
HALO

Introduction

Upon an unfinished world, humanity struggles to survive in a savage environment full of threats. In the world of Coda where menacing threats lurk around every corner, there exist Freelancers— heroes dedicated to providing safety for the nation of Bastion and its residents. Their job is to explore the unknown and tip the balance of the world in mankind's favor. Using the incredible Javelin exosuits, Freelancers traverse the world, discovering hidden mysteries and unforeseen dangers.

Coda is a vast, volatile, living world, and is in a constant state of change. It is believed to have been created by the Shapers, who the humans consider to be 'Gods'. It is said that they set out to create the world in nine days, using tools that were able to tap into the Anthem of Creation. Inexplicably, the Shapers mysteriously vanished on the third day leaving their relics behind, littering the landscape. These wondrous, massive objects were used to create the beautiful world. Yet, if let alone, they can become unpredictable and destructive. In the present day, they are still found in the world, but mostly taken over by nature.

The discovery of these relics have been both beneficial and detrimental to the world's inhabitants. When the relics activate, they drastically alter the surrounding environment, often in destructive ways. These include the mutation of local flora and fauna and the transformation of the planet itself. Ironically, the technology salvaged from these relics by humanity is what enabled them to construct the first Javelins which allowed them to survive the dangers caused by the very relics.

Nothing in Coda is mass-produced; everything is handcrafted by its residents. The origins of the world lie so far in the past, it has faded out from memories and has become a legend. Many humans have told stories over time to try and explain the nature of the world around them.
Humans live scattered across various enclaves, constantly under the siege of the animals mutated by the Shaper relics. Human ruins can be found among the wilderness, and it is clear that they have been living on this planet for a while. However, the secret of humanity's origins is unknown. Humanity is "out-scaled" by Coda's other creatures. Nearly every animal in the world is hostile to humans.
The climate of the world is unforgiving. Numerous natural events occur in the world, such as space-time shaper storms, unpredictable cataclysms, and catastrophic changes to the land. Plenty of uncharted terrain, forsaken ruins, primeval beasts, and marauders exist on this planet.

In order to survive here, you will need this:
+1000 CP

Age and Gender

Feel free to pick whatever age and gender you want, so long as it's humanly possible.

Date

The Heart of Rage is an unending, violent cataclysm created when a Dominion expedition, led by Doctor Harken, attempted to seize control of the Shaper Relic known as the Cenotaph. The ensuing forces destroyed the city of Freemark. The Freelancers were sent to shut down the cataclysm but they were overwhelmed by the storm and the titans it spawned. Suffering heavy losses, the Freelancers retreated in disgrace.

The Heart of Rage affected everything. Wyvern, once rare in the world, burn up the countryside. The Emerald Abyss is now the source of unexplainable disappearances, and Shadowmark is sinking into the ground. Titans, creatures that nearly faded into myth, broke through the Shadow Lock and began stomping closer to Fort Tarsis.

The Freelancers lost the faith of the people they protect. So they scattered, searching for ways to redeem themselves. The few who remained carried on, finding new allies where they could, doing their best to help a people who no longer called the Freelancers "heroes".

You start two years after the failed attempt to silence the Heart of Rage, in the year 468 L.V. (Legion Victorious).



“The Heart of Rage is like no Cataclysm we’ve seen before. The wind throws around enormous debris like children’s toys. Striders have little chance of surviving the Cataclysm intact, and Freelancers have died attempting to travel inside. There is no immediate solution, but if its expansion remains unchecked, the creatures and destruction it creates will ravage the countryside. Shadowmark has already been evacuated. Fort Tarsis may eventually be next.”
— From *Cataclysms and their Effects, 44th edition.*

Location

Roll to select your starting location, or pay 50 CP to select a starting location.

1: Fort Tarsis - Fort Tarsis is a small fortified town in Northern Bastion, and currently the northernmost settlement of Bastion. It used to be the halfway point between Freemark and Antium. Fort Tarsis is protected by a large wall which shields humanity from the dangers of the outside world.

2: Freemark - Once an ancient and prosperous city-state, it was the site of the Battle of Freemark, and later, the Heart of Rage Cataclysm. Before said Cataclysm, it was known to be the second most populated city in Bastion after Antium.

3: Shadowmark - Built on the ruins of the ancient city of Anshar, Shadowmark is an Arcanist settlement that had to be evacuated as the city started to sink in the ground after the Heart of Rage Cataclysm.

4: Antium - A city state and de-facto capital of the world. It is ruled by Emperor Valus Dell. The Sentinels here don't just serve as the city's main defensive and police force, but also as the Royal Guard.

5: Heliost - a human settlement also known as The Engineer City. The gates of Heliost have been occupied by Scars for some time before the Heart of Rage occured.

6: Emerald Abyss - A location in the wildlands of northern Bastion. Before its destruction, the Sanctuary of Dunar was located here. Historically, a lot of people have gone missing in this place. Ever since the Heart of Rage Cataclysm the amount of people going missing has increased significantly.

7: Stralheim - The capital city of Sundermark, the nation of the Dominion. Located in a mountainous region on a different continent than Bastion, further north beyond the Sundric Sea.

8: Free choice - You're allowed to pick from any of the above options for free.



Origins

Any origin may be selected as a Drop-In version.

Freelancer - The Freelancers are a small group of individuals tasked with safeguarding humanity and exploring the perilous lands outside the walls. Freelancer is both a generic and a specific term. In truth anyone who equips a Javelin is referred to as a Freelancer. The Freelancers are not technically a military organization but are a faction which carries on the tradition of the Legion of Dawn, protecting the people of Bastion from the dangers of the outside world. They traditionally operate in squads, but may operate solo as well.



Cypher - Cyphers are humans gifted with and rigorously trained in the ability to communicate mentally over long distances, performing complex analytical calculations and processing incredible amounts of information. They serve in support roles to Freelancers, providing information and analysis during expeditions.





Arcanist - Scientist-mystic-archeologists who have dedicated themselves to researching the mysteries of the world of Anthem, the Arcanists research both the natural frontier as well as the technological. Their ultimate goal is to gather, categorize, and preserve the complete knowledge of humanity. Their tireless promotion of knowledge and teaching has been directly or indirectly responsible for much of the technological advancement of this world.



Perks

You may take the 100 CP perk of your chosen Origin for free, and gain a 50% discount on all other perks of that Origin.

General Perks

Anthem of Creation? (Free) - The Anthem of Creation is a powerful force that exists within this Jump. It's said to be the source of pure creation, has existed since the beginning of time, and permeates all aspects of existence. The abilities and technology displayed in Anthem may or may not rely on the Anthem of Creation in order to function. As such, this perk grants you a faux-Anthem which ensures that Post-Jump, your perks/items/technology/etc. that depend on the presence of the Anthem will always function correctly. Unlike the actual Anthem in this jump, the faux-Anthem won't ever grow out of control or have any other negative effects.

The Actual Anthem of Creation (-500 CP) - By taking this perk, you gain the ability to, once per Jump, import the actual Anthem of Creation into that Jump. It will become a natural part of that Jump's universe, with everything that it entails, both positive and negative.

A word of warning, Jumper: Importing the Anthem of Creation into a Jump is permanent, and can't be reversed. Furthermore, importing the actual Anthem into a Jump *will* cause Cataclysms to start happening. You may be able to silence those Cataclysms, but will not be able to stop them from forming, at least not until you've gained your Spark. After you've gained your Spark you can also reverse any Anthem-Imports you've made.

Soundtrack (Free) - You've gained a mental database containing all of Anthem's music. You can play it in your head whenever you want, and can even have it play from any device capable of audio output.

This integrates perfectly with any and all other soundtrack-based perks and items you already have, and those can now also be played from any device capable of audio output.

Freelancer Perks

"Valour to serve the people, regardless of their station.
Courage to bring silence when the Anthem sings.
Faith to keep my word and the word of my brethren.
Trust that the Free answer when called.
Strong Alone, Stronger Together."
— From "The Freelancers Three" by Fallon Dalathie

Man and Machine (-100 CP) - Not everyone can pilot a Javelin, rigorous training is required in order to pilot them safely. It's a good thing then that this perk grants you

all the skills and training necessary in order to pilot a Javelin. Since Javelins are piloted through a mental link, you are able to establish a mental link with any Javelin, even without the use of a Signet.

Dauntless and Daring Heroes (-200 CP) - Of course, it doesn't matter what kind of talent and training a Freelancer has if they doubt themselves. Doubt, fear, negative emotions, and just not being focused enough will cause the Javelin to lock up and stop functioning. If that were to happen in the middle of a firefight, the results could be quite disastrous, so this perk grants you a boost in self-confidence, courage, and focus. Furthermore, any Javelin you pilot will never lock up, it will always function as it should.

Legionnaire of Dawn (-400 CP) - You're not just an average Freelancer, your skill when it comes to piloting a Javelin is equal to that of members of the legendary Legion of Dawn, maybe even General Helena Tarsis herself.

Your enemies best beware, for you're a walking (and/or flying), talking, murdering machine, able to take on vast armies of enemies all by yourself. Like General Tarsis, you can single handedly take on an Ash Titan and emerge victorious. But like the members of the Legion of Dawn, you truly shine when protecting innocents. Whilst fighting to protect them, your reflexes increase, the coordination between you and your allies increases to the point that it's almost supernatural, and you're able to just get a little bit more performance out of your Javelin than should really be possible.

You also know how to handle any guns you come across. Field-stripping a gun is something you can do in your sleep, and you’re also a highly accurate marks(wo)man as well. Almost supernaturally so.

The Strength of the Freelancer is the Strength of the Javelin (-600 CP) - A Javelin is no longer a suit of armour, it's now a true extension of your body. And your body is an extension of the Javelin. As a result, any defensive perks and powers you possess now also affect the Javelin your piloting. You’re immune to fire? Now so is your Javelin. You’re immune to EMP’s? So is your Javelin. You’re supernaturally durable to the point it would take several nukes to even scratch your skin? The same goes for the Javelin’s armour.



