"... Hello? Hello? Wake up Jumper, wake up." As your eyes open you find yourself sat in a chair before a desk, a dour, grumpy dwarf sits across from you casually shuffling a stack of papers thick enough for an entire thesaurus. Glasses sit low on their nose as a disinterested mien covers his face. "I'll be brief in getting you up to speed, given your Patron has already handled the finer details prior to delivering you to my office. You are being loaned to the company for the next decade, quite the generous terms all considered for us as your Patron didn't ask for a single thing in return."

A pamphlet of papers is slid across the desk to you, only about half as thick as the pile the dwarf was handling moments before. "Inside there you will find the particulars of your employment agreement with the company, length of contract, quotas, expectations. Once you ship out after training we will not be going over this again, so I strongly suggest you familiarize yourself with company policy."

An odd 'whump' reverberates through the room you're sitting in, vibrating everything and anything to the complete indifference of the dwarf before you. "Don't mind that, RnD must be testing new equipment. Perhaps you'll be lucky enough to get your mitts on it. Anyway, congratulations are in order, Miner, you happen to be lucky enough that you will get to choose your specialization and training in lieu of or normal aptitude tests and subsequent assignments. Part and parcel of the budget your Patron negotiated on your behalf. Four exciting and fulfilling veins of employment await you." He says this with an expression of complete apathy. "Scout? Driller? Engineer? Gunner? How will you choose to negotiate your training budget for the next ten years? Think carefully, Miner. We do not renegotiate once you've made your selections."

After typing something into the computer just to his right the dwarf passes you a clipboard, one with nearly as much paper stacked upon it as the employee manual you were given moments ago. "There we are. Everything is sorted. Now you and I will get down to the matter of selecting and filing what training, equipment, and other assorted purchases that you desire. Once again, pick carefully, Miner. There are no refunds."

After a moment of hesitation, and casually adjusting his glasses again, the dwarf gives you a bland look. "And, one final formality I suppose." He sticks one thick, stubby arm across the desk to you with an open hand. "Welcome to the company, Miner. Welcome to Deep Rock Galactic."



A Jumpchain by DOOM-Knight009 (Leaf-Brew Edition)

"Alright Miner, first things first the formality. Mark down your sex. DRG hires thousands of you roughnecks each year so this should only take a moment. If you are in fact female I applaud your willingness to venture to the mines. The company will not discriminate against willing workers." Apathetic typing commences. "There we are, now, I was told you should be familiar with this part. But you are allowed

1,000 CP for your budget of training and equipment. We have itemized your options further down, but before we get to that, do us both a favor and decide your specialization. In advance, you are expected to complete (or direct) at least one mission per day, no lollygagging."

Origin (Specialization)

-Scout: Free
"The first part in extracting our precious Minerals from the caves is in locating them. To that end, there is no better or faster navigator of the caves than the Scout. Lightly armored, armed with the highest grade of precision weaponry dwarven RnD can provide, and classically equipped with a grappling hook and the all-important Flare Gun for light in the endless darkness of the Hoxxes caves. Quick as you likely will be, you should take heed. The bugs down there are innumerable, and the caves are not kind to lonely explorers."

-Engineer: Free
"For a dwarf, almost nothing is more important to your survival and success on Hoxxes than your gear, and no one brings more gear along with them than DRG-trained Engineers. Lightly armored to carry all of their gear, they carry close-quarters weaponry for personal defense, a multi-function Platform Gun for cave traversal, and a robust Autoturret to assist them in destroying the Glyphid menace."

-Driller: Free
"Of course, all dwarves know how to dig, especially after DRG basic training. But there is no one better at doing it and at the sheer speed of the DRG Driller. Their Drills are the best tool available for completely reconstructing the entire cave system, making your own tunnels and then clearing them out with excellent area-of-effect weaponry such as Flamethrowers. Heavily armored to guard against errant cave-ins and Glyphids alike, and close detonations of C4."

-Gunner: Free

"Every dwarf is expected to fight, your survival down on Hoxxes depends on it. But no one is more focused on the combat aspect of our mining operations that the Gunners. Equipped with the heaviest, most destructive weaponry DRG can provide and the heavy armor to match, a Gunner's job is to hold the line against the Glyphid menace. For emergency situations, they are even given temporary Shield Generators for breathers in the thick of combat."

-Management: -200 CP

"Ah, a smart one. Welcome to the team. As you may have heard Deep Rock Galactic's dwarves are the best in the galaxy, but they are also crude, rude, surly, and easily distracted. Not to mention almost chronically drunk. It is Management's unenviable task to helm and direct this circus. While you might not be in danger of getting your face chewed off by a Glyphid, the Board is nearly enough as ruthless. Keep us in the black, Control. We're counting on you."

