

ДМИТРИЙ ГЛУХОВСКИЙ

МЕТРО

2033



By Kanons

For the duration of this jump, all weapons will receive 3 magazines of Metro-made rounds per month (dozen rounds for single-shot weapons). Post jump, these will come with a bottomless supply of military-grade ammunition.

Weapon Mods 50cp (Free with Tokarev's Tinkering)

Sights, suppressors, stocks, laser pointers in every color of the rainbow; if a gunsmith (or operator wannabe) has wanted to slap in on a firearm, you probably have it. All canon attachments for any weapon purchased here will be included, with the exception of options that convert the weapon into another on this list.

Revolver 50cp

Largely what you'd expect, small, reliable, and fairly powerful, but slow to reload. Unlike most revolvers, this gun gas-seal on the cylinder, allowing for suppressors to be mounted.

Ashot 50cp

One of a few purely Metro-made guns, this converts a heavier-duty flare gun into a single-shot shotgun. Not the most accurate thing, even for a shotgun, but it's still a staggering amount of punch for a sidearm. Like the revolver, this weapon is surprisingly amenable to suppression.

Lolife 50cp

The bandit pistol, a throwback to the design of the earliest semi-auto pistols. This has less stopping power than other sidearms, but makes up for it with higher rate of fire and a larger magazine. It would only take a couple extra parts to convert this into a full-fledged machine pistol.

Throwing Knives 50cp

5 surprisingly sharp knives, perfectly balanced for throwing. A solid hit will take out lightly armored humans silently while leaving the blade intact for reuse.

Stallion 100cp

How the hell did you find one of these down here?! For the most part, this weapon appears to be a conversion of a 1911 handgun, and that's not strictly wrong. However, this would ignore the modularity and fine-tuning in this modernized classic. It may want some extra maintenance, but everything the above pistols can do, the Stallion does that much better.

Bastard SMG 100cp

The quintessential Metro gun. Probably the cheapest automatic available down here. The Bastard isn't known for its accuracy or

accept no substitutes. This modified machine gun can carry belts of 200 shotgun shells, and manage heat and recoil well enough to empty an entire belt in one go if need be.

Flamethrower 300cp

Exactly what it says on the tin. However, unlike military models, this sucker can spit out just about any flammable fuel you have handy, even if the firing characteristics change. Hook up a propane tank for a clean-burning plume of fire at short range, some genuine napalm for the classic ropy streams, or perhaps a jerry can of gasoline for something in the middle. Just know that setting humans on fire this way will likely piss some people off. You'll get enough gasoline per month for about a minute of continuous fire.

Gatling 300cp

A man-portable minigun, for when you really have something to prove. 500 rounds of indiscriminate spraying and praying. If anything, your bursts will be more limited by the rotor, which needs to be hand-cranked or charged via a wound spring. Still, I'm sure you could find an electric motor for this thing somewhere.

Clapper 400cp

A big brother to the Valve. This rare, pre-war 12.7mm rifle is integrally suppressed to the point of being effective for stealth operations. Should that bear repeating, this is an Anti-Material rifle... for stealth operations. Get some full-power ammunition in this terror, and you could reasonably threaten vehicles. Even with dirty rounds though, this has more than enough accuracy for fights on the surface.

Gear

Military Grade Round 1cp

One armor-piercing incendiary round per month, any man-portable caliber you desire, courtesy of the pre-war world. You could load these bad boys in a pinch, but MGRs are the currency of The Metro now. Regardless of caliber, each round is about enough to buy a meal. Post jump, these become jumper-grade rounds, which can load into any man-portable weapon you own and will noticeably enhance the shot's power even over high-quality ammunition. In addition, JGRs will replenish every day instead of every month.

Lighter and Journal 50cp

This handheld lighter, shaped like a rifle cartridge, always lights when you open it, illuminates out to ~10 feet, and stays lit indefinitely (no, you can't drain infinite lighter fluid from it). The

Drawbacks

No limit on drawbacks, feel free to make this experience as miserable as you can.

The Metro Universe +0cp

By default, this jump covers the events of The Metro videogame series only. With this you may instead use the book series these games were based on. This diverges notably, especially after 2033. Optionally, you may also choose to include any of the dozens of Expanded Universe novels as well.

Too much Gun?! +0cp for each sidearm purchased, +50cp per longarm, +150cp for each heavy weapon.

You may no longer store weapons from this jump in the warehouse or use any other type of hammerspace/shrink-ray/etc. on them. In addition, you must have every weapon bought with CP on your person at the end of this jump or face jump-loss. If a gun is destroyed or rendered genuinely inaccessible, you may purchase a replacement at any populated station, albeit at a heavy markup.

Gopnik +100cp

Your speech is an obnoxious mishmash of epithets, slang, and various verbal tics. Speaking even somewhat normally takes a constant exertion of will, and the habit is likely to annoy you as much as others.

Breaking... Chickens? +100cp

It appears Chanson music made a serious surge in the post-apocalypse, and by that, I mean it's the only music you seem to hear now. Pity that, even if you like the genre normally, everything played here will sound like garbage.

Living in Darkness +100cp

Perhaps it's easy to get lost in the fantasy of the post-apocalypse, the image of triumph against all odds while living innatunnel off cunning and strength alone. Still, most days here are spent in closet-sized shanties, farming mushrooms from pig manure, and hoping you don't get shot or eaten alive. No amount of high spirits will let you fully escape that reality now, and the oppressive darkness will sap at your energy and willpower constantly. Even the light of day feels like a cold, dreary thing.

Ignorant +100cp (+200cp for Drifter)

Some people are more sensitive to the stranger happenings in The Metro, you didn't exactly luck out there. You might not notice an anomaly or ghost approaching until it's moments away from frying your

hotspot is likely to leave you in bad shape. Taking even a small breath of surface air is probably a very bad idea.

Ranger +200cp

Any supernatural or superhuman senses you might have are disabled. Scopes, NVGs, and the like will still help you get around, but beyond that it's up to the Mk1 Eyes and Ears for you. Implanting such devices into yourself will only serve to break them for the duration.

Spooky +400cp

Turns out the war kicked up more than just fallout. Even in the normal jump you're likely to encounter such things as ghosts and anomalies. Now there's giant deified worms, people possessed by a dark fog, and... Something underneath the Kremlin. Maybe don't keep your eyes too peeled, eh?

Hardcore +400cp

Any superhuman resistance or durability is disabled, so bullets will drop you as fast as any normal human.

Rat Race +400cp

In these uncertain times, much of mankind has flocked to whatever sources of direction and brotherhood they can find, even if it means repeating the same mistakes of the old world. Early in your jump, you will come into contact with an ideology present in The Metro and become utterly transfixed by it. Perhaps it will be the Red and the Reich's devotion to exterminating the other, perhaps it will be The Watcher's paranoia of foreign infiltrators, or maybe you'll find some cult worshipping a giant mutant? Regardless, you will become blindly devoted to this ideology, even as it crashes against reality time and time again.

Mankind is Obsolete +600cp

People would say, "God help us," if they thought he was still around. In 2033, the Dark Ones will become genuinely hostile to mankind. Better hope those missiles work, eh?

Broken Shield +800cp

It appears The Invisible Watchers were right all along. At some point, no later than halfway through the jump, the remnants of NATO will discover Moscow's survival and see to finishing the job. Thankfully, they aren't willing to employ Weapons of Mass Destruction this time, but they have enough men and material to stage a near-constant assault on The Metro for the rest of your time here. If Moscow falls, your chain ends.