Cypher Perks

"What do we see? Everything. Images, words, patterns, feelings... our memories are deeper in the amplifier than out. It's not just our memories, but any other cypher we connect with. We become one. It... well, it makes the outside world a bit frustrating, doesn't it?"

– From "In The Chair: Interview with Negan Dell"

Can You Hear the Anthem? (-100 CP) - Cyphers are individuals with a sensitivity to the Anthem of Creation, which grants them the ability to telepathically communicate, heightened mental calculation, and are able to process incredible amounts of information. So, naturally, you can do those things too. Your abilities are about as strong as the average Cypher.

Satomi-Trained (-200 CP) - Like any other ability, a Cypher's abilities do require training. It was for this reason that the satomies, institutions where Cyphers can hone their abilities, were created. It's fortunate then that you've been trained at Antium's satomi, Esteraat, the most prestigious of all. You've undergone ember exposure to amplify your Cypher abilities, and are in the top 1% of cyphers when it comes to ability, skill and training.

I Can Hear the Anthem (-400 CP) - Whilst a Cypher's abilities are powerful, they do have a drawback. If a Cypher's mind ventures too far from their body there is a chance they lose themselves in the Anthem. The same can happen when a Cypher interfaces too much with a Shaper Relic, unless they possess incredible willpower and self-control. It's a good thing then that this perk prevents that from ever happening to you, you will never lose yourself in the Anthem. You've gained a large increase in willpower and have excellent self-control. Post-Jump, this perk also acts as a general anti-mind control perk.

Transcendence (-600 CP) - Oh, oh dear. It seems you've lost yourself in the anthem. Well, it was nice knowing you, Jumpe- Wait, what? Somehow you've managed to merge with a small part of the Anthem whilst hanging on to your sense of self, and have turned into a human chimera the size of an Ash Titan, just like the Monitor did.

This new body of yours is exceptionally strong and durable, what with it being fashioned out of some strange, crystalline, stone-like yet still flexible material. Due to your new status as a chimera, a living being mutated by Shaper Relics and the Anthem of Creation, you're able to tap even further into the Anthem than Cyphers normally can, and have gained the ability to channel the Anthem into various elemental abilities. You start off being able to create fire orbs, exploding meteors, acid projectiles, lightning fields and pulses, and can create short-lived elemental minions. With time and practice, you may learn to tap into the Anthem in order to perform other kinds of elemental abilities, or to improve your existing ones.

You're also capable of creating weapons suitable for your new giant form ex nihilo, and can channel your newly-gained elemental abilities through those weapons. These weapons are made out of the same material your new body is made from.

Whilst normally you'd be stuck in this new form, you've somehow gained the ability to switch between this new form and your normal one at will.



Arcanist Perks

"We belong out there, where the world is. Not behind the white walls of the city. True discoveries—those that will further us and strengthen us—are waiting for the brave few willing to risk everything to enhance our understanding. Some of my esteemed colleagues do not agree. To them I say, either we find the dangers, or wait for them to find us."

— Arcanist Rilla Kafra, from her speech to the Explorers League of Bastion.

Forget Something? Me? Never! (-100 CP) - The ultimate goal of every Arcanist is to gather, categorize, and preserve the complete knowledge of humanity. Many Arcanists see the act of gathering and preserving information as their spiritual and moral duty. So, to better fulfill this duty, you are hereby granted perfect memory, you are able to perfectly and instantly recall anything you've ever experienced.

Omnidisciplinary Scientist-Mystic (-200 CP) - Arcanists can be found at every level of society, some may be teachers, some work together with the engineers to design and build the Javelins, whilst others may be historians, or they may spend most of their time in the wilds researching Shaper relics and the Anthem of Creation itself. You have basic knowledge in all fields of study, and are extremely knowledgeable in two fields of study of your choice.

This Technology Is Fascinating (-400 CP) - Just like the Arcanists reverse engineered the Dominion's Valkyrie in order to produce the Storm Javelin, you're able to reverse engineer any tech you come across. The more advanced the tech, the

longer it takes to reverse engineer, but even when keeping that in mind you're still able to comprehend the tech much faster than anyone else.

The Sum of All Knowledge (-600 CP) - After an encounter with a malfunctioning Shaper Relic which functioned as some kind of repository of knowledge, you've had its contents downloaded straight into your brain. As a result, you now possess a mental database containing all of the scientific knowledge of this world's humanity.

This of course means you could create your own Javelins, but as mentioned above this database includes *all* of the scientific knowledge, not just the bits pertaining to Javelin tech. Javelins, mind-machine interfaces, striders, technology that can channel/interface with the Anthem, artificial chimera created through biological experiments such as the Dominion's Furies, all this and more, now available at your fingertips.

You have a full understanding of the contents of this mental database, and can recreate anything that's in it. Who knows, maybe you'll even be able to improve your creations.



Items

You gain your Origin-specific 100 CP item for free, and a 50% discount on other items from that Origin. Cypher and Arcanist Origins gain a 400 CP stipend that may only be spent on items.

General Items

Signet (Free) - A signet is a personalized item inserted into the crown of a machine (most frequently a Javelin) to establish a mental link between technology and the human mind. Since most machines that require a mental link have been tuned for a specific user, operating a machine with a foreign signet can be difficult and unsatisfactory. You receive a single signet that's been attuned to you, as well as the blueprints required to create more of them.



On-Demand Radio (Free) - Television does not exist in the world of Anthem, but radio dramas produced by the Antium Radio Transmission are very popular. By purchasing this item you gain a small hand-held radio that can play and replay any and all works produced by ART on demand. The Crimson Lancer, Dawnguard, and more are all available for your listening pleasure whenever you want.

Cask of Fortuo Brew (-50 CP) - Brewed exclusively in Fortuo, this is the finest alcoholic beverage you'll find in this world. Very rare and expensive outside of Fortuo itself, especially in Fort Tarsis due to the fact that Fort Tarsis and Fortuo are on the opposite ends of Bastion. You now have a cask of Fortuo Brew that will never run out.

A Bunch of Sigils (-50 CP) - Sigils are single-use items infused with Ember. When attached to a Javelin, they are able to boost a single one of that Javelin's attributes for a few hours. There are many different sigils, each providing a different boost. For example, there are sigils that boost a Javelin's maximum shield strength, or sigils that increase a Javelin's fire element attacks, sigils that increase a Javelin's grenade launcher, etc. You've gained a large collection of random sigils, and will gain new ones every week. These CP-bought sigils are not limited to Javelins and may be used to boost other kinds of technology, but effectiveness may vary.

Weapons! (-50 CP) - A collection of five weapons of your choice of Epic tier or lower. Comes with a supply of ammunition for each weapon that requires it, refills weekly.

All the Weapons! (-100 CP) - You have four of every weapon, excluding those of Masterwork and Legendary tier.

Legendary Weapons! (-200 CP) - "Weapons!" now allows you to select Masterwork and Legendary tier weapons in addition to weapons previously selectable. If "All the Weapons!" has been purchased, it includes four of every Masterwork and Legendary weapon as well.

Cargo Carrier (-50 CP) - A cargo carrier is a mule, based on simplified strider tech. It is frequently used by Arcanists to transport equipment and instruments.

Crafting Materials (-100 CP) - Several chests filled with various useful materials. Included materials are as follows: Ember, Chimeric Compound, Chimeric Alloy, Corium, and Crystals. You have a large chest of each material that refills every month.

Quantity Upgrade (-150 CP per purchase) - Instead of several chests you now have several large cargo containers. This upgrade can be bought multiple times, with each purchase beyond the first doubling the amount of cargo containers you receive.

He Who Sells the Thunder (-200 CP) - A market stall run by an ex-Freelancer. They're always up for a friendly chat, but more importantly, sells various armour packs, weapons, Javelin components, and other useful items.
The merchant is also capable of transforming the appearance of any item you own. It's just a cosmetic change, however. No changing a knife into a sword or gun, but changing an undecorated blue knife into an exquisitely decorated golden knife is fine. This doesn't impact the durability or usability of the transformed item at all.

In future Jumps, this market stall will always appear somewhere nearby whenever you're looking for it, will provide all the services mentioned above, and will always sell items related to your current and past Jumps for a modest price. The stall's inventory changes weekly.



Tame(ish) Animal (Variable CP Cost) - You've managed to befriend a creature native to this world. They will always respawn within 24 hours after being killed, or after having died in any other way.

Grabbit (-50 CP) - *"I will begin this guide with a short examination of the seemingly harmless grabbit. My cousin had a pet grabbit once, and contrary to legend, it didn't steal shards and hoard treasure. My cousin liked to dress it up like a baby and coo at it, and when I expressed my concern, she said the grabbit liked it. Maybe. Or maybe it just put up with my cousin because it hoped she'd die soon and it could have a nice dinner."* — From "A Guide To Living Things That Will Kill You" by Timon Batrok.



Golden Grabbit (-100 CP) - "*It is well-known that grabbits are attracted to shiny objects, but not all are true hoarders. I believe a rare sub-species of grabbit exists that are accepted by their brethren, but are much more than meets the eye! These Golden Grabbits, as local treasure seekers call them, have abilities unseen in other grabbits that aid them in obtaining materials for their hidden nests. These include the ability to blink from one location to another, pass through physical matter, and produce a protective energy shell. These Golden Grabbits will snatch anything they can get their little paws on. There are reports of Golden Grabbits dragging machine parts, strider pieces, or even whole Javelins back to their nest!*" —From Bastion's Amazing Animals! by Venwick Crok.

Tesilar (-100 CP) - *"Whilst Tessi the Tesilar is a favourite child's toy, real Tesilars are not quite as snugly. Anyone getting too close to a tesilar should prepare to be electrocuted. And by too close, I mean 'in the general vicinity'."* — From "A Guide To Living Things That Will Kill You" by Timon Batrok.



