



PHOENIX POINT





In the year 2022, scientists discover a new organism in melting permafrost. A so-called "giant virus" containing the largest genome ever recorded.

Only 1% of that genome bears any resemblance to known life. It is dubbed Pandoravirus.

Religious and Artistic movements form around individuals claiming to have had visions of an alien world known as Yuggoth, and a Dead God that dwells within.

10 years later, a weather phenomenon simply known as The Mist covers much of the world's coastlines. Footage received from affected areas shows thousands of people marching mindlessly into the ocean, never to be seen again. Strange creatures are sighted boarding derelict ships and oil rigs, creatures now known as Pandorans.

Your time in this world begins in 2047. The human race stands at 1 million people, scattered across fortified havens, and dwindling by the day. The Mist is spreading once again after several years of dormancy, and the final wave of Pandoran attacks is soon to follow.

Starting Identity

Starting age and sex may be chosen freely.

Starting Location

You will always begin in Faction Haven or Phoenix Project base unless drawbacks say otherwise. Starting base may be Faction HQ, or you can make a 2nd roll to have it elsewhere.

1. N. America
2. S. America
3. Africa
4. Asia
5. Europe
6. Oceania (Australia, Pacific Islands, etc.)
7. Antarctica
8. Free Choice

Faction

All backgrounds can optionally be taken as a drop-in.

As usual, 100cp perks are free for the matching background, and all others are at 50% discount.



Phoenix Project

The Phoenix Project is an independent global scientific organization, formerly a secret branch of the United Nations, dedicated to studying threats to humankind. It also shares its symbol with similar groups dedicated to fighting for humanity going back all the way to the 9th century but is not strictly speaking a continuation of those groups.

The failure of the Phoenix-2 moon mission exposed them to their enemies in the UN. Stripped of resources and scattered to the winds, they were reduced to a secret... a memory.

When the Pandoravirus woke up, they should have been the first line of defense. When huge clouds of mist appeared over the sea, when people started vanishing, they should have figured out what was going on.

Now, their last remnants have reactivated, hoping to find a solution in the scattered research of their final director, Randolph Symes III.

Best and Brightest* (100cp): Even in mankind's last few months, when most people can only hope to stay alive another day, some people still aspire to more. So long as you offer a cause to work towards,

there will always be at least a trickle of people offering to help. These recruits will always be competent at their required tasks, but only relative to the world you occupy at the time. Exceptional skills will still require exceptional recruitment or training efforts.

Apolitical Warfare (200cp): The Phoenix Project got its start in the dawn of the Cold War. Somehow, they managed to pull manpower, resources, and information from both major blocs without angering the other. Now that most of the world is divided by ideology once again, you've learned those lessons well. As long as you avoid direct aggression, you can balance favor from competing factions with only marginal blowback. Even if you do step on some toes, a few favors will go further in smoothing things over.

Reverse Engineering (400cp): The Phoenix Project was founded to find and counteract existential threats to mankind. It was a scientific endeavor long before becoming a military, because these founders knew such threats couldn't be beaten conventionally. After studying new types of enemies (dead is good, alive is better, one of each is best), your forces become more effective in any type of conflict against that enemy. Furthermore, developing countermeasures to new weapon systems goes better than expected, so long as you have samples of said weapon to study.

Ever Vigilant; Ever Reliable (600cp): Even after being formally dissolved by the UN, and later directly snuffed out as an independent group, Randolph Symes III took whatever support he could scrape together and made what may yet be the most instrumental discoveries of the war. And years after even that, The Phoenix Project rose from the ashes. Any organization you support, whether as a leader, member, or backer will embody these same virtues; vigilant, resilient, resourceful, and committed to their cause.



Synedrion

An anarchist organization without leaders, dedicated to new technologies and freedom of thought. Synedrion is an amalgamation of several political movements, with roots in social ecology, anarcho-syndicalism, and similar belief systems.

Built on strong opposition to hierarchies, Synedrion is egalitarian and radically democratic, with decisions being made via public assembly. Despite this, certain more prominent individuals do exist, and two streams of thought have begun to crystallize: the Polyphonic Tendency, who believe that the origin of humanity's dysfunctional relationship with the environment lies in hierarchies of dominance, and the Terraformers, who wish to re-engineer Earth's ecology to serve human interests.

The current official goal of Synedrion is finding a way of co-existing with the new ecosystem, but that goal is being challenged from within.

Operational Operators (100cp): It's easy to look at Synedrion's ideals and see a bunch of ineffectual hippies. Under this assumption, many have fucked around, and many have found out. The surviving

guerillas of the Old World and some Spec-Ops made their home with Synedrion. Their doctrines see Synedrion through war without the brute force of their rivals. You are better at applying stealth, rapid maneuver, and precision strikes on a tactical and strategic level.

A Polyphonic Tendency (200cp): There's no question Earth has been changed for the worse by the Pandoravirus. Yet, it still remains our world, purging the new ecosystem would ultimately repeat the same destructive greed that uncovered the Pandoravirus in the first place. Whether by taming the changed Earth, or learning to coexist with it, you and yours will learn to adapt. In time, you may take these same lessons to other hostile environments, finding a niche that preserves life.

Blindingly Bright Future (400cp): As well as radicals and visionaries, Synedrion has attracted its fair share of Old World scientists. Had the Pandoravirus not hit, a brain trust like this could've easily solved mankind's energy needs without further environmental harm. As it stands, you've internalized most of their lessons on high-energy sciences. From mighty fusion reactors that power their havens, to laser weapons, and hover drives that can outrun nearly any propulsion system on Earth.

Liberty or Death (600cp): Prior to Synedrion's founding, countless minor groups throughout history had pursued the dream of a society without kings or masters. Most were relegated to obscure communes if they could get established at all. Synedrion is different. For all their internal disputes, they've managed to coordinate on a global scale without sacrificing flexibility, all the benefits of anarchy with virtually none of the drawbacks. In the future, not only will you be able to achieve the same when organizing non-hierarchal groups, but any perks that would normally require taking leadership will work with such groups regardless of your responsibilities.



Disciples of Anu

The Disciples of Anu is a syncretic religion that arose in response to the global catastrophe, synthesizing elements of major Abrahamic religions with the beliefs of several pre-existing doomsday cults.

They view The Mist as both punishment for human hubris and as an opportunity for salvation, by embracing the mutagenic effects of the Pandoravirus.

The Disciples of Anu leadership follows a strict and secretive hierarchy, led by the messianic figure known only as The Exalted.

The Exalted's ultimate goal is to engineer perfect bodies, to match the perfection of the human soul. To this end, she prepares for the coming of the Dead God and the fulfillment of a prophecy known as "Liturgy of the Divine Flesh".

Unto Him That Is Ready to Perish (100cp): While the Disciples do not revere violence and death, it is true that their warriors have a uniquely holy duty. On top of proving their devotion through the defense of their fellows, they may test the strength of their minds and bodies through acts of bravery and skill. To this end, Anu forces use a combination of shock tactics and psychological warfare to

rapidly break the enemy's cohesion, even against Pandoran forces. Going forward, you have a much better understanding of how to apply this approach at different scales.

Beauty of the Sacred Mysteries (200cp): As much as the word of salvation must be spread without, and spiritual doctrine spread within, the greatest tools of the Exalted must be guarded absolutely. An innate contradiction to any type of state, but one that the Disciples of Anu, and soon you, navigate deftly. You have a solid intuition of what information your allies or subordinates actually need to know, and they in turn will understand what discretion is demanded of them. Should you give information to someone who proves disloyal, this won't save you though. All the more reason to cultivate loyalty, right?

Faith in Transformation (400cp): The Pandoravirus is both a test and a tool. For the Disciples of Anu, it is their ultimate tool. Through cultivation and controlled application of mutagen, not only can the Disciples shed their inadequate flesh for powerful mutations, they have actually replaced much of the technology other factions relied upon with purpose-built organisms; from Tiamat airships, to Mutog war beasts, to the organic payloads of many Anu weapons. The Anagnostes have shared their secrets with you, so you may come to do the same. With effort, you may even achieve the same results using mutagenic tools from other worlds.

Hack the Planet (600cp): In the end, the sharpest irony of the whole Anu religion is that, strictly speaking, their leader is its first heretic. The Exalted believes in the Dead God, to be sure; it is great and terrible. But the army of faith was never meant as its tool, and she was never its messiah. The Liturgy of the Divine Flesh is a dagger aimed at the heart of the Yuggothian Entity, and it is a transcendent inspiration to you. Should you pose yourself as the servant of a greater foe, you will find it in yourself to create a ruse of uncanny strength. If there is any way, no matter how unlikely, to usurp their power, you can find it, given sufficient time and resources.



New Jericho

New Jericho was one man's vision, and everything depended on that one man.

Before the war, Tobias West had been a billionaire. An elusive, controversial businessman who denounced war even as he profited from it. When the world fell, his empire began to rise.

Some said he was a genius. A man of principle, dedicated to equality and merit, fighting to preserve the core of human freedom: our will. They said he had a plan, that he could lead us to victory.

Others called him a dictator, a megalomaniac, fearful of infection and obsessed with purity. They said he was willing to do anything to win... no matter the cost.

West is said to have developed a long-term military strategy that will succeed where previous attempts to end the Pandoran threat have failed.

Fire from the Sky (100cp): For all of Tobias West's cosmopolitan reputation, he and his company, Vanadium Inc are clear successors to the military powers of the Old World. While their rivals rely on cowardly guerilla tactics or barbaric mass charges, New Jericho understands a simple formula for success. Put the maximum possible firepower on target, and ensure enemy firepower has as little effect as possible. Sure, the battles of the post-apocalypse don't allow for tank battalions; but as long as there's heavy armor and heavy weapons handy, you'll know how to apply them.

