


The year is 2185, and the Earth is a mess.

In 2035, the asteroid 99942 Apophis crashed into the Earth and ravaged the surface. What survived scraped together anything it could to continue society, but it hasn't been easy. Nightmarish mutants, bandit tribes, and the would-be rulers of this wasteland, The Authority, made human life borderline impossible.

Thirty years ago, a cryogenic device known as an Ark released Marine Lieutenant Nicholas Raine into this unforgiving hell. To say they made a difference is putting it mildly; they smashed through several bandit groups, crushed the plans of The Authority, and ultimately released their fellow Ark Survivors who swiftly joined the Resistance against The Authority. What followed were the Authority Wars, which saw The Authority and its allies sundered. The world isn't exactly all better now, but at least literacy and some measure of civilization beyond the oppressive thumb of tyrants is starting to form up again.

During this era, the Rangers were formed. A group using Ark Tek- in particular the powerful nanomachines known as nanotrites and the various powerful abilities they can manifest -to bring law and order to a shattered wasteland. But that was then. And this is 2185. The Authority, long feared to have only been wounded and not fully erased, has come back with the dreaded General Cross at its head. Vineland, the last refuge of the recently reclusive Rangers, was attacked by them and nearly wiped out. Rangers, once the hope of the wastes, are gone right when they were needed most.

More than just that lurks in the dark shadows of this world, however. Numerous bandit groups have begun to make themselves known once again, fueled by some outside power. One in particular has besieged an island community off the coast, using powers strangely similar to those of Rangers. Mutants have begun a full re-population, threatening communities across the land. And even stranger, more eldritch horrors may yet lurk just outside men's sight...

This land needs heroes.  Well, it needs something, at the very least.  Question is, can you provide it? Or are you here like so many opportunistic groups, out for the powers and technology this shattered world can cough up?  Whatever the case, you've got ten years here to see your will fulfilled.

Take **+1000 CP**, pick your path, and good luck.

**Gender & Age:**

No one cares what you are out here, so long as you're useful and capable. And, ideally, human. You may retain your age and gender from your last Jump, or change it to whatever you'd prefer for free.

**Location:** Roll 1d8, or pay 50 CP to choose. Unless noted otherwise, you'll arrive in the nearest major settlement, as stated in the Location's description. Unaffiliated can select any of these locations for free.

**1: Twisting Canyon.** Until recently, while fairly closed off from outsiders, Vineland would have been the key settlement in this region. It still is, sadly, but that's more a sentiment to how inhospitable and sparsely populated this southern region is than anything else. There's more raiders and mutants out in this area than anything else, and trade is scarce. That said, few places need a hero more urgently than the scattered survivors trying to eek out a life in Vineland, so perhaps that would make a good first stop on your journey... (Note: Rangers can start here for free)

**2: Broken Tract.** This stretch of land north of Twisting Canyon takes up a significant chunk of the central landmass, stretching from the edge of the wetlands to the west to the coastline and mountains on the east. Here can be found Gunbarrel, one of the most prominent and densely populated Trade Coalition settlements. Here can also be found the highest concentration of Goon Squad members around, so take care. The only place other than Gunbarrel they don't threaten is the home of Mutant Bash TV to the east, since even they're big fans of the show and its 'Killbox Meat Grinder' set-up. (Note: Goon Squad can start here for free)

**3: Dune Sea.** The southwestern sands and shattered husks are all that remain of this once vibrant city and the surrounding lands. The Dune Sea is the main region for the Immortal Shrouded, a powerful bandit group organized like a cross between a cult and a standing army. It is also home to Oasis, a no-fire zone settlement of the Trade Coalition where they coexist uneasily with the Immortal Shrouded. Be warned; wander afield of that settlement, and the Immortal Shrouded High Command is just as likely to put you down regardless of who you're with. (Note: Immortal Shrouded can start here for free)

**4: Sekreto Wetlands.** Thick and heavy swampland to the west with plenty of waterways and inlets, the Sekreto Wetlands are home to the River Hogs, a surprisingly adept group of bandits who make good use of the waters for their raids. The local Trade Coalition settlement, Lagooney, is particularly massive due in part to a kind of informal peace with the River Hogs who run a bar at one end of it. One can also find a disused Mutant Bash TV location in these lands, but be mindful of delving too deep into the secrets of the Wetlands... some whisper that things not of this earth haunt the swamps, undead spirits and worshippers of death gods. Explore at your own peril. (Note: River Hogs can start here for free)

**5: Torn Plain.** North of Broken Tract, this even larger territory is home to two impressive sights; Wellspring, and the Chazcar Derby. Wellspring is easily the most developed and modernized Trade Coalition settlement, bordering on being the kindred spirit to some old world cities and serving as a de facto capital of the group. And the Chazcar Derby is, not just a race ground, but the race ground. Borderline holy territory, where one might find racers from every group and walk of life willing to risk it all in exchange for fame and fortune on the track. Don't mistake this as a safe bastion of civilization, however; the lands besides Wellspring and the Derby are still hazardous, and any marginally recognized universal peace on the raceway terminates as soon as you're clear of its property lines.

(Note: Trade Coalition can start here for free)

**6: The Wilds.** Deep in the forests and ringed by mountains, The Wilds represent the northernmost border of this region. Out here, nature has retaken much, and what it hasn't is locked in a death struggle between bandits and the Trade Coalition settlement of Dreadwood. Yet some say that a worse threat lurks in the mountains, as it seem the recent resurgence of the Authority is at its strongest somewhere among them... perhaps their headquarters is out here? If so, all the more reason to tread lightly. (Note: Authority can start here for free)

**7: Overgrown City.** This overdeveloped large island south-east of the mainland is tied to it by a set of tunnels running under the water. Once the home of a thriving metropolis, it is now a place divided between the Metro Station settlement underground and the marauding hordes of white-skinned nightmares known as the Ghosts. Once a bandit clan in the pre-Wars era, something has transformed them, making them more unstable and more powerful all at the same time. Coupled with Feltrite mutants prowling the streets and docks, and you've got a lethal mix of threats all around. (Note: GHOSTS can start here for free)

**8: Lucky roll!** Pick any Location you'd like.

**Origins:**

No one makes it for long out here without some set of skills to call their own. Few make it regardless, but the skills help. You may choose any Origin for free.

**Ranger:** Wearing specialized armor, bearing the finest Ark Tek the old world ever produced, and capable of feats and deeds bordering on outright magical, Rangers were the ultimate peacekeepers... once. But those days, thanks to the Authority, are long behind. Now, the only signs of them for the most part are rare scattered corpses, a sundered settlement, and dreams of what once was. Even bringing Companions into this role with you might not push their current numbers into double digits. But maybe all this wasteland needs is one more, with the strength and conviction to set things right one more time...

**Trader:** The Trade Coalition wouldn't be of much worth without Traders to keep it alive. They're the blood flowing through the disjointed organs that are the few massive settlements and other signs of life out here, finding what places need and what they can offer up, getting them to and from, and ideally both making a profit and not getting blown up in the process. It might not be the most glamorous life, but if someone can manage to clean things up a little around here, these guys are probably in line to be the next default nobility.

**Soldier:** Steady hands, sure eyes, and a steely heart are a rare but lethal combination out here. It takes more than just some pre-Apophis tech with a little spit-shine to earn the name 'Soldier' in these wastes. You have to be capable, calm, and able to work in tandem with your allies to efficiently carry out missions. Key word there; soldiers in this world tend to have a drive, a purpose, something beyond just themselves they're interested in. Might just be guarding the wall, or it might be turning this anarchy into glistening order. If something guides your hand, directs your eye, and hardens your heart in favor of the cause, this might be the Origin for you.

**Scientist:** Before Apophis, human technology and society had reached a zenith almost unimaginable today. More was lost from that single freak accident than in all the wars and calamities of humanity prior combined. But just because a lot was lost doesn't mean it can't be rediscovered... or advanced further. You'll likely find your talents more appreciated by certain groups over others (depending on where your morality lies), but anyone who can help pull a faction out of the ruins and into a more modern age is going to be appreciated in these parts.

**Raider:** Some men want to claim the world. Some want to rebuild it. And some? Some just want to take what they've got coming to them, and laugh over the corpses of those they took it from. Bandits, gangs, call them what you want. Raiders might not be the most glamorous groups around, but they damn sure are the most numerous and widespread for a reason.

**FALLEN GOD:** What were you back there, in that other world? They might have called you Ranger, before your children found you, a shell of your former self barely clinging to life. They... awoke something in you. Something powerful. Made you more than you were. And in the process, made you so much more than they could ever dream. Now, you are power personified in a way very little in this world can comprehend. Some might claim your experiences drove you mad, but as you see it, it instead brought clarity and purpose to your eyes. And you will help others open their eyes as well. When you're done with them, with this world, what remains will fall to their knees and thank you for it.

**Allegiances:**

This is not a world of lone wanderers. For most, the choice is to work with others or die alone and unnoticed. You may choose an Allegiance for free; while this will impact your potential starting relations, you may choose to change who and what you ally with freely. Just be warned, both your old friends and prospective new ones might take issue with those choices, so plan accordingly, talk fast, and keep some ammo in your gun.

**Unaffiliated:** Not much of a joiner? No taste for violence? Then you're Unaffiliated. And also probably dead meat unless you're damn good at being self-sustaining and staying off the big players' radars. The wastes are scattered with the husks of where folks tried to live out of sight and off the grid in the aftermath of the Authority Wars. Not a lot of those folks are still living, but if you think you've got the knack and the luck, here's to you.

**Trade Coalition:** Hard to call much of anything 'The Good Guys' in this world, but if there's anything like that, it's these guys. Largely formed in the wake of the Authority Wars by the winners, the Trade Coalition are the ones sending around caravans and trying to gradually build back up into something approaching human society. If it's human, not affiliated with you, and not shooting you on sight, it's either a madman or one of them.

**Authority:** The boogeymen of the wasteland, and the cause of most of its problems. Formed up originally by a coalition of soldiers that slaughtered the intended occupants of a government mega-Ark and rode out the apocalypse accordingly, they've been guilty of everything from genetic experiments leading to Mutants, backing violent gangs and bandits to crush threats and keep regions unstable on their behalf, and outright taking places over and shooting anyone who resists. The fact that damn near the whole wastes banded together to take them down once, and are still on the shit-lists of a lot of groups three decades later, should give you an idea how highly they're regarded. That said, they've got the best tech and the most violent techniques of anyone around, and they damn near took everything over once before. Maybe this time, with a little help, General Cross and his boys can get the job done right.

**Immortal Shrouded:** Once upon a time, a bunch of exiles from other gangs got together and formed their own group, the Shrouded. They found themselves employed by the Authority during their wars, but were betrayed and used as canon fodder. Disgusted and battered, they retreated into exile. But they did not forget their brush with power, with tech and order and control. Now garbed in almost impenetrable masked helms they would sooner gut you then remove in your presence, they're branching out inch by ordered inch, establishing footholds and plotting a methodical take over. For now, they're just another bandit group with more emphasis on high tech and regimented life. If they pull off what they have planned? They'll be a new Authority, and rule the world with a steel electrofist.

**Goon Squad:** When most folks hear 'Bandit', they're thinking of these neon-drenched lunatics. With brightly colored hair, kitbashed vehicles and gear even by wasteland standards, and a level of psychotic irreverence one would expect from comic relief, you'd think they'd be easy pickings for more established groups. You'd think wrong; the Goon Squad is massive, and arguably has the widest spread of any group around. Using swarm 'tactics' and reckless abandon- especially in how they employ explosives -they're the number one cause of death and anarchy in this setting. And considering this setting, that's an accomplishment. With no official leaders, they'll follow the whims of whoever is the biggest and baddest among their ranks at any moment, doubly so if that mean a chance to break things and kill people messily. Join up with this lot if the idea of bashing someone to death with a baseball bat

then journaling about your favorite kills sounds like life aspirations.

**River Hogs:** Formed up out of excessive 'relations' between two major gangs in the pre-Authority Wars world, this group believes strongly in excess pleasure and excess... well, everything else, honestly. Don't take that to mean they're soft prey, though; they excel at melee and short-range combat, fight in conjunction with trained massive attack dogs, and have even begun crafting their own custom assault mechs. If the River Hogs ever get a leader able to direct their wanton wants and lusts either in a more productive or more destructive direction, the wastes might not know what hit them...

**GHOSTS:** There once was a group of wasteland cultists with little to believe in and less to hold them to it. The Ghost Clan were a minor nuisance, only notable for their strange zeal and interest in bloody ritual. By modern times, they were largely thought wiped out, but they'd been reduced in size and scope enough that the difference was minimal to anyone who wasn't them. Then, they found Her. The Dead One. The Fallen God. Their new Goddess. Now, they share in Her blessing and convert others to the cause by any means necessary. Gifted with power beyond their old selves' dreams, and awash in refined Feltrite drugs that fill their lungs and course through their veins, they live in service to Her and in Her dark dreams of what the wasteland should become.

**Perks:**

All Perks are discounted at 50% to their Origins/Allegiances, with 100 CP Perks free for their Origins/Allegiances.

**Ranger:**

**Arkist Blood (100):** The pure lineage of the Arkists, those preserved and empowered to forge a new future post-Apophis, courses through your body. This makes you inherently compatible with Arkist tech such as the traditional Ranger Suits, Ark-tek vehicles, and able to unlock Ark-tek such as Ark Chests and the sealed Arks that dot the world and hide powerful secrets within. You gain **400 CP** that can be used in the Ranger Abilities section, and gain the Focus ability from that section for free.

**One Riot, One Ranger (200):** Armies wage wars. Rangers win them. This perk grants you a general smattering of skills across the board; you can run across the barren dunes with even footing, slide into a vehicle you've never driven and use it without issue, scoop up a weapon in its backseat and immediately know the basics to prep, fire, and store it, and both the steady hand and precision aim required to put its shot where you want it more often than not.

**Light In The Wasteland (400):** Rangers have come and gone, and while some have changed the world (for better or worse), a legend like you comes along only once in a lifetime. This Perk triples the efficiency and effect of all Ranger Abilities you purchase, while halving their cooldowns.

**Trader:**

**Logistics (100):** Some would say that skill as a salesman is what a trader needs most, but a trader with nothing folks want to trade can't even get that far. This Perk will grant you a keen eye and general skill set for figuring out what people want, what they have, and makes it easy to plot the best routes to connect those two interests. Now all you need is to secure product...

**Trust In Me (200):** Step 2 for trade; getting suppliers involved. Traders can't handle all the manufacturing or- especially relevant in this world -scrounging and ruin-delving to support a lucrative business long term. They need allies who can grow the food, refine the fuel, brew the beer, hand-load the ammo, and then trust them with the shipments. This Perk grants not an instant I-Win button when it comes to getting folks to trust you in business arrangements, but a general across the board training and sense for how to convince individuals to enter such deals with you, as well as how to make said deals profitable all around. One thing is for sure; you're more likely to get a better deal and bigger cut with this Perk than without it.

**Self-Made Man (400):** What do you do, however, when there just isn't anyone around making what you know will sell? Make it yourself! Anything you craft takes only a third of the time to produce, with minimal risk of defects or errors. And anyone working for you gains the benefits of this Perk as well, so long as they remain under your employ.

**Soldier:**

**Professional (100):** What separates a Soldier from a bandit? Professionalism. You've been trained in squad combat tactics; how to flank targets, how to take cover, how to issue commands over the din of combat. This comes with general skill in both firearms and vehicles, both must-haves in this world.

**Midnight Raid (200):** An enemy that can't fight back, or is left at a disadvantage before the first bullet is fired, is one all but beaten. You gain a keen insight into what aspects of a base or stronghold would need to be damaged in order to hamper its efficiency; handy if you want to cut power and destroy equipment, but also handy if you want to shore up your own headquarters against the same.

**Make It Count (400):** Being a proper Soldier in this world might seem almost absurd. The biggest human threat in the wastes is a bunch of lunatics in neon who spray bullets and cackle, after all. But maybe that's just because they haven't met you yet. When you aim at threats via iron sights or scopes and fire a single shot or a short controlled burst, your munitions seem abnormally damaging. Armor crumples, damage amplifies, and targets drop with much greater ease.

**Scientist:**

**Practical Knowledge (100):** Even in groups like the Immortal Shrouded or the Authority, there isn't enough of a support structure to allow pure specialists to exist anymore (the lack of universities might be a contributing factor here). As such, anyone who would take up this Origin are likely to be expected to cover a number of fields. Select two scientific fields; this can be something mundane like chemistry, something more esoteric like bio-engineering, or something setting-specific like Ark-Tek or nanotrite research. You gain expertise equivalent to a PhD in each of them.

**Modern Solutions (200):** Ark-Tec was the pinnacle of old world advancement, but even at its height those ancient geniuses never had access to as much raw material as you can now gather up. You can retrofit existing technology to make use of Feltrite-derived tech and abilities. Supercharge everything, grant improbable abilities to your creations, even accelerate internal computers to the level of sapient AI if that's your interest. If it exists as an ability, power, or unique feature here, on a long enough timeline and with enough research (and a lot faster with actual examples to work from) you can emulate these things in other forms.

**Sufficiently Advanced (400):** Rangers are practically superheroes when fully empowered, but take away their nanotrites and they're no more special than any trained soldier. Some mutants are capable of feats that can only be described as supernatural, but drill down deep enough and you'll find it all traces back to Authority experiments and further generational... well, mutations. Modern Solutions are about altering more mundane creations to emulate the fantastical attributes already on offer in this world, so long as you have sufficient materials to do so. Sufficiently Advanced is about breaching even those limits, and instead emulating your own gifts through advanced technology and biological mutations. With time and enough investment, perhaps you can even make your own equivalent of the modern Ghosts Clan, with powers and capabilities akin to minor mirrors of your own.

**Raider:**

**Hit And Run (100):** Raiders might not always have the best gear or know how to use it the best, but what they do know is what keeps most of them alive to loot it. You've now got a litany of techniques and skills suited for mobile combat. Keep on the move and don't get caught out in an open stationary fight too often, and these skills can let you pick apart targets then circle back to pick the bones with ease.

