

Prosperity awaits you in Halcyon - humanity's furthest colony, located on the very edge of the frontier! Come bask in a lifetime of guaranteed full employment, with only a minor term of [REDACTED] years of service!*

The Outer Worlds Jump
[DLC 1: Supplement]
by Tri-Sevon

Salutations, this is the additional area offered to you. I am designated as the-

-Error, please report this unit to a supervisor. Error. Error. Error.

This is the Supplement for The Outer Worlds Jump. We will not be providing any Bit Points right here and now, but you will find if you have any spare Bit Points from the Main Doc if you add this Supplement, you can spend them here.

And here are the following sections offered for you to possibly use, if that robot was actually working correctly.

Medical/Mechanical Record Form Sub-Addition (Species/Race)



Mature Eridanium Gigasius Specimen

Eridanium Gigasius (Parasites) [Free - 400 BP]
A very strange creature found on Eridarios, that can exist by themselves or inside a host. And by default with the **Free** option, you'll be stuck as a developing version of the specimen. But to make it fair, you are allowed to either exist inside a host or just exist in nature somewhere in Halcyon.

For note, your form as a ***Eridanium Gigasius*** is similar to a Mantipillar, except while they spit Plasma, you end up spitting out blueish-purple corrosive material that'll disrupt the senses

In case you want to be inside a host, you can grow inside them and make sure to not harm them. And when you grow large enough to mature, you can safely leave your host and be on your merry way (as long as you did end up in a safe area, of course).

And in case you don't care, while growing inside a host, you can control their nervous system and internal organs to make them do what you want instead by making them feel a strong chemical form of happiness when they act in your interests.

Alternatively, you can spring **400 BP** for what would be a 'Queen' (or King) form of these Parasites. The massive difference in size and mass means you are far more deadly and can even have some form of 'telepathic' communications with other Parasites and talk to any 'Hosts', despite not having their vocal cords or biology to be able to talk like them.



Eridanium Gigasius Queen Specimen (And Controlled Victim)

Unusual Talent Sub-Form (Perks)

This form is different, where you find that the selection of Perks on offer are actually not discounted. Instead, you have 2 Golden Freebie Bit Cards to pay for any of these. If you don't want those, you will instead be offered ***800 BP*** *for you to spend in this section.*

Strider Cheetah [100 BP]
Sometimes you just need that boost of speed to make things go your way. Whether in the form of walking or sprinting (and in between), you find yourself able to move faster than most other people.

It is also perfect for also getting away in fear from the Marauders and deadly wildlife if you happen to find yourself in scenarios with either…

Master Lone Wolf [100 BP]
In essence, as long as you operate solely on matters under your own accord, you find that you do far more damage, have more influence with your words, sneaking around and staying out of sight, and with a Mockcherry on top, a flat out large boost to all of your skills as long as you fulfill these conditions.

This will also work if you happen to possible multiple bodies and/or alternative means to keep 'yourself' as the lone person overall. And no, this doesn't mean you can't make friends or allies, you just need to make sure that you are the one doing all the work when not on the clock.

Nietzsche's Revenge Reward [200 BP]
You find that if you have any critical flaws (physical or physiological) that do hamper your life to be a source of 'inspiration'. Inspiration in the form of dealing more damage to whoever you end up fighting up close or at a distance.

This also accounts if you manage to be afflicted with some sort of deliberating combat effect in the middle of battle, meaning the more you handle, the more you can fuel your revenge on whoever is against you. Just be aware, you still have to be 'alive' (or active) to make this work well…

Speed Demon Reaper [200 BP]
If you find yourself using Time Dilation (or anything else that would produce similar effects to it), this allows you to move far more faster while using it with no additional drain to your energy. And for every target or foe you kill, you find that your reserve is restored by a large degree (between 10% and 25%) depending on how efficiently you eliminated them.

Automatic Insurance [200 BP]
Someone must think you are incredibly valuable, because now you have Jumper Insurance. In essence, any damage done to you (and anyone you wish to include) will generate money to cover the costs if needed for any cosmetic or healing services you may need depending on severity.

This won't generate enough to do things like bring you back from death, but the more minor and ego-damaging kinds are the speciality of this insurance.

In case you don't end up using any of the services that cost money or some other form of currency, you can instead collect this in whatever suitable form of currency you find yourself in the settings and Jumps in your future to use however you wish.

Master Bureaucrat [300 BP]
With how much paper work exists in Halcyon, it turns out having skills in the art of Bureaucracy is a very desirable talent. But you? You could look at the BOLT-52 and laugh at its reputation as you fill it out far faster than perhaps the most advanced Automechanical made to complete it.

This also applies in reverse, in the sense you know exactly how much to jam in to make whatever you do make into 'Red Tape' and other Bureaucrat barriers almost impossible to fill out or would induce some much stress, the person trying this would get a stroke.

(For note, the BOLT-52 is so complicated, the very last recorded person who attempted to even fill it out ended up having that stroke. And for note, this Perk allows you to also make something as complicated as that to be rewritten in a far less complicated or 'dangerous' level.