THE man with THE plan (200cp): Most people would say that a single man cannot effectively administer a global organization. Most people have not met Tobias West, and they have not met you. West has learned how to structure New Jericho such that he can maintain the greatest possible control over all aspects of its function while minimizing the problems normally associated with micromanagement. Like the best kind of follower, you've come to understand his example well. This structure demands an equally impressive successor if New Jericho is to outlive Tobias West, but the future of mankind cannot be entrusted to the will of ordinary men, so this is a necessary risk.

Steel and Titanium (400cp): As great and wonderful as the human will may be, it is not impervious. As the Pandoravirus corrupts the body, the lenience of Synedrion and Anu towards it shows a corruption of their human will. Escaping such perversion demands a greater purity than biology can offer. You have learned the science underpinning both New Jericho cybernetics and their less invasive offshoots. The latter will allow you to produce neural interfaces for exoskeletons, remote weaponry, and vehicles.

City Upon The Hill (600cp): New Jericho, and only New Jericho, holds the torch of the Old World aloft. Where the other factions, even the Phoenix Project, resign themselves to a new world with new rules, New Jericho will tolerate nothing less than expunging every last trace of the Pandoravirus's legacy, both ecologically and culturally. When you enforce order and uniformity through sheer force, it will stick. Wilderness tamed with fire shall never grow unchecked on your watch. A populace you've broken shall never speak out so long as they live in your shadow. May your will account in all matters.



Undiscounted Perks

Strength (100cp): The post-apocalypse has claimed 99.98% of all humans. You can bet that includes some of the brightest and most skilled people alive. What keeps people alive through all that? Sheer grit and hardiness. You now have that in spades. You can fight in gear loads that average folks would struggle to move in, and can shrug off injuries that will kill most.

Speed (100cp): Another that kept people alive is speed, whether to escape threats, or exploit opportunities. Not only can you manage an Olympic-level sprint in full battle rattle, but you can also keep a solid pace climbing buildings and maneuvering through tight spaces.

Will (200cp): The x-factor, for heroes and survivors alike. More than just mental endurance, this resource will allow you to push past normal limits, resist hostile mental effects, and apply your own if you have psychic abilities. If you have other reserves of power, such as mana or cybernetic batteries, this will bolster those as well.

Flying the Festering Skies (200cp): Hope you and yours aren't scared of flying. With roads overgrown and seas infested, air travel is the only realistic option for moving long distances. Thankfully, you've taken to this situation like a fish to uninfected water. Through a mix of training and talent, you can fly your faction's aircraft well enough for serious air combat or hazardous pickups. With a brief familiarization, you should be able to do the same with just about any aircraft you get your hands on.

Tanking in a World with no Roads (200cp): Even if you can't drive cross country nowadays, armor support can still turn the tide of combat, and provides vital logistical support (translation: toss your heavy shit in the tank if you aren't using it). Whether it's on wheels, treads, or hover skirts, you can drive and shoot with it like an expert, even in cramped environments. If you'd prefer something with a mind of its own, like a Mutog, you'll find that war animals respond to your commands at least as keenly as any car once they're familiar with you.

Threat Detected (200cp): It's one thing knowing what to do when bullets start flying. It's another thing to react properly when caught genuinely flat-footed. When unexpected developments happen, you'll be able to adapt plans and react without missing a beat. Complex schemes might take longer to rebuild, but even a well-planned ambush will only keep the element of surprise for a few seconds.

Brain Crippled (400cp): Ever wonder why you don't see survivors succumbing to the Pandoravirus and walking into the sea like during the first mist? Truth is, almost all humans remaining are nursing at least low-level contamination by now. The effects might not stand out like a mutation, but it can actually come in handy for some. Much like the Pandorans, your vitals aren't quite so vital anymore.

Don't get it twisted, a ruptured heart or bullet to the brain is still bad news, but they'll usually impede you rather than killing outright. To put you down for good, the only answer is catastrophic trauma. Imagine it like a health bar, if that helps.



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Class

First class is (Free), additional classes are (100cp) each

Assault

The post-apocalyptic successor to the Old World rifleman, Assault troops are trained to be nimble and versatile. Whether they flank and maneuver with shotguns, or provide consistent fire with assault rifles, there's rarely a situation, or opportunity they can't exploit.

Return Fire (100cp): You can't kill what you can't see. Nice when you're not being seen, less nice when you're the one not seeing. Thankfully this won't be an issue for you past the first shots anymore. Through a mix of awareness and instinct, you'll know the direction of any incoming fire.



Ready for Action (200cp): The days of being saddled with more shit than you know what to do with are over. Nowadays, even getting ammo topped off at base means scraping and scrabbling for raw

material. To that end, you've got hands that'd make a magician jealous. Just reach into a pocket or bag, and you'll retrieve or store any handheld object. If you have inventory perks, or something like The Warehouse, this will work with those too.

Onslaught (400cp): Assaults lead the way! (Unless you have berserkers, or infiltrators...) As the center of most engagements, squad mates may look to your example. Even if they don't, they'll be glad to have you around now. Any allies will generally fight better when you're nearby, especially if you take a moment to urge them onwards.

Rapid Clearance (600cp): Keeping the team at top form is all well and good, but what about when you're actually the tip of the spear? What do you do when the mission rests on your shoulders? Well, apparently you go beast mode, because now, every enemy you take down will invigorate you, letting you temporarily fight harder. Keep racking up kills, and the Pandorans will feel like they got hit by a natural disaster rather than a single human.

Heavy

Mankind learned the hard way that Pandorans are far sturdier than humans. They'd shrug off amputated limbs, much less single hits center mass. The answer? Use more gun. Heavies are trained not only in explosives, but machine guns and light cannons that would've been mounted on vehicles in the Old World.

War Cry (100cp): Your gun isn't the only part of you. Once you're in the fight, you've got a **presence** to you. Just the knowledge that you can take their heads off will keep those heads down just as well as you could with suppressing fire.



Armor Break (200cp): As the one with the biggest guns, you'll usually be expected to focus on the biggest, meanest units the enemy has to offer. That makes it all the more of a shame when shots bounce off those thick carapaces. Still, it isn't for nothing. Each hit you score, effective or not, will

degrade protections around the point of impact, relative to the power of the attack. Pour on the fire long enough, and eventually those hits will add up. Go even longer, and even your buddies will be able to damage your targets.

Boom Blast (400cp): Direct fire with a bigass cannon is nice and all, but you know what's even better? Blowing up enemies without even having to look at them. Artillery is the king of modern battle, and you serve it with pride. Not only can you put indirect fire downrange precisely enough to score consistent hits without harming allies, any such weapon you fire will actually have much longer range than it should.

Rage Burst (600cp): By all accounts, this should not be possible. But when the only thing standing between you and 20 tons of ugly is as much lead as you can put out in the next few seconds, possibility ought to take a break. You can now increase the rate of fire on any weapon you're shooting, without any loss of accuracy, by sheer force of will. Bear in mind, this is anything but easy. Without practice or other perks, you'll probably need a breather between each use at normal power (that's about 6x fire rate, for the record).

Sniper

One bullet can change the tide of a battle, or even a war. If anything's remained consistent from the Old World to now, it's the role of a marksman. Stay back, stay steady, and make each shot count.

Quick Aim (100cp): There was forty feet between them

When they stopped to make their play

And the swiftness of the Sniper

Is still talked about today

Pandoran had not cleared leather

'Fore a bullet fairly ripped

And the Sniper's aim was deadly

With the big iron on his hip.



You can draw, turn, aim, and fire in the time it would take others to just aim, all other things being equal.

Master Marksman (200cp): Of course, shooting first isn't worth much if your shot is wasted. Given enough breathing room to line up a clean shot, you'll be able to reliably hit a man-sized target from moderately outside of the weapon's effective range.

Weak Spot (400cp): Given how sturdy Pandorans can get, sometimes one shot one kill simply isn't possible. Still, that doesn't mean your shots have to go to waste. Just like popping the tracks on a tank can take it out of the fight, breaking an Arthron's arms or concussing a Siren can keep you and your pals alive. Attacks you land are more likely to impair or debilitate a target than they would normally. This could even be used to help take enemies alive, provided they don't bleed out.

Marked for Death (600cp): One way snipers have changed from the Old World to now is the death of the Sniper Team. If you want to get anything done in this war, you'll have to do it as part of a team. Even if you're well behind the rest of your squad, you can still be a team player. By concentrating on a single target, it'll become more vulnerable to any damage inflicted on it, whether by you or your allies.

Infiltrator

The next generation in Special Forces, as conceived by Synedrion. Using special equipment and weaponry, these troops can harass enemy forces and scout ahead for allies without ever exposing themselves to enemy contact. The gun can't hit what their eyes can't see; so float like a butterfly, sting like a bee.

Surprise Attack (100cp): The Pandorans proved that they wouldn't fight fair broke out the mind control. You'd think they'd expect mankind to fight dirty too. Maybe they just weren't expecting you? Hit enemies when and where they wouldn't expect, and you can potentially knock them off guard, leaving them struggling to react. Shoot an Arthron shield wall from



behind, and they'll be wracked with indecision over what threat to face. Maybe hit a human in the groin, or toss stuff in their eyes, and they'll be too busy composing themselves to stop your next attack.

Decoy (200cp): Generally speaking, things are at their best for infiltrators when no one knows you were ever even there. Sadly, this being a war, that is often a luxury you can't afford. The next best thing to an enemy that sees nothing is an enemy that sees what you want them to see. To that end, you can now summon hologram copies of yourself within a few meters of you. They don't last long, and repeated uses will tire you, but they're convincing enough to draw fire, even at close range.

Vanish (400cp): Even if you have to get a little creative, an Infiltrator will want to avoid direct contact whenever possible. But that assumes things go more or less to plan, which is rarely the case. If you get caught and don't want to trust relatively light weapons and armor in a straight fight, the logical solution is to regain stealth. Thankfully, given the chaos of battle, this can be easier than expected if you know what you're doing, which you do. Should you break contact after being compromised, you'll find it takes far less time and movement for enemies to lose track of you. If there's no other combat taking place, they'll even take less time to call off any search and lower their guard.