Perks

50% Discount on Perks matching Specialization.

General Perks:

-Dwarven Excellence: Free to All

"Let's state the obvious, you're a Dwarf. This entails the deep reserves of stamina to swing a pickaxe and sprint for hours and hours on end without stopping, the expertise to effectively mine all known Minerals on Hoxxes, the strength to almost effortlessly climb up the slightest of ledges wearing your own weight in gear, the grit to haul around potentially hundred of pounds of Minerals in your pockets, and the endurance to suffer multiple bloody wounds and keep fighting. DRG trains the best, and you are living proof."

-ROCK AND STONE!!!: Free to All

"The dwarves of the company, particularly the blue-collar Miners, are a brotherhood. 'Leave no dwarf behind' are not hollow words, they are a vow. In spite of that, moral can absolutely falter in the dark below, Glyphids swarming in all around. In those

moments, and all others, those three words and a raised pickaxe are all it takes to keep hope and grit alive. This vow of brotherhood and determination transcends language barriers, allowing anyone standing beside you to feel your will to survive and triumph.*"

Deep Rock Galactic advises at the end of the day the words are just words and convey little more than those words and feelings. Nothing in the way of supernatural reinforcement is to be expected. Deep Rock Galactic is not liable for any lives lost in teams in company with bearers of this Perk.

Scout Perks:

-Three Point Landing: -100 CP
"Hoxxes is not a planet with overly intense gravity, indeed there are pockets of Hoxxes's chaotic environment where there is exceedingly Low gravity. However, gravity is by far the most lethal adversary our Miners face on Hoxxes judging purely by the numbers of incapacitation. Taking this training will allow you to minimize and or neutralize the amount of 'fall damage' you take by either tucking and rolling, diffusing the impact, or by some other means. There is of course a limit: you aren't 'minimizing' a fall from orbit."

-I'm Outta Here!: -200 CP
"It's not glamorous, it's not heroic, but the fact remains that the dwarf who runs away at least lives a little longer. Taking this perk will highly improve your cardio, allowing you to run faster than just about any crawling Glyphid across Hoxxes and far more able to dodge or deflect slashing claws and biting maws. Run, reposition, or make that last-minute rush to the escape pod all the more sure."

-Bullseye!: -400 CP
"Dwarves do not use scopes, or advanced optics of any kind really. But taking this training will make it seem like you have only the most advanced, robotic assistance with your aiming. Just about every Glyphid down in the caves of Hoxxes has a spot where bullets hurt them exponentially more, and the rate at which you can connect with them with both fully-automatic or single-shot weaponry is truly exemplary."

Engineer Perks:

-Bug-Finder: -100 CP
"Awareness is the first part of staying alive in the caves of Hoxxes, and you can only do so when you are keyed in to the sound each type of Glyhpid makes, the distinctive sound of shifting terrain when the bugs emerge, and the strengths and weaknesses of all documented bugs on Hoxxes. You will not be taken by surprise with this training."

-Grease-Monkey: -200 CP
"Deep Rock Galactic produces some of the most robust and durable equipment in the galaxy, however, even such quality gear can't always survive contact with the hazards of Hoxxes. We will train you to address that eventuality. Repairing, building, or breaking things down takes only half the time that it normally would so long as you are directly involved. Slam that Turret down in the middle of a swarm under pressure: your team will thank you for the extra firepower."

-Danger Close: -400 CP
"DRG Engineers are equipped primarily with relatively short-range and restrained primary weapons, this is not the case with any of their regular secondaries that are incredibly destructive, let alone the inevitable event of a teammate wandering or getting pressed past the high-caliber Autoturret. Taking this training gives you an advanced understanding of explosive and other destruction physics, allowing you to insulate your team and other friendly targets from the worst of your most damaging arsenal."

Driller Perks:

-Tunnel Vision: -100 CP
"Trust us, we mean the beneficial kind of 'tunnel vision' in this instance. Now, company issue Terrain Scanners may do a fine job of giving you a gist of where you're going underground, but it takes a special degree of spatial awareness to avoid accidentally tunneling through a cave wall over a hundred-foot drop. You will have a

mind like a steel trap for terrestrial geometry by the time we're done with you, able to plot the most direct and efficient path through the most twisted of terrain."

