


By Kanons

*"I still remember life before the War. I remember that we used to be different, used to live up there, on the surface. We used to be the masters of the whole world. We built gigantic cities of glass and steel, we crossed oceans at will, and we also conquered the skies. There used to be seven billion of us. We were not born for life in the tunnels. I was born to breathe fresh air and I remember it! The seven billion were wiped out by the Last War. Only fifty thousand managed to survive underground, with the Surface poisoned, burnt and teeming with horrible monsters. One day the radiation on the surface might subside, and our grandchildren or their grandchildren might be able to return there. At least, that's what my brothers-in-arms from the Order believe. Basically, there was no hope for us right off the start. Still, we, humans, are just too bad at surrendering. We tried to make the best of what we had, we banded together and worked to make the Metro our new home. After all, it might well be the only place left on Earth for humans to live. For a time, we thought we could make it… But, regrettably, the War didn't kill our bad habits. In the relative safety of the tunnels, corruption festered, and when danger came from above the ground, only a few of us stood against it, our numbers dwindling by the day…"*

*-Artyom Alekseyevich Chyornyj*

*Your time in this world begins in 2030, 17 years after Global Thermonuclear War broke out. In a few years, The Metro will be rocked by escalating conflict with mutants on the surface, and again soon after by militant factions within its own tunnels. As always, best of luck.*

## Locations

*Roll 1d8 or pick freely; if you want out of Moscow, you'll be doing it the hard way regardless.*

1) Independent Station
Exactly what they sound like. Most Independent Stations lie in the outskirts of The Metro or otherwise less accessible areas. This means less risk of getting caught up in factional conflict, but these stations often have a much greater problem with mutants.

2) Hansa
Short for Hanseatic League, these guys are the Capitalist faction of The Metro. Their heavy focus on trade and control of crucial transport routes through the Ring Line make them the wealthiest faction in The Metro.

3) Reich
Militant Neo-Nazis, pretty much exactly what you would expect. Their soldiers are better armed and trained than most from the Red Line, but they lack numbers. Perhaps because they purge “mutated” humans in a world that’s mostly irradiated?

4) Red Line
The Communists. This faction has the largest military in The Metro, which it expends mainly in on-off war with the Nazis. They may project an image of unified political will, but all is not as it seems down there.

5) Polis
A small but powerful cluster of stations acts as the Scientific Capitol of The Metro. Polis is also the de facto patron of the Rangers, an order containing some of the best soldiers alive. Still, these same strengths also make it an exceptional prize for the other factions should an opportunity ever arise.

6) Abandoned station
The Metro has little enough space as it is, and the nature of these stations has not helped. For one reason or other, people have learned to avoid these places. You’ll have no issue finding isolation here, but be cautious. Mutants will often be an issue, but you’ll also have to contend with stranger things here.

7) Surface
Well, good thing you got that free gasmask. As you might have guessed, Moscow proper is an irradiated hellhole filled with aggressive creatures that could give bears trouble in a fight (except the bears here, which are basically tanks made of meat now). Hopefully, you can find an airlock before you die.

8) Free Choice
Pick any location within or beneath Moscow.

## Backgrounds

*You may pick your sex and starting age freely. If you want a little randomness, roll 2d8+18. Sure, there are still elderly underground, but they are few for a reason.*

*Any background may be taken optionally as a drop-in, having no memories or history of this place, for better or worse.*

**Drifter**
Even in an age where going across town can be a perilous, multi-day trip, some people just can't seem to put down roots. Unlike the stalkers who venture forth for wealth or prestige, you seem to be pulled where you are needed. Or maybe you just prefer to be alone, eh? Either way, this experience has given you unique insights into the post-war world.

**STALKER**
Stands for; Scavengers, Trespassers, Adventurers, Loners, Killers, Explorers, Robbers. In real terms, these people venture where most dare not (namely the surface) in search of resources, old-world artifacts, and the like. This may well be the most dangerous job in all the Metro, but fame and fortune await those who can manage. Who knows? You might be the one to discover wonders like D6 or the rumored Metro 2.

**Soldier**
Yep, even after mankind nearly wiped itself out and pretty much took the planet with it, they're still killing each other. Yet, as long as there are flags to fight for or bandits that need fending off, there will be people to do it, and right now, you are one of those people. Perhaps if you manage to become a ranger, you can focus on killing mutants instead?

**Survivor**
Never mind fame and fortune, never mind higher causes, what about staying alive? Since the known world has less than 50 thousand people in it, doing so seems more important to some than usual. Still, how people go about that can vary, whether by keeping to themselves or taking advantage of others, the choice is, as always, up to you here.

## Skills

*As always, skills are 50% off for matching background, with 100cp skills being free.*

### Undiscounted

**Tunnel Adapted** 100cp
You've taken to life underground better than most. Your eyes adapt to changes in lighting almost immediately (within prior limits), you can navigate tunnels and cave systems much easier, and living in constant darkness is no issue psychologically.

**Commuter** 50cp (Requires Tunnel Adapted)
Even before the war, you seemed to spend most of your time in the Metro. You know the publicly accessible tunnels and stations in the Moscow Metro like the back of your hand. Post-jump, you'll have no trouble navigating public transport even in the most hectic of cities.

**Tokarev's Tinkering** 100cp
Guns and ammo are among the more precious commodities in the Metro, and you've taken this fact to heart as a master gunsmith. Not only can you make just amount any modification you could ask for with basic materials, but you can also manufacture ammo. Even if you're working with junk, your ammo should fire without damaging the weapon, and you'd be surprised how little it takes to make passable substitutes for military-grade ammunition.

**Hale and Hearty** 150cp
For all the infighting and mutant attacks humanity now faces, the poisoned earth remains it's most oppressive threat. Even if you keep that Geiger counter low enough to avoid acute radiation poisoning, low-level exposure can cause any number of problems over a long period. You, however, are now spared that creeping killer. You no longer experience any long-term complications from anything you survive in the short term, be it radiation, disease, poison, or otherwise. An intense enough radiation dose might still kill you outright, but if you survive the worst of it, there won't be any risk of cancer or infertility down the line.

