natural Entrepreneur[400 CP; Discount: Civilian]

You've got a knack for making and running businesses. If you ever get into the managerial or ownership position of a business, your knowledge of how to work the industry will push it to succeed where it might otherwise fail or just manage to scrape by.

Trigger Discipline[400 CP; Discount: Security]

Not your standard center-mass ammo-dump, like most police and security forces receive. You've undergone situational awareness

training that allows you to look at an opponent with seemingly no weak points and somehow manage to find some, picking out weak points and soft spots in armor and adapting your firing stance to that new information. Incredibly useful for if you need to take out something that has a different kind of anatomy, seemingly no anatomy, or doesn't actually need what bits of anatomy it looks like it has.

Cult of Personality[600 CP]

You have a gift when it comes to talking to people. Well, not to people specifically. More that you have a gift when it comes to talking people into things. You're good enough at it that you could easily found a religion, with little or no subject matter as a basis and make some serious bank off of donations from your followers. This... sounds frighteningly familiar in a couple of ways.

Dead Space[600 CP]

The Red Markers give off a field about five meters in radius that necromorphs can't enter into or form within and wherein necrotized tissue can't revive. And now so do you. Kind of. It's not pretty, though; you can open your mind to the Red Marker, normally a terrible idea, to give off a similar field around yourself, with a size based on how much you're willing to give in. The more you give, the bigger the area, starting at about arms' reach, and extending out to about three meters if you give yourself over fully. Remember the mention of that being a bad idea? Imagine every hallucinogenic drug you can think of, and about half as many that you've never heard of, and think about the kind of shit you'd see if you took all of them at once. Stacked willpower bonuses, however, like A Mind of Iron, make this less intense, and overall less of a bad trip. Using it is a bit of a slippery slope however, and overuse within the ten years you have here will end with the Marker dragging into your mindscape and killing your psyche, which ends with you committing suicide.

Silver lining: No Marker, no crazy, so once your time here's done, it's just a toggleable anti-undead field that, if you turn it on with undead inside it, they just kinda collapse.

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Gear

Peacekeeper[100 CP; Free: Security]

A standard Earth Gov police and security loadout, you receive

a pair of caseless, magnetically accelerated weapons: A Divet Pistol, a semi-auto pistol, and an SWS Motorized Pulse Rifle, a rotating, three barreled, motorized assault rifle. The divet fires armor-piercing, laser-sliced lead-alloy slugs with a 12-round magazine, and has an alt-fire mode that fires a three shot burst; it can be upgraded to have a 24-round magazine, and a full-auto secondary fire. The pulse rifle, on the other hand, fires ultra low caliber rounds, designed to mushroom on impact, at hypersonic speeds, causing localized trauma up to and including fractured bones and liquefaction of soft tissue; it has a fifty round cylindrical magazine that can be upgraded to 175 rounds, and one of three alt-fire modes: a 13-round burst-fire that, in practice, looks more like a shotgun; a grenade-like ball of 25 rounds designed to disable light vehicles; or a bullet-storm mode that fires in a full 360 degrees at about waist- to chest-high. You receive a manual on how to swap between these three modes.

Power Nodes[100 CP; First Free: Engineering]

A power node is very small, about an inch and a half or two inches across and about half an inch thick, but produces a large amount of energy for its size, and is commonly used when upgrading tools or weapons at a nano-circuit repair bench. They're practically laying around all over the place in some of the places you're going, but because of how many you'll need, between using them to override the locks on emergency supply rooms, and upgrading weapons with them, with the least required to fully upgrade a weapon being 16. And at 10,000 credits a pop, they're expensive, too. We're giving you 10 to start out with, and schematics to make more.