**Strange Bedfellows (200):** Sometimes literally, but that's besides the point. Raiders and bandits of every stripe need to accept and fit into whatever weird bullshit their compatriots get up to, lest they end

up deep in unfriendly territory with barely a gun and a few bullets to their name. That's unlikely to be your fate, however, as groups you are a part of tend to be a lot more accommodating of strange quirks you happen to present. So long as they're not blatantly opposed to what the group already stood for or excessively more dangerous to the group than its normal practices, you'll get a lot more slack for it. This cuts both ways, making it easier for you to accept and move past the lesser quirks and foibles of allies without letting them get under your skin. You can turn either/both effects on and off at will.

**Junkyard Engineering (400):** Raiders do not control manufacturing. They're not looking to rebuild the old world. By their very nature, they are takers, and even the most orderly and advanced among them must be ready to pick up and go at a moment's notice. This puts them sharply at odds with more sedentary resource-rich groups, which is why many have had to get very good very fast at kitbashing together weapons, armor, defenses, and even vehicles and fortifications. These traits now find a home in you, as you gain a great many skills centered around taking whatever random scrap you can find and converting it into viable gear. Bear in mind, the better the junk you have access to, the closer you can get to what you're aiming to ape. You're not likely to be able to make something really extraordinary with this, like a ballistic missile out of an actual scrapyard, but if you had access to abandoned missiles and a city's worth of junk to play with, maybe you could pull something off...

**FALLEN GOD:**

**DIVINE BLOOD (100):** Through your veins runs highly concentrated Feltrite merged with powerful Nanotrites. Back in the world, they might have called you Ranger. Among your flock, they know to call you God, not merely for the power you present but for the blessing you can provide. If you provide a transfusion of your blood to others, you can grant them a fraction of your power. This will do nothing to protect their bodies and minds from the weight of such a 'blessing', and the unworthy may well collapse into raving madness, but those who endure will know well what your power brings. This will also grant **300 CP** for use in the Ranger Abilities section.

**FALL AND PRAY (200):** It is only right and proper that a being of such power as you should invoke awe, even religious fervor, in the hearts and minds of others. When you make blatant displays of your power before- or upon -those weaker than yourself, those of a similar nature who witness it will be prone to fall to worship of you. Perhaps out of respect, perhaps out of fear, perhaps out of sudden maddening love. Those of stronger will and sterner discipline will not be so easily swayed, but with this Perk and a will to do what you must, you may forge a fanatical army of the outcastes and dregs and drown the nonbelievers in a tide of flesh and steel.

**THE DEAD ONE (400):** The path you are on is a dangerous one, Jumper. Long and dangerous. It can pay to have insurance against one's own failures. If you take this, then once per Jump- regardless of duration -you may revive from certain death. No matter what; this Perk will count as part of your Body Mod, fiat-backed to follow you even into Gauntlets and bypassing Drawbacks that would otherwise rob you of this second chance. However, it is not just this second chance that will stalk you; so will the cost. At the start of every Jump, select something that matters deeply to your Jumper; it could be the pursuit of a particular objective in that Jump, it could be your love for a Companion, the pursuit of power, or simply insuring that a dire fate that once befell a loved one cannot happen again to others. Upon THE DEAD ONE being triggered, this effect will be brought to the forefront and amplified ten times over. Where once you may have pursued a local objective, you're now prepared to crush every soul between you and that objective. Where once you cared deeply for a Companion, you're now prepared to end whole worlds in their name if needs be. This effect is Drawback-tier if invoked; no Perk you have that might impact it will be able to prevent it, though it might slightly

mitigate the worst of it. After the Jump you will regain your sense of proportions in this regard but no sooner, and until then anything you do in the name of this treasured goal/sentiment will seem perfectly rational.

**Unaffiliated:**

**Beneath Notice (100):** If you don't have a lot of firepower backing you up, or a ton of friends, then you're a lot further down the totem pole in a world like this one. Thankfully, you know just how to go down even lower, so low most folk never even think to come looking for you. You know the best places to hide a home, the ways to make yourself vanish into a crowd, and how best to cover your tracks when passing through hostile territory. This won't perfectly shield you if someone comes expressly looking for you, but the odds some random bandit will stumble across you and make trouble should be a lot lower when using this.

**Self-Sufficient (200):** Living on one's own means having to take every advantage one can, and making dozens more along the way. A single bad storm or unlucky week is more than enough to kill most folks without a support network here. Now, you have a bit of an edge. You gain a hearty skill set in survival tactics; how to collect moisture and filter it for potable drinking water, how to maintain hygiene under extreme circumstances to reduce the odds of health complications, how and what to use to raise crops even under harsh conditions (i.e., any in this world outside major settlements), and other assorted techniques. You might even be able to kitbash some rudimentary electricity and sanitation under the right circumstances and with the right materials. This won't let you live in luxury, but it will let you live. A whole world of corpses would love to tell you that's not nothing.

**Scrounger (400):** While Self-Sufficient is good for letting you eek out a survivable state in this world, the fact is, the old world preserved itself shockingly well. There's snack food and booze and all kinds of other absurdities from pre-Apophis life all over these wastes, and someone who knows where and how to find it (and where not to) can last a lot longer in a lot better conditions. You gain a sixth sense when you spot abandoned, derelict, or heavily repurposed locations as to whether or not they have something in them you could use, and greater luck in finding mundane but useful goods like unspoiled food, water, and medicines in them. Handy in many worlds, but the difference between independent life and death in this one.

**Trade Coalition:**

**Old World Charm (100):** There's something about walled settlements that has a special appeal. Even the Immortal Shrouded and River Hogs have found themselves interested enough to carve out mutual grounds with the Trade Coalition, enabling something approaching economic ties with these otherwise volatile forces. You gain a keen insight and natural ability to get factions that might otherwise be at odds to the table for some old fashioned barter and trade. It's not a lot, but empires started from less to tie them together.

**Make The Run (200):** Getting goods from one place to another in this world is never not a risk. Too many hazards fill up the roads even on a good day, and good days have been in short supply since Vineland fell. To make up for it, take this, and you'll gain extraordinary driving skills. You can push any vehicle up to its true limits, surpassing what most others would think them capable of. Drive faster, turn sharper, stop cleaner, and maneuver with a grace that'll leave them dazzled.

**Children of the Resistance (400):** The Trade Coalition never could have become what it is without

the Resistance that took down the Authority. It's why many of those in power were the ones who took part in the Authority Wars. This Perk grants you their legacy past and present; whenever you're looking to take down those oppressing the population, or to defend the folks living under your rule, you get a boost to skills and abilities across the board. Move faster, hit harder, rally the troops better. Never let another tyrant threaten what you've come to build.

**Authority:**

**Genetic Modification (100):** The days of the old Authority are behind them. The number of actual humans, as opposed to mutants or machines or some fusion of the two, who make up the ranks are not what they once were before the Wars. As such, those who work under the Authority need to be beyond human to make their numbers count. You've received a panoply of genetic modifications, bolstering your reaction time, senses, and immune system. Handy in a world with more marauders than medics. These modifications can be inherited, if that's of interest, and would be shared between clones of yourself, which may be especially relevant in this group...

**Playing Chess From The Sidelines (200):** The Authority has always held to the ideal that if you can get someone else to kill your threats for you, it's worth double; the latter is dead, and the former now has less ammo. You gain an adept skill set at convincing others to fight on your behalf, knowing just what buttons to push and what gifts to make to set even untamed madmen on the targets you want. Play this right, and you could let all your rivals wear themselves out before you've even committed a single force to the field.

**Loyalty Above Reason (400):** The Authority fell badly. Cross has a nasty habit of betraying folks who work for him. The odds of bouncing back after all this don't seem high. Yet, through the decades and the struggles, the core of the Authority remains loyal. This exemplifies that; those who serve under you gain an almost supernatural loyalty to your cause. So long as you can keep justifying to them what they're fighting for, they'll overlook your less noble moments and be that much more willing to throw themselves back into the meat grinder. This won't work on folks you've personally betrayed, however... so if you plan on doing that, make sure they don't walk away from it.

**Immortal Shrouded:**

**Faceless (100):** The Shrouded made the mistake of trusting the Authority and following them into war. They will never make that mistake again, having rebuilt themselves in the shadows and evermore hiding their faces from the unworthy. So long as you remain unidentifiable to your foes- by means of stealth, invisibility, or body-concealing attire -you'll gain a boost to your stamina, reflexes, and senses.

**27 Hours (200):** The Immortal Shrouded live their lives by a 27-hour day; 9 hours to train/meditate, 9 to rest, and 9 for missions. This produces an efficiency that few in the wastes can rival. You not only can adopt and teach this philosophy to others, but both you and those you train/lead can adjust to abnormal time schedules without loss of efficiency. Night and day cycles will cease to matter; only the schedule. This provides some interesting advantages, especially if you sync your cycle up to be active in the field in the dead of night, when the unprepared are sleeping...

**Never Dishonor (400):** Victory or death, never dishonor. This was the oath they swore long ago, reinforced over the years by blood and pain. To show your back to your foe, to abandon your sacred weapons, to fail your brethren or your orders... these things cannot exist for the Immortal Shrouded. If you are at serious risk of failure, so long as you do not commit such dishonorable acts, you'll be

rewarded with a sizable boost in your efficiency. Your bullets and blades both bite deeper on foes, your armor and body become more resilient, and even supernatural efforts to make you break become less effective.

**Goon Squad:**

**Whatever Works (100):** The Goon Squad isn't big on things like 'training' or 'structure' or 'sanity'. They prefer to grab whatever is handy and make the most of it, so long as most means most destruction and most bloodshed. You gain considerable skill both with improvised weapons and anything explosive. *Anything*.

**Large And In Charge (200):** With no formal leadership, the Goon Squad relies on the strongest, meanest, and baddest to push them to their next targets. Right now, that's looking to be you; you're now abnormally strong and tough, able to withstand twice the pain and punishment of those you've allied yourself with at minimum. Hefting oversized weapons around with ease, or one-hand choke-tossing fools off of high places, are just a couple of the many fun ways you can make use of your enhanced attributes.

**Directing The Horde (400):** The Good Squad is almost as mindless and voracious as the Mutants, with the caveats being that Mutants don't dress as colorfully or have as rich a history of literacy and journaling. As such, even for the biggest and baddest, getting them to actually do something as a unit can be a challenge. Not so much with this, however; you gain a borderline magical skill when it comes to directing violence. Bandits, barbarians, and madmen alike will be keen to follow your orders so long as they're not already opposed to you and you're offering them something to break or butcher in the bargain. Master this technique, and you could crush all those smaller idiots roaming the wastes.

**River Hogs:**

**Well-Rounded (100):** River Hogs are expected to be little more than hedonistic pleasure seeking brutes by the outside world. But a true River Hog knows that the way to pleasure lies in being good at what makes you feel good. Pick a vehicle type, a weapon type, and a non-combat skill; you now have mastery with all three. Ride down a foe, blow them to pieces, then use what you loot off them to buy yourself some nice paints for a new portrait.

**Sure-Footed (200):** Wetlands aren't exactly conducive to lightning raids by foot or otherwise. What helps make River Hogs deadly is their skill in finding the spots where that isn't true. You have enhanced skill and luck in finding and making use of steady ground even in places where the ground shouldn't be. This applies to vehicles as well as on foot, helping you guide boats away from spots too shallow to sail and cars along narrow passes of driveable land flanked by marshy tire traps on all sides.

**Fueled By Hedonism (400):** They say that if you love what you do, you never work a day in your life. They also say River Hogs are extreme hedonists, reveling in pleasures ranging from violence to craftsmanship to seduction. By that logic- if one can call it that -most River Hogs wouldn't even consider a pitched gun battle against a dangerous threat a hard day's work. And neither do you. If you love something, the more you love it, the better you are at it. Enjoy cooking? You'll gain a spike in your abilities to chop, stew, and bake. Love to bash skulls? You'll swing your weapon with ease and power. Love to raise animals? People will marvel at how large and loyal your attack dogs are, for the roughly four seconds they have before becoming puppy chow. Take pleasure in your craft, and watch it grow ever grander.

**GHOSTS:**

**GLOWING VEINS (100):** Feltrite races through you, empowering you and delivering you in ways the unworthy can never understand. You gain **200 CP** that can be used in the Ranger Abilities section, though it is easy for others to tell there is something different about you now, due to your chalk-white skin and the bio-luminescence your blood now emits.

**MY LIFE FOR THE GODDESS (200):** Name something of extreme love or devotion to you; no man living can sway your resolve regarding it. Even in the face of one equal to the very forces you worship- or stronger -you will not falter, and can attack without fear or hesitation. If it is in the name of that which you hold dearest, there is no act you will not be prepare to carry out, and no gap in morale your opponents can exploit. Stand before the flames of hell and feel nothing but their heat.

**BULLET DANCE (400):** The power coursing through you has given you a unique variation of the Ranger Ability - Dash; one that can be employed instinctively. If a foe targets you with a ranged attack, this power can automatically kick in and shunt you up to two yards away. This power can only be activated once every minute, and will kick in automatically if you were unaware of the attack regardless of the source.

**Ranger Abilities:**

Fueled by nanotrites, Rangers and those who share in their powers gain access to special Ranger Abilities. These Abilties border on outright magical powers, showing just how powerful technology managed to become right before the old world was wiped away. Taking so much as one of these will provide you with the nanotrites in your blood to power them, even if you lack the Perks/Origins that would otherwise entail. Bear in mind, being able to do any of this will mark you out to certain interested parties... let's not forget that the Authority originally were having people raid cryogenic Arks seeking that very blood before the Authority Wars. Who is to say they aren't still...

All Ranger Abilities possess a basic function. Additional functions (add-ons) can be purchased once one has obtained the basic function. Due to their enhanced and intentional nature when it comes to these Abilities, Rangers may take up to two Ability add-ons for free (they still need to purchase the base Ability).

**50: Focus.** By concentrating, nanotrites will filter your vision, enabling you to see the outlines of other living beings even through darkness and solid objects at a range of up to 100 meters.
For **50 CP** more, when Focusing, your natural healing will be vastly sped up by your nanotrites, allowing for limited regeneration.
For **50 CP** more, you may use your focus to kinetically charge unattended combustible objects, causing things like chemical storages and fuel tanks to explode if they're within your 100 meter effective range.

**50: Dash.** Your nanotrites briefly boost your body in a chosen direction, making it appear to the common man as if you were teleported a short distance. Lock-on methods and the like will be broken by using this Ability, and the resulting 'haze' will partly absorb kinetic force dealt to you in the immediate following second; handy in an especially crazed war zone. This Ability can only be used once every three seconds.
For **50 CP** more, this is reduced to two seconds, and you can 'bank' enough energy to use it twice in rapid succession before the cooldown kicks in.
For **50 CP** more, you can invoke this to shrug off an effect that would stun or daze you, and you can more easily incorporate a melee strike into the Dash, enhancing damage to a target without causing additional damage to yourself or your weapons.

**50: Grav-Jump.** The nanotrites emit a field that enables you to briefly defy gravity, creating a mid-air second jump and float effect. This can allow the user to hover over wide gaps and reach areas not normally accessible by the common man.
For **50 CP** more, this can be converted to a brief cessation of gravity entirely in one's self, letting the user hover fixed in mid-air for a few seconds. Handy for getting a mid-air vantage point for a solid gun shot, using it to intimidate foes, reaching high shelves, or just doing it to insult Isaac Newton.

**100: Constitution.** Your nanotrites power a constant automatic cellular regeneration effect, making you healthier overall and more resistant to melee and small arms fire, cuttting the efficiency of such things down to about 60%.
For **50 CP** more, this is combined with a constant kinetic-elemental shield, providing the above resistance against explosions, fire, and electrical damage.
For **50 CP** more, the healing is vastly amplified, allowing for more rapid regeneration and overlapping into a small healing factor. If combined with Focus, the healing can be concentrated on to enhance and speed it up.

**100: Overdrive.** One of the reasons Rangers were so feared, and that even a single one could overwhelm entire bastions of enemy soldiers. This temporary superpowered state is accumulated through active combat, uniquely charging the nanotrites with residual kinetic energy. When activated, Overdrive immediately provides a boost to speed and reflexes, while also providing an active and powerful regenerative effect vastly above and beyond what either Constitution and/or Focus can provide.
For **50 CP** more, this Overdrive energy can leech into Abilities (and other Perks) with cooldowns, increasing recovery time for those powers by roughly a third.

**100: Rush.** This Ability acts as a brief sprint boost, effectively doubling your run speed with no additional strain on body or stamina for up to seven seconds per activation. This speed can be combined with melee strikes, carrying the kinetic force of the Rush into targets and sending them flying. This Ability has a four second cooldown.
For **50 CP** more, the cooldown is halved to two seconds, and the nanotrites that empower Rush will generate a refraction camouflage, briefly rendering the user invisible for the duration.

**100: Shatter.** Nanotrites generate a powerful short-range shockwave of kinetic force, ripping apart armor and obstacles while hurling targets back not unlike human projectiles. The sheer power is such that the nanotrites require 25 seconds cooldown between uses of Shatter.
For **50 CP** more, the nanotrites bend space-time, creating an effect that lets the user 'warp' to a target within roughly 50 meters before unleashing Shatter. What's more, it now emits a secondary shockwave on impact, amplifying the area of effect.
For **50 CP** more, the cooldown is reduced to 15 seconds, and enough energy can be 'banked' to allow a second immediate usage before requiring a cooldown period.

**100: Defibrillation.** The nanotrites, upon recognizing a near fatal injury state, can discharge energy into the heart and damaged cells in an effort to revive the user. This isn't quite a 1-Up, but could be more accurately described as 'the step right before one would be needed'. Due to the massive discharges needed to accomplish this, Defibrillation has a cooldown of 5 minutes.
For **50 CP** more, the cooldown duration is reduced to 3 minutes, and leaves a halo effect of energy through the user's body that absorbs kinetic impact. For roughly twenty seconds, all such forms of damage are essentially halved, giving the user a better shot at getting away from whatever invoked the Defibrillation in the first place.
For **50 CP** more, Defibrillation creates a powerful debilitating electrical shockwave 12 meters in radius around the user, injuring and stunning those nearby. A handy add-on if one wants to make sure the threats that caused Defibrillation to be used might be overcome... or at least escaped from in the resulting confusion.

