

## Apex Legends - Jumpchain

*"Hm. Son, you think you've got what it takes? They call us Apex Legends. But not all legends are heroes. Each fight for their own reasons. From the ashes of war, legends are born. They are icons of strength, power. Outside the ring, they're champions. Inside, they're equals. But the goal remains the same, become an Apex Legend. I say it's a sport of survival. You ask me? It's simple, eh. They kill you, they're better. You kill them, you're better."*

*- Kuben Blisk, Founder of the Apex Games*

The world of Apex Legends is one of violence and bloodshed. Competitors fight in an endless bloodsport battle royale in the hopes of achieving wealth and fame, along with the esteemed title of being an Apex Legend. Choose to take part and you'll be thrown into a wide expanse to scavenge for weapons and armour with two allies while an electrified ring closes around the arena. Be the last squad standing and you'll be rewarded handsomely. Keep it up, and you could end up in the esteemed company of the other Legends, relaxing in Mirage's bar or going out on dangerous and unauthorised missions.

Even if you fall in a match, death is not the end here. You will be revived at a respawn station if you perish in the games, and for the duration of the jump this will not count as a fail state. Keep in mind though, that if your performance is poor you likely will not be invited back, and there are no revives in the real world.

You'll arrive in this world with a ticket from Blisk inviting you to take part in the Apex Games. But to give you a fighting chance, you can also take this:

**+1000 APEX POINTS**

## ORIGINS

For your **location**, you may begin at any of the arenas for the Apex Games: King's Canyon, World's Edge, or Olympus.

You may change your **gender** at will for free if you would like.

Legends can broadly be separated into four **classes**. You may choose a single one in order to receive discounts for related perks and items.

**Offensive Legends** have aggressive abilities that are useful in combat.  
(e.g. Bangalore, Mirage, Wraith, Octane, Revenant)

**Defensive Legends** can deny or fortify an area, making it safe for their squad.  
(e.g. Gibraltar, Caustic, Wattson, Rampart)

**Support Legends** can assist the squad by providing healing or loot.  
(e.g. Lifeline, Loba)

**Recon Legends** can gather valuable intel, such as enemy whereabouts or the next ring location.  
(e.g. Bloodhound, Pathfinder, Crypto)

Next, while most competitors in the Apex Games are human and this is the default **race** for this jump, you may also pay Apex Points to be one of the following:

### **MRVN Unit (100AP)**

*"You don't know where my creator is, do you?" - Pathfinder*

A MRVN (or Mobile Robotic Versatile eNtity) is a mechanical automaton designed for manufacturing and other routine tasks. However, like Pathfinder, you have been customised to make you more battle-ready than standard Marvins. You have the same potential as humans but with greater durability and the ability to repair and upgrade yourself with enough technical know-how. In addition, you may choose to have a screen on your chest which you can use to display images and videos. After this jump, you may keep this as an alt. form.

## **Simulacrum (300AP)**

*"They made me a killing machine. Who am I to argue with programming?" - Revenant*

Unlike MRVN units, these robots *are* designed for battle. These mechanical soldiers implanted with human minds are highly dangerous assassins, capable of tearing through enemies with superhuman strength and reflexes. Skinbags don't stand a chance when you come slashing through with blades which emerge from your body and neatly fold away when you're done. In addition, your consciousness has already been transferred to this form and can therefore be brought over into other chassises with much greater ease than other robot forms should you desire an upgrade. After this jump, you may keep this as an alt. form.

## **PERKS**

Perks for your class are discounted at 50% off, and the 100AP perk for your class is free.

## **Weapon Skins (100AP)**

*"A gun is like a beautiful woman. Hold her tight or someone else will." - Loba*

From now on, whenever you wield a weapon, with a singular thought you may cause its design to change, going into as much detail as you like or leaving it to fit a general aesthetic of your choice. This is a purely cosmetic choice and the weapon remains identifiable, but you'll never be off-brand as a result of picking up a new gun.

## **Spark of Genius (200AP)**

*"You may be stronger, but I'm smarter." - Wattson*

You are by all accounts a genius, a truly one of a kind scientist that rivals the best minds the Apex games has to offer. As well as a very balanced general education which covers a range of fields, for each purchase of this perk, you may pick a single universe-appropriate specialty in which you excel. Examples from existing legends include holo devices, electrical engineering, chemical weaponry, weapon modding, medicine and hacking, but any technological specialty that canonically exists in the Apex universe is fair game. This perk can be taken multiple times.