Blirpbit (-100 CP) - *"This creature, recently observed in a Fort Tarsis shop, has finally been identified as a Blirpbit. Regardless of his keeper's outrageous claims, this beast (yes, beast!) is ancient, revered, and very rare. Old texts also describe it as venomous and deadly. When the Blirpbit feels threatened, it is able to unhinge its jaw and envelop its assailant's face; unable to breathe, the attacker slowly suffocates under noxious fumes that were noted as smelling like a sickly-sweet, feces-encrusted, Stinkhand pie (if such a thing existed) In recent history, Blirpbits were hunted almost to extinction. While their ability to annoy and enrage would be reason enough to see them gone, their venom was thought to cure the painful rash brought on by Javelin chafing."* —From A Guide To Living Things That Will Kill You by Timon Batrok.



Wolven (-200 CP) - *"Imagine gnashing teeth coming at you over and over again in quick succession. You raise your weapon to defend yourself but another beast has come at you from behind. The pack closes in, and you pray to the Shapers that your Javelin has cooled down enough to fly up out of the nightmare. But they're everywhere. Wolven… wolven in the dark."* – From "A Guide To Living Things That Will Kill You" by Timon Batrok.



Korox (-200 CP) - *"Speaking of grazing, don't let this beautifully colored herbivore fool you! While they'd like nothing better than to spend their day eating three times their weight in plants, they spook easily. And when they spook, they charge! Nothing knocks the wind out of you like a head butt from a wild korox, let me tell you!"* — From "Bastion's Amazing Animals!" by Venwick Crok.



Anrisaur (-200 CP) - "*The predators of Bastion have adapted to our world in interesting ways, none more astounding than the Anrisaur. This cave dweller's saliva creates an electromagnetic field that can disable flashlights and destroy flares, often leaving humans stumbling around in the dark. It takes a slow defensive approach to stalking prey, keeping its distance but using its spiked tongue to lash out with great force from far away. Handy for taking grabbits, gazicks, and the occasional lost lancer by surprise. You should be so lucky!*" — From "Bastion's Amazing Animals!" by Venwick Crok.



Skorpion (-200 CP) - "*This six-legged killing machine is a truly fascinating predator! Skorpions are careful not to hatch from their eggs until they sense that food is near. These creatures have highly corrosive blood and two stingers that can shoot acid at prey, damaging even the thickest Javelin armor. This acid is actually pre-digesting food for the skorpion, who is willing to share a meal with their siblings—who may or may not be burrowing underground, plotting a surprise attack.*" — From "Bastion's Amazing Animals!" by Venwick Crok.



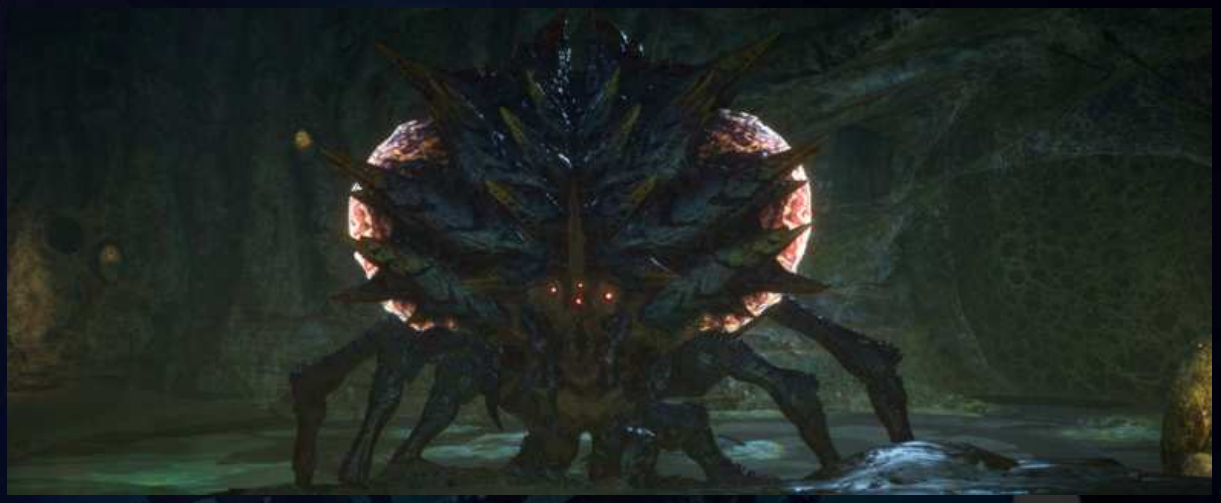
Ursix (-300 CP) - "*Now here's a glorious predator! Humongous and highly aggressive, the ursix will stop at nothing to put you on the menu. One hit from their massive arms can turn your Javelin into scrap metal, and one bite from their enormous jaws will pop you out of your armor like a nut from a shell. I advise watching the ursix from a safe height, and if you're really lucky, the ursix might hurl boulders at you. What a sight to behold!*" — From "Bastion's Amazing Animals!" by Venwick Crok.



Wyvern (-300 CP) - *"There are things that will kill you for food or self-defense. Then there's these elemental terrors, that will kill you to appease their own malicious sense of humor. Not only will they rain fire from above, but they will sneak up behind you and then rain fire from above. Luckily, you can listen for their distinctive shriek and take cover. If you can find cover. What if you don't have cover? What if you're alone with no hope of rescue? My professional advice is: just stay home in the first place. There are many better things to do."* – From “A Guide To Living Things That Will Kill You” by Timon Batrok.



Swarm Tyrant (-400 CP) - *"Rare, mysterious, and legendary in size, the six-legged Swarm Tyrant prefers a dark, damp environment where it can live in relative peace. But beware! If you do stumble into a Swarm Tyrant's house, you're in for a memorable time. Boy, can these things leap! Just when you think you've run far enough away, they'll land right on top of you with their glorious bulk. Swarm Tyrants earn their name from their willingness to sacrifice their young to save themselves, using them to cover their tails and other vulnerable areas. They'll even hurl their babies at you so the Tyrant can regroup. No one is more important to the Swarm Tyrant than the Swarm Tyrant. All hail!"* – From "Bastion's Amazing Animals!" by Venwick Crok.



Freelancer Items

Link (-100 CP) - This all-purpose communication device allows Freelancers to stay in contact with each other through shortwave radio, as well as maintain mental contact with Cyphers. Through the link, Cyphers can also act as a conduit for additional parties to observe and comment on Freelancer activities. Each link has a unique identification code that the Cypher must know before they can establish a connection with said link.

In future jumps, this device upgrades itself with any and all functions possessed by communication devices native to those jumps.

The Forge (-200 CP) - The perfect place to build, maintain, and upgrade your Javelins. Comes with all the required tools, and a regenerating supply of materials required to keep your Javelins in working condition. Also included is a manual containing step-by-step instructions on how to repair your Javelin, and just generally keep it in good condition. Becomes a Warehouse Attachment post-Jump, but may optionally be placed in a location of your choosing in every Jump.



Strider (-400 CP) - Your very own mobile base of operations. Striders are the bloodstream of Bastion. They are used to transport people, resources, and vital supplies for short distances or during lengthy expeditions into the wilderness. A strider can house a cypher amplifier and up to four Javelins at a time. Their massive size means striders can safely navigate most common dangers, but are vulnerable to certain chimera and coordinated attacks. Most striders can withstand being on the edge of a cataclysm, but will not maintain structural integrity within. If “The Forge” is purchased, a small workshop will be added to the Strider’s Javelin Bay. Whilst not large enough of a workshop to build a Javelin from scratch, you’ll have no problem patching up damaged Javelins in here.



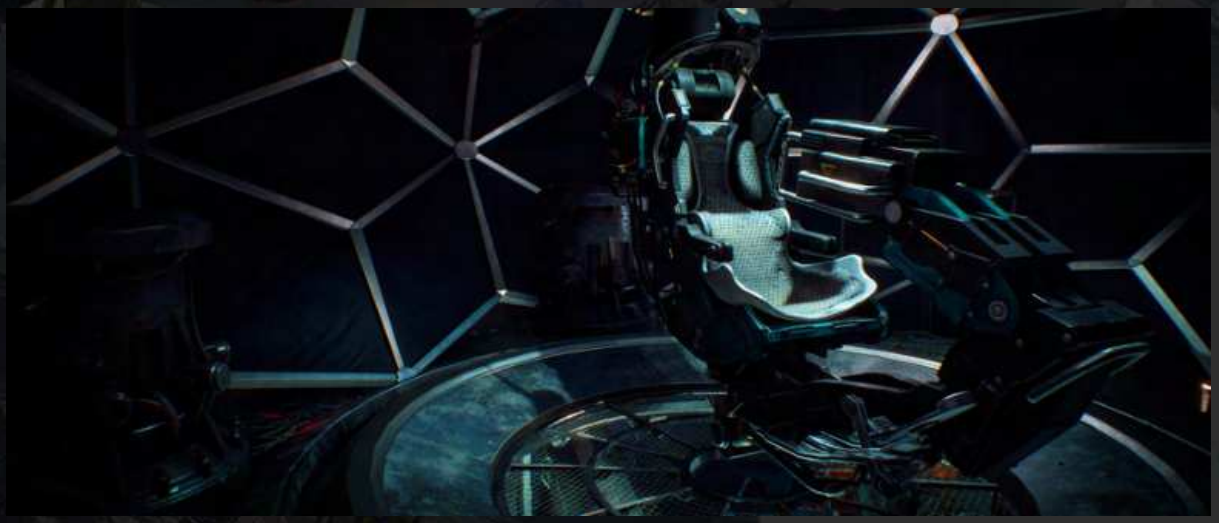
The Superior Egress (-600 CP) - A small device very similar to the Egress device that will be created by Doctor Harken some time in the near-future. The original Egress allows the wearer to safely enter and exit the Echoes of Reality cataclysm, and prevents them from being consumed by the Cataclysm's fake reality. The original device's only drawback is that its protection only lasted for up to 43 minutes. This version has no such limitation, it's capable of protecting the wearer from the Echoes of Reality Cataclysm indefinitely (or any other Cataclysm, for that matter). This device also isn't just limited to protecting from the Cataclysms, but all exotic effects such as reality warping, reality decay, time manipulation, disintegration, etc. So long as this device is worn, none of that will be able to affect you. Of course, it doesn't protect you from anything mundane, and the device itself is quite fragile. Best be careful with it.