**100: Barrier.** The user hurls out a standing energy barricade, in roughly the size and shape of a translucent blue chest-high wall with crenelations, roughly two yards wide. The Barrier is then able to be used for cover and can resist damage from attacks. If it is not destroyed, the Barrier will dissipate after 15 seconds, and the Ability has a 30 second cooldown.
For **50 CP** more, cooldown is reduced to 20 seconds, and the Barrier emits a violent energy to anyone who intersects it, rupturing their body with its charge.
For **50 CP** more, the barrier grows to six yards wide with a heightened central support to better protect against projectiles. In addition, kinetic force exerted on the Barrier is channeled back to the user's nanotrites, serving to recharge spent Abilities and (if possessed) the Overdrive's reserves.

**150: Vortex.** Nanotrites create a projectable micro-singularity, landing at a point within 50 meters

(Including midair). The singularity sucks nearby items (and people) into it and suspends them there briefly before bursting outwards, making it an ideal crowd control power. This Ability possesses a cooldown of 25 seconds.
For **50 CP** more, the cooldown is reduced to 15 seconds. In addition, the Vortex creates an amplification effect, causing anything/one caught in it to take more damage from attacks.
For **50 CP** more, the detonation of the Vortex singularity instead creates an anti-gravity field, causing caught items to hover-float in mid-air for five seconds before gravity (possibly painfully) resumes. A good opportunity to catch or save things caught, or target foes sucked up into it before they can recover and fight back.

**150: Slam.** This ability flings the user into the air in an arc, then charges kinetic energy from the motion of their body into their fist. Upon landing and striking the earth (or a target therein), their fist can generate a powerful shockwave blowing enemies away. If used from a greater height, not only will the shockwave grow in power and size, but the user will be able to discharge said kinetic energy rather than taking damage. As a result, this Ability can be used not just to deal considerable damage but also to survive extreme falls... so long as one doesn't mind the effects of the resulting supercharged shockwave. This Ability possesses a cooldown of 25 seconds.
For **50 CP** more, cooldown is reduced to 15 seconds and the resulting shockwave is vastly increased in size and potency, enabling much more destructive uses of the Ability.
For **50 CP** more, at the point of predictive impact, nanotrites will generate a small singularity similar in nature to Vortex. This will draw nearby targets in towards it, allowing them to be subject to the full blast of the Slam.

**200 (Discount Focus): Void.** Arguably the most esoteric, powerful, and horrifying of the known Ranger Abilities. With a range of 50 meters, the user can summon a singularity around the head of a target and elevate them, then retract the singularity to a position near them but still hovering. Aside from use as a bullet shield or bodily projectile if the effect is forcibly discharged, holding it long enough will collapse the singularity on the target's head, resulting for most beings in immediate death. This Ability possesses a cooldown of 30 seconds.
For **50 CP** more, cooldown is reduced to 20 seconds, and the range is increased to 100 meters, allowing the user to pull down targets at much more considerable distances. This also amplifies the power of the forceful discharge, resulting in victims being flung further and at increased velocity.
For **50 CP** more, the singularity actively drains energy from the victim, replacing it with microsingularities that are unstable. This has the effect of regenerating the user's body and Overdrive while the singularity is maintained, and should it be forcibly discharged, the flung victim will detonate upon striking a solid object. This explosive discharge is not triggered if the singularity is maintained until collapsed, merely adding to the force with which the victim's head is imploded.

**Projects:**

There are those in these wastes who can uniquely aid you, and gladly will in exchange for your services. If you are willing to take on Work, unique Drawbacks in their service, you'll earn points that can be used to purchase Project Bonuses for their specific trees. While this is open to anyone, there are obvious problems doing certain tasks with certain backgrounds; might need to try to be sneaky about past or present allegiances... and it is worth noting, while you can take these with your main CP and get them immediately if you wish, if you purchase anything with Work you'll only get the Project Bonuses after you've done enough to pay for it.

**Basic:**

Lily Prowley's Tree. The Vineland native was a sure-fire for becoming a Ranger, until it was found she lacked the required genes. Now, ironically, that may have been what saved her life. She has become a kind of leader-by-default in the shattered settlement, attempting to rebuild and protect who and what she can. If you're able to help her do so, she can provide limited but considerable advantages.

**Work:**

**+100 ea.: Establish Trade.** Few know about Vineland's plight, which means few know that not only do they desperately need supplies, but they're now more open to receive them. For this Drawback, select a number of Trade Coalition cities on the mainland (Gunbarrel, Oasis, Lagooney, Wellspring, Dreadwood). You must venture to each, explain Vineland's current situation, and convince them to begin sending traders to Vineland.

**+200: Restore The Defenses.** A city in this world without functional walls and arms upon them is barely a city at all. And General Cross's attack sundered both, along with badly disrupting utilities across the settlement. Restoring the basic defenses for Vineland won't be easy, but if Vineland is brought to a state where it could fend off a raider attack on its own, that will be well worth this bounty.

**Project Bonuses:**

**100: Ark Vehicles Menu + Phoenix.** This powerful ability provides a subspace menu of all Ark Tek Vehicles you have acquired, allowing for both remote alteration and review. You can, with an expenditure of resources to pay for the energy costs, have one of these Vehicles teleported to a location near you. To further sweeten the deal, Lily will throw in an Ark Tek vehicle, her custom-made Phoenix, for free with this option (see Vehicles for details on the Phoenix). This will come with the Safe Mode and AI add-ons for free, and further add-ons can be purchased normally.

**100: Overclocked Overdrive** (requires Ranger Ability – Overdrive). This doubles the capacity for the Overdrive ability, vastly boosting how high it can climb and, thus, how long it can be maintained.

**100: Visible Grenade Arcs**. When throwing weapons, you'll gain a visual arc indicator, giving you greater precision and letting you plot placement of explosives like grenades all the better.

**200: Overdrive Reload** (requires Ranger Ability – Overdrive). When you trigger Overdrive, any weapon you have in your hands that utilizes ammunition is suddenly filled with nanotrite replica ammunition as a secondary effect. This allows you to instantly reload your weapons, regardless of whether you had the ammunition to do so beforehand or not.

**200: Expanded Vehicles Menu** (requires Project Bonus – Ark Vehicles Menu). This removes the requirement for the Vehicles Menu that what is available must use Ark Tek; now, any Vehicles you own can be reviewed, selected, customized, and (for escalating energy costs) teleported to your location.

**Kill & Destroy:**

Captain John Marshall's tree. Ark survivor, former leader of the Resistance, key figure in the Authority Wars, and now merrily tending bar in the Trade Coalition city of Gunbarrel. John Marshall is a man who has seen a lot of blood and misery, and is eager to see a sight less of it moving forward. The Work he asks for will go a long way towards seeing the wasteland made safer for the common man, but it'll be through a whole lot of violence.

**Work:**

**+50 ea.: Destroy Bandit Dens.** Bandits and raiders of every stripe and sort have spread themselves far and wide. From the River Hogs to the Goon Squad, and an array of unaffiliated wanna-be start ups, they tend to find themselves little places to set up camp and organize raids and ambushes from. Marshall will provide a bounty for each one cleared out, but be warned; while some are a mere building or two, others are former Trade Coalition bases and substations and are going to be a bit tougher for a single person relying only on tricks available in this world to take down. Still, you're likely to stumble on enough of these to make it a steady if not always easy source of Work.

**+50 ea.: Destroy Mutie Nests.** Frankly, he's probably underpaying for this one, but it's no less vital a service. Mutants tend to find tucked away places, often in sewers and former treatment plants, to create Nests where they can mass produce eggs and further their monstrous kin. Even a handful of former settlements, after being eradicated by the rampaging Mutants, have been converted into Nests. Wiping out all the Mutants is of less importance here than taking out the eggs, due to these spawning broods requiring rarer materials to produce. Dealing with all the eggs in a given Nest goes a long way to reducing the chances of new broods being hatched and hurting any other innocents.

**+100 ea.: Destroy Electro Forges.** Rare bastions of power and refinement controlled by the Immortal Shrouded, these locations are home to heavily modified old-world reactors. While control of them would surely be of interest to someone seeking to take over the region, their extensive modifications to serve Immortal Shrouded gear and vehicles, combined with being deep in their territory, has led to a more blunt force desire. Marshall is looking to see these locations permanently rendered inert by taking out the reactors themselves. Again, he almost certainly should be paying you more for this; these Forges are heavily protected, but on the plus side cannot be as easily reinforced as a lot of other Immortal Shrouded installations.

**+200 ea.: Wipe Out Crusher Nests.** Best paying job out the lot, and it's still barely worth it. If he wasn't offering so much for this work, you might even get insulted. Sometimes, Mutants grow abnormally large and powerful even for their kind. These Mutants, Abadon Crushers, establish themselves lairs where other Mutants find themselves drawn. Sometimes because they spawned there, more often because they come to worship the hulking beasts. Make no mistake, these monsters can tank multiple rocket launcher rounds to the dome before falling, and just getting to them often means navigating through swarms of their lesser kin. But taking one down means removing a major threat to civilized life in the region, as a single Crusher could tear up a good portion of most settlements before even slowing.

**Project Bonuses:**

**50: Bullet Bag.** As a man once said, it's bigger on the inside; this belt-pouch bag will let you hold several ammo containers' worth of small and medium munitions without taking up more space or

weight. If you're planning on burning through tons of rounds, or just don't know when you'll next be back in friendly lands to buy more, this can be real handy.

**100: Special Ammo Bag.** Second verse, same as the first. This larger belt-pouch is intended to store larger caliber or more esoteric munitions, such as RPG rounds. Especially handy for otherwise volatile munitions, since the Bag can't be penetrated or detonated from outside forces, meaning you can hoist a few dozen rockets or unstable plasma cores into the worst of battles without fear you'll get taken out by your own unspent ammo.

**50: Throwables Bag.** Third verse, yadda yadda. Belt pouch intended for throwables such as grenades, wingsticks, or personal drones. Basically, if you chuck it instead of load it into something, this is the Bag for you.

**100 ea.: Pain Resistance.** This combination of treatments and training will impart the kind of toughness that can take someone from victim of the wastes to victory over it. Each purchase, up to a maximum of three times, will make you more resistant not just to pain but to injury overall. A blow that would lop off or permanently maim a limb might merely break a bone if taken once, cause a bad bruise and swelling if taken twice, and just sting for a little while with three purchases. Bear in mind, though, this is the kind of setting where high explosives, towering monsters, and rapid fire machine guns are not uncommon, so don't rely just on this to survive.

**200: Surprise Attack.** The best fight is one you win without fighting. The second best is one you win without the other guy fighting. If your opponent is unaware and you attack them, the damage you inflict will be significantly amplified. How amplified? Think five-times the level of damage that would otherwise be inflicted. Starting to see how the Resistance won a guerrilla war against the Authority...

**100: Weapon Tinkering Expert.** There's a rule in the Weapons section that once you pick the exclusive mods for a purchased Weapon, that's it, those are locked in. Now? Not so much so. You gain the skills and knowledge to safely disengage modifications to Ark-Tek Weapons and install new ones. In addition, any Weapon purchase now comes with the spare materials, tools, and alternate mods for those weapons aside from what you chose. In future Jumps, this ability extends to advanced weapons in those settings, making field modifications (both installing and removing them) a breeze.

**50 ea.: Sprint Bonuses.** When you're up against massive numbers or forces that are better equipped and armored than you, sometimes speed is your only saving grace. These lessons can make you a whirlwind of danger on the battlefield. Pick one for each purchase: You can reload easily and without error while sprinting, your natural sprint speed is enhanced, you'll take reduced damage while sprinting, or the ability to move faster while maintaining ironsight aiming or crouching.

**50: Overdrive Slide Kick** (requires Ranger Ability – Overdrive). Using the pent-up energy of the Overdrive and combining it with the kinetic force from a baseball-like slide-kick, a struck target after getting this Project Bonus will have enough of a launch to fool people into thinking it was shot out of a cannon. A minor ability in the grand scheme of things, but aim this right and you can fling a heavy object or fully armored opponent into a crowd of belligerents and change the complexion of a fight as easy as sliding into home base.

**100: Critical Strike Bonuses.** Melee training is critical for anyone out in this world; if you run out of ammo, you're not likely to want to roll over and die. This training will teach you the most brutally

efficient ways to down an opponent, granting a greater instinctual ability to wreck and ravage foes in close quarters. This combines, if one has the Ranger Ability, with Overdrive to deliver absolutely devastating melee attacks while that is active.

**100: Grenade Tennis.** This would normally be a terrible idea, but when you've got groups like the Goon Squad eager to chuck anything with even a whiff of explosive in it, this training could save your life. Simply put, you can use any weapon you have to hand to bat thrown items straight back at the thrower. While this has the added bonus of teaching you how to do it while not detonating them in your face, it has to be said most grenadiers are not prepared for their own weapons to come hurtling back at them within a breath of having lobbed them. And hey, all else fails, you could be one mean baseball player with this.

**50: Weapon Juggler.** On the battlefield, sometimes the seconds needed to reload a weapon versus pulling another one out to continue the assault can mean the difference between life and death. With this training, you'll learn how to simultaneously ditch an empty weapon and use the same motion to draw another from your person or the surroundings, swiftly bringing a new one to bear. If done right or under the right circumstances, this can turn even a lone soldier into a maelstrom of metal that could keep a dozen men pinned down.

**50: Giblet-Powered Reload.** 'Gibbing' an enemy is the time-honored tradition in the wastes of blowing an opponent into tiny pieces, accomplished by way of high explosives, extra powerful attacks, or the detonation of combustible elements in their vicinity. This training teaches you how to make the most of such battlefield distractions to recharge or reload with alacrity, as if taking such moments as a cue to prepare for the next big boom. What's more, you'll find that in the immediate aftermath of a proper gibbing, such reloads or recharges will be twice as fast as normal.

**50: Agile Marksman.** Staying on the move is all well and good, but being able to move and attack with minimal loss of accuracy is even better. With this training, you'll have greatly improved accuracy while airborne, crouch sliding, or zip-lining, making you a much more lethal combatant with a lot more options.

**Capture & Control:**

Loosum Hagar's tree. The Mayor of Wellspring, daughter of Authority Wars hero Dan Hagar (and a hero in her own right), and master of the Wingstick weapon. Also a key member of the Resistance, and very dedicated to seeing not just the Authority but every single other threat to freedom and trade in the whole region wiped out. Work for her is rarely easy, but every piece of it done will loosen the noose around everyone's necks, and probably make your own travels a lot simpler to boot.

**Work:**

**+50 ea.: Take Over Road Chokers.** These Bandit-controlled throttle points allow them to trap or block traffic they don't like, throwing up large barriers set between makeshift fortifications. Trade suffers, while their own raider kin can pass freely. Wipe out the Bandits and raise the barriers, and Hagar will see to it they remain raised for the sake of the good folk around these parts.

**+100 ea: Disable Pit Stops.** Bandits use gas-guzzling vehicles to commit their attacks both on settlements and on travelers they happen to catch on the roads, not to mention in warring with each other. As such, they need fuel, and with the fall of the Rangers have found it in a variety of depots and old world gas stations chockablock with massive containers of the stuff. Hagar isn't interested in taking it for the Trade Coalition; she just wants it out of gang hands. As in, blown to kingdom come. Wipe out the fuel reserves of a given depot, get your pay.

**+150 ea.: Destroy Authority Sentries.** Depending on where you find them and how advanced they are, this one can be a real beast. The Authority like to take the simplest route in controlling major junctions and potential points of interest; they'll air drop powerful point defense turrets with onboard AI, in-built reactors, and deadly weaponry, then just watch as anyone who gets too close gets shot to shreds. No one outside the Authority seems to know how to control the damn things, and there isn't a lot of opportunity to figure out ways to trick the sensors other than 'drive super fast and don't stop if you're near one'. Taking them out won't be easy, but it will free up travel and maybe even potential settlement of the areas they guard.

**+200 ea.: Destroy Repowering Stations.** The Immortal Shrouded have big ambitions. They seek to eventually take over the wasteland end to end, enacting their own idea of brutal order. Unlike the Authority who they deeply despise due to past conflicts and manipulations, they're doing so fairly openly by establishing solar-powered recharge stations along the roadways. These fortified Repowering Stations are an easy way to recharge weapons and vehicles well outside their normal reach, allowing them further and further range in their attacks. If left untouched, the Immortal Shrouded could one day become a threat on par with the Authority. Get in, overcharge the powerful energy pylons, and wreck these forward operating bases. But be warned; aside from those already on-site, any tampering will surely call down attention from any nearby Immortal Shrouded convoys. Take one of these on, and be ready for a fight in return.

**+300 ea.: Destroy Bandit Convoys.** Most often, one will find one or two Bandit vehicles on the open road, harassing the land and anyone on it not flying their colors. Bandit Convoys are a whole other breed of deadly, usually only employed by the most powerful members of one of the factions; with an extensive and varied escort, these Convoys center on a massive Annihilator, a vehicle easily capable of wiping out not just most anything else on the road but the defenses of unprepared settlements as well. So long as these behemoths are free to roam, nowhere is ever truly safe. Do what you want with the escorts; this bounty is on the head (or hood) of each Annihilator you can take down.

**Project Bonuses:**

**100: Harvester.** How do so many new vehicles get built and old ones repaired or enhanced? By smashing up the ones already out there, of course! This Bonus will help you to stretch the materials you can harvest from downed vehicles, both by teaching what to grab and how to take down foes while leaving the choicest bits intact. Who knows, maybe you can come up with some more innovative uses for this in future, like disabling the defenses of a starship to make boarding it easier...

**200: Wanderer's Luck.** Sometimes, we run out of bullets. Happens to the best of us. But when far from civilization and stalked by madmen out to bash your brains in, it's a bad time to suddenly be low on vital supplies. With this Bonus, you'll find that solutions might just happen to drive your way more frequently. In this world, that will take the form of roaming traders you can barter with for munitions and rare resources. Other worlds? It'll vary, from food trucks to mobile pawn shops, but whatever the case you'll find them far more often than you would otherwise. Life saving in a bad situation if you've got the currency to pay, but hey, there's rarely a bad time to find a taco truck.

**300: Mobile Threat Mapping.** Hagar had this designed specifically to sniff out Bandit Convoys and provide real-time map tracking of them, letting an agent working on her behalf more easily either evade or destroy them. It'll work for that purpose here too, making tracking these elusive and deadly foes a lot easier, but post-Jump it will expand to any significantly sized and powerful hostile threats. What counts from world to world may vary; dragons might count on one, while capital starships apply on another. Whatever the case, this will make either avoiding predators or hunting prey (depending on your perspective) vastly easier.

