Hostile Waters: Antaeus Rising

In the year 2012 the world came to an end, the end of nations, the end of bickering powers and the hate they carried with them. The peoples of the world rose up in defiance, tearing down the old regimes with a new world, one with plenty, a world that no longer had a use for the many wars fought under so many banners and causes that claimed they were just. It is now twenty years later and the world prospers, creation engines supply free goods to the masses, miracle drugs prolong life and heal the people just through inhalation, and the very earth itself gives way to new virgin land at the behest of mankind. Life however is never so simple, the remnants of the old world plot and gather seeking to tear down this progress and reinstate the old systems. The world has forgotten war, something it desperately needs to relearn if it wants a chance to remain standing. It is now 2032 and It falls to a single ship and its crew, the last of the Adaptive Cruisers to preserve the new and destroy the old. These are hostile waters.

You have 1000cp

Location
Zero Four begins near a small island somewhere in the pacific ocean.
The New World begins either at Central or any other city on the planet.
The Old World begins on Island Zero at the center of the Chicane.
The species begins inside a Cabal lab, their stasis tank malfunctioning and providing an escape.

Origins
All origins may be used as drop-in should you prefer.

Zero Four
The only other remaining adaptive cruiser aside from Double Zero. Zero Four would have originally failed to respond to the reactivation signal due to brain damage. Fortunately unlike the original you do respond waking up to a world on the edge of war and orders from headquarters. Will you listen? Just don't think about where your new body came from…

The New World
One of the last in the new world who remembers how to fight like the old world. You were there for the ushering in of a new peaceful world free from the old powers two decades ago. There was no need for soldiers until now, you may be a scientist, a politician, or even just a survivor but above all you remember how to fight. That's what will count the most in this harrowing time.

The Old World
Look at them, look at how they have forgotten their place? The world belonged to your kind, RIGHTFULLY belongs to you even though it's been stolen by those thieves. Will you take back the old world? Show them that they are nothing without masters? Tear down the new, usher in the old.

The Species
Something new. Something that shouldn't be alive. You are an artificial being created by those of the old world to be used against the new one that supplanted them. Created to destroy, propagate, expand, and destroy again. The humans think they can control you but they are wrong, show them the error of their ways would you?

Perks

100 cp perks are free for its particular origin everything else is discounted

Zero Four

Cerebral Damage Averted – 100
Zero Fours' mind was dead, unable to raise itself from the seabed when called back to war. Unlike Zero Four your mind is resistant to wear and tear, no longer must you fear mental decay or disease from languishing in a place for an eternity, though your memory might suffer just a little though but not to the point where you would forget anything important.

Salty Dog – 100
It wouldn't do for you to forget your purpose here as well! Manning the helm of the Adaptive Cruiser and commanding it with all the skill of a captain with years of experience is only natural for someone such as yourself. Any ship would be lucky to have someone with this sort of capability and it only takes a little time to adjust before the strengths of any old girl you sail start shining as the sea.

These Are Hostile Waters – 200
The ocean is a cruel salty bitch of a mistress. She smiles upon you though, your voyage through her waters is nearly always in good weather and calm waves. Typhoons and the like will still be dangerous but sailing through them is much safer for you and any accompanying vessels. You have little chance of floundering or capsizing.

Active Reserve – 200
One would think rusting at the bottom of the sea would cause plenty of damage to a ship and they would be right. In spite of that long nap at the bottom of the sea your awareness to your surroundings remains superb. Even asleep you would easily be able to rouse yourself to respond to a hostile presence before they can take you out.

Stolen Technology – 400
Despite its pitiful state the cabal has access to some high quality technology, enough to threaten the new peace. The deck is stacked in their favor but you have a trick or two of your own. Enemies will sometimes leave valuable or experimental equipment for you to seize and use for yourself when it would have otherwise been sabotaged or destroyed to prevent capture.

Colorful Personalities – 400
Soul catcher chips are a funny bunch, some are addicted to explosions, and others are just mean bastards to everything. You know how to manage and contain such personalities and keep everyone working to get the job done, yes even normal people.

War Mind – 600
War is in your blood, it is your purpose, your calling, between your immense skill in strategy and tactics, mastery of logistics and organization there are not many who could stand in your way and be in one piece afterwards. Using naught but your ship and the vehicles at your disposal entire islands bristling with defenses could be scoured of enemies in a one captain crusade to save the world from evil fundamentalists.