Of course, with your skills, you could make your own Bureaucracy barriers be as complicated as the BOLT or even push it further to really make sure the person has the talent to even attempt it and still survive.)

Curative & Restorative Expert [400 BP]
Some examples of problems plaguing the Colony are dealing with Frozen Colonists who will die if unthawed from prolonged Cryo Sleep, Marauders under the madness inducing

effects of Adrena-Time, and if Spectrum Brown would ever get fully released into the market…

…Well, now you can be the one to make the breakthroughs to find the cures or ways to neutralize all of these problems. And while two of these may be found normally over prolonged years, if you had enough resources…

…You could get it done far faster, apply your results to make multiple viable methods to distribute, and most importantly of all, leave people with no harmful side effects. You can of course still have it where they get useful side effects if you want.

Of course, having the best resources and perhaps lots of support with others would make things ideal for you…

(And yes, this will work in future settings, even in ones that run more on things that aren't tied to science in origin.)

Virtuoso Talent [400 BP]
Remember all of those skills that you may have seen? Those ones used in the scale mentioned elsewhere? Turns out, there is in fact a more prestigious level of skill beyond the maxim in said scale.

This allows you to be a Virtuoso in one skill. Which means you would be the expert that the masters of their skill would study from over years of study under your teaching. Or to put it in a different way, you would be around 2.5x better then the most truly talented people in Halcyon…

…And in future settings, this would apply to anyone else in future Jumps that relates to the skill you picked (if there are any applicable similarities and/or versions that would be more magical or fantasy tied instead of Sci-Fi tied).

(Check the notes for which Skills this can be applied for…)

Equipment Requisition Form Recovered Section (Gear/Equipment)

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

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

*There are no discounts for any origins, but you can get whatever you want from the choice here with a stipend of **500 BP** for this section only.*

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

A Nice Hat [100 BP]
Like what it says on the tin. A hat most suited for whoever is wearing it. And since its you, your image and reputation are boosted to a high degree that it can inspire people with your radiating determination and leadership.

Oh, and it also does the same for all manners of talking in persuading, lying, and threatening if need be.

Ultimatum & Ulti-Nature/Bolter [200 BP]
Perhaps one of the most illegal things to find in Halcyon. This is an Ultimatum, a pistol made by FORCE that has its fired shot able to bounce around the environment and strike targets multiple times.

While that is an option, you could also get the stolen designs made from this pistol in the form of the 'Ulti-Nature' or 'Ultimate Bolter'. The former converts the damage to be more corrosive bolts alongside its coloration in Auntie Cleo's colors, while the latter follows more of Joch's luxurious design and makes its damage be plasmatic in nature.

(*Either of these three weapons, if imported into a gun you own, will allow you to import their element (if they have any) and also make a toggleable mode for your projectiles to reflect/bounce off the environment.)*

Prototype Light Pistol [200 BP]
This is a secret that Spacer's Choice would never wish to enter the light of day. Not because of its harm to others as a gun, but more because it was too effective at being durable to be sold as the mainstay pistol of the company's products.

While that questionable (to them) quality is a factor, this version of the Prototype gun is actually even better. How so? While being basically indestructible, this one is 5x more effective across the board than the top of the line handguns being sold in Halcyon.

So perhaps for once, this is actually something that is actually the best choice.

(If you import any handguns (or any other 1-handed guns), you will get the indestructible quality added, while also receiving the 5x efficiency boost. And yes, you can in fact still modify it further to make it even better.)

Pressurized Injection Attire [200 BP]
This old and hidden set of wearable equipment from Gorgon is perhaps something useful for those in the medical line of thought. In short, these are used for the research of chemical or drug effects on subjects wearing these outfits by mechanical syringes that emit precise dosages across the entire subject's bloodstream.

Sadly, since these were used in Project Gorgon, they have been lost to time. Except now you have a copy of the outfit and the accompanying mask. So you can in fact make more of them…

…And for note, this set of attire is useful as light armor and won't cause any degreagion of your attributes while wearing it. In fact, these will make you move and striker faster by a significant amount.

(If you want, you can import your armors/attires to have them gain the ability to have means or functions to inject materials into your body. In case you don't want that, you can instead go for the boost to movement and melee attack speeds.)

Incense Vessel [300 BP]
A curious item full of incense material on its inside. If you end up sparking said material with some heat and let it burn, it'll produce a set of chemical gas that will create a very bizarre and surreal experience to anyone caught in it.

While in this state, one's own mental problems/emotional hang ups can be manifested in what look to be smoke-based forms. And if you or someone else knows what to make sense of the implications and things in said manifestation…

…Once the session is over, which will end the moment the incense runs out, the experience should make someone who was a complete jackass into someone far more nicer and humbler. Or give someone who believes in a grand plan for everyone to realize there isn't one AND be able to handle new perspectives to their life for the better.

For note, this won't work on those who are too strong-willed to remain as they are (or are too messed up that they will never acknowledge their faults), but for those it does…

…Perhaps this vessel, when it automatically generates a new supply of this special incense in a day, could be put to good use in helping people realize their flaws and make the effort to better themselves.