-Splash Zone: -200 CP
"Just short of all of a Driller's standard arsenal consists of area-of-effect weaponry: flamethrowers, microwave guns, the Corrosive Sludge Pump... retching sounds Apologies. Anyway, taking this Perk will give you ample training in getting the most bang for your buck out of these weapons. How to precisely fire them to hit targets directly behind the 'cover' of large Glyphids or terrain. In short, it a target is in the cone of your weapon's arc, it gets hit. Your effectiveness at cleaving through the skittering hordes will be greatly improved... Remember, they aren't war crimes if it's Glyphids."

-Get. In. My. Bunkie!: -400 CP
"Moving terrain is one thing, a basic thing, it takes a more brilliant mind to use the terrain itself offensively Or defensively. The stone itself is your cudgel and fortress both with this training. Whip up a nearly impenetrable fortification in a matter of seconds complete with fox-holes and plentiful room for friendly turrets. Do you have a big problem? 'Gee, it'd be a shame if that slab of roof fell straight on that really big Glyphid.' You will be an expert of terrestrial slaughter."

Gunner Perks:

-The Biggest Toys: -100 CP
"Even for a dwarf the weaponry of a Gunner is extreme, an average primary weapon clocking in at over a hundred pounds. Yet even with all that weight a DRG Gunner can run, jump, and climb with all the other specialists without slowing down*****. We will teach you and train you so that similarly the weight of your kit does not drag you down. Load up, Miner, those Glyphids won't kill themselves."

So long as you can physically lift said equipment. DRG is not liable for any workplace related injuries for trying to wear a freighter's worth of armor down to Hoxxes, etc.

-Destructive Arsenal: -200 CP
"In terms of raw firepower, both caliber and volume, the Gunner brings the most to any mining team. The obvious application of this is the butchery of any bug that is unlucky enough to share the same cave as you, but there is always a more efficient way to use your bullets. After our sophisticated aim-conditioning courses you will be taught to maximize the use of your bullets. A 7.62mm round to a Glyphid's torso will not simply penetrate, it will shatter said carapace to expose the softer, squishier insides...Or you could be lazy I suppose and mine Minerals by shooting them off the walls."

-Dance Of The Dreadnought: -400 CP
"The elite Gunners of DRG are a special breed of dwarf. Any roughneck can run and gun with a reasonable degree of proficiency, but our best? Try to imagine a dwarf bunny-hopping through the battlefield spinning like a top while not only being an incredibly difficult mark for the enemy, but also remarkably accurate. Earthquakes, erratic movement, getting bowled over by a Shellback... No amount of disturbance will impede your onslaught of lead."

Management Perks:

-Scanners Indicate...: -100 CP
"Granted, this is less of a proper 'Management' training course and more of a technical course understanding the equipment. Hoxxes is a harsh and unforgiving place, and your teams need to know what's coming their way. With all the layers of rock, Minerals, and hostile bug between you and the team, you need to know your communication equipment. With your attention, no manner of natural phenomena or barrier will impede your comms or recon technology.***"**

DRG offers no guarantee that this Perk will in any way deal with non-natural phenomena up to and including psychic interference, magical darkness, and anything else supernatural.

-'I like it down here': -200 CP

"It's one thing to be able to effectively communicate with your employees and get them to do their job without whining. It's another entirely to have workers who actually enjoy their job and would do it even if you weren't paying them.* Dwarves and other employees working under you are far more disposed to actually like their jobs, work overtime, exceed quotas, and otherwise go above and beyond in all respects."

DRG is legally obligated to denounce the prospect of not paying your Miners. The Interplanetary Miners Union would sue us into bankruptcy otherwise.

-Priority Research Directive: -400 CP
"Hoxxes is an ever-evolving nightmare of conflicts and logistics: new bugs emerging from the depths, evolution in the current bugs, environmental complications... Deep Rock Galactic is a nimble beast when reacting to these ever-changing conditions. Your research team, or just yourself if you lack one, is capable of shifting gears and jumping to an entirely different line of projects on a moments notice: churning out pragmatic, if inelegant, solutions in a matter of weeks at most instead of months or years. Profit waits for no one."

Interplanetary Miners Union Perks
(Scout, Engineer, Driller, and Gunner choose One.)

-Dirt Diggers: Free
"The Miners of the Dirt Diggers chapter insist enthusiastically that there is no such thing as 'digging too deep.' They are explorers and pioneers as well as Miners, resolved to extract every once of Minerals from the caves no matter where they lie. Some might say their best can outright smell the presence of precious Minerals in any given cave, though this sense is never precise."

-Cave Crawlers: Free
"Do you hate bugs? Will you rest while there is a single Glyphid left alive across the entirety of Hoxxes? Join in arms with your fellow Miners to make Hoxxes a safer, more secure place for the dwarves of DRG. Your singular hatred of the Glyphid

menace, or whatever species-wide group you so wish, seems to make your weapons strike mildly harder against them."