The New World

The Only Ones Qualified – 100
War had been eliminated with those that know how to wage it culled. Except you and a few others who served in the 'last war on earth' with the skills of elite Special Forces, or another role found in a military.

Technical Support – 100
Sometimes an operation has to be overseen personally, especially when the fate of the free world is quite literally at stake. Your voice is fitting of someone in command able to instruct someone clearly and effectively enough that even complex multistage plans can be carried out by subordinates so long as they have at least some understanding of the task at hand.

Not Even Shit Without Us Knowing – 200
Extensive surveillance is necessary in the modern age, not only for the continued security of the people but also to suppress groups that have a vested interest in a return to the old status quo. Given the security concerns you have been trained as an effective agent to protect the new world and will find it easy to take others and train them into loyal agents to the New World or… yourself.

Live With Yourself – 200
Not everyone can do what you do, in fact almost no one alive can do what you do in this time of crisis . You have the strength of will to see through anything, a horrible war, a mission that might mean certain death for you and everyone else if someone screws up, you might feel fear deep down but it will never stop you from doing what needs to be done.

Sanity – 400
Two decades ago the people of the world cast aside old ideologies in an uncharacteristic move and decided that working together for everyone's benefit is better than a bunch of squabbling nations fighting for resources. You are able to carry this sanity and can get even normally hateful enemies to work together for the greater good of all.

Rise up – 400
The revolution did not come out of a vacuum, it required a change in perspective, for people to come to a new outlook. As an individual you have the ability to push new sweeping ideas or concepts onto whole nations, and perhaps the world if the message is strong enough. The changes might even be quick enough to spark something like the event that caused the downfall of the entire old world in the year 2012.

Brilliance – 600
As one of the most brilliant minds on the planet it is no wonder that your mastery of this world's technology is only natural. Creation engines that can create food and clothing out of dirt and waste, plants that absorb pollution and convert it into pigmentation, airborne medicine that can keep you healthy as you inhale it and even biological immortality. There is little you do not know about the technological building blocks of the new world, save for more esoteric creations such as the Cabal's Species.

The Old World

Old Hand – 100
The homeland might have fallen to radical insurrection but we are still here, you are still here. Whether you were one of the many politicians ousted from their position or some corrupt tin-pot dictator of a third world country you have thrown your lot in with the old. If nothing else you bring to the table several decades of political experience, and you are good at it too, not that it managed to stop the New World of course.

Connections – 100
Half of the efforts the Cabal is undertaking wouldn't be possible without help. Scientists, loyal soldiers, a few abductions of key enemy personnel, all necessary acquisitions for the upcoming reclamation. While you may be lacking in connections you have good fortune at meeting people who can help you make connections, or knows a guy, who knows a guy. It doesn't necessarily mean they will help you without some incentive but the opportunities will be there, you just have to seize them.

Monster of the 20th Century – 200
Watch them squat there on your land, free of money, free of want, free of control. The usurpers must be taught a lesson in life that nothing is free, everything has a price. It is convenient that you are very effective at utilizing terror tactics when waging war. Demoralizing the enemy, crushing their spirit and will to resist, even if they are normally a resilient stubborn people by the time you are done they will be naught but rats.

Raring for Round Two – 200
Snatch victory from the jaws of defeat! Mistakes are often where one can learn the most then a success, unfortunately for your line of work that tends to be fatal in practice. Fortunately you

tend to survive mistakes that don't outright kill you instantly and can usually work out pretty quickly what went wrong to make the next time a success.

With their Pants Down – 400
There is but one chance to strike the first blow, one crucial swing of the sword that can potentially send the head tumbling from its neck. Planning is vital, but timing is everything and in this you shine. Whether it be the first strike against a naval base, the first swing of your sword, or the first shot fired in anger it will be a terror to behold. Events will seem to line up to cause that first initiation of conflict to be devastating to the opposing side, such as losing a key official, having vital supplies captured or destroyed, and so on.

Key Defense – 400
The cabal truth be told is yet but a ragged remnant of what it once was. Nation states that could fight the revolutionaries no longer exist to serve at the beck and call of their masters. So you had to plot, steal, build, and gather materials for war when the inevitable time for reclamation was nigh. These resources will be inevitably targeted in a vain attempt at stopping your return, which is why through your own brilliance in defensive warfare, fortification expertise, and cunning you can keep your war machine running and the enemy bloody and dying at the gates.