## **Voices from the Void (200AP)**

*"You're in their sights." - ???*

Whenever you're in a dangerous situation, you often hear mysterious whispers from beyond the void. Despite their otherworldly nature, these voices do seem to be on your side, informing you in ominous tones of enemies aiming at you, nearby traps, potential ambushes, and other dangers you would miss on your own. Maybe one day you might figure out what these voices mean and who they belong to, but for now they're certainly a useful boon.

## **Voidwalker (300AP, requires Voices from the Void)**

*"You think it's cold? Spend time in The Void. You'll know what's cold." - Wraith*

Beyond just whispers, you've gained an inescapable connection with the void that separates realities. You can temporarily phase-shift out of our world, leaving you completely invulnerable to normal means of damage and invisible until you re-emerge. You may also create portals which allow you to teleport across large distances via the void. Finally, while in the Void you may see glimpses of other versions of yourself (the origin of the whispers), which can often give hints as to things that could or will happen in your reality. These are all the things your voidwalking can accomplish now, but who's to say the upper limits of this otherworldly power?

## **FNG (100AP) OFFENSIVE**

*"Name the weapon, I'll still beat you." - Bangalore*

Few know their way around a gun as well as you. You could take apart a Peacekeeper, equip it with a Precision Choke hop-up, and put it back together in under twenty seconds – blindfolded. Not only that, but you can identify the capabilities and means of using any handheld weapon at a glance, and are much more effective with them than you have any right to be using them for the first time.

## **Too Much Witt (200AC) OFFENSIVE**

*"They say I use humor as a defense mechanism, but hello... self-deprecation is my defense mechanism. Humor's my crutch. Or maybe my fallback? I don't know, one of those." - Mirage*

You have a unique kind of charm that manifests itself primarily through awkward quips and goofy comments. While this might usually annoy people, they'll now find it endearing and will easily fall in love with your adorably awkward persona. No matter how much they roll their eyes, your teammates will find it hard not to crack a smile when you interrupt the strategy meeting with a bad joke, and crucially, the crowd will love it too.

## **Synthetic Nightmare (200AC) OFFENSIVE**

*"I don't need souvenirs. Every scream is encoded, stored forever." - Revenant*

You are a living nightmare, a terrifying being that sends shudders down the spines of even the most hardened of soldiers. This intimidating aura which follows you won't make you many friends in the Apex Games, but you were never here to make friends, were you? Stare down your enemies as they miss their shots through their shaking hands, then show them exactly why they were right to be afraid.

## **PLUS ULTRA! (400AP) OFFENSIVE**

*"You think I'm afraid of you? I blew off my own legs!" - Octane*

No victory comes without sacrifices. And when it comes down to it, you always know exactly what sacrifice you need to make to accomplish your goals. Whether it's risking your life to flank the last enemy team or blowing your own legs off to beat a gauntlet world record, you always know what you're putting at stake and have much better odds of pulling it off than you otherwise would.

## **BAMBOOZLED! (400AP) OFFENSIVE**

*"You got bamboozled!" - Mirage*

In the heat of battle, there's little room for careful strategy. But there's always an opportunity for a good bamboozle. When it comes to pulling off sudden misdirects or acts of deception to cause troubles for your enemies, even Mirage could take notes from you. This also increases your ability to spot the trickery of others before you end up wasting your shots. Invest in holo devices alongside this perk and with a bit of creativity you'll be unstoppable.

## **Apex Predator (600AP) OFFENSIVE**

*"You kill me, you're better. I kill you, I'm better." - Blisk*

When it comes down to it, the Apex Games are about one thing - who's best at killing? The answer is unequivocally you. Forget about all the other stuff, you're a grandmaster in the very simple art of killing while not being killed. There's no one in the Apex Games that could stand a chance in a one-on-one gunfight against you, and they likely wouldn't fare much better in a three-on-one either. Your shots always hit their targets, you never hesitate or freeze up, and you don't stop until there's nothing left of your opponents. When you enter the ring, you'd have to be a fool to bet against you.

## **I Fight Until It Hertz (100AP) DEFENSIVE**

*"I'm current-ly at the top of my game! Get it?" - Wattson*

Talk about cheesy, jumper. You've picked up a knack for always being able to come up with goofy puns and other oddball jokes that really shouldn't be funny. But there's something in your delivery that makes it very hard for those listening to avoid a chuckle, no matter how corny the quip. They might deny it, but no one can really bring themselves not to find your sense of humour charming in its own way. Each bad pun will go a long way to brightening their day. Guess you can really make them 'perk' up, eh?