Cypher Items

Data Archive (-100 CP) - This small device is capable of storing a vast amount of data and can only be read by a trained Cypher. These are very useful for storing sensitive data. This particular Data Archive can store an unlimited amount of data and, post-Jump, will be able to securely interface with any computer system, but only when used by you or those you've given permission to use it. It's also completely unhackable.



Amplifier Chair (-200 CP) - A device that extends the telepathic range of the Cypher seated in it, which allows them to communicate over a much greater distance. A Freelancer must wear a Link to maintain contact with a Cypher in their amplifier. Post-Jump, you'll be able to maintain contact with others even if they don't have a Link.



Ember Exposure Therapy Kit (-400 CP) - A Cypher undergoes Ember exposure therapy in order to strengthen their gifts. This kit contains everything you need to undergo Ember exposure therapy, including a refilling supply of suitable Ember. What's special about this particular kit is that it doesn't just amplify your Cypher abilities, but also temporarily amplifies all other powers you may have. Overuse of this therapy kit may cause extreme fever, vomiting, hallucinations, hearing voices, and possibly death. For safety reasons, it is suggested you do not use it more than once in a 48-hour period.

Satomi (-600 CP) - A Satomi is an academy where Cyphers are trained, and also where they undergo Ember exposure therapy to amplify their abilities. And this one's all yours! It's on the same level as Esteraat, the premier Satomi in the capital, Antium. It comes with a full staff and is completely self-reliant. Those who study here and complete their studies will gain all the abilities displayed by the Cyphers. Becomes a Warehouse Addon post-Jump, but may optionally be placed in a location of your choosing in every Jump.

Arcanist Items

Concordance (-100 CP) - After the Sanctuary of Dunar and its library were destroyed in the year 297, many Arcanists came together to publish a book of accumulated learning, known as *Concordance*. It's used by Arcanists all over Bastion to teach the youth of today. This book always contains basic information that a local of your starting location would know and auto-updates in future Jumps.

Sanctuary of Dunar (-200 CP) - Though built long ago, the Sanctuary came to prominence in the year 155, when Arcanists from the city of Anshar relocated there to put the history of humanity to paper. Not long after, it became the primary Arcanist academy in Bastion, its library the primary source of history and knowledge. It's basically the equivalent of a world-class university and the Library of Alexandria combined. You've gained the Sanctuary of Dunar as it was just before its destruction as a Warehouse Addon. In future Jumps, the library automatically expands, with that Jump's entire history being added.

Gate Beacons (-400 CP) - Gates are small, naturally-occuring Shaper-related disruptions in reality that can be momentarily ripped open to allow living things to "skip through" and emerge elsewhere. This method of travel is dangerous and wildly unpredictable. Those that risk the gates could be flung to unknown locations or never emerge at all and repeated use of gates by humans in a short period of time has been known to cause madness. Gates are thus only used sparingly, except for the desperate, heartless, and already-inhuman. In particular, Scars do not appear to suffer any side effects from using gates, and commonly use them to surprise their prey.

The artificial gate technology was invented by Saln Govrand and their mentor, Sathya. The discovery was so horrific that Govran was never the same and hasn't been found

anywhere since. Sathya did not speak of this incident for a long time, but decided to reveal everything in 468 L.V. through the publishing of “An Account of My Time with Saln Govran”.

You’ve gained several sets of paired beacons that are capable of opening a gate at their location which will transport those who enter to the other beacon’s location. Unlike natural gates and the artificial ones invented by Saln and Sathya, these are completely safe to use.

The Manifold (-600 CP) - A small Shaper Relic that is capable of augmenting and amplifying the qualities of other objects, as well as duplicating them. With sufficient study, you might be able to learn how to use it to turn a single living being into three distinct entities, like what happened to the Arcanist Matthias Sumner. When using it, be sure to let it complete the duplication cycle, or else localized reality decay might start to set in. I’ve been told it’s a nasty way to go.



Javelin Builder

Freelancers gain a 1000 Javelin Points (JP) stipend.
You may exchange CP for JP at a 1:2 rate.

Javelins are powered exo-skeletal suits worn by Freelancers when they explore the world outside the walls of civilization. They are among the most advanced kind of technology used by humanity. During the time when humans were still slaves of the Urgoth the presence of Shaper Relics allowed them to build the first of these exosuits with limited resources and Embers, even while the rest of their technology lagged behind. In the present day, they are constructed from various parts, cobbled together by Freelancers or handcrafted by the Engineers and Arcanists. The knowledge of how to build Javelins has been passed down from generation to generation, in a tradition spanning centuries. Because all technology is painstakingly handcrafted, that means Javelins are a precious, finite resource. It is because they are such precious resources that they are frequently passed down from one generation to the next, just like the knowledge of how to craft them.

Javelins are flight-capable, but can't keep flying indefinitely. As they fly, the Javelin's thrusters cause a buildup of heat which will eventually necessitate a landing. They are also capable of operating underwater, but have a limited oxygen supply. Javelins are taller than the humans who pilot them. Depending on the type, Javelins are about 2 to 3 meters tall. The four types of Javelins used by the Freelancers in Bastion are the Ranger, Colossus, Storm, and Interceptor, but other Javelin types exist, such as the Valkyrie used by the Dominion.

You have acquired your own personal Javelin. How exactly you acquired it is up to you, perhaps one of your parents was a Freelancer and passed it down to you, or maybe you were contracted by Corvus in order to test new Javelin-tech. The details really don't matter much, all that matters is that you're now the owner of one (or more) of these amazing machines.



Javelin Type

You may import an exo-suit, power armour, or mecha you already own into one of your purchased Javelins for free, granting it the Javelin form as an alt-form. The resulting Javelin will retain all of the abilities of the imported item.

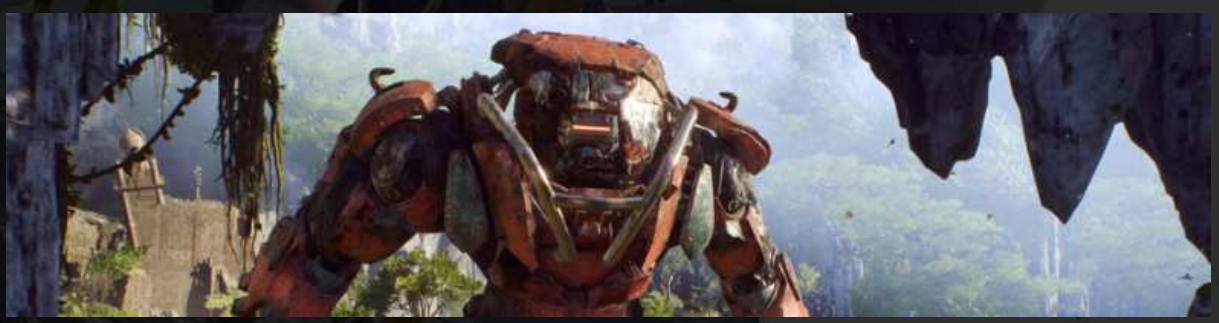
Mk. II Ranger (-100 JP) - This reliable Javelin has well-rounded offensive and defensive capabilities due to an even balance of armour and speed. Favoured by trainee and master freelancers alike, this Javelin serves as the gold standard for combat efficiency due to its sheer versatility. It is for that reason that it is the most commonly used Javelin by Bastion's Freelancers.



Mk. I Ranger (Requires Mk. II Ranger) (+50 JP) - The Javelin primarily used by Sentinels. It's built to be a cheap, easily-produced infantry exoskeleton. It lacks most of the features of a Dominion or Freelancer Javelin, except for its (rather weak, comparatively) propulsion system, shielding system, and physical augmentation systems. By purchasing this option you get a Mk. I Ranger instead of a Mk. II Ranger.

Mk. III Ranger (Requires Mk. II Ranger) (-100 JP) - This.. this Javelin is better than the Mk. II Ranger in every way. How did you get this? This shouldn't even exist yet, it's still in the prototype stages. By purchasing this option you get a Mk. III Ranger instead of a Mk. II Ranger.

Colossus (-150 JP) - This heavily armoured exo-suit is the largest and strongest Javelin (not counting the Javelins of Dawn). It is a cornerstone of human society and is used in various occupations, including industrial work, deep-sea diving, and heavy transport. Though slower than other models, this Javelin can withstand a punishing amount of damage. In battle, you can count on the Colossus to hold the line or disperse threats with its tremendous strength in close combat. If you're looking to trample through the wilderness in comfort with heavy artillery strapped to your back, the Colossus is the Javelin for you.



Storm (-200 JP) - The Storm is the latest in javelin design, using ember-cored seals to harness the power of the elements. Its ability to float above combat compensates for its light armor. Operated by a skilled freelancer, the javelin's lightning, ice and other elemental attacks make it an invaluable tool against the Dominion.



Interceptor (-200 JP) - Created as a scout-suit for explorative and diplomatic missions, the Interceptor is the most agile and acrobatic javelin a freelancer can find. Lightning fast, close-range attacks combined with specialized weaponry will thrill freelancers who crave speed on the battlefield.



Cosmetics

Is the default appearance of your Javelin not to your wishes? No need to fret, there are several customization options you may purchase.

All of the options in this section are purely cosmetic in nature; they confer no advantages or disadvantages.

“With just a bit of customization…” (Free) - This option allows you to apply any of the wraps, decals, and graphics seen in-game to your Javelin. If you don’t like any of those, feel free to design your own instead.



"... And a splash of colour..." (Free) - This option allows you to change the basic colour-scheme and cosmetic materials of your javelin to anything physically possible. Go nuts and create a hot pink Colossus, tie-dyed Storm, or a solid gold Interceptor, if that's what you want.



