

Kenshi Jump

by kenshi_anon, v1.0

Thousands of years ago the world was inhabited by a technologically advanced civilization possessing automated factories, satellites, genetic engineering, giant robots, and space elevators. But an unknown force caused a cataclysmic event destroying civilization. Remnants of their old technology still remain, which some seek and others look to destroy. The weather is harsh, food is scarce, and people fight amongst themselves over precious resources and ideology.



This is Kenshi, an unforgiving post-apocalyptic wasteland inhabited by bandits, mutant creatures, cannibals, alien-like races, religious extremists, slavers, and so many other people without your best interests in mind. Whether you strike out to become one of the above or start your own empire is all up to you. But whatever you choose to do, you must survive in this world for the next 10 years. By failing to prepare you are preparing to fail.

+1,000 CP

Origin

All origins can be taken as a Drop-In.

Wanderer - You've done what you have to survive, travelling from place to place and working whatever odd jobs you can.

Bandit - You joined up with a group of bandits, roving the wasteland and taking what you need. You're not above getting your hands dirty in order to get ahead.

Trader - Whether you work with the Trader's guild or you are an independent, you make a living selling your wares.

Mercenary - Your most prized possession is your blade, and you sell your skill to others to make a living.



A Hiver trade caravan, guarded by Hive Soldier Drones

Races

Human - Humans are the most populous race in the world of Kenshi, and can be split into the two subraces of Greenlanders and Scorchlanders. You may choose either subrace, with the differences being as follows:

Greenlander – Near-identical to the humans of earth, greenlanders make up the majority of humanity in the world of Kenshi.

Scorchlander - With dark skin, white hair, and completely white eyes, scorchlanders stand out from greenlanders quite starkly. Scorchlanders are an evolutionary offshoot of humanity known to be great

craftsmen due to their natural dexterity and creativity. In turn, their strength and endurance isn't quite as high as that of greenlanders.

Shek - Shek are renowned for their exceptional strength and toughness. Shek are covered from head to toe in bony plates, and their head protrusion/horns are a source of pride for most Shek. Shek are significantly larger than most other races, and thus require more food than any other race to survive.

Hive - Derogatorily called "bugmen" by some, Hivers are a strange species of stick-like humanoids. They're known for their weak, easily dismembered limbs, and their strange Hive-like society. If you choose this, you'll be Hiveless, an independent Hiver not part of any existing Hive. You can choose between being a Hive Drone or a Hive Soldier.

Skeleton - The Skeletons are a complete mystery. Nobody knows where they came from, or how they were made, but they are suspected to be thousands of years old. Fully sentient robots, they are capable of feeling sadness, anger, excitement, compassion, thrill and enjoyment, although they don't possess the ability to express anything visually. This, combined with their dry sense of humor, often confuses the other races, whom the Skeletons see as somewhat volatile and unpredictable. The Holy Nation considers skeletons to be heretical, and will attack them on sight.

Skeletons are naturally much more durable than other races, due to their fully metal composition. When damaged however, they don't heal naturally and need to be repaired with special repair kits. They do not need to eat.



Skeletons come in all kinds of models and varieties

Location

Roll 1d10 for a location. You may also pay **100CP** to ignore your roll and choose freely.

1. **The Hub, Border Zone** - **The Hub** is a run-down town of **Holy Nation outlaws** located at the center of the Border Zone. The bar in The Hub is owned by the **Trade Ninjas**, who also own a nearby location known as the Rebel Base. The **Shinobi Thieves** guild occupies a watchtower at the far end of this settlement. Most of the buildings in this settlement are rubble, but an enterprising adventurer could buy some property and rebuild here. Due to its relatively central position, The Hub sees a decent amount of trade and travel pass through.

2. **Admag, Shek Kingdom** - **Admag** is the capital of the **Shek Kingdom**, located in **Stenn Desert**. This town is placed on the top of a hill and only has one entrance. The powerful **Hundred Guardians** are the town's main defense, although various other groups of Shek patrol the desert. The **Shek Kingdom** are currently at war with the **Holy Nation**. If travelling in the area, its best to stick on the patrolled roads, or else risk an attack by Skin Spiders or Bonedogs.

3. **Mongrel, Fog Islands** - **Mongrel** is the only town to be found in the **Fog Islands**. Due to its location, it's extremely dangerous to reach, and many travellers end up stuck here, unable or afraid to brave the dangers of the **Fog Islands**. The guards of Mongrel see constant action, thwarting the attempts of the **Fogmen** from attacking the town.