## **Brudda Bear (200AP) DEFENSIVE**

*"But when it comes to bullies, I stand up. Ain't nothing gonna move me."* - Gibraltar

There's a lot of bad people out there, especially in a place like this. That's why it's so important to have people like you around, to protect those who can't protect themselves. You give off an aura of trustworthiness that leads people to put their faith in you and go to you for help when they're in trouble. Support them, be their rock, and you'll quickly find yourself making friends who will return the favour. No shame in needing a little help from time to time, brudda.

## **Papa and I (200AP) DEFENSIVE**

*"I thought I knew what family was. But my equations were incomplete. My family is here."* - Wattson

Friendship is hard to find in a bloodsport. Family is even harder. But when it comes to dangerous and highly stressful situations like the Apex Games, you find yourself forming bonds incredibly quickly. The kind of relationship that would usually take a lifetime to forge comes in a matter of weeks so long as the two of you are fighting side by side. A few life-and-death situations and they'll struggle to imagine that they ever went through life without you. Family can be found anywhere, even in a place like this.

## **Fortified (400AP) DEFENSIVE**

*"I'm like a rock, but rocks don't hit back."* - Gibraltar.

The main problem when it comes to shields and other defensive items is that they can be circumvented. No one enjoys cashing out for the best body shield only to be shot in the head and die knowing they wasted their money. But with this perk, so long as you're equipped with some kind of defensive item, such as a shield or some kind of armour, any physical damage done to you is redirected as though it hit that item. You won't take any injuries yourself until all protective items on your person are thoroughly broken or removed. The amount of damage done will reflect where you're hit. Being shot in the head will do more damage to your shield than getting hit in the leg, but even that's a lot better than a bullet in the brain.

## **Trapper (400AP) DEFENSIVE**

*"I observe the field from a plateau you cannot even comprehend."* - Caustic

When it comes to creating and setting up traps in any form, from high-tech mines to the classic ambush, you're a mastermind. You always know the best way to conceal your ruse in order to maximise the chances of catching your prey, and the traps you produce are of incredible quality and will never malfunction. Some legends prefer to go in guns blazing, but you will thrive with a bit of careful planning.

## **Just being Gibraltar (600AP) DEFENSIVE**

*"Interesting, coming from you. A sworn protector of the innocent, competing in a bloodsport." - Caustic*

Being an Apex Legend takes courage, strength and confidence... or as some call it, 'Just being Jumper'. These are all virtues you have in spades, to the point that they rub off on the people around you. So long as you remain confident, your allies will never doubt you. So long as you stand firm, the greatest coward will stand at your side without fear. And perhaps most importantly, so long as you are strong, your teammates will find themselves to be strong too. When you're working in a unified team, those around you will share your reserves of power to the point of almost being your equal. You truly bring out the best in people. Let's go change a life, brudda!

## **Eye for Quality (100AC) SUPPORT**

*"What do you get for the girl that has everything? More." - Loba*

You have an expert eye when it comes to discerning the value of objects, both in terms of monetary worth and relative quality and use. At a glance you could tell exactly how much a piece of art would sell for, and you could just as easily pick up a weapon attachment and know in precisely what ways it was better or worse than the one already equipped on your gun. There's no shame in having high standards, jumper.

## **Helping Hand (200AC) SUPPORT**

*"After the war, many people were left with nothing. If you ask me, it doesn't matter what side they were on. We all had our own part in the war. No one is truly innocent, so we all deserve help." - Lifeline*

Everyone needs a helping hand sometimes. For you it's easy to give, as when you reach out to help others, you can always find a way to make a difference. Whenever you help people in need, you have a strong sense of the best way to go about helping them, whether that be financial aid, humanitarian efforts, or running into a building guns blazing for cover fire. You'll never be at a loss on how to make a difference, although you might not always succeed even if you know the right path to solve their problems.

## **Maneater and Ladykiller (200AC) SUPPORT**

*"The quickest way to a man's heart, it's through his chest." - Loba*

You've picked up the same kind of dangerously seductive charm as Loba. You've mastered the delicate art of wrapping someone tightly around your finger, and there's something about you that makes it hard for people to listen to the voice of reason in their head screaming that you're bad news. Make them fall for you then crush them beneath your heels.

## **Finisher (400AC) SUPPORT**

*"They don't just call me Lifeline because I save a life..." - Lifeline*

You've learned to kill in style. Whenever you have an enemy at your mercy, you can choose to kill or incapacitate them by spending a few seconds on a stylish finishing blow that will impress/terrify all those around you. You'll be somewhat vulnerable in this position as you cannot fight anyone else while delivering a finishing blow to another opponent, but in return, every finishing blow you deal will slightly empower you. You'll feel stronger, faster, and any injuries you're suffering will noticeably lessen after each kill performed in this manner.

