FROSTPUNK



"We roam a still, cold world. No horizon in sight. The rulers of old strep of pride and glory. It feels like yesterday we were turning the wheels of progress. Until the frost stopped it all suddenly, without a warning. When tides are changed, they are changed for all of us no matter wealth or class. We lost our world to snow and with it our last traces of humanity. We bid farewell to plenty and for those who remained came a time to adapt. We decided to leave our homes and head north. We roamed for weeks. Maybe for months… Leaving behind all the things that we once believed that made us, it was hope that pushed us forward, slowly, step by step. We knew the cost of our journey and we paid the price a hundred times. Finally the time has come to build the last city on earth…"

Calamity has come to our world, Jumper. It is 1887 and Frost has enveloped the world across all of its corners, with the equatorial region being the first and most harshly affected. The nations of the world, unlike the ones of so many others, heed the warnings of those most knowledgeable and prepared in secret in the measure that they could as their society slowly crumbled.

The British empire, at the heights of its power, poured many of its material and human resources into a secret project so that its great cities may survive. With steam, steel, sweat and blood at great expense, the massive heat-radiating Generators were built in key locations of the resource-rich north surveyed to prove most suitable for the continuation of human civilization, yet not all would be finished and not all are the perfect marvels of technology that was promised.

When the End Times came and the frail veil of civility collapsed many took to the steamboats, heading north towards the rumored engines. People of all stratas of society shed their previous life and comforts and survived the trek only by their sheer will to survive.

You find yourself among these people, jumpers, and their fate shall likely be yours as no human can survive these trying times alone. For this reason, I leave you with this stipend and an ominous advice:

The city must survive. +1000 CP

Scenarios

Each of the scenarios presented here has a chance to be survived and some can even be thrived in as long as due diligence is made, though the chances of said survival grow slimmer the more dangerous the scenario and the more one idles. Initial conditions and resources will be set to those of the respective scenario in medium difficulty, perks or drawbacks none withstanding.

Site 113 - Last Autumn -100 CP

'...They've claimed there was nothing to fear, that this whole journey of ours was just a precaution… but now… it feels like the weather is changing and the winter… the winter seems inevitable.' - Personal Journal of Euphemia McLaughlin, assistant engineer at Imperial Exploration Company.

The crown knew of the frost before most others and in its wisdom began a project to build Generators in specific sites where resources would allow for the continued survival of the Empire through the work of the IEC. You are one of the chosen for this task jumper and will have to contend with the IEC's many exceedingly narrow timetables, toxic fumes emanating from the generator's excavation site and the still not hardened temper of the employees.

This is equal parts a boon and a problem, for you are well before the coming frost, and thus have little in the way of issues related to them, but the friction that exists between workers and engineers are far more apparent now compared to the desperate bonds that the frost forms in the future. Your generator is but one of a group as well, meant to save many and support one another without much issue, and the other generators are far from stable as their own workforce shifts in temperament and focus. And you are not alone, as other countries are out and about in this still green world, throwing their weight around and possibly being a problem to those they come across. Perhaps though, with proper planning and unity from those that direct this mighty project, problems and tragedies that once would have been impossible to know ahead of time can be avoided, or at least limited… Still, this does present the opportunity for one with the foresight to prepare, even begin building your city early if you can convince your peers to usurp the site and declare independence from the company and the crown. Or perhaps you'll return to the empire and make your preparations there. Whatever you do, do not idle too much… The frost will wait for no one.

New London - A New Home +0 CP

'*To preserve civilization from the chaos of its own downfall, we have fled to the end of the world. We will have to adapt to survive. Who will we become in the process?*'

You have made it jumper, you and yours, be it by bonds of fellowship or blood. A generator sits idly at the bottom of this **Pit**. With scarce supplies, but plenty to salvage, it would not be impossible to survive here for some time. The weather however is bound to get worse and the horizon bodes poorly as a great storm is headed your way.

Still, you are not alone, your fellow men and women stand ready to eke out a living even in this frozen hellscape. With grease hands, sweaty brows and a stiff upper lip, surely you will all be able to walk forward unto dawn.

Sanctuary - The Refugees +100 CP

‘*The safety of the Generator was reserved for the wealthy. We seized it so we could build a city where people are equal. But can we accept everyone who comes to seek shelter?*’

You did it jumper, while the rich and powerful would have left you to freeze and die, you and yours took up arms and commandeered their ships. Hobbled together in narrow corridors of the chilling steel dreadnoughts you traveled for long before you arrived at the promised land, yet many more are still on the way and there is not enough shelter for all.

Not only your peers, but eventually the lords that sought to leave you behind will come begging on their knees and stomachs for shelter, warmth and food and they will look up and shout ‘SAVE US!’.

What, then, will be your answer?