**Lifesaver** 50cp (Requires Hale and Hearty)
Now, your miraculous resilience can belong to all, for a price. You are now a universal donor, and you can heal others from the kind of conditions specified above via transfusion. How effective this is will scale with how much you give.

**The Blacksmith** 300cp
Despite its appearance as a formally-normal modern setting, The Metro universe has made some remarkable advancements. Medicine that can reverse damage from NBC weapons, deep-dive VR systems, batteries that charge from a hand-pump while delivering enough charge to fire a man-portable railgun, wild stuff. You have an impressively broad engineering background, enough to easily work with this advanced tech. Given samples or schematics, you could feasibly build this tech from scratch, though finding the necessary material for most would be a long-shot. Still, if you want to construct a nuclear reactor in future jumps, you're now the… next best thing to an expert.

**Chosen** 400cp
The Dark Ones, *Homo Novus* for the dramatic. These beings are capable of communicating via telepathy. Unfortunately, doing so with humans can be likened to wiring a car battery to a lightbulb. POP! Thankfully you are not most people. You now possess a psychic tolerance on par with Artyom, perhaps due to exposure with a telepathic entity at a young age. While you are not psychic yourself with this, it does allow you to communicate safely and easily with any telepathic beings. This will also give you mild resistance to direct mental attack, and you may be able to pick up on telepathic communication normal people wouldn't notice.

## Drifter Skills

**Mentor** 100cp
You have a solid understanding of both the methods and demeanor to pass on knowledge, this won't make you a groundbreaking educator, but you can handle an apprentice commendably.

> **A Walk to Remember** 300cp (requires Mentor)
> The effects of Mentor increase notably; not only would you be considered an exemplary teacher by modern standards, but a team of three or less can grow at an astonishing rate under your guidance. In addition, by having a person tag along with you on a job for a few hours and providing occasional advice, your "pupil" will gain a sudden burst of experience; not only months' worth of skills and competence, but they will grow by years in wisdom and maturity. However, this kind of connection cannot be created lightly, it will be at least a year before you can impart such a lesson again, and a single pupil is unlikely to benefit from this more than twice in a typical jump.

**Crazy Old Man** 200cp
People are less likely to consider you a threat, even if you wander into their secret base (it helps if you have a good reputation). Intentional hostility will still be met in kind, but if your transgression was based on good intentions (or a plausible lie), you might be let off without harm.

**Mysticism** 400cp
Even with mutants running around the surface, you'd think even nuclear war couldn't destroy the empirical nature of the universe. But radiation sickness and hysteria can't seem to explain some of the things down here. You have a functional understanding of the supernatural phenomena found in this setting and an instinct for similar things in future jumps.

**Waters of Destiny** 600cp
Focus on the one thing you need above all else and submerge yourself in standing water up to once per year. The ensuing vision quest will leave you washing up approximately where you need to be to obtain that goal. Failure to stay focused during the journey or trying to reach an unattainable goal will leave you washing up benefactor-knows-where, even if there's no water for miles.

## STALKER Skills

**Stealth** 100cp
You know the basics of moving around unseen. This alone won't have you passing through densely populated stations without a trace, but you can at least enter a tunnel without announcing your presence to everyone in the vicinity.

> **Ghost Run** 300cp (requires Stealth)
> Now, this level of skill might give you a shot at those populated stations. Tailing a target for extended periods without notice is simple enough, you can also track them in the dark tunnels of The Metro if need be. With planning and luck, you might even penetrate the frontlines of a warzone, neither side the wiser.

**Dead City-Dweller** 200cp
Part of the reason STALKERs are as well regarded as they are is because they can survive in places no one else can. Now, so can you. Mainly this covers knowing how to survive on the irradiated Moscow surface. Post-jump, you'll have an intuitive grasp of staying alive in any kind of hostile terrain.

**Every shot counts** 400cp
In a world without a steady flow of resources, making use of what you have is vital; thankfully something you are exceptionally good at. Batteries, filters, fuel, water, any supply you use seems to last longer in your hands. This won't conjure discrete quantities like bullets out of thin air, but you'll even find a few more of those when you scavenge. Keep in mind you will still run dry eventually, to keep living the relatively good life, sooner or later you'll need…

**The Big Score** 600cp
It's what every STALKER dreams of finding, a secret government bunker, a map of the rumored "Metro 2", a database of old-world technology. So long as you keep searching, clues as to the whereabouts of such treasures will be made known to you. Trials and tribulations will block your path, proportionate to the scale of your prize. But if you keep pushing, incredible wonders will be yours for the taking.

## Soldier Skills

**Gunner** 100cp
Perhaps you were a soldier before the war, or you've simply been hardened by conflict since. Either way, you have experience in marksmanship, hand to hand combat, and explosives on the level of a competent modern infantryman.

> **Strelok** 300cp (requires Gunner)
> Even with all the combat going on, true operators are few and far between. Clear a kill house with perfect accuracy on the first attempt, do nearly the same thing in real close-quarter combat, or snipe a target from 2 miles away. A position in the rangers would be yours for the asking with these skills.

**Cold Blooded** 200cp
The ability to stay cool under pressure is a hard-earned skill, and one not everyone fully appreciates. Regardless, you can now stay calm and focused even in the most hectic engagements.

**You see Ivan...** 400cp
Carry a minigun, a heavy shotgun, a railgun, and enough gear for an extended romp on the surface while wearing heavy armor, move unimpeded. If you're still light enough to walk, you're now light enough to sprint.

**Spartan** 600cp
There's being hardy, then there's this. Your body will slowly regenerate back to perfect condition from any damage you take (provided it doesn't kill you outright, obviously). The upside is that this works for any immediate damage, be it bullets, a train wreck, or acute radiation poisoning. The downside is that this effect doesn't work on long-term conditions like disease.

