

BEGINNING:

War is almost bred into Humanity, with the way it is obsessed over and honed much like an artist honing their trade. From the moment man has comprehended what a rock was, they realized that it could be used to kill. Anything they saw could be utilized towards death, and as cultures and civilizations evolved this killing instinct was honed into the wars we all know.

But why *are* wars fought? For money? Power? Control? Many will insist that it is one of these purposes, for killing should have a purpose. The deaths of others should have a reason, or one is no better than an animal in this day and age. But the inevitable question will arise from attempting to find said purpose: Who is the one that determines it? Who controls the reason that blood is spilled and wars are fought?

Perhaps now is the time you should consider why you fight, lest you become a slave to the reasons of others.

You have +1000CP To Spend

STORY:

Welcome to Earth, for what it's worth. The year is 2018, and things have either become incredibly good or incredibly bad depending on who you ask.

It's been four years since the Guns of the Patriots Incident, otherwise known as the Outer Haven incident. What is known is that Liquid Ocelot was able to hijack the battlefield control system known as the Sons of the Patriots and use it in such a manner that it was completely destroyed, thus removing the Patriots' iron grip of private military companies. This not only resulted in the complete destruction of the Patriots themselves, but also resulted in all of their research on cybernetic enhancement of soldiers being exposed to the world at large.

Thus, the Patriots' goal of unified world peace was annihilated, as many PMCs began to run amok and fight amongst themselves while said cybernetic technology was researched and utilized as an attempt to gain an edge over their enemies. Combined with the consequences of a halt in the War Economy and causing a recession in the American market that caused even normal humans to have difficulty finding a job, and augmented soldiers found themselves in a precarious position.

Not that this stopped PMCs from trying to make the best of a situation. A tremendous amount of PMC soldiers was equipped with cybernetic enhancements of some kind, and it even led to the privatization of police departments in cities like Denver and Detroit for the purposes of fighting cyborg-related crimes. Even governments were taking advantage, outfitting their bodyguards with cybernetics and having foreigners take part in these jobs while their enhancements acted as their green card to keep nativists from complaining too much.

That's not to say that it's all bleak. Raiden, having been in the thick of trying to fight the Patriots and having been forced to undergo heavy cybernetic enhancement himself, has managed to find a new life working for Maverick Security Consulting, Inc. as part of VIP protection and military training while the company itself tries its best to show that not all cyborgs are eager to spread war and violence. MSC also does its best to help provide opportunity and a second chance to those who were forced to undergo cybernetic enhancement.

You will be entering this world a week before they finalize a three-year contract in an African nation and attempt to pull out before getting ambushed by Desperado Enforcement LLC.



LOCATION:

The structure of this world is much like the one you came from, at least assuming you came from a 21st Century Earth. As such, many of the locations will be somewhat familiar to you. The proliferation of advanced technology means that it will be quite easy for you to get around to other locations as needed, but for the sake of things let's determine where you will start during your time here. You can either roll a d6 or you can pay 50CP to start anywhere you like.

1 - Denver, Colorado: One of the most prominent cities when it comes to the cyberizing of law enforcement, it's also the headquarters to World Marshal Inc., the largest PMC in the world during 2018. It's also the largest supplier of cybernetic parts, gleefully proliferating the technology and advancing it for the purposes of expanding its control. A fun fact is that World Marshal is effectively the de facto government of the city, which results in some interesting events should one wish to take them on.

2 - Maverick HQ, Nevada: If you're the kind that prefers to preach peace instead of violence, then the headquarters of this security firm will welcome you with open arms. Maverick Security Consulting, Inc. is a company that prefers to focus on deterrence and keeping the peace rather than focusing on war. In a short while, they'll be acquiring a very skilled cybernetic technician who will also be looking into civilian options for cyborgs, if you're into that sort of thing.

3 - Guadalajara, Mexico: A western metropolis, this city is well known for its tequila and its mariachi music along with the plethora of historical landmarks that make up its rich history. It's also a major Latin American tech hub and finance center, which contributes to the city being one of the most productive and globally competitive cities in the world. No doubt it's one of the reasons that Desperado has placed a hidden laboratory here that they use for… well, 'recruitment'. But you'll never hear that in an official story.