Winterhome - The Fall +200 CP
‘*We've built our city to survive the long winter. Now we have to fight against time to save it - and our lives - from impending doom.*’

The tyrant of winterhome has fallen, but the price was far greater than any of the revolutionaries could have expected. Now the city is little more than a smoldering ruin and no one envies the now open seat of Capitan, as whoever fills it will have to fight an uphill battle to manage the fallout, only to find a critical flaw in the generator that spells the fall of the city.

There is hope, however slim, if winterhome can organize itself and perform a great exodus in the off chance to find a new furnace to call home and start again, but… what will you have to sacrifice for **A New Home**?

Tesla City - The City of Progress +300
"*Able Minds and Bodies will prevail over the Cold.*" - Tesla City Slogan
"*May God forgive the Genius who sacrificed human lives in the name of progress, for we can’t. Exiles of Tesla City.*" - Memory of Injustice Monument.

The American expedition by Tesla funded Tesla Manufacturing, the largest and most advanced company on Earth, if only by virtue of being the only left. The genius inventor wasted no time putting his people to work in the great wonders that his mind could produce, reaching the capacity of building automatons and their more esoteric power source, Steam Cores.

Sadly, Tesla is no leader and rather than people he sees cogs that form part of the great machine of his endeavors. When the flesh of the workers proved too weak for the burden, steel prosthesis were installed in those that still proved useful and those who were not were exiled to die in the frostlands.

Finally in a moment of great hubris, Tesla will unleash an electro-static field that will electrocute every last living worker of his company and silence the great machine.

Take heed, Jumper, this is by far the grimmest, darkest place you could be and it will take great effort to change the fate of Tesla city, for who knows what the madman would do to retain his monopoly?

Origins

Worker
Yours is the sweat and blood by which the wheel of progress is fueled, Jumper. The city will need plenty of hands like yours if it means to survive. While not the most important of roles in this world, these are the miners, steelworkers, lumberjacks, hunters and butchers that will ensure the city survives.

Engineer
The wheel of progress has stopped advancing, and, worse yet, much has been lost beneath the snow. Yet a precious few remain, enlightened with the knowledge they witnessed whilst sitting at the shoulders of giants. You are one of them, Jumper, and it's your turn now to do as they, the wisemen and women of yore, did and light the way for those around you.

Captain -300
It was by no one's vote that you were elected, but the time came nonetheless when the ones leading you had to be buried or left behind and your peers could only look about with a lost gaze. You raised them to their feet and showed them the way forward, the sight of your back giving them the strength to take far many more steps than most thought they could. Not all that started following you made it to this day, but those who did still see the spark that made them walk.

Perks

General

Frostborn- 100
While you are far from *immune* to the ravages of the frostlands, you are at least resistant to the cold and ice that is now your home, and while the dropping temperature is still a threat to you the threat of frostbite is but a mild concern, at least as long as you are reasonable in how long you remain out and bundle up afterwards .

Bi-lingual-200
Choose two languages, though It would be recommended they be either English and French, even Russian and Gaelic, and become able to speak both fluently enough to at least understand and not cause a misunderstanding between you and another speaker of said language.

Man's best friend -400
Though it is rare in the frostlands, companionship is something all that live within it yearn for, and you have quite the touch for it. Your ability to interact with and tame the animals you come across give you a unique opportunity, bringing in wolves and foxes and turning them into trusted and trained hunting hounds and search aids, and even domesticating polar bears if they are found young enough.

Remember though, that each brought into the city is a new mouth to feed, and that it takes time to bring them to heel…

A Scout's Drive- 400
Blessings be upon the humble scouts, for without them much that could be lost to the ever shifting snow would eternally be so, and the city would be poorer off for it. You have within you the same will and capabilities that many of the city's Scouts have, the ability to operate the sleds they drive and within the white expanse of the frostlands without losing one's self within it, and the ability organize on your sleds whatever haul you managed to scrounge up during your trips in the great white beyond.

But perhaps what truly defines the scouts are their will to survive in near negative hundred degree weather for days at a time and the luck to risk life and limb for those they find on their many expeditions outwards and live to tell the tale, and now, you too share this ability, to operate in such weather so long as you are on the move, and face off against threat both natural (such as polar bears and landslides) and the mechanical (such as the gutted internals of the royal land cruisers or perhaps Tesla's greatest folly…) in nature. Lastly, those that you lead to safety will be guaranteed to make the trip regardless of their conditions at the time you found them.

Though be wary, good scout, such luck will not help you if you push it past reasonable limits, and your resistance to the cold is not immunity, nor will it save you if a blizzard were to come rolling in…

Nansen's Heir- 600
Rare is the man to see the endless Frostlands and feel the need to venture forth, not due to the orders of one's superiors, but the simple need to go out and help those who are incapable of finding their way to safety. Once in this setting, there was one man who held such a drive, who felt the need to venture forth

and save those who could not save themselves, and now I am certain that he can rest well with you here, in this land of ice and snow.