"...You, too, can be a true Fashionlancer" (-100 JP) - Instead of starting with your Javelin's default armour, this option lets you start with one of the armour packs seen in-game of your choice. Do note that they still need to match your chosen Javelin type. You can't apply a Colossus' armour pack to an Interceptor, for example. Again, if you don't like any of the in-game armour packs, feel free to design your own.



Freelancer's Cape Flutters Freely (-25 JP/Free: Storm) - Look at that Storm Javelin, floating majestically above the battlefield with its cape fluttering in the wind. Don't you wish your Javelin had a cape as well? Good news, freelancer! By purchasing this option your Javelin gains a cape of your own design, and it's even guaranteed to never get in the way. How cool is that?



Combat Gear Loadout

Weapons and other pieces of technology that are installed onto a Javelin directly are known as combat gear. Each Javelin can have a primary combat, secondary combat, and support gear installed, as well as a melee weapon. Whilst normally pieces of gear are locked to specific Javelin types, anything purchased in this section can be installed on any Javelin, no matter the types.

Any required ammunition for combat gear will be automatically produced over time by the combat gear in question.

You gain a 50% discount on gear matching your chosen javelin type, and may choose a single piece of gear matching your chosen javelin type in each category for free.

Primary Combat Gear (-50 JP per purchase) - Each javelin can only have one of these primary combat gears installed at a time, though this does not mean you're limited to purchasing just one primary combat gear. You may choose a single purchased piece of primary combat gear of your choice to start with, all other purchased primary combat gears will be located in your Warehouse.

Frost Grenade (Ranger) - When detonated, the frost grenade releases a blast of cold that freezes everything it touches. Though the frozen state wears off within a short while, any victims are completely vulnerable whilst frozen.

Sticky Grenade (Ranger) - The sticky grenade attaches itself to a target, detonating after a short delay. Before detonation, the sticky grenade often inspires panic in the enemy on which it is fixed. One panicking enemy can break up a disciplined formation, making this an excellent weapon to use on advancing foes.

Frag Grenade (Ranger) - This frag grenade explodes on impact, hitting enemies in a large area. A basic piece of gear and a steady performer that many freelancers swear by.

Inferno Grenade (Ranger) - A grenade filled with a highly flammable explosive, easily igniting anything caught in the blast area.

Seeker Grenade (Ranger) - When thrown, the seeker grenade splits into multiple submunitions that individually seek out nearby targets before detonating. Plenty of freelancers find this grenade useful for breaking the defenses of a spaced group of enemies.

High-Explosive Mortar (Colossus) - This mortar launches an explosive shell that detonates in a large radius. Though utilitarian and lacking the flash of some

other weaponry, its proven reliability means that it is never out of place in a freelancer's toolkit.

Burst Mortar (Colossus) - Fires shells that detonate and shatter over a wide area, doing damage to anything in that area. Some freelancers find it extremely useful when dealing with enemies that attack in swarms.

Firewall Mortar (Colossus) - On impact the Firewall Mortar's payload detonates and generates a veritable wall of flames, burning anyone and anything caught in its bounds. As you may have guessed, this is extremely useful for controlling the flow of battle.

Shock Coil (Colossus) - An electricity-based weapon that sets off blasts of lightning in a targeted area. Extremely useful for dealing with clumps of opponents.

Lightning Coil (Colossus) - The lightning coil, once activated, strikes at random targets close to the freelancer, for as long as the charge lasts. As the coil requires no further input or targeting from the freelancer once activated, this leaves them free to perform other actions. It's a favourite of many Colossus pilots out on solo missions.

Ice Storm (Storm) - This elemental weapon focuses bursts of chilling cold on the target, resulting in a shattering explosion of ice. Ice Storm is a deceptively cunning and devastating weapon.

Flame Burst (Storm) - The Storm uses its considerable power to generate a series of fiery explosions on a target location. This blast seal pummels everything in the area with heat and flame.

Lightning Strike (Storm) - This powerful blast seal calls down lightning on a target location. It's one of the iconic abilities from which the Storm-class suit takes its name.

Ice Blast (Storm) - The Storm javelin conjures and hurls jagged chunks of ice at their target, hitting them with concussive force. One of the most visually impressive weapons in the Storm's arsenal, it has an intimidating psychological effect. It has been effectively used before battles as a display of force, to strike fear in the enemy.

Living Flame (Storm) - This gear creates a relentless, living fire wraith, capable of pursuing targets through walls and other solid objects. It is a weapon that showcases the best of the Storm's abilities, with the most horrifying of results.

Detonating Strike (Interceptor) - This devastating gear piece energizes the freelancer's Javelin, allowing them to deliver a powerful strike that injects the target

with volatile energy. This will then cause the target to explode after several moments.

Venom Spray (Interceptor) - Releases a spray of corrosive acid in a short, but wide, cone in front of the freelancer. The venom spray is extremely useful for dealing with groups of enemies that get too close for comfort.

Plasma Star (Interceptor) - A charged throwing star that burns hot enough to slice through a target's armor. Skilled freelancers are reportedly able to take out an enemy freelancer in one hit, by aiming for the critical parts of a Javelin.

Wraith Strike (Interceptor) - The Interceptor, master of subterfuge, projects a realistic simulacrum of themselves towards a target, causing a distraction and allowing the Interceptor to strike at them from a distance.

Tempest Strike (Interceptor) - Delivers a powerful close-range strike that electrifies the target. This move takes full advantage of the Interceptor's swiftness, and skilled freelancers often take an enemy by surprise, dealing massive damage before the enemy is able to react.



Secondary Combat Gear (-50 JP per purchase) - Each javelin can only have one of these secondary combat gears equipped at a time, though this does not mean you're limited to purchasing just one secondary combat gear. Choose a purchased piece of secondary combat gear of your choice to start with, all other purchased secondary combat gears will be located in your Warehouse.

Venom Darts (Ranger) - The Ranger releases a volley of acid-tipped darts that seek out a single target. The corrosive power of the acid spreads over several spots on the target and makes quick work of their defenses.

Seeking Missile (Ranger) - A targeted missile that tracks and pursues its prey until it makes contact and detonates. Once fired, the speed and accuracy of the seeking missile make it almost impossible to defend against.

Spark Beam (Ranger) - Fires a continuous beam of energy at a chosen target, dealing damage for as long as the beam can be sustained. The beam comes in extremely handy in situations that call for tightly focused continuous fire.

Pulse Blast (Ranger) - Once charged, the pulse blast shoots a burst of raw energy at the target. The device was originally conceived as a possible non-lethal method of wildlife control, and adopted as a weapon when it regularly killed, rather than subdued, the animals.

Blast Missile (Ranger) - Fires a missile that explodes on impact when it hits the target. A useful piece of weaponry for focused strikes on powerful opponents.

Flak Cannon (Colossus) - This cannon fires a barrage of shells in a wide cone, dealing damage to anything in front of the Javelin. Useful for clearing a path or defending a choke point.

Flamethrower (Colossus) - The name says it all. This piece of gear releases a steady stream of fire. It's extremely effective when a freelancer needs a jet of fire to scorch or flush out their enemies.

Railgun (Colossus) - The railgun launches armor-piercing projectiles at high velocity. Though it takes a moment to charge, it strikes with astounding speed and force once fully charged up.

Siege Artillery (Colossus) - This siege artillery fires a high-explosive shell at its target, causing massive amounts of devastation. Though originally created to destroy fortified structures, its striking power also makes it extremely useful on an open battlefield.

Venom Spitter (Colossus) - High-velocity gobs of acid are launched, causing corrosive damage to anything they hit. The acid is particularly effective against armored and fleshy opponents.

Arc Burst (Storm) - The Storm javelin charges its power to release a bolt of electrical energy, which hits a target and then arcs to other nearby enemies. This devastating focus seal highlights the Storm's mastery of the elements.

Frost Shards (Storm) - The Storm uses this seal to assault their target with razor-sharp ice shards. It's an onslaught that rips through targets and devastates non-armored opponents.

Glacial Spear (Storm) - This focus seal releases a powerful concentrated blast of cold energy at its target, impacting with high force. It's a useful weapon for coordinated attacks on powerful opponents.

Shock Burst (Storm) - Produces an orb of electrical energy that bounces off solid objects and seeks out its target. The energy orb is as distracting as it is destructive, and targets have been known to break formation trying to escape it.

Burning Orb (Storm) - The freelancer can throw orbs of fire in rapid succession, or gather their energy to release it in a powerful explosive fireball. Like many of the Storm's abilities, the burning orb uses ember-cored seals to channel elemental energy.

Venom Bomb (Interceptor) - This frightening bomb releases acid mist that settles over and saturates the area, causing damage to anything in the affected location for as long as the acid persists. This bomb also has a psychological effect, as the mist creates fear in the enemy.

Cluster Mine (Interceptor) - Once deployed, the cluster mine releases multiple proximity mines, which detonate when an enemy comes close. The cluster mine can be utilized to control the flow of battle, and to defend from flanking attacks.

Searching Glaive (Interceptor) - The searching glaive is a target-seeking gadget. Once deployed, it tracks and pursues its target, blasting it with force once it hits home. Difficult to evade, this weapon is often employed to take down fleeing targets.

Cryo Glaive (Interceptor) - This thrown gadget locks onto the target and freezes it in place when it strikes home. It's useful for taking down fast-moving targets. Once frozen in place, they are vulnerable to other attacks.

Spark Dash (Interceptor) - The freelancer focuses their javelin’s strength and power and then rushes their target, dealing damage to anything and everything in the way. An impressive move that underscores the Interceptor javelin's devastating speed.



Support Gear (-100 JP per purchase) - Each javelin can only have one support gear equipped at a time, though this does not mean you're limited to purchasing just one piece of support gear. Choose a purchased piece of support gear of your choice to equip, all other purchased support gears will be located in your Warehouse.

Bulwark Point (Ranger) - This spherical energy field will block projectiles directly over the freelancer's position. This support gear has become even more useful since Scars began to build their own turrets.

Muster Point (Ranger) - When the freelancer deploys this field of energy, it increases the damage inflicted by guns for the freelancer and all allies standing within it.