## **Death Boxes (400AC) SUPPORT**

*"All that loot looks heavy, let me help you with that." - Loba*

Looting is always a difficult endeavour, particularly when bullets are flying and the bodies are piling up. But from now on, there's no need to waste your time picking the pockets of corpses. Whenever you kill someone, you become instantly aware of everything they have on their person. If you wish, you may instantly transfer any of these items from their corpse to your pockets or into your warehouse, where they arrive in a convenient package known as a Death Box. All this can be done in an instant, so you can focus on staying alive without sacrificing your cash flow.

## **Combat Revive (600AC) SUPPORT**

*"Don't worry, it's easy. Bleed, patch, and keep moving." - Lifeline*

It's tough to win fights when you have to worry about keeping your companions alive. But when you're around, battles become decidedly less lethal for your team. Whenever an ally takes enough damage that they would usually be killed, they will instead fall to the ground in a critically injured state in which they can do little more than crawl. From here, all you need to do to get them back to fighting form is to reach them and pull them to their feet. If you cannot reach them within a few minutes, they will still bleed out, and this time decreases each time they enter this state without a period of rest in-between. While they can still be killed by a large amount of additional damage while in a state of needing revival, enemies have a strong tendency to focus on you and your other allies before they finish the job.

## **Pinging (100AC) RECON**

*"I see one of them. Gakkai itda."* - Crypto

In a combat situation, miscommunication can be deadly. That's why the ability to 'ping' enemies and places of interest is so useful. Whenever you want to mark out a specific location to an ally, you can do so concisely, like "enemy here!" or "check this out!", and they will understand with no confusion whatsoever. You won't need to elaborate or even visibly point out the location for them to know exactly what and where you're referring to. Ping an enemy across the map and your teammates will see them just as fast as you did.

## **Duck and Weave (200AC) RECON**

*"I just polished my grapple!"* - Pathfinder

The arenas of the Apex Games are pretty big. Thankfully, no one can navigate the battlefield like you. You're in peak physical condition, with plenty of stamina to last each match. Climbing walls, sliding down hills and leaping from ziplines all come naturally to you, and your tireless acrobatics have the added bonus of making it much harder to hit you.

## **Positions (200AC) RECON**

*"Get ready! I'm coming for you, friend."* - Pathfinder

You have a handy sixth sense for finding out exactly where your friends are at any given time. With a single thought you can tell the exact position of any ally at any given time, and with a bit of focus you can even tell if they're in trouble or not. This won't help you get to them quicker, but you'll never be stuck trying to figure out where they've ended up.

## **Surprise Intel (400AC) RECON**

*"Damn Octane. You make a terrible spy, but you stumble into wins more than anybody else I know."* - Wraith

You have a knack for gathering important intel, even when you're not trying to. If you needed information on a company, you might find yourself being asked on a date by one of their leading scientists. If you're exploring an abandoned facility, there's a good chance you'll stumble straight into a monitoring room with all the information you were looking for already up on the monitors. These helpful coincidences will happen frequently, but their odds are entirely unaffected by whether or not you're actually actively looking for the intel. Feel free to go drink in Mirage's bar rather than gathering data, I'm sure something will come up.

## **Break the Game (400AC) RECON**

*"I'm not a pawn. I'm here to break the game." - Crypto*

Not everyone is only here to compete in the games. Some seek to undermine or even destroy them entirely. Whether or not you are among these infiltrators, this perk will come in handy. From now on, whenever you're involving yourself in an organisation or event with ulterior motives, you'll find plenty of opportunities to manipulate or tear down the system. Unsecured terminals left within the arena, executives who are far too trusting, and so on. You'll still have to seek out and capitalise on these opportunities, but this gives you plenty of chances to take bigshots down a peg regardless of their stature.

## **Eye of the Allfather (600AC) RECON**

*"I am the hunter the gods have sent." - Bloodhound*

When it comes to perception, you have been blessed by the gods. You never miss anything out of place, from an almost imperceptible tripwire to the faintest footsteps in the distance. You could track enemies across the entire arena and tell exactly when they passed through each location with just a few easily gathered clues. And when you find them, you can prepare for the slátra.

## **ITEMS**

Items for your class are discounted at 50% off, and the 100AP item for your class is free.

### **Jump Kits (FREE)**

*"I'm the jumpmaster. I won't let you down -- except by falling." - Pathfinder*

A staple of the Apex Games. This small jetpack located around your waist automatically activates to allow you to fall from any height without damage while also boosting how high you can jump. Make sure you've got yours equipped before you leap from the dropship.