While you lack Nansen's sheer experience in operating in the frozen tundra, you have his natural awareness of where you are in comparison to your 'home base' as well as other places where safety is at least possible, and the ability to find those that are in danger and lead them to those places with minimal issue or with proper directions. You also have the ability to find others of a similar disposition and coordinate with them, organizing a search and rescue operation on a scale that would boggle the mind of those lesser than you, and establishing effective base camps that can survive a blizzard and be reestablished with little to no issue afterwards.

Still, you must be mindful of yourself now, for Nansen's drive to help others drove him into the great frost to confirm his suspicions while he led others to safety, and such a need to help others might yet lead you to your doom in the sake of helping others…

Worker

Heave lads! Ho lads!-100

Make no mistake, Jumper, the hours will be long and the labor hard and although this won't spare you from the pain, the tiredness or the drowsiness, it will prevent you from suffering the long term effects of this. Work 24 hours in a row? You'll be as good as new to do it all over again after a nap, for as long as your soul endures.

OSHA Compliance -200

The price of survival is high, it always has been, but it's a price you are willing to pay. Perhaps as a mercy then comes this protection against the dangers of less-than-ideal working conditions here. Grave work-related accidents and permanent injury will evade you from the moment you leave your home until you return. Mind that this protection is not absolute, you can still trip and hit your head, but it will never be more serious than a painful bump in the head.

First among equals -400

Especially now, in these hard times, there must be those who direct and manage others as the work continues, and now, you are one of them. When you find yourself alongside others in a workplace they will naturally accept you taking a leadership role, you are skilled enough to know at a glance who is best suited for the job and where to put them, and push them *just* enough to get that much more work out of them without much in the way of issue. Though this perk only works if you are personally working with them, and overseeing them during the workshift.

16 Tons -600

And what do you get? Well, you, Jumper, get to be as efficient as fifteen men all by your lonesome while doing hard labor. Mining, steel milling, cooking, hunting, chopping frozen wood and what have you.

As long as it takes intense physical exertion and you give it your all, you'll find yourself proving your weight in coal several times over.

Engineer

Of Higher Learning-100

Even now, in this land of frost and eternal snow, there is a need for those who know more than the average man. Mechanics to repair the machines, researchers to rediscover what has been lost, and machinists who's understanding of production would allow them to recreate the wonders of old with the resources of the now.

Thankfully, you are amongst this number, and as such you have the skills of whatever learned man is needed to operate your duties, or at least, the bare minimum enough to not simply kill you in the process of doing the job.

This has a secondary bonus of sorts, allowing you to operate more 'advanced' buildings or duties with slightly higher degree of efficiency compared to most, but why would you be working in a place that the workers could easily do?

Blood and flesh -200

Doctors were a rare resource in the early days of the frost, and as the weeks stretched on the need for them grew all the greater as the cold took its toll, thankfully you and your group have some knowledge of the art, and are more than able to at least make sure that none of your patients will out-right die in your care. Your training is far more than what many would consider beyond practiced though, and while far more…invasive options such as surgery are not foolproof while you work, they are far less likely to end in amputation if you are the operating doctor.

Though I would care to remind you of one simple fact, you are but one person, and you will need proper facilities to truly save the more desperate or crippled.

Restless Mind -400

Rare is the mind that is simply willing to accept what is shown before it, and yours is now one of these wondrous, and perhaps worrying, minds. While you are no Tesla, your ability to pull apart what is before you and recreate it for those lesser in understanding is a remarkable thing, and simplifying it for mass production or leveraging it to now work for the frost lands is astounding.

From recreating blimps to allow your fellows to hunt without issues, to the medical machinery that could save lives that a mere clinic could not, you have a mind that would allow you to lead any team of self respecting researchers from project to project in record time, and your ability coordinate them in a way that ensures that no personalities butted heads against one another is but one facet of your abilities now, though far from the greatest.

In this frozen hellscape of a land, the many wonders of industry and advancement are both lost and desperately needed, the great generators and the eternally working automatons being renowned examples of both, and while the other expeditions that long since went ahead or alongside you have developed along the same general line, there is still more that you can do. From pulling apart barely working wrecks of snowcats and steam haulers to understand how they work and recreating them, to more massive things like crippled automatons or even the might generators that dot the north, you are capable of understanding the inner workings of most machines before you so long as you have the time and tools to pull them apart.

Take care, though, for this is their *construction* and the ability to strip them for parts, and not a *true* understanding as of yet, for simply knowing how a machine is built does not tell you of why they work that way or how to fully reproduce them if they are of the larger construction, though with time, perhaps even that can be overcome…

Hawking's Equal -600

Much like the late good doctor and the not so reputable tyrant of progress, you are no less than a genius and your fields of study are as numerous as the courses in the old academia could teach.

Even with all knowledge of the Empire lost, you could return civilization to the times of the great Charles Babbage, the father of the computer, with little trouble given the resources and retrace the steps that he and Ada Lovelace, the mother of computer programming.