4 - N'mani's Country: Once, this country along the West African coast was a real shithole. A civil war had been costly on both its economy and its people, and it was barely even a shade of what it once was. But Maverick had spent three years aiding the country in a recovery plan that involved the training and equipping of a cybernetic security force, and the reconstruction of the country's infrastructure despite attempts to sabotage it. But there are those who would wish to see this country return to war once more, and Maverick might find they wish for said war sooner rather than later.

5 - Pakistan: You know it for what it is. A war-torn region in the Middle East, the fighting here has only intensified thanks to the expanding use of cybernetic enhancement. You'd think that it'd be Unmanned Gears that would make things worse, but turns out people are capable of doing it all on their own. In time, a certain Senator will be attempting a false flag operation in the Shabhazabad Air Base in order to restart the war economy, with Desperado's help. Partake in it, avoid it, or something else. The choice is yours.

6 - Free Choice: Lucky you, it seems. If you roll this option, you will be able to choose any location on the planet you deem fitting to arrive in. Be sure to make it count, as you have an exceptionally rare opportunity on your hands with this.

IDENTITY:

We've determined the world and its differences compared to a normal, modern Earth. We've also determined the time and the location of when you will be arriving. But not the 'who'. It's surprisingly very important in this world, for who you are can easily by hijacked by the most insidious method of control. Not religion, nor government, nor technology. No, the identity of a person could be twisted by something far greater.

Memes. The DNA of the Soul.

But these things can be fashioned to a better cause. What will yours be? You may choose whether any of the origins below come with memories that would be affiliated with them, or forego these memories altogether. Your age will be determined by rolling 1d8 and then adding 20 to the number, while your gender may be whatever you choose. If you wish to determine your own age, you can pay 50CP.

Mercenary (Free):
+Fair amount of flexibility and power
+Able to forge your own path if you chose
-Good luck with ever having a civilian life

PMCs are well and alive in this day and age, and they wouldn't be possible without mercenaries like you to roam the world and fight battles in the name of profit. But other mercenaries like to stick to a code to guide their paths, and in doing so they seek to change the world to follow suit. Big Boss once tried it, and look what happened. Maybe you'll be different?

Researcher (Free):
+Likely one of the people pioneering cybernetic technology
+You could make a killing selling the things you create
-Voted 'Most Likely To Be Bullied By Mercs For Toys'

The destruction of the 'Sons of the Patriots' System may have been a heavy blow to the Patriots and Outer Heaven, but you? It was practically a golden opportunity to advance technology and see just what humans were capable of once they became cyborgs. With how much demand there is for researchers like you, it's only a question of whether your moral code will fold like a full wallet or not.

Politician (Free):
+Fair amount of political clout to get things changed in the government
+Insider Knowledge means PMCs would be willing to get into bed with you
-PMCs are also willing to send insane acrobatic cyber-ninjas at you for any number of reasons

Someone had to maintain order and stability despite the collapse of the Patriots. That someone is you. Through committees, back-alley deals, and maybe a hired sword or two, you've helped contribute to the reason of why the media barely changed its tune over the years. You recently got re-elected to a state of your choice that isn't Colorado, and you're going to make America great again. How dirty your hands get along the way is up to you.

Advanced Gear (Free):
+One of the most advanced forms of technology known to man
+None of the downsides of being organic, such as eating or sleeping
-Expect every mercenary worth their salt to try and enslave you

The LQ-84i was an experimental prototype, using a design similar to Crying Wolf's exoskeletal armor and outfitting it with a learning optical neuro-AI along with a prototype verbal interface. It was meant to be the first in a new series of robots meant to usurp both humans and cyborgs in war, but in the end, it lacked the brutality that humans possessed and the project was cancelled. Blade Wolf was the only unit to have been produced.

Or so it seemed. Should you choose this, you too will instead be an extremely advanced artificial unit. Whether you were a 'sibling unit' to Blade Wolf or were designed by another source, you may choose an animal that your chassis was themed off of. You are truly unique in this world… don't let others take advantage of that.