Sneak Attack (600cp): The element of surprise is one of the most coveted advantages in all of warfare. Not only does it allow you to act without the threat of reaction; if exploited properly it can break larger and better equipped forces in a single, decisive strike. You've come to embody this fact in a more... tangible fashion, but one still leading to the same result. Any attack you land successfully from stealth will be roughly twice as effective as normal.

Berserker

The brute force and durability of Pandorans has brought the unexpected return of melee combat to prominence in modern battle. The Disciples of Anu responded in kind, combining specialized training and enhancements. Are Berserkers a hopeless anachronism, or an adaptation to war as it has become? May the trail of bodies answer for them.

Brawler (100cp): Against advanced body armor and thick carapaces, the stroke of a buttstock or thrust of a knife just won't do. They're designed to stop bullets, which have more energy than puny human muscles. Given such a conundrum, you've ignored such concerns of physics and simply chosen to be built different. The power behind your melee attacks is pushing the very limits of human ability (mind you, said limits have become more flexible here), to the point where you could feasibly crush an armored skull with a club, to say nothing of a proper melee weapon.



Close Quarters Evade (200cp): Melee fell increasingly out of fashion with the rise of automatic weapons. Like it or not, modern firearms aren't going away, and melee combatants have had to adapt accordingly. Where Pandoran Arthrons make do with bulletproof shields, you've opted for a more nimble approach. Through a mix of agility and spatial awareness, you've become surprisingly good at evading fire, even from blind spots. When you can't quite get out of the way, you know how to angle or position any body armor to mitigate the damage. Just remember, this ability drops off fast past close quarters.

Ignore Pain (400cp): Most people can't, or even shouldn't, be cut out for the kind of reckless approach expected of berserkers. After all, fear and pain are largely rational things, they teach us to keep our meat intact and avoid bad situations. Making life or death charges against horrors of the deep is sure to give plenty of both. Still, there comes a point where such things outlive their usefulness. After all, you've gained enough sense to avoid unnecessary injury or death without your

body telling you (...right?), so you're better off being rid of such things when they'd be a hindrance. Pain and stress no longer hinder your ability to fight, provided you can stay alive and conscious. Trying to sprint on a broken leg, or shoot while that arm's spurting blood might not do you any favors, but you can worry about that once everyone's back alive.

Bloodlust (600cp): Being able to stay up and fighting in the harshest of combat is well and good, but it's possible to go even further beyond. Your historical namesake was said to enter an animalistic frenzy, gaining unnatural strength from their sheer fury. Whether by sheer will or less natural means, you've made such tales a reality. As each blow takes you closer and closer to death, you become more powerful. If pushed to the absolute edge, an otherwise normal human could feasibly break a Siren with their bare hands, if they didn't succumb to blood loss first.

Priest

Known formally by the Anu as Hiereus of the Prophet of the Dead God. These distinguished specialists are more than mere clergy. When war comes, Priests act as both command and support elements among Anu forces. Using unique technology and mutations, they can manipulate both The Mist itself, and the minds of their enemies to assert tactical control.

Mind Sense (100cp): The first step to understanding the human soul is perceiving it. The first step to taking a mind is reaching out and feeling it. One of the highest priorities in war is to have a solid grasp of where allied and enemy forces are positioned. Thus, psionics becomes the peanut butter to chocolatey tactics. You now have telepathy, reaching out a couple dozen meters, growing further with mental strength. Furthermore, you instinctively know the location of every intelligent, biological being in telepathic range.



Psychic Ward (200cp): When the enemy threatens the very minds of the faithful, what shall the priest do if not tend to the spirits of their flock? When the mage runs out of meat shields because they all got mind controlled, they better find a solution quick. End of the day, most soldiers aren't expected to train their minds like a psychic, can't be helped. Thankfully, you have enough defenses to go around

now. Not only do you have a substantial resistance to psychic powers and any other mental intrusions, but you can share all your mental defenses with any allies in telepathic range.

Mind Control (400cp): If anyone is afraid of psychic powers, this right here is probably why. It's certainly why anyone with a lick of sense shoots at Sirens first when Pandorans come knocking. You can control a single biological sentient within telepathic range. Be weary though, mind control is an intense mental effort. Attempting on a mental superior or even equal is right out unless they've been worn down. Even then, any resistance will tax you as long as you maintain control. Overextend, and you might be the one left vulnerable. Still, with enough training and planning, anyone can become your puppet.

Mind Crush (600cp): Sometimes subtlety and subversion aren't enough. Sometimes you can't expect your squad to pull through even with assistance. Sometimes, you need every single misbegotten prick in view dead or gone this instant. This brute-force telepathic attack uses the mind of its targets to indiscriminately attack their bodies. Furthermore, it can hit every single hostile within telepathic range at once; and while quite taxing, it scales easily to the number of targets. The result is effectively a psychic bomb.

Technician

New Jericho's doctrine brought the unyielding power of industrialized warfare to the post-apocalypse. But where there's heavy metal, there's also heavy logistics. Thanks to the advent of exoskeletons and neural control systems, Technicians not only bring the next best thing to a motor pool into battle, they also provide offensive and defensive support to their squad.



Fast Use (100cp): Normally, proper restoration of battlefield damage requires a garage or hospital to handle. When you're 500 miles from civilization and crab people are about to tear your head off, you either learn to work faster, or die trying. It should go without saying which one you are. You can perform first aid and basic mechanical repair with speed reminiscent of a NASCAR pit crew, all without getting sloppy. This won't help with more involved fixes, but it can help them get back to base in one piece.

Remote Control (200cp): Man and machine in perfect harmony, the ultimate goal of neural interface technology. Normally, such arrangements are meant to make up for the limitations of humans. But sometimes the machine needs a hand too. You can now use your interface to link up with any automated systems that identify you as an ally. This will improve the performance of the system relative to how much of your concentration you provide to it. At the bare minimum, this will allow the device to think and react quicker, as if a portion of your brain's computation was added to it. If you have any applicable skills, like shooting when aiding an auto-turret, the device can partially benefit from them.

Field Medic (400cp): The general assumption behind First Aid is that wounds can't be properly treated in the field. The goal of the medic is to keep their patient stable until they can reach a real doctor, not to revive them like in a videogame. That's all well and good when you're a few hours' drive from base or medevac is readily available. This is less workable when the nearest hospital is a day away or more. It's completely out of the question when the thing that needs fixing isn't a person, but your ride home. You've learned some tricks, both medical and mechanical, that will get damaged components or body parts temporarily functioning, even if you can't fix the damage. This won't stop a total loss (IE bleeding out), but it will get that unit back in the fight for now.

Electric Reinforcement (600cp): Ultimately, an ounce of prevention is still worth a pound of cure. A shot being even partially stopped today might mean having a critical shooter ready at a critical time tomorrow. To this end, you've been fitted (or fitted yourself with) a unique field generator. While active, allies will find their armor reinforced while they stay nearby, requiring notably more firepower to penetrate. Keeping this field active for long periods will be highly taxing, but it gives your whole

squad the benefit of much heavier armor without any loss of mobility. Not a hard tradeoff to make, right?

Mutoid

The product of rogue genetic experimentation, radical even to the likes of the Anu. Mutoids are mass-produced clone soldiers, combining the power and utility of Pandoran evolution with human intellect and equipment. Whether they prove to be the ideal soldiers or not, their unique biology grants an equally unique potential.

Taking this class requires the **Pandoran Anatomy** drawback for (+0) points.

Trooper Infusion (100cp, Mutoid Only): The most foundational, not to mention easiest, genetic infusions to produce were from the most common Pandoran creatures, Arthrions and Tritons. This will make you slightly better at just about everything in combat. A bit hardier, a bit more perceptive, a bit stronger, a bit sneakier.



Specialist Infusion (200cp, Mutoid Only): With the return of the Mist came a grim reminder. Mankind had yet to see the full potential of the Pandoravirus. Creatures like the Siren and Chiron changed the rules for how the tide must be fought. This infusion adds biological weapons to your arsenal. Great talons can be used to inject all manner of toxins into an opponent, drain an enemy to heal injuries, or just rip enemies to shreds. At range, you'll be able to lob explosive worms like a walking mortar.

Royal Infusion (400cp, Mutoid Only): It's a miracle that anyone has been able to encounter a Pandoran commander in the wild, much less survive to give you genetic samples. Acherons are an unusual organism, meant to suppress enemies through biological warfare rather than kill directly. From them, you'll be able to produce clouds of irritant or soporific gas. Scyllas, meanwhile, are the "queens" of Pandoran citadels. From them, you'll gain the ability to cover the ground with

immobilizing goo, or stun individuals with a sonic attack. You'll also be immune to the same attacks from enemies.

Already Corrupted (600cp, Mutoid Only): Pandorans are creatures born from human genetic material, hybridized by way of the Pandoravirus. They are under the complete control of the Yuggothian entity, despite being astronomical distances away. Mutoids are creatures born from human genetic material, hybridized by way of the Pandoravirus. Despite being steeped in the corruptive effects of the Pandoravirus, and receiving even more through infusions, they remain immune to its influence to a degree that would make even the most mutated humans jealous. Corruptive influences, here and elsewhere, have little to no sway over you. Instead, such forces empower you, or enhance any benefits that already exist to tempt ordinary humans to destruction.

Pandoran Form (Free, requires **Bad Relations** drawback for (+0) points and at least one **Infusion** perk): By all accounts, this should be impossible. Rather than settling for a hybrid body, you've willingly given yourself to full conversion by the Pandoravirus, while somehow retaining your mind. Pick one Pandoran species covered by an **Infusion** perk you've purchased. You take the full form and gain the full powers of that creature for the duration, and may retain it as an alt-form post jump. You may swap between any variation of the species during downtime. Just remember, most people will be hard-pressed to trust a creature that helped kill the world, talking or no.