But this is not all, no, for as I said you are an equal to the man himself, the creator of the steam core, designer of the automatons and pilot of the steam powered aeroplane, the Dragonfly. Granted this last endeavor proved to be his undoing, but you could probably iron out any unfortunate design flaws with more rigorous testing than he did. As a wise man said, triumphant pride precipitates a dizzying fall…

Captain

O' Captain, My Captain -100

Rare is the man to reach the rank of Captain and not be able to sway, or at least calm, his fellows with his words and presence. You, thankfully, are not one of these men, and your understanding of how to talk to another without needlessly angering them is something you have learned in the days before, or at least during, the great frost.

Though while you aren't a great leader, your charisma would allow you to lead a group through troubled times with only mild issues, so long as you work to assure them that you are the correct man for the job, and you put in the work for it.

Though be wary of what you say, Captain, for these times are harsh and promises must be kept, and the people here are already fraying from the frost…

People Pleaser -200

Far from a mere leader of men, you have grown to be able to better understand and work with those beneath you, and work to settle grievances long in the making or only recently formed with greater efficiency than most, for either you or others in your city.

From minor issues such as arguments over who gets what, to more problematic ones like fights and feuds between those with history, your ability to at least get them to the table and try working things out is something that will be desperately needed in the times to come. Your ability to weedle out compensation for both parties without coming across as too one sided is remarkable, and your ability to forge an agreement between the two parties should allow you to limit or even lay to rest most problems that you mediate, as long as it is not so grave as to have already sparked violence. Perhaps the greatest benefit your skills show is the ability to calm those who are near the breaking point, be it discontent or a lack of hope, and either promise them something to assuage anger or pull them back from the event horizon of despair that they seem so clearly doomed to.

Take care, though, for this has a lesser effect in the event that blood has already been spilled, and repeated instances of discontent or hopelessness will have a compounding effect that makes it all the harder for you to bounce back from..

United We Stand -400

Perhaps your ascension towards Captaincy was not merely luck of the draw, or more worrying a mistake, after all? Rare is the person capable of bringing a group of people together of such different inclinations, be they lords and peasants, workers or engineers, or even those of a more spiritual and militaristic focus, and make it work in spite of their differences.

From either an instinctive knowledge or practical experience, you have a far easier time bringing together those who would naturally be against one another, and forming a sort of community where both can exist without many issues, or at least any glaring flaws. This is easier when there are fewer issues between the groups, growing less simplistic as the number of problems between them grow in both severity and complexity, up until you must truly start using what you know to bring whichever parties you intend to bring together into a stable whole.

Be aware though, Captain, that this only brings the groups together and ensures that they can work together, and if there are still issues that you have not personally seen to or were solved during the integration, they will remain until they have been dealt with or the friction they cause blooms into an issue that you must solve.

Nova Britannia -600
Administration, Law Making, Civil Engineering.
It takes one of focus, commitment and sheer bloody will to lead a group of freezing nomads into a burgeoning civilization, but damned if you are not the fellow for the job. Your mastery of statecraft is apparent as you establish the legal framework and organism of your state to work like a well oiled machine, keeping bureaucracy to a minimum, making your laws both understandable and loophole-proof and delegating authority to the most capable of your lot with a careful eye for the trustworthy and reliable.

And it's not just the social aspect that you have perfected, but the physical as well. Roads are the veins of your city and the generator is the heart. With these two principles in mind you can easily plan an entire metropolis within weeks and easily adapt such plans should tragedy strike. After all, when the reach of the Furnace measures the line between life and death, every millimeter counts.

Items

Worker

Prosthesis -100
An example of modern ingenuity, a tool that would let a crippled man return to work in spite of his injury, be it a lost arm or leg, and work almost as well as an able bodied man. In your care is a crate of around twenty Prosthetics and the blueprints required to make more, ten arms and ten legs to replace those lost for any unlucky enough to be caught in an incident that cost them their limbs, and allows them to return to work with little to no issue. If the Prosthetics are damaged or lost, replacements will be found within the crate within the week, and any who use them will find that they need little in the way of maintenance outside of truly staggering damage.

The Public House-200
Few working men are as lucky as you are to have built such an establishment, a Public house is a landmark that many cities are lucky to have, being one of the few places where men and women alike can come and forget about the frozen lands just beyond its doors. Being a bar, many come to relax and speak

about their day at work, spreading idle gossip and making new friends all while enjoying the proprietor's offerings of food and drink, and softens the blow of having to enjoy things like soup or sawdust meals with things like booze and other possible drinks. Some even offer…additional comforts to their patrons, at the proprietor and city's discretion, but you can rest assured that if nothing else this place will have well earned its cost in information and connections from just day to day operations.