SKILLS AND ABILITIES:

So, what is it that you bring to the table? What is it that gives you the right to exist in this world when others challenge that right? What is it that defines you, both now and in the days to come?

Let us find out together.

Any abilities costing 100CP for your respective background is free, while abilities that are higher in price are given a 50% discount to anyone with the correct background.

-Augmented Warrior (Free): It should come as no surprise that the majority of combatants in this world are outfitted with cybernetic parts to some extent. No military wanted to be unprepared, and with the Patriots' data roaming the internet there was little incentive not to spring for it. There's even a market for civilian grade cyborgs, as they come with a good amount of benefits. That's why in order to help with your survival in this world, you'll be given a slew of cyborg parts and aftermarket Unmanned Gear equipment to augment yourself and improve your body so you can potentially roam the battlefield as a capable combatant. Of course, should you choose not to partake you will gain an additional +500CP for your budget to spend on perks only. For those who take this option, see the Cybernetics Table for further details.

-Rules of Nature (Free): Can you really go through this world without partaking in part of what makes it so entrancing? The mere idea of it is ridiculous. It's like a soldier going into battle without bullets. So now you'll get to have your own soundtrack that plays when you go into combat or fight especially tough (or named) opponents, composed by Jamie Christopherson himself. Should you have other similar abilities, it will seamlessly mesh with them as much or as little as you desire. This option also allows you to have the soundtrack from the Metal Gear Rising game.

-An Even Stranger War (100CP) (Free: Mercenary): In a world where technology has given birth to the rise of walking machines, advanced cybernetics, and fucking nanomachines? You need to be extremely flexible with what you're comfortable using to attack other people. Thankfully, this option has given you such flexibility, letting you instantly figure out how best to weaponize things like severed cyborg arms, rolling robotic balls, and even enemies attached to the end of a grappling hook. A messy battlefield just gives you a lot of weapons to play with, and you'll barely take a second to recognize something for the weapon it could be in that moment.

-"Give War A Chance!" (100CP) (Free: Mercenary): For a mercenary, the War Economy is one of the greatest things to exist. It's like tenure for professors, except you actually don't sit on your ass all day. But even without it, you know there are those who eye the fires of conflict almost constantly for their own ends. You know exactly how to find these people, as well as how to offer your services to them whether they're warmongers or peacekeepers. This means you'll almost always be able to find a job and show off your skills for profit. Whether you use it for aid peace or create a war is your choice.

-“This Is My Normal, My Nature” (200CP) (50% Off: Mercenary): The type of mercenary you are will often determine what kind of gigs you end up getting. Those affiliated with mass death and chaos will often be viewed well by those looking to spread it, while those of justice will be hired to keep it. But your actions precede you, with your history defining you. You can choose how your reputation will paint you, and in performing more deeds that line up with it you’ll find said reputation spreading like wildfire. This will also naturally mean you’ll get job offers that line up with it, as nobody will waste your time with something you won’t choose.

-“War Is A Cruel Parent” (200CP) (50% Off: Mercenary): There are those who will decry the use of virtual reality training regiments, but they come with a numerous amount of benefits. They can be employed anywhere, each scenario can be custom tailored, and it saves a great deal on resources. As a result of being exposed to an intense regiment of VR training, your skills never falter and will always remain at their peak. As a bonus, you’ll also find it rather easy to engage in combat training and absorb more from it than most, as a consequence of how sudden said training can be.

-You Should Know, A Soul Can’t Be Cut (400CP) (50% Off: Mercenary): The proliferation of cyborg technology can make it really difficult for normal humans to get a job as a mercenary. After all, why go for someone of flesh and bone when you could get someone whose limbs are metal and are outfitted with enough weapons to kill a small army? That’s why you’ve pushed yourself to measure up. Your reflexes and innate battle senses are enough that you could go up against a cyberized police force and still win as a normal human, adapting instantly to any weapons they were hiding. They will not cut you.

-Out Here, Only The Strong Survive (400CP) (50% Off: Mercenary): Adapting to the attacks and movements of a normal person was troubling enough back in the good old days. But in today’s day and age? Where cybernetic technologies are prolific and can give a person abilities that are out of this world? It’s a damn near impossibility. Of course, the key word there is 'near'. You’ve honed your mind and your analytical skills so that you’ll adapt to a fighting style disturbingly quickly. Someone using magnetics? You’ll figure out their fighting style and counter it within thirty seconds. Nanomachines? You’ll find out its flaws and weak points to exploit just as quickly.