### **Heirloom (100AP)**

*"This outfit could use some high caliber accessories..." - Loba*

This one-of-a-kind melee weapon has been given the go ahead for use in the Apex Games. It can take whatever form you like, but crucially, it's just as effective no matter what it looks like. A hand-axe, a switchblade, a trophy, or a pair of boxing gloves are all equally valid options. You may import an existing melee weapon to give it a boost to its effectiveness, the ability to not have its capability hindered by its appearance, and a redesign if you would like.

## **Legendary Skins (100AP)**

*"I make this look good. Literally, this hair, this face... I mean, c'mon, you see it."* - Mirage

You have a large set of premade costume changes that can be applied at a wardrobe in your warehouse. But this isn't just a change of clothes. Practically any entirely cosmetic change can be made without anyone not recognising you or raising an eyebrow at your new look. Change your hair colour and style, physical features, or even turn yourself into a cyborg. Your clothing can also have moving patterns along its surface, and at the start of each jump you may change up your set of costumes.

## **Laboratory / Workshop (200AP)**

*"Science rules all. With its help, we will too."* - Caustic

Located in your warehouse or attached to any existing property you own, you have a small but well-stocked workspace which provides a perfect place of focus for performing research on any topic you desire. By default, this room is designed for general research on a range of topics, but if you've taken A Spark of Genius you may have it instead be targeted towards your particular specialties, with all the facilities you could possibly need for your work.

## **Training Grounds (200AP) OFFENSIVE**

*"Time to put some lead downrange."* - Bangalore

Located as an attachment to your warehouse, this huge open area contains everything you might need to train your skills for the Apex Games. Hills, climbable towers and ziplines test your ability to maneuver the battlefield, while targets and training DUMMIEs which can fight back if you so desire keep your battle instincts sharp between matches.

## **Armory (100AP) OFFENSIVE**

*"Clips are what civvies use in their hair, this is called a magazine."* - Bangalore

A fully stocked arsenal of every weapon which can be found in the Apex Games, complete with mods, hop-ups and copious amounts of replenishing ammo. You also gain a set of blueprints detailing how each weapon was produced in case you feel like doing some customisation of your own.

## **STIMs (200AP) OFFENSIVE**

*"Must! Go! Faster!" - Octane*

Several crates have arrived in your warehouse containing this highly effective (and addictive) green liquid drug. When injecting yourself with STIM, you'll find your body overclocking past its limits, improving your reflexes, strength and speed. To make things even better, the STIMs which appear in your warehouse will not cause any of the long term dangers of regular STIM use and are also much less addictive.

## **Death Totem (200AP) OFFENSIVE**

*"Join me in the shadows." - Revenant*

This otherworldly crystal can be placed at will and gives off a foreboding energy. When touched, this totem grants you a form of death protection which means the next time you take a severe injury you will instead return to the totem unharmed. While under its protection, you appear to others as a shadow form of your original body. The Death Totem only works for a short period of time, can only be used once by each person before a long recharge, and will stop functioning if destroyed.

## **Holo Devices (400AP) OFFENSIVE**

*"Excited to see you all in the ring. Don't worry, there's plenty of 'mes' to go around." - Mirage*

A collection of high-tech machines and gadgets used by Mirage in order to project holograms and turn himself invisible to bamboozle his opponents. They've already been calibrated to work with you and project holograms with all your favourite poses, although there's certainly room for improvement on the internals if you would like to do a bit of tinkering.

## **Mirage Voyage / Mirage's Bar (400AP) OFFENSIVE**

*"...and nights like this are TOTALLY why I bought a bar!" - Mirage*

What else are you meant to do with all that prize money? For each purchase of this option, you may choose to gain one of the following:

- A large and well-stocked bar which follows you from jump to jump, themed around yourself. It contains a VIP backroom for you and your friends, and important people are drawn to it even if they don't usually hang around bars.
- An enormous flying party boat containing its own miniature bar, a hot tub, and a number of other luxuries that make it *the* place to be.

Either option can be connected to imported properties or turned into a warehouse attachment.