Companions

Strike Team (Free): 8 companions. Created or imported with (600cp) + any applicable stipends.

Mutoid class can be taken with **Pandoran Anatomy** drawback, but companions cannot gain CP from drawbacks.

Elite Training (X cp): All imported companions gain X cp to spend.

Full Garrison (200cp): Unlimited companion import. Or create OCs up to 20 total companions.

Freak Show (200cp, Requires **Pandoran Form**): All imported companions may gain the **Pandoran Form** perk. If different companions took different **Mutoid** infusions, eligibility for alt-forms is shared by all.

Friendly AI (100cp per): One companion gains either **Flying the Festering Skies** or **Tanking in a World with no Roads**, a Vehicle or **Mutog** alt-form, and an additional (+200cp) to spend on vehicle modules for said form. This can stack with above options.

Equipment

(+200cp) for this section only

Starting Gear

Unless noted elsewhere, all classes begin with medium-weight body armor, grenades, and medkits.

Assault: Assault Rifle, Shotgun

Heavy: Autocannon, Grenade or Rocket Launcher, Heavy Armor w/Jump Pack

Sniper: Sniper Rifle, Pistol, Light Armor w/Aim Assistance

Infiltrator: Crossbow, Drone Launcher, Light Armor w/Improved camouflage

Berserker: Melee weapon, Pistol, Light Armor w/Improved Mobility

Priest: Viral Assault Rifle, Viral Sniper rifle, less direct damage than conventional equivalents, but adds viral effect detailed below. Viral effect stacks with **Viral Weaponry** tech.

Technician: Sub-Machinegun, Auto-Turret, Repair Arms, **Linked Weaponry** upgrade makes repair arms and turrets nimbler.



Gear Upgrades

Upgrades can be applied freely to any weapons from this jump, including vehicle weapons and grenades, as well as previously owned weapons. Schematics to add tech to future weapons are included for free. Appropriate weapon upgrades can be applied to medkits to improve healing on that type of injury (IE poison antidote).

Khaos Weaponry (200cp): An enigmatic Engineer known simply as “Maker” has produced some absolute works of genius, even if they don’t look like much... and are a bit experimental. Weapons with this upgrade gain a moderate bonus to performance across the board. However, any newly made weapons using this technology will suffer from reliability issues for their first few engagements, until they’ve been “broken in” so to speak.

Antediluvian Weaponry (400cp): The technology powering these weapons not only predates known civilization on Earth by millennia, but involve exotic materials with properties previously unknown to science. Equipment based on this technology will outperform conventional counterparts across the board, in addition to having virtually limitless ammunition.

Agile Weaponry (200cp, Free Phoenix Project): Pandoran durability has largely skewed weapons development towards heavy-hitting weapons. However, between the use of swarm organisms like mindfraggers, and the value of rapid raid missions, portability retains a niche. These weapons will have less weight, and be easier to fire on the move without sacrificing performance.

Living Weaponry (200cp, Discount Phoenix Project): Many of the most radical R&D projects of this era were the products of former Phoenix scientists. Alexander Danchev successfully cultivated Pandoran chitin and mutagens to create biomechanical weapons. These weapons ignore conventional logistics, performing self-repair and generating plentiful ammo reserves simply by feeding the weapons an adequate supply of meat.

Virophage Weaponry (400cp, Discount Phoenix Project): The Antediluvian civilization wiped themselves out, and saved Earth, with the deployment of a biochemical weapon simply known as The Virophage. Your weapons now support ammunition derived from this doomsday weapon. While this ammunition is many orders of magnitude less potent than the original, they provide radically increased lethality against any kind of bio-engineered lifeforms. This includes creatures directly altered by mutagenic substances like the Pandoravirus, naturally.

Chitin Armor (400cp, Discount Phoenix Project): Alexander Danchev’s experiments into living weaponry were, in fact, a prelude to this biological exoskeleton. Armor created or improved with this

living tissue will be improved across the board; more protective against any threat type, more mobile, better camouflaged, etc.

Laser Weaponry (200cp, Free Synedrion): Bullets and chemical propellents have been dominant through industrial warfare for a good reason, simple and effective. However, especially with material so scarce, mankind can do better. This technology will convert your weapons into directed-energy weapons, boasting substantially higher magazine capacity, and improved accuracy.

Poison Weaponry (200cp, Discount Synedrion): Because fighting fair is for suckers, and in the post-apocalypse, no one faction shall have a monopoly on war crimes. Your weapons can now administer a wide variety of synthetic toxins, with effects ranging from mild nausea to hallucinations to the classic slow, painful death. The one downside is that, unlike **Acid** or **Incendiary** rounds, this will have no effect if stopped by armor.

Neural Weaponry (400cp, Discount Synedrion): The underlying science behind the above poisons can also be applied to more merciful, or simply pragmatic uses. Each hit with weapons using this technology will build up a paralytic effect on the target, eventually incapacitating them. Even if the target stays up after a hit, it will slow them down progressively as the paralysis builds up. While these weapons can still potentially kill through sheer trauma, the paralytic will never cause any kind of overdose.

Asymmetric Warfare Armor (200cp, Free Synedrion): The best kind of fight is the one where the enemy never gets to shoot back. Armors made with this technology will facilitate that, having less EM signature across the board, and providing aim assistance to any ranged weapons on hand.

Shock-Troop Weaponry (200cp, Free Anu): In a period where most fighting is done in dense havens, ruins, or underground, it makes sense to focus on close encounters. Weapons with this technology sacrifice range, for a moderate increase in stopping power. Make anyone rounding that corner regret their life choices.

Acid Weaponry (200cp, Discount Anu): By studying and synthesizing the corrosive substance produced by Pandoran Acid Worms, you've acquired a potential leap forward in anti-armor

technology. Any weapons using this technology will coat targets in corrosive fluid, which will rapidly eat away at their armor, and then their body. Less raw lethality against soft targets than Poison Weapons, but enough acid can strip the armor off the heaviest targets.

Viral Weaponry (400cp, Discount Anu): Sure, the Pandoravirus killed the world, and your opponents created the thing, but that doesn't mean you can't try weaponizing it anyway. Weapons can be loaded with the simplified "Styx" strain of Pandoravirus, which attacks the mind rather than the body. Hits with these weapons will temporarily erode the will of the target, rendering them vulnerable to mental attack, reducing their morale, and, with enough application, breaking them outright.

Warrior-Monk Armor (200cp, Free Anu): Failing to recognize a threat, or respond in time is an easy formula for an ignominious death. Why suffocate a soldier in metal when you can bring them in tune with their surroundings? Armor made with this technology will provide far better mobility and situational awareness to its user.

Linked Weaponry (200cp, Free New Jericho): Any weapons engineer worth their salt can tell you, a stabilized hardpoint can handle a weapon better than any human arm. Until now, that logic was only really helpful for vehicles. Now, with the power of an included neural interface, you can mount weapons directly on an exoskeleton or deployable turret, and target with just a thought! Warning: Neural link is surgically implanted, confirm adequate anesthesia **before** incision.

Incendiary Weaponry (200cp, Discount New Jericho): Fire, mankind's first defining tool, and a near-constant presence through the history of warfare. However, just because it's old, doesn't mean it can't be improved upon. Solid fuel-cell technology allows incendiary weapons to be deployed without bulky fuel tanks or risk of the user... exploding. Incendiary ammunition will be adequate to ignite most flammable materials on contact, even with low-mass ammunition like many automatic weapons.

Gauss Weaponry (400cp, Discount New Jericho): It's true that mankind can and should do better than standard bullets and gunpowder in this war. However, that doesn't mean kinetic weapons should be abandoned, if anything their strengths can be further accentuated. Magnetic acceleration can accelerate a bullet faster than exploding gas can expand. Any weapons utilizing this technology will not only have more stopping power but have far more penetration against armor.

Exoskeletal Armor (200cp, Free New Jericho): Body armor exists to stop attacks from injuring the user. Any other feature is, at best, secondary, and at worst, a distraction. Thanks to exoskeletal support systems and weight assists, heavier armor schemes become viable for infantry. Any armor using this tech will provide additional protection without further encumbering the user.



Additional Gear

Gear items supply your entire force.

Combat Shield (50cp): The Pandoran conflict has seen melee weapons return to some prominence, so perhaps it's only proper that shields return too. With new material technology, these shields can

protect against most small-arms fire while still allowing decent mobility. They only protect from one side and require both hands to properly brace, but you can still carry it on your back. If you're lucky, it might take a flanking opponent by surprise.

Mist Repeller (50cp): When the threat of the Pandoravirus strikes out through the very air you breathe, clean air becomes a lot more than an environmental concern. By all accounts, hermetically sealed suits would probably be easier to make than this device, but you don't want to count on those seals when bullets start flying. This attachment keeps The Mist at bay in a small area around the user. As a bonus, this version will also repel smoke, ash, and other airborne pollutants.

Protective Vests (50cp per): While bullets and blades (or pincers, as it were) are the main form of injury you'll encounter in this war, they are far from the only source. Specialized undersuits will only protect against specific types of damage, but do so quite well for minimal extra weight. For each purchase, choose one weapon type such as Fire, Explosive, or Chemical. Only one vest can be worn at a time.

Goo Boots (50cp): Footwear, the one item of clothing you never want to skimp out on. Sure, they won't stop a bullet, but with all the rough terrain present, you'll be moving around on foot quite a bit. On top of being solid for long marches, you'll be able to keep a solid run on most surfaces; from ice, to oil, to thick mud, to Pandoran goo.

Clarity Helmet (100cp): The tinfoil hat got a glow-up. While psychic abilities on the whole remain poorly understood, the way they affect the minds of their victims is easier to measure. This helmet lining acts as a psychic dampener, reducing harm from incoming psychic attacks, particularly the brute-force variety.