4. **Blister Hill, Okran's Gulf** - **Blister Hill** is a large town and the capital of the **Holy Nation**, located towards the north end of **Okran's Pride**. It is home to the **Holy Lord Phoenix** where he rules over the faction. The xenophobic **Holy Nation** considers nonhuman races, woman, and non-believers as subhuman, and treat them accordingly. They're also religiously opposed to technology, which means skeletons or people with robotic prosthetics are attacked on sight for being heretical.

5. **Shark, The Swamp** - **Shark** is a city run by outlaws, ex-slaves, gangs, assassins, criminals, and anyone else just trying to make a living. It's located at the center of the Swamp and serves as the center of trade for the marshy land. There are five major gangs: the **Twinblades**, the **Grayflayers**, the **Stone Rats**, the **Blackshifters**, and the **Hounds**. These gangs often compete for power within the hierarchy, and currently the **Hounds** are the top dogs.

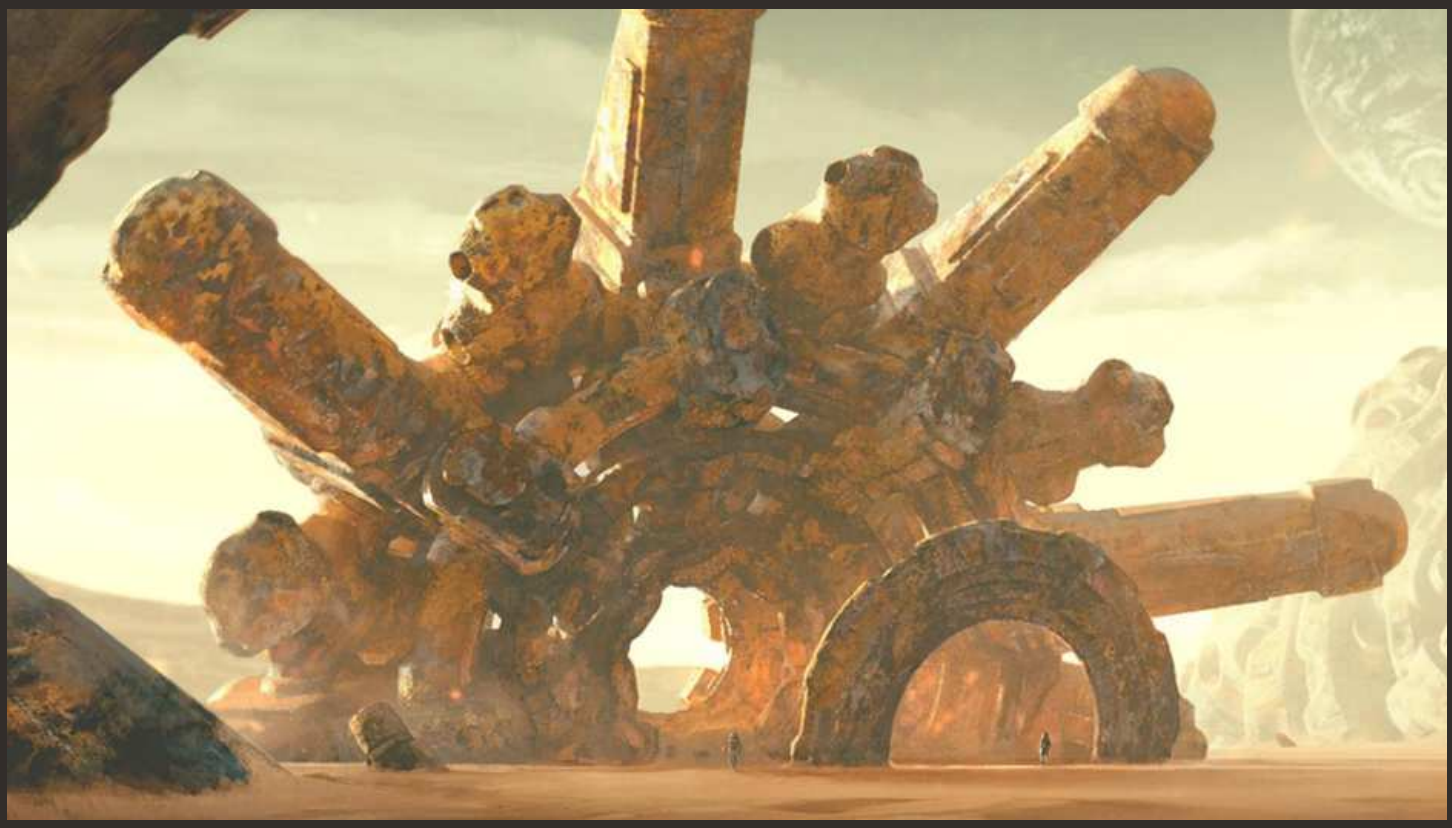
6. **Black Desert City, Deadlands** - **Black Desert City** is a town run by skeletons in the middle of the **Deadlands** region. The prevalence of acid rain here makes this area dangerous for all races excluding hivers and skeletons. Still, some make the pilgrimage here for the opportunity to trade with the skeletons at the **Scraphouse** for high quality weapons and ancient technology.