Battle Cry (Colossus) - When enemies attack a vulnerable or damaged member of your team, this will make them focus on you instead, giving your allies a chance to regroup. An important tool when rescuing civilians. It also temporarily makes enemies more vulnerable to your own attacks.

Shield Pulse (Colossus) - This device creates an energy field where all incoming damage for the freelancer and nearby allies is reduced by 33% for as long as it's active.

Wind Wall (Storm) - When enemy strikes are raining down upon the freelancer, they can summon a wall of wind to fortify the targeted area and block any projectiles headed their way.

Quickening Field (Storm) - A field of altered time is created where the freelancer and all allies move 50% faster whilst enemies still move at the same speed as before.

Target Beacon (Interceptor) - Once the freelancer has fired on a target, this will mark them for additional damage from nearby effects. As a bonus, should the target perish before the effect ends, it will pass on to one additional foe. As the freelancers like to say... "Pass it on."

Rally Cry (Interceptor) - A rally cry frees the freelancer and their allies from negative effects. The Interceptor utilizes mobility above all else, and this gear removes effects that may otherwise force the freelancer to maneuver cautiously.



Melee Weapon (-100 JP per purchase) - Each javelin can only have one melee weapon equipped at a time, though this does not mean you're limited to purchasing just one melee weapon. Choose one of your purchased melee weapons to equip, the others will be located in your Warehouse.

Shock Mace (Ranger) - The Ranger's Shock Mace is a versatile melee weapon that strikes a good balance between weight and maneuverability, and is capable of electrocuting struck enemies.

Seismic Mace (Ranger) - The Ranger's Seismic Mace is a heavy melee weapon that is capable of defending even the largest of enemies through the use of high-frequency vibrations.

Seismic Glove (Colossus) - The Colossus' Seismic Glove is a heavy melee weapon that can be smashed into the ground for attacks across a wide area. Any enemies in the area of effect will be staggered by the impact.

Inferno Glove (Colossus) - The Colossus' Inferno Glove is a heavy melee weapon that can be smashed into the ground to set a wide area, and enemies within that area, on fire.

Explosive Strike (Storm) - The Storm's Explosive Strike is a seal-based melee attack that conjures a fiery close-range explosion capable of burning through even thick armour plating.

Shocking Strike (Storm) - The Storm's Shocking Strike is a melee attack that conjures an electric blast from the javelin's seals. It's particularly effective against energy shields.

Twin Blades (Interceptor) - The Interceptor's Twin Blades are a pair of mono-molecular double-bladed daggers that allow for fast attacks that can be chained together.

Venomous Blades (Interceptor) - The Interceptor's Venomous Blades are a pair of acid-coated, double-bladed daggers. Their corrosive acid damage makes them especially useful against armored and fleshy targets.



Shields

Each and every Javelin has a shield of some sort. You may choose the shielding option matching your chosen Javelin for free or may pay CP to select another Javelin's shielding option.

Choose one (and only one) option per Javelin.

Static Energy Shield (-100 JP/Free: Ranger) - A form-fitting energy shield surrounds your Javelin, capable of blocking all incoming attacks. It can only take so much punishment in a short period of time before it breaks, but will reform itself after a short recharge period.

Dynamic Energy Shield (-100 JP/Free: Interceptor) - A form-fitting energy shield surrounds your Javelin, capable of blocking all incoming attacks. It can only take so much punishment in a short period of time before it breaks.

By default this energy shield takes longer to recharge than the Static Energy Shield, though it is also capable of using the kinetic energy generated by your own movements to recharge itself. Keep on standing still and it's going to be a while before it's back up, but if you're dancing across the battlefield it will be back up in no time.

Spherical Energy Shield (-100 JP/Free: Storm) - Instead of a form-fitting energy shield this shield's in the shape of a perfect sphere surrounding your Javelin. Like the other energy shields, it's capable of blocking all incoming attacks but can only take so much punishment in a short period of time before it breaks.

Strangely enough, this particular shield seems to recharge faster in the air than when you're ground-bound.

Deployable Physical Shield (-100 JP/Free: Colossus) - Who needs an energy shield? A good, solid slab of durable metal is all you need. Since this is a physical object it has no need to recharge itself, but it obviously can only block attacks that come from the direction it's pointed in. Also doubles as a highly effective bludgeon and/or battering ram.

Experimental Shielding System (-400 JP) - The exotic shielding option. Allows you to design your custom shielding system. Something like having hundreds of smaller shield projectors all over your javelin that allow you to change your shield's form on the fly, perhaps? It's certainly an option you could take. Though you may design your shielding system to your specifications, please do fanwank responsibly.



Miscellaneous Javelin Components

If you're still not satisfied with your javelin, you may purchase extra components here that grant additional capabilities to your javelin.

Well, This Is Different (Free) - This special component ensures your javelin will be compatible with any and all kinds of foreign technology you may have come across before or will come across in the future. A very useful boon for Jumpers who prefer to combine various kinds of foreign technology into a singular whole.

Equipment Clamps (-50 JP) - Magnetic clamps that allow you to store your guns on your Javelin. Useful if you want to carry multiple guns into battle. Will even be able to hold non-magnetic guns, somehow. Each purchase of this adds two clamps onto your Javelin. Can be purchased multiple times, with the first purchase being free.

Rebreather (-50 JP) - Feel free to relax instead of worrying about having a limited oxygen supply when underwater. This component installs a rebreather that effectively grants your Javelin an unlimited supply of oxygen.

Seal Technology (-100 JP/Free: Storm) - By installing this component, your javelin can channel the Anthem of Creation into various elemental attacks just like the Storm and Valkyrie javelins can.



Diverted Energy Circuit (-100 JP) - A component that upgrades the efficiency of your javelin's energy shield. It'll be capable of taking twice as much punishment, and will recharge itself twice as fast.

As Tanky as a Turtle (-100 JP) - Shields are well and good and all, but they can fail. That's why your Javelin's covered in armour plates that are far more durable than the average Javelin's, granting it a significant increase in durability. If this is added onto a Colossus, then its armour will be capable of tanking hits that even the legendary Javelin of Dawn would have trouble shrugging off.

Valkyrie-Derived Elemental Seals (Requires Seal Technology) (-150 JP) - The Dominion's Valkyrie javelin is capable of chaining its elemental attacks together at a speed a Storm javelin is unable to match. By installing this component, your Javelin will be able to fire off elemental attacks at the same rate as a Valkyrie, and will become immune to damage from a single element of your choice.

Valkyrie-Derived Thruster System (-150 JP) - Dramatically extends your Javelin's flight time, and allows you to hover indefinitely.

Blink (-150 JP) - The same kind of technology that lets a Storm teleport for extremely short distances has been installed in your Javelin, allowing you to teleport about 2-4 meters at a time. If you're installing this onto a Storm Javelin, it'll be capable of teleporting 15-25 meters at a time instead. The same applies for non-Storm Javelins if you purchase this twice.

Like a Ninja (-150 JP) - A series of micro-thrusters placed on strategic locations on your Javelin lets you weave, hop, skip, dash, and jump around just like an Interceptor. If this is added onto an interceptor, it'll be capable of acrobatics an Interceptor couldn't normally pull off. The same applies for non-Interceptor Javelins if you purchase this twice.

Elemental Storm (Requires Seal Technology) (-250 JP/Free: Storm) - By overclocking your installed seals you're temporarily able to call down a true elemental storm in a targeted area. Manipulating the raw force of the Anthem, your Javelin emits successive blasts of frost, electricity, and fire, followed up by creating a large meteor of chaotic elemental energy that will fall from the sky upon your targets.

Miniature Missile Massacre (-250 JP/Free: Ranger) - Don't let the "Miniature" in the name fool you, this component installs a hidden missile launcher that can launch a veritable barrage of highly explosive missiles that will bring death and destruction to a large number of enemies simultaneously.

Kinetic Absorption and Redirection (-250 JP/Free: Interceptor) - You can now store up the kinetic energy generated from your Javelin's movements. Once you've stored up enough kinetic energy, you can then channel that energy back into your Javelin. This temporarily makes your Javelin invulnerable, increases its agility, movement speed, and increases your melee weapon's damage somehow. Works best with highly mobile Javelins such as the Interceptor.

Time to Bring Out the Big Booms! (-250 JP/Free: Colossus) - Your Javelin has an internal fabricator installed that's capable of producing and firing slugs of highly explosive ammunition. When it strikes the targeted area, the explosion is so powerful it generates a small mushroom cloud. Don't worry, harmful radiation isn't a thing. It's just a really big explosion.

Alternative Elements (Requires Seal Technology) (-250 JP) - In addition to the default frost, electricity, and fire element attacks, you're now capable of channeling a different element of your choice through your seals as well. Can be purchased multiple times, each time allowing you to channel an additional element. You have some leeway in deciding what constitutes an element, but you can't pick something ridiculous like space-time, death, pure energy, or anything like that. Some examples of valid choices are any of the traditional western or eastern RPG elements, light, darkness, ink, or acid.

Self-Repair System (-400 JP/Free) - This must be Shaper technology of some kind, because it's certainly not of human origin. It allows your Javelin to, somehow, automatically repair itself over time. A nearly destroyed Javelin will be as good as new in an hour with this installed. No need for any kind of materials either. When in combat, this self-repair system still works, but at a far slower pace. This Component may be taken for free, but if you do it will not be added to your Javelin until Post-Jump.

Vented Thrusters (-400 CP) - An expensive upgrade compared to normal thrusters, these come with extra vents allowing for more efficient cooling, thus preventing the thrusters from overheating. This in turn allows the javelin to fly indefinitely.

Companions

Old Friends (-50/-200 CP) - Import or create a single companion for 50 CP, or 200 CP for up to 8 companions. Each companion gains an Origin, that Origin's freebies (including stipends they may qualify for), and 600 CP to spend.

Strong Alone, Stronger Together (Free/-50 CP) - If you can convince them, you may recruit a local human as a Companion. The first purchase of this option is free, subsequent purchases are 50 CP each.