## **Simulacrum Factory (600AP) OFFENSIVE**

*"Demonio, go back to hell!" - Loba*

Similar to the Hammond Robotics factory below Skull Town destroyed by Loba in her attempts to keep any more simulacrum assassins from being created, this enormous factory located either in jump or as a warehouse attachment is filled with empty simulacrum shells, each designed to be a perfect killing machine. Right now there's not a lot they can do, but the database within the factory contains all the information you need to understand the upload of consciousnesses and the implementation of orders to eventually create your own army of simulacrams

## **Shield Set (100AP) DEFENSIVE**

*"Be careful, I don't wear all this gear for nothing." - Wattson*

A collection of defensive items from the Apex Games, including all types of body armour and helmets as well as all levels of knockdown shield. Included in this set are a number of blueprints explaining the mechanics of how the shields are produced and maintained, in case you want to try your hand at making your own.

## **Gibraltar's Defenses (200AP) DEFENSIVE**

*"Throwin' some cover for my brothas." - Gibraltar*

A kit based off Gibraltar's unique defensive items he utilises in the Games. A large gun shield that when equipped, automatically activates when your weapon is drawn, alongside a disc which creates a large dome shield when thrown onto the ground. These shield items are perfect for keeping yourself and your teammates safe from bullets.

## **Electric Fences (200AP) DEFENSIVE**

*"Fence them in, fence them out." - Wattson*

A series of portable fences and pylons based off the kit wielded by Wattson in the Games. When the fences are laid out, they activate to create a dangerous electric field which will cause injury to anyone who tries to pass through. The pylons instead destroy incoming ordnance and can recharge and repair damaged shields in close proximity.

## **Sheila (400AP) DEFENSIVE**

*"Suppose you had a bigger gun. You think then you'd have friends?" - Rampart*

Your very own custom heavy weapon. This large stationary gun is easily carried around and deployed at will and has a similar level of functionality to Rampart's Sheila, although the details of how it operates and how it fires are up to you. You may also import an existing gun of yours to give it an alternate heavy artillery form of its own.

## **Chemical Collection (400AP) DEFENSIVE**

*"Placing an independent variable." - Caustic*

A large array of chemical weapons, including expanding gas traps and handheld gas grenades. You have an immunity to your own chemical weapons, but to others they are highly corrosive, capable of damaging humans and machines alike. You also possess all the chemical information associated with these creations, in case you wish to put your own spin on the formula.

## **The Ring (600AP) DEFENSIVE**

*"An hour ago you cracked the equations necessary to power the forcefield." - Wattson's Father*

The Modified Containment Ring which surrounds the Apex Games is a miracle of engineering. The Ring is able to slowly close in to force the teams into each other's vicinity, while those caught outside are repeatedly zapped until they make it back in or perish. Now located in your warehouse are all the necessary equipment and instructions to reproduce the Games' Ring in other circumstances, with additional handwritten notes by Wattson on how the tech could be potentially modified for a wide range of other uses.

## **Medical Supplies (100AP) SUPPORT**

*"Pass me that sugar." - Lifeline*

Boxes full of all the medical equipment which can be found in the Apex Games, most noticeably shield cells, shield batteries, syringes, medkits, ultimate accelerant and phoenix kits. The boxes slowly replenish over time, and contain blueprints explaining the technology behind these single use healing items.

## Care Package (200AP) **SUPPORT**

*"Here's ya birthday present." - Lifeline*

This large drop-pod can be summoned at will anywhere with an open sky, and after a short delay will hurtle down and embed itself into the ground on a spot of your choice. From there it will open up to contain a handy loadout of essential supplies, including weapons and ammo, armour, and medical supplies. Ideal for emergencies.

## Burglar's Best Friend (200AP) **SUPPORT**

*"Jump Drive out." - Loba*

A small jump drive bracelet which allows the user to teleport once before briefly needing to recharge. To use, the bracelet must be taken off and thrown, instantly teleporting you to wherever it hits the ground. Perfect for hard to reach places or a quick escape from trouble.

## Support Drone (400AP) **SUPPORT**

*"Patch me up, D.O.C." - Lifeline*

A large hovering drone similar to Lifeline's D.O.C., which specialises in healing and medical care. It can rapidly heal the injuries of those near it, as well as lifting up anyone who has been downed and needs revival. If you wish, you may import a machine of your own to receive these healing capabilities and a rudimentary AI if it does not already have one.

## Black Market Boutique (400AP) **SUPPORT**

*"Anyone up for some shopping?" - Loba*

A portable device which, when placed on solid ground, shows all unsecured items in a 78 metre radius on its display. From here, you may select a limited number of these items to have them teleported over to the device's hold. It can be collapsed back down again after use, although it will need to recharge before it can be deployed once more.

## Respawn Beacon (600AP) **SUPPORT**

*"Hope your teammates bring you back-- so I can find you again." - Revenant*

This large machine begins in your warehouse, although it can be moved if you would like. Whenever you die in this world (assuming you do not have the Respawn Malfunction drawback), you may respawn at the location of this device none the worse for wear. After this jump, the device will only work once before needing to recharge for either the duration of a jump or ten years, whichever comes first.

