



Jumpchain: Red Faction

Welcome to Mars Jumper, for as long as humans have lived on the red planet, there have been the miners, and there have been those who oppress the miners. Times are hard for much of Earth, and many want to exploit Mars's natural resources. When the powers that be are too much to bear and the workers cry out for freedom, The Red Faction is formed to fight. Will you take up the call, will you fight for Mars jumper?

+1000 CP

Background

Starting Age is 2d8+18, you can change that and starting gender for 50cp.

Era

Roll 1d8 or pay 50cp. Odds start you in Red Faction 1, evens start you in Red Faction Guerilla, exact location is determined by Class.

Class

Colonist: Drop-in option, as usual you have no memories or contacts in this universe. You begin on a civilian spaceship, descending to offload new arrivals to Mars.

Soldier: You've received training in security techniques, also just putting the hurt on people. You'll mostly be seen as a tool for oppressing the Martian locals, but it's up to you whether or not to follow through on that. You begin in your unit's barracks.

Scientist: if it wasn't for the auspices of science and technology, people wouldn't even be able to get to Mars, much less live there. You've taken this fact to heart as you pursue mankind's understanding of the universe. You begin either in an Ultor lab or Marauder base, depending on your Era.

Miner: A true member of the working class. You either work the Martian soil for vital materials, or break down old structures for salvage. It might not be glamorous, but your kind will always have a place in Mars's history. You begin in a worker dorm provided by your employer.

Skills

As usual, skills are 50% off for your class and the first skill is free.

Undiscounted

Companion Import (Free All): Give a class, with all associated freebies, to as many companions as you want.

For 200cp, up to 8 companions also get 400cp each.

Colonist

Tourist 100cp: *Sure, it's a new planet, but you've been to other universes before.* You find it easier to adapt to new locations. You won't be able to breathe unaltered Martian atmosphere, but adapting to new cultures, climates, and the like is much easier and faster for you now.

Pathfinder 200cp: *Explorer Extraordinaire.* Everywhere you go you'll create a perfect mental map of your surroundings (provided you are conscious at the time). In addition, you'll have an innate sense of what landmarks and points of interest are nearby and how to reach them.

Pioneer 400cp: *For those who wish to boldly go.* You can now survive under conditions normally not fit for mankind, such as pressure and temperature extremes, or an atmosphere with little to no oxygen. With food, water, etc. you could survive on an uninhabited planet indefinitely. That being said this will not protect you from more active threats like solar flares, and attempting to survive inside a black hole will still leave you dead.

Conqueror 600cp: *Turns out there are still secrets left to be found under the Martian soil, and by secrets, I mean aliens.* Should you encounter these buggers, they will not attack you and even follow your commands. With time and practice you can even learn to summon increasingly large numbers at them at will. Post-jump you can befriend and eventually tame non-sapient creatures.

Soldier

Basic Training 100cp: *When the bullets start flying you know how to get things done.* In addition to being physically fit and mentally disciplined, you have a functional knowledge of all weapons and vehicles in the setting. You might not know how a rail driver works, but you can put a slug from it between someone's eyes at a fair distance.

Scare Tactics/Uprising 200cp (can be bought twice, discount on 1st): *Two sides of a bloody COIN*. To be a soldier on Mars is to know asymmetric warfare. First, this perk gives you a functional understanding of military strategy and tactics across the board. In addition, you will gain an expert understanding of either Guerilla Warfare or Counter-Insurgency:

- The Guerilla specialization will allow you to wield forces with speed, surprise, and precision on a tactical level. On a strategic level you will know how to deny logistics, communication, and other support to your enemies while minimizing your own reliance on the same.
- The Counter-Insurgent specialization will let you plan more secure operations; making supplies harder to intercept, defenses more responsive, assaults harder to escape, etc. Strategically you will be more effective at breaking an enemy's will to fight. Civilian reprisals may be necessary for the best results, but you know how to keep such moves from backfiring.
- Buying this perk twice will give the benefits of both specializations, as well as further boosting your general skill.