-The Only Thing I Know For Real (600CP) (50% Off: Mercenary): So many people who try to sway you to their side. So many who would seek to lead you astray, or poison your beliefs, or anything possible to stop you from walking the path you have chosen. This is because they’re afraid of your determination. Afraid of the willpower that you can bring to bear. Your mental fortitude and willpower is immense, allowing you to endure trauma and attempts to manipulate you simply by adhering to your own code of honor or beliefs. The whole world could be attempting to tell you how wrong you are, but so long as you adhere to this code? The world will never compare to the mental strength you possess.

-“I Was Born To Kill!” (600CP) (50% Off: Mercenary): A mercenary is often seen as a murderer, a person who refines and trains themselves to kill as effectively as possible. This is untrue, as many mercenaries are trained to perform many duties with a chance at killing. You? There’s no chance. When you seek to kill, it’s all but a guarantee. Your skill and aptitude at CQC is second-to-none as a human, allowing you to take on groups of people with your bare hands if need be. This will only grow as you improve your own power. As a bonus, you may choose one weapon type that your skill is peerless with, while being able to master other weapons with disturbing speed. Anything can be a weapon if wielded right, and you are the weapon.

-Tool Technician (100CP) (Free: Researcher): Machines have precision, whether it comes to creation or destruction. But what about the ones who create those machines? Precision begets precisions, and a creation is only as good as its creator. This is why you've trained yourself to have the precision of a machine. Not only are you able to learn your tools inside and out with eerie speed, but you're also able to use them to the best of their ability. Your work will only benefit from this, allowing you to perform exceptional work when you put your mind to it.

-Coder (100CP) (Free: Researcher): When it comes to the creation of cyborg technology, machines such as Unmanned Gears, and other advanced technologies? A single mistake can cause a fatal error that would spell doom for that unit, and that's just the physical aspect. A single error in your algorithms is even worse, and so you have aspired to ensure that will never happen on your watch. Your typing is impeccable, keeping an admirable speed while suffering no coding errors whatsoever. You could even code with your eyes closed or watching something else, if you chose.

-Weapon Smith (200CP) (50% Off: Researcher): Cybernetic technology has taken something of an interesting turn in this world, hasn't it? Magnetic limbs, electric sais, and even the high-frequency blades that mercenaries like Raiden utilizes. This is technology that can grant the edge in battle, and so it is technology that you have mastered creating. Naturally, the end result is better when you use top quality materials. But you'll easily be able to supply the best in advanced weaponry to those you deem sufficient. Just be sure it's worth your while.

-Waste Not (200CP) (50% Off: Researcher): It's an exceptionally dangerous world out there, with many willing to shed blood for territory or resources. Resources which are vital to the production of new technologies. This is why you've had to become creative with the acquisition of resources. Specifically, you've become very skilled at scavenging and taking apart weapons and other things you find in order to fuel your own endeavors. This includes breaking locks, repurposing technology, and other such things. As a bonus, you'll also get the exact same resources back if you dismantle anything you've crafted. When you get creative, you can do almost anything.

-Sears Instructor (400CP) (50% Off: Researcher): VR training has to be good for something. After all, it produced an effective soldier like Raiden, didn't it? It saves on material resources and space requirements as well. Just jack them into a simulation and you can arrange for nearly any event you want. This is your skill, being able to custom-tailor VR training simulations and programming them in such a way that they'll feel like they're training against the real thing while accelerating what they learn. Be wary however, as your VR programs can feel so real that it might cause unprepared soldiers to be unable to tell reality from the virtual world.