-Mighty Miners: Free
"Dwarves might be fierce, we might be industrious, but for the dwarves of Mighty Miners it is dwarven efficiency that is paramount. Dwarves of this chapter coordinate and cooperate like no others, accomplishing their mission goals and getting out in record time. 'Speedrunners' you might be tempted to call them. All of your teamwork will flow smoother from their tutelage, despite possibly having never met before with any of the employees of the day."

Items and Equipment
(One Discount of 50% off per tier.)

-Standard-Issue Equipment: Free
"All dwarves of DRG are given the bare essentials to complete their jobs: an approved baseline primary and secondary weapon, terrain scanner with laser pointer, traversal tool, support item, and body armor plus recharging energy shield in line with their specialization.
In turn:

Scouts: GK-2 Assault Rifle, Jury-Rigged Boomstick, Flare Launcher, and Grappling Hook.

Engineer: Warthog Auto-Shotgun, Deepcore 40mm Grenade Launcher, Platform Gun, and Deployable Sentry.

Driller: 'Crispr' Flamethrower, Subatta Pistol, Titanium Power Drills, and C4 Explosives.

Gunner: Leadstorm Minigun, Bulldog Revolver, Zipline Launcher, and Shield Projector.

Management: Business Suit, Headset, and regenerating Cigar.

All Miner specializations additionally acquire a company-standard pickaxe.

For additional charges of 50 CP each you may purchase a different Specialization's set of equipment or expand the licensing of a set you own. For the first upgrade you

will be outfitted with all approved armaments for that Specialization, and for the second you will be granted the entire suite of approved Overclocks for those weapons."

-Beer Keg: -50 CP
"Our employees are dwarves, naturally they demand beer, and a lot of it. Each keg you purchase here of company standard beer contains enough repopulating inebriation to last a year if drunk in moderation. As you undoubtedly will not drink it in moderation you may purchase more kegs or different brews for additional charges of *50 CP*. Because our specialty craft brews are far more expensive, kegs of **Arkenstout**, **Mactera Brew**, **Blackout Stout**, **etcetera** will cost you *100 CP*."

-Closet Full of Hats: -100 CP
"Honestly our Miners behave like children sometimes... In addition to company approved and protective head-wear you will also find among this collection the absurd and ineffective: such as a yuletide elf hat or an inflatable flamingo to wear on your head. Our Miners are willing to risk life and limb for these ridiculous baubles so they must be worth something."

-Resupply Pod: -100 CP
"Yes, you are able to call these in down in the caves in exchange for mined Nitra. Purchasing one here allows you to call your personal pod down once per mission for free. The perk of buying it in advance. On to the details, the pod will open up once it lands at your designated coordinates in roughly ten to fifteen seconds jammed full of enough ammo and medical equipment worth two dwarves' entire kit. That's half of your maximum reserves on each of the four dispensaries, if your math skills are lacking. Your pod will return to orbit once it has disgorged all four supplies or once your mission ends.

Where it will recharge once per day or till you start your next expedition, whichever comes first. You are free to purchase multiple supply pods."

-Fortified Minehead: -200 CP
"Typically reserved for Point Extraction-type missions, this mainstay of DRG

technology is a fortified drilling platform designed to dig to a specified depth and hold that position with four autonomous, high caliber turrets and four high-intensity lights for illumination. While it may not serve as dedicated of a purpose outside of its intended mission type, having a relatively safe position to fall back to in the event of an overwhelming swarm can be invaluable. Not to mention having a static location to offload our precious Minerals You can call this platform in once per day or per expedition, whichever comes first."

-Experimental Jet-Boots: -200 CP

"Ah, lucky you. I heard that those damn drunks crashed and all of these were lost in the caves of Hoxxes. Well, simply put these are exactly what they sound like. Strap these to your boots and you have a modicum of flight down in the caves. While they do recharge themselves off the kinetic energy of your movement there is only so much flying you can do in one stretch before the boots need a breather. Still, manage them properly and you should have a significant advantage over the bulk of the bugs in the caves... except the acid and web spitters, and the Mactera, and the Cave Leeches... I did say 'most."

-The Forge: -400 CP

"Of course, we are dwarves. Gone may be the days of hammering heated lumps of metal on an anvil but our creative spark has certainly not waned. Take a weapon to this marvel of technology and, for a modest exchange of specialized Minerals you can fabricate your own Overclocks for that weapon or piece of equipment. Such modifications can simply offer a small boost to what the piece already does well, offer a larger boost at a balanced detriment, or completely evolve how you use that piece of gear. The strength of the object you are attempting to modify will naturally affect the amount of Minerals you need to use for an upgrade, and what kinds of Minerals."