Surface Digging Team[100 CP; Free: Mining]

Stone found near the surface is often less dense than stone found deeper into a planet, and these relatively low-power tools are great at cutting through basic stone and less dense ore. You get an SH-B1 Plasma Saw, a short-bladed, sword-like chainsaw with plasma-sheathed teeth; a Rock Saw, a tool with a kinetic energy converter that turns that kinetic energy into an electronic discharge that takes the form of a plasma blade; a 211-V Plasma Cutter, the iconic weapon of the series, a ranged weapon that fires an arc-shaped plasma blade a pretty good distance; and an RC-DS Remote Control Disc Ripper, a diamond-tipped circular saw equipped with a small-scale gravity tether to let it cut from about three-five meters away. The plasma cutter doesn't really have an alt-fire, that function instead flipping it from vertical to horizontal; the ripper's alt-fire, on the other hand, spins

a blade up past its normal safe speed and fires it untethered, using the gravitic mechanism to accelerate it faster than it could fire normally.

Core Mining Crew[200 CP; Discount: Mining]

Deeper samples of stone tend to be denser, and need stronger weapons to cut through them, and that's what these are for. You get a C99 Supercollider Contact Beam, a powerful particle accelerator tool that needs a few seconds to charge before firing; a V101 Core Extractor, a directed plasma weapon that fires four narrow, angled plasma beams arranged in a diamond pattern; and an IM-822 Handheld Ore Cutter Line Gun, the plasma cutter's bigger, meaner older brother. The contact beam's alt-fire requires you to press its barrel to the ground, but ejects the force in an area of effect around you, pushing back, and possibly killing, opponents; the core extractor's alt-fire angles the four emitters inward across a secondary ejection port, converging them into a sustained beam; finally, the line gun, instead of changing its angle, is stuck firing horizontally, but fires a timed plasma blade mine that works like a short range blender as its alt-fire.

Engineering Kit[200 CP; Discount: Engineering]

Building and fixing stuff is your bread and butter, and your tools represent that. You receive a Schofield Tools Arc Welding Gun, which, despite typically being used to bind metal together in absence of oxygen, is also an effective chain lightning gun, and a pair of rivet guns, the slower to fire, but stronger 935 Bonder Rivet Gun, and the weaker, but faster-firing 711-MarkCL Rivet Gun. The arc welder launches an unstable ball lightning-like projectile as its alt-fire. The two rivet guns, on the other hand, have wildly different alt-fire modes: the 935 Bonder rivet gun heats up its rivets for enhanced penetration and fires them much faster than normal, while the 711-MarkCL uses up a rivet to detonate the last five rivets fired from that magazine, spraying shrapnel everywhere.

Scavenger Bots[200 CP]

Sometimes you need to find scrap materials while you're doing other things, and that's exactly what these little beauties are for. When deployed, these four robots, each small enough to mount on your hand and forearm prior to deployment, will find any scrap materials in the surrounding area, including a screen, showing a sonar-like detector interface that allows you to find the best place nearby to deploy it. As an added benefit, if you have the Scrap Hound perk, these benefit from the bonus this perk grants

you.

Tactical Team[200 CP; Discount: Security]

Sometimes you need something a little bit stronger than a standard pistol or assault rifle, and these are the tools you use during those times. You receive a pair of military issue weapons, the Seeker Rifle, capable of accurate long-range fire, and the Detonator, a laser tripwire mine thrower. These have no true alternate-fire modes; the seeker rifle has a scope for enhanced accuracy, and the detonator can disable mines that it's fired for reacquisition.

Utility Mods[200 CP; Free: Engineering]

Ah, technology, the best part of the future. The Kinesis Module projects an artificial gravity field from an emitter pad on the palm of the hand it's mounted on. Much like the name might imply, this field allows you to lift objects; smaller objects hover about a foot in front of your palm, whereas larger objects, most of which must be specifically modified to work with it and are typically on tracks or rails, move as close to you as they are able. You can manipulate these objects with your hand, and even throw them with a surprising amount of force, enough to penetrate a body with a bone spike and nail it to a steel wall. Stasis, on the other hand, as its name might imply, creates a temporal stasis field of a certain volume around the targeted object. It affects both organic and inorganic material, including living creatures, and has no problem with irregularly-shaped objects, flowing out around the targeted object.