7. **Heft, The Great Desert** - **Heft** is the Capital of the **United Cities** and is located in the **Great Desert**. The economy of this town relies on the supplies from both **Port South** and the stable economy of **Heng**. **Heft** is the home to **Emperor Tengu**, the leader of the **United Cities.** Be wary that being poor in the United Cities is considered a crime, and if you look too bedraggled you'll quickly be arrested and enslaved.

8. **World's End, Arm of Okran** - **World's End** is a major town located on the mountain tops of the **Arm of Okran**. It is the home base of the **Tech Hunters** and the **Machinists**, adventurers and researchers dedicated to uncovering forgotten technology and history. There are a large number of bars here, and you're sure to find whatever you're looking for at one of the many shops.

9. **Spring, Stobe's Gamble** - **Spring** is the base of the **Anti-Slavers**, led by the legendary **Tinfist**. The Anti-Slavers are true to their name and are diametrically opposed to both the **Holy Nation** and the **United Cities**, both factions that use slavery. **Anti-Slavers** notably do not use any weapons, instead favoring martial arts.

10. **Free choice** - Choose any of the above starting locations.



One of many ruins of the ancient tech from the old world

Perks

All perks are discounted by half from their associated background. Discounted 100CP perks are free.

General

Free - Healthy People - So long as you don't die, no matter how injured you get in this world, with the application of medical care you'll eventually get better. Your wounds heal faster, and with bandaging and treatment, even the worst injuries are mostly healed after a couple of days of rest on a proper bed. This only applies to parts of your body you still have though, so if you lose a leg you'd best look into getting a prosthetic.

Wanderer

100CP - Decreased Needs - Food and water is far from a guarantee in this harsh world, but with this you'll find you need less than normal. Your hunger and thirst is sated with ¼ of the normal amount of food and water you'd eat, and you can get by with sleeping two hours less every night.

200CP - Animal Whisperer - Travelling can be dangerous, especially with fauna like Beak Things, Bonedogs, and Skin Spiders out there. You no longer have to worry about these creatures however, as they seem to mostly ignore you. Aggressive animals won't attack unless you get very close to them, and neutral animals will be downright friendly.

400CP - Progression - Just like in the game of Kenshi, all of your actions now level up stats associated with them. This progression isn't fast or even immediately noticeable, but the incremental progression adds up more than you'd think over time. Think months and years rather than days and weeks. This effect stacks with any natural learning and ability you already have.

600CP - Building Blueprints - You gain the ability to visualize mental blueprints for every type of building in Kenshi. These mental blueprints can be placed in the real world, allowing you to plan and build with ease. These blueprints also come with the skill and ability to do the actual building. You'll find that building using a blueprint is much quicker than without, as pieces of construction material seem to glide into their proper location with barely any effort.

After this jump, you may integrate building designs of your own design into your blueprints.

Bandit

100CP - Size up - With just a glance, you can tell exactly what someone is carrying on their person. This allows you to check someone for hidden weapons, or precious valuables tucked away in their bags.

200CP - Street Cred - Other bandit groups won't attack you, and will even be friendly with you unless you antagonize them. You could trade with the Dust Bandits, train martial arts with the Gorillo Bandits, or even join the cannibalistic Shrieking Bandits. In future jumps, this applies generally to organized groups of criminals.

400CP - Blunt Hit - So long as you're using a blunt weapon or your fist, you can choose to have your attacks never cause permanent damage. Safely knock your enemies out without worrying about possible brain damage or internal bleeding. In addition, if you catch someone unaware of you, you're guaranteed to knock them out with a quick rap to the back of their head. This is perfect for kidnapping targets, or just avoiding killing in general. As a bonus, unconscious targets will never wake up so long as you're physically carrying them.

600CP - Sneak - You're now preternaturally stealthy. When you're in the shade, darkness seems to cling to you, allowing you to be much stealthier. Your footsteps are completely silent when you wish it, and you have a sense for where people are looking and how to break their sight lines. At night, you're stealthy enough to sneak in and out of cities, right under the guards' noses.

Trader

100CP - Trader Relations - People you meet will look upon you slightly more favorably. Bandit groups will consider trading with you rather than attacking immediately on sight, and city guards will be less inclined to search your bags. When selling or buying goods, you tend to get a better deal than you normally would.