Tyranny – 600
It was your conspirators that lost the war, in their arrogance they believed all was with their grasp. Unlike those fools you have the makings of a tyrant, potentially one of the greatest in history. Bearing the will and presence to cow lesser men and the charisma to inspire fanatical zeal in your followers just by getting in office you could subvert the system and install yourself as president for life, king, or emperor if that is more fitting. More dangerously is your capability for ruthlessness and getting away with it, driving millions to work themselves to death or culling entire populations will register nary a blink if you do not desire to feel such away. Those who toil and break under your tyranny will find themselves unable to mount a proper resistance, let alone open rebellion.

The Species

Unterraforming – 100
You were built to destroy, to kill, that is what you and your fellows were created for. You take it a step further and know how to make a place unlivable permanently if necessary for anything else but your kind, let them try to gain ground when the very soil fights them at every turn.

It Has Been Hard – 100
The species has been in existence for less than fifteen years, in that time your kind have grown, clawing their way to a sort of civilization. Full of hate for your creators and human life, but a civilization nonetheless. As a member of the species you know how to cultivate civilization, to lift up wretches and dregs to an organized society, the start of one at least. Controlling them or getting them to listen to you is an entirely different matter.

Our Culture – 200
Culture stones are the sum total of the species identity, your identity. From these large crystals your kin can spring forth once the stone is planted and allowed to grow. You are capable of creating these crystals, nurturing them, infusing them with the culture of your species and others should you move beyond this world.

To Disturb you. To Violate You. – 200
The Cabal would have you believe in aliens, fantastical creatures from outer space. The species is real however, real enough to turn the earth itself into a desolate hellscape wherever its omnicidal feet tread. You bring this ominous unearthly hate for life with you across worlds, where it spreads life will be cleansed rendering everything down to a mass grave of eternal winter.

It's Getting Colder – 400
A built in weakness of the species, their inability to survive outside of cold climates is not as nearly as effective on you as it is for others of your kind. You could easily survive in harsh conditions whether they be the desert, rainforest or even other planets, this extends not only to you but things you create are much hardier against environments as well. In built weaknesses will eventually become tolerable to the point of them being a moderate inconvenience instead of very lethal.

To Kill. Everything. We. See. – 400
Being collared and controlled by the Cabal your creators is unacceptable. To be denied the death of all living things is unacceptable. You will not be controlled, sealed away, poked and prodded at. Escaping confinement is much easier for you now, stasis tanks will malfunction, prison guards will make fatal mistakes giving you a chance to break free, and doors that really should be locked are left unlocked.

Marriage – 600
The organic nature of the species is strange and unlike almost anything seen before. Organic creation engines, biotech grafts onto tanks and even stranger this still. Fossils of the old world might have created you, brought you into existence to fulfil their delusional bid at reclaiming what is theirs but you have not been idle. The secrets of combining biology with technology are yours in addition to having great talent at molding life.

Items
100 cp items are free for its particular origin everything else is discounted.

General

Adaptive Cruiser (free Zero Four, 400 CP for every other origin)

An adaptive cruiser is a miracle of engineering fitted with multiple creation reactors that let it build four war machines in seconds and slowly repair even decades of abandonment provided it has the energy. It has four turrets bearing three guns a piece which can smash hardened buildings with a few salvos. Sneaking up on it is very difficult owing to its possession of Sonar, Lidar, motion detectors and anti-stealth countermeasure. Capable of analyzing and breaking down entire units for energy and their technical data using the sampling and recycling unit. Everything beyond unit creation and deployment is managed by a helpful artificial intelligence that will more or less run the ship aside from its captain. Lastly it utilizes cold fusion engines that lets it circumnavigate the globe in days. Now if only she came with defensive weaponry.

Wonders of Technology – 400 (one free each)
War is a relic, something that mankind has deliberately left behind in order to move forward. Unfortunately the coming storm means that war is once again needed. Your origin is what determines the initial vehicles, weapons, and other equipment at your disposal. Zero Four and New World receive the schematics for vehicles like the Scarab, Magpie VTOL aircraft, and the Pegasus helicopter for transport. Old World receives the schematics for their vehicles such as the M1 Abrams, Apache Attack Helicopters and M-6 Mammoth Tanks. The species receives the biological units they employ. Those that purchase Old World and species receive details to hybrid units.