Multivisual Sensor (100cp): Between sensory mutations, and the strange sensory functions of creatures like Mist Sentinels, it's fair to say that Pandorans have got mankind's mk1 eyeball beat. Thankfully, modern tech can close that gap. This module takes passive full-spectrum detection and motion tracking and combines them into a single, coherent image. This will allow you to spot threats in any type of environment or lighting condition and can sometimes even detect enemies through walls.

Fungal Farming (200cp): When civilization collapsed, most of Earth's ecosystems went with it. Even in the years when the Mist receded and Pandorans were scarce, countless survivors perished due to famine as agriculture became harder and harder to sustain. Thankfully, mankind has begun to adapt. This bio-engineered fungus is nearly the holy grail of staple crops. It can grow in nearly any conditions found on Earth's surface and is nutritionally complete for humans. On top of that, the fungus can break down a variety of hazardous materials, allowing you to use the corpses of almost any species, even Pandorans, as a safe fertilizer.

Medical Nanites (200cp): Medical technology has come quite a ways, but it still runs into two major issues. Hospital stays mean being out of action, potentially for weeks; and if a medic isn't on hand, you might not survive long enough to get there. While not a complete solution, these issues can be mitigated by putting a tiny dash of that healthcare inside you, at all times. Once injected, these nanobots will mitigate any ongoing damage from an injury: bleeding from a bullet, ongoing burning from an incendiary weapon, toxin buildup from a chemical weapon, etc. Furthermore, when out of combat, these will synergize with conventional medicine, halving recovery times for most forms of injury.

Scyther (200cp, requires Antediluvian Weaponry): The Ancients made some rather impressive weapon designs in their war against the Pandorans. One weapon stands above most others, despite looking like a big golden club. When swung, it generates a wave of energy from the strike, this not only amplifies the damage of the attack, it extends the weapon's effective reach by roughly 10 ft, enough to clear a small room in one swing. A capable user can single-handedly threaten anything short of a Scylla with one of these, provided they can get in range.



Augments

Options purchased here can be removed, restoring baseline functionality. Can stack with tech upgrades where appropriate. All augments can be taken as cybernetics or mutations.

Armored Body (50/100cp): Conventional body armor is nice and all, but it's ultimately an article of clothing. It can break, come off, or do any number of things at the worst possible time. For some, it would be more reassuring if the protection was a part of them. For (50cp), you receive dermal plating that covers either your head, upper body, or lower body. For (100cp), it covers the full body. This integrated armor doesn't work well with conventional body armor, but provides the protection of heavy armor, with the encumbrance of medium. (or medium armor for light weight, if you prefer)

Shock Absorption (100cp): Unfortunately, body armor can only harden the outside of its user. Even with implanted armor, the important bits underneath are just as squishy as ever without this. This

augment protects certain organs from concussive force and other blunt impacts, reducing the risk of being stunned by a hit, or injured by falls.

Environmental Hardening (100cp): Not everything is a bullet, bomb, or blade. There's still more protection to be had from the increasingly alien ecosystems the Pandorans have made on Earth. This layer provides an oxygen supply and insulates any surface contact, reducing the effectiveness of things like fire, gas, or harmful surfaces.

Sonic Field (100cp): Sound is motion, from a pin-drop to an explosion. The manipulation of such forces can have a wide array of potential uses. In this case, the emitter you've been implanted with has two. First, it can counteract any sounds produced by your person or gear, such as silencing footsteps or suppressing firearms. Second, you can project a beam of ultrasound to disorient a single target out to medium range.

Integrated Weapon (100cp per): Having a plan to kill everything you meet sometimes means you need more tools for the job, maybe even more than you'd want to carry. Whether you want versatility, or just a backup if your main weapon fails, there are plenty of options for the prepared. Each purchase will convert one limb into a melee weapon or firearm of your choice. These can include any starting weapon from the above list (not just ones from your class), or any man-portable weapon you already own. In the former case, the weapon will perform on par with the basic version, plus any tech upgrades you apply, but generally weigh less.

Super Strength (150cp): The dream of human augmentation is often connected to the unyielding strength of steel and machinery, a feeling of absolute power. Whether or not your augmentations actually have metal involved, they can certainly imbue that strength into the human body. This package contains a number of enhancements, the sum of which include a drastically boosted carrying capacity and the ability to break through most walls without injury (barring structure collapse). As a special bonus, you can now produce a shockwave from striking the ground. The shockwave has minimal lethality, but is very effective at stunning nearby enemies, even machines.

Super Speed (150cp): Strength is all well and good, but some would rather pursue an ideal of finesse; moving where you please and being untouchable the whole way, like some kind of cyborg ninja.

Admittedly, this does include some strength enhancement to your legs, but a less bulky sort. You can steadily run at what most people would consider sprinting speed and can clear 1 story on a high jump (a bit over 4m, nearly double the current world record). In addition, you're even harder to hit on the move than even your speed would suggest.

Combat Matrix (200cp): Humans enter this world flailing and grasping, ever uncertain, as if we lack the refined instincts of other creatures. Even as we learn and become familiar with the world, it's easy to feel like stumbling through life, making it up as we go. Perhaps more than strength or speed, we crave certainty, whether through intellect, instinct, or the precision of a machine. Even if you don't, this implant can make terrors in combat. Your movements in combat have been refined for both ranged and melee combat. With ranged weapons, this will eliminate natural sway and jitters in your arms, allowing you to take steady shots even when your heart is pounding. In melee, it will optimize your movements and reflexes in close combat, allowing you to attack and defend faster without sacrificing technique.

Regeneration (200cp): Sometimes, things don't work out no matter how good you are at this. Maybe your luck runs out, maybe your allies didn't pull through, or maybe the situation was just bad. In either case, you take a bullet, or a big claw, or worse. If the situation reaches that point, you probably ain't got time to bleed, so why not shake it off and keep in the fight? This implant will heal most injuries in the span of minutes while in combat. Perhaps more importantly, it will quickly restore disabled body parts, provided you don't die immediately or bleed out before it can stitch you up.

Priest Head (200cp): Both a mark of office, and a potent tool for members of the Anu Priesthood. While often resembling helmets, they are in fact a part of the user's head. The implant links the brain to a special nodule of neural tissue known as a T-cluster, which generates the psychic abilities used by Pandorans. For those otherwise lacking the gift, the T-cluster acts as a kind of prosthetic, allowing the user to either produce an aura that bolsters the will of nearby allies, or one that saps it from enemies. In the hands of a trained Psychic, this transforms the entire head into a focusing array for their abilities, making them more potent and precise.

Vehicles

Flying the Festering Skies and ***Tanking in a World with no Roads*** give a discount on one air or ground vehicle respectively, and two upgrades. If already discounted, the purchase becomes free.

Gear upgrades can be applied to vehicles where applicable.



Aircraft

With the overgrowth and destruction of most roadways, plus the infestation of Earth's oceans, Air Travel has become the only viable means of long-range transport. Since aircraft are rather expensive, and runways require too much space, all factions have developed VTOL craft capable of both air combat and transport duties.

Manticore (200cp, Discount Phoenix Project): The Manticore might be close to what most people would picture when you say "futuristic transport plane", despite being based on many existing

technologies. This fixed-wing jet can redirect its thrust in order to hover, granting a solid balance between speed and lift capacity. A good all-rounder.

Helios (200cp, Discount Synedrion): Being spread out across isolated havens means that, if an emergency occurs, a response could be 1000 miles away. At such distances, even single % differences in range or speed can add up. By combining Synedrion's fusion cell tech with an ultra-light frame, it can fly faster than anything in these skies. The tradeoff for such speed is both a small cargo capacity and minimal armor.

Tiamat (200cp, Discount Anu): Ever the type to buck modern convention, the Disciples of Anu went and did away with winged aircraft entirely, instead breeding organic zeppelins with their biotech. While the size of this craft gives it an abysmal speed, it makes up for it in almost every other facet. The Tiamat can haul impressive amounts of men and material, remain airborne for days at a time, and take a beating if attacked.

Thunderbird (200cp, Discount New Jericho): If it ain't broke, don't fix it. Where other factions sought to reinvent airmobile forces, New Jericho simply took the helicopter transport and refined it. In practice, the Thunderbird is a more moderate version of the Tiamat in almost every way, trading the airship's size and armor for a more sensible speed.

Masked Manticore (400cp): Some would call this biomechanical aircraft an abomination, others a miracle. No one, however, can deny its effectiveness. By combining Pandoran tissue with aircraft alloys, the Manticore is improved across the board, even capable of carrying more troops. As an extra bonus, it has a kind of biological "stealth" that will cause Pandorans (or similar creatures elsewhere) to ignore the craft unless specifically provoked.



Air Modules

Rotary Cannon (100cp, Discount Phoenix Project): **BRRRRRRRRRRRT**. Using an electric motor in place of gas operation, and having multiple barrels gives this weapon an unmatched fire rate. Each round is relatively light, but there's enough that you're sure to hit, and likely to hit something important.

Heavy Cannon (100cp, Discount Phoenix Project): You've strapped a Literal Tank Gun to your plane. Massive rounds will do massive damage, and stagger almost anything they don't kill, but that requires you to hit, which is harder given its slow rate of fire.

Escape Pods (100cp, Discount Phoenix Project): We've all seen at least one action movie/game, helicopter gets shot down, everyone (save perhaps the hero) dies instantly. Fear not! These pods behave like armored ejector seats for the craft's entire complement, clearing them from a crash if the craft is shot down.

Countermeasures (100cp, Discount Phoenix Project): Despite being biological, Pandoran flyers are still capable of employing guided munitions. That means the old chaff and flares still have a place in

this war, albeit with some improvements. Decoys will reliably fool most varieties of weapon guidance, and give you a chance to evade incoming attacks.