200CP- Trade Routes - The roads can be long and harsh, beset with dangerous beak things and roving bandits. With this perk you don't have to worry as much about long distance travel, since you'll be moving nearly twice as fast as you normally could. With this speed, you could safely establish a trade route to Mongrel,

easily outrunning any of the dreaded Fogmen. This applies strictly to long distance travel with a specific destination in mind, it doesn't make you twice as fast in combat.

400CP- Item Stack x10 - Storing the same type of an item in a bag or container takes up no more extra space than the first item, up to a maximum of 10 items. Items that aren't exactly the same still stack, so long as they're roughly the same size and type. You'd be able to fit 10 assorted books into a pocket that'd normally be able to fit one.

600CP - Armour King - The art of high-quality smithing is mostly lost to this world. There are only a handful of smiths that could truly call themselves Master smiths. Now you can include yourself among them. You gain the ability and skill to craft **[Specialist]** quality armour and **[Model # Edge Type]** weapons. With a couple of years of practice, you'll be able to craft **[Masterwork]** armour and **[Meitou]** class weapons**.** You'll be able to craft perfectly balanced swords that are impossibly sharp, as well as nigh-impenetrable armour. You'll still need to spend the time and resources to make your creations and hone your craft.

Mercenary

100CP - Shared Weapon Proficiency - No matter what kind of weapon you wield, you're as proficient with it as you are with any other weapon. Switch between a katana, polearm, and a club with ease. You now also have at least the basic skills to handle any weapon properly.

200CP - Unencumbered - The heaviest armour can protect you from even advanced harpoon turrets, with the downside of being extremely heavy and encumbering. With this however, the weight of properly fitted armour no longer encumbers you at all.

400CP - Combat Medic - Mercenaries rarely work alone, preferring squads of members that watch each others backs. Any squad would be happy to have you now, as you've got a healing touch. You can apply first aid at extraordinary speeds. Bandages you apply to a wound have a protective effect, preventing further damage to that location. You're so effective and efficient, you can patch up an ally while they're still fighting, darting in and out of combat.

600CP - Resilience - You're much harder to kill than a normal person. When you're shot with a crossbow bolt, your body instinctively moves so it misses all your vital parts. When a ninja tries to stab you, they end up hitting hard bone instead of vulnerable flesh. Your bleeding clots quickly, your skin doesn't tear as easily, and pain isn't as debilitating as it should be. When you lose a fight, enemies will leave you behind a bloody mess fully thinking you're a corpse. After all, who could possibly survive a blade through their throat? But you won't die, your wounds aren't deadly, and your body will stabilize enough for you to recover. You're a survivor.

Human

100CP - Jack of Trades - You no longer have to spend time learning the beginner aspects of a skill, as you already know all the basics. Every task you take on for the first time you get experience/knowledge as if you spent three days learning how to do it. This applies to crafting, languages, weapon proficiency, etc.

200CP - Green Touch - You have a knack for planting and raising crops. Any plants you tend to grow almost twice as fast as normal, allowing for much quicker harvests. In addition, plants you tend to are hardier and resist diseases and the environment to a greater degree.

400CP - Human Ingenuity - You're a natural born researcher. Reading books to study forgotten technology is easier, and reverse engineering ancient mysteries goes smoother. When it comes to connecting the dots behind how something works, you're exemplary.

600CP - Leader of Men - When it comes to recruiting people to your cause, you're supreme. Whether you need settlers for your new town, or soldiers for an army, your silver tongue has you convincing eligible people to join you. This ability only works on people that have a chance to join you to begin with. Convincing members of existing factions will be harder, but you'll on a rare occasion even be able to convince an enemy to switch sides and join you.

Shek

100CP - Natural armour - Your body is covered in shell-like bony growth that acts as a natural kind of armour. If this is taken by a non-Shek, your bones are stronger in general.

200CP - Courage of Shek - The Shek don't believe in running from a fight, and consider dying in battle the ideal death. You gain the courage of these people. While you'll acknowledge danger when it arises, fear won't ever cause you to hesitate or falter.

400CP - Heavy Weapon Specialist - While all Shek are quite strong, you're something special. You're a heavy weapon specialist, able to swing a 40kg **[Falling Star]** sword without breaking proper form. You can carry more weight, and the force behind your blows are especially meaty.

600CP - Berserk - When you go into combat, you can choose to enter a Berserk state. Unlike the Shek Berserkers, you don't lose your mind when you do this. If anything, you become hyper-focused on combat. You'll move quicker, swing harder, and injuries seem to have less effect on you. In this state, what would be a duel with an equally skilled warrior becomes a one-sided execution. This doesn't make you immune to damage, but it effectively delays most of the effects of injuries until you stop Berserking.