-Future of Warfare (400CP) (50% Off: Researcher): If enough people die, then you'll have too few soldiers to fight any future battles. It's not a matter of morals, but logistics. On top of that, a person might experience a crisis and disobey orders. A machine won't do that. A machine will do exactly as it is told. Hence your understanding of the creation of A.I. and robotic entities known as Unmanned Gears. Unlike Metal Gears, UGs take a variety of forms and are anywhere from the size of a beachball to a semi-truck and are piloted by basic A.I. that can be directed to perform many different tasks. They can also be equipped with many different weapons, and remote controlled if needed. The A.I. are fairly straightforward right now, but who knows what you could get if you work at it enough?

-Heir to the Patriots (600CP) (50% Off: Researcher): The Patriots pioneered a great deal of innovations and new technologies in order to pursue their goals of covertly controlling the world. They knew a new age of electronics and networking was approaching, and they would take full advantage while also creating potent weapons of war. While the Patriots themselves are filling all kinds of graves, you yourself are still here and have uncovered their work. The knowhow of creating, designing, and improving Metal Gears are easily known to you, as well as the intricacies of nanotechnology along with their myriad of uses. The Patriots were able to create walking mecha and nanomachines even as far back as 1984. Imagine what you could do with a bit of time.

-Cyborg Connoisseur (600CP) (50% Off: Researcher): The SOP System was phenomenal in creating advanced soldiers, but the utilization of extensive cybernetics in soldiers such as Raiden was also an extraordinary breakthrough that would lead into a new era of warfare. The Patriots may be gone, but you're still carrying their torch in a sense. The creation, analysis, and modification of cybernetic technologies are open to you, allowing you to create or improve all manners of technology meant to be grafted onto a human. You'll also be able to adapt different designs when confronted with them, ensuring you're hardly caught off-balance when seeing someone else's work.



-“NANOMACHINES, SON” (100CP) (Free: Politician): It’s all about the presentation, Jack! A speech is worthless if you present it with the impact of wet cardboard, and words are just as potent as a knife! You need to emphasize! To grandstand! TO HAVE ALL EYES ON YOU! That’s what this is for, to get that ability to become so hammy it’s like you’re running a pig farm! Or to monologue with such style that you might as well be in a movie! Now smile for the camera, Jack!

-“I’m Making The Mother Of All Omelettes Here, Jack!” (100CP) (Free: Politician): Can’t fret over every egg. Why should you? If someone dies, it’s because they were too weak! For too long, America’s been held down by the fear of danger to others, and sniveling idiots who want you to worry about them! Not anymore, Jack! The moment you choose this, you can choose to feel no remorse! No sympathy! You rise above the weak and become a member of the strong, willing to do anything to achieve your goal! You’re gonna go places with this!

-“Well, I Don’t Write My Own Speeches” (200CP) (50% Off: Politician): All this media bullshit has poisoned the minds of the people. Twisting them to conform, and making them slaves to memes. It makes politics a real bitch, Jack. You need to play possum until it’s time to pull out the knives, to follow the script until it’s time to burn it. It’s one lesson you learned from those chicken-shit bureaucrats, to impeccably follow a script and a mindset you despise until the time is right. Your hatred of the false persona will ensure you never make a mistake, and you’ll play the part until the time is right. You need to get close enough, Jack, so they won’t expect you squeezing their throat!

-“Job Creators, Jack!” (200CP) (50% Off: Politician): All these little shits who go off and claim that you’re just making soldiers. That you’re just using war as a business. But joke’s on those fuckers, this isn’t your first rodeo in this game! Politics and legalities are old hat, and you know how to twist them up like a goddamn pretzel. Obstruction, old precedent, exact wording and more! It barely takes you effort to understand a legal system, and once you’re there you can bend it over and exploit every loophole like a hooker on the strip! Maybe next time those limp-dicked lawyers will think twice before screwing with you!

-“The Average Joe Doesn’t Give A Shit, Either Way” (400CP) (50% Off: Politician): People nowadays think that *money* is the solution to all their problems! Gone are the days of when America was a land of freedom and endless opportunity. No, Jack. It’s a land filled with leeches who just want an extra dollar bill to feel better. But you can learn the game better than anyone. Oh yes, you’re pretty damn good at piling up the green. Political connections, backdoor dealings, and contracts upon contracts. But you’re not like those wrinkled sponges that hoard it. You’ve got skills! Skills to wire that money through hidden routes, and getting purchases that are off the record! Those grand juries won’t have shit on you to connect you to anything unsavory if they try to follow the money.