Reinforcements 400cp: *Sometimes you just gotta call in the mook squad*. Once per day, you can call a group of soldiers to your position to assist in combat or simple grunt-work. These soldiers will appear within 30 seconds even if you have no means of communication, and they leave after the engagement or task is complete. By default, your reinforcements will be the equivalent of one squad with bog-standard training, equipment, and transport for the setting. If you have enough standing with an armed group (The Red Faction, EDF, local police or militia post-jump, etc.), you may request their help instead. Depending on the situation, said faction may choose to send more forces than the default, but wasting their time and manpower will have consequences.

Diehard 600cp: *'Coz it's hard to make you die, get it?* So long as you take a few moments to rest up and not get shot, you'll quickly begin to heal. Bruises will heal in seconds, bullet wounds in minutes, severed limbs or jumping on a grenade might take a while. This only works on combat injuries though, so a car wreck might still be bad. On the positive side, any armor you wear will also regenerate, albeit at a much slower speed.

Scientist

Doctorate 100cp (can be bought multiple times, free 1st): *No, you didn't just get the job with your winning smile*. You get the equivalent of 8 years' experience in your choice of scientific or engineering field. Studying Nano-technology with this requires buying Nano-technician.

Analytical 200cp: *Well it's all pretty simple when you look at it like that*. You have a natural talent for reverse-engineering new technologies. This won't be a magic "understand all the tech" button, but provided you understand the related science, this should shave a fair bit of research time off.

upgrades! Upgrades!! UPGRADES!!! 400cp: *You can make it all better*. By studying a piece of technology for a short while, you can come up with ways to improve its functions or fix design flaws, though you'll still need the related technical skills to figure out details. In addition, you can use salvaged materials in lieu of fresh parts for this task.

Nano-technician 600cp: *Is it me or does “nanomachines” not sound like a word anymore?* You now have a considerable talent in the field of nanotech. With time and study, you could recreate the Nanoforge, with dedication you could even improve on it. Keep in mind nanotech in this setting is exceptionally hard to work with, but can do anything from fixing a bridge, to disintegrating a starship, to enhancing human abilities.

Miner

One with the Stone 100cp: *Strike the Earth!* You know how to identify and effectively extract different kinds of ore, you have a solid understanding of mining vehicles and equipment, and most importantly you're certified in the use of industrial-grade explosives.

Rust Child 200cp: *One man's ruin is another man's paydirt.* From wrecked cars, to collapsed buildings, to fried electronics, salvaging is your thing. You can get the important bits from any salvage job faster than most, and you'll never miss valuable components unless they were carefully hidden. Scrap metal and loose wiring might not seem like much, but on Mars it's worth its weight in gold.

Man of the People/Model Collaborator 400cp (can be bought twice, discount on 1st): *Better Red than Dead...* Revolution is as much a war of ideas as bullets. You have a natural charisma about you when it comes to either the working or ruling classes.

- With the former option, swaying public opinion of blue-collar workers and “the common man” is relatively easy. When it comes to an unrestful public, this might mean whipping them into a frenzy, de-escalating tension, or just assuming leadership.
- With the latter option, regardless of your social standing, those in power want to see you as an ally, or at least a supporter. Authorities, executives, officials, and the like will be quick to reward shows of loyalty and more likely to forgive mistakes. If you've earned their trust, influence will come easy.
- Buying this perk twice nets you both variants, and generally makes it easier to fit in with people outside your social strata.

Hammer of the Gods 600cp: *Can't touch this.* Buildings are monuments to the oppressor, and you are their natural enemy. With little more than a glance, you can determine the best way to destroy a structure with the tools at hand, or what tools you'd need if that's not possible. Once you have a plan, you can execute it even with your full attention spent on not getting shot. In addition, unarmed and melee attacks deliberately made against structures are more powerful, allowing you to tear out bricks with your bare hands, and reinforced concrete will fall to a mundane hammer, much less what the Red Faction is packing.

Items

Any gear purchased in this jump will appear in your warehouse 48 hours after being lost or destroyed.

Recycler (Free All): A new annex is added to your warehouse that allows you to convert salvaged metal and electronics into ammunition, fuel, and parts for any weapons or vehicles from this setting.

Jury Rigging 100cp: Improvising weapons from industrial equipment is a time-honored tradition for the Red Faction. Now, you can improvise new weapons using... other weapons. Each purchase of this allows you to either combine two weapons purchased here or combine one with a weapon you already have.