Beam (100cp, Discount Synedrion): Having to lead shots, or meddle with fallible guidance systems is for suckers. If you have the means, why not just point and shoot? This weapon can reliably hit targets at fairly extreme ranges, but requires sustained fire to do real damage. Buying this with the **Laser Weaponry** tech will allow for longer sustained bursts.

EMP Missile (100cp, Discount Synedrion): Why did Synedrion make a missile that's only good for disabling human aircraft? In any case, if you find yourself needing to destroy something less fleshy than a Pandoran, this is a good pick. In addition to explosive damage, these missiles will interfere with nearby electronics, rendering mechanical targets helpless for a few moments if they survive. That being said, the below-average payload means they're more likely to survive than with most missiles.

Security Station (100cp, Discount Synedrion): Perhaps Pandorans consider the idea of simply blowing you out of the sky too quaint? Perhaps they're simply itching to eat your crew personally? Either way, Pandoran flyers have a nasty habit of deploying tiny "ticks" to tear apart human craft from the inside. To counter this, your aircraft now has internal reinforcements and light turrets to stop any unwanted passengers.

Hibernation Pods (100cp, Discount Synedrion): Given mankind's recent... manpower shortages, combined with a widespread war, it's all too common to see strike teams forced to run back-to-back missions. While there's only so much you can do to spread the load among your forces, you can give them a chance to *take* a load off. These pods will allow troops to recuperate comfortably while in transit. First-class comfort, Economy class size.

Ram (100cp, Discount Anu): Yes, sure, just ram the fuckers, it'll be *fine*. Thanks to a mix of armor and other attachments on your nose, you can now collide with other aircraft without instantly exploding. Well, they'll probably explode from it, provided you can get that close without being shot full of holes on the way.

Mutog Catapult (100cp, Discount Anu): Better yet, let's try boarding parties in an air war. As the name suggests, a catapult mechanism launches specially bred war-beasts, which will latch on to enemy aircraft and start chowing down; from the inside if possible. What's less obvious is that this can be done from a similar range to an air-to-air missile? How? Because this uses a special breed of Mutog that is basically a parasite fighter. Mind you, they're still big, so pick your shots wisely.

Oracle (100cp, Discount Anu): Pointing and shooting is for suckers. Why bet on your fallible human eyeballs tacking a pinprick miles away when you can correct the shot along the way? On the subject, why rely on said eyeballs, or dumb sensors when you can *be the missile*? This psychic link allows the operator to guide weapons telepathically, rendering conventional countermeasures useless.

Reinforcement (100cp, Discount Anu): Following the invention of jet aircraft (or more specifically, guided missiles), airplane armor became less and less of a priority. Any hit will be fatal, so why bother? At the dawn of the 21st century, you could probably penetrate a fuselage with a peashooter. Thankfully, new armor tech has bucked this trend, creating planes that can take real punishment. With some extra plating, they can take a few more, simple as.

Anti-Air Missile (100cp, Discount New Jericho): The gold standard in air combat for over half a century, and for good reason. The solid stopping power in its warhead can be applied consistently, and from a good distance away, because the missile knows where it is at all times. The only drawback is a low ammo capacity, since these missiles are still rather large.

Rocket Pod (100cp, Discount New Jericho): For those who like missiles, but wish for more combat endurance, there is a valid alternative. These missiles are more compact than other alternatives and can be rapidly fired to saturate an airspace with explosives or used sparingly to stay in the fight. The tradeoff for this benefit is a much weaker guidance system, making these difficult to use against elusive opponents.

Improved fuel storage (100cp, Discount New Jericho): Running out of fuel in an aircraft has, historically, never been a good thing. You're probably gonna lose the plane unless there's a solid landing site, and in wartime, that landing site might be filled with people trying to shoot you. Now,

add in the fact that most of Earth's surface is enemy territory, and you see why taking some extra gas for the trip is worth it.

Optimized Navigation (100cp, Discount New Jericho): It sucks when your flight runs late because your flight path got some bad weather, or the pilot accidentally put the plane a degree or two off course. It sucks much harder when your destination is being overrun by Pandorans and your buddies are the only ones who can stop them. This device is the next step in the evolution of autopilot systems, combining weather data, fine engine control, and countless other datapoints to optimize flight plans and shave an implausibly large amount of time off travel. Note: not applicable to combat maneuvering.

Hypersonic Missile (100cp): The product of an... uncharacteristic collaboration between science teams of each faction, this air-to-air missile not only combines the explosive damage of a missile with the kinetic damage of a cannon, but further improves on both, allowing it to cripple Pandoran flyers in a single hit. Of course, this incredible damage requires further increases to the size of the weapon, so you'll only get a few shots.

Tactical Nuke (400cp): ...I implore you to reconsider. The author, and mankind as it exists in this setting, implore you to reconsider. With the loss of strategic weapon stockpiles and weaponized satellites in the fall of Civilization, this is the single most powerful weapon remaining in mankind's arsenal. If a target somehow survives the initial blast from this weapon, anything short of The Behemoth will likely expire to radiation soon after. Just remember, very little of Earth is still inhabitable right now, try not to reduce that any further.



Ground Vehicles

While true mechanized infantry has little value in the Post-Apocalypse, armored vehicles still have a role to play. Not only can they get troops and valuable supplies out of danger quickly, thanks to advancements in AI, they can provide fire support to infantry without needing a dedicated crew.

PX Scarab (200cp, Discount Phoenix Project): This Armored Personnel Carrier acts as a bridge between old and new ideas of armored combat. The Scarab can carry up to 4 troops, along with large amounts of gear, and travel quickly across rough terrain thanks to its independent treads.

Aspida (200cp, Discount Synedrion): Much like its airborne cousin, the **Helios**, Synedrion's hovercraft eschews armor and cargo space to be as nimble as possible. The Aspida can carry a single person, and outrun anything short of aircraft or Pandoran flyers.

Mutog (200cp, Discount Anu): Instead of building cars or tanks, The Disciples of Anu decided they would beat the Pandoravirus at its own game. While poorly suited for riding, these engineered

warbeasts require much less space than an armored vehicle. In combat, they can make a quick “snack” out of dead enemies to quickly recover from injury, and gain a surge of energy to fight harder.

Armadillo (200cp, Discount New Jericho): The most conventional offering of the bunch. Like the **Scarab**, this APC can transport a full fire team. Unlike its Phoenix sibling, the Armadillo trades off-road treads for wheels and thicker armor.

Khaos Buggy (200cp): The Maker apparently decided that a bunch of glorified transport trucks were inadequate for mankind, he chose to bring about the glorious return of the Tank to the world, in his own unique way. Despite appearances, this 3-wheeler would be a poor match for a Road Warrior, being the slowest offering available and only having two seats. Where the Khaos Buggy is really at home is a proper shooting war, being the sturdiest vehicle and having the most armament of anything produced since the Old World fell.



Ground Modules

Artillery (100cp, Free Scarab or Khaos Buggy): The King of Industrial Warfare. These weapons lob high explosives from far away, going clear over obstructions. Sadly, these shots have mediocre

performance against heavy armor for their size, but if such enemies brought friends, they'll be alone after a salvo or two from this.

Tech Arms (100cp, Free Aspida): A brand new development leveraging AI technology. These arms essentially act as a larger version of the Repair Arms used by **Technicians**, treating damage to both biological and mechanical allies. As a bonus, they can electrocute enemies in melee range.

Claws & Jaws (100cp, Free Mutog): Where **Tech Arms** mainly serve a support role, these exist to rip and tear anything dumb enough to get close. Not only can these kill enemies with astounding speed, they include options specialized for both hard and soft targets. If taken on a conventional vehicle, these may take the form of any large melee weapon of your choice.

Spit Attack (100cp, Discount Mutog): A bit unconventional for armored combat, but all too common among Pandoran forces. This weapon shoots a mid-range glob of toxic goo at the target, dealing mediocre damage for a vehicular weapon, but continuing to eat away at the target after impact.

Machine Gun (100cp, Free Armadillo or Khaos Buggy): Shock and awe is all well and good, but there's something to be said for simple, consistent answers. Enter the classic in infantry support weapons. This weapon keeps a steady barrage of shots out to mid-range. Good for picking off single targets, good for hosing down light groups, just a reliable all-rounder weapon.

Crowd-control Weapon (100cp): Sometimes there's better things you can be doing than killing enemies. As absurd as that sounds, being a good tactician means looking at the bigger picture. Weapons in this category work by impeding movement through or from a wide area; whether by immobilizing enemies or creating a hazard (IE fire). Direct lethality tends to be inconsistent at best, but they give an exceptional tactical advantage.

Heavy Cannon (100cp): That tank gun you may or may not have strapped to a plane in the previous section? Here's where it belongs. Massive rounds will do massive damage, and stagger almost anything they don't kill, but that requires you to hit, and this is a relatively cumbersome weapon to aim.

Engine Upgrade (50cp): Moving fast is half the reason you'd haul a vehicle into combat, so why not go even faster? Whether by thrusters or engine enhancements, this proves to be a relatively simple matter. This module gives a moderate improvement to acceleration and top speed.

Expanded Cabin (50cp per): Most of these vehicles were designed to transport men and material, first and foremost. But what if you have more than a small fire team to haul around? What if you need to rescue people you didn't bring with you? A few modifications have added enough space for one extra passenger per purchase without any loss in performance.

Improved Cargo Racks (100cp, Discount Scarab): Before armored transports became common, soldiers hoped to have trucks. Even if they couldn't enter combat, they were a godsend for one simple reason, it meant they didn't have to huck their shit to the frontline. Now that scavenging is necessary for survival, it's important to hold as much gear as possible. This will drastically increase storage in a vehicle without having to leave anything exposed.