-DRG Space Rig: -400 CP

"Home away from home, Miner. This all-inclusive station has everything a Miner or manager could need to buckle down for a long haul assignment. Cozy quarters for up to four roughnecks (and a roomier suite for Management of course), a bar to stock with beverages, infirmary for either treating wounds or hangovers, a memorial

hall decorated to taste and displaying past triumphs, a fabricator to produce all company-standard munitions, and the all-important drop pod to get our Miners right into the action. The Space Rig will automatically scan and highlight potential mission types of the body it drifts over and, outside of your employment with the company, you are free to relocate the station as you like."

-Ebonite Hardcase: -400 CP
"RnD is quite proud of this one, Miner. They've managed to extract and pare down enough Ebonite from infected Glyphids to craft an experimental body armor out of it. Donning this sleek, slate-gray suit will render you just shy of impervious to all manner of projectiles you might encounter in the caves of Hoxxes, be it spat from the mouth of a Mactera Tri-Jaw or the bullets from a careless teammate. As well, as Ebonite is at least a semi-organic compound maintenance of this suit is a breeze!

What breaches you might suffer will grow closed all on their own. Do bear in mind though that apart from being an incredibly high-quality set of armor the Glyphids will be able to chew and or stab their way through it."

-Korlock Tyrant Bio-Weave: -600 CP *(Exclusive to Scout and Engineer)*
"An invasive sort of plant, the Tyrant Weed is a menace when encountered by Miners in the caves. Highly territorial and aggressive, the plant is also absurdly difficult to kill on account of a staggering degree of regeneration. Well, RnD is crazy enough to try anything, and after more than one instance of Korlock cuttings taking over the lab they were able to put together this light, durable, and breathable ballistic-weave suit perfect for our lighter-equipped employees (The RnD boys say the material needs to breathe, so it's incompatible with heavier rigs).

On top of being far more in line with Gunner and Driller rigs in terms of protection at less than half the weight the suit semi-bonds with your body to grant you the same regeneration as the Korlock plant, and, as it's damaged, the parts that fall off (before they grow back) will sprout temporarily to spit venomous bile at hostile targets. I'm sure you might be called a 'Leaf-Lover' for wearing this, buy you're going to be alive to hear those petty insults."

-Ommoran Heartshell Hardcase: -600 CP *(Exclusive to Driller and Gunner)*
"Considering we need to deploy special equipment to grind our way through the shell of an Ommoran Heartstone I'm honestly surprised it took this long for RnD to get around to making body armor out of it. Best likened to an onion, this suit has layers of defense that grow back when you aren't under attack, on top of being absurdly difficult to damage in the first place. All of this is powered by a thirty-pound shard of Ommoran Heartstone buried in the chest, and the crystal will attempt to defend itself, which includes you by extension.

Should the first layer be breached, the crystal will rip boulders from the cave walls or ground to hurl at the bugs. The second layer? Those broken shards will morph into Ommoran Beamers for a brief time to defend the Heartstone. Naturally, all of those layers and resulting weight make it incompatible with lighter rigs, no DRG-issue Grappling Hook is getting this beast off the ground."

-Hoxxes-J: -800 CP *(Incompatible with Discounts)*
Disbelieving blinking. "You really must be some immeasurable level of valuable if the company is willing to offer you an entire gold-mine of a planet for your length of contract. First things first then, this is the untouched sister-planet to our Hoxxes: chaotic, lethal, infested, and home to more precious Minerals than any dwarf could ever want."

Adjusts glasses. "What's more, it says here that based on your previous and future Jumping that the caves of Hoxxes-J will grow to incorporate Minerals from those past and future experiences in infinity. You are able to adjust and set your own 'difficulty' when you set forth into the caves of Hoxxes-J, scaling the amount of Minerals that you can get your hands on in proportion to how difficult your experience is. You and those you invite or send into the caves of Hoxxes-J do not perish if you fall under the swarm, encouraging you to take risks." Long pause. "I'm choosing to not question this further, for my own sanity."

Associates and Assistants

-Contract Co-Signers: -50/-100 CP

"It says here you are allowed the opportunity to bring along up to three or four current allies of yours as fellow Miners. They each are allowed their own budget of 600 CP for Perks and Equipment, and cannot modify their contracts for more points. If you are Management, you get a fourth Associate for free with the 100 CP purchase for a full team."