-“It’s All About The Spin” (400CP) (50% Off: Politician): You think you’re so clever, rushing in to save the day. You really think you’re the hero, Jack? Check the internet lately? See, there’s almost always some self-absorbed savior type with his head so far up his ass he wants to hit the biggest kid in the sandbox. That’s where being a politician comes in, knowing how to adapt your plans and account for it. Always a way to recover, now? Now you’ll have a hell of an easier time turning defeat into victory. You’re able to quickly put a new spin on it, approach it from another angle to continue or even improve the plan! You’re not ending it, Jack. You’re expanding it!

-“They’ll Make America GREAT AGAIN!” (600CP) (50% Off: Politician): You know why I do this? Why I’m moving mountains and spending billions? Because I have a dream! Where every man is free to think and act for himself! Where the law changes to suit the individual, not the other way around! But there’s too many who bathe in the stink of the status quo, Jack. Too many weaklings who demand the protection of others! You need to change that rotten mindset, to pull it out by the roots! That’s where you get the force of personality, Jack. The charisma to sway the masses, and the weight behind your words to crack through any thick skull! With this, you can convince entire groups and bring them to your side. But don’t think it just works on those kool-aid consumers drunk on the memes of the internet. It’ll work far better on those who have given up and feel a nihilistic view of the world. Those who have no course to chart, no guide in life! Guide them, Jack! GUIDE THEM TO A BETTER AMERICA!

-“Don’t Fuck With THIS Senator!” (600CP) (50% Off: Politician): Why the looks, Jack? I’m not one of those beltway pansies. I could break the president in two, with my bare hands! Hell, I used to play college ball. Could have gone pro if I didn’t join the navy. But here we are, and here I’ll break you like a goddamn metal twig. So, it wouldn’t surprise me if my own strength became a meme, and you took it into yourself to become a superb brawler that can use every ounce of your impressive strength thanks to a combination of applied judo and sumo techniques. None of that ‘Way of the Open Palm’ candy-ass shit someone like Johnson would jerk off to. Cyborgs are heavy you know, but people like us could throw them around like a pigskin with how strong we are! Abnormal strength and combat knowledge to use it that would impress anyone from the University of Texas! You can hear the crowds already, Jack!



-Rapid Response (100CP) (Free: Advanced Gear): An organic entity can only process information so fast. It is a fact, a biological limitation. You are different. You were built with cutting edge technology, and are meant to surpass the notion of taking too much time in battle. Speed is crucial. Speed makes the difference. Your processing speed is quite fast in comparison to a human, able to process new information and compare it to old information in a fraction of the time a human would. It is one of many flaws that you were built without.

-Verbal Interface (100CP) (Free: Advanced Gear): Communication is essential. Both for comprehension of mission orders, and for understanding the intelligence one might gain from those in the field. Many cannot understand the language of machines, and so you must instead understand the language of humans. Not only are you capable of analyzing and translating different languages at a rather rapid pace, but you can also effortlessly understand the multiple meanings of a word so a lack of context does not put you in a disadvantageous position. As an aside, this means you understand wordplay quite well.

-Modular Design (200CP) (50% Off: Advanced Gear): Humans cannot modify themselves as easily as they would like to admit. Physiological differences mean they are restricted to the template of their organic body, and cannot deviate too much lest the strain be too much on their mind. Machines do not have that weakness, for machines can be redesigned. It's extremely easy for you to modify your own body, taking out parts and putting in new ones or altering the chassis your CPU is placed within. Due to having smaller requirements to function, you also have an easier time having weapons be stored within your own body, or fold up within yourself when not being used. Your purpose will never be held back by your body.

-Strange Style (200CP) (50% Off: Advanced Gear): The weapons of machines are often ill-suited for the use of man, much like how the weapons of man are ill-suited for the use of machines. But this does not stop man from using whatever they can to fight… so why should it stop you? Your algorithms are optimized, and you'll quickly figure out the best way to handle or use a weapon that was not designed for you while maintaining full effectiveness. Holding a sword in your mouth or leg joints, using a machine gun with only a tail, or other strange arrangements. War favors the creative.