Hive

100CP - Environmental Resistance - Like all members of the Hive race, you're immune to acid entirely. Acid rain is perfectly tolerable, and you could even swim in the acid lakes of the Deadlands if you want. In addition, your body has an increased tolerance to heat and cold, and your skin doesn't burn in the sun.

200CP - Hive Mind - You and your companions and followers work well together, almost able to read each other's actions before they happen. Even in hectic combat, you and your companions easily avoid each other's blows, and never get in each other's way.

400CP - Limb Reinforcement - Ordinarily, Hivers are notorious for being a relatively fragile species. One wack from a sword will see their limbs flying off into the sky. Your limb's bones, ligaments, and joints are now reinforced, and will never be completely destroyed. Even if your arm gets chomped by an Elder Beak Thing, it will remain attached to your body (although probably in a sorry state).

600CP - Hive Queen - You're no longer an ordinary Hiver, indeed you're now a Hive Queen. Normal Hive Queens can create new Hivers through their dispenser unit, a robotic piece of equipment grafted to their torso. Unlike normal Queens, you may choose to separate your dispenser unit from your body to become a stand-alone machine. Dispensers take eight hours to produce one drone, and require a large amount of

organic material such as meat or food. You can also speak normally, instead of being relegated to only being able to screech and shriek like other Queens.

Each newly born Hive Drone is perfectly loyal to you, but individually they aren't very good fighters. While there's theoretically no cap on the number of Hivers you can create, the food requirements of a large hive tends to limit growth.

Skeleton

100CP - Metal Fist - The most famous martial artist in this land is Tinfist. He combines the natural hardness of his metal hands with incredible technique in order to be devastating in battle. You too can choose to pursue martial arts, and if you do so with this perk your arms and legs will never take damage from hitting an enemy too hard.

200CP - Roboticist Expert - You're a natural roboticist. You're much quicker at picking up how robotics work in general, and you're more than capable of repairing your own body. With some study and research, you'll even be able to upgrade your parts, increasing your efficiency. Eventually, with enough time and hard work you may even unlock the secret behind how skeletons are created...

400CP - Life-like Model - Your parts are now upgraded above the normal standard for skeletons. Your body is sturdier and more efficient, and your head now has realistic moving parts for facial features and expressions. From far away, you could pass as an oddly colored human, even. This upgrade applies to prosthetics and cybernetics, upgrading their capabilities as well as making them appear more life-like. A human with a prosthetic arm and this perk could easily pass as normal in the Holy Nation, but skeletons are still obviously robotic up close.

600CP - Inorganic Regen - Normally, all damage skeletons suffer must be repaired with special tools or at a skeleton repair bed. For you however, your robotic parts slowly self-repair. This occurs much slower than an organic race would naturally heal, but it's much better than nothing. If you're not a skeleton, this still applies to any inorganic prosthetics or cybernetics you have. A near-completely destroyed arm would take more than a week to fully recover.



Bars are popular places to rest and hire mercenaries

Items

Gain a **+200CP** stipend usable in this section only. All items are fiat-backed, and if lost or destroyed will return within a week unless noted otherwise. Damaged items repair themselves over time as well. Items belonging to an origin are discounted by half, with 100CP items becoming free.

General

Free - Basic Gear - You start off with a cloth shirt, pants, and some wooden sandals. The quality of these clothes are pretty decent, but they don't offer anything in the way of armour or defense.

Free - Starting Cats - A small bag of 3,000 cats, the unit of currency in this world. Just enough to get you started on your journey. Does not replenish. For reference, a meal consisting of just a plain bowl of rice is sold for 200 cats.

100CP - Medical Supplies - An assortment of advanced first aid kits, advanced splint kits, and skeleton repair kits. Everything you need to keep you and your party in tip top shape. These kits don't run out of durability, and can be repeatedly re-used.

100CP - Building Materials - A large amount of building materials, enough to build a small house out in the wasteland. Contains iron plates, copper, steel bars, and all kinds of misc. building tools. If used up, replenishes in three days.

200CP - Foodcube Crate - A large crate packed full with high-calorie Foodcubes. These compact cubes are the ultimate survival ration, and one crate can feed 100 humans for a week. Useful if you're trying to build a

new settlement and need enough food for all the settlers. The crate replenishes cubes one week after they're removed.

200CP - Ancient Science Books - These books contain the secrets behind the lost technology of this world. Learn how to make generators, advanced prosthetic limbs, spider robots, and other wonders of science. Requires proper research and study to fully utilize.

200CP - Meitou Weapon - The Legendary smith only known by their alias Cross, is known to have crafted only a handful of weapons of the highest quality. These weapons never rust or need sharpening, and are said to unbreakable. Now, you have one of them. Choose a melee weapon to gain of Meitou quality.