Reinforced Treads (100cp, Discount Scarab): Despite logic from zombie films (and video games in general) running over enemies is generally a bad idea, especially Pandorans. Even if it kills them quickly, getting chitin shards or flesh-eating acid in your drive train will likely have your motor pool wanting to beat you to death themselves. Thankfully, concessions can be made. These reinforcements will negate, or at least minimize, any damage from colliding with enemies smaller than the vehicle. This is not license to try ramming a Scylla, you *will* regret it.

Psychic Jammer (100cp, Discount Aspida): One nice thing about having a big slab of metal rolling around with your squad is that you can put that slab between you and anything trying to kill you. Sadly for you, mind control does not care about armor thickness. Not all is lost, however. This module acts like a scaled-up version of the **Clarity Helmet**, generating a field that interferes with incoming psychic attacks. This only works for soldiers near the vehicle, but you can always move to stop an attack in progress.

Experimental Thruster (100cp, Discount Aspida): Gravity is a spook, it just wants to keep you down man. Why else would we invent planes and hovercraft? Even if your vehicles remain shackled to the surface most of the time, they can still show defiance here and there, while gaining a tactical

advantage to boot. Your vehicle can now jump high enough to reach single-story rooftops. As a bonus, the thruster can also act as a safety mechanism, preventing you from falling through surfaces you drive on (like said rooftops).

Regeneration (100cp, Discount Mutog): Proper vehicle maintenance is a critical component of a well-functioning military. Then again, everyone's having to scrape and scavenge just to manufacture bullets, so I don't think a well-functioning military exists anymore. Self-sufficiency is cooler anyway. Your vehicle can now gradually heal, both from combat damage and natural wear. Might need food or raw material after a while, but that sure beats making spare parts.

Reinforced Armor (100cp, Discount Armadillo): As impervious as it might feel sitting inside a thick armored box, there's a reason you don't send tanks into tight spaces without support. Humans have developed all manner of counters to vehicle armor over the years, and for once it's the Pandorans who are learning. Still, those counters have their own counters. Whether it's spacing, or netting, or special materials, or something else entirely, these modifications allow your armor to retain most of its effectiveness against anti-armor weaponry. If they want to take this vehicle out, they'll need brute force.

Supercharger (100cp, Discount Armadillo): Yes, there's another engine upgrade further up this list, but what if you want even more? New Jericho decided to give Synedrion a run for its money on mobility with this technology, further boosting engine performance. Pair both upgrades together, and your tank or APC might feel more like a sports car than a fighting vehicle.

Spiked Armor (100cp, Discount Khaos Buggy): What's the point of a post-apocalypse if you can't be a little over the top? The surface of your vehicle is like a cross between a giant porcupine and a prop from a horror movie, all manner of blades, wires, spikes, and spines ensure that any enemy attempting to board or strike the vehicle pay for it. Thankfully, the design isn't *quite* as mad as it looks, the defenses can move or retract if an ally needs to enter or take cover.

Scenarios



Project Purity

Some time ago, Tobias West had a plan that he believed would save the world. New Jericho experimented with creating full-conversion cyborgs, they would form an army of super soldiers capable of wiping out the Pandoran threat in conventional warfare. However, the project was cancelled as all surviving volunteers became violently unstable due to a flaw in the brain-case system.

Tobias believed he had purged all personnel related to the project. But when old Project Purity facilities were re-opened in desperation, he was proven all too wrong. The Pure have returned, unified under a leader known simply as "Subject 24". They have declared war not only on The Pandorans, but on the rest of mankind. They will begin raiding and even exterminating Havens when they have a chance.

The Pure, while fewer in number than most human factions, are a terror in combat. Their default cybernetics turn them into walking tanks, stronger than even most Pandorans, and makes them resistant to Psychic attack to boot. As they successfully attack havens and other bases, they will amass technology with frightening efficiency, making their augments stronger and even more varied.

Your mission is to find any bases controlled by The Pure, and either capture or destroy them. Then, once the faction is weakened, track down Subject 24 and end him. This will scatter The Pure and end the threat. You aren't required to counteract their own operations, but doing so will thin their numbers, and slow their technological progress.

- If you have the **Raider Factions** drawback, the threats will compound. The Pure will be more numerous and aggressive than they would be with just the scenario. They will also be individually stronger than they would be with just the drawback. On the positive side, once this scenario is complete, this portion of the raider threat will disappear.
- As an alternative to The Pure, you may choose to elevate The Forsaken as a threat instead. The Forsaken are a rogue splinter of the Disciples of Anu who essentially act as a mutant counterpart to The Pure.

Your reward is a (400cp) stipend for the **Augments** section, which may be used to refund initial purchases, and their leader's surprisingly nice jacket, which will fit and look good even on a radically altered body.



Legacy of the Ancients

The Antediluvian Civilization, otherwise known as The Ancients, were a hominid species last seen on Earth several millennia before the first records of Human Civilization. With their advanced technology, they saved the world from a Pandoran invasion at the price of their own extinction. With changes to Earth's environment, many Ancient ruins have become accessible.

Your mission is to find and secure all such sites remaining on earth and keep control of them all for jump's duration. To this end, you will begin the jump with the means to build **Archeology Probes**, special flying scanners meant to detect Antediluvian sites.

From there, you must destroy the combat robots guarding each site. These robots are implacable, sturdy as hell, and have powerful beam attacks from their eyes. Plus, depending on the site type, they will have improvements to either their armor, beam, or melee attacks. On the bright side, they aren't terribly smart or nimble.

Once cleared out, Pandorans will attempt to seize the sites for themselves, hoping to incorporate the exotic materials contained within to produce powerful mutations. If you can harvest enough material, you can rebuild the guardians to defend the site without attacking you again, but until then, you'll have to cover a lot of places at once, the old-fashioned way.

Your reward is a harvest and processing sites for Orichalcum, Mutane Gas, and Living Crystal; anomalous materials used by the Ancients, possessing extraordinary material and energetic properties. In addition, you get schematics for the Cyclops and Hoplite combat robots.



Good Luck Commander

Rather than beginning as a member of your chosen faction, you begin the jump as the leader of the faction. The strategic situation when you assume command is rather dire, based on the starting strength of all human factions, and the rate of Pandoran expansion, the human race will be reduced below a viable population before the end of the jump. By worst-case estimates, the Pandorans could win within a year of your start.

Your mission is to turn the situation around, either uniting the factions, or assuming control of what resources you can. From there, you must find the Yuggothian Receptacle, and complete either your faction's win condition, or that of an allied faction. If mankind is reduced below 200,000 people, you fail the jump as if you had perished.

- **Phoenix Project:** You begin with substantially fewer people than other factions, and only one functioning base, the titular Phoenix Point. On the bright side, you alone have the means to find and reactivate other Phoenix Point bases around the world. Despite their age, these have far superior automation and facilities to other havens, allowing you to snowball economically and scientifically if you can keep expanding.

- **Win Condition:** Follow the trail of investigation left by Director Symes to uncover the original Virophage device built by the Antediluvian Civilization. Deploying this on the Yuggothian Receptacle will kill every Pandoran on Earth. Sadly, it will kill most humans as well due to varying levels of exposure, but a viable population will remain, and your faction will miraculously come out the most intact.
- **Synedrion:** Your faction will require *less* direct assistance than other factions, due in part to not having traditional leadership in the first place. However, this also makes you more of an advisor than a commander. Actually executing any of your strategies will require more trust and/or politicking than in the other factions.
 - **Win Condition:** You must send a probe to the Phoenix-2 landing site on The Moon to collect ancient Pandoravirus samples. By comparing these samples with those on Earth, you can develop one of two retroviral weapons to deploy on The Receptacle. The first, made by The Terraformers faction, will give mankind control of the Pandoravirus. The second, developed by the Polyphonic Tendency, will instead free all lifeforms controlled by the Pandoravirus, allowing Pandorans and humans to coexist.
- **Disciples of Anu:** You may choose to replace the Synod of Yearning, leader of the Anu in all matters non-theological, and 2nd to the Exalted. Alternatively, you may take the place of The Exalted herself. This will grant any genetic or psychic compatibility needed to carry out the Anu win condition personally but doesn't guarantee any other abilities she possesses.
 - **Win Condition:** You must help the Exalted must carry out a long-con on the Yuggothian Entity, acting as its faithful heralds, designing and building The Temple of Eanna to herald its arrival. Once done, The Exalted must acquire and inject a genetic sequence known as the Pandora Key to merge with the Receptacle. This will hijack the Dead God's transfer, taking full control of the Pandoravirus and leaving the Entity stranded on Yuggoth.
- **New Jericho:** You will insert as either Tobias West himself, or an analogous human who previously owned Vanadium Inc.

- **Win Condition:** You must find and capture Pokhran-III nuclear silo, launch codes for the ICBM inside, and the control facility for a military satellite capable of guiding the missile. Once complete, you must attach a targeting beacon directly to The Yuggothian Receptacle's body, preferably evacuating all troops before the missile hits. This will destroy the Pandoran's command structure. Leaving them vulnerable to a conventional military campaign.

Your reward is your faction, in its entirety. All havens and personnel can be inserted into new jumps at will, or remain outside normal space, attached to The Warehouse or any similar structure. In addition, you and all companions gain your faction's 600cp perk, refunding spent cp if purchased already.



The Dead God

The Yuggothian Entity, otherwise known as The Dead God, is the mastermind behind the Pandoravirus. It seeks to xenoform Earth using the Pandoravirus until a vessel for its mind could be grown. If this transfer were to succeed, its psychic might would be sufficient to dominate or destroy all resistance on Earth in a matter of moments.

Even if the Pandorans are beaten, it will remain. It has tried to take Earth before, it will do so again.

This cannot be tolerated.

Your Mission is to build interplanetary weapons capable of reaching Yuggoth. From there, the task is simple, if fiendishly challenging. You must find the Yuggothian Entity's true body and destroy it. Bear in mind, in this setting mankind has yet to put a man on Mars. Due to its unique orbit, should you miss a transfer window, it would take 17,000 years for humanity to have another opportunity.