## **Gold Backpack (100AP) RECON**

*"Scooting and looting, amigo." - Octane*

This small backpack of a design of your choice can carry significantly more than its size would indicate. Despite its immense interior, when you reach into it you'll always pull out exactly what you're looking for, and any ammo contained within automatically comes to your hand when its time to reload.

## **Pathfinder Collection (200AP) RECON**

*"Who's ready to fly on a zipline? I am!." - Pathfinder*

This kit contains the specialty items used by Pathfinder in the Apex Games. This consists of a highly accurate grappling hook that can be used to propel yourself across the arena as well as a handy fold-up zipline kit which can be deployed with ease to allow for fast travel across the map. If damaged, these items will eventually respawn in your warehouse.

## **Tracking Devices (200AP) RECON**

*"The hunt begins." - Bloodhound*

This cobbled together tech bears a strong resemblance to the custom devices put together by Bloodhound in order to enhance their tracking abilities. These goggles and other assorted devices help to highlight tracks and also allow you to occasionally scan the area for signs of life, marking out located enemies on the in-build HUD.

## **Recon Drone (400AP) RECON**

*"Patching into my eye in the sky." - Crypto*

A small flying drone similar to Crypto's Hack, which specialises in reconnaissance and EMP attacks. It can move through the sky under your control while you see through its eyes, marking out objects and people of interest. You can also use it to unleash a powerful EMP wave which damages shields. If you wish, you may import a machine of your own to receive these capabilities alongside a rudimentary AI if it does not already have one.

## **Drop Ship (400AP) RECON**

*"Hold on tight! It's time to drop, shock, and rock!" - Bangalore*

A perfect replica of the ships used to drop legends into the arena as part of the Apex Games. This high capacity ship can be summoned anywhere in the open air and can be flown yourself or set to autopilot. It is also highly durable and can be equipped with weapons to further its use.

## **Syndicate Database (600AP) RECON**

*"I will find them, and the truth." - Crypto*

This enormous database and monitor is located in your warehouse where it can be sifted through at will. It contains huge amounts of in-universe information on any aspect of the Apex Games and its competitors. Blueprints on all the tech you could ever dream of, details of the shadowy workings of the Syndicate, even private correspondences can be found in the thousands of folders. What's more, it updates each jump to contain brand new top-secret information based around whatever setting you're currently in. There does not seem to be any limit to the amount of data it can store.

## **COMPANIONS**

It's important to have a team you can rely on in the Games. These options might help with that.

### **Squad (100AP, 400AP for 8)**

*"I just hope I don't have to fight with that smiling robot. I'm just kiddin' he-he's fine. Everyone's fine." - Mirage*

For each purchase of this option (with a discount for 8), you may import an existing companion or create a new companion as you wish. These companions each receive a history in this world and 600AP to spend on their Race and Perks. No Apex Legend is complete without their squad.

### **Canon Companion (100AP each)**

*"I only trust whom I have to trust. Let's keep it at that." - Crypto*

Does someone in this world interest you? With each purchase of this option, you may pick a single character from the Apex universe. They will be guaranteed several favourable meetings with you and if they so choose at the end of the jump, can join you as a companion.

### **Artur (100AP)**

*"SQUAWK." - Artur*

You receive a small animal companion of a species of your choice (including the more exotic animals of the Apex universe). This companion is entirely loyal and highly intelligent, and will work to aid you by warning you of threats and possibly even getting involved in combat themselves. Keep them safe and treat them well, and you'll have a félagi fighter for life.

## DRAWBACKS

Fancy a challenge? That's the spirit. There is a drawback limit of +800.

### **Titanfall Continuity (0AP)**

*"Do you fear me, Pilot?" - Ash*

The Apex Games take place in the same universe as the Titanfall franchise, being run by Kuben Blisk of the Apex Predators. If you've found your way to this universe before, this drawback makes the place much more familiar to you. You already have a history in this world and will have plenty of opportunities to run into familiar faces during your time in the Games.

### **Wittless (+100AP)**

*"This match is gonna be extra-vagah...extr..ext, extravagant! That's the word." - Mirage*

You are the opposite of charming, jumper. During your time here, you'll find yourself stumbling over your words, saying all the wrong things at the wrong times, and otherwise messing up whenever talking is what matters. With enough time and effort, individuals will be able to see past this and understand that you mean well even when you'd be better off keeping your mouth shut, but you'll never be able to get the crowds going like the rest of the Legends.