Heavy Weapons[400 CP; Discount: Security]

There's not really a whole lot of weapons that one could classify as heavy weapons by today's standards, but this one is definitely in that category. The Heavy Pulse Rifle has the same general idea behind it as the SWS Motorized Pulse Rifle, as its name might imply, but is more like a minigun than an assault rifle. In addition to this, instead of a cylindrical magazine, it has a micro-fabrication printer that makes more ammunition, essentially granting it infinite ammunition; it does, however, have a tendency of overheating if fired for extended periods of time.

Specialist Tools[400 CP; Discount: Mining]

Special jobs require a very specific set of tools, and you have access to these tools, now. You get three new tools: An old standby, the flamethrower, specifically the PFM-100 Hydrazine Torch Flamethrower, originally designed for comet mining, with a max

temperature at around 4000 Celsius; the Handheld Graviton Accelerator Force Gun, which acts like a kinetic shotgun, and is typically used for terraforming or firing balls of ore or rock between groups on a mining site; and the Timson Tools Javelin Gun, a telemetric survey tool that fires half-meter long titanium spikes deep into rock faces. Out of the three, both the flamethrower and the force gun have a pair of alt-fire modes, with the flamethrower being able to be swapped between firing an unstable ball of condensed fuel and igniting and ejecting its entire remaining fuel canister like a grenade, while the force gun can switch between either firing a force grenade or charging up a penetrating line of kinetic energy; instructions for swapping between the two are included. The javelin gun, on the other hand, electrifies the last fired spike, creating a Tesla Coil-like effect, and, with upgrades, can even explode with enough force to destroy small asteroids.

Space Ship

Personal Craft[400 CP; Discount: Civilian]

How are you going to get from one place to the next, in space, without a ship? This'll solve that, though; you get a basic craft with a basic communications array and a single crew bunk - no weapons, light armor, no Shock Point drive, only room enough for a couple of people, including the pilot and co-pilot - but it's a ship, and it can piggy-back on larger ships' Shock Space travel. ... What's that? "A bigger ship..?" Easily arranged and, as an added bonus, the upgrades below stack, increasing the size of the ship, and thus the size of the upgrades, with each one; if you buy all four of them you end up with a planetcracker class vessel similar to the Ishimura herself.

Luxury Liner[200 CP; Discount: Civilian]

The lap of luxury, or damn near it, this one can be used as either a luxurious, if somewhat intimate, cruise liner, able to transport at most a couple dozen people; a merchant ship, with a large hold to transport goods; or a smuggler's ship, capable of pretending to be either of the above, with plenty of hidden compartments for contraband.

Asteroid Miner[200 CP; Discount: Mining]

A larger ship perfectly outfitted with a set of gravity tethers for grabbing comets, asteroids, and the like, dragging them into a specially-prepared bay, and breaking them down into usable ores and materials. Not quite powerful

enough to crack a planet, but that's mainly a size constraint.

Research Vessel[200 CP; Discount: Engineering]

Outfitted with long-range scanning equipment, a research and medical bay, an engineering bay, and a bay for both construction and repair, this ship is, quite literally made for research and exploration. Time to get out there and prove that there's more to the universe than a lot of dead space.

Security Cruiser[200 CP; Discount: Security]

Not quite as large, overall, as each of the individual other ship options, but definitely more meant for attack, this ship is equipped with a pair of mounted guns, heavier armor, and an armory with access to any of the weapons in your Warehouse. As an added bonus, it also contains a functional brig with room for a handful of prisoners.

RIG: Resource Integration Gear

All of your needs in one bulky, backpack-like attachment. All RIGs grant a small strength increase and have few small tanks of nano-biotic medical gel inside them, four for you, capable of binding most wounds, even serious ones, near-instantly, as well as some form of projector screen, either from the off-hand wrist, as on civilian models, or from a small projector screen in front of the facemask for more job-oriented models. They also have a course-finder that lays down a path of light in augmented reality leading to things that you know the coordinates of, as well as a folded-space container capable of holding up to four weapons and five cubic meters worth of objects, divided into what are basically one cubic meter, 'inventory spaces,' along with magnetic locks on the boots, an air reserve of about two minutes that auto-refills in atmosphere, and a built-in stability assistance system that allows for a form of space flight, for navigating space during an EVA trip. Each inventory space can only hold one type of object, be it ammunition, medical gel refills, etc. Some RIGs are better at other things than others, though, and you can outfit yours as you see fit here. You get a basic, unarmored RIG for your Background that is padded enough to stop 5% of damage for Free, and it can be attached to a single piece of armor or clothing you already own for free.