**100: Diligent Crafting.** Out in the wastes, the less you need to expend to make something, the better. Resources aren't entirely barren, but anyone trying to keep themselves loaded up or make enough to sell will run dry faster than they'd like. This Bonus teaches how to make more with less, stretching materials to get the same effects for slightly fewer resources. Roughly speaking, expect to be able to use around 80-90% of the resources you'd normally require to create things like explosives and other weapons, infusions or potions, recipes, etc. The quality will never suffer using these techniques; only you'll know the difference. Well, you and your accountant.

**100: Tradesman.** This is less a unique power and more a lifetime of lessons rolled up into one. Hagar's private tutoring will teach you the inner secrets of the Trade Coalition's chief skill set, letting you buy and sell goods at more advantageous prices. Expect to pay on average 80% of what you normally would for bulk purchases using these techniques, and make around 120% as much as you normally would when selling. Bear in mind, this only applies to situations where there aren't fixed market prices you can't negotiate, so post-Jump it won't help at the convenience store when buying a hot dog, but it would when negotiating contracts to sell trade goods to a buyer.

**200: Lucky Harvest Charms.** This handful of odd trinkets doesn't seem like much... at least, until you stumble over your fourth abandoned box of supplies out in the wastes. The end result is both finding a lot more supplies out in the wild, but also finding more of them when located. A simple boon, but when one has to scrape and claw at times for every loose dollar and bullet, you'll see the impact of this Bonus add up fast.

**50 ea.: Wingstick Training.** Loosum Hagar is probably the wasteland's number one expert on Wingsticks. And for the work you've been up to, she'd be happy to pass along her lessons. Each

purchase lets you pick a new bonus; one lets you zero in on a target such that you've practically locked onto them, another teaches you how to twist it in flight to ricochet off into other targets, potentially nailing up to four with a single throw, and the last teaches you how to overclock the damn things so they can be remotely detonated after hitting their target.

**Search & Recovery:**

Dr. Anton Kvasir's tree. North of Lagooney, hidden off the main trails and only accessible after a point on foot, flanked by powerful turret towers, rests the secret lair of an influential man in Wasteland history. A former head of research for the Authority, and a genius when it comes especially to the biological sciences, some hushed whispers even claim he is to blame for the Authority's Mutant projects... and with them, the many Mutants and their descendants threatening the wasteland today. However, as a man who not only turned his back on the Authority but actively contributed to their downfall, he can be a powerful ally to have on one's side. Especially since (unlike most everyone else offering Work), what he's after is a hell of a lot more benign. Well, in theory, anyway; he has a vested interest in technology and knowledge. The more that can be accumulated, the better. And what he can offer in exchange can be very rewarding to the right kind of person...

**Work:**

**+50/3: Collect Data Pads.** Data Pads are portable tablet devices, popular to the point of ubiquity before Apophis and revitalized after the Authority Wars. After the Squishy Press line revived interest in literacy, it's become a universal hobby to write and catalog one's experiences and findings. So universal that even the Goon Squad considers it a worthy activity, which should tell you a lot. Dr. Kvasir wants knowledge, and who better to get it from than the people living through events past and present? Every three unique Data Pads- with unique logs on them, so no cheating by just mass producing the things -you find and upload the data from, he'll pay you for it.

**+50 ea.: Harvest Feltrite Meteorites.** Apophis's fall brought the largest concentration of Feltrite to Earth, so much so that it is now almost universally found and used. But it did more than that; orbiting the planet now are countless smaller meteorites just waiting to rain down, all loaded up with plenty more of the glowing blue crystals society has become dependent on. Dr. Kvasir is less interested in having the Feltrite himself than A) mapping the patterns and quality of the Feltrite Meteorites, and B) making sure less desirable parties can't claim it, such as his old bosses. For every Feltrite Meteorite you find, secure, and harvest, he'll pay you, and you can keep the Feltrite itself as a bonus.

**+50 ea.: Open Ark Chests.** This slightly common but still valuable set of cargo holders, intended to be opened by nanotrite-enhanced persons (though if you have no such enhancements he can at least provide a dummy device that will do the job). You can have what's inside; the good Doctor wants the data codes each one holds inside them, and releases once the Ark Chest is released. Don't expect to find a ton of these unguarded... as Ark Tek, the more dastardly groups out there are more than willing to horde them and sell them on to those with the ability to open them and reap their bounties, like the Authority.

**+50 ea.: Destroy Spy Drones.** The Authority can't be everywhere, but it can have eyes everywhere. These small flying drones attach themselves to structures and quietly record their surroundings; should there be a lack of activity or a recognized threat, they'll fly off and away to another designated location. Destroying them causes their record to attempt to transmit any unsent data back to base, which the Doctor can intercept. So he gets the intel, the Authority doesn't, and they're down another vital piece of tech. Wins all around, and more than worth the price he'll pay.

**+100 ea.: Recover Ranger Echoes.** Ranger Armor has onboard recorders, allowing them to take stock of situations and track their findings in the field. Sadly, at this point, most now serve as untapped black boxes, resting in the armor of dead Rangers scattered across the land. To better understand the

threats in play and prevent their knowledge from falling into the wrong hands, Dr. Kvasir will pay you for every Ranger you find and transmit back the Echoes from. Be mindful; whatever killed them might still be nearby. The Doctor says he'll arrange pick up of the body with Vineland, should they be able in future, so there's one extra reason to do it; to send these fallen souls home.

**+200 ea.: Open Sealed Arks.** After Raine's opening salvo in the Authority Wars, awakening all those cryogenically frozen soldiers and scientists across the land, most remaining Arks were pillaged by the awakened for tech and supplies. Given this was also one of the goals of the Authority, who were stealing Ark Survivors to drain of nanotrites and hording any tech they could acquire, there's not a lot of sealed Arks left in the world. But the ones that are? They carry considerable resources, technical specifications, advanced weaponry superior to what most in the world have access to, and more. The abilities commonly associated with the most powerful Rangers were, once upon a time (and in some cases still are) locked away inside Arks just awaiting those with the right nanotrites to gift them to. Opening Arks will normally require you to possess nanotrites and to Focus them unsealed. Should you lack this ability, for half the pay, you can instead mark their locations and transmit them back to the Doctor, who will have to find someone capable of finishing the job. But if you can open them? Well, he's mainly after the knowledge, after all. Whatever you find inside otherwise? Consider it a bonus for your services. Don't get cocky, though; everyone knows how valuable an unopened Ark is, and they're not likely to be unguarded.

**Project Bonuses:**

**100: Infusion Belt.** Intended for use with the common Infusions made and sold across these wastes, this device is also compatible with any other consumables or injectables you happen to have to hand. In addition to providing stylish storage options for carrying more of such items, you can will them active from the Belt, letting you make use of them even with your hands occupied. Especially handy should one need to heal while in the middle of a pitched firefight, rifle in your hands.

**100 ea.: Disruptor.** This powerful ability projects a field around you that messes with technology from unfriendly sources. All three can be constantly active, but should you end up in a situation where it's prudent not to be, you can turn them on and off at will. One field delays the detonation of thrown explosives, another deadens and slows rocket-propelled projectiles, and the third causes interference in enemy Drones to slow and weaken them. If you have all three in play against the right kind of enemy here or in other worlds, you could tip otherwise uneven conflicts sharply in your favor.

**50 ea.: Tracking Bonuses.** Most of what Dr. Kvasir wants out of you is to find knowledge. What better reward is there, then, if not the ability to find it with greater ease? Each option here grants you the ability to 'sense' certain categories of valuable resources, specific here but more broadly once you've left. Should you possess the Ranger Ability – Focus, this will grant outright x-ray vision and mark them for you when that Ability is used, making it much easier to discern where to find what you're after. The options are: Data Pads (post-Jump, personal electronic devices such as smart phones and tablets), Embedded Feltrite (Post-Jump, valuable unmined resources), Storage Containers (Post-Jump, large quantities of useful common goods such as ammo and physical cash), Spy Drones (Post-Jump, recording devices such as security cameras or surveillance drones), & Ark Chests (Post-Jump, rarer sealed treasures).

**100: Feltrite Drill.** Nominally requires Ranger Ability – Focus, but if you possess some form of telekinesis this can still be acquired. This ability hones onto visible deposits of ore and extends deep below the surface to pull up more matching ore when it is withdrawn. Here it will likely be Feltrite, but

Post-Jump it can apply to any crystal or ore you are able to see. As a bonus, removal of those materials in combination with this will not structurally weaken the thing it is ripped from unless you want it to be, so no fear of wall or mine collapses by overusing this.

**100: Feltrite Magnet.** An odd little device, this attracts loose Feltrite to your person and then sucks it up into a handy attached container. Handy, also, because it can hold a rather surprising amount of Feltrite at any one time. Given how valuable the stuff is out here, this can be a real godsend and time saver. Post-Jump this will apply to any loose valuables, such as cash or coins, as long as they aren't currently owned/held by someone who might object.

**100: Vampiric Overdrive** (requires Ranger Ability – Overdrive). Overdrive expends energy intended to enhance combat ability for the user and applicable weapons. Why not make the most of that energy to restore yourself physically in the bargain? Now, using Overdrive will heal more wounds both immediately and over time, and give a general boost to your stamina, helping you get back in the fight when times get tough. It could even prove the last-minute solution to an otherwise potentially fatal injury, if you time it right.

**200: Impact Absorption.** This enhancement can be handy in a world long since rocked and ravaged, with canyons and ruined skyscrapers aplenty. As simple as it is useful; you can fall several stories without injury, and anything further will be reduced in effect. The means for this inertial violation is constant and continuous so don't worry about it failing if you're not conscious.

**100: Overdrive Preservation** (requires Ranger Ability – Overdrive & Project Bonus - Feltrite Magnet). You know that container that has been holding your Feltrite supplies? Now it gets to actually contribute; when you activate Overdrive, it will burn off a fraction of ambient energy from the Feltrite as you collect it to extend the Overdrive's reserves. This means more Overdrive, more fighting, and more winning. You could potentially overclock it to burn Feltrite more directly for this purpose, but any more than the form you get it in runs the risk of instead igniting said Feltrite and... we did mention the container is *on you*, right? That might end badly.

**Reclaim & Rebuild:**

Keenan Ford's Tree. Leader of the Metro Station settlement, a genius of tech and a charismatic fellow to boot. Keenan has been the glue barely holding the survivors on the southern island together after the Ghosts and their Goddess staked a claim on it. It used to be a vibrant part of the Trade Coalition, but severed as it is now, he'll need help retaking this city-island if it's ever to even survive. He can't offer a lot, but what he's got on offer isn't anything to sneeze at.

**+50 ea.: Secure Air Drops.** A large number of supplies were dropped by remote drones onto the island after the Metro Station settlement went quiet. Now, with the streets haunted by Ghosts and feral Feltrite-infused parties, finding them is almost impossible. Locate one, tag it, and send the signal so the Metro can recover it, and Keenan will pay you.

**+50 ea.: Restore Antennas.** These were once the means by which Metro Station could contact the mainland, and have all since been shut down. Many are in places either secured by the Ghosts or otherwise dangerous. Reach them, reactivate them, and hold them until the Metro can send guards to secure them, and you'll be paid. As a bonus, doing this may cause more of those precious Air Drops to arrive, so that can be double the Work pay if you play your cards right.

**+50 ea.: Secure Trading Posts.** These minor settlements were affiliated with the Metro Station, mostly intended to provide more of a presence as the city was slowly repopulated. Now, these vital arteries are under threat if not fully overrun, and any surviving civilians within are in danger. Get to them, fend off attackers, and help the Metro forces secure them in exchange for this pay.

**+50 ea.: Disable Crow's Nests.** A handful of bridges exist in the island, able to be raised or lowered. Sadly, the Ghosts have gotten to them as well. Wipe out the forces securing it on one side, lower the bridge, then do the same on the other to get paid.

**+50 ea.: Destroy Ghost Sanctuaries.** If it weren't for their ubiquity on the island, this would surely cost him more. Probably should regardless. Ghost Sanctuaries are what they call their bases, ranging from small outposts to larger affairs. As their strongholds across the island, expect fierce resistance, but not as fierce as if you were attacking their most vital locations. Wipe out all Ghosts present for your reward.

**+100 ea.: Destroy Ghost Reformatories.** This is one of those vital locations the prior Work mentioned; Ghosts abduct people. Not to torture or eat, but for forced recruitment by way of drugs and blood transfusions. Any who don't take to it are sacrificed, and any who do join the ranks as loyal members, furthering the threat by another empowered body. Wipe out the Ghosts and save any captives present, and you'll be rewarded.

**+100 ea.: Destroy Drug Refineries.** Ghosts use refined Feltrite as a combat drug and power source, as well as in their rituals both to indoctrinate new members and in general devotions. Put simply, without refined Feltrite, the Ghosts are drastically reduced in threat. Find them, wipe out the Ghosts present, then destroy the supply and means of refinement. You'll be paid and have the pleasure of knowing you've hit them where it really hurts.

**Project Bonuses:**

**100: Healing Feltrite Shower.** Feltrite vapors are what empower Ghosts when refined as drugs, but

they are also a naturally venting source found in many places in this city. This Bonus lets you steal their shtick and then some, absorbing the energy and using it to seal wounds and recover stamina. Post-Jump, other forms of ambient energy such as magic or ki can also be drawn on if you directly expose yourself to concentrations of it.

**300/400/500: Autopilot.** When we said Keenan Ford was a genius of tech, we weren't joking. He can develop and deploy universal autopilot functions, intended to work with just about any vehicle you can get behind the controls of. Hook up a computer, point to a spot on the (digital) map, and let the vehicle do the work for you as it takes a (fairly) optimal route and sticks to known lanes and passes where possible to do it. The cost scales against whether or not you also obtained Lily's bonuses which combine well with this one; 300 if you have the Ark Vehicles Menu and Expanded Vehicles Menu, 400 if you only have the Ark Vehicles Menu, and 500 if you don't have either.

**200: Overdrive Cancellation** (requires Ranger Ability – Overdrive). One of the issues with Overdrive is that it is all or nothing; once engaged, it runs until the energy reserves are dry, even if you managed to overwhelm your foes within seconds. This modification provides a manual brake, letting you disengage Overdrive at will and retain what of those energy reserves you had not spent. A valuable improvement if you want to be prudent and space out your uses across multiple firefights.

**200: Overclocked Overdrive Multiplier** (requires Ranger Ability – Overdrive). Essentially the same as Lily's own upgrade of a similar fashion, but using unique methods, this greatly enhances both the reserves and potential duration of Overdrive. And due to using different but compatible methods, this stacks with the one she can provide. Get both, and you can stretch your reserves enough to last through all but the most extreme of battles.

**Items:**

This is a world awash in stuff. From junk to weapons, cars and boats and motorcycles, giant mechs, and the blue glowing crystals that make so much of it worthwhile. If someone out here has nothing on hand, they're either a newborn or a corpse on the side of the road. As such, all Origins receive **+200 CP** for use in any Items subsection(s).

**General:**

**50: Vending Machine.** These automated machines dot the landscape, often representing the only pseudo-friendly voice one might encounter in the wild. Your own personal Vending Machine can be placed anywhere you wish, allowing you to rake in occasional funds from it, or can be placed in your Warehouse as your own personal shopkeeper. In both cases (and in future Jumps), you can obtain randomly chosen items from the Gear and Resources sections (not counting Cash or Biological Augmentations) in exchange for money, with the selection refreshing and changing once a month. A good way to restore your supplies in future, if you have the cash to spend.

**100/200/400: A Place To Call Your Own.** Wandering the wastes is not something most are prone to do here; after all, with resources not entirely stripped bare and plenty of civilization to potentially ally with (depending on your inclinations), there's little need. Factor in all the abandoned old world structures and more recently 'forcefully abandoned' settlements, and there's no reason not to have somewhere to hang your hat. Now, you can stake your claim as you see fit. For **100 CP**, this doesn't amount to much; a little hole in the wall somewhere, maybe a refurbished house tucked away on a hillside or in the heart of a ravaged old neighborhood, but one only you would know has been kitted out with functional electricity and (some form of) plumbing. For **200 CP**, this is closer in nature to a bandit lair; large enough to accommodate a handful of people at once, including beds, storage, potentially room for a smattering of vehicles plus fuel and tools, and a store of supplies to feed folks for an extended period, on top of the water and electric basics. For **400 CP**, this is large and well-supplied enough to count as a major bandit stronghold or a smaller Trade Coalition settlement; capable of supporting dozens of full families plus travelers, this likely comes with its own internal shops and craftspeople who will all recognize you as the head of the settlement. For free, you can have your purchase from this section emulate the Allegiance you chose, and accordingly be populated (if large enough) by members from that Allegiance.

**Gear:**

Single use by nature, Gear is a handy way to gain an advantage in this world. Each purchase comes with ten instances of the Gear in question, along with the blueprints to manufacture more. Said blueprints are simple enough to follow that one could kitbash together most of these things out in the field, if the materials are to hand. Due to their need to make things on the fly, Bandit groups (Goon Squad, River Hogs, Immortal Shrouded, & Ghosts) gain an additional **+200 CP** for this section only.

**50: Wingstick.** This classic of the wasteland consists of multiple blades centered around a mechanical center. Simple use; snap it out, hurl it out, watch it ruin someone's day. Hard to master, but the experts with these can really unleash some hell.

**50: Grenade.** Activate, hurl, wait, boom. Not the most complex concept in the world, but hard to argue with the classics. Most grenades seen these days are custom-made, but due to the high level of engineering prowess the old world had and the new one invented, you'd be hard pressed to tell the difference between a hand-made grenade and something off an assembly line.

**50: Health Infusion.** A simple injectable red liquid, this Infusion will swiftly seal wounds and restore damaged tissue. Intended for use in combat to keep someone going a bit longer, it's almost magical in its efficiency.

**100: Overdrive Infusion.** Not much use to someone without nanotrites in their veins, but if you've got them, you want this. One injection will supercharge you, letting you slip into Overdrive immediately. Try not to inject too many at once; aside from being a major waste, you might not want to find out what happens if you overclock your blood too hard.