Tools of the Trade -400
A sharp ax to cut wood and sturdy gloves, a well worn gun to hunt with and ammo to spare, a balanced pickaxe and thick helmet to wear, and googles along with thick but comfortable working clothes, these are the tools that every worker use and would want during their time working their profession. These tools, however, have special properties that make them far more preferable compared to their fellows. The ax can fell a large tree in few swings and will tire you out less quickly, the gun's sights are sure enough that you could hit a target from leagues away, the pickaxe's grip sure enough that you need not ever fear losing it mid swing or setting off a fire, and the accompanying equipment are just as useful as what they come with. If any are lost or broken, replacements will be found where you work or live at within the day, and their maintenance is far lesser compared to their contemporaries.

Hearth and Home-600
In this world of ice and snow, few things are as important as a place to rest your head, and now, you need not ever worry about that ever again. With this, a place that you can call your own has been made, a house settled somewhere safe and secure close to where you work, and with it others like-minded to you that you can call your own and grow closer to. These people are like you, workers one and all, and have formed a community to better support one another during these trying times, and ensure that even if the city where to go to hell in a handbasket they would survive at least mostly intact, though you would still need to find a new city if the worse was to come to pass and the generator were to blow. In future jumps this will take the form of a place where you can settle down and be assured that short of the worst, you will have those that you can call followers nearby, and grow your 'community' from there on with those that you have taken in from previous jumps.

Engineer

Doctor's Bag -100
The tools to save a life, all held within this humble carry bag, truly, such things are a blessing in disguise in these troubled times. Light enough to carry in most places and easily fitting on a scout's sled, with enough on hand to allow you to help the moderately sick and the heavily injured, these tools will do more for others than they likely will do for you, though there is enough on hand to perform more…invasive surgery, if you are faced with an issue that requires such a choice, and with this on hand you can reasonably say that you might even be able to keep your patient alive until you reach civilization for proper treatment.

Drawing Board -200
A handful of books and papers alongside a massive black board, a collection of all that would be needed for an engineer to understand and recreate the basis of what once, however meager a pile it might be, the hope it inspires is well worth the difficulty. Effectively a mobile workshop for you and your fellow

engineers to use even if you lack a proper one for the city, one could still set this up in even a few tents and begin the long, drawn out work of developing the technology that would be necessary for the survival of the city. Though it is far from an established workshop, and one would need an impressive amount of engineers to match the output of one, it can still provide a much needed boost to any city's development.

The Dragonfly -400

A great beast of Steel and Steamwork, the first ever flying machine capable of taking a man into the skies regardless of what the weather might say, truly a milestone for the modern world. Sadly, in this time of freezing winds and endless snow, its purpose had shifted from delivering people from one continent to another and instead ferrying much needed people and supplies from one airfield to another. Devoid of the once critical flaw that rendered it stalling over the great atlantic ice floats, this mighty machine is capable of flying for days on end and reaching heights that would allow it avoid the great storms of the frost lands below, and has been altered to accommodate landing in the great frost lands and taking off with little issue. It's cargo bays can hold enough supplies to feed a small city with air drops, along with an appropriately large expedition of men and Automata into the great frost, and is fueled via a unique engine that draws in snow from the outside and turns it into steam, only requiring a small amount of coal (or truly, any fuel you have on hand that burns long and well) to start the engine, allowing it to operate nearly regardless of the many issues it is likely to face in your care.

Hawking's legacy -600

Truly you are blessed for having found this lost wonder, perhaps the most valuable discovery in all the frostlands, even compared to its many lost wonders, for what is held within a water-proof safe just large enough to hold its contents is something cities would kill one another for. Within this safe lies the greatest marvel of the modern age, a prototype steam core, something that is equal parts processing system and power unit that allows an Automaton the ability to think and work for hours on end, and require only steam to recharge itself.

And it is not alone, for within the very same safe lies both the blueprints and a journal explaining the fundamentals about the steam core and how to recreate it, though considering how it seems penned for a city that lacks the once remarkable industrial base that made the Empire the greatest technological leader in the world, perhaps Hawking's knew the possibility of his plane's failure, and wished to ensure that his legacy did not die with him?

Captain

City - Free (Restricted to Captain)

The center of the world now that the frost is upon us, a generator that sits quietly at the heart of our city waiting hungerly for fuel, and those that followed you to this place of refuge. It is hidden safely in a place that the cold will not too heavily effect it, perhaps in a valley or below a mighty cliff that keeps the winds from touching it, and was prepared by those long before us to ensure that it is, at least in most part, livable with leftover wood, steel, and coal for you and your followers to use as you see fit, along with one or two steam cores further off in storage.

These souls and city and, whatever becomes of them, are yours to lead henceforth through your travels, appearing in the colder climates of the world or linked to your warehouse. Should you not have gained any CP for rolling a location, you can start in your city. For what is a city without its captain?