### **Friends! (+100AP)**

*"It makes me very excited to know that I am everyone's favorite squadmate to fight with; my friend Mirage told me that. He also said that I don't get sarcasm, which was also nice to hear...I think." - Pathfinder*

You're as naive as Pathfinder at his most oblivious. You take everyone at their word, consider people who hate your guts to be close friends, and generally are completely ignorant when it comes to the delicate matter of emotions. People will soon catch on to this quirk of yours and use it to their advantage, so be ready to suffer greatly for your gullibility.

### **No Brakes (+100AP)**

*"All aboard the Octrain!" - Octane*

You live for the adrenaline, jumper. You like speed and action and speed and did I mention action? When a meeting goes on too long, you'll find yourself hopping up and down in your chair and eventually jumping out the window just for a bit of excitement. The Apex Games are certainly the perfect environment for you, but with this drawback you'll find yourself unable to appreciate those quiet moments between the explosions and the gunshots.

## **Broken Ghost (+100AP)**

*"You're Kill Leader, Loba? Heh. I have at least two kills over ya. Mommy and Daddy."* - Revenant

You have a bone to pick with... everyone, really. You're constantly antagonistic to all those around you, doing everything you can to piss off everyone around you. You'll probe and find those weak spots that always provoke a reaction, and generally make yourself enemies on all quarters. On the bright side, this is less of an issue as you might think when you consider that there are no friends once the Games have begun. Time to end some grudges.

## **Low Profile (+100AP/+200AP)**

*"I'll take you down more than once."* - Wraith

For some reason, you seem to take much worse hits than the other members of the Games. While they might brush off more than a few bullets before their shields go down and they can be killed, you'll find that your shields and health are significantly reduced. You'll drop in less than half the hits as most legends. For 200AP instead of 100, shields no longer work for you at all, and your health too has been substantially reduced. A single well-aimed gunshot will take you out instantly, while your enemies still require the same number of shots to crack through their defenses.

## **Old Ways (+200AC)**

*"They thought machines could tame this land for them. That power seduced them, made them veikr."* - Artur

Like Bloodhound's tribe, you have rejected technology in favour of embracing the old ways. During your time in this jump, you will shy away from the use of any kind of advanced tech, even in the Apex Games. At most, you will be willing to use basic guns (but nothing as advanced as a charge rifle) to stay alive, although even this is hard for you to accept. You will also lose all understanding of how technology works and will have no desire to learn during your time here.

## **Test Subject (+200AC)**

*"We are our future, not our past."* - Wraith

Where are you? *Who* are you? Waking up in an abandoned IMC laboratory, you have lost all memories of your jumping as well as your understanding of your powers. It'll be up to you to relearn your potential as well as trying to figure out who - or what - you really are. To start you off? Maybe following up on that invitation you found in your pocket might help.

## **Respawn Malfunction (+300AC)**

*"They say Death catches up to everyone. He can certainly try!" - Octane*

Something's gone wrong with the respawn stations. They entirely reject your otherworldly nature and as such make it so that any death in the Apex Games is now permanent for you. If you lose even a single one of your matches, you'll find your chain coming to an abrupt end. And don't expect any sympathy - nobody will be any less willing to kill you even if they know you won't be coming back. Maybe they'll even come at you harder to get you out their hair for good.

## **Ranked Mode (+300AC)**

*"I feel most alive when rapidly approaching my death." - Caustic*

The Apex Games were designed to be the ultimate challenge. With this drawback, they certainly will be. Either the power levels of the other competitors have been increased to match your own, or if this is not possible within the restraints of the setting, your power level has also been reduced to meet them in the middle. However it is accomplished, you are now at best an equal to the people you'll face from this point onwards, and it will be a lot of hard work to stay in the Games. Did I mention that losing your invites for poor performance is now a fail state, because it is. Good luck.

## **ENDING**

However your time in the Apex Games has gone, after ten hard-fought years it's time to decide what you're going to do next.

## **Return to Lobby**

It's been an experience, but it's time to hang up the guns. You'll return back to your homeworld with everything you've collected so far in your chain, along with your well-earned title of Apex Legend.

## **Apex Champion**

Leave? You've barely gotten started. Your affairs back home will be sorted and you'll be able to stay in the world of Apex Legends, with another 1000AP to spend to make your retirement worthwhile.

## **New Match**

You've taken all you can from this world, but there are other worlds out there, full of new challenges, jumper. Leave this place behind and go on to accomplish great things. The multiverse won't know what hit 'em.