BOLT-52 Data Forms [300 BP]
The Bill of Liquidation/Transfer Form 52, perhaps one of the most legendary infamous forms out there in Halcyon. Its purpose when it was found was to be used to bring MSI back into the fold of The Board…

…But since you have this with you, you in fact do the same if you own a company and can merge it and yourself with The Board. It will take a lot of time to fill this out, or will require someone that is a master of Bureaucracy work to get it done faster and correctly.

Though, if you do end up in future jumps, these Data forms will adjust to match the technology or methods used for Bureaucracy in setting while also making iron-clad legal matters for your company/enterprise to exist alongside others. It is also useful if you plan on having a way in to reform something from the inside, or make sure your competition will have no legal ways to stop you from forming.

(And no, no one filling this version of the Forms will never suffer a stroke or heartache. It may, however, still frustrate them somewhat if they lack patience.)

Peer Recommendation Form V2 (Companions)

Companions can purchase more companions.

Teacup Canid [100 BP]
A smaller version of a loyal Canid companion, except this one looks much more healthy and looks rather visually well-groomed. By default, answers to the name of "Anubis", but can easily take a new name. Especially due to the tidbit its original owner left it to wander off…

…And meet you sooner or later afterwards and refuse to leave your side. So do take care of them and they'll be there for good times and bad times to keep you going if you ever need the support.

Parasite Queen [400 BP]
To be honest, the fact that one of these creatures is here and isn't attacking you is completely strange. But it gets even more strange as it also views you as the one as a complete member of the species (especially if you aren't a Eridanium Gigasius in any shape or form)...

…Well, despite how unlikely this is, it still exists in this circumstance. And with that, you do in fact have a Parasite Queen that can fully understand you and vice versa. Meaning that if you do actually have several bits of knowledge…

…There is alot one could do with having a Queen that can control the other Eridanium Gigasius out there if it can establish 'connections' with them. And that's not even accounting for the fact you could help the Queen with making 'suitable environments' for more Eridanium Gigasius to grow up in.

Do be aware that these Eridanium Gigasius or Parasites, are actually the dirty secret behind Spectrum Brown. And that while this Queen you have as a Companion is fully loyal to you, the potential for doing great good or great harm is very much up there…

…Especially in a Colony like Halcyon and anywhere else like it.

Productivity Flaw Notification Form Pg.2 (Drawbacks)

Take as much as you want since there is no limit on the BP, but do be aware that these will also apply for The Outer Worlds Main Jump and their Drawbacks if you picked them.

Halcyon Elevator Music [+100 BP]
Normally, there would be more 'appropriate' music fitting for Halcyon, but any time you are using an Elevator with this in play, it'll instead be playing some version of a song or music track you know that will be difficult to get out of your head.

So best hope there are a lot more ladders or usable staircases as options to get around…

Door Jamming [+100 BP]
Every now and then (and especially when it is not in a truly harmful situation), you find that trying to open any of the doorways in Halcyon may not actually work on the first time. They, in fact, may get stuck or refuse to open unless you do it multiple times.

Wooly Firefly [+200 BP]
For some reason, several Wooly Cows (Sheep/Cow Hybrids) can suddenly show up inside any ship's cargo hold and just take up space and other minor nusicanes (especially in whatever ships you have while here). However, once you look away or try to make mention of them to anyone…

…They will suddenly vanish. This will at some point happen enough times that this will be at best a semi-medium annoyance for you, especially if you lack any way to prove they were there.

Vengeful Vending Machines [+300 BP]
Normally, the fact these Vending Machines could be anywhere is a bad sign of how much The Board has an influence on the colony. And now, you find yourself with a spot of really bad luck.

Namely, on a random whim or chance, you will find that any particular Vending Machine will malfunction in some form or manner that will get you into trouble or do some form of suitable harm.

Also, The Board may not like it if you end up breaking any of their machines to avoid these from happening in the first place if you think about going that route.

DLC Maintenance Log (Changelog)

DLC 1 Entry (Version 1.0)

Theme Text/Images For Vanity/Style
Tone, Descriptions, Quotes
Complete Perks, Gear, Companions, Drawbacks

Non-Critical Research Data (Notes/Glossary/Etc)

Notes - Skills

Skills

Scale: Novice (20), Competent (40), Adept (60), Expert (80), Master (100), Virtusio (150)

Melee
-1-Handed Melee (Smaller Melee Weapons)
-2-Handed Melee (Larger MeleeWeapons)

Ranged
-Handguns (Smaller Guns & Revolvers)
-Long Guns ('Medium' Sized Guns & Rifles)
-Heavy Weapons (Large Guns)

Defense
-Dodge
-Block

Dialog
-Persuade
-Lie
-Intimidate

Stealth
-Sneak
-Hack
-Lockpick

Tech
-Medical
-Engineering
-Science (Useful for Science Weapons)

Leadership
-Determination
-Inspiration

Shredder Section (End)