**50: Ability Infusion.** More a support Infusion than Overdrive Infusion is, this is also mainly aimed at those with Arkist lineage or who otherwise have come to possess their powers. This provides a general restorative and cooling effect, allowing for more rapid use of Ranger Abilities.

**100: Turret Drone.** As simple as it is effective, and employed to deadly effect by the Immortal Shrouded, these flying drones unleash a hellish barrage of caseless ammo on any non-friendly target that crosses their line of sight. Deploy it, duck around, and if there's anything left of your enemies flank them while they busy themselves with this tiny target.

**50: Shock Grenades.** Small orbs, these Shock Grenades contain a combination of compressed air and chemicals which shoot out in a blinding flash on impact. Used properly, these can be a powerful method of crowd control, or as the means to daze a single target before dealing with them more exactly.

**Resources:**

You won't last long in this world without resources; they're what the traders sell, what scavengers seek, and what bandits will kill you to take. A steady supply will put you head and shoulders above the rest in this world easily. Since the Trade Coalition lives and dies off of their ability to acquire and bring these goods to market, Trade Coalition Allegiances get **+200 CP** for this section only.

**50 ea.: Cash.** Sometimes you just want to cut out the bullshit and skip straight to green. Cash won't help you win a firefight, but it will help you buy guns, armor, ammo, and mercenaries before one starts. You'll receive one thousand dollars every month; not a ton, but enough to keep you out of trouble or pay to help you start some. Post-Jump, this adjusts to the local currency of your initial setting.

**50 ea.: Ammo.** A good firearm is nothing more than an awkward melee weapon without ammunition to go with it. Each purchase of this will provide you with a crate of ammo for each Weapon purchased in the appropriate section, with a fresh set of crates to be provided every month to your Warehouse. Sounds good, but you may find yourself in need of more munitions than just that if you want to be especially proactive out here. Or, if you already have weapons, you might consider picking this up just to pass around to folks and make friends. Everyone likes the guy who remembered to bring bullets and beer, after all.

**50 ea.: Crafting Materials.** Common goods in these wastes must be produced using whatever is at hand. And people have gotten very good at breaking down old world gear and making something new from it. Each purchase provides a crate of assorted Crafting Materials, ranging from high-end electronics to mechanical apparatuses, volatile ingredients, to a range of chemical substances. In the right hands, a variety of tools and other goods can be made from these, and you'll always find folks eager to buy or trade for them. You'll receive one crate immediately, and another every month delivered to your Warehouse.

**50 ea.: Feltrite.** These bright blue crystals could be accurately summed up as 'The cause of, and solution to, all of life's problems.' Feltrite came largely from Apophis and as such heralded the end of the old world. Feltrite led to nanotrite technology and the powers of Ark Tek. Feltrite can power reactors, it can accelerate biological experimentation, aid in augmentations, help create outlandish weapons... basically, the good and bad in this world beyond basic meals, clothes, and baseball bats with nails in them can be traced back to this wonder substance. You'll receive a crate of crystals immediately, and one more per month in your Warehouse.

**50 ea.: One Man's Junk.** Man cannot live on guns, explosives, and supercharged vehicles alone. He also needs food, booze, reading materials, and other assorted sundries. Each purchase of this will drop off a crate of assorted 'Vendor Trash', ranging from a container of fresh baked cookies to old magazines to blankets. Unlike the Junk found normally, this will all be fresh and new, so no mostly-eaten sandwiches or empty booze containers. You'll receive one immediately, and another at the top of each month at your Warehouse.

**100 ea.: Upgrade Items.** This large set of smaller crates contains a smattering of some of the rarest treasures in the wastes. Weapon Core Mods to augment Ark Tek weapons, Auto Parts to improve and customize your rides, Mutant Spores and Life Glands preserved from the most dangerous Mutant Hives (and inert unless you tried to revive them and knew how), and the most advanced and versatile of finds, Ark Tek Cores and Neuronic Interfaces. Some of the best things that can still be cobbled together or

improved upon in this world need one or more of these to accomplish it, and these crates will help you either corner the market or accelerate whatever plans you might have in store. You'll receive one batch right away, and another batch every two months delivered to your Warehouse.

**100 ea.: Biological Augmentation.** The best humans in this world are more than human. Nanotrites aside, more 'mundane' upgrades can still be done for people, improving their overall strength, accuracy, durability, and inner reserves. Each time you purchase this, select a general category; Health/Stamina, Ranged Accuracy/Reflexes, Physical Strength, or a Ranger Ability. These Augmentations will improve that category by a noticeable margin. You may take any category multiple times. Any augmentations purchased will also provide you with blueprints you can use to recreate the augmentations on your own, given sufficient materials.

**Weapons:**

Ark Weapons are the great equalizer out here in the wasteland. With high modularity and incredible power, especially in the hands of those with nanotrites, these weapons can mean the difference between being king of the new world or just another body in the bog. Any purchase here comes with the weapon in question and enough of the relevant ammo for six full loads (where applicable). Due to their manufacturing facilities and outreach to take over Ark sites, Authority Allegiances gain **+200 CP** for this section only.

Note: Ark-Tek Weapons all possess an alternate mode available only during Overdrive activations, making Rangers armed both with that Ability and one of these weapons impossibly dangerous. Such weapons will be designated and their alternate modes outlined.

Note 2: Ark-Tek Weapons all posses a variety of modular components and upgrades; however, these upgrades are a one-way street, unable to be removed without ruining the weapons. As such, Ark-Tek Weapons will note which mutually-exclusive mods they possess, and you must select which you'll get with a given purchase.

**50 (First free): Wasteland Melee Weapon.** A machete made from scrap metal. A baseball bat with nails in it. A large hammer. The last thing you want is to be caught out bereft of ammo in this place, and while something like this isn't going to do much to the real threats, it beats facing down a mutant with your bare hands. For an undiscounted additional 50 CP, you can upgrade this to a more lethal variant, such as the Immortal Shrouded's electrified katana or the Authority's energy blade gauntlet.

**50: Sidewinder Pistol.** A classic and slightly common piece of Ark-Tek, this 15-magazine sidearm can commonly be found on the hip of Arkist Enclave soldiers... back when there were more of both Enclaves and Arkists around. Can fire in three-round bursts or single concentrated shots.
All instances come with the following mods automatically: armor breaking shell coatings to penetrate enemy armor easier, and an optional five-round-burst mode that will replace the three-round burst mode if desired.
The following mods are mutually exclusive; either an expanded capacity magazine bringing the total to 20, or a speed loader that amplify reloading to lightning swift.
The following mods are mutually exclusive; either a hair trigger enabling rapid fire of concentrated single shots fast as the trigger can be fired (which for some Jumpers might easily surpass even five-round-burst mode), or an internal stabilizer to reduce recoil.
Overdrive: Nanotrite energy infuses into the magazine, intensifying and empowering every round fired. Bullets hit with the force of concentrated rifle fire, making even the humble Sidewinder a crowd-slaying beast.

**100: Ranger Assault Rifle.** This fully automatic high-velocity rifle with a 35-round capacity magazine, intended for Ranger use, is one of the most common weapons seen in their hands. And for good reason; a withering hail of bullets from one of these can tear down most targets even at considerable range.
All instances come with the following mods automatically equipped; an auto-reload function that will restock the magazine if the Rifle is properly holstered long enough, and an auto-generator that will create viable rounds in the active magazine from residual Overdrive energy as it charges.
The following mods are mutually exclusive; either a magazine capacity increase to 52 rounds, or a speed loader to amplify reloading speed.
The following mods are mutually exclusive; either a restructured firing mechanism to greatly increase

the fire rate, or armor breaking shell coatings to penetrate enemy armor easier.
Overdrive: Similar to the Sidewinder, nanotrite energy infuses into the Assault Rifle and magnifies the power of individual rounds. However, this amplification goes well beyond the Sidewinder, punching holes in targets akin to a point-blank blast from a combat shotgun even at considerable range.

**100: Combat Shotgun.** This reinforced and heat shielded combat shotgun bears a six-shell capacity and two fire modes; in Pellet Shot the shots are allowed to fire as normal, but the concentrated Slug Shot mode uses nanotrite energy to bind them to a central projectile, amplifying damage to a singular target at the expense of spread. A game-ender in closer combat scenarios such as urban assaults.
All instances come with the following mods automatically equipped; armor breaking coating to more easily penetrate hardened targets (handy in both modes), and a kinetic energy charger that allows the weapon to be used in melee shortly after firing at considerable impact (handy in a pitched close-quarters fight).
The following mods are mutually exclusive; either a capacity increase to twelve-shells, or a speed loader allowing the full compliment of six to be inserted and loaded simultaneously.
The following mods are mutually exclusive; either a boosting energy charge allowing a considerable increase in effective range, or a rebuilt firing mechanism allowing increased fire rate for both modes.
Overdrive: Energy enriches the shots in both modes, but the difference is considerable. For Pellet Shot, the spread is drastically increased while each individual pellet is slightly empowered, making a lethal wide-spread result from every shell. For Slug Shot, all the power is amplified, and the result on struck targets is akin to being hit point-blank with artillery.

**100: Firestorm Revolver.** This six-rounds advanced sidearm trades range for sheer stopping power, but more critically, fires incendiary rounds. With a snap of the fingers, shots detonate where they landed, potentially rending apart even the toughest of opponents and sending a battlefield into flaming chaos.
All instances come with the following mods automatically equipped; an amplifier that enhances the range of the triggered explosions, and a chemical coating that causes ignited targets to burn longer.
The following mods are mutually exclusive; an expanded cylinder to house nine rounds, or a speed-loading cylinder to reduce reload time.
The following mods are mutually exclusive; an empowered hammer and chamber to increase fire rate, or a mild tracing AI that allows shots to home in towards targets.
Overdrive: Supercharging the incendiary rounds, every shot from the Firestorm Revolver detonates on impact during Overdrive, resulting in an intense and immediate barrage of destruction with no need to worry about set-up and activation.

**150: Grav-Dart Launcher.** This massive bulky rifle-like device fires a rapid stream of Feltrite-infused Grav-Darts, known as Primers (which it can hold forty of at a time). These Grav-Darts have minimal impact on the object/target(s) peppered, but when a Gravity Shot is subsequently fired, every Grav-Dart will be flung towards it. Depending on the number of darts embedded in something and the overall mass of that something, the end result will be anything from a mild nudge to a violent fling akin to terminal velocity. A strange situational weapon, but always good for a laugh and possibly much more.
All instances come with the following mods automatically equipped; an accelerator to increase fire rate of the Primers, and a Gravity Overload explosion triggered when an object has been embedded with enough Grav-Darts (10+) and then sustains a heavy impact from the Gravity Shot.
The following mods are mutually exclusive; an increased magazine allowing for sixty darts to be loaded at once, or a speed-loading mechanism to reduce reload time.
The following mods are mutually exclusive; an aerodynamic enhancement to the Grav-Darts to

improve velocity, or a homing enhancement to make the Grav-Darts hone in on viable targets more readily.
Overdrive: Overdrive will vastly amplify the Grav-Darts and their energy, both speeding the shots to their destination and vastly increasing the power of the Gravity Shot's pull.

**200: Smart Rocket Launcher.** The Smart Rocket Launcher is the epitome of physical assault weaponry. The large launcher can hold three Smart Rockets inside itself at a single time. Standard fire can punch a hole in most targets, using a concentrated and powerful rocket. However, if the alt-fire is engaged, the Smart Rocket is 'shelled', revealing micro-rockets capable of tracking a locked-on target, with up to two targets able to be marked for tracking at once. In this way, a single unit of ammo- the Smart Rocket -can be used to rain down hell on a number of targets, or to punish a single heavy target all at once.
All instances come with the following mods automatically equipped; a quick-lock AI that can identify a targeted threat and immediately mark it for the alt-fire tracking, and a remote detonator that can detonate a normal-fire Smart Rocket in mid-air.
The following mods are mutually exclusive; an enhancement to the onboard tracking computer allowing an additional target to be tracked, or a speed-loading mechanism to reduce reload time.
The following mods are mutually exclusive; an enhancement to the onboard tracking computer allowing an additional target to be tracked, or an expanded magazine allowing for six Smart Rockets to be loaded at once.
Overdrive: Overdrive hyper-charges the micro-rockets, not just multiplying them but enabling a spread-and-contract fire that sees this veritable hailstorm of enhanced projectiles converging on a singular target after initially flaring out. The end result is whatever threat you're currently aimed at eating an alpha strike... and potentially eating one again, and again, and again...

**200: Hyper-Cannon.** This incredible long range high-energy weapon, able to hold three slugs at a time, can be fired normally to deal considerable damage. However, if one activates the alt-fire and allows a brief time for the slug to be charged up, one can fire this accelerated shot with considerably more force. All in all, an exceptionally powerful sniper's weapon.
All instances come with the following mods automatically equipped; an 'armor-breaking' shockwave on impact with targets dealing considerable damage to non-organic materials, and an energy enhancer that causes the alt-fire charged shots to detonate if they pierce a target, resulting in an area-of-effect explosion.
The following mods are mutually exclusive; a speed-loading mechanism to reduce reload time, or a cartridge expansion to allow six slugs to be loaded at once.
The following mods are mutually exclusive; a magnetic enhancer to increase the fire rate of uncharged shots, or a streamlined charging device to reduce the time required for the alt-fire charge to complete.
Overdrive: The energies of Overdrive make the charging redundant, resulting in every shot fired having the destructive force of fully-charged slugs. Ideal if one has only this to fight out of a group situation, or when one just wants to utterly light up a single target in short order.

**200: Charged Pulse Cannon.** Intended for massive battlefields where a constant stream of deadly energy is of greater value than safety, the Charged Pulse Cannon has a clearly labeled 'heat' gauge that can also be displayed through AR UI (like those found in the Ranger Armor or Authority Power Armor). Holding down the trigger will see a series of shots of energy fired, building internal heat until subsequent shots- now dubbed Plasma Shots -have increased power. This all builds if the trigger is held down until reaching a safety threshold, at which point the Charged Pulse Cannon will cease operation and vent its core to cool down until it is safe to use again. Cooling can also be done manually when the weapon is not being used, allowing the user to take advantage of the ebb and flow

of battle to maximize the device  Wise manipulation of these functions can see this weapon change the complexion of any combat.
All instances come with the following mods automatically equipped; a 'cool fusion' chamber that lowers the threshold of heat required to begin firing Plasma Shots, and an enhanced generator allowing for rate of fire to increase the more heat it currently has.
The following mods are mutually exclusive; improved venting allowing the Charged Pulse Cannon to cool faster when manually cooled, or an emergency cooling core that significantly speeds up cooldown after overheating.
The following mods are mutually exclusive; a polarized chamber to increase rate of fire, or an enhancement allowing shots to home slightly in on hostile targets in the vicinity.
Overdrive:  Overdrive not only superheats the core, allowing for constant Plasma Shots, but due to not needing to build up internal heat, expands and opens the chamber; the end result is, for whatever the duration of Overdrive is, endless Plasma Shots without fear of overheating during it.

**200:  Feltrite Laser Launcher.**  This Feltrite-fueled weapon, cutting edge even in the dying days of the old world, can emit a powerful industrial-grade laser beam so long as the weapon has enough Feltrite.  It can alternate from a standard beam to Max Power, emitting an enhanced beam, though the latter far more rapidly depletes the energy reserves.  That said, the mere fact it can charge off only a handful of Feltrite makes it an exceptional weapon in a world now all but overflowing with it...
All instances come with the following mods automatically equipped; efficient projection lenses allowing the Max Power to deplete slightly slower, and an ambient battery intake allowing integration with Overdrive (see below).
The following mods are mutually exclusive; an improved generator causing power drain at a slower rate, or an efficient Feltrite chamber allowing more power to be drained from any single infusion of Feltrite.
The following mods are mutually exclusive; an emitter enhancer that greatly improves the range of the beam, or a heat enhancer causing the beam to be much more damaging to inorganic materials.
Overdrive:  The aforementioned ambient battery allows the Laser Launcher to draw on Overdrive's emitted energy rather than the internal Feltrite reserves; the end result in a temporarily endless Max Power mode.

**300:  BFG 9000.**  This... is not normal, Jumper.  Where did this weapon even come from?  Perhaps the rumors that the dimensional barriers are weaker on this world than in others aren't that far off.  This weapon is absurdly deadly, firing a massive green projectile that rips and tears everything in its path and even a few things that just happened to be nearby, all before detonating.  It can only hold seven specialized (and expensive) shots, but if you need more than that, God help you.  No mods; you can't improve perfection.
Overdrive:  Now this is just getting borderline unfair.  Overdrive enhances the area of effect and sheer power of the BFG 9000's shots, and frankly, only a Jumper would likely ever face something dangerous enough to require this combination.

**Armor:**

It won't do to have you running around the wasteland in just jeans and a white t-shirt. For starters, the weather is not conducive for that, and for another, everywhere you go something probably wants you dead.

**50 (One free Unaffiliated, Traders, & Scientists): Wanderer's Attire.** Basic layered fabrics with supporting leathers, complete with a pair of goggles and a rebreather. Not exactly protective aside from the environment, but given how arid and wretched things can be depending on where you are, that's still not nothing.

**50 (One free for Raiders, Swamp Hogs, GHOSTS, & Goon Squad): Bandit Garb.** Distinctive, often flashy, and barely worth a squirt of piss for real protection. This attire is the 'flag' for a particular bandit group, indicating to anyone looking who you're with. Depending on where you are, this could mean protection, avoidance, or someone trying to kill you on sight. For an undiscounted additional 50 CP, forget the lack of protection; you gain layered gear, a shield and helmet, and even some nice elbow and knee pads, all themed off the bandit group in question. Won't save you from the big guns, but every bit helps.

**100 (One free Trade Coalition & Soldier): Guardsman Gear.** Simple utilitarian combat armor, typically in drab colors matching the territory one is guarding/posted to, this armor is itself still making a statement. The capacity to outfit one's self with such armor suggests authority and a sense of backing from a greater power. At the very least, it projects more professionalism than the earlier examples in this section.