Resources -100

Your site must have been truly important, Captain, if those before us had put so much effort into preparing it for you. While there would already be several points of interest for you to mine steel and coal from, along with drilling for wood from the great ice walls that surround the city, the piles of resources that were already there have been engorged with more in the way of resources, enough to setup a fairly stable and advanced city in short time, and perhaps more in the way advanced material such as steam cores or even prosthetics in case the worse were to come.

Outpost -200

Luck is with you, Captain, for the scouts have found something of interest that could help the city greatly! Be it a fishing village that held a drill to allow it to bore through the ice and fish for the ice below, a mine that can still be used to easily retrieve coal, or even something as impressive as a Land Dreadnought to sheer off steel from it's once mighty hide for the city, it is a site where you can easily establish a resource outpost to retrieve it and send it to the city. The location is close enough to allow an easy constant supply to the city, ensuring that you won't want for more of whatever it was, and is secure enough to not vanish below the snow if a blizzard were to hit the city.

Land Dreadnought -400

Truly, this land bound behemoth of steel and steamwork is but one of the few wonders left in the world, a link to our past and a reminder that there was something before the endless white blanketed the world, Captain. This Land Dreadnought was one of the dozens that the IEC produced to allow easier prospecting for it's crews before the great frost, though altered for a longer stay afield perhaps, and with your own modifications has seen a ship that would have been more likely seen in the royal fleet than in the hands of us. A generator lies in the center of this mighty beast, fueling the machine and powering much of its systems, and has been redesigned to allow a crew of almost a thousand to work within its confines with little to no issue, and allow those within to head out and gather resources while on the move. With alterations to limit the possibility of it getting stuck in a crevice and the ability to operate on water with little issue and armed with a steam-hammer prow, it is capable of punching through the ice and bringing it's crew and cargo wherever it's Captain plans to lead them.

Settlement -600

We're not Alone! Truly, a stroke of luck for us to have found these fellows, having established themselves in a place where the frostlands are not as great a threat, and while nowhere near as well of as us, they are certainly going to be a help for us as we continue to grow our city along with theirs. Be it a focus on food from a set of hot springs that they found, a deep coal mine that they took shelter in, a great frozen forest sheltered by a shipwreck lumber, or even a colony having found their way into an old Land Dreadnought and started it up but were unable to get it mobile, they still have a few issue that they cannot deal with themselves, and helping them solve them would only strengthen the bond that your city and them have forged.

Companions

Creation/ Import Free

You didn't cross the frostlands alone and many of your friends have come with you. Given the size of the city, it would be folly to limit you to a mere eight, thus, for this world in particular, you are allowed to bring in as many companions as the starting population of your scenario, each receive +800CP to spend in the jump sans drawbacks and only one of you can take the seat of 'Captain', so choose your leader wisely.

CC companions

A little helper - Free

This four legged metal friend somehow found its way inside your belonging as you were making the trek to the city and has taken an add liking to you. Displaying a far greater intellect than its larger brethren, its utility is only hampered by its small size, not taller than most people's knees. It is still able to assist you in small ways as it sports great agility and dexterity with its appendages, such as operating small appliances, carrying modest weights and offering the odd chirping commentary that is surprisingly understandable for you and your companions.

Oddly enough it's steam core doesn't seem to need recharging and it's equipped with a concealable prodding stick that delivers a small but stinging charge to whoever finds themselves in the wrong end of it. It is, whoever, a strong advocate of pacifism and possesses a staunch moral compass, quick to call out those straying from the path and sting them should it be necessary. Lest another friend follows a dark path.

A pair of younglings -200

These little ones are a strange pair, two boys from Nippon who arrived to learn in one of the trade schools and better enrich their homelands with their knowledge upon their return, and sadly (*or perhaps thankfully*) missed the final boat out to return to their old home. The younger one of the pair's mind works at speeds that would impress those twice his age, allowing him to work on and learn things that outpaces those his age by leaps and bounds similar to *'Restless Mind'*, while the elder who's body that allows him to work far harder and longer than most would have ever expected from him, and with his growing body he is able to do the work of many his elder with fewer issues akin to *'16-tons'*.

Though in spite of these gifts, both are still young, thus lacking much in the way of experience or understanding of the world, and require someone to take them in and teach them. Their gifts often gain them the respect of their peers despite their age, thus having '*First among equals*', and have a remarkable amount of luck in avoiding injury akin to '*OSHA compliance*'.

A Young Engineer -400

This young lass was but one of the hundreds of men and women that worked on the centerpieces of the cities, working for the IEC in the time before the great frost and leveraging her understanding of machinery to create them all the faster in the face of coming doom, and while she is far from the most experienced, her having worked on the wonders of the past before have done much to prepare her for the coming frost.