200CP - Eagle's Cross - A **[Masterwork]** grade, extreme long-range weapon for snipers. It's possible to do a lot of damage with one of these before an enemy even realizes what's happening to them. This crossbow takes skill to use effectively, and isn't much use at close range. Included with this crossbow is one 30 bolt quiver of long bolts. This quiver replenishes used bolts after a day.

Wanderer

100CP - Explorer's Map - A high quality map that automatically updates to show you your position, as well as any cities or major landmarks you've explored or marked. This map will update in future jumps to show the continent you're currently on.

200CP - Cornelius - Cornelius is a goat. He'll do his best to protect you when you're in danger, and he's smart enough to follow basic orders. Like other goats of this world, his entire head is covered with rock-hard bone, and a ram from his cute little horns can still kill an unarmoured man. Cornelius isn't a companion, but you can import him as one in future jumps if you wish.

400CP - Portable Shack - This small shack is a small but sturdy place to sleep for the night. It has enough room to fit eight beds, and is very handy in protecting you and your party from acid rain, dust storms, or other environmental hazards. This shack is extremely portable, requiring less than a minute to take down and the same amount of time to set it back up. The components of it are surprisingly compact, and easily fit in a normal backpack.

Bandit

100CP - Thieves Tools A small set of lockpicks and various tools useful for breaking into places. Will always have the right lockpick for a given lock, provided it's a mechanical lock. Still takes some skill to use, but with these tools it'll be a lot easier to learn how to lockpick.

200CP - Dust Goggles - These goggles not only protect your eyes from the elements, but they also let you see through any weather as well. See clearly in a dust storm, rain, or in the blinding light of the sun. They also have a flippable set of lenses that enhance your eyesight so you can use them like binoculars.

400CP - Portable Watchtower - This is a four floor watch tower, perfect for keeping an eye out for targets far away. Each floor doesn't have much room but does have basic furniture, including tables and beds for resting. This Watchtower is portable; it can be broken down into its components in about one hour, and set up again in the same amount of time. All of the parts that make up the Watchtower are surprisingly compact, and will fit snugly inside a large backpack.

Trader

100CP - Trader's Wooden Backpack - This wooden backpack has a built-in sun shade, a luxury when travelling under the sun. Although it looks quite mundane, this backpack is special; not only can it hold five times the normal amount for its size, it also has a flat weight of 3kg, no matter its contents. It's also surprisingly comfortable to wear, even for long durations.

200CP - Pack Bull - Pack Bulls are a kind of domesticated bull that can commonly be found in trade caravans. These animals can carry a large amount of weight on their back, and are surprisingly loyal to their owners. Bandits or enemies that seek to attack a caravan are wise to beware these creatures, as they're brutal fighters as well, capable of charging and impaling enemies with their sharp horns. If you prefer, you may take a Pack Garru instead of a bull; consider them identical, except that Garru prefer to attack enemies with their teeth. These animals aren't companions, but if you wish you could import them into future jumps as one.

400CP - Portable Shop - This is your own personal shop, a spacious building the size of a normal storm house. It includes a workshop with smithing tools, plenty of storage, a shop counter, and enough room that you could set up your bed on the roof if you'd like. Notably, this shop is designed to be portable; it takes about one hour to break down the components of the shop, and one hour to set it back up. The building parts of the shop are surprisingly compact, and will fit snugly inside a large backpack.

Mercenary

100CP - Mercenary Guild Contract - You're part of the Mercenary Guild, and you have connections to the other members of it. After using the contract, within an hour a mercenary squad (5 members) will arrive at your location. They'll be contracted to protect and work with you for 24 hours. Since this contract doesn't summon the squad instantaneously, it isn't that useful in unexpected situations, but with forethought and planning the extra help this provides can be invaluable. This contract can be used once every two weeks.

200CP - Mercenary Plate Armour - A full body set of **[Masterwork]** plate armour. This armour is perfectly fitted to you and will automatically repair and clean itself over time. You may choose a specific style of plate armor from the world of Kenshi for this armour to take its shape from.

400CP - Portable Stationhouse - This enormous building is perfect for use as a barracks or base of operations. It has six mounted crossbows on its roof, and enough space to house multiple squads of mercenaries. This is the perfect building for fortifying a position against a large number of foes. It's designed to be somewhat portable, requiring two hours to break down and two hours to set up. The component parts of this building could be stored snugly in two large backpacks.



A Holy Nation Paladin educating a slave

Companions

You gain a +100CP stipend for this section only. All companions have at least a basic proficiency with their weapon to start.

100CP - Import - Import a single companion with a budget of 600CP.
300CP - Import (4x) - Import up to four companions, each with a budget of 600CP.
500CP - Import (8x) - Import up to eight companions, each with a budget of 600CP.