-Veteran Miner: -200 CP Each
"Given the amount of opportunity at your disposal there is no shortage of current employees who would jump at the chance to dive with you. I've collected the four most prominent here for your perusal. Each has the entire spread of appropriate Overclocks for their favored equipment unless otherwise specified (Only applicable for them).

Our **Scout** favors the GK-2 rifle and Zhukov SMG's for personal armament, and comes packing Cryo Grenades.

The **Engineer** prefers the Stubby SMG, Deepcore 40MM Grenade Launcher with Fat Man Overclock, LURE Grenades, and the MKII Turret.

Our **Driller** embraces war crimes with the Corrosive Sludge Pump and Goo Bomber Special Overclock, Colette Wave Cooker sidearm, and Neurotoxin Grenades.

The **Gunner** rounds out the selection with the Leadstorm Minigun, BRT Burst Pistol, and Incendiary Grenades."

-Pet Loot Bug/Golden Loot Bug: -50 CP/-100 CP
Rolls eyes. "Ugh, I can hear the litany of complaints filed already. 'Why can't I have a pet Loot Bug? Why do they get a pet Loot Bug...?' Understand we are clearly bending company regulations for your benefit here. 'Loot Bugs' are small, squishy and ultimately harmless grub-like creatures from Hoxxes that exist in such numbers because their diet renders them inedible to predatory creatures. As they have effectively no predators the chubby little things are as friendly and affectionate as can be, and our Miners tend to hate the idea of hurting them. They eat our Minerals.

So understand that whatever you feed this thing is coming out of your pockets. The Gold one is a picky eater, and only craves gold, naturally."

-DRG-Standard Mini-Mule: Free
"As it would otherwise be impossible to collect enough Minerals in a timely manner were you running back and forth with only what you could fit in your pockets the company issues a mobile container like this to collect mission-critical Minerals plus some extra so that in the event you perish, your haul still makes it back up. Our Mini-Mules have a maximum capacity of around 500 units of Minerals, so be selective. The quadrupedal machine can effectively scale all known material walls in the caves of Hoxxes so you don't need to worry about losing it.

For a purchase of 100 CP you are instead allowed to take one of the larger models of mules with you, 'affectionately' called 'Molly' by our Miners. 'She' has effectively a limitless capacity for Minerals... no I'm not going to explain how, that's a company secret, so you need not discriminate on what you haul back.

For an additional 200 CP you may instead travel with a retrofitted BET-C unit... now what's the aphorism...? Ah yes, 'BET-C awoke and she chose violence.' In addition to the mule's function as a Mineral depository 'she' is now armed with twin high-caliber machine guns and a grenade-launcher system that should make traversing the caves significantly safer. The BET-C is additionally so well armored that no Glyphid on record has ever damaged one... What do you mean 'if that's true why don't we use BET-Cs all the time...?' No comment."

-DRG Drilldozer: -200 CP
"Ah, and here we have a fine example of quality Deep Rock Galactic machinery. Normally, such equipment is only deployed in the event that an Ommoron Heartstone is detected, but if you wish to purchase one for yourself, than Management cannot begrudge you using it as much as you want... no your drilldozer will not randomly explode upon completing a particular stretch of drilling, what sort of question is that?

Anyway, as the name implies the Drilldozer is essentially the bigger, meaner cousin of the Driller when it comes to making your own caves, mounting a gargantuan titanium drill bit on the front and powered by a beefy pair of treads. In the event of a sudden collapse, the Drilldozer is even equipped with a rocket-booster to make a safe landing.

And, while admittedly company-issue Drilldozers have a reputation for being incredibly inefficient with fuel, the version you purchase here has far, far larger reserves and should be ready to drill for hours before re-fueling.

For an investment of an additional 100 CP we can add a few improvements to your Drilldozer: stronger armor, point-defense turrets to reduce the amount of babysitting it needs, an improved motor for faster travel speed and drilling, and ancillary oxygen tanks in case of a low-oxygen environment.

-'Steeve': -100 CP
"Our Miners are a resourceful lot and some have talents outside of mining and shooting. Now, don't ask me why whenever any of our dwarves tame one of the bugs they insist on calling it "Steeve" but the simple act of turning one of the bugs against the rest of the swarm is efficient enough. RnD has a few Glyphid Guards and Slashers kept in boxes for you to imprint upon and you can have one for the 100 CP listed.

Your bug is afterwards your responsibility, though we will accommodate the blighted thing on the space rig if we have to. In the interest of longevity the bug you buy here is injected with a potent and not-dwarf-safe regenerative compound that will keep it alive a lot longer than you in a fight and heal it up between them."