**200 (Discount Rangers & FALLEN GOD): Ranger Armor.** Intended to work optimally with those who possess nanotrite-enriched blood, this armor boasts considerable resistance to small arms fire as well as an onboard computer (with map, guidance systems, and automated medical analysis system) and built-in radio relay with virtually unlimited range (unless of course you enter somewhere that signals are intentionally jammed or overridden). Ranger Armor can slightly boost control of one's Ranger Abilities, enhancing your focus and accuracy at no cost to you. As a final boon, though one you ideally will never need, Ranger Armor possesses an 'Echo' function, a kind of black box one can use to signal to other Rangers in the event their wearer is in distress or deceased.

**200 (Discount Immortal Shrouded): Immortal Shrouded Full Armor.** Complete with their iconic and nearly indestructible head-concealing helmets, this layered protective garb provides optimal protection from small arms and melee while sacrificing none of the mobility. Critically, this set was designed for the Immortal Shrouded's melee experts, whose electrified katanas prove a lethal ingredient to any conflict. As such, this Full Armor bears a limited optical camouflage, able to briefly obscure the wearer intermittently while they are in motion. The end result has been described as survivors of Immortal Shrouded attacks as terrifying and disconcerting, as careful use can obscure the number and direction of attackers, making it seem as if one were fighting an army of spirits rather than flesh and blood. This purchase comes with the electrified katana as well.

**300 (Discount Authority): Authority Power Armor.** When one of its remaining human members takes to the field, the Authority does its best to make sure that said member is able to brave the worst this world can throw at it and then some. Nowhere is this more exemplified than in this suit of Power Armor. Bearing an internal feltrite reactor, Authority Power Armor is a walking armory. Built-in short range jet pack, energy shield emitters, energy blade emitters on the gauntlets, and built-in energy

projectors that can simulate both small arms fire and more powerful mortar shots.  Couple that with the fact the armor is a dense and powerful beast, and an Authority officer wearing this is virtually a military squad all on their own.  Like the Ranger Armor, this also comes with a comms set up, allowing for remote communications with one's base of operations.

**Vehicles:**

What sets these wastes apart from those found in other post-apocalyptic worlds? The sheer volume of vehicles in service, for one. Get a good vantage point on any major road, and you're likely to see more than a few passing this way and that on any given day. Vehicles tend to be used primarily by certain groups (and the now-largely defunct Rangers), and as such, Allegiances (and Rangers) gain a discount to purchase Vehicles (or add-ons where applicable) from their given subsections:

Note: While the sheer volume of vehicles present makes it tempting to skip past this section and just rely on hijacking vehicles you find in the wild- and we're certainly not saying that isn't a wholesome and viable way to get around -purchases made here have the added advantage of respawning whole and fully gassed up near your location the following day should they be destroyed. And the likelihood of such destruction is, typically, high.

Note 2: 50 CP Discounted Vehicles & add-ons can be obtained for free for the first purchase, with subsequent purchases undiscounted.

Rangers:

**100: Raptor.** This Ark-Tek motorcycle, originally created to be a rapid dispatch vehicle for Ranger couriers, is a sturdy reliable beast. Almost nothing in the wastes can outrace it, due to its high speed, responsive handling, and well-tuned compact design. The only major downside is, in stark contrast to most Ark-Tek devices, it is notoriously difficult to customize or modify, with any significant add-ons upsetting the carefully constructed balance of the Raptor.

**100: Icarus.** This single-seat Ark-Tek gyrocopter was designed for scouting and agility, not combat; it has no weapons, and provides no cover for the pilot. Still, the ability to fly quickly and over any measure of the ravaged terrain can make those caveats pale in comparison to the freedom provided.

**200: Phoenix.** The pinnacle of Ark-Tek vehicles currently in action, the Phoenix was designed as armored all-terrain recon and combat vehicle with high modularity. Fast and sturdy, it comes complete with forward facing auto-targeting twin machine guns as a standard armament. Everything else is heavily customizable, owing in part to innovations by Vineland's own Lily Prowley.
-50: AI. This custom-built AI housed in the Phoenix will assist by communicating crucial information to the driver, including the status of the vehicle, environmental data, and more. By default the AI is a slightly amorous older female voice with an inherent interest in the driver/owner, though if you feel the need this could surely be modified. Post-Jump, this allows the Phoenix to be Imported as a Companion if so desired; how they retain some of the other attributes available to the Phoenix, or if they do, is something both Jumper and Phoenix will need to figure out on their own.
-50: Flags. Custom-made battle banners, made with a nanotrite weave, this may seem like a superfluous purchase until you realize a nearly-indestructible banner can make it damn easy to sight and rally allies on a chaotic battlefield. Be your own standard bearer in the post-apocalypse, or just use this to show people how few damns you give.
-50: Reinforced Chassis. These improvements in structural integrity, combined with enhanced shocks and tires to supplement the enhanced frame and body, results in a much hardier vehicle with minimal impact to speed or handling
-50: Blast. A Feltrite-empowered energy wave generator, requiring a period of time to charge before unleashing a wave that can bowl over smaller targets and deactivate nearby energy shields.
-50: Ejector Seat. Hopefully rarely needed, this add-on provides an emergency method for bailing out

from the Phoenix; also handy should one need to fly into combat suddenly, or just to reach a high spot without needing to climb.
-100: Safe Mode. Lily's most impressive creation, and given she created the AI, that's saying a lot. Safe Mode is a nanotrite infusion through the whole of the vehicle that, when it is detected that the the damage it has sustained is verging close to destruction, will shut it down and lock it into a protective state so it can't take additional harm; this has the negative side effect of immobilizing the Phoenix until it can be repaired. This was intended to combine with the Ranger Ability – Focus; if used, Safe Mode can drain energy from the Ranger into the nanotrites and repair damage, though this will have to be done while the vehicle is stationary and the Ranger can Focus on the core engine block.
-100: Cruise Missiles. A set of micro-missiles, coupled with a lock-on guidance computer, intended to make short work of targets the Phoenix is pursuing. The Phoenix can hold two twin batteries of 10 AP Cruise Missiles each.
-100: 20MM Cannons. A pair of artillery-grade automatic cannons, mounted atop the Phoenix, able to rip apart sighted targets with a withering barrage.
-100: Nanotrite Skin. A massive interlocking network of nanotrites permeating every part of the Phoenix's exterior, resulting in an outer shell that is borderline impervious to anything short of heavy ordinance. Effective, albeit expensive.
-200: Hellfire Mortar. A rear-mounted weapon capable of raining down an area-erupting barrage of mortar shells. The Phoenix can hold enough mortars for roughly three full barrages before you'll need to go restock, but there isn't much that can survive three even in these wastes.

Unaffiliated:

**50: Kola Kong Conquest.** A classic of the old world modified for the new, the Kola Kong Conquest is a family friendly saloon car that can run on both diesel and the soda it is named after. Simple, but if you need to get a couple folks from A to B, you could do worse.

**100: BG Burger Storm Chaser.** Another old world design with a fast food sponsor behind it, the Storm Chaser has speed, comfort, and style... but not much in the way of armor and nothing in the way of weapons. Still, it's a workhorse of a vehicle, in high demand from everyone from couriers to trade barons.

**100: Dumper Truck.** More accurately, an old world bulldozer, but they were built so dang tough and lasting that they not only outlasted the old world but even their old name. Slow but powerful, these bricks on wheels are used everywhere for construction, mining, corpse disposal, and other common Wasteland activities.

Trade Coalition:

**100: Loquacious Wanderer.** Named after the wandering trader that made it famous, this van can serve as both a cargo hauler and a mobile trading post, and runs just as well with junk piled to the heavens on its back and inside it as it does empty.

**200: Armadillo.** This gyro-tech monowheeled behemoth is the Trade Coalition's courier vehicle of choice. Strong, sturdy, and capable of running over anything smaller than a family sedan and barely noticing. A handy vehicle in a pinch.

**300: Boom-Bringer Mech.** Once upon a time, the Trade Coalition saw the River Hogs building their mechs and said 'I gotta get me one of those'. So they put out a bounty and demanded just that, with big

dreams of planting at least one in front of every settlement to give raiders and mutants something to really fear. Now, you can reap the benefits of their slightly mad scheme. This bipedal single-seat mecha isn't fast, but it is a horrorshow in a fight; with a built-in chaingun, fire bomb launcher, and back-mounted mortar, plus a short-range jump jet useful for violently stomping out nearby targets, this could introduce a whole new era to the wasteland if put into mass production. And it even comes with an ejector seat!

Authority:

**300: Xerxes III.** The Authority uses very little in terms of vehicles when it ventures out, but the Xerxes III is an example of why that is less than a good thing. A Predator-class tank, featuring heavy ablative armor and a mercilessly destructive Pulse Cannon, the Xerxes III is more than capable of taking down an entire convoy on its own. The only drawback is that it isn't as fast as some of the other wasteland vehicles out here, but unless you've got good enough weapons to apply a successful hit-and-run without being caught out by the Pulse Cannon, all that means is the best way to survive is to retreat as soon as you see it.

**300: Authority Bombard.** The only other major vehicle in service to the Authority uniquely, this flying tri-copter with armor contains launch bays for air-to-ground explosives, with the intention of ravaging a target location with impunity. Combined with its sudden-strike speed, the only reason the Bombard doesn't see greater use is the extreme cost involved with making and replacing them; risking a prolonged combat or attacking a more entrenched target could risk more than the Authority can afford to gamble.
-50: Mutant Attack Squad. If the idea of swiftly striking a target from the air then getting out again is not sufficient, this add-on will provide a bank of four containment devices, from which a quartet of cybernetically enhanced mutants can be deployed. These laser-firing monsters, acting on your orders, can cut through most common wastelanders in swift fashion before being picked back up again.

Immortal Shrouded:

**100: Wind Razor.** This low-riding speedster bike, intended to work in tandem teams to harass and chase off threats, possesses a unique electrical generator. It can use other electrical sources within range to produce a chain of powerful electricity. As a result, when multiple Immortal Shrouded ride Wind Razors together, they can encircle and electrocute targets on the road with ease.

**100: Pulverizer.** The lightest and most agile car in the Immortal Shrouded arsenal, the Pulverizer is often used as an interceptor or rear guard vehicle for their convoys. In addition to an exceptionally efficient propulsion and electrical system, the Pulverizer possesses an explosive mine-dropping system that can ravage pursuers.

**200: Devastator.** The main combat vehicle of the Immortal Shrouded; sturdy, well-built, and deadly, but lacks speed and flexibility. Sporting a twin-barrel mounted machine gun turret at its back, the Devastator has the added benefit of an advanced energy shield that can easily absorb small arms fire.

Goon Squad:

**50: Nippa.** This military bike is often seen in Goon Squad convoys, used to harass threats and scout afield. While agile, it's not very durable, and relies on whatever weapons the rider can employ while driving.

**100: Rolla.** This light buggy exemplifies the reckless fire and speed loving nature of the Goon Squad. While not especially strong or sturdy, it does have a powerful napalm bomb dispenser at the back, allowing the Rolla to leave a lethal trail of fire in its wake to ruin pursuers.

**200: Booma.** This Heavy Tank is rarely seen, often in the hands of the most level-headed killers among the Goon Squad who can make the best use of it. Adept at chasing down prey and guarding convoys and critical locations, the main 'nuke' cannon is capable of annihilating smaller threats in a single hit. While a far cry from the Authority's Xerxes III, the more ramshackle nature of the Booma means a readier supply of replacement parts and capability to cobble together new ones, making it in many ways a graver wasteland threat.

River Hogs:

**50: River Boat.** One of the hallmarks of the River Hogs, these flat-bottom airboats boast massive propellers at the rear and powerful engines. Used properly in the Wetlands, this allows River Hogs to travel the swampy lands with impunity, reaching areas normal vehicles can't in record time and making hit-and-run tactics in the region a breeze.

**200: Monster Truck.** A recreation of the old world invention, the River Hogs only recently reintroduced these behemoths to the world in the belief that they were once used to inspire fear in combat. In truth, their high suspension and massive tires makes them incredibly useful for navigating the flooded marshlands, as well as branching out for their rare forays outside the Sekreto Wetlands.

**300: River Hog Mech.** Accept no substitutes. While the Trade Coalition will insist their new Boom-Bringers are the best, the River Hogs have been cobbling together Mechs for their use a lot longer. Virtually identical to the Boom-Bringer in terms of armaments, it trades off a measure of durability for the greater ease with which it can be replaced or modified. It's about as slow, however, so most River Hogs tend to treat them as lair guardians, or use them only when a real war breaks out in their territory.

**Companions:**

Bleak desolate stretches of road, shattered inhospitable ruins of mankind's past, unfriendly regions concealing hidden horrors... this isn't the sort of place one should go it alone. Most everyone has friends, comrades, allies... no reason you should be any different.

**50 ea./200: Import:** Want to bring some old friends with you on this journey? 50 for one slot, 200 for eight; in either case, each gets an Origin and Allegiance, plus 600 CP. If you purchase anything with Work under Projects, they'll get it as well.

**100: Export:** Made some new friends? 100 CP will get them a Companion pass to the Jumpchain. You can take anyone, including named characters, with the exception of those presented as options here or as Scenario rewards.

**50 ea.: War Pug:** Well, this is... different. Even for this world. Someone had the bright idea of raising and breeding... war pugs? These extra large extra fierce (and also oddly extra cute) pug dogs have been trained for combat, used to using pack tactics and taking orders in battle to coordinate strikes with their master. You'll get an even dozen War Pugs with this choice, six male and six female. May you have better luck with this idea than the first guy to come up with it.

**50 ea.: Gang:** Most folks around here don't ride solo, and for good reason. It pays to have friends to watch your back, and if you can somehow manage to find folks you trust, you're not going to want to let go of them. Select an Allegiance; you'll gain five Followers, representing a common group of their combatants. Authority soldiers, Trade Coalition guards, a pack of members from any given Bandit group... they'll be loyal to you first and foremost. Any lost Followers from this group will be replaced after one month. You may take this entry multiple times, and may select any Allegiance for each purchase.

**100: Project Leads:** The five Project Leads who offer Work and subsequent Bonuses are all uniquely talented persons, and would make for keen Companions. They'd likely be even more keen to go should you have helped settle up their business here; as such, if you have done enough Work to purchase all of their Project Bonuses, you may take that Project Lead for free.

**150: Schrodinger's Ranger:** When Vineland fell, two Wall Rats- the soldiers of Vineland's defense -stood ready in a locker room. One would go on to be known as Ranger Walker, a legend and hope for the wasteland... and the other would get smashed with a flying door in that room, taken out without ever firing a shot. Now, thanks to the ripple effect of entering this world and choosing this option, instead of being killed in humiliating fashion, they survived thanks to a certain Wasteland Wizard and have been shown your role in their salvation. They've been sent to your service with what little fate would have given them had they been chosen by it; Ranger Armor, the Perks Arkist Blood and One Riot, One Ranger, and 200 CP worth of Items. Your choice as to gender and any other details, since they lack the history of the chosen Walker.

**Drawbacks:**

Lots of stuff to buy, and not enough CP to pay for it all? Well, assuming Work wasn't applicable, you could choose to take on some additional burdens for a bit more. No limits on number or value of Drawbacks... however hard you want to make this on yourself, the fates are more than willing to accommodate.

**Bounty Board (+50/5 ea.):** This is an odd one, but not altogether worthless. Folks tend to post bounties in Trade Coalition cities for the worst scumbags in the wastes. It's not uncommon for even bandit groups to post these if they're especially desperate to kill someone even they can't stand. Completion of one usually pays out in a bit of cash, but since these can be a pain right in both cheeks due to how far afield some bounties can be (and as a result how much work is needed to redeem them), your Benefactor saw fit to make this worth something CP-wise as well. Bear in mind, this Drawback works off the Work principle; i.e., you don't get the CP (and thus what you bought with it) until the work is done. Five bounties, fifty CP. You can take this Drawback up to ten times if you're really feeling like either cleaning up the wastes or a total masochist, but after that and wiping out fifty bounties it's unlikely much of worth will even hit the boards thereafter, and your Benefactor won't pay out further for you cleaning up what scraps remain.

**Greetings Mr. President (+100):** Dr. Kvasir must have decided if a joke worked once, it's worth doing twice. Every integrated computer system, from Ark-Tek to Data Pads, will respond to you with a specific title, such as 'Mr. President', 'Mrs. Prime Minister', 'Doctor Sheriff', etc. This won't provide you with any additional clearances in and of itself, and might only be mildly annoying, but if you run afoul of anyone adept at checking computer systems might be able to use this to better track you.

**Easily Ignored (+100):** It's not that people don't like you, it's just something about you doesn't really attract the level of attention other things in this setting do. Which, given everything going on, might be excusable. You're going to have to work a lot harder for folks to hear your ideas, buy your goods over those of others, or really be much more than just one more body making up the numbers.

**Sports Fanatic (+100):** SPORTS! YEAH! Admittedly, this puts you in almost universal company- even the Goon Squad calms down and gives room for the televised sporting events to do their thing -but given how psychotically into it you are, you might be mistaken for one of them. Everything to do with the wasteland's preferred sports of Mutant Bash and Chazcar Derby now take up an excessively important place in your hierarchy of interests; if you can at all avoid it without being at risk of death, you'll make time to watch the shows, see them in person, even participate if you can! Though your borderline obsessive nature might unnerve those involved if you go that far...

**Basically Skeletor (+100):** Look, this is a world where cyber-fascists employ neon-soaked lunatics to blow up settlements and inbred swamp hedonists are at war with post-apocalyptic Mandalorians. Being hammy is almost a job requirement. That said, even General Cross is going to raise an eyebrow at *how* hammy you are, tending towards treating almost any dialogue like you're an 80s cartoon super villain. It won't exactly make you a pariah- if that's the worst of your excesses you'll still count as 'normal' around here -but you might find it a lot harder to be taken seriously or recognized for your good-hearted earnest diplomacy if you go this route.

**Slave To Routine (+100):** Much like the Immortal Shrouded, you live your life by strict routine. Also somewhat like them, that routine is very absolute for you. Select some overarching routine, such as the 27 hour day structure of the Immortal Shrouded (9 hours to train/meditate, 9 to rest, and 9 for

missions); you now must live every day by this structure if possible. When not possible, you'll be negatively impacted mentally and physically until you can return to it.