Canon Companions

Unchosen canon companions will still exist in this world, and you may even convince them to join your party. But there's no guarantee you'll be able to easily find them, or that they'll still even be alive when you get to them. All canon companions get the **Progression** perk for free.

100CP - Ruka, Hornless Shek - Despite being dehorned, Ruka's a proud Shek warrior. She'll be happy to fight by your side, so long as you have enemies worthy of fighting.

"You live a coward or you die a hero. We fight the enemy to the death, and we die with honor on the battle field."

100CP - Hobbs, Crazy Drunk - Hobbes has all kinds of stories to tell, but you'll eventually learn that not one of them is true. Still, he has a way with people that lets him make friends easily, usually in a bar.

"That's right, come sit with me. Have a drink.... hey, have you ever heard the story of the wailing banshee?"

100CP Bard, The Bard - Although he fancies himself a bard, I wouldn't recommend letting him sing too much.

"Ahem...There once was a pixie above all the clouds. She soared with the zephers, gallant and proud! She went to the neh neh, neh neh neh neh crest, and swam with something something, something her breast! She went to...to...ah I don't remember but they make her queen at the end. So, pretty good, eh?"

100CP - Sadneil, Depressed Skeleton - They can be a bit of a downer sometimes, but maybe you can bring some joy into their bleak life.

*"I'll join you. But only because I'm weak and give in easily to peer pressure... *Sigh*"*

100CP - Beep, Hive Exile - Beep doesn't have much going for them initially. But if you put your trust in Beep and believe in him, his perseverance will prevail and he'll eventually become an accomplished warrior. Just be ready with some prosthetics for when he loses a limb. Best friends with Agnu.

"I am defective. Not good for the Hive. But Beep doesn't give up! Beep is strong! Since I left the Hive I can feel my mind changing, the way I think, I feel free, having thoughts I never had before. I want freedom, but everywhere I go things try to kill me or chase me."

100CP - Agnu, Defective Soldierbot - Agnu isn't much for words, but they can be surprisingly expressive when talking with Beep. While they don't know how to fight initially, Agnu's Soldierbot frame is capable of incredible strength. Best friends with Beep.

"GGGGRRRRRR! RAAARR!"

100CP - Crumblejon, Old man - Nevermind his godawful hunchback and advanced age, Crumblejon can still swing around his **[Fragment Axe]** with surprising skill.

"Why do they call me "Crumblejon"? Because of my crumbling bones. That's enough questions now."

100CP - Infinite Wingwang, Human- He annoyingly refers to himself in 3rd person, and his name is… what it is. But if you need another solid blade in your crew, he has the skills to be a valuable addition to the team.

"Dare you engage the might of Infinite Wingwang? Dare you?!"

100CP - Chad, Human - He's got a bit of a big head, but he might be able to give you a couple of pointers in martial arts.

"A few beaks tried to have a chomp at me but I gave 'em a knuckle dustwich right in the nose. But sure, I ain't gonna lie like these other posers, I hightailed it east after the first two went down and the herds came after me. I ain't afraid of runnin'. I ain't no Tinfist, hell no I ain't."

100CP - Griffin, Human - A former member of the Holy Sentinels, Griffin's fighting credentials are all there. He's a devout believer of Okran though, so he'll need some convincing to get along with any non-human or non-believer companions. Unfriendly with Reva and Pia.

"I had a dream last night... The Lord of Light Okran himself came to me, and he told me that I would meet a wealthy wanderer from the outside…"

100CP - Reva, Human - Reva's a former Holy Nation citizen that escaped the oppression of its misogynistic society. As a rule, she doesn't get along great with men or Okranites.

"I learnt the hard way that there is no god. But a lot of the refugees here, they just can't let go of their belief in Okran, even after Okran betrayed us all, abandoned us to be left at the mercy of man... I just can't live amongst this nonsense any longer. I despise it."

100CP - Pia, Human - Formerly a runner for the Flotsam Ninjas, Pia helped fight against the Holy Nation. When her sister died at the hands of Paladins, she left Flotsam, and ended up joining up with you. She's extremely athletic and able to run long distances quickly. Unfriendly with Griffin.

"Naevia? She's gone. Died doing what she loved doing, fighting the Paladins, and that's all that matters. Without Naevia here, there's nothing for me, and the Flotsam Ninjas have got plenty of runners, they won't miss one more."

100CP - Hamut, Human - Hamut's only desire is to find and rescue his wife who's been taken as a slave. If you can help him do so, he and his wife will become loyal companions to your cause. Friendly with Miu.