-Big Steeve: ***(Requires Steeve)*** *-200 CP*
Hesitation. "... Or, as it so happens we have a few Glyphid Praetorians and Oppressors in confinement for you to take instead. You are, allowed to select any of the environmental variants of the Praetorian: Default poisonous, Cryogenetic, or Irradiated.

The Praetorian is faster than the Oppressor and has it's corresponding breath-attacks, while the Oppressor is significantly more durable and strong enough to create harmful shock-waves just by slamming the ground."

-BIGGER STEEVE: ***(Requires Big Steeve)*** *-300 CP*
Visible worry. "What brainlet thought it was a good idea to keep Dreadnoughts in a lab? I'm right down the hall...! Er, anyway Miner, if you are willing to make the investment you have the opportunity to have, a domesticated Glyhpid Dreadnought on your side.

You are allowed to select the 'default' Dreadnought and its ability to spit explosive fireballs, slam molten rock out of the ground, and rapidly regenerate a hard armor shell around its vulnerable... ass, to quote our Miners.

The Arbalest and Lacerator twins are another option, both far more vulnerable than the Dreadnought but they are far more mobile, able to burrow rapidly from location to location. The Lacerator can project cutting waves from its claws and breathe fire, while its twin, the Arbalest, vomits explosives from a distance with, startling accuracy for a bug.

Lastly, we have the Hiveguard and it's, lesser 'Sentinel' minions. While the slowest of the Dreadnought versions on record, it is also nigh-invulnerable without exposing its... ass... And it only does this when its minions perish, normally. It too can spit flame mortars from its mouth at the opposition.

All Dreadnought variants are capable of burrowing straight through terrain to pursue hostiles, or clear earth for you. They are much slower at this than a Driller or the Drilldozer…

-BOSCO: -600 CP

"Hmm... limited production this thing, though I can certainly see why. Typically our all- purpose drones such as this are assigned to our few Miners that stubbornly insist on working alone. After all, no dwarf is That good to handle all possible mining

challenges by themselves... except for Karl, and he is no longer with us. In effect, this means BOSCO is capable of essentially anything a dwarf can do. It can mine Minerals even on distant cave ceilings via flight, shoot shock bullets at swarms of bugs, fetch and carry heavy items, shoot rockets at sturdy bugs, and revive you should you be bleeding out on the floor.

Indeed, such drones are in fact so stubborn in their insistence on keeping our Miners alive they have on multiple occasions physically dragged an unconscious dwarf all the way back to the drop pod while fighting off the swarm all alone. On top of all of that, BOSCO is of such high quality that it has yet to be damaged at all by any Glyphid. As you are purchasing this drone for yourself we will waive the restriction on you taking this drone only when mining alone."

Contract Complications (Drawbacks)

"Assuming you are willing to impose some additional hardships upon yourself, I am authorized by the board to grant you additional points per difficulty you heap upon yourself. I have been advised that you may make things as taxing as you like, just don't be so greedy you get yourself killed before this arrangement has paid for itself, hmm?"

-Extended Contract: +100 CP (Can be taken multiple times.)
"A simple proposition Miner, every ten years of additional service for the company grants you 100 extra points. Dwarves can live quite a long time, and we would be pleased to have you as long as you like. Length of contract does in no way diminish your quota expectations."

-Chronically Drunk/Enforced Sobriety: +100 CP (Choose One)
"The former was suggested by your Patron, the latter is suggested by myself. You've a choice of two extremes, either you become the worst example of a dwarven drunk, dropping a not insignificant portion of your pay into buying drinks at the Abyss Bar and frequently heading into the mines staggering drunk, or you swear to sobriety. The latter will make you no friends when the only thing you can order at the bar is a Leaf-Lovers.

Other dwarves will mock you relentlessly for this.

-Supply Shortage: +200 CP

"How charitable of you, Miner. Given how many of our cargo shipments go off course and crash because of damn, drunken longbeards we've had to strictly ration the amount of supplies any one Miner gets. As far as you're concerned that means you're going to have to pay through the nose in Nitra for ammo and medical while down in the mines, at least twice the normal rate. I'd be very picky with your shots, Miner. As Management, this will instead apply to your Miners, and they will not be too pleased with you. Expect the odd revolt unless you can assuage them some other way."

-Dig Deeper: +200 CP

"Ah, thank you very much for accepting this. Our Miners always complain about these exceedingly deep caves, takes too long they say. In summary, your missions will exclusively be of 'length 3' or greater for the duration of your stay. I'd expect you will get used to spending an hour at bare minimum down there before you find everything you need to leave."