## Survivor Skills

**World's Last Art Critic** 100cp
As long as you can reliably demonstrate expertise at a skill, you can find a way to make at least a meager living off it, even if that skill has no practical application in the current setting. For example, a programmer in a medieval setting could be paid for handwritten manuscripts of his code.

> **Apocalypse Man** 300cp (requires World's Last Art Critic)
> When the end came, some found their skills more in demand than ever.

But the average Metro-dweller had to adapt to the new world and learn new skills to survive. You took to this task with either great talent or great gusto. This won't make you a better soldier or engineer, but you are at least guaranteed competence at jobs like Farming, Trade, and Construction work. Post-jump, this will apply the same effect to whatever the setting would consider to be "blue-collar" work.

**The Mushroom Treatment** 200cp
Stay in the dark, and eat shit. The diet of The Metro revolves around pigs and mushrooms, each feeding off the other. Somehow people get by on just this, and you can too. So long as your food is technically edible, lacking radiation or disease, and isn’t too scarce, you can survive off the most meager diet indefinitely without complications.

**Like Rats** 400cp
Maybe your base is hard to find, maybe people didn't catch a good look at you. Regardless, provided you don't actively reveal your identity, people you piss off will have a harder time retaliating against you. If you don’t piss people off in the first place, thugs and the like will be less likely to single you out.

**And the Strong do eat** 600cp
So long as you keep finding enough prey and maintain the force to prey upon them, you will acquire enough supplies from raiding for you and yours to live a reasonable (if not necessarily comfortable) existence. This also improves yields from any animals you hunt. Note that forces actively seeking your demise aren't affected by this, only innocents and neutral parties.

## Items

*You may obtain two items worth 100cp or less, and one item worth 50cp or less, for free. You also gain a 50% discount on two items for 200cp or less, and one worth 300cp or less. Discounts cannot stack.*

**The Basics (free):** 1 Head-mounted flashlight, 1 Hand-Charger, 1 Gas mask with enough filters for 2 hours on the surface, 1 Trench knife, your choice of a medium-sized backpack or tactical webbing, and a set of rugged clothing. Standard issue post-apocalyptic survival gear.

### Weapons

*For the duration of this jump, all weapons will receive 3 magazines of Metro-made rounds per month (dozen rounds for single-shot weapons). Post jump, these will come with a bottomless supply of military-grade ammunition.*

**Weapon Mods** 50cp (Free with Tokarev's Tinkering)
Sights, suppressors, stocks, laser pointers in every color of the rainbow; if a gunsmith (or operator wannabe) has wanted to slap in on a firearm, you probably have it. All canon attachments for any weapon purchased here will be included, with the exception of options that convert the weapon into another on this list.

**Revolver** 50cp
Largely what you'd expect, small, reliable, and fairly powerful, but slow to reload. Unlike most revolvers, this gun gas-seal on the cylinder, allowing for suppressors to be mounted.

**Ashot** 50cp
One of a few purely Metro-made guns, this converts a heavier-duty flare gun into a single-shot shotgun. Not the most accurate thing, even for a shotgun, but it's still a staggering amount of punch for a sidearm. Like the revolver, this weapon is surprisingly amenable to suppression.

**Lolife** 50cp
The bandit pistol, a throwback to the design of the earliest semi-auto pistols. This has less stopping power than other sidearms, but makes up for it with higher rate of fire and a larger magazine. It would only take a couple extra parts to convert this into a full-fledged machine pistol.

**Throwing Knives** 50cp
5 surprisingly sharp knives, perfectly balanced for throwing. A solid hit will take out lightly armored humans silently while leaving the blade intact for reuse. This set is fully restored and restocked at the start of each month.

**Stallion** 100cp
How the hell did you find one of these down here?! For the most part, this weapon appears to be a conversion of a 1911 handgun, and that's not strictly wrong. However, this would ignore the modularity and fine-tuning in this modernized classic. It may want some extra maintenance, but everything the above pistols can do, the Stallion does that much better.

**Bastard SMG** 100cp
The quintessential Metro gun. Probably the cheapest automatic

available down here. The Bastard isn't known for its accuracy or reliability (if anything, quite the opposite), but this gun shines as a bullet hose, even beating out the Kalash and RPK in terms of effective firepower. That replacement parts are commonplace doesn't hurt either.

**Duplet** 100cp
Your classic double-barrel shotgun, remade with the finest quality junk the Metro has to offer. If you need even more stopping power, quad-barrel duplets are known to exist in Moscow.

**Tikhar** 100cp
A real man's pop-gun. This Metro-made pneumatic rifle fires cheap ball bearings at medium range. It requires regular pumping to remain effective and has poor performance against armor, but the Tikhar is also perhaps the quietest weapon in The Metro.

**Kalash** 200cp
It’s an AK. You almost certainly know what an AK is. This member of the most widely produced family of firearms in history upholds its pedigree as a sturdy, hard-hitting assault rifle. Higher-performance rifles have come since, but this is the premier weapon of the post-apocalypse for a reason, and because of that, you’ll never want for spare parts or ammo.

**Shambler/Bigun** 200cp
Due to the constant threat of mutants, The Metro has always been in need of a reliable semi-auto shotgun. Two solutions for this have been invented, both emulating the design of a revolver in their own way. Whether you prefer the accuracy and per-shot damage of the Shambler or the fire rate and ease of reloading in the Bigun both will kill reliably in close quarters, while having plenty of room for tinkering and improvement.

**Valve** 200cp
Another Metro design, creating a bolt action rifle from pipe components. Reliable, accurate, and hard-hitting. With some good ammo, even the stock Valve could surprisingly compete with classic weapons in its class. With modifications, this would be a respectable DMR even pre-war.