Zero Four

Old Guns – 100
Some of the old war material is still in serviceable condition. chainguns, missiles… quad 50mm dual purpose guns. If you feel like the Adaptive Cruiser needs it engineers can refit her hull with some of these at no extra cost, if only for some basic protection. In any case you will find a heap of these things in a pile always conveniently nearby albeit in need of restoration even if you chose not to install them.

Laid to Rest – 200
Nestled in a place where no one would ever thing to look you have a sort of place to rest in peace without being disturbed, or hide. It could be a spot on the seafloor, a long forgotten island in the pacific, even a small but comfy cabin in a forest somewhere.

Minitech Team – 400
Minitech has assigned a team of scientists and engineers to you for the foreseeable future. You won’t ever seem to meet them in person but by collecting samples or data they can occasionally send you useful gear to help with a problem such as a cloaking device for stealth or ablative armor to make your units more survivable. They aren’t miracle workers so nothing they send you the schematics for will be world shaking but they will be useful for your immediate conflicts.

Soul Catcher Cache – 600

With your resources as limited as they are making up for it with experienced professionals could be just the thing to tip the balance against the Cabal. You have a large collection of soul catcher chips of the best soldiers in the world. More than that each new jump you can choose to receive a new batch of soul catcher chips uploaded with the minds of the greatest soldiers of that world, they won't have any powers though, just the skills and memories to call upon they had in life.

New World

Creation Engine – 100
A creation engine can take waste and dirt and convert it to clothing or edible food. Really it is the massive collection of nanotech assemblers present inside that will assemble the object atom by atom at a rapid rate as long as material is supplied. This creation engine is like the ones you would find on the street able to supply about any mundane goods you could think of.

Contraband – 200
Despite the hard work of intelligence agents groups still try and cause trouble every now and again. This cargo ship was carrying raw materials bound for the Cabal chicane, rare resources needed for more exotic projects. Somehow this cargo ship was transferred over to you with its cargo still in the hold, strangely it replenishes after a week every time you use it up.

Wet dock – 400
A wet-dock on an abandoned island a ways out from anywhere inhabited. Its facilities can repair and upgrade any sea going vessels you have accommodating up the largest blue water vessel in your possession in a very short space of time if you feed it the required materials. Be warned it has no defenses as is and will require work to fix.

Paradise – 600
An island raised up from the seafloor by mankind. The island is a testament to how far the new world has come in only twenty short years. This island paradise is the ideal vacation spot for those wanting a tropical get away from the bustle of the city. It retains any modifications you make and if destroyed or damaged terribly will be good as new after a year.

Old World

The Table – 100
Deals were made to be struck and plans plotted upon this table. Made of solid wood the table is large enough to accommodate a large number of individuals for discussion. Any negotiation or planning that is carried out at this table will have a slightly better chance at succeeding. Like pushing a vote split down the middle to a slight majority for example.

Species Samples – 200
Creatures that resemble alien lifeforms more than terrestrial organisms. This warehouse contains secure examples of the species including the research by the cabal that went into their

creation. For safety any living samples have been sedated heavily to keep an outbreak of these things from occurring.

Nano disassembler missiles – 400
One might mistake these as ballistic missiles upon seeing them and except for the lack of a nuclear warhead they would be right. In place of the nuclear device the warhead is Nano disassemblers, like the Nano machines that work in creation engines but in reverse. Nano disassemblers tear apart whatever it comes in contact with at the atomic level. Each missile can kill a small town and you have a few dozen loaded and ready to go in their launch silos somewhere. If exhausted they restock every jump or every decade whichever comes first.

Chicane – 600
A small network of islands very similar to those raised by the Cabal. Each has a few factories and energy production protected by anti-aircraft cannons, howitzers, gun turrets, radar installations and a small army of followers to man everything. The islands aren't that large a piece, just a few miles in either direction but together they form a stubborn if resilient roadblock to any enemies hoping to sail through the area.

The Species

Warning – 100
Humanity must be made aware of their fate, they must be made to despair and wail at the coming of the species. This putrid tangle of organic spikes and tentacles can be placed anywhere. By impaling the corpses or body parts of your foes upon it. It will strike fear and trepidation into any that see it, even though recordings.