Drawbacks

You may take as many drawbacks as you want, but can only gain 800 CP from them in total.

“Aww, aren’t they adorable?” (+100 CP) - A flock of Grabbits has taken a liking to you. In return you have taken a liking to them, you think they’re just the cutest things that have ever walked this world, and will be utterly unable to harm them. The very thought wouldn’t even cross your mind. That wouldn’t be such a bad thing, except for the fact that when Grabbits congregate they unintentionally tend to cause a lot of property damage. Unfortunately, this particular flock of Grabbits have decided to follow you around wherever you go, and even if you left to the other side of the world, sooner rather than later they’d manage to find you again. You’re not going to be very popular in human settlements, that’s for sure, for when you show up, property damage is all but guaranteed. It might also be a good idea to check whether your gear is still functioning before an expedition. You’re going to have a bad day if you’re surrounded by Wyverns and pull out your trusty gun, only to find out the Grabbits have gummed up the internals.

"Who’s your friend here? Is he for sale?" (+100 CP) - Somehow, a Shaper relic went haywire and you've been turned into a Blirpbit for the duration of the Jump. Good luck piloting a Javelin! Or anything else requiring opposable thumbs. Or even speak. Why, exactly, would you ever pick this?

Over-Promised, and Under-Delivered (+200 CP) - Whenever you do something, you will invariably end up disappointed. Accepted a contract that promised to pay a hundred coins at completion? Too bad, you’re only getting ten. Commissioned a painting by a famous artist? Scar invade, kill the painter, and set fire to their house. On your way back to civilization in a strider and you’re looking forward to a nice cold beer at the bar? An Ash Titan attacks and destroys the strider. You’ll never have a boring day, that’s for sure. Unless you’re looking for excitement, in which case absolutely nothing will happen. And no, you can’t try to cheat and bring death and destruction upon your enemies this way.

Ransacked Warehouse (+200 CP) - Oh dear, it seems someone left the door to your Warehouse open. Outlaws, Grabbits, and even Scar managed to get in and ransacked the entire thing. Approximately half of the things in your Warehouse have been stolen. It’s up to you to retrieve them. Or not, it’s your choice. Just be aware that anything that hasn’t been returned to the Warehouse by the time this Jump ends will be lost forever. Incompatible with “Walking the Path of Valour”.

Walking the Path of Valour (+300 CP) - You’ve been reset to your Body Mod, you’re unable to use anything from previous Jumps, and your Warehouse access has been disabled for the duration of this Jump. You’ll just have to survive with what you can get from this Jump. Incompatible with “Ransacked Warehouse”.

Myth No Longer (+400 CP) - Instead of invading the borders of the Dominion, the Urgoth have invaded Bastion. This means that in addition to all the threats that are already present, you'll now have to deal with these invading slavers as well. Most of the Sentinels in Bastion, as well as many Freelancers, have been recalled in order to mount a defense against the Urgoth. This means that, not counting their walls, most cities and settlements are completely defenseless. This Urgoth invasion has various other knock-on effects as well. Crime is on the rise, for example, because the Sentinels aren't there to enforce order. There's food shortages all over Bastion because there aren't any Sentinels to protect the farms. There are Cataclysms that are growing out of control because there aren't any Freelancers available to Silence them, etc. The situation will only get worse the longer the invasion goes on. And it will go on for the duration of the entire Jump.

Tyranny of the Swarm (+400 CP) - Unbeknownst to everyone, a Swarm Tyrant was turned into a Chimera by a Shaper Relic. This created a new whole new breed of Skorpions, ones capable of tapping into the Anthem, granting them all kinds of elemental abilities. They are also capable of breeding much faster than normal Skorpions, and are even more aggressive than their normal cousins. They've recently surfaced from underground, in search of food, and are marching towards all the cities and settlements in Bastion. After all, what is a city to a Skorpion but a large buffet? Even if you manage to eradicate all the Swarm Tyrants, new ones will pop up somewhere else.

Escari Rising (+400 CP) - The Scar are a colonial swarm of insects that mimics the dominant life-form in an area. After encountering humanity, they started to emulate the human form. They are relentless, an invasive force not native to Coda. Completely utilitarian beings who gather scraps and objects from just about anything and attach it to themselves. They are functionally immortal, when their physical form is destroyed, their "soul" returns to the hive to be recycled. Normally they're fairly dangerous, but not one of the top threats. However, when a hive is led by an Escari, a rare form of Scar capable of speech and intelligent thought, they become extremely dangerous. By taking this drawback, Escari will now make up 50% of the total Scar population. This effectively turns them into one of the biggest, if not the biggest threat on Coda, and they've set their sights on humanity. Well, humanity's resources, really. It's just that those pesky humans are in the way of said resources. If taken with "Tyranny of the Swarm" the Scars will have somehow managed to tame the new Skorpion Chimera breed and will use them in battle, both as mounts and as cannon fodder.



Scenarios

There are no penalties for failing a Scenario.

Return of the Shapers: It seems the Shapers have returned to Coda at long last. They've started to activate Shaper Relics all over the world, causing an untold number of cataclysms to form, and are preparing to finish what they started so very long ago. That is to say, they are going to create the world they set out to create before their inexplicable disappearance. Unfortunately, that means the current world has to end. There is no force on Coda capable of stopping them from carrying out their plan, so unless you want the entire world to be destroyed, it'll be up to you to stop them, Jumper. Their Relics allow them to tap into the Anthem of Creation in ways that no one else can, allowing them to harness the pure force of creation itself and thus warp reality itself. Their Relics are everywhere on Coda. Actually, that might be a bit of a misnomer. Their Relics are a part of Coda in the same way your blood is a part of you. Paradoxically, you're going to have to destroy the world in order to save it.

Reward: If, against all odds, you manage to save the world from the Shapers, you'll gain a database containing all of the Shaper's scientific/technological knowledge and knowledge of the Anthem of Creation as a Warehouse Addon.



Dawn on the Horizon: Instead of starting two years after the failed mission to Silence the Heart of Rage Cataclysm, you now start approximately 500 years in the past. Your starting age is now locked to fifteen years old, and you take the place of a fifteen-year old Helena Tarsis, who is still a slave at this point in time. Whether you take her place by just replacing her or self-inserting as her is up to you. Like Helena, all humans are still slaves of the Urgoth at this point in time. The victory conditions of this Scenario are as follows:

- Find the other founding members of the Legion of Dawn, and successfully create the Legion together.
- Overthrow the Urgoth, thus securing freedom for all of humanity.
- Prevent the Legion from disbanding due to infighting during the Jump's duration.

The other founding members of the Legion of Dawn are: Arden Vassa, a genius inventor who went on to invent the Javelins. Liatrelle the Unbroken, Helena's oldest and most trusted friend. It was her compassion that turned the legion into the

stalwart protectors instead of just a bunch of rebels aiming to overthrow the Urgoth. Garred the Chronicler, a historian, author who went on to become the primary recruiter and trainer for the Legionnaires. He also ended up marrying Helena Tarsis in the canon timeline, but that's not relevant to this scenario.

Reward: If at the end of this Jump those three conditions have been met, you will gain the following:

● The entire Legion of Dawn will join you on your chain as a singular group-companion. All of Northern Bastion will come with them as well, which includes all of the Legion's infrastructure, such as the Legion's headquarters, the Fortress of Dawn. The Legion will always be able to import for free without taking up a Companion Slot, and Northern Bastion may be placed in a location of your choosing in each and every Jump.

● You also gain a Javelin of Dawn for yourself, one for every Companion, and one for every member of the Legion. The Javelin of Dawn is basically a Colossus, but superior in every way, and comes with a built-in "The Superior Egress" item. You and your Companions gain 1250 JP each that can be used to customize your Javelins of Dawn.



Twilight Dominion: Instead of starting two years after the failed attempt to silence the Heart of Rage, you start just before the Dominion's assault on Freemark, and have replaced Armas Brom, the Monitor. This means your starting location is locked to Freemark.

You have ten years to achieve the Monitor's original goals. They are:

● Acquire the Cenotaph which is currently hidden in Freemark and protected by Freemark's Sentinels, without triggering the Heart of Rage cataclysm.
● Figure out how to use the Cenotaph and use it to merge with the Anthem, thus fashioning an Ash Titan-like body for yourself.
● Defeat all of the Freelancers, Sentinels, Outlaws, and Scar.
● Conquer Northern Bastion and establish Dominion rule.

Reward: If at the end of this Jump those four conditions have been met, you will gain the following:

● The entire Dominion Army will join you as a singular group-companion. All of Sundermark will come with them as well, which includes all of the Dominion's infrastructure, such as the Dominion's capital, Stralheim. The Dominion will always be able to import for free without taking up a Companion Slot, and the nation of Sundermark may be placed in a location of your choosing in each and every Jump.

● You also gain a Valkyrie Javelin for yourself, one for every Companion, and one for every member of the Legion. The Valkyrie is basically a Storm Javelin, but is only capable of channeling a single element (of your choice). Though it's only capable of channeling a single element, it can do so rapidly. Much faster than a Storm, that's for sure. The Valkyrie is also immune to all damage from the chosen element. You and your Companions gain 1250 JP each that can be used to customize your Valkyries.



Ending Options

So, you managed to survive ten years, well done. Now what will you do?

Clipped Wings: You wake up at home with everything you've gained over the course of your Chain. No more Jumping for you.

Ancient Mysteries: There's plenty of things left to uncover on Coda, so you've decided to stay here.

Into the Heart of Rage: Just like there's always another contract for a Freelancer, there's always another Jump for a Jumper. Time to move on to the next one.

Notes

According to the “The Art of Anthem” art book, all mundane technology in the setting of Anthem is analog, not digital. The general level of technology, not counting the exotic tech derived from Shaper Relics and the Anthem of Creation, is slightly below the general level of technology on our modern Earth. That does not necessarily mean it’s any less effective, however. The technology level of the Shapers, on the other hand, is millenia ahead of our 21st century tech level and capable of warping reality.

Television, for example, does not exist in the world of Anthem. Radios do, however, and radio dramas are fairly popular.