Your reward is a blank template of the Pandoravirus, a full genetic library of Pandoran organisms, and one small meteor per jump. Load the template up with genetic samples, launch the meteor at your planet of choice, and watch as it gradually xenofoms the planet to your specifications. You can even load biomechanical samples.



Drawbacks

Faces of Horror (0cp): Despite being derived mainly from human biomass, only a handful of Pandorans bear any resemblance to humans, most looking more like Crustaceans or other Marine life. Still, the Pandoravirus is a versatile thing, and any number of configurations could be possible. Toggle the general aesthetic of Pandorans between default marine life, more humanoid, more land animal, or something else. Spookiness is mandatory in any case.

Hostile Territory (+100/200cp): Instead of beginning at your faction's haven, you and all companions begin in Pandoran territory. For (+100cp) you begin in Mist infested wilds. Any roads will be overgrown and broken, so you'll have to hold off any attackers until your faction can evacuate you by air, unless you think you can hoof it all the way. For (+200cp) you must escape from an underground Pandoran lair before you can be rescued. You'll have to navigate a maze of cramped tunnels, either evading or destroying eggs, not to mention patrols, as you go. On the bright side, any damage you do to the lair might slow the Pandorans in your starting region temporarily.

Bandit Grade (+100cp): Old World militaries required an incredibly complex chain of logistics to stay fed and armed. It's honestly shocking how much technology the factions here can maintain, considering their resources. Unfortunately, you'll now be stuck wondering. All your equipment: from armor to weapons to vehicles to medicine, even stuff brought in from elsewhere, will be produced to a lower standard than normal. The starting equipment you get with your class will now use Independent Gear as a baseline, and all other equipment will be downgraded proportionately.

Pandoran Anatomy (+100cp): Medical technology has come a long way. Gunshot or explosive wounds that would've taken months of painful recovery (assuming recovery is even possible) can now happen in weeks or even days. Sadly for you, that technology is built around human biology, not whatever's in your guts. Now, short of letting them heal naturally, you've only got two ways to deal with injuries. First, fly all the way to a base that has specialized doctors and likely a shit-ton of mutagen. Second, buy an option in this jump that gives self-healing.

They Came from the Deep (+200cp): The Pandoravirus can produce a wide variety of creatures, but some of the things emerging from the ocean don't quite fit the mold. Some look like amphibious Greys, and there are even clearly mechanical forces at play, what's going on here? Aliens from XCOM: Terror From the Deep enemies will appear alongside Pandorans. To make things worse, instead of a cave complex, The Yuggothian receptacle will now be found at the bottom of the ocean, at the deepest level of the city of T'leth.

Bad Relations (+200cp): The world may be divvied up by the factions, but the lives of most surviving humans are centered around the Havens and run by their respective leaders. Whatever each faction

thinks of you, it seems almost every Haven outside your starting location will meet you with deep distrust. Gaining any kind of support will be an uphill battle, and unless you do, they will deny any kind of support. That means no trade, no recruitment, not even a place to refuel.

Pacing Issues (+200cp): Over time, the war with the Pandorans will escalate, and perhaps wars among mankind will ignite. This means more troops on more missions needing more resources to make more gear. Still, this is across thousands of people, it's not like these happen one at a time... or it shouldn't feel like that anyways. The further along you get in the jump, the slower things seem to go. By the end of the war, one day might feel like the better part of a week. Even if your patience holds, it might not for your allies, resulting in rash and potentially costly choices.

Raider Factions (+200cp): Most of mankind has rallied around The Havens by now. Still, some people can't or won't fit into what passes for polite society, even at great risk. While often vicious and opportunistic, Bandits and rogue factions like The Pure and The Forsaken are fairly scarce. Or, at least, they were. Now, you'll routinely be attacked by rogue human factions when scavenging or exploring, and they may even find the nerve to attack. The Pure and The Forsaken are heavily enhanced with cybernetics and mutations respectively. Bandits, meanwhile, are ill-equipped but will appear in far greater numbers than the other two.

Diplomacy has Failed (+300cp): Even in what may be humanity's final years, notions of peace or universal brotherhood remain elusive. Whether by some flashpoint, or simply growing ideological tensions, the animosity between the four factions, even the Phoenix Project, begins far deeper than before. Barring diplomatic wizardry, at least one total war is guaranteed long before the Pandoran threat can be dealt with. 1 Million people, 4 factions, even without Pandoran attacks, how many would be left?

Faction Wars (+400cp): As sensible as it may seem to promote unity in times of crisis, perhaps some transgressions simply cannot be tolerated. Whatever the reason, peace is no longer an option for you. Pick one faction besides your own. Early into the jump, this faction will declare total war on yours. No ceasefire will be possible, even in the face of Armageddon. Every haven belonging to your enemy must be razed or captured, and their leaders must die. To further complicate matters, the Yuggothian

Receptacle will remain elusive until your war is complete, preventing the Pandorans from being destroyed until then.

Ironman Mode (+400cp): By all accounts, you're already cheating a fair bit between access to high-level soldier skills and a head start on the tech tree, you really need stuff from other worlds to stay alive? In-jump powers and items only, that goes for your companions too.

Designated Protagonist (+400cp): By all accounts, the Phoenix Project in-game should account for a rounding error of mankind's remaining resources and manpower. Yet, whatever endgame they pursue, they always seem to be stuck carrying their allies nearly every step of the way. Normally, this won't be the case for you, all factions will have competent leadership and make serious efforts to pursue their respective goals. If you take this drawback, however, the fate of the world will absolutely rest in your faction's hands. Allies will take days or even weeks to pursue Pandoran colonies right on their doorstep, and research at a snail's pace without assistance. Fear not though, they'll show cunning and initiative in all matters of infighting.

Combined arms (+400cp): Historically, control of the seas has been instrumental in both war and peace, from trade and logistics to raiding and troop movement. For an army with uncontested control of all the world's oceans, the Pandorans don't seem to exploit it much, do they? Alternatively, you just picked this to put some Hearts of Iron in your Xcom-like. Massive Pandoran organisms will appear, essentially forming blue water and coastal naval forces. These will bombard inland troops and havens unless countered, and can harass any aircraft that has to cross water. Worse yet, Pandoran flyers will be more integrated as well. Rather than just attacking Havens, they will develop specialized variants to hunt down human aircraft, or provide close air support to ground assaults.

Terror from the Void (+600cp): Long before the Pandoravirus awakened, there have been cases of humans receiving telepathic signals from a previously unknown source, hence the prior use of the name Yuggoth in culture. This phenomenon is termed, "Oneiric Delirium", and will prove a far more sinister force than previously believed. Mere exposure to mist-infested areas gradually corrupts the mind and body of anyone inside, including soldiers and haven citizens. Treatment for this corruption may be found with time and research, but if a human accumulates too much exposure without

treatment, the victim is guaranteed to gradually go insane, and eventually give themselves willingly to Pandoran conversion. Given The Mist is projected to hit many, or even a majority of Havens within the first year, it's doubtful there would be enough treatment to go around.

IT COMES (+600cp): A massive egg, the size of a mountain fell from space prior to The Mist's return, on day one of your time here, it will hatch the single largest living being to ever exist on Earth, a Pandoran Behemoth. On top of deploying Pandoran flyers like some kind of walking carrier, it will personally visit Havens if not disrupted, obliterating or infesting them with mind-controlling organisms in a span of minutes. Even compared to the specimen that might appear normally, this creature is special. It can only be destroyed via special countermeasures that you'll have to discover over multiple encounters. If you do manage to destroy the beast, your reprieve will only be temporary. Another Behemoth will appear a few weeks later, which will require different means to stop.



Notes

On brawler skill; Yes, I'm aware brawler is actually a heavy skill in-game. I'm sure the devs had a good reason not to give the melee skill to the melee class, but for the purpose of this jump, IDGAF. Heavies get armor break in exchange.

On Priest starting weapons and Mutog spit; yes, these will stack with relevant tech upgrades.

On land vehicles: land vehicle modules aren't interchangeable like air vehicle modules for some reason, this represents that without being too limiting. Moreso it makes balancing the Khaos Buggy and Mutog more manageable.

Yeah, fuck it, wanna strap guns and jump-jets to a mutog? Go for it.

Tech arms are multi-purpose, mainly a utility thing. Claws & Jaws are straight damage.

Scarab's treads offer no advantage over the Armadillo in game, indeed the latter is practically a straight upgrade. However, treads were invented for a reason, and that reason's as good as any not to scramble the pricing balance more than it already is.

On augments; there's 18 total augments in game. Many of whom are marginal improvements over conventional gear. Between that and risk of crowding out mutoid infusions, I've decided to abstract the benefits for a more ala-carte approach.

No discounts on augs at this time; while every faction besides Phoenix Project made a few, it's all pretty uneven and balance would get fucky.



Ending

As always, once the jump is complete, you may choose to remain in this world, return from whence you came, or continue on to the next jump. Should you choose to stay, you may take an extra (+1000cp), to spend as you wish.

To do List

- ~~Opening description~~
- ~~All perk flavortext~~
- ~~Faction Descriptions~~
- ~~Maybe a few more undiscounted perks~~
- ~~More misc gear items~~
- ~~Decide if and where to include missionary protocols~~
- ~~Figure out a good way to un-bloat augments~~
 - ~~Figure out a balanced way to handle augment discounts~~
- ~~Scenarios~~
 - ~~Faction leader~~
 - ~~Kill Yuggoth?~~

- Legacy of the Ancients

- The Pure

- Drawbacks

- Terror from the Deep crossover

- Cut content toggle

- Behemoth

- Pure and Forsaken problems

- Pandoran CAS/Artillery

- Lack of initiative

- Poor pacing

- Power and warehouse loss

- Figure out pricing on written drawbacks.

- More images

- General formatting pass.