Sledgehammer (Free All): For centuries, miners have busted their butts swinging one very basic tool, The Sledgehammer. But on Mars, there's more to this tool than meets the eye. Powered by mass-multiplier servos, this essential tool of the Red Faction pops on contact, delivering 1000lbs of kinetic force. When you swing the supercharged hammer, something is going to get leveled.

For an additional 100cp, you can get a unique hammer that can collapse and pass undetected through checkpoints without compromising effectiveness.

Auto-Shotgun 100cp (Free Drop-In): Everyone loves shotguns, right? This brute is the weapon of choice for clearing out confined spaces or putting down rioting miners. The auto-shotgun can load a wide variety of ammo types for different situations and fire fully automatic to chew through enemy troops with frightening speed. Buying this with CP allows you to load anything that could be called a "shotgun shell", and you can switch between any loaded ammo types on the fly.

Enforcer 100cp (Free Soldier): Since the introduction of assault rifles in the mid-20th century, little has fundamentally changed about this workhorse weapon, until now. Instead of bullets, the Enforcer fires micro-missiles that can lock on to a target and hone in on enemies, even changing course to hit targets in almost any combat environment. While the expenditure of fuel means these projectiles don't hit quite as hard as an equivalent AR, it makes up for this with amazing accuracy. Buying this with CP improves propellant efficiency, allowing it to hit as hard as an assault rifle or course correct further depending on the shot.

Pistol 100cp (Free Scientist): The unsung hero of infantry combat, the Pistol has been a soldier's backup as long as firearms have existed. This updated sidearm is designed for portability and ease of use, while having the power to wound and kill enemies even through full body armor. Buying this with CP adds a unique suppressor, making it exceptionally quiet without compromising power.

Remote Charges 100cp (Free Miner): In the Battle for Mars, the miners needed firepower, what they had was a lot of explosives, time to get creative. The great thing about this sticky bomb is you control the detonation. Just toss them and they'll attach to any surface; buildings, vehicles, even enemy soldiers. Buying these with CP means you can choose to direct the blast of each charge before arming it, improving penetration while limiting the risk of friendly fire.

Arc Welder 200cp: Once used to repair heavy machinery, it's been augmented to have a blast on the battlefield; this directed energy weapon can fry enemies. Accuracy isn't even an issue, metal or flesh it will find its target.

Grinder 200cp: This cutting-edge weapon has an abrasive personality. With a high-speed motor and a capacity for 7 razor sharp sawblades, you do not want to be on the receiving end of this beast.

Rocket Launcher 200cp: Sometimes you just need something to blow up without any fuss. The munitions in this time-honored weapon system don't have the biggest radius, but they can punch a hole in armored

vehicles or reinforced structures from over a kilometer away. For additional cost, rockets can gain two upgrades:

- **Guidance 100cp:** Your launcher can now lock onto moving targets including low-flying aircraft. Your rockets can track these targets even at sharp angles and are resistant to countermeasures. The launcher can be easily reconfigured to use any targeting system you own, even remote systems.
- **Thermobaric 200cp:** Rockets now have a secondary detonation, designed to produce massive heat and pressure. This allows rockets to damage a much larger area without sacrificing penetration.

Jump-pack 300cp: It's like a jetpack, but it works in short bursts, 'nuff said. Recharges when not in use.

Plasma Beamer 400cp: Because someone remembered how Directed Energy Weapons were supposed to be the future. This weapon fires a lance of burning hot particles to slice apart infantry and even light structures at a distance. Just be careful about that warmup time.

Rail Driver 400cp: Who needs fancy plasma or chemical reactions? All you need is mass and velocity. This advanced kinetic weapon launches metal spikes at massive velocities, allowing it to kill enemies even through armor or solid rock. Conveniently its imaging scope lets you see enemies through armor or solid rock.

Giant Worm (Discount Drop-In) 600cp: YOU'RE EATING ENEMIES WITH A GIANT WORM!!! A creature bio-engineered by one Dr. Kapek, this beast has decided to follow you around. It combines the intelligence and demeanor of a dog, the strength to burrow through concrete, the size to eat a human whole or wrap around a tank, and the durability to withstand sustained small arms fire (just keep it away from flames). By default, the worm won't take up a companion slot, but it can become a companion if imported later.