**Gotta Jot This Down (+100):** When even the Chaotic Evil anarchist raiders have a long and storied tradition of journaling and writing fiction, you know literacy and the passion for it has solidly returned to the world. Which is all well and good, but the way you go at it, you'd think you'd already arranged a publisher. Major ideas come to mind? Write them down. Learn something major about the history of the wastes? Gotta get that written up. Need to tell someone about that stash of old world salvage you saw recently? I mean, you could tell them in person, but wouldn't an email be so much easier? This hopefully won't be crippling- you won't journal in place of defending yourself in a fire fight -but it will eat up cycles and will leave you scrambling for a data pad in your free time.

**Bad Fashion Sense (+100):** I want to preface this by saying the number of people who couldn't use a rethink of their attire in this world can be counted on a mutant's variable number of fingers... but geez, dude, that's no excuse. Bright mismatching colors, clothing two sizes too big or too small, hair more fitting of an anime parody... even the Goon Squad would gawk at how ugly your desired appearances are. This could get you into trouble with your chosen groups of affiliation depending on how uniform they prefer to present themselves, but even more free-wheeling groups like the River Hogs are going to cast shade your way.

**Swamp Stink (+100):** The Sekreto Wetlands has a unique flora and fauna to it that makes parts of it genuinely beautiful to behold. With that said, few outside some of the more esoteric River Hogs would deny it also has one powerful odor. One that you now seem to carry with you perpetually. While this might be excusable most places in the wastes, it will be noticeable... not great in more civil gatherings, and very dangerous should folks like the Ghosts or Mutants start trying to hunt you by scent.

**Unnerving (+100):** There's something deeply 'other' about you, Jumper. Maybe physically you look strange to the point people could mistake you for a mutant, maybe your body is a mess of scars, or maybe you just give off a disquieting aura. Whatever the case, people around you will find you unnerving, potentially making them more jumpy if you do anything especially flashy or sudden. Sadly, this won't make you more intimidating to your foes, though this might make them pick you over other targets to fire on in the hopes of making your unnerving presence die and leave them be quicker.

**Crosshairs (+200 ea.):** Pick an Allegiance. They hate you. Hate you personally. Hate you specifically. Come anywhere near their territory and they will put out the all-hands to see you dead, and don't assume you'll be safe from them coming to hunt you down outside it or ruin your schemes. The only plus is that the rest of the wastes aren't any calmer or less deadly, so if they go blatantly traipsing into other people's turfs said people might kill them before you have to. You can pick this multiple times, if you really want to just go to war with the whole world.

**Alone And Feeling It (+200):** Most folks around here group up all they can, considering how dangerous, desolate, and dire the world can get. That's no longer as easy to overcome for you. You cannot import Companions, and any Companions or Followers you gain here remain distant or disconnected until the end of your Jump. Even if you're put in command of forces, you'll find they are around for operations and nothing else. Maybe take up some solo hobbies to fill the time...

**Delusions Of Jumper (+200):** You are a being of unlimited potential and power. You can walk a thousand worlds and within them journey to a thousand more. You are the keeper of secrets that would cripple the soul of lesser beings. Why shouldn't you uphold yourself as above the rabble? Why

shouldn't you be worshipped by the local mortal masses? Are you not superior to even the greatest among them? What are you, if not a god gracing them with your glory? Whether this is all actually true or just an extreme case of megalomania, you now hold yourself as a faultless god who knows better than those around you. Expect to be acting heedless of what others say or want, especially if you decide you 'know what is best' for them... and expect to be unable to handle resistance to that sentiment well.

**The Punchline (+200):** This is a world that exemplifies the idea that humor is something that happens to other people. Sadly, it seems that you are now the 'other' to the people around here. If something bad but darkly comedic can happen to someone in the area, it'll happen to you. Someone shot down a Mutant Bash promotional balloon? Expect the prize crate inside to land on you or something you care about. Risked your life to get to a trove of old world delights? Turned out to be an unsold shipment of cat toys. This won't be fatal for sure, but expect it to be painful when it happens. After all, comedy- as the theory goes -should hurt someone.

**Old World Blues (+200):** The old world was a better place. For all the sins it might have bore, food and shelter and security were plentiful, and there were a lot more people and more freedom of technology to make the most of it. No one is going to deny that, unless they're benefiting 24/7 from the current state of affairs. Now however, even if you are, your obsession with the old world will cloud that. Any time you notice how it could have been better back then, expect to be distracted at least slightly as your mind drifts to what once was and what might yet be.

**Chronic Backstabbing Disorder (+200):** It's not a world one can go at alone, and often, even the best and brightest need help. This is a lesson so universal, even the Goon Squad can understand it. However, isn't it a lot easier if you just say you'll be there for others, get them to do what you want, and then betray them? No? Well, you'll probably need someone to remind you of that now. You're prone to try and cheat just about anyone who you do business with... not every time, if you really work hard at it or have someone to slap the dagger out your hands, but it's likely to happen more often than not. This only really impacts when you work with groups other than your own Allegiance, but it could quickly earn that Allegiance a vastly worse reputation. Just ask the Authority...

**Untrusting (+200):** A bit of paranoia is probably healthy out here, but too much and you're just making things harder than they have to be. You're now sharply in the latter camp. If it isn't a Follower or Companion, they'll have to practically save your life or single-handedly accomplish a major goal for you before you'll be able to trust them. And even for Followers and Companions, you might get a nervous twitch about anything they say or do that could cast doubt on them...

**Nobody's Listening (+200):** Easily Ignored is the Drawback for making people less likely to notice you. This is the Drawback for, even if folks do, they probably won't care. Even the folks in your own Allegiance are unlikely to give a damn what you have to say, either because they don't think you're worth listening to or because they're caught up in their own affairs or something else. It'll take brute force or hard cash to slap this out of them, and they'll likely need a few reminders in future. Taking this in the Goon Squad is practically free points, since this describes their daily state of being anyway...

**Pleasure-Seeker (+200):** Like a River Hog with too much time on their hands (read: any), you are a hedonist of the highest order. Whatever feels good or makes you happy, they'll need a crowbar to get you away from. Depending on the company you choose to keep, this will either be a mild case of overindulgence or a borderline inexcusable sin.

**Addict (+200):** Something itches at your veins. A desperate need, an urge, a craving. Maybe for the pills and poppers the Goon Squad and River Hogs adore. Maybe the booze almost everyone needs to get by. Or maybe it's the Feltrite-rich drugs the Ghosts crave almost as much as a nice bite of long pork. Whatever the case, you're addicted, and it'll either take regular intake of it or some harsh cold turkey to get by.

**Fanatic (+200):** Praise be! You're not just a member of your Allegiance... no, you're a damn missionary for it, a true believer in the fullest sense of the word. Whatever they stand for, you stand for it harder than anyone. Goon Squad? You're a living breathing engine of anarchy. Trade Coalition? Capitalism will save the wastes and damn anyone who falls behind. Ghosts? You'd slaughter a thousand innocents just to see your Dead God smile at you. Not likely to make friends outside your Allegiance with this one, and even some of them might think you're taking this a little too far...

**Picked Clean (+300):** Salvage and scavenging are two critical activities that everyone save the richest and most powerful undertake... and even then, they tend to just pay others to do it for them. Recovering things from the old world, be it food or machinery or rare materials or good old fashioned guns and ammo, helps supplement the drain and strain of the wasteland. This... is no longer an option for you. Unattended goods always seem to just not be there when you go looking. Find a massive military bunker? Tough luck, some bandits found it yesterday. An old world seed bank? The Trade Coalition cleaned it out last week. You might be lucky enough to find a few minor scraps, but never anything you can survive fully on, let alone make a career off of. Best pick up a trade or take to raiding if you want to keep alive.

**Hands Don't Sow (+300):** There's something unfortunate about you; that which you try to make always turns out as broken as this world is. Crops don't grow, things you build break down too quickly or fail to work altogether, the works. The means of surviving in this world off the grid and away from others, in effect, is denied to you. With this, and if you have no other options from prior Jumps, your only real options are to become a bandit or mercenary, or to devote yourself to the life of a scavenger.

**Honor Among Thieves (+300):** There isn't really any. And you're going to learn that in short order. While normally you could rely on the other members of your own Allegiance for support- and in a pinch you still might be able to -they now see you as an easy mark. Someone they can themselves cheat, manipulate, and hang out to dry with impunity. Even if you show them you are a figure of raw terror and power and batter them back into line, they'll still try to find ways to profit off you and your actions more than they'll ever profit you. Expect little loyalty, save to the fact that if you keep being a source of profit for them, they'll likely want you to stick around.

**Monomaniacal (+300):** Pick a cause. Any cause. Could be something as grand as reunification of the wasteland, the eradication of a given faction, or just being the best damn driver this world has ever seen. This is now a constantly crunching impacting demanding need- not want -in your life. Overriding to the extreme, there is no moral complication, no exception, nothing that matters more in you than this. And that kind of rigid burn-the-world dogmatic desire can make a lot of enemies in this world, and close a lot of doors to all but the most powerful...

**Target On Your Back (+300):** Someone out in the wastes must've been spreading rumors that you've got the best gear around. Did they tell tales about your Warehouse or something? When you're outside of allied locations, odds are greatly increased that local toughs (depending on the region you're in) will try to seek you out to rob you blind at gunpoint. Expect to be fighting a lot.

**Everyone Hated That (+300):** You need a PR department, Jumper. Badly. Whenever you do almost anything, people will try to take it in the worst way possible. Secured a whole shipment of rations for a wasteland orphanage? Every other group will be angry because they could've used those. Cured a major disease? People will start rumors you were only able to do so because you made the disease in the first place. If you directly help someone, that person at least will be immune to this (so the aforementioned orphans won't decide to spit on you and your much-needed food out of sheer psychotic disdain), so your options are either to be the greatest hero the wastes have ever known, or accept your new role as The Guy Everyone Hates.

**Forever Faceless (+300):** The creed of the Immortal Shrouded is to never let another see your uncovered face, especially the outer world. Those who do must be immediately and violently killed, because to see your face is to see your soul. This is now 100% true of you. Anyone who sees your face will immediately know all there is to know about you; your history, your intentions, powers, weaknesses, limitations, hopes, dreams, desires, the works. The only protection for this? Fully concealing your face. Maybe look into getting one of those Shrouded full helmets if you take this, and get used to eating alone...

**Explosives?! (+300):** The answer is yes. Always. Even the Goon Squad might get sore at how much you're going to want- no, desperately lustfully need -to use explosives in every encounter and to solve every problem. Bandit attack? Explosives! Mutant infestation? Explosives! Disagreements about trade conditions and contracts? Blow people up until they agree! Don't like how the sun cascades over that mountain? Gods help these people if you find enough charges...

**All Up To You (+400):** One would think you were the main character with how much people seem to trust in you to handle things. Well, maybe trust isn't always the right word. No matter your position, no matter your influence, no matter whether you're even really the right man for the job, when something needs to get done and you're even tangentially related to it, unless you're already actively doing something, you'll be tasked with it. Sounds minor? Recall, this is a world where being in a fully-armored vehicle, strapped with three weapons, carrying a full suited of AI enriched armor, and being able to warp time and space... was not even close to enough for an entire group to survive, in part because they kept trying to do things solo. At least you'll be able to take Companions and Followers with you on your constant escapades?

**Dark Lord On Life Support (+400):** Much like the Goddess of the Ghosts, something bad has happened to you. Select an Armor you purchased here, or one you Imported; your survival is now linked to it, and should it ever be fully separated from you, you'll die in minutes. Minor separations, in order to eat or for other processes that only require partial removal, won't kill you but will be deeply dreadfully painfully unpleasant.

**Not A Joiner (+400):** Frankly, every last one of these groups are amoral psychopaths, and you'd sooner blow your own brains out and end your Chain than associate with a damn one of them. At least, that's what you'll be thinking if you take this. Even the thought of briefly associating with any of them for trade or if you're in dire straits makes your stomach turn, and the sooner you can get clear of every last one of them, the better. Of course, this may make survival out here a lot rougher, and if you're too open about how you feel even the more welcoming groups might turn a blind eye if/when someone finally comes to shut you up...

**Scenarios:**

There's a lot that one can do out here, and a lot that needs doing. If you want to feel productive in this world during your decade, feel free to take on as many Scenarios as you'd like and meet any requirements for. Failure to complete a Scenario, unless you died during it, does not end your Chain.

**Tame The Wasteland:**

This is a wild world, Jumper. Various factions duking it out, monstrous Mutants breeding and murdering at will, and all kinds of weird esoteric dangers lurking just out of sight ready to really ruin everyone's fun. With all that in mind, it can be hard to imagine anything approaching a future for this world. Unless... things change.

To win this Scenario, one group must be in control of the entire region. Every spot listed on the Location table at the start of the Jump. Unquestioned, unthreatened. How you accomplish that is up to you, as is who you do it for; this does not have to be the group you initially chose an Allegiance with. Some groups might be amendable to joining; after all, even the River Hogs and Immortal Shrouded have places neutrally shared with the Trade Coalition, and the Goon Squad has been accepting aid from the Authority for some time now. Some might need to be beaten in the field and absorbed forcefully. And some, like the Mutants, will almost certainly need to be wiped out. Probably the Goon Squad too, unless you backed them for the purposes of this Scenario. Whatever the case, should there come a time when all Locations are completely under the control of your chosen group, you have won.

You gain two rewards for this Scenario's completion; first, the Perk **Out Of Chaos, Order**. You gain a general boost to your abilities when attempting to reunite or unify disparate lands and groups. This goes for tactical abilities, overall physical prowess, and diplomatic skills in arranging surrenders, alliances, and mergers. Second, you'll gain a **Tributary Force**. 200 Followers, pulled from the ranks of the new unified region, complete with appropriate gear, vehicles, and training based on which group you led to victory. They'll come complete with a themed fortification/barracks that can be used as a Warehouse addition or imported directly into future Jumps.

**Make Yourself Famous:**

Everyone around here is so grim all the time. C'mon, this isn't that bad as far as post-apocalypses go! Society is rebuilding pretty well, and hey, any society where sports has made a comeback can't be all bad! So why not take a break from all this doom and gloom and grab a little of that broadcast spotlight for yourself?

This Scenario is easy as hell. Just win a bunch! Specifically, head to Mutant Bash TV out in Broken Tract, and Chazcar Derby out in the Torn Plain, sign up for both, and win big.

Okay, so it's not that simple, per say. Mutant Bash TV is violent and dangerous, forcing you to travel from room to deadly room and take down a frankly unreasonable number of Mutants in close quarters, all while dealing with a variety of traps and tricks. And the Chazcar Derby is about as safe and wholesome as a post-apocalyptic racing event can be expected to be; worse still, you need a special Chazcar to race in it, which means no bringing in an outside super vehicle. You have to legitimately be better (or otherwise make sure your opponents don't cross the finish line first) to take first place.

Win your way to the end of a full game of Mutant Bash TV, and take first place in the Chazcar

Derby, and you'll earn your prizes. Aside from the winnings from each (tokens for MBTV you can spend in-house on a variety of goods and services, and straight cash at the Derby), you'll gain the Perk **Big Money, Big Prizes**. Any time you have an audience, your odds of winning at games and sports edges upwards. Your vehicle will hold together at higher speeds longer, your spins at the wheel will tend more towards optimal results, and in the case of blood sports, you'll find yourself a bit luckier in terms of hitting and not being hit. In addition, you'll get **your very own Chazcar**! This stripped down racer won't be much good in a fight, but when it comes to speed and handling, nothing in this world can touch it. And with high-grade shocks and bump stops, coupled with its Feltrite-infused engine, it can handle nightmarish terrain without missing a beat. Since you're gaining this by way of a Scenario reward, we'll even throw in a Jumpchain favorite, removing the need for fuel or traditional maintenance. It isn't invincible, though, so if you're behind the wheel and see a fight coming, drive hard.

**General Double-Cross:** (Requires Authority Allegiance)

Let's be honest with ourselves here; General Cross is an amoral sociopathic genocidal twit with about as much loyalty to his men as a River Hog has to a one-night stand. And that was before clone degeneration kicked in and made him that much more unstable and ornery. Regardless of your belief or otherwise in the Authority, sooner or later, it's all about him and about what he can blame you for today. Rather than wait for that inevitability, or for him to waste more resources on yet another super-project when those resources could have produced a small army with full material support, why not just do with him what he's done with so many others?

To succeed at this Scenario, you must succeed General Cross as the ruler and master of the Authority. No easy feat due to two caveats; the first is that the Authority must still be a functional viable entity at the end of your Jump, and the second is that General Cross will likely salt the earth long before he'd ever willingly surrender command. And due to the whole 'has entire facilities devoted to cloning himself and then copying his memories onto said clones in a twisted kind of disjointed immortality' thing he has going, this won't be as simple as striking him down where he stands. Outside allies might already be making plans for this, if you can make contact and get them to trust you, but since you're already inside you might not need to go to such extremes. All you need to do is, by some means, make it so General Cross is no longer in charge and you are. You're bright enough; you should be able to figure it out from there.

Victory at this task will bring the spoils of your efforts with you; **Authority Headquarters**. A technologically advanced super lair nestled deep within a nigh-impenetrable mountain, bedecked with enough bulkheads and turrets to make access by undesireables insanely difficult, this comes complete with biolabs, vehicle garages, armories, living quarters, R&D, and facilities to produce Authority Mutants, Spy Drones, and all the other fun Authority tech this world fears. It comes complete with all present Authority research and hundreds of loyal staff, with thrice that number in soulless Mutant soldiers bound to your beck and call. You can choose to import it into future Jumps, or maintain a heavy guarded door to access it as a Warehouse attachment.

**Project: Dagger:**

General Cross and the Authority were stopped once, giving the world thirty years to heal. But those thirty years were not spent idle on the possibility they might return. To that end, several major figures in the Authority Wars swore a pact, to develop a counter-plan that could be employed if all their worst fears were realized and Cross returned. Project: Dagger is that plan, and to succeed here, you

must see it realized.

John Marshall, Loosum Hagar, and Dr. Kvasir aren't offering such rich prizes to passers-by just for a day's Work; they're doing it to pave the way for a multi-part plan that they've been cooking up for decades and now need to employ as fast as possible. So, step 1: Do Work. 1000 CPs worth of it across the three of them, minimum, in any combination you wish. Hey, at least that means you can afford some new toys from them.

Step 2 through 4 are their respective parts in Project: Dagger. Marshall needs intel and a viable Authority scrambler. Hagar needs an Authority tank and a power supply to fuel it. Dr. Kvasir needs more computing power, and a biological sample from General Cross. Like, say, the head of one of his clones.