All of the Freelancer perks work on any kind of powered armour/exosuit/mecha Post-Jump. This means you could for example control the mecha you’re piloting mentally if you have the “Man and Machine” perk. They also apply to any kind of vehicle meant mainly for combat. So an attack helicopter would benefit from those perks, as would a main battle tank, but an armoured personnel carrier would not, since it’s main purpose is transportation.

“The Superior Egress” also functions as a Dawn Shield.

Sigils enhance a Javelin’s chosen attribute by 30%, so the stronger the base attribute, the stronger the boost.
The same applies to sigils applied to other kinds of technology, of course.

Transcendence: For those of you familiar with Worm, the durability of your new body is somewhere in between that of Hookwolf and Alexandria.

If you want to check out what the Javelins’ various armours look like, this is a good place to check them out.

Dawn on the Horizon & Twilight Dominion: You’ll automatically gain new Javelins of Dawn/Valkyrie Javelins in future Jumps if you recruit new Companions.

Dawn on the Horizon & Twilight Dominion: When customizing your newly-gained Scenario reward Javelins, you and your Companions are able to customize them individually. The Legion/Dominion group-companion all use the same standard Javelin of Dawn/Valkyrie, however.

Twilight Dominion: If you’ve achieved the victory conditions for this scenario and are customizing your newly-gained Valkyrie Javelins in the Javelin builder, then the “Valkyrie-derived Elemental Seals” option works differently for Valkyries: Since the Valkyrie already has rapid-chain and elemental immunity functionality, purchasing this component for your Javelin will let it channel all of the elements, much like a

Storm can. It will also make your Valkyrie immune to a second element of your choice.

If a single person (doesn't matter if it's a Jumper or Companion) has purchased multiple Javelins in the Javelin Builder section, then you may choose if all Component Upgrades apply to all Javelins purchased by that person, or if they only apply to a single Javelin. You can decide this on a per-component basis.

Glossary

Anthem of Creation: The source of pure creation. It permeates all aspects of existence, and has existed since the beginning of time. Through their relics, the Shapers used it to create the world of Coda. Sometimes, the Anthem "bubbles over", leading to catastrophe. This has destroyed entire civilizations in the past.

Anzu: Group term for any creature formed at the dawn of creation. Not of the natural world. Left to fend for themselves after the Shapers departed. Some Arcanists believe that the Anzu haven't disappeared, but are merely living among us, that perhaps a titan or even humans are Anzu. Those Arcanists are generally regarded as total crackpots.

Arcanist: A combination of scientist, mystic, teacher, and archeologist. They have dedicated themselves to the study of the world of Coda. Together with the Engineers, they are the ones who handcraft the Javelins utilized by the Freelancers. Reverse engineered the Valkyrie Javelin in order to create the Storm Javelin.

Arden Vassa: Founding member of the Legion of Dawn and inventor of the Javelins. Also ended up becoming the first Emperor of Bastion, some time after the Legion disbanded.

Ash Titan: Large, bipedal creatures found within the world. Extremely powerful, and can shoot a beam of energy from their chest. Research indicates that they are not native creatures to this world.

Cataclysm: The Anthem is what creates reality. Cataclysms are simply smaller realities inside our own. Temporary ones, sure, but extremely dangerous nonetheless, for the laws of our reality may not necessarily apply there.

Chimera: Fauna corrupted by out-of-control Shaper Relics. Generally very dangerous.

Chimeric Alley: When chimeric compound is compressed with existing minerals over a long period of time, the result is a chimeric alloy. Though not as strong or as volatile as ember, it will give you a small charge when first handled. The alloy is commonly used in the crafting of household appliances, strider consoles, oculates, light bulbs, decorative paint, weapons, and other items.

Chimeric Compound: When cataclysmic residue is absorbed by plants through the soil, they collect in the plant as a chimeric compound. The harvesting of chimeric compound is an ancient tradition, going back to pre-Legion times, and the compound itself can be traded or used to make various items. It is also notably flavourful in grabbit stew.

Corium: When a titan dies, the liquid pumping through its stone heart cools and hardens to become corium, one of the strongest metals found in this world. The last time someone managed to harvest some was during the First Freemark Expedition into the Heart of Rage, where Freelancer Trapper managed to recover some after killing the titan known as “Javelin Breaker”.

Corvus: Bastion’s diplomatic and intelligence agency. Masters of covert operations, answering directly to the Emperor. Tend to contract out their… messier tasks to third-parties, such as the Freelancers. Responsible for the creation of the Interceptor.

Crystal: Crystals are a crystalline material of an unknown chemical composition that emit high levels of energy and can cause feedback or interference with ember devices in some instances. According to the arcanist Matthias Sumner, these have lots of potential applications.

Cypher: Humans with a sensitivity to the Anthem of Creation. They are capable of telepathic communication, heightened mental calculation, and can process incredible amounts of information. They act as a support role for Freelancers, providing them with information, analysis and trajectory calculations during expeditions.

Dominion: Expansionist, militaristic human kingdom. Believe the way to survival is “peace through force”. Keep their citizens on a short leash, freedom-wise. Their goal is to establish their rule over the entire world. Successor organization to the Paladins. Created the Valkyrie Javelin.

Ember: A rare but naturally occurring, dangerous by-product of the Anthem of Creation, used as a foundation for human technology. Whilst excessive exposure to ember can be dangerous, it is often applied to cyphers during their training because it amplifies the connection between the human mind and the Anthem of Creation.

Engineer: Those who follow in the footsteps of Arden Vassa. Skilled mechanics, artisans, architects, and smiths who build, maintain, and repair Bastion’s infrastructure.

Escari: A Scar that is capable of speech and intelligent thought. They appear when enough Scars get together and reach a critical mass.

Freelancer: Individuals tasked with safeguarding humanity and exploring beyond the walls. They pilot a Javelin exosuit whilst outside of the walls.

Javelin: Powered exo-suits worn by Freelancers when outside of the walls. Easily among the most advanced technology used by humanity. The first Javelin was the Javelin of Dawn, created by Arden Vassa, a member of the Legion of Dawn.

Legion of Dawn: The disciples of Helena Tarsis, General of the Legion. A legendary group of heroes that existed 500 years ago. Freed humanity from Urgoth slavery. Ended up splitting into three different organizations after Tarsis' death due to differences in philosophy: The Sentinels, Freelancers, and Paladins.

Monitor: Real name: Armas Brom. One of the Dominion's special operatives. Is both a Freelancer and a Cypher, which is practically unheard of. Antagonist of the game's main story.

Paladins: One of the factions that arose from the ashes of the Legion of Dawn, after Helena Tarsis' death. They follow the philosophy of Path of Might, convinced that strength and force should lead the way. Eventually traveled north to another continent where they formed the Dominion.

Reality Decay: What happens when a malfunctioning Shaper Relic is Silenced in an incorrect manner. Reality will try to revert to its previous state, but due to the Relic's unfinished changes, will be unable to do so safely. The affected part of reality will slowly start to decay, until eventually it just… fades from existence. When this happens to a living being, they'll soon start experiencing headaches, then they will start tasting colours, limbs will cease functioning at times, their organs will liquefy, and plenty more nasty stuff. And whilst that's happening, they're still alive somehow. Until they fade out from existence, anyway. Nasty way to go.

Scar: Hive-mind swarm of insects that have taken on a humanoid form. Said humanoid form consists of thousands of Scar organisms. Whilst their body can be destroyed, they are functionally immortal since they can rebuild their body at their hive. Known scavengers.

Sentinel: Part Royal Guard, part Police, part Militia. The Sentinels are responsible for enforcing order in the cities, settlements, and towns. They also serve as their primary defensive force. In addition, the Sentinels are tasked with protecting the Royal House of Bastion. Rarely coordinate with Freelancers, generally consider them to be unreliable, loose cannons.

Shapers: Also known as Gods, they are the creators of the world of Coda. It is said that they set out to create the world in nine days, by using devices that could tap into the Anthem of Creation. On the third day they vanished, leaving their devices behind.

Shaper Relics: The aforementioned devices used by the Shapers to tap into the Anthem of Creation.

Shaper Storm: Violent reality distorting storms that happen all over the world. Also known as Cataclysms.

Signet: A small personalized item inserted into a machine to establish a mental link between the technology and the human mind.

Urgoth: A race that once enslaved humanity, before they rebelled and gained their freedom. Supposedly defeated by General Helena Tarsis. Since then, there has been little evidence to support their actual existence, at least in Bastion. Whispers of an Urgoth invasion on the Dominion's borders have recently reached the capital of Bastion, so perhaps they aren't quite as extinct as is believed.

Changelog

2021/10/15: Version 1.5

● Transcendence: You're no longer stuck in this form for the duration of the Jump, but can switch to and from this form at will.
● Material Chests renamed to Crafting Materials. Combined its two upgrades into a singular upgrade. Moved the explanations of what the crafting materials are to the Glossary section.
● Updated the "The Sum of All Knowledge" perk's description with some more examples of what kind of science/tech you gain knowledge of. Just to give you a better kind of idea what the perk lets you do.
● Colossus Javelin price increased by 50 JP, Storm and Interceptor price increased by 100 JP.
● More gear loadout options for javelins.
● Separated Ranger/Interceptor shields into two shields, one for Ranger Javelins and one for Interceptor shields. Also updated the description for Storm and Colossus shields.
● Removed Javelin Components categories and merged into a singular Miscellaneous Javelin Components section.
● Well, This is Different component reworked and made free.
● Double Shielding component removed and replaced with Diverted Energy Circuit component.

"The walls of Fort Tarsis are thick, its Freelancers are loyal, and the people are strong—but we're far from invulnerable. Danger comes in stranger forms every year. Like that Cataclysm that brought lavender snow. Lavender snow! Everyone thought it was beautiful until it started to burn. So we set up fire watches and doubled patrols to stop the damage. And I thought I'd seen everything."
—From a patrol report written by Sentinel Derien Barr

Anthem Jump v1.5 - By Sillywickedwitch