**Explosives** 200cp
Setting off explosives in confined tunnels doesn’t seem like the smartest idea, especially when those tunnels are your only home. Still, sometimes you really need something dead. 5 Pipe bombs, 5 sticky (or incendiary) bombs, and 5 trip mines per month. Arm, toss,

and wait for the boom, simple. With Weapon Mods, these may have your choice of fuse mechanisms.

**Medved** 200cp (Discount with Explosives)
When you need to send those explosives a bit further out, but you don't have those fancy 40mm to work with. A spring-loaded grenade launcher might sound a bit underwhelming, but its strength lies in being a universal system. Load any payload up to the size of a plastic water bottle, and your projectile will impact-detonate regardless of its normal mechanism. Comes in 3-shot standalone model, or 1-shot underbarrel. Due to the power of this ammo, you'll only get 6 grenades per month for this, however.

**Hellsing** 300cp: Essentially a 6-shot pneumatic crossbow, silent but requires pumping like the Tikhar. Superior penetration and reusable ammo help counteract the rarity of suitable ammunition. Alternatively, you can convert this into a more conventional crossbow, sacrificing the rate of fire for more consistent, pump-free damage.

**Volt Driver** 300cp
Who knew railguns were so simple? Also known as the "Hellbreath", this weapon uses magnetism to fire ball bearings semi-automatically with all the power of a sniper rifle. The downside is that the firing mechanism must be recharged manually, and the noise of a shot cannot be effectively suppressed.

**Kalash 2012** 300cp
This rare assault rifle had just entered production for the Russian army when the war started. It advances on prior Kalashnikov models by providing reduced size and weight, improved recoil control, and a 45-round top-mounted magazine, all while maintaining the robust build quality of the classic AKM. Alternatively, you may purchase the Bulldog, which uses a more conventional bullpup design, but otherwise performs about the same.

**Sammy Special** 300cp
Don't be fooled by the American Flag decal and Thompson-esque wooden fore-grip; this weapon is a product of Russia, even if it didn't reach Moscow in numbers. This more familiar-looking Kalash successor may lack the precision engineering of the 2012 or Bulldog, but it makes up for it with near unheard-of modularity. With the right parts, this weapon can compete with more dedicated platforms as a marksman rifle, an LMG, a close-quarters carbine, or something in-between.

**Abzatz** 300cp
When you want there to be more buckshot than oxygen in an open space,

accept no substitutes. This modified machine gun can carry belts of 200 shotgun shells, and manage heat and recoil well enough to empty an entire belt in one go if need be.

**Flamethrower** 300cp
Exactly what it says on the tin. However, unlike military models, this sucker can spit out just about any flammable fuel you have handy, even if the firing characteristics change. Hook up a propane tank for a clean-burning plume of fire at short range, some genuine napalm for the classic ropy streams, or perhaps a jerry can of gasoline for something in the middle. Just know that setting humans on fire this way will likely piss some people off. You'll get enough gasoline per month for about a minute of continuous fire.

**Gatling** 300cp
A man-portable minigun, for when you really have something to prove. 500 rounds of indiscriminate spraying and praying. If anything, your bursts will be more limited by the rotor, which needs to be hand-cranked or charged via a wound spring. Still, I'm sure you could find an electric motor for this thing somewhere.

**Clapper** 400cp
A big brother to the Valve. This rare, pre-war 12.7mm rifle is integrally suppressed to the point of being effective for stealth operations. Should that bear repeating, this is an Anti-Material rifle… for stealth operations. Get some full-power ammunition in this terror, and you could reasonably threaten vehicles. Even with dirty rounds though, this has more than enough accuracy for fights on the surface.

## Gear

**Military Grade Round** 1cp
One armor-piercing incendiary round per month, any man-portable caliber you desire, courtesy of the pre-war world. You could load these bad boys in a pinch, but MGRs are the currency of The Metro now. Regardless of caliber, each round is about enough to buy a meal. Post jump, these become jumper-grade rounds, which can load into any man-portable weapon you own and will noticeably enhance the shot's power even over high-quality ammunition. In addition, JGRs will replenish every day instead of every month.

**Lighter and Journal** 50cp
This handheld lighter, shaped like a rifle cartridge, always lights when you open it, illuminates out to ~10 feet, and stays lit indefinitely (no, you can't drain infinite lighter fluid from it). The

journal is roughly the size of a clipboard. The paper on it automatically updates to give the holder an itemized "to-do list. The embedded compass provides a route to the nearest active settlement (you may have it ignore the last settlement you departed from).

**Utility Watch** 50cp
On its face, a simple watch with night-illuminated hands, timer, and alarm. In reality, this might be one of your best friends in the metro. An indicator on top will show visible you are in current lighting. Whenever you enter hazardous terrain like the surface, the timer will automatically display how long you can remain safely exposed, accounting for things like oxygen supply and filter wear.

> **Omni-Detector** 150cp (Requires Utility Watch)
> A special ~~soliton~~ array of detection equipment, typically mounted on a bracer. Many STALKERS have some of this kit, but very few have all of it. This includes a compass that seems remarkably resistant to magnetic interference, a metal detector that indicates smaller objects like salvage or mines, and a short-range motion detector that can work through walls. Never miss a key detail again.

**Medkit** 100cp
Tiny syrettes of clear fluid. Once upon a time, this would've just been morphine, but medical tech has come a long way. This stuff will enhance your rate of natural (or unnatural) healing considerably and relieve fatigue for about 90 seconds. You get a full packet of 4 to start with, and one more each month.

**The Green Stuff** 100cp
L-60 Radioprotector, final pre-war export and primary currency of Novosibirsk, this drug can protect against radiation far beyond the limits of conventional anti-radiation medicine, even after exposure. You receive one dose per month, along with a special auto-injector for easy application.

**Night Vision Goggles** 100cp
For when you want to see without being seen. These helmet-mounted optics aren't advanced enough to get rid of the green filter, but they're reliable, work comfortably with scopes and gas masks, and provide a surprisingly clear picture without blinding you with a light bulb. You still don't want to turn these on in full sunlight, but that generally doesn't happen in Moscow.

**Hazard Suit** 100cp
This improvised HAZMAT suit used in many surface expeditions provides

respectable protection against radiation and toxin exposure, giving you more time to get out alive. The inside of this suit includes a special self-sealing liner, which will preserve these properties even when punctured. Alternatively, this protection can be imported onto another outfit you own or purchased in this jump.

**Stealth Suit** 100cp
This suit of light armor is used for special operations by faction troops and some Rangers. The camouflage pattern further reduces visibility in low-light conditions, and special materials in key parts of the suit allow you to move more quietly. Alternatively, these benefits can be imported onto another outfit you own or purchased in this jump.

**Combat Suit** 100cp
High speed low drag, by Metro standards at least. This armor covers key locations on your body without reducing range of movement or weighing you down much. These won't do much against sniper rounds, but they can take Shotgun and Lolife rounds like a champ. Repairing plates is as simple as knocking them back into place. Alternatively, this protection and reliability can be imported onto another outfit you own or purchased in this jump.

**Advanced Mask** 200cp
The unanswered prayer of every dead body that ran out of filters on the surface of Moscow. This cutting edge mask/helmet combo has special armored glass and plates, which inherit the durability of any body armor you have on at the time. If you do still end up getting domed (and survive), the mask also comes with the same self-sealing as the above hazard suit. Furthermore, while this mask can fit most conventional filters, the included units behave more like miniature rebreathers, functioning even where a gas mask should be insufficient. These still have a limited lifespan (during this jump), but can be easily replenished in a safe environment.

**Mushrooms** 200cp
A special species of mushroom specially made and bred for use in agriculture. Once you release the (hypoallergenic) spores in this container, these things will start to grow damn near anywhere and everywhere. They are also resistant to blight and are both filling and nutritious for humans when fully grown. The container replenishes each jump.

**"Tower" Module** 200cp (discount with The Blacksmith)
A virtual-reality simulator programmed with combat scenarios based on weapons and enemies from the Metro. Due to the nature of the

interface, it cannot provide physical training, but it will work with people who are too injured to fight. Post-jump, this will update to include options from each jump you visit and automatically generate scenarios for a variety of skill levels.

**Craftsmen's Pack** 200cp (discount with Tokarev's Tinkering or The Blacksmith)
You generally don't expect to move around that often in The Metro, but you often won't be back for a while when you do. Why not keep your tools handy, just in case? Not only does this pack carry surprisingly much for its size, but simply unzip a pouch, and you'll find any un-powered hand tool you could ask for. With a few quiet minutes, you can unfurl the pack into the equivalent of a fully-stocked workbench, including small power tools. If you own any special equipment, it can pull those from your warehouse or equivalent as well.

**Heavy Armor** 300cp
For when you really need to make an impression. For protection, this is the next best thing to a Tank, protecting against bullets, bombs, and blades alike, with minimal weak points to boot. The downside to becoming a walking fortress is that this probably as cumbersome as an EOD suit, if not more so. You may choose to import an existing piece of armor with this, including another from this jump, increasing protection at the cost of added weight.

## Vehicles

*Railcars bought here may be converted into regular vehicles post-jump with steering and tires being added in seamlessly (or treads, for heavier vehicles).*

**Handcar** 50cp
1 lever-powered railcar. It can carry a decent load of people and cargo quickly through the Metro, comes with floodlights and enough metal plates for basic cover. Alternatively, you can buy this to make one vehicle you own rail-compatible.

**Vasilissa** 100cp
It appears one of The Blacksmith's projects came with a sibling. This vehicle looks more like a dune-buggy than a railcar. However, being the supercar of the railways, this is generally the quickest way to get around. Mind your route though; this thing isn't built for a firefight.

**Bukhanka** 100cp
The symbol of a different kind of apocalypse. This jacked-up minibus

is as close to indestructible as a motor vehicle can get, at least with modern technology. Bottom it out, shoot it up, sandblast it; it'll keep chugging along, albeit not very quickly. A certain someone once claimed to have run this thing on wood chips when they ran out of gas. You might have a tough time using this underground, but at least it could shorten any trips across the surface.

**Full Steam Ahead** 200cp
You know, an actual train to go through these train tunnels. The sheer size of this thing makes it cumbersome to move around, but you can always ditch a few cars temporarily if need be. You'll always find them again, eventually. The big draw of this would be range, since it has enough fuel to journey hundreds of miles if need be. Shame that's not likely to come in handy looping around Moscow. On the bright side, the cars are sealed well enough for brief surface excursions if you find any surface tracks to use.

**Militarized** 100cp (requires Any of the above, discount on additional purchases)
Even when war has been forced underground, military doctrine demands that forces have armor support. Thus, train cars become the tanks of the post-apocalypse. Pick one vehicle per purchase. If it lacked armor and/or weaponry, it is now impervious to small arms fire and carries a DSHK Heavy Machine gun. Otherwise, this adds more weapons and armor on top of what was there.

**Scrap Tank** 50cp (requires Vasilissa or Bukhanka with Militarized)
Some armor and weaponry on a car can be excused as self-defense in the post-apocalypse. Roll in with this though, and people will know you are at war. The weapons capable of directly penetrating this lumbering beast were lost with the war, though you must still mind hits to wheels or ammo supply. In addition to the Dushka, it can fire rockets or proper tank shells. You may need to be sparing with them, but if you need to constantly use something like this, you've probably fucked up anyway.

**Siege Train** 100cp (requires Full Steam Ahead with Militarized)
Oh my, it seems someone was building a bunker and didn't realize the foundation was your train. I can't imagine any practical need for a weapon of this magnitude to exist in The Metro, but practicality doesn't always come first. Not only does this thing pack armor comparable to a small warship, the turret on top appears to contain an anti-air gun. Of course, you don't even need to waste ammo necessarily when the train itself can effortlessly plow through most obstacles. Should you try heading

across the surface for some reason, it will charge through snow and ice just as easily.

## Companions:

**Jumper Order** 50/200cp
For 50cp, import a companion or add a generic OC to your group. They get a background with all freebies and discounts, and 600cp. For 200cp, you can import up to 8 companions. They may choose to start in your location, or roll for their own.

**Canon Companion** 50cp
You may pick 1 character you meet during the jump to become a companion, they must have explicit consent for doing so, and they must be alive at the end of your jump.

**Jumper Line** 400cp (discount with 200cp Jumper Order)
Import any number of companions with their own background, and all freebies. You cannot create OCs with this option.

**Little One** 400cp
It appears one of your companions has become a young dark one. They will have access to psychic powers at the level of the Dark One from Metro: Last Light: including Telepathy, Invisibility, and enhanced senses. They also get a safe connection to communicate with you and other companions. That being said, they will be stuck in the form of juvenile Dark One for the duration of the jump, and the powers gained here have already hit their natural plateau.

## Scenarios

### J6

The Metro certainly has its share of secrets. You'll now begin your jump in a newly discovered station near your rolled location. Your job for the duration of the jump is to maintain and protect this station. Should the station be destroyed, its population wiped out, or control of the station be taken from you and your companions, you will lose the chain.

You will begin with 100 citizens, possessing a wide spread of backgrounds and skillsets, but guaranteed to cover all the vital tasks in sustaining a population, at least to some extent. Your station will include one free bonus below, based on your background. You may also purchase any of the others for 100cp each.

**Drifter**
It is here that you find the bones belonging to some of the last members of the Orthodox Church. Their last notable act on this earth being the stockpile of cultural artifacts and records dating back centuries. It might not seem like much, but everyone who enters this station finds themselves in better spirits, and less prone to their baser instincts. In time this quality will draw newcomers to your station in far greater numbers than what you'd see otherwise.

**STALKER**
Frankly, there's no clear indication of what this was made for, it looks like a massive bomb shelter from the inside, but it connects to passages running throughout the city. All you can say for sure is that this station provides safe access to points throughout Moscow's surface, allowing for covert transport and some easier scavenging.

**Soldier**
It looks like this place used to be a secret base for gun runners or something along those lines. The machining gear here won't let you match Armory Station, but you could manufacture enough weapons and ammo to stay well-armed and have a steady stream of exports on the side. Alternatively, you could actually produce Military Grade Rounds here, though this will prove far more time and labor-intensive.

**Survivor**
It seems that someone saw the war coming; pity it didn't do them any good. Still, the doomsday cult that built this had the right idea; setting up farms designed to run underground, not to mention the various traps and defensive positions spread across the surrounding area. It's a good thing you started exploring where you did.

Should you succeed in leading the people of this station for your full stay, you will become a consummate administrator, and if you wish, people in future jumps will be able to tell as much with just a glance. In addition, you may optionally bring the station and its people with you as well.

# The Exodus

*"...But I remember we were born for a better life, and I can't accept that I'm destined to grow old and die underground. I don't care if I'm called an idiot, but if even a single shard of the old world still exists out there, I have to find it. Between endless years of hopeless existence and even a single moment of hope, I must choose hope. I must find that signal!"*

Perhaps you found that signal, or maybe you just stumbled on something you shouldn't have. Either way, about halfway into your stay, you'll find your way into a command center hidden on the outskirts of Moscow. There, you will find the truth, the survivors of the Russian Government have worked to keep The Metro hidden from the world. Unfortunately, finding this means your life is forfeit in their eyes, you must take either the Hansa steam train parked nearby, or a train you already own, and flee Moscow with whatever allies you can gather.

If you have taken the J6 scenario, the situation is further complicated. Intentionally or not, the truth you uncovered has spread through your station's populace like wildfire. In order to restore the masquerade and prevent civil war, The Watchers are already arranging for the unfortunate demise of your entire people. While the loss of your station won't count as chain loss in this case, you must evacuate the populace and keep a sustainable number alive until the end of your journey.

From here, you must find a new home for the people you brought with you. This will be more complicated than it sounds, since most places are either contaminated, mutant infested, or already colonized. In canon Metro Exodus, the crew of the Aurora had to venture all the way to Lake Baikal in Siberia for this.

Your journey will be equally treacherous, scaling with the manpower and resources you set off with, but you won't be able to just skip straight to the end by knowing what's safe already. You must visit multiple destinations in order to find the site of your new colony. These locations are all accessible by rail, but will otherwise be essentially random.

First, at The Watcher jamming site, you'll find the location of a secret bunker that previously housed Russia's high command. These old generals are all dead or worse, of course, but inside you will find the locations of all satellite uplink facilities that were active when the nukes fell.

Each uplink will be surrounded by hazards, be they natural, human, or even supernatural. Still, they will all have printouts detailing radiation levels in the surrounding area, allowing you to narrow down and rule out potential colony sites. Eventually, you'll find the one. A perfect site, free of any major threats.

Reach this place with your crew largely intact, and you will have won. Your efforts as a pioneer have grown your skills, your fortunes, and your reputation in all aspects of exploration and expedition. Furthermore, you may choose to bring your colony and all surviving colonists with you to future jumps. If you also undertook the J6 scenario, you may decide to incorporate your old station, fully intact, with this new land.

## The End of The Metro

When the Russian Government chose to fake the death of Moscow, when they became the Invisible Watchers, they told their agents that it was done to protect The Metro from the outside world. How can leaders withhold such massive secrets, even kill for them, and still be trusted to have our best interests in mind?

Regardless of your own opinion, this issue will come to a head in the last few years of your jump. The jamming array will slip once again, this time far enough for the people of The Metro to at least know the outside world exists. The Watchers have a contingency for this of course, a slew of images and recordings allegedly proving that the war is still ongoing.

Regardless, this will not convince everybody, and soon, the factions of The Metro will boil down to two sides of a bloody civil war, the bloodiest Moscow has seen in 20 years.