Singularity Charges (Discount Soldier) 600cp: Most weapons use mass to damage targets, but this weapon does so a bit differently. An artificial gravity well forms at the point of detonation, sucking nearby matter in and crushing it for several seconds. This matter is then shot back out, causing further damage. This has a unique effect on hard targets as heavier objects experience much greater pull. Singularity charges can either be fired from an included launcher for impact detonation, or placed to activate on a time-delay.

Nano-Forge (Discount Scientist) 600cp: Typically worn around the wrist, this device is an engineer's wet dream. Using real-time scans provided by the onboard AI, the Nano-Forge emits nanites as either a proximity cloud or projectile globs that procedurally recreate objects nearby. This Nano-Forge is restricted to repair functionality, and it doesn't work on biological material, but it does have the precision to recreate delicate electronics and the like.

Nano-Rifle (Discount Miner) 600cp: A frightening weapon of war, it uses molecular machines to literally rip apart matter. There is nothing this weapon cannot destroy given enough shots. While the onboard nano-forge cannot be removed from this weapon, it has the accuracy and rate of fire to quickly make mincemeat even out of hardened structures and vehicles.

Walker 600cp: Working on Mars requires a lot of heavy lifting, and nothing does that better than Walkers. All walkers come with personal hangers in your warehouse. Choose one of the following:

- Light Walker (Discount Drop-In): An unimpressive machine at first glance, this walker can prove exceptional in the right hands. The small size and lightweight frame allow for the most mobility of any available walker, further enhanced with jump jets. Up close, the Light Walker's claws have enough strength to flip armored vehicles and smash concrete walls.
- Combat Walker (Discount Soldier): A modified weapons platform meant to compete with main battle tanks, anyone coming up against it had better get out of the way. While it lacks the utility found in other Walkers, the Combat Walker makes up for it with the heaviest armor in this category as well as sustained fire from two rocket pods.
- Exosuit (Discount Scientist): The missing link between infantry and armor. The compact and efficient construction of this frame allows the user to bring a machine gun and light missiles into battle without sacrificing speed, durability, or dexterity. While it can't excel in one situation like the others, a well-rounded design makes this the most versatile option by far.
- Heavy Walker (Discount Miner): The poster-child for Walkers as a whole; why bring a fleet of earthmovers when you have this? Destroying most structures in this is simply a matter of walking through them. If you do decide to let loose the massive arms on this walker, they can open a tank's hull like a sardine can. It might not be a nimble machine, but really, other people should be getting out of *your* way.

Drawbacks

Limit 600cp normally or 800cp with “A New Life”

Gangstas in Space 0cp: Wait, this isn't right. Why are the miners wearing purple? And you swear the main characters acted differently...

The Revolution +100cp: Instead of surviving 10 years, you must now defeat the main enemy faction in your era (ULTOR, EDF, etc). In addition, ignore your starting location, because you will be taking the place of the main character for the Era you picked (Parker, Mason, etc.).

Bug Hunt +200cp: You begin 1 year after the Terraformer's destruction in Red Faction Armageddon. The Conqueror skill still works here, but you will be in constant battle for control of the swarm until the Alien Queen is dead. If you also picked The Revolution, you must kill Adam Hale and the Alien Queen to win.

Get your ass to Mars +200cp (cannot be taken with Bug Hunt): You now begin somewhere in The Commonwealth at the beginning of Red Faction 2. Regardless of your background you are now wanted for treason by the commonwealth. To win here, you must be on Mars at the end of your 10 years. If you also picked The Revolution, you must kill General Sopot and Crate Molov to win.

Space Asshole +200cp: Upside, the main protagon from your era will now respawn within 24 hours of death. Downside, by the end of this you'll wish he didn't. Almost any time you encounter him (which will happen at least a few times), even if he's just passing through he will end up breaking something of yours, causing minor injury, or generally ruining your day. While these antics will never directly kill or “permanently” harm you they will never be anything less than a major nuisance. You'll never shake the feeling that he gets a kick out of tormenting you, even if he insists it was an accident. If you took The Revolution, he will be present but content to dick around while you save Mars.