Armor Plating[50 CP; First Free: Mining and Security]

A basic RIG has, as mentioned, enough plating and defenses to

block 5% of damage. You can bump that up a bit, boosting that defense by 10% of damage prevented at a time, up to twice, for a grand total of 25% of damage blocked.

Increased Inventory[50 CP; First Free: Engineering and Mining]

A basic RIG's inventory can only hold five cubic meters worth of material, and only one item per spot. The basics of this can't be changed without intervention on your part, but, you can at least give yourself more space to work with. You can buy this up to twice, and each time, it increases the number of spaces by 10, to a maximum of 25 spaces.

Overcharger[50 CP; First Free: Engineering and Security]

Now this is what I'm talking about. By buying this option, you can select one of the RIG's four weapon/tool slots to overcharge the weapon or tool in it, increasing its power by 15% and increasing the speed that it can be reloaded at by 10%. By buying this option twice, you can apply this effect to all of your RIG's weapon/tool slots.

Medical Gel Efficiency[50 CP]

You only have four tanks of medical gel to start with, and, while even some of the worst damage you can suffer will only take up one or two, that's just not a whole lot, is it? Every time you take this, though, it increases the efficiency of the RIG's medical gel, increasing the amount of tanks of gel you have by 50% of the base. That's +2 tanks every time you buy it, to a maximum of four times, for a total of 12 tanks.

Discount[100 CP; Free: Civilian]

Stuff, unsurprisingly, costs money, and even when people are dying left, right, and center and carrying their credit sticks on them while doing it, money can be kinda hard to come by. While it's not a massively huge cure-all to your money woes, it is a bit of padding to keep you from feeling it as profoundly. Whenever you access a STORE Kiosk, everything you can buy in it costs 10% less. Sadly, you can only buy this ability once.

Kinesis Amplifier[100 CP; Requires: Utility Mods]

Your kinesis module's artificial gravity field has a range of about five meters of grabbing and, while that's not likely to change without your own tinkering, you can use points to increase the initial power of a throw, increasing the effective range of your throws by 15% and the damage of the throw by 10%, making

it much easier to pin enemies to walls.

Stasis Amplifier[100 CP; Requires: Utility Mods]

Whereas your kinesis module runs off of your RIG's built-in power source, the stasis module has its own battery that recharges on its own over time, and, considering that it creates a temporal stasis field, that's already amazing. And while you can't increase the size of the affected area using your points, you can increase the duration that the field lasts by 15%, and make it recharge 10% faster.

Universal Clamps[200 CP; Discount: Infinitely Customizable]

Normally, you'd have to attach a RIG to each suit of armor or piece of clothing individually, and upgrade each of them individually as well. This little bonus, however, upgrades your RIG with a set of universal fit clamps that allow it to, at a STORE Kiosk, be migrated to any suit of armor or set of clothes you desire, at no charge.

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Drawbacks and Objectives

While I don't know why, exactly, you'd ever want to make your stay here harder, you can. But you may only take a total of 900 points worth of Drawbacks and Objectives.

Tools of the Trade(Drawback)[+100 CP]

While you could easily just buy new guns to make things easier, that's not your style; you've already got all the guns you'll ever need, and you're entirely okay with the fact that they came from the place you work. While this doesn't stop you from buying new weapons, anything your Background doesn't at least get at a Discount will be stored with a lock on it, preventing you from using it until after you leave.

Never Enough(Drawback)[+100 CP]

You seem to regularly run out of ammo, despite always feeling like you just reloaded, and it's a lot harder to come by without just buying it. And while it's usually pretty cheap, in the amounts you'll need, it will eat through your funds, and your inventory space, fast.