-Haunted Miner: +400 CP (Incompatible with Management)

"There are many things we yet do not understand about Hoxxes, one of which is, to be perfectly frank, what appear to be very literal ghost Glyphids that inhabit some of the caves. By signing here you agree to be fitted with a homing beacon of sorts for all of your expeditions, which will draw one of these 'Horrors' to you regardless of where you are on the planet. They are completely invincible, know exactly where you are at all times, and are perfectly capable of bee-lining through the terrain to get to you. They can only ever be distracted for moments, so I'd work on my cardio were I you, Miner."

-Ruthless Quota: +400 CP (Exclusive for Management)

"I'll be frank with you again, Control, you might not be going down into Hoxxes and at risk of being eaten, but the board sharks might well enough do the same. You are to be assigned a very surly and no-nonsense watchdog from the board for the duration

of your stay (and they will be replaced without delay in the event of shenanigans) to watch your profit margin like a hawk. Should you ever, and I mean ever, slip into the red getting fired might well be the least of your concerns. Getting fired in this instance imposes 'Failure' on your Jump, as I understand things."

-Rival Incursion: +400 CP

"Hoxxes belongs to Deep Rock Galactic, this in unequivocal. Our Rival company does not seem to respect that, and adding this clause to your contract will expand the scope of your mission to include direct action against our rival corporation and their legion of robotic lackeys. Additionally, you will find yourself occasionally accosted by a Nemesis from our rivals, a robotic abomination specifically designed to hunt and kill dwarves."

-Critical Corruption: +600 CP

"Adding to our ever-growing list of problems on Hoxxes is a very literal disease of the stone, a lithophage. Rockpox-infected meteors are crashing down all over Hoxxes and adding this to your contract obliges you to step up to the fight and combat this plague.

Many Glyphids and their ilk have already been terminally infected, but the plague has not made the jump to dwarves... yet. Hopefully never, but you can never know with these nightmares."

-Fathomless Tomb: +600 CP

"We have, lost a Lot of Miners down there in the caves of Hoxxes, Miner. Thousands upon thousands. Unless you step carefully, you'll join them down there in the infinite abyss. Taking this grants you One shot, one life, should you fall down there you will die and this is final. Are you confident that you can 'perfect play' your ten years here? Taking this as Management will instead impose horrific mortality rates upon your Miners, so good luck keeping your operation in the black with dead Miners and idle tools."

-Haz 5: +600 CP

"I hope you're every bit as special as I've been led to believe, Miner. Because this is the big time. You've volunteered exclusively for the most dangerous and bug-dense missions on all of Hoxxes, and you get to do all of them without the benefit of any outside Items, Abilities, or Companion powers. Additionally your daily quota doubles to at least 2 missions per day."

Scenario: The Second Coming of Karl
(Requires Scout, Engineer, Driller, or Gunner)
(Requires Rival Incursion + Critical Corruption)

"Karl was the best damn Miner we had... and damn do I wish we had not lost him. To say the company is in dire straits near enough with everything going wrong on Hoxxes would not be an exaggeration, not that we would tell our shareholders that. Even with all the Mineral wealth the planet has on offer the cost in lives and equipment is pushing DRG to the limit. We physically cannot replace the dwaves we lose fast enough to hold the tide back against the rock-pox and our Rivals. Let alone those we lose to 'normal' dwarven mishaps."

"What our Miners need to do, callous as it might sound, is to fight harder, survive better. And to do that, they need an example to follow, they need Karl, or someone legendary enough to fit his boots. To do this you will need to mine like you yourself were a machine, barely rest, barely pause. You must be a legend made manifest to the other Miners of Hoxxes. Animal as they might be, the Glyphids should fear the very idea of sharing a cave-system with you. And above all else, No Dwarf Gets Left Behind. You are now the lynchpin on which all of Hoxxes's efforts rest. Worse still, you can't just be efficient about things. Karl was a showman on top of everything else: The best-dressed, the champion drinker, the best Miner, the most lethal dwarf. There is no room for humility."

"Should you actually succeed, should you drag Deep Rock Galactic single-handedly over the finish line as far as Hoxxes-4 is concerned while earning the unmitigated adoration and reverence of the other dwarves the Board, grudgingly as they will do it, shall see fit to grant you a sliver-section of Deep Rock Galactic, a ready-to-go mining company of the roughest roughnecks the galaxy has ever seen.

In all future endeavors of yours your company will follow as you allow, the employees staunch Dwarves unless you see fit to 're-skin' them as the locals of a different universe. Point them at any rock and they'll mine it dry, whether the locals like it or not."

"... You will not hear it from the board, but thank you, Miner. Rock and Stone."

Notes:
-Leaf Lover Edition (Because Corporate Says So.)