Your goal is to see your side to victory. Time is of little consequence now, the jump will continue until the Civil War is over. However, if the toll of the war is so great that recovery is impossible, your chain will end as if your faction had been destroyed.

If you completed The Exodus already, the initial situation will be a bit different. Your stay in this jump will be extended, likely by several years. Once your colony has gotten itself somewhat established, you'll receive a radio transmission from Moscow explaining that Civil War has already broken out, and you will be compelled to gather your forces and intervene, no matter the distance.

Unfortunately, this means that fierce fighting will already have been ongoing by the time you arrive. It may already be too late to save The Metro, but now, you have another option. You must mount a successful evacuation of Moscow, including your chosen side's leadership (detailed below) and at least 1,000 of the 50,000 civilians originally living inside. Bear in mind, your chosen enemies will not let you go without a fight.

Regardless of which side you choose, the odds will be stacked against you. A slim majority of The Metro has joined the opposition, breaking ties with their old faction if necessary. More importantly, they have an ace up their sleeve.

If you side with the Rebels, you will find the rumors of Metro 2 are all too real. A vast, hidden network curls like a serpent around The Metro, allowing small numbers of men and material to move around effectively unchecked. While The Watchers themselves hide in bunkers within Metro 2, still living in pre-war luxury, their right-hand moves through these uncharted passageways.

The FSB lives.

While they haven't had much live combat in the past 20 years, each agent has honed their skill at infiltration and sabotage near-obsessively. Their equipment is cutting-edge even by pre-war standards, and their supply is an embarrassment of riches compared to most forces in The Metro.

Should you prefer to remain an isolationist, you'll be up against The Metro's finest, The Rangers themselves. If Exodus is anything to go by, these are possibly the most elite, tenacious fighting force left on the entire continent. At the tip of their spear will be someone head and shoulders above even that.

Normally this would be Artyom himself, but if he is dead or otherwise out of the picture, another will rise to his mantle. A force of nature, the Order's new leader will show a level of fortune and hyper competence that only a game protagonist could.

When the enemy is crushed utterly, you shall be hailed as the hero of A Nation Reborn. You will be known as either an idealistic revolutionary, or a merciless pragmatist, per your preference. Whenever you seek to save society, whether from itself, or from those who consider themselves its masters, all your efforts will be magnified noticeably.

# Drawbacks

*No limit on drawbacks, feel free to make this experience as miserable as you can.*

**The Metro Universe** +0cp
By default, this jump covers the events of The Metro videogame series only. With this you may instead use the book series these games were based on. This diverges notably, especially after 2033. Optionally, you may also choose to include any of the dozens of Expanded Universe novels as well.

**Too much Gun?!** +0cp for each sidearm purchased, +50cp per longarm, +150cp for each heavy weapon.
You may no longer store weapons from this jump in the warehouse or use any other type of hammerspace/shrink-ray/etc. on them. In addition, you must have every weapon bought with CP on your person at the end of this jump or face jump-loss. If a gun is destroyed or rendered genuinely inaccessible, you may purchase a replacement at any populated station, albeit at a heavy markup.

**Gopnik** +100cp
Your speech is an obnoxious mishmash of epithets, slang, and various verbal tics. Speaking even somewhat normally takes a constant exertion of will, and the habit is likely to annoy you as much as others.

**Breaking... Chickens?** +100cp
It appears Chanson music made a serious surge in the post-apocalypse, and by that, I mean it's the only music you seem to hear now. Pity that, even if you like the genre normally, everything played here will sound like garbage.

**Living in Darkness** +100cp
Perhaps it's easy to get lost in the fantasy of the post-apocalypse, the image of triumph against all odds while living innatunnel off cunning and strength alone. Still, most days here are spent in closet-sized shanties, farming mushrooms from pig manure, and hoping you don't get shot or eaten alive. No amount of high spirits will let you fully escape that reality now, and the oppressive darkness will sap at your energy and willpower constantly. Even the light of day feels like a cold, dreary thing.

**Ignorant** +100cp (+200cp for Drifter)
Some people are more sensitive to the stranger happenings in The Metro, you didn't exactly luck out there. You might not notice an anomaly or ghost approaching until it's moments away from frying your

face off. Unfortunately this doesn't make them any less likely to appear. You should probably avoid abandoned stations when possible.

**Wow, it's nothing!** +100cp (+200cp for STALKER)
20 years post-apocalypse, it's not surprising that much of Moscow has been looted, but you seem to have an especially poor time with retrieving any kind of useful supplies. Even killed enemies often turn out to have been on their last legs.

**War Hero** +100cp (+200cp for Soldier)
Well, you'd better be. Conflict won't happen more often with this on per se, but whenever it does, odds are its right where you're headed.

**Sudden Encounter** +100cp (+200cp for Survivor)
I guess a lot of people weren't keen on the idea of being farmers in the post-apocalypse. No matter how many bandits you kill they seem to practically come out of the damned walls, being careful to only hit targets of opportunity. Make sure that target isn't you.

**Trash Rounds** +200cp
Due to the poor quality of ammo produced in The Metro, most weapons actually perform well below their true potential. Now the same is true of any weapons you bring from outside the jump, yes this includes energy and melee weapons. Furthermore, any infinite ammo is disabled, and none of your weapons are unbreakable.

**Maximum Karma Run** +200cp (not compatible with 0 karma run)
Normally, the apocalypse hardens mankind, but perhaps seeing the price of mankind's shortsightedness has made you a more tender sort. This does not force you to be an absolute pacifist or ascetic, that would simply be an elaborate suicide here; but you are always compelled to show mercy, generosity, and understanding towards others when possible, even at great inconvenience to you.

**0 Karma Run** +200cp (not compatible with Maxmimum karma run)
A hard world tends to produce hardened men, but something in the tunnels has truly closed your heart off from the world. This does not force you to pointless cruelty or treachery, as sadism is anything but pragmatic; but you will always be compelled to act with the greatest expedience and immediate gain in mind, no matter what cost it inflicts on others, or how it may come to bite you in the long run.

**Sensitive** +200cp
Surface exposure tends to be unhealthy for most people, but even they have an easier time than you. Practically glancing at a radiation

hotspot is likely to leave you in bad shape. Taking even a small breath of surface air is probably a very bad idea.

**Ranger** +200cp
Any supernatural or superhuman senses you might have are disabled. Scopes, NVGs, and the like will still help you get around, but beyond that its up to the Mk1 Eyes and Ears for you. Implanting such devices into yourself will only serve to break them for the duration.

**Spooky** +400cp
Turns out the war kicked up more than just fallout. Even in the normal jump you're likely to encounter such things as ghosts and anomalies. Now there's giant deified worms, people possessed by a dark fog, and... Something underneath the Kremlin. Maybe don't keep your eyes too peeled, eh?

**Hardcore** +400cp
Any superhuman resistance or durability is disabled, so bullets will drop you as fast as any normal human.

**Rat Race** +400cp
In these uncertain times, much of mankind has flocked to whatever sources of direction and brotherhood they can find, even if it means repeating the same mistakes of the old world. Early in your jump, you will come into contact with an ideology present in The Metro and become utterly transfixed by it. Perhaps it will be the Red and the Reich’s devotion to exterminating the other, perhaps it will be The Watcher’s paranoia of foreign infiltrators, or maybe you’ll find some cult worshipping a giant mutant? Regardless, you will become blindly devoted to this ideology, even as it crashes against reality time and time again.

**Mankind is Obsolete** +600cp
People would say, “God help us,” if they thought he was still around. In 2033, the Dark Ones will become genuinely hostile to mankind. Better hope those missiles work, eh?

**Broken Shield** +800cp
It appears The Invisible Watchers were right all along. At some point, no later than halfway through the jump, the remnants of NATO will discover Moscow’s survival and see to finishing the job. Thankfully, they aren’t willing to employ Weapons of Mass Destruction this time, but they have enough men and material to stage a near-constant assault on The Metro for the rest of your time here. If Moscow falls, your chain ends.

# Notes

Unless stated otherwise, ammo refers to "dirty" rounds produced in The Metro. These rounds are typically quieter, but have reduced muzzle velocity and dirty the gun faster compared to MGRs (military grade rounds).

In the games, MGRs only came in the assault rifle caliber, for the purposes of this jump they can be found for any type of weapon in The Metro (fanwank it for ball bearings and arrows) with equal market value and rarity proportionate to the dirty equivalent.

Using telepathy gained elsewhere to speak with Dark Ones is possible, but without the perk from here, it is analogous to speaking with someone who has a megaphone permanently strapped to their mouth.

Big Scores have to be things that could plausibly exist in that setting, but they do not have to exist in cannon. Even smaller Scores Should require years from an exceptional treasure hunter in that setting.

Using basic railcar to import a vehicle too large for The Metro tunnels may result in the vehicle stretching out into a train.

Militarized can be bought for imported vehicles.

Weapons from militarized, scrap tank, or siege train have the same ammo stipend as regular weapons

If you buy You See Ivan… and Too Much Gun?!? The effects of the former are notably diminished, but not removed entirely. Other perks that specifically deal with encumbrance, however, are disabled.

It’s up to you whether citizens gained from scenarios persist from jump to jump or are replaced with locals. Same for whether station placement is retroactive or not.

300cp perks are discounted for backgrounds

Despite the continuity toggle, any claim held to The Metro jump applies exclusively to the video game series. Anyone wishing to delve into the novels, expanded universe, or other media to make a unique jump for those is encouraged to do so.

Yes, advanced mask filters will last indefinitely post-jump.

You may choose to incite the Exodus or End of the Metro scenarios early.

Yes, End of The Metro is based on pure speculation, ignore if you wish.

## Changelog

Refluffing and reformatting pass.

No cp tax on setting age or location.

Drop-in renamed to drifter, all backgrounds have drop-in toggle

Gunsmith renamed to Tokarev's Tinkering, no longer requires blacksmith perk

Blacksmith perk buffed

Chosen perk buffed, cost reduced

Reworked companion import

Added bulk import option

Price reduced for Tunnel Adapted

Items now operate on a floating discount system.

Added continuity toggle

Mild buff to Every Shot Counts

Sidegrade to Spartan, removed slow regen, but added limitations

Added Hale and Hearty, and Lifesaver

Small adjustment to The Big Score

Buffed Gunner

Buffed Like Rats

Items sorted into weapons, gear, and vehicles. Ammo stipends reworked.

MGR Item Buffed, jumper grade rounds note integrated into item description

Medikit supply buffed

Armors may now be item imported

Reduced price on tower module, added discount and post-jump boosts

Price drop for lighter and journal

Detector and hazmat suit items separated, hazmat price reduced

Added bulldog alt for kalash 2012

Added crossbow alt for hellsing

Lolife carbine replaced with standard model at reduced price

Price drop for throwing knives

Added Medved grenade launcher

Split Ranger Approved Listing, both options can now be standalone outfits

Added omni detector

Sidearm and heavy ordinance options split

Buffed Flamethrower

Weapon attachments nerfed, no full weapon conversions.

Added Stallion and Sammy weapons

Added Green Stuff, advanced mask, NVGs, and craftsmen’s pack

Top to bottom rework of vehicle options

Added note for vehicle imports

Free companion import removed from J6 scenario, simplified colonist description, added option to purchase background bonuses, clarified scenario reward, minor rebalancing, and added note. Perk reward added for those who don’t want followers.

Iron Horsemen scenario fully replaced with The Exodus

Added new scenario

Removed drawback limit

Op-pa! renamed Gopnik

Too Much Gun CP now based on weapon size

Added several new drawbacks

Corrected shamble description

Increased color contrast

Specified stipend for throwing knives