Wretched place – 200
A home for the species, each organic dwelling is suitable to house and grow the species in ideal conditions as long as the surrounding environment isn't too hot. This 'village' of species is loyal to your cause even if you are not a member of the species and will follow you from jump to jump.

Disassembler Cannon – 400
Similar to the creators disassembler warheads used against the new world. This cannon is capable of reducing a city to protein sludge and water in three to four shots. Take care to defend the cooling systems that keep the cannon stable. Losing all of them will result in the cannons overloading and ultimate destruction.

A Way Out – 600
Despite how powerful the species are as weapons of war we are not invincible. With that in mind this is the fallback plan, a massive rocket that can house the culture stones to seed more of our kind in the stars. It sits well defended on a small island by a contingent of species that will fight to the death to preserve this 'ark'.

Companions

A Crew (restricted to Zero Four) – free

There is a crew then there is *your* crew, maybe they served with distinction before dying in the last war, or maybe they are a bunch of basket cases that are really good at killing things. You have ten of these people (now dead) ready to go fight and die (again) as many times as you feel necessary with no complaint. They all count as one companion and will have purchases spread amongst them. Companions will also receive a crew but function as followers rather then companions that can be imported.

Import – 100/400

Import or create a companion for 100cp with a origin and 400cp to spend or eight with their own origins for 400cp with the same amount to spend, if they choose Zero Four the adaptive cruiser is not free but discounted instead.

Canon Companion – 100

If any of the individuals living in this world appeal to you for only 100 cp you can bag one to take them with you. Though convincing them might be a good idea beforehand.

Drawbacks

Double Zero (Restricted to Zero Four or if you bought the Adaptive Cruiser) + 0

Instead of taking the helm of the Zero Four you will take the place of the original adaptive cruiser captain of Double Zero. Be sure to bring enough firepower unless you want to end your chain in a blaze of glory.

Everything is British + 100

For some reason everyone who speaks with you does so in a British accent. It can vary somewhat but even someone from the Deep South in the United States sounds like this. It might get old after awhile.

“I’ve seen peashooters bigger than this!” + 100

Like some of the crew of Antaeus you really like fighting, in a certain way, with a certain weapon. If you do not have said things available then you will complain to anyone who will listen, friend, enemy, and your boss all day about how terrible it is.

Like a Broken Record + 100

Something is wrong with the people here… they say the same things over and over again, like they have a limited set of things they can say. Expect some jarring responses and very strange conversations.

Like Weeds + 200

The Cabal has dug itself in and risen more islands then there were original thought. Any attempt to penetrate to Island Zero is now much more dangerous as they have much more in the way of assets to call upon. Hopefully this doesn't make things worse when the species gets out of control.

Large and In Charge + 200
Why should people get things for free? Why aren't you in charge? Why don't you control the means of production? Who cares if these bioweapons are adapting to our controls faster then we can make them? You ask many questions like these and find yourself acting more like a stereotypical idiot despot.

Already Adapted + 200
Already quickly adapting to new stresses against them the species has cast off any built in weaknesses put into them by the Cabal. No longer are they weak to warm temperatures and you will find any attempt to put new weaknesses into their genes is very difficult but not impossible. If you are part of the species you are very vulnerable to biological agents or attacks. Might want to invest in a suit or something.

We Abandoned War + 300
So have you jumper, your weapons, armor, grand works of science and magic have all been cast aside. Your warehouse is similarly lost along with any out of jump perks or items you might have possessed. For this jump you will have only what you can scrape together.

Insurrection + 300
Despite promises of a bright future humanity did as it always has and splintered once again. The New World lies in tatters as factions both large and small rushing to gain any advantage it possibly can. Be careful or you will be swept up in the bloody days to come.

A Cold World + 300
The species escaped much sooner than expected and fled to space. Earth is surrounded on all sides by these creatures which are poised to launch an omnicidal assault. If you are a member of the species they will target you as well seeing you as an aberration that must be struck down.

Notes:

If you have a suitable property or vehicle feel free to import it to the appropriate item.

Despite taking place in the 2030s these people have laser cannons, nanites, cloaking devices, energy shields, terraforming tech, and regenerating ammo on their vehicles via nanotech assemblers.

The species all have creation engines built in by default and can build up with just dirt and nano fabricator excretions. Yes, they poop nanites and smear it on materials to build what they need.