She comes with *'Higher learning'* reflecting her training as an engineer, and a lesser version of *'blood and flesh*' thanks to working as a short term doctor on her construction site when the company

could not send more to them, along with *'Restless Mind'* thanks to her working on the generator sites and having had a chance to see the many mechanical workings of the Generators and their construction machinery, and gleaming underneath it all is a mind that could be *'Hawking's equal'* if given the time to mature and learn in the times to come, though the cruelty she has seen in her time before could make her rival Tesla, if she were to grow up without an morality anchor to reminder of how far is too far…

A Selfless Man -400

A man once thought forever lost to the snowplanes, someone who lived and breathed the cold and ice for much of his life, and taught others how to live in it before the coming frost robbed all of their past and doomed them to this life. This man, who faced the great frost, has returned to civilization with his men in tow, barely alive yet all the more determined to save more having faced what he believed to be certain death and lived despite it, would certainly be useful for any city he found himself in, if he can be prevented from risking his life to save others and instead rely on others.

He comes with *'Frostborn'* and *'Bilingual'*, denoting his previous experience and worldly knowledge he gained from his life before the frost came, along with '*A Scout's Drive'* that gave him all he ever needed during his many expeditions north, both before and after the great change. He also has '*Nansen's Heir*', which he uses to establish outposts and camps that allow his men to operate far past their normal limits and ranges with little issue, and act as stop offs for them to rest and direct those who they find in the great frost back to their city with minimal effort.

A Hopeful Captain -600

This young lady is an odd one, reaching the rank of Captain in her group through what seemed like either luck or happenstance, but instead of resulting in disaster like many others would have she has led her group well enough to not be immediately cast out. Possessing a remarkable mind for connecting and directing those who follow her, she has managed to create a city that might yet survive the coming years, though her drive to keep her city alive could still yet push her down roads that cross what moral lines she still has…

She comes with '*O'Captain, My Captain*' and '*People pleaser*', which helped her navigate the many issues that she faced during her first few months as Captain, along with the perk *'United We Stand*' and '*Nova Britannia*' to help her shape and prepare her *'City'*, and her people, for what the future might hold for them.

Drawbacks

All drawbacks represent versions of the world in which these things will happen. Selecting them doesn't bring a more terrible end to those who'd otherwise had survived, rather give you the chance to make a difference (or not) in a world beset by more strife than the one you were originally bound to.

Those Worthless Sermons +100

In this world of freezing temperatures and aching bodies, your people need much in the way of hope and motivation, and the more cantankerous elements of your city will almost always have issues that need addressing no matter how well you might be. Once a rousing speech from a priest or officers during the morning and evening or a well meaning promise could calm worrying members and drive them all the harder, now a certain kind of cynicism has spread across your people, their willingness to accept such things have grown harder as they view it all as more hot wind and wasted effort.

Cold Hearted +100

Is one life worth more than another? What value must one put upon his fellow man to consider him greater or lesser? These are the thoughts that a more benevolent man would have, ones you have long since disregarded as the needs of the city chipped away at your morals, and your focus on filling the ever present quotas loomed all the greater in your mind. This is not to say you are heartless, just that your mind will lean more on the rational than the emotional, and if you were to weigh the options of saving a worker instead of an engineer…pity not the former, for his life was for the city.

Innocence lost +200

Such small hands and short stature, it is a sad time that a young one like you is needed for the city's survival, but it is far from the worst of outcomes. Children rarely perform the work of adults, at least when there are no great shortages within the city, and more often than not you will either be working in the workshops and clinics along with the engineers or gathering with the others before the coal thumpers. Still, be careful now, a young body such as yours is far more susceptible to the cold than adults, and your growing body hungers for food the same way the generator hungers for coal…

Well Worn Wheels +200

All machines require a lot more maintenance as well as materials for their upkeep. It won't be hard to guess why that's bad.

As the days grind on and the ice seeps in, it's little wonder that the machines that the city relies so much on would feel the strain of it all, and now that is ever more present as what had once only needed repairs and replacement once every blizzard has now shifted to nearly every other week. This will only grow worse as the cold grows ever stronger, the ice finding its way into places where it once didn't slowing the gears and freezing the pipes that run across so much of the city, and even those which find themselves so close to the many sources of heat within the city only grind down all the slower…

The circle of life +200

In this time where all that could be green has entered the long sleep, it is only to be expected that all that remained awake would shift to a more carnivorous bent, though it is far from a truly horrific problem. The seasons of the polar bears and wolves have shifted with the changing weather, remaining awake for far longer and moving further afield, and as the white stretches ever on for them their drive to kill will only grow stronger…even if the threats against them would normally drive them away…

War, war never changes +300

Once, the news that a fellow city had been found would have engendered good news, but now, it brings only suffering. Made up of those we would have once considered our equals, their beliefs and views are so very different from ours that friction was inevitable, though war is far from certain. In these desperate times, every life matters, and to do such a thing would be a waste for all involved, but a war of intrigue and backstabbing is far more likely, and even if we were to somehow bring them under our control we would almost certainly be beset by countless issues…

Forged in the flames of what we gave up +300

The city, like the generator, will need sacrifices to keep its hearth from growing cold and here is where you can give your share. By resigning access to your previously acquired perks, items and access to your own personal haven, you will be granted a handsome stipend to ensure the survival of the city.