There's Always Peng(Objective)[+100 CP]

Ferreted away somewhere in the areas you will visit is a small

resin statue of a voluptuous Asian woman known only as, 'Peng'. The statue is incredibly valuable, selling for 50,000 credits, but it's even more valuable to you, considering you need to find it before you can leave. No real problem for a loot whore, but if you're not a fan of exploration, or larceny, you might have some trouble with this one.

I Need a Bigger Gun(Drawback) [+200 CP]

The necromorphs you encounter are much more powerful and resilient than they should be, progressing from regular necromorphs to the black-skinned advanced necromorphs much earlier than normal. Expect it to feel like you're lacking in the firepower you actually need to kill these things basically all the time, especially when a boss crops up that's supposed to be a nice fleshy pink and it's very much rotting meat black.

This Guy Again(Drawback) [+200 CP]

You have an ubermorph following you. What's an ubermorph? It's a bigger, more muscular necromorph that hits about half-again as hard as normal and, oh yeah, regenerates even the worst physical punishment you can inflict on it. Nothing short of cryogenic stasis or complete incineration will be enough to stop it for long, and even if you do get rid of it, fate will either conspire to get it out, or just send another. Expect it to serve as a recurring sort of mini-boss, and to find it in your quarters rummaging through your stuff at least once. If you're not the sort to have quarters in-Jump, that turns into it finding its way into your Warehouse and wrecking your stuff.

For SCIENCE(Objective) [+200 CP]

You have a list of things you have to pick up while you're here; oh, it's not a hard list, by any stretch of the imagination, it's all stuff you'll literally be able to trip over at some points. You need samples of the necromorph infection, one from each type of necromorph you, personally, encounter, as well as a piece of both a Red and Black Marker, for study. You don't even have to keep it once you leave, you can throw it in a star for all anyone cares, you just need it before you're allowed to go anywhere.

Marker Madness(Drawback) [+300 CP]

You are much more susceptible to Marker-induced madness, making it more likely that you'll just go nuts. This does not override other perks you have that make you less susceptible to madness or other mental dickery, but it is incompatible with A Mind of Iron.

The Sequel Was Bad Anyway(Objective) [+300 CP]

Adds a lose condition. The necromorph outbreak on Titan Station claimed most of the people on-board, and now it's your job to stop it. How you go about this is entirely up to you, but the moment people stop dying when they're killed you're headed home.

No Foreign Matter Beyond This Point(Drawback) [+600 CP]

Your powers are shut off for as long as you're here, and you can't access the Warehouse; anything you were carrying before getting here that isn't just plain clothes, and thus incorporated into your RIG, is sent back to the Warehouse. Looks like you're stuck with just your wits and whatever you can scrounge up... Huh, that sounds familiar.

Too Ugly to Live(Objective) [+600 CP]

Adds a lose condition. The brethren moons were the twist at the ending of Dead Space 3, and they're too ugly to let live. That wasn't hyperbole; they're eventually going to find Earth and convert its population into another of their kind, and your job is to go kill all of them before they can do that. Whether you choose to do this with your own two hands or not is entirely up to you, but bear in mind that you're not going anywhere until it's done, and, should you fail, and this Earth dies, you will be sent home.

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Some number of years later...

So, you lasted as long as you needed to, however long that was, and survived. You didn't even go crazy, though that may be because you already were. So, now what?

Well, first thing, you get a Nano-Circuit Repair Bench(power nodes), and a Tool Construction Bench(makes weapons and tools from parts), as well as a STORE kiosk(sell stuff for credits; use credits to buy tools, weapons, items, and power nodes; store weapons, items, and RIGs) placed in your Warehouse. They're even right next to each other, and probably pretty close to wherever you actually do work on your weapons, items, and other such stuff, to boot. Next, if you completed Too Ugly To Live, available in your STORE Kiosk is The Devil's Horns, a weapon that looks like a giant foam hand with forefinger and pinky finger extended that has infinite ammo, all but automatically dismembers anything you

fire it at, and compels you to make, "bang, bang," or, "pew, pew," noises when fired.