"The slavers, they took somebody from me. Somebody very special to me. Branded her body and put her to work in that stinking hell hole of a mine. This needs to stop, we need to stand up and fight this barbaric slave culture. I plan to... visit the slaver's outpost, but I need allies. "

100CP - Miu, Human - Miu managed to escape her slavery from the Empire and has been looking for a purpose ever since. She's an expert in managing a farm and growing crops, and although she isn't much of a fighter, she's fairly athletic and a decent runner. Friendly with Hamut.

*"I'm an ex-slave, ex-farmer before that actually. Can't forget m'roots now, can I?... Managed to escape the Empire with my good friend, a commendable feat if I do say so m'self *hiccup*. Shit, you ever seen one of those slave camps?"*

100CP - Stubs Momuso, Human - He's not very good with words so he often mispronounces things, and is overly sensitive to staring. So long as you don't mind his rough language, you'll be happy with his company and fighting ability.

"You eyeballin' me?!"

100CP - Green, Hive Drone Sniper - Green's an ex-smuggler with an excellent eye for shooting. His old group was wiped out by a rival gang but he'll happily join up with a new one, so long as he gets a chance to shoot his **[Junkbow]**. He makes an excellent turret guard in addition to his crossbow skills.

"Just as it started getting stale in here a newbie comes strollin' in! How about a little wager eh, you and me? I shoot a greenfruit off'a guys head from half a mile away and you pay off my bar tab... Jim'll do it, he's drank so much sake that he'd agree to sell his own mother right now…"

100CP - Doctor Chung, Human - The former organ harvester working for the Twinblade Gang in the swamp, Doctor Chung is a capable surgeon and medical specialist.

"I'm a doctor, there ain't nothin' for me in the outlands... An' I ain't interested in moving cities neither. Let's just say my 'activities' have pissed off a lot of the wrong people."



Drawbacks

Take up to a maximum of 600CP in drawbacks.

+100CP - Mute - You're unable to communicate through speech. Any communication perks or powers such as telepathy are restricted as well.

+100CP - Crippled - Choose a limb to lose. It cannot be healed, and you can only use the most clumsy and basic of prosthetics to replace it.

+100CP - Sandy - No matter what you do, sand and dust keeps getting onto your clothing, gear, and body. Even if you completely clean yourself, within a couple hours you'll have sand in your underwear again. This is always at least a little annoying, and can never be completely ignored, even if you're a skeleton.

+100CP - Beak Thing Attractant - Horrifyingly, you now seem to attract Beak Things wherever you go. They'll sniff you out for miles, and if given the option to attack you or your companions, they'll always zero in on you. Even if you're in an area normally devoid of beak things, at least one or two will somehow show up every week.

+100CP - Enemy of the State - You're wanted by the Shek Kingdom, the Holy Nation, the United Cities, and the Tech Hunters. Hiding your face or disguising yourself isn't very effective, and if the members of one of these factions notices you they'll be sure to raise an alarm before attacking you on sight.

+100CP - High Bounty Target - You now have a huge bounty on your head. No matter what you do, you're unable to clear it, and as a result you'll be hunted by bounty hunters.

+300CP - The True Kenshi Experience - All your previous powers, perks, items, and warehouse are disabled for the duration of this jump. You can still import companions, but their abilities are similarly restricted.

+300CP - Rock Bottom, Limbless - Instead of being dropped into a relatively safe location with all your gear, you now start off in a vast desert, completely alone, naked, and also limbless. You're a nugget. Any companions and items you have are separated from you for the first week you're in this world. You cannot heal

your limbs, in order to get your functionality back you have to find and equip the cybernetic prosthetics of this world.

+300CP - The Eye - One of the big dangers of daytime in Venge are the huge laser beams that blast down from the sky. These beams originate from a satellite known as The Eye. There used to be two such satellites, but one fell a long time ago and only one remains. If you take this drawback however, that changes. Now there are 10 laser satellites in the sky. They'll randomly blast the world of Kenshi, forcing everyone of this world into shelter during the day or else risk being burnt to a crisp. Crop fields will be destroyed by these beams, wild animal populations will plummet, and buildings with weak fortifications will be destroyed. The world of Kenshi will be flung into chaos due to the famine, and you'll have to find a way to survive in this even harsher existence.

Notes

- The world you enter is a lot bigger than the world of Kenshi. While in Kenshi you could run from one city to another within a day, it would take you several times longer to do so here.
- If you're curious and would like more information about certain factions, items, buildings, or characters, check out the Kenshi wiki: https://kenshi.fandom.com/wiki/Kenshi_Wiki
- Some of the intro text is taken from the old abandoned *Kenshi WIP jump* by anon
- Hiver Caravan art by Torgeir Fjereide
- Other art from: https://steamcommunity.com/sharedfiles/filedetails/?id=1821969878