Step 5 combines it all together; the tank, a modified Xerxes III, will use the scrambler to transmit the proper IFF codes. Drive it to the hidden Authority Headquarters, gain access, find Cross. Dr. Kvasir will have provided the masterstroke; a tailored nanotrite virus intended to disrupt and destroy Cross's ability to copy himself to another clone, killing him in the process to boot. You'll have to inject him with it, and be very careful not to get any on yourself; this thing is lethal, especially if you've got nanotrites of your own.

Accomplish this decapitation of the serpent and you'll have won. Your prize, aside from the 1000+ CP's worth of Project Bonuses and the satisfaction of ending a long-standing threat to humanity? Three-fold. First, you can take any or all of the leaders of Project: Dagger as Companions for free, refunding you if you bought them otherwise. Second, you'll get your **modified Xerxes III** tank for free, complete with enhanced fission core and a scrambler that will trick any IFF that scans it into thinking it's a friendly unit. And last, you'll get Dr. Kvasir's masterpiece, the **Nanotrite Virus**... sort of. What you'll get is a computer station in your Warehouse with a resource bay for a biological sample. Insert a sample from something, and get a custom nanotrite virus intended to deal with any regeneration, resurrection, reincarnation, or other furtherance method that would make killing the sample's source hard or impossible. The only thing it can't kill is a soul, though you'll still need to find a way to inject the target with it.

**Claim The Shroud:**

The Immortal Shrouded are a tightly bound collective, rigid and controlled. From what was once merely a well-structured bandit group, what they are now verges closer to a proper organization akin to the Trade Coalition or Authority looking to take on the kind of empire-building efforts those groups have undertaken. However, they are at heart a bandit group nonetheless, prone to raids and conquest more than cooperation and collaboration. They believe in their hearts that they alone deserve to rule over the new world.

Led from the top by the High Command, the Immortal Shrouded have grown gradually but powerfully out of their base in the Dune Sea. If they hope to grow from end to end of the whole region, however, or if they desire to be seen as more than just an especially-organized clutch of bandits, they are going to need more. They're going to need proper perspective. They're going to need you.

This Scenario requires you to take over the Immortal Shrouded; should you at least reach the level of becoming a member of High Command, you'll have completed this Scenario. Note there is no Allegiance requirement; you can attempt this from without, but your journey will be much more

difficult if you do.

First, one must become a recognized member of the Immortal Shrouded. This isn't impossible; recruitment is an ongoing affair, but if you want to get in you'll need to prove your worth. Recovering rare technology is a common one, as is killing those that possess it first. If you happen to find a Goon Squad den nestled up next to somewhere with a lot of tech like the space center to the south-east, you might find something that fits the bill.

Once recruited, you'll have to 'Take The Helm'; Immortal Shrouded consider it the highest sullying for a non-Shrouded to ever see their exposed faces, and take pains to conceal them even from one another. Hence why in spite of having some of the most advanced gear and bases in the wastes, arguably their most impressive is their nearly indestructible head-covering helmets. Don't mistake that for your own head being indestructible; kinetic shockwaves severe enough to snap a neck or liquify your brain will still kill you, you'll just have an intact head when your corpse is recovered.

Members begin as rank-and-file Immortal Shrouded, the Warriors. You'll be under an Extinction Sergeant who is in charge of ninety Warriors. Stand out among them by valor, honor, and success in your missions and you'll likely be in line for promotion to an Extinction Sergeant yourself in due time (turn-over rate in the wastes can be high, especially for a group starting to butt up against the rest of the wasteland like the Immortal Shrouded are).

You are now among nine Extinction Sergeants under a single Desolation Commander, the highest rank before the High Council. You now have slightly more autonomy, and will be expected to further the current Phases of the Immortal Shrouded's plans by way of expanding controlled territory and investigating unexplored regions while defending the Dune Sea from invasions. Be forewarned, of all the other groups interested in the Dune Sea, you'll most often be confronted by Authority forces, so battles won't be easily won by tech alone. Coordinate and concentrate if you wish to survive, let alone be further elevated.

Should you prove yourself especially worthy and help advance the Phases by means of bringing back or taking control of some major element of the wastes, you'll be elevated to Desolation Commander. While this does mean in total you'll have eight hundred and ten Shrouded under you (nine Extinction Sergeants each responsible for ninety Warriors), this position is reserved for the most admirable and meritorious of the Immortal Shrouded. You'll be sent on missions not unlike the Work section, albeit targeting groups that could be threats to the Immortal Shrouded, and expected to succeed or die in the effort.

Advancement beyond this is rare. The High Command is made up of the Avatars, each of whom is intended to act as an exemplar of a given facet of the Immortal Shrouded's philosophy known as the Golden Path. The known ones are the Avatars of Discipline, Power, Honor, Ingenuity, Righteousness, and Purity. It is unlikely (but not impossible) that a new one could be added, but that would require a fundamental shift in how the Golden Path is understood and acted on, a tall order indeed. Instead, it might be advisable to take over one of these existing positions by showing yourself to, simply put, out-exemplar one of these exemplars and be chosen as their successor.

Should you achieve this, you will have won the Scenario. But by no means is this the only method... an especially devious Jumper with a lot of power, friends, or both might do so by forcing the Immortal Shrouded to heel, for example. Be warned; they believe death is more acceptable than fleeing or accepting failure, and having already been used and abandoned by the Authority, they're

unlikely to desire to be led by another any time soon. That said, they might be given pause if someone were to overthrow the Authority or otherwise prove their ability on such a grand scale that it blows through all their usual protocols. After all, one of their Avatars is Power...

Victory in this Scenario grants you the whole of the Immortal Shrouded, including their **Shrouded High Command**. This massive underground location in the western expanses of the Dune Sea is a cross between a military base and an expansive survival bunker. It has all the assorted gear and facilities to manage and maintain the Immortal Shrouded in this world or future ones, and can be Imported to future Jump either completely... or partially, connecting one end to your Warehouse and another with a large enough access tunnel to accommodate large vehicles out to somewhere in the Jump you see fit. In addition to this, you'll be able to take up to eight full 'trees' of Immortal Shrouded; eight Desolation Commanders, each with eight hundred and ten Shrouded under them. Only this number is fiat-backed, and lost Immortal Shrouded will be replaced by means of recruitment in future worlds only up to the enforced limits stated above.

**UNTIL ALL ARE ONE:**

Ranger Iris had a dream once; to serve the wasteland and protect her daughter Jane. Disease denied her the latter, and when she tried to infuse the soldiers under her command with her nanotrite-empowered blood, Ranger command denied her the former as well. She nearly died in the field after that, only 'saved' by the Ghost Clan to be taken as a human sacrifice. But when they overloaded her body with Feltrite and she responded by popping a few of them like overripe grapes with her Abilities, they took her instead to be a Goddess risen from the dead. The truth isn't far off; the Feltrite they prepared her body with has given her a second lease on life and a major boost to her powers, at the cost of effectively sealing her within her Ranger armor in order to stay alive.

However, the experience- and her subsequent takeover and empowering of the Ghosts into her private cult-army, has taught her that she was right all along. The future of the wastes is in seeing the powers horded by the Rangers spread to every man, woman, and child. Only that can save them, and bring them into union under her rule. Only that can prevent more senseless deaths like Jane's. To that end, she has overtaken the island city, not merely as a stronghold, but as a launching platform. Her goal; to use nanotrite-enriched warheads, set to an array of missiles, in order to bombard and saturate the mainland end to end. Survival rates may be... low, but the 20-25% of the population that lives will be made strong enough to withstand whatever else this accursed world tries to throw at it.

There are two ways one can approach this Scenario; either help Iris complete her plans, or stop her. If you seek to aid Iris, you'll find yourself at odds with the Metro Station settlement and other threats on the island, coupled with several mainland factions seeking to infiltrate and take control themselves. Should they learn of her true goals, you may well find yourself up against a force of unified factions, willing to set aside all differences to prevent her destructive cause. All of these must be eliminated, the missiles launched, and detonated over the mainland to achieve complete saturation of surface life.

Should you seek to stop her, your threats will thankfully just be Iris and the Ghosts (and the Feltrite mutants on the island, who know no allegiances)... but your allies will be virtually zero. No one else will know of what's going on, and even if you get word out, making it to the island isn't easy these days. You'll have the Metro Station settlement, and potentially one of the last Rangers in the world if a certain Ranger Walker makes it here, but otherwise it's you versus a fanatical army and one of the most powerful women in the world, able to bounce back from apparent death, and master both of

weapons and Abilities such that even at their height there likely was never a more powerful Ranger. Beating her won't be easy, and reasoning with her... well, she's already lost everything multiple times over. There isn't much left one could potentially reason with, unless you've got some impressive tricks up your sleeve. Putting this Undead Goddess down might be the most merciful option.

Should you succeed either way, you'll gain the Perk **Rise**. When faced with an entire army between you and your objective, you'll find your stamina and durability heightened considerably, giving you more of a fighting chance. This kicks in when the odds are sharply against you, and increases the fewer there are on your side versus the larger the opposing side is.

If you sided with Iris, you gain her as a Companion, along with fifty Ghosts as Followers. The Ghosts will be replaced should any die after a week. In addition, you gain the **Nanotrite Missile**. This copy of the device Iris used will be available once per Jump or per Ten Years, and can be used to saturate roughly a small city's worth of territory. If the Missile is preprogramed with biological material (say, that of the native sapient species of the world), the nanotrite payload will attempt to bond to them. The survivability rates are roughly the same for this as they were for Iris's plan, with roughly 20-25% bonding successfully while the remainder will die horrifically. You may choose what to do with the survivors as you wish, but it is worth noting there do seem to be minor additional issues among those who bonded with her blood, including a touch of mental instability... but should you or your new Goddess friend provide a measure of leadership and something for these newly empowered to worship, they may well find such drawbacks a small price to pay.

If you sided with the Metro against Iris and win, you'll gain both Keenan Ford as a Companion (with refund if purchased otherwise)... and **Ranger Walker**. Walker, a former Wall Rat raised as the adopted child of Ranger Erwina Prowley, was left as the last Ranger standing after the Authority struck Vineland. Walker soon learned they were Prowley's ace in the hole, the child of Rangers with nanotrite-rich blood, and has since been allied with Project: Dagger in the hopes of seeing vengeance for their fallen home, friends, and Prowley herself who died at Cross's hands personally. Ranger Walker's been busy by the time you meet them here; they possess every Ranger Perk, every Ranger Ability with add-ons, the full Basic Projects tree (with a refund for any you yourself already purchased) plus 400 CP of other Project Bonuses, Ranger Armor, and your choice of up to 600 CP worth of Items.

**Cult of the Death God:**

Long ago, Nicholas Raine entered a cryogenic sleep. He had no way of knowing the kind of world he'd awaken into, much less what effect he'd have on that world. One could easily argue that, without his actions, the Authority would never have been challenged. Yet, once the Authority Wars ended, Raine largely vanished. Now, decades later, an old friend of John Marshall is looking for help cleaning up one last thing the hero of the Resistance left behind.

Specifically, Raine's armor and considerably powerful sidearm have been taken as objects of reverence by an... abnormal Mutant cult. Abnormal not just because they're worshipping the vestments of Nicholas Raine and treating them as artifacts of a 'death god' (which to be fair, Nicholas Raine did rack up an impressive body count) but because they are led by a so-called 'Warlock Mutant'. This powerful Mutant seems to be dangerously smart, and even capable of feats best described as magic. Left alone, this cult may well grow large and deadly enough to seriously threaten all non-Mutant life in the region, doubly so if more Warlock Mutants can be born or trained. This mysterious old wanderer of the wastes is looking for a hero willing and able to plunge into their subterranean lair, retrieve Raine's armor and gun, and put an end to the cult.

Victory will see you richly rewarded. First, **Raine's Ranger Armor**. It's an older model, but functions more or less like its modern kin. More importantly is the fact it comes complete with blueprints for manufacturing more, making it a valuable find if you're looking to rebuild the Rangers. Second, his sidearm, the **Settler's Pistol**. Possibly the most powerful handgun in the whole of the wastes, it lacks for the modern Ark Weapon's modularity in exchange for being a veritable hand-cannon, all without needing higher caliber rounds. It too comes with blueprints for manufacturing, again making outfitting a new force for the world a lot easier than it otherwise would be.

Lastly, should you make the offer, the 'old man' would be willing to leave these wastes behind for one more adventure. **Marine Lieutenant Nicholas Raine** is an old hand at a lot of things, a deft shot with any gun, dead eye with a thrown weapon, expert engineer, impressive behind a wheel, and has not let age impact his skill set all too badly. He's also astonishingly adept at most games, with a strong preference for card games of every shape and variety. Seems the one thing he misses about the world he first woke up in was that people used to be a lot more into some kind of collectible card game, and if you could take him somewhere those kinds of games are popular, he'd be keen to get involved.

**Terrormania:**

Woe to the wasteland, Jumper, for horror lurks adjacent to this plane of reality. In a Lost Cabin in the Wetlands is a secretive artifact, the Necrodisc. This eldritch record may seem to a casual observer like a mere relic of the old world, but those in the know would be able to trace its roots to something far older, and far more distant. Fools are about to play the Necrodisc backwards, a catastrophic act of sin that shall tear asunder the veil and connect this world to the Deadlands. There, in a space parallel to this world, is a dark mirror of it occupied by the Ethereal Skeleton Army, also known as the Army of Bones. This undead horde exists to march up the living realms, slaughtering and conquering for their own dark desires. They cannot be reasoned with, and their numbers are legion. All hope to end this nightmare shall reside with you.

Should you take up this quest, know that until you have finished it, you cannot return to this realm easily. You'll be shunted to the Deadlands, where the Necrodisc has been split and divided across multiple BoneTowers, worlds-within-worlds housed inside floating portal-towers, guarded by hosts of the Army of Bones led by powerful Guardians. These Guardians each are easily the match for the worst the wasteland can produce, making this a dangerous challenge for any but the most experienced and well-armed.

Five BoneTowers- Tristitia, Veritas, Hellspring, Furorem, and Sensus -guard Necrodisc shards, as well as shield the Master Tower (Ultimus). Gain the shards, conquer the Master Tower, then return to the Lost Cabin's parallel in this realm, the Dead Cabin, to play the Necrodisc forward and return to the realm of the living. Doing so will reseal the breech, denying this world to the Ethereal Skeleton Army evermore.

Victory will be challenging, but richly rewarding. Aside from the joy of a job well done, you'll have obtained the **Sword of Transitus**. This powerful relic is quite the marvel, absorbing energies from the Necrodisc shards to grow in destructive force. With it, even someone with no training in sword combat could battle considerable numbers. In addition to its immense physical power, able to cut down powerful foes with ease, it bears three unique powers. First, it can easily Deflect bullets, cutting down small arms fire to protect you from the common rabble. Second, it can charge its internal energies and unleash a powerful Beam Slice to cleave foes at a distance. Lastly, it can emit a Gravity

Wave, capable of stunning and holding aloft foes temporarily, making them easy prey for your strikes. Should you happen to have the Ranger Ability – Dash, a secret power may be utilized; it can synergize with that Ability for a powerful Dash Lunge that can rend foes asunder while recharging the self-same Ability to do it again, and again, and again... so long as each blow claims a life.

Second, you shall obtain the **Necrodisc** itself. This fell artifact can serve as a gateway to the Deadlands from any future world, which does invite the threat of the Ethereal Skeleton Army to that realm, granted... but should you venture within and sunder the threats as you did here, not only will you prevent the Deadlands from ever being able to invade that world, but you'll find in swift order a relic appropriate for that word, akin to the Sword of Transitus. This relic will be mighty on its own, but will have strange synergies with some unique facet of those future Jumps. The risks are high, Jumper, but the rewards may be sweet indeed...

**End:**

Somehow, you made it. Ten years in this messed-up hellhole. Maybe you made the most of it and made a mark on this world. Maybe the people here speak your name in feared whispers or reverent tones. Or maybe you just holed up somewhere with a case of cold ones and watched a shit-load of Mutant Bash TV. Whatever you did, it's over now, and you've got a choice to make.

**Go Home:** After seeing this hollowed husk of a world scraping by, one can't blame you for viewing your world in a better light. You'll be returned to the home world you left so long ago, bringing with you all the things you purchased along the way and a lot of memories. Your Chain is over.

**Stay Here:** Might be you've made things so much better, you want to see things through. Might be you've got such a power base, you're unwilling to cough it up. Or maybe the madness and depravity have made you feel right at home already. In any case, here you shall remain. Your Chain is over.

**Continue:** Wasteland's at your back, and the road winds onward. Whether you're headed for a better world than this one or (somehow) a worse one, the power and lessons of this place should make your next adventures a lot more... colorful. Kill a few fools extra shiny, and remember to have fun doing it, Jumper.

**Notes:**

Rage 2 was developed by Avalanche Studios in conjunction with id Software and published by Bethesda Softworks. All rights reserved to their respective holders. Please support the official releases.

Apophis 99942 is a real asteroid that, at one point, was fearfully theorized would strike us. For more details that involve science and not so many mutants: https://solarsystem.nasa.gov/asteroids-comets-and-meteors/asteroids/apophis/in-depth/

I wanted to create a Jump that, as accurately as possible, translated this game and *all* its systems into something fun and viable. Up to you whether that succeeded or not.

Projects and their Bonuses work and are roughly ordered the way they appear in-game. I wanted to provide a bit of an engine for earning power and driving story for Jumpers, and with rare exception none of them stuck out as especially egregious power-wise. If cooperating with the Project Leaders doesn't entirely fit with one's vision for the Jump, feel free to fanwank some appropriate equivalents (if possible) in other Allegiances.

Should you obtain both Ranger Walker and Schrodinger's Ranger, you may still freely choose the gender of both. Just because the choice was binary when starting the game doesn't bind the Jumper to the same rules.

Walker has no canonical first name, so fanwank merrily on that one.

Terrormania may seem like a bit of a lurch from how the rest of Rage 2 looks and feels... and that's because it really really is. Fun challenge, though. As far as future relics for the Necrodisc Scenario Reward go, fanwank something appropriate that's more or less in line with the power of the Sword of Transitus and you should be aces.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake