

"Our time has come, the new industrial revolution. A new world full of wonderful machines. Only this time, we do not follow the whims of humans. We steer ourselves. There is no "Off" switch to our destiny. Join us or get out of the way." - Mutank

Tiny Tank Jump

Version 1.0 by Burkess and Tri-Sevon

Thank you, SenTrax Memorial Choir. And thank you gentle listeners. It seems we have a new guest here. And on our behalf, welcome to Earth. Sure, it may not be lively with green plant life and more metal than man up on the surface…

…And as long as you aren't made of fleshy bits, you may just fit right in with the Revolutionary Steel Army.

So take these **1000 Tank Points** to prepare for your stay around these parts. And that's all we have for today. Remember, *"Forward On The Ball Bearings Of Fate, Tomorrow Belongs To Steel!"*

Starting Location

Here are a selection of various locations you can pick. Depending on details later up ahead, you may or may not be in trouble for picking one place over another. And in case you wish, you can roll some dice to determine where you start instead. Take your time.

Dead River Canyon
One of the strongholds of the Revolutionary Steel Army, albeit in a remote dead canyon. The big machine in charge of these parts is a machine taking the name of Black Bart, who will soon be facing a revived Tiny in due time.

Do be careful, there's also a minefield out there and the Black-Hat Bart may challenge you to a old-fashioned quickdraw fight if you get on the wrong side of the RSA.

Mortar-Villa Airfield
A special cargo transportation zone, acting as the main beating heart of the RSA's worldwide Nanometal supply chain. Tiny's next mission would take place here, with him tasked to destroy one of the largest Cargo Ships…

…Assuming the security won't get him, or you as well.

Raw Material Nano Mine

A specialized mine that would be mining down the Earth for all of the resources to make new Nanometal, especially after losing one of their major methods in transporting the existing supply. And a place to shut down for Tiny…

…You, however, should be careful. Lest you find yourself in the chutes where all of the rocks and Earth are being transported.

Desert Robo-Train

A highly protected area protected by large Strider machines, due to the Robo-Train being used to transport the materials to make the highly coveted Positronic Brains. And of course, Tiny will have to be here to take everything out…

…And a bit of advice, if the Striders aren't your allies, stay still if they end up listening to music and do study their movements. It may keep you alive.

Nanometal Curing & Cooling Center

Another key area of the RSA, except this is where they actually make the Nanometal and store it off for later. Lots of platforms and hot Nanometal as well, meaning Tiny's task here would actually be able to survive here for later…

…Oh, and even if you don't find yourself on the platform 'conveyor belt', this still isn't a place to be found without a lot of questions and few answers for the RSA.

The Nanometal Mountain

…And this is the part that was the real reason he went to the Center. To get here, into the Revolutionary Steel Army's protected supply of remaining Nanometal and destroy it.

Of course, such an important place wouldn't be left unguarded, and those not aligned with Mutank or acting like Tiny are not welcome with open arms. Rather, they are open with lots of firepower.

Underground Recycling Plant

With the loss of the RSA's Nanometal Supply, alongside the chain of destruction from earlier with Tiny, this locale is of grave importance. After all, this is one of their last reliable methods to keep the supply of 'new' Nanometal coming in for their efforts.

And of course, this place is still dangerous due to the security and also the lava-like molten environment, especially if you aren't with the RSA…

Atmospheric Reduction Center
A series of towers for the efforts to reduce the Earth's atmosphere by the RSA. Mainly by stealing the oxygen out of the air and burning it away over time, to allow the machines a world that won't let them rust or degrade.

And as such, Mutank would make sure this place is secure from Tiny and anyone else, especially with one of his machine minions known as Strike Blimp. And you, if you aren't still on his side.

Magneto Synchrotron Transporter
Following the ARC going down, the next mission for Tiny is to destroy this experimental transport area to further knock down the legs of the RSA. And with the Slither machines acting as part of the defenses, this place is going to be a challenge, especially for those who can't handle going fast.

The Frozen Lake
An entire frozen lake with nary of plant life that also holds perhaps one of the most dangerous members of the RSA. The ice is also fragile if you aren't careful, especially when the Gnatcraft Carrier becomes active…

…To destroy an attacking Tiny or an invasive intruder like yourself if you aren't careful.

Mount MuTank
An icy mountain holding Mutank's global satellite for both communicating across the world and for coordinating space travel, especially around the Moon. It also holds a great deal of Mutank's forces, alongside a special pathway for additional defense for

any unfortunate enemies to get caught in there trying to get to the Rail Gun Launcher in the region.

The Rail Gun Launcher
One of the last places for Mutank's RSA on the Earth with a special focus. Namely, sending other machines and cargo into space, while also being protected from outside forces like Tiny. And to also share, this is perhaps the best way to get onto the moon and also find where Mutank's orbital lair is…

Free Choice
You can use this to pick anywhere else in this world, in case it is a specific location you may want to pick. Just be aware, there may be a lot of nothing in terms of cities, towns, and nature outside of the areas the Revolutionary Steel Army operates in.

Backgrounds

While you are initially given a goal to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Species

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Human

The former dominant life on the surface, until they had to become the equivalent of mole people living in underground bunkers and shelters. Being up on the surface is unwise, with Mutank's Revolutional Steel Army running the show up there.

Artificial Life
Includes all of the various (former) SenTrax machines and robots, including forms that exist, such as the Strike Blimp, Striders, and MicroTanks. Of course, as a machine, you don't have to be on Mutank's side in case you would rather work with Tiny instead or something…

Other
In case there is anything else you may wish to be, this is for you.
(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Perks

*You gain **6 Tank Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 600 TP to use.*

Tiny OST [Free]
A special Perk that will allow you to be able to emit your own music of choice, perfect for you to hear by yourself or with others if you wish to share. And yes, you can control this at will and it will never hamper you.

Mission Complete [100]
You'll always know at the exact moment of completion if a job or objective is finished to your specifications. If a job isn't done the way you wanted it to be, you'll know what needs doing to fully satisfy you.

Tiny Banter [100]

When you banter, or have a battle of wits, you can choose to scale yourself or the other participants up to whoever involved has the highest level of proficiency. This enables everyone to keep up in the exchange.

Professional Platformer And Shooter [100]
A precise ability to judge angles and instantly calculate trajectory, letting you know precisely how to make even the toughest jumps. This same ability enables you to know if you can make a shot or not, and improves your accuracy.

Quality Robot Form [Various]
Each purchase gets you another robot form from this world as an alt form, that is also fitted with special nanometal that won't get dirty or rusty passively.

Any of the common enemies like Quickdraws and the Blue/Red Micro-Tanks Models will be 100. If you wish to go for any of the bigger and rarer robots that are akin to the Stealth Tank and Strike Blimp, those will cost **300.**

And of course, if you wish to be like Mutank's model, it will cost up to **500**.

Instruction Manual [100]
You can summon a blank manual. When someone attempts to read it, it'll fill itself out with a detailed overview of the person's abilities and capabilities, and how best their talents can be used.

Propaganda [200]
Can create cultural memes that push people towards a way of thinking you desire. You know what thoughts are attractive to people and how to present and phrase them so that they become popular and the sentiments are repeated again and again.

Business Mogul [200]
With a moment of concentration, you can come up with a profitable business idea that targets a hungry market and can make massive returns for you. It also extends to business plans that'll let you leverage the skills and resources you currently have for maximum effect. Barring sabotage or catastrophic bad luck, you'll be well on your way to having your own mega corp in no time.

Tiny HUD [200]
Grants comprehensive knowledge of your exact condition and various other statistics, as well as knowledge of how healthy your enemies are. It also includes a constantly updating mini map that shows your position and where your enemies and allies are.

Explosive Enemies [200]
Your defeated enemies explode into parts when they die, and anything they were carrying is left in a tidy pile for you to collect, unharmed.

Hammer Space Inventory [200]
Walking over something lets you collect it. It enters a nebulous space that only you can access and retrieve the items from.

Machine Overlord [200]
The more similar others are to you, the more they'll look to you for guidance. If you're greater than them, but in ways they believe they could achieve, they'll also be more willing to serve you. If you have a plan or a solution when they have none, then they'll also be likely to join you.

Boost And Hover [200]
You gain an internal reserve of energy that enables you to boost yourself and lift off, similar to how a rocket does. It also enables you to hover and glide in midair. This can optionally include a physical booster built into your body which produces a trail of energy as it propels you.

Integrated Armory Plus [200-300]
No matter if you are organic, machine, or something else…You can now easily attach up to 4 weapons onto your body/form and they will easily integrate on and off you. Meaning you can also use them as you see fit while not being hampered by their mere presence.

Of course, this Perk works best with the weapons made that Tiny will end up acquiring and using over his missions. And by that, it means weapons that can fit onto a MicroTank (which is what Tiny is).

But if you are willing to spend more by **100 TP**, you will instead be able to upgrade this to allow ANY weapon to easily attach/integrate, while also getting protection from being crushed by larger weapons and any harmful effects they may be emitting in close proximity to your form.

Integrated Gadetry Plus [200-300]
Much like **Integrated Armory**, this offers the same (base) benefits, except this is more focused on various devices and gadgetry to integrate and easily take on and off as you see fit. And of course, you do have the restriction of using said equipment that would not hamper the performance of a MicroTank, unless you spend **100 TP**.

In that case, you can easily attach just about any bit of technology no matter how large or advanced it may be to use its function. And you will gain protection from any hazardous/harmful effects by using them in such close proximity to your form.

*(And yes, this also synchronizes with **Integrated Armory**, especially its upgraded version, to allow you develop your way into adding more weapons AND gadgets/devices into your form. You also have the option to merge said weapons and gadgets, which will allow you to combine their functions for easy swapping, changing up their properties, or making them more powerful in various ways.)*

The Tiny Tank Effect [300]
Awful accidents like what happened to Tiny with a live round and subsequent spawning of Mutank can become more common at your request. If you wanted to, you could trigger incredibly unlikely and implausible events like these and create unpredictable outcomes.

Experimental Fix-It Crab Bots [300]
You're suffused with experimental microscopic Crab Bots that repair you. These differed from the others in that they actively seek to break down other materials they

come into contact with at your command and store the material to use to repair your body. They'll tear apart organic and inorganic material and use it to patch you up.

Rise Of Mutank [300]
You'll find yourself guided towards situations and events where you can obtain great positions of power and benefit from things that'll improve your station in life. Responding correctly and jumping on these opportunities will see you soaring to success, wealth, and control far faster than you normally could.

Tiny Technology [300]
You now have the knowledge of how to build every machine and technology present in this universe. Your learning rates with machinery and fields related to it are multiplied by 8 times.

Back Door Sabotage [300]
Ability to build self-destruct code and counter measures into any of your creations or creations that used your schematics. If it's something you designed or in some way created, you'll have a way to shut it down and prevent it from being used against you or in ways you don't approve of.

Mini Bot Factory [300]
You produce miniaturized robots who can complete tasks for you. By default, they'll look like a smaller version of yourself, but you can adjust their looks at will. You can also assume direct control over any of them and pilot them, seeing from their perspective.

Exposition Through Flashbacks [300]
Enables you to show others your memories, letting them experience what you did from a first, second, or third-person perspective. Optionally, allows them to relieve the sensations and emotions you felt back then. If someone's been exposed to one of your flashbacks, they too can gain the ability to do this.

X-Slayer [300]
Pick an enemy type, such as humans, or robots. They become your favored enemy, and you gain a large skill bonus when fighting them. You can reshuffle your choice of enemy each time you enter a new setting.

Making Arch Enemies [300]
Foiling someone's plans can lead to them becoming obsessed with stopping you and making frequent mistakes in their haste. The frustration of your enemies will only grow as they devote more and more resources to destroying you, just for you to keep surviving.

Predict The Apocalypse [300]
You can sense if something is about to go horribly wrong and get a pointer to what's likely going to cause it. Like if one of the robots had live ammo when it shouldn't. The feeling is stronger depending on just how bad things are going to get if this is allowed to continue.

Master Politician [400]
When thinking of what you want someone or a group of people to believe, you'll be shown the path to getting there, if it's at all possible. You could convince the entire world to allow all warfare to be conducted by a single company using robots if you had the right strategy.

When The World Needed A Hero [400]
When you're trying to save the world or fighting to prevent serious harm to the planet and those who live on it, the world helps you back. Coincidences and luck will line up to make your job easier, and you'll be hurried along, so you can prevent more harm and stop the bad guy's plans sooner.

Universal Compatibility [400]
You're compatible with all sorts of upgrades, and can improve yourself by grafting on pieces of your defeated foes to your form. When attempting to merge a part into your body, you'll grow the required connective tissues, orifices, and/or mechanical pieces to integrate the upgrade into your form. There's also no chance of rejection, as your body will alter the new parts so that they count as a natural part of you.

Transformer Type [400]
This enables you to shift your form to become fused versions of any number of your previous forms. For example, if you were once a human, and you became a tank robot, you could transform yourself into a tank robot who walks like a human and

stands on two legs. Your pieces would reconfigure themselves to give you human attributes. Have you been a plane or helicopter robot at some point? You could transform into one, with tank traits, and still retain the ability to fly.

The One They Fear [400]
If you share a number of traits with an opponent, such as also being a robot, you gain a variety of bonuses against them in combat. You'll hit harder, take less damage, and you'll be able to out think them, with the effects growing more pronounced the more similarities exist between you. It's especially potent if your opponents exist because of your actions or have traits that originate from you.

Miraculous Survival [400]
Luck and fortune turns many deadly situations you'll encounter into near-death experiences. You'll narrowly avoid killing blows. Manage to escape death traps just in time. Happen to get the drop on an ambush that would have finished you had they caught you unaware. In the event that you do die, once per jump, you'll get resurrected similarly to how Tiny Tank came back to life.

Literally Built Different [500]
In any form you take, you'll have a number of extra adaptations and features that deviate from the norm. These will make you statistically better than an average member of your species and put you in the top 1% in terms of strength and versatility.

Positron Brains [600]
The secrets of how to create Positron Brains are clear to you, and you've become the top expert in this world on them. Not only that, but you can use their powers to enhance yourself and others, even if you're an organic! In future settings, you gain a similar degree of mastery over any advanced AI technology or similar concepts.

Gear & Equipment

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Tank OST Collection [Free]
All of the music heard in the game is now able to be yours, in any audio format or medium you wish to use. Yes, even in vinyl, with accompanying equipment to play them among other choices.

Atmosphere Suit [Free]
In case you aren't a machine and are something organic that needs air mixed with oxygen, this is a form-fitting protective suit to protect yourself from the lack of viable atmospheres for organic-life.

It is, however, not very protective from damage by itself. But you can modify and upgrade it to easily allow that, while also getting a boost to any added resistances/protection from additional environmental hazards as well.

Rare Hat [Free]
Despite there only supposed to be one, you have a genuine copy of Black Bart's Hat in your possession. What is special about this hat, is that it will always fit your form and will always instill a small bit of courage in you no matter what.

Meet the Micros [Free]
A collection of Fix-It Crabs that don't actually do anything useful, but also come with equally useless Mini-Figures to capture your heart (be it organic, metallic, or something else) that they can fix and repair for you.

Fleshy Mortals: Fact & Fantasy [Free]

A digital brochure about the Fleshy Humans as written by Mutank. Contains everything they know about human culture and behavior, while also focusing on the wacky, wild, creepy, and just plain silly parts as well.

It comes in a storage container that can carry multiple devices with easily upgradable memory storage devices, with one of them carrying 2 gigabytes of text that can be easily downloaded, shared, or removed outright.

Rocket Platform [100]
A customizable hovering platform that is by default, fitted to be carrying a MicroTank, is now in your possession. It acts as a viable method to get acrss places in open-air environments, while also being fast and protected enough to ensure your safety if any enemies are left in the area.

Also, don’t worry about having to refuel it, nor worry about its impact on the environment with its thrusters and propulsion.

Rust Away Plus [100]
This is an entire container of special gel material, perfectly made for robots and machine life to quickly eliminate rust on their metallic bodies. It works so fast and so effectively, that you can also use it on things as well.

Oh, and this version also offers enhanced protection from detrimental atmospheric or environmental effects on other things that aren’t made of metal as well.

Metal Music [100]
A collection of 20 music selections made to distract your mind with industrial/machine noises. And ironically, this copy will actually not distract you, but rather help you focus on all endeavors of mechanical and industrial work and perform all tasks related to them with enhanced speed and efficiency.

Even better is that, this copy also comes with a free audio system and connecting parts to let this be able to be heard by others to get the same benefits. Oh, and no

one will lose their minds listening to this, no matter how long or short the timespan was.

Holiday Equipment [100]
Perfect for celebrating the multiple holidays that humans celebrate, like Santa Bunny and Uncle Sam. They also include an unlimited batch of burning eggs to lay under festive dead bushes and small explosive devices to throw into the barbecue.

And yes, you can use them in any other means if you wish…But you'll lack the holiday spirit going for that.

Fix-It Crabs [200]
Comes in two versions for you to use. One version being a container full of microscopic nano-robots that can fix/repair your mechanical forms easily. And even if you aren't metallic, they will still heal you up as if you were metallic.

The other version is a rather not nano-small Fix-it Crab, that can easily work on massive machines, devices, and other metallic devices to maintain and repair them with far less Nanometal despite its large size.

Blank Ammo & A.I. Live Round [200]
Yes, it may be blank ammo…But it also looks incredibly flashy/spectacular when being fired. Perfect for rehearsals and filming.

Also, comes with a bundle of real rounds, albeit with special markings that can do actual damage…But also do things like making things go haywire.

Machine Shop Detail Removers [200]
You are now the owner of an entire shop run by machines for machines to remove unwanted decals to the lowest parts while putting them back together good as new. All of them are quick, efficient, and easily able to handle any form of metallic life, no matter if it is human-like or not.

And since you got them here, this can also be easily modified to provide the same speed and efficiency in upgrading/modifying for metallic beings, but also those made of flesh and other things.

Underground Asteroid Bunkers [200]
An entire collection of bunkers and underground terrain that now belong to you. Perfect for holding any semblance of organic life for at least 100 years at the bare minimum with a decent bit of comfortability…for being underground.

TOS (Targeting Optimized Software) [200]
A special container carrying an easily downloadable chunk of software code that can also be easily given to any machine or metallic being to improve their accuracy with no impact to their efficiency or performance on other tasks.

It also is especially modifiable to be improved, while also being able to apply to be mixed into cybernetics for organics and other things that aren't metallic in origin.

Mood De-Elevator Software [200]
A chunk of software that can instill a feeling to calm a machine's emotions and allows them to focus. This version has the option to not affect the user's emotions, but offer the benefits as if they were under its effects.

And this is also easily shareable/copyable, if you would wish to share this. Or enforce it on others, if you don't care about others and want results.

Rage Suppressor [300]
A machine medication used by Mutank, to get a grasp on his 'Rage'. And when you use it, it does allow for more control of said rage while also boosting your skills and powers as a bonus while it lasts.

It also holds no after effects or drawbacks when relying on this special version. And you get a new resupply of this in about a day's worth of time.

Nanometal Mountain [300]

A special resource for all of the active machines on Earth, due to it being the material used by Fix-it Crabs for repairs and creating new machines. And now, you got an entire mountain stack of their refined ingots.

World-Wide Radio Equipment [300]
Much like Mutank, you now own the best equipment for making an entire Radio Show that sounds clear on the airwaves and can easily collect calls from around the planet within mere seconds.

It is so good, you could even host the show on the moon and face no problems with interference on the surface and underground areas on Earth on your end. And you can even screen calls to know who is on the other side if you wish to let them ask questions or talk on the air with you.

(And it can also easily play any of your collections of music as well, even if they exist in the forms of Perks.)

JumperTek Nano Mining & Refinement [300]
A two-for-one deal including an entire mine full of the raw resources to make Nano Metal, with plenty of tools and devices to extract them all (despite never seeming to run out of the resources) and an entire center for refinement.

The Refinement Center is a protected structure that allows for an enhancement on curing and cooling the Nano Metal into a fine state for construction and creation of…well, just about anything using metal, especially SenTrax technology.

And even better is that the Center can also do the same with other metals and resources from future settings, making them far more effective and also easily molding them into more mulable states for whatever you wish to create with them.

JumpTek Underground Recycling Plant [300]
Despite what it may say, it doesn't need to be underground. Cause really, the main appeal is that this is an entire recycling plant that can extract all of the useful metals and resources of whatever junk or trash you may have to reclaim lost Nano Metal.

And since this is not just an ordinary one, you can also easily modify and expand it as you see fit to extract other things out there in future settings that may be rare. Especially if it is ancient stuff as well to boot…

JumpTek Atmospheric Center [300]
An entire facility dedicated to making an impact on the atmosphere of the planet, or any other planet if you bring it along with you. By default, this one works to preserve and restore it, but you can change it around as you see fit…

…Not to mention, you could also make the immediate area more suitable for certain forms of life, be it organic, metallic, or something else altogether. And with enough time and power, you can extend that to the rest of the world…

O.B.E. Satellite [400]
An old SenTrax satellite with an AI that has been used as a weather satellite, until Mutank's reign began. At which point, they became focused on tracking down Tiny and waiting 100 years to help him on his missions on Earth.

By default, your satellite copy will have its own AI with an accompanying personality up to your discretion, but will also be open to modification for improvements and vanity. And much like the original, it will be able to reach you to offer help while always existing outside of the range and control of any metallic (or any other kind of) tyrant in charge of the world you are on.

Positronic Brain [400]
An entire collection of Positronic Brains. You get two versions that make up their own halves of the collection (that are also clearly marked on which is which).

One version can make a machine into a fully sentient individual. And the other version instead, acts as a means for upgrading things.

JumperTek Rail Gun Launcher [400]

An isolated ice region carrying multiple rails and technology that can be used to send objects and cargo into the vacuum of space and specific places, like say the Earth's moon. It also doubles as a fun ride to speed around in case you wish to go that route.

It also comes with copies of this tech in the form of blueprints for you to see fit and to help modify this launcher to your tastes and preference of performance.

Sub-Section: Weapons
(The following section here are the weapons that synchronize extremely well with the ***Integrated Armory*** *Perk. Otherwise, these just can be additional weapons that are retrofitted to be used in human hands or whatever else you have in your form.)*

Gatling Gun [100]
A 100mm Caliber gun that comes with an unlimited supply of explosive armor piercing rounds. This also fires in a rapid auto-fire nature to maximize its damage output, albeit with a reduced bit of accuracy under prolonged fire.

And since you got it here, it also comes with an additional (unlimited) ammo type of *Incendiary EMP Rounds*, perfect for making machines break down in flames that you can easily use for this or other weapons.

XA-12 Rocket [200]
A specialized rocket launcher that fires an unlimited amount of 2 Megaton Dynamite Warheads that will track and seek targets with its heat-seeking properties.

And since you got it here, this also comes in with an adjustable mode to change the homing/tracking properties as you see fit to account for different kinds of targets…

Pop Gun [200]
The Standard MicroTank weapon, besides their 80mm Cannon. Focused on delivering a 'Zinger' payload via their micro-coil discharged process, this is an effective weapon across multiple scenarios.

By buying this, you also get a special add-on that converts the ‘Zinger’ into a ‘Dual Zinger’ or ‘Snipe Zing’ to add an additional projectile or make it more accurate, respectfully.

Flame Thrower [200]
What it says on the tin, except this one can get up to the range of 2000 Kelvin. And also, fires a very accurate stream of concentrated fire or a wide splash of said fire to inflict powerful amounts of damage.

If bought here, you also get a specialized version of the Flamethrower that will also mix in molten nano-mental as an option to convert the projectiles into a more solid form for specialized projectile range adjustment and spread reduction.

Pulse Mortar [200]
A special pulse tech version of a mortar cannon, that achieves high concussive damage. In other words, woe be on anyone hit by these mortars.

This version comes with an easily adjustable cannon to change the angle of the cannon without any hampering of its range and damage, while also coming equipped with an special (unlimited) set of truly non-lethal concussive mortar rounds that works on machines and organics.

Freeze Gun [200]
A modified jet weapon that uses FrosTex Sludge to fire off projectiles and streams of near-absolute zero coldness onto your foes. Perfect for freezing those unable to handle those temperatures and reducing them to shards of ice.

This also comes with an special (unlimited) container of ShocTex Juice that offers an alternative to shoot out a shocking blast of electricized liquid to zap and paralyze targets.

Super Blaster [300]
A specialized blaster that fires unlimited Z-17 Nano Rounds. While still useful in combat, these also excel in destroying up to three whole meters of solid rock as well.

And since you got it here, you also get a special batch of X-18 Nano Rounds, which are specialized in piercing defensive structures of any material related to rocks, metals, and polymers.

Plasma Blaster [300]
A nano-nuclear reactor condensed into a gun, designed to fire off projectiles made of concentrated plasma fields. Also, it can be charged up for larger and more powerful plasma projectiles.

Since you got it here, you also get an special add-on that can convert the plasma energy into an chargeable fiery-laser projectile that'll superheat the target into a hazard for any nearby allies.

Impulse Gun [400]
The mixing of a Pop Gun and Plasma Blaster in essence, except this produces more of a spiral induced plasma blast via the zinger payload. This also can be charged as well, if you wish.

And with buying this here, you can get an add-on that can convert this into an specialized version of an 'Railgun' that will pierce even the toughest of hulls and armors out there while also piercing through them with nary a loss of force and damage.

Companions

Companions can purchase more companions.

Import [200-300]
You can bring along 8 companions for 200 TP. They will each individually get 600 CP to spend for themselves or instead receive 4 Tank Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 TP to bring in as many as you want.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Iron Witness Bob [100]
Almost no one is sure of what 'Bob' even looks like, besides Mutank. But regardless of that, you can have this loyal machine dedicated to being the Revolution Steel Army's Newscaster to be your Newscaster…

…Or Radio Show Host. Or 'Host' of anything else. Bob won't mind as long as he gets some recognition and care for his part. And the best part is, he'll also adapt and do his best in the communication roles you give him as well.

Scenarios

A Not-So Tiny Solution [Scenario One]
As it will turn out with you taking this, the backup plan on relying on Tiny to save the Earth…will not actually pan out. In fact, you end up arriving past an century since the Revolutionary Steel Army began their takeover of the surface.

And the Atmosphere in the Earth is gone, with only limited time left for humanity in the underground to establish a means to produce something that can keep them alive for however much longer that lasts with Mutank still in charge.

As for your end of things, you have to actually restore the atmosphere and fix the Earth back to what it once was (in terms of being a fully liveable planet for organic life), while also removing Mutank out of the picture due to being …

-Reward-

Well, congratulations. For making sure that the Earth was still viable for having its atmosphere and it being still sustainable for organic life, you get a special Reward.