Watch your head +200cp: Structural instability detected. It seems like whenever there's something over your head it wants to fall on you. Buildings collapse, tunnels cave in, all in the face of proper safety precautions. Once or twice per month, this will likely happen during an otherwise quiet moment, but you should have enough time to get to safety if you pay attention. In combat, on the other hand, expect this to be a near constant threat, with whole blocks' worth of houses being destroyed in a major engagement.

PhysXception +200cp: Hope you weren't keen on leveling buildings or carving tunnels with a rocket launcher, because unless you have WMDs lying around you're not going to. Clearing debris or tearing down tents is fine, but “permanent” structures and natural terrain is nonsensically resistant to any attacks you or your companions use. (Un?)fortunately for you, locals in this universe have no such problems. Keep in mind this means something as simple as a wooden door is not only impossible for you to kick down, but also acts as excellent cover for your enemies.

White Martian +300cp (cannot be taken with the Revolution): Bloody plebs. Apparently, you managed to piss off the Red Faction at some point, now they want you dead. They know your face and any altforms you have and will shoot on sight, and don't expect to talk your way out of things either.

~On the rocks +200cp: To make things worse, you have to save their ungrateful asses. The Red Faction being defeated counts as a loss here, and they will need your help because the protagon from your era is

either dead or preoccupied to the point where direct intervention is needed. On the positive side if you defeat the enemy of your era The Red Faction will move you up to “shoot at slightest provocation”.

A Bright Future +400cp: No memories, not even from backgrounds...

~A New Life +400cp: All abilities capped at peak human (including companions), no warehouse access.

Notes

- Yes, the companion import ignores the usual 8-person limit
- The Pioneer perk protects against ambient environmental hazards rather than things like disasters or weapons. For example, an atmosphere with naturally occurring sulfuric acid is ok, someone splashing said acid in your face is not; high temperatures is ok, an erupting volcano is not.
- The aliens on Mars, otherwise known as the “Plague”, are a subterranean hive-mind species. They laid dormant for an unknown time prior to *Armageddon*, but are extremely aggressive. In terms of abilities, imagine the Bugs from *Starship Troopers*, scaled down to human size.
- Scare Tactics/Uprising works on personal skill, not plot fiat. All the genius tactics in the multiverse can’t help you if you lack the authority to implement them.
 - If you want to cover the “hearts and minds” part of guerilla war, Man of the People is the perk to look at.
- Getting bonus support thrown your way when using Reinforcements generally involves one of two things. A) The buddies you’re calling on owe you or are otherwise invested in your survival. B) The situation would warrant them calling in the cavalry, particularly if they have a personal stake in the outcome beyond your survival.
 - Regardless, there is a soft cap on how much support you can receive this way. Rule of thumb; if the force in question would have its own strategic footprint, it’s too much.
- upgrades! Upgrades!! UPGRADES!!! Can apply to tech you don’t fully understand, provided you know how to operate it.
 - “Salvaged parts” do need to at least be analogous to the intended material to work. Scrap metal can substitute steel plates, for example, but not circuit boards.
- The freebie weapons do come with their listed upgrades included.
- Gangstas in Space is based on the Red Faction tribute found at the end of *Saints Row 3*. Generally, this means a campier version of whichever game you’re involved in.
- PhysXception basically works on typical videogame rules for level geometry, structures and terrain only breaking when “scripted” to do so.

Changelog

10/10/2017

- Minor language tweaks
- Clarification on Pioneer perk
- Recycler buffed to supply vehicles and make spare parts
- Weapon import/combine option, “jury rigging”

11/2/2017

- Simplified Reinforcements perk
- Scare Tactics and Man of the People perks now have two variations each.
- Doctorate perk can now be stacked, and applied to engineering. Synergy with Nano-tech gated behind Nano-technician
- Singularity charge discount for Soldier
- Added Rocket launcher with optional upgrades

- One walker variant per origin, Soldier walker changed from Marauder scout walker to Guerilla Missile Walker
- Added Notes Page
- Added synergy between Revolution and *RF2* drawbacks
- Logo