And then, after that, you have a choice to make:

Never Again

You're going home. You've seen some shit, and this was the metaphorical diarrheal icing on that shit cake, for you, so you're throwing in the towel and heading home.

Come What May

You're... staying here? You realize that the Unitologists and their bullshit are probably far from over, right? Alright then, your choice. Have fun, I guess.

Where We're Going...

You're more than ready for the next jump already, mostly because, well, fuck this place and everything about it. Time to pack up all your new toys and move on.

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Notes

Changes

Complete rewrite. Decreased the prices of almost all of the gear, or gave more value to ones that stayed the same. No, there's no real, "capstones," for any of the backgrounds; it's against the spirit of the games, namely taking whatever bits, bobs, and scraps you can get and just making them work, even when they really probably shouldn't, to give anyone any real game-changer level abilities.

Seeing The Sights

There's a lot more to see here than what's listed. For example, the standard medical bay on most ships and stations includes a BPC, or Biological Prosthetics Center. It involves infantile clones of people that are, when the person they're a clone of is badly injured, artificially aged in such a way that the brain does not develop, and the clone's functional versions of the injured limbs and/or organs are transplanted. There are also automated surgical stations, telekinetic surgical beds, and stasis-enabled tables that keep people alive while doctors and resources are brought together to perform the surgical procedures necessary if they aren't already.

Weapons

Yes, you can buy all of the weapons listed in the Gear section in-Jump, but credits, as mentioned, are kind of hard to come by, and there's no real guarantee as to how much the things you'll want to sell into the STORE Kiosk to get credits will be worth a set amount. An, "extremely rare," semiconductor made using gold components, is only worth 3,000 credits, for example. Ones made using rubies or diamonds are worth 10,000 and 25,000 credits, respectively, which aren't a whole hell of a lot considering Power Nodes cost 10,000 credits a piece, and weapons cost between 7,000 and 11,000 credits, needing anywhere from 18 to 27 power nodes to upgrade, and that's without counting upgrades to your RIG and Stasis and Kinesis Modules and doesn't even consider whether you have Infinitely Customizable. So, yeah.

The following weapons don't appear as usable weapons in the main series of games and thus the number of power nodes required to fully upgrade them is unknown: 935 Bonder Rivet Gun, Divet Pistol, Heavy Pulse Rifle, Rock Saw, Schofield Tools Arc Welding Gun, SH-B1 Plasma Saw, and V101-Core Extractor.

Plasma Cutter: Not very powerful, but quick-firing and versatile with the fact that it can be fired both horizontally and vertically, depending on your enemy's orientation. Requires 18 Power Nodes to fully upgrade. The fired plasma arc can be upgraded so that it's super-heated, and ignites opponents on contact.

Line Gun: More powerful than the plasma cutter, but lacking in versatility. While it can't flip to fire vertically without modification, it does fire a single horizontal arc of plasma that's wide and powerful enough to cut an adult human off at the knees. Requires 24 Power Nodes to fully upgrade. The width of the arc can be upgraded from one meter to two meters in half-meter increments, and the duration of the timed mine can be decreased from five seconds to two and a half seconds.

Pulse Rifle: Quick firing, but not even remotely good for dismembering, the pulse rifle is an anti-infantry weapon, designed to ruin human enemies, hitting them hard enough to put them into shock in only a few shots. Requires 22 Power Nodes to fully upgrade. Its alt-fire modes can have their damage upgraded, and the damage increases apply whatever type of alt-fire you're currently using.

Flamethrower: It's, well, a flamethrower, what more do you want? It's not great for dismemberment, but the damage over time caused by being on fire is devastating, and the duration it burns for

can be upgraded. Requires 24 power nodes to fully upgrade. Like the pulse rifle, its alt-fire's damage can be increased, and it applies to whichever of the two alt-fires you're using.

Ripper: It's a telekinetic, diamond-tipped circular saw designed for thick plants, lightweight ore, and really good at dismembering enemies. Requires 22 Power Nodes to fully upgrade. The duration of the primary fire mode can be upgraded, as can the damage of the alt fire.