Engines rending flesh to find a way +300

Regardless of your scenario of choice, a Great Storm looms on the horizon, Jumper, and though it will represent the ultimate test for your city, it will pass as all storms must. Yet, by taking this drawback this certainly won't be the last.

During your time here you will regularly be beset by similar storms and the weather won't become much better. You will be trapped in a sickle of harsh to outright unbearable weather until your last day in this world.

As a small boon, should you choose to stay here, the weather will quickly rise and temperatures will return to those of the first few days of your stay, rising another degree each year as the Ice age passes and the world slowly returns to its former self.

For the frostlands are dark and full of terror +800

An eldritch wind flows from the south, Jumper, and more than one of your fellow citizens have seen visions in their dreams, visions of great horrors that have risen from the storms, the flesh-famined dead and the white lords that command them, the old wicked hags and ice witches covens that hide in icy caverns, wandering frost giant tribes as cruel as the Frost itself, all and more now dwell in the frostlands and even the animals have taken rather… Dire traits.

The wind doesn't carry just the cutting cold now, but something more. Some whisper that Abalon itself has frozen over and now the Winter Court roams the frostlands as a shadow of their former selves. Others claim that punishment is upon the city, a curse laid by the grudge of all that were left behind. There are even those mad enough to suggest that the cold itself is an otherworldly phenomena that has consumed many other worlds before.

No one knows for certain, the fact that they represent a clear and present danger to your city is something none can deny. Those that fail to adapt will no doubt perish, but those that do might find greater boons still. Perhaps a bargain can be struck with the hags and witches in exchange for their Lore. Perhaps by studying the white walkers one can understand the arcane secrets of their creation. Perhaps the frost giants can be bribed into service or the secret of their prodigious brawn be exhumed from their entrails.

End

And so your time here has passed, whether you saw civilization take its last breath or endure through the turmoil, it is time for you to decide your destiny.

Go Home: Maybe you long for the warmth of your own home's hearth. Go on and go back from when you came; tell them how lucky they are. You may take your city with you, being placed on one of the cozier spots of the arctic and given international recognition.

Stay Here: Maybe you've found something worth protecting in the frostlands. A new life amongst the cold dead. As a boon and gratitude, you will be granted +1000cp for your retirement.

Move on: The frostlands are harsh and inhospitable even at their kindest, yet you've survived. Go forth, with both your people and your city following you if you wish, and remember your time here when the wind whistles coldly by.

Whatever choice you make, remember… The city **must survive.**

Notes

-Don't underestimate Tesla, he is a genius of ***'shocking'*** brilliance and the least you can expect are electric bobines that shoot lighting at whatever comes close.
-The Nova Britannia perk is largely inspired by Rule Britania! perk from Generic Victorian Jump by DanielHPong.
-Some drawback names are in bits of the lyrics of The Stupedium's song. It's great.
-While I realize that plain access to the warehouse can trivialize the jump, such is the way of jumpchain.
-A steam core can power an automaton for several hours before it must be recharged at the generator and is small enough to be moved on a sled. Other than that it's dimensions and capabilities are up to fanwank.
-By canon, the young engineer's name is Euphemia McLaughlin, from the Last Autumn trailer.
-Your citizens are followers, they do not respawn. Each life is unique, jumper, and each death a tragedy.
-The city can only be imported to the surface of either the coldest biomes of the planet or places with between -20Cº and -120Cº, whichever is warmest.
-The city will have access to renewed resources each jump:
—Even with *Engines rending flesh to find a way +300* the coal supply should be enough to last you the full ten years and that is while having enough heaters and steam hubs to completely heat a fully developed city in the flats. Your supply is only running out to the last coal then.
—Similarly, there is enough iron/steel in your mines to build a whole city in the flats with large squares, gardens, temples, museums, infirmaries, shelters and all the fanciest buildings plus a bunch of automatons and prosthetics for about 400 people.
—Wood is trickier since you won't have the ice-wall full of trees around your city, but you'll have the forest and the trees will eventually regrow as if they'd been planted right after being cut off. They'll never have leaves or bear fruit without some magic/science/magitech shenanigans, but they'll give good wood.
-The type of outpost is determined by jumper each decade and will have a similar supply to the total mentioned above.
-Should you go to a galactic-scale setting, you can choose the planet for it to spawn, but it must be somewhere like Hoth or Inwit.
-As of 27/08, I've only just realized that the little helper is a Frostpunk R2D2. LMAO. Great work anon.

Thanks

To Mimic who at this point is basically a co-writer of the whole jump. Huge thanks!
To Foxtrot for a worker perk name.
To Green Anon for the Well Worn Wheels and Those Worthless Sermons drawback.
To Blue Anon for the titles, grammar and formatting.