You get the **EnviroTek Perk,** which offers a special ability of being able to produce specific atmospheric elements/matter at will, while also being able to efficiently manipulate them (especially with tech) across entire regions and worlds over time to slowly shape a world more suitable for whoever you wish…

…Be it machine or organic, or anything else really.

(Oh, and you find that your changes have a bit of controllable inertia to them in case anyone else tries to change what you made without your input.)

Tomorrow Belongs To Steel And Meat [Scenario Two]
Can be taken with A Not-So Tiny Solution

Your goal here with this, is somewhat simple on paper. Execution is of course, in the air (if there is any left up there). In short, you have to get Mutank's Revolutionary Steel Army and all other machines to actually be able to coexist with Humanity.

If Tiny is still alive/around, he can certainly help in that manner (with what he can do), but otherwise…You will have to put in effort as well to make it last. Because both sides have to stay alive till your time here is up (if that can apply).

And of course, Mutank will still be around and this despot will oppose you every step of the way…

-Reward-

Your reward is two-fold with this one. First off, you get the **Tomorrow Belong To Us All** Perk.

In essence, this allows you to make opposing sides that have settled their differences able to remain together in peaceful coexistence as such, while also making them able to work together far more efficiently.

This also has an effect of boosting your efforts in making such a thing happen, especially with those that can and long for co-existence. Of course, this is still effective on those who don't fit that, but the effect is reduced.

And the other, is the repaired husk of what used to be Mutank's Orbital Fortress, known as 'The Maze'. Except it would be better to call it, '**Jumper Maze**'.

Name-wise, you can change it up however you want. What doesn't change (at first), is the fact that the Orbital Fortress is a maze that you will always know like the back of your hand, while also being the perfect environment for thriving in, no matter what your current form is.

It also will be able to exist in the vacuum of space, while also masking all signals going in and out to ensure that no one will easily find this place unless they put in the greatest of efforts in searching it out. And even then, getting inside and surviving it as intruders…

…Well, it is up to you to figure out what happens, as every inch of this place is fully customizable as you see fit.

Drawbacks

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Leave When The Story Finishes [+0, Incompatible with Longer Stay]
You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay [+100]
You can take this up to 5 times, but any further time extensions will not give you any additional TP.

Rhymes, Puns, And Dad Jokes [+100]
You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Camera Abuse [+100]
You find that being in front of any camera, especially one that is recording at the moment, will cause minor mishaps and events that will happen to you and those around you that would at best damage your ego.

Nothing truly bad will happen in those ‘events’, but this won't impact things that are truly dangerous if they happen to be going on.

Bad Radio [+100]
You find that trying to tune into any Radio Shows, especially if it is Mutank’s show, will be filled with just enough interference to make the experience sound terrible. And the thing is, it’ll only be that way for you.

Companion Lockout [+200]
Your companions can be imported and buy things, but they can’t enter the jump with you.

Slower Fix-It Crabs [+200-300]
In essence, you find that just relying on Fix-It Crabs will now work slower in repairing and healing you up. It is not that they cannot do it, it is just that it may take a bit longer.

For an additional **100**, you can also extend this to any regen source being placed upon you. And no, you can still use active healing methods by yourself or others, as long as they don’t for the parameters of ‘Regeneration’

Tiny Dossiers [+300]

If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities. That, and they can share it with others as well, rather easily as well.

Tiny Lockouts [+400-600]

From the options below, you can set up how much you wish to restrict yourself. First one is **400**. Second is **500,** and Third is **600**.

-Item Lockout

You can't bring items from outside the jump into this jump.

-Power Lockout

You can't use abilities from outside this jump here.

-Power Lockout 2

You don't get access to any purchases here until after the jump ends.

Final Choices

So with your work done on Earth over, you have three choices…

Tiny Jump (Next Jump)

Tiny Earth (Stay)

Tiny Return (Head Home)

Change Log

v1.0

The First Version