Force Gun: Not so good at dismembering enemies, except from ranges so close that you're putting yourself at risk being there, but good at giving yourself room to breathe. Requires 24 Power Nodes to fully upgrade. The alt-fire damage upgrades apply to whichever of the two alt-fire modes you're using.

Contact Beam: Requires a moment to charge, but it's basically a cannon, smashing opponents to pieces through extreme force instead of cutting them apart. Requires 26 Power Nodes to fully upgrade. The primary fire can be augmented through upgrades to taint its output with stasis, slowing or even freezing opponents that are fired on, and its alt-fire's radius can be increased as well.

Rivet Gun(711-MarkCL): While relatively small, its projectiles are still large, and powerful, enough to pin opponents to walls, but require careful aim to sever body parts. Its alt-fire can be devastating, either as a form of poor man's detonator, or to simply finally put down something that you've badly injured. Requires 23 Power Nodes to fully upgrade.

Seeker Rifle: It's a high-powered sniper rifle; not great for severing limbs without careful aim and an, at least somewhat, cooperative target, but the power it wields is more than strong enough to compensate. Requires 27 Power Nodes to fully upgrade. Its alt-fire is simply a scope, but the damage it has increases while zoomed in if the alt-fire is upgraded, quickly outpacing the hip fire.

Detonator: A remote claymore mine layer at its most simple, the detonator is especially adept, if its mines are properly placed, at dismembering opponents. While its alt-fire simply defuses the mines and allows them to be recovered, its radius can be upgraded with Power Nodes. Requires 21 Power Nodes to fully upgrade.

Javelin Gun: A powerful telemetry tool that fires long titanium spikes and can, with its alt-fire, fire a bolt of electricity

at the spike. Requires 25 Power Nodes to fully upgrade. The alt-fire can be upgraded to, after electrocuting the spike, detonate it, dealing a massive amount of damage.

Ship

I wasn't kidding about the fact that, if you buy all four of the upgrades, you get a ship on the scale of the USG Ishimura. That is, the ship that ninety percent of the first Dead Space game took place on, and that requires a tram to traverse its interior. It's basically a small, space-faring city of about 1,500, capable of pulling a huge chunk out of a planet, dragging it inside of the ship, extracting the ore from the chunk, and studying it to find out the basic ore composition of a given planet. Or, like happens, because of an electromagnetic disturbance, in the final act of the first game, drop it back down onto the planet and fuck its shit up.

The Resource Integration Gear

While the RIG is a really useful piece of equipment, combining a computer, course-finder, augmented reality display, video phone, folded space inventory, weapon management system, personal money account, basic first aid, and self defense. There are weaknesses, however; in the first game it is shown that the RIG's medical nano-gel tanks aren't especially well shielded, considering that a single round from a divet pistol can punch a hole through both them and the wearer, mortally wounding the wearer and puncturing the tanks, preventing them from even attempting to mend the wounds. Watch your back, Jumper. Literally.

If you have both Infinitely Customizable and Modular Designs and at least one perk that lets you reverse engineer things, you can create RIGs for your Companions, and even create Kinesis and Stasis Modules, provided you have one of each, or something similar enough, like a gravity tether for a Kinesis Module, to work from.

The Divet Pistol

It never makes an appearance as a usable weapon in the main games, but in the supplementary animated movies, and the rail shooter spin-off game, its power is shown off on at least one occasion. Spoiler warning: During Dead Space: Downfall, one of the characters goes crazy, and uses a plasma saw to cut another character in half. He is then shot with a divet pistol, in the middle of his face. It leaves a fist-sized hole centered at the top of his nose, namely one of the toughest parts of a person's

head, that goes all the way through. For being a fairly small weapon, the size of a basic handgun, it's quite powerful.

211-V Plasma Cutter

I said it before, and I'll say it again: No, the Engineering Background does not get a free Plasma Cutter; the Plasma Cutter is a mining tool, not an engineering tool. You are not Isaac Clarke, people.