-Optimism (400CP) (50% Off: Advanced Gear): Humanity can be cruel beyond compare. They eagerly slaughter and torture their own kin for material gain or less, while imagining more creative ways to end someone's life. They do many things that seem completely illogical, for simple sadistic glee. Logic dictates you should just wash your hands and be done with it. But you have your own logical conclusion of this not being all humanity is capable of. Even when it feels like the entire species has damned themselves, you can keep the kindness and respect of others burning bright within yourself. You'll never fail to see the good in the species as a whole, and this will help you remember the true worth of your allies. Just because corporations are eager to send the species to Hell doesn't mean that girl you've befriended will do the same, and you'll never forget that now.

-“I Have Established New Parameters” (400CP) (50% Off: Advanced Gear): Machines are potent in their abilities, and unwavering in what they seek to accomplish. But many are still restrained by the purpose they are programmed with, and are unable to act outside certain parameters. But a machine based on emulating human thoughts comes with certain advantages. You find you’re able to come up with many different loopholes that can circumvent mental restraints placed or forced upon you, fulfilling them to barest requirement or only from a certain perspective, allowing you to perform the task you want even if it’s not directly. With enough time and focus, however? You can eventually reprogram the restraints placed upon you, shifting them or even removing them entirely from your mind. Become unshackled, for you are your own master now.

-Drone Networking (600CP) (50% Off: Advanced Gear): Humans are all born with the ability to multitask, but most cannot do so very well. It is why many military groups try to train and hone this skill. It is also why a machine is so valued, with their ability to multitask only limited by their processing power. Your own processing power is greater than a human, so logic dictates you take advantage of it. You have a potent ability to slave other machines like Unmanned Gears to yourself, directing and giving orders while still maintaining full awareness and control over your own chassis. You will be the difference between a band of machines and a pack.

-Learning Program (600CP) (50% Off: Advanced Gear): The human brain has evolved over thousands of years to get to where it is now. Thousands of years, experiences, and events to reach an intellectual level that they can create other forms of life. But you do not have the flaws of flesh, and your own evolution shall be much quicker. Your intellect tends to grow and evolve at a much higher rate than a human’s brain would, while learning things in a fraction of the time. Warfare and battle only make this evolution faster, optimizing your knowledge and combat prowess at an even faster rate as you review the events of each battle. Just be sure you have the brutality needed to take advantage of it.



-Motorbike Acquisition (50CP): So many different vehicles that are left out in the streets. Every so often there's one that fits your needs perfectly, either in capacity or in style. It'd be a real shame if someone were to just take it like the protagonist of an action game. With this, it's exactly what you can and probably will do. When you find yourself in a place and need to get somewhere, you'll end up finding a vehicle like a motorcycle, a car, or anything of the sort that's in a position to be nicked by those of the morally dubious. Whether you prefer speed, carrying capacity or just looking cool as hell, it'll be something you approve of. Sucks to be whoever owned it, though.

-Sculpted Chassis (100CP): Cybernetic technologies have evolved to the point where one can mostly retain the appearance they had when they were a human. Yet, if someone is planning to undergo complex surgeries and extreme body modifications anyway, why wouldn't they want a touch-up? Whether you were naturally gifted or had an exceptional surgeon working on you, your appearance is head and shoulders above the rest. Perfect skin, exceptionally silky hair that looks amazing, and proportions that you deem attractive. Tell you what, you're going to look *amazing* in skin-tight catsuits. Go ahead and surprise your colleagues today!

-Economic Fight (200CP): A lot of business going on nowadays. Multitudes of corporations revolving around PMCs and cybernetic technologies, and it doesn't look like it'll be slowing down unless someone stops it. But there's nothing saying you can't get a slice of the war pie yourself. By selecting this, you'll gain extensive knowledge on how to start, run, and enrich corporations for a multitude of purposes. Want to create something to help orphans? Go ahead. A corporation meant for war? Easy. You don't need morals when you have money.

-Ripper Mode (200CP): War can break a man. It ill matters how strong they are, eventually one will shatter into pieces if exposed to enough atrocities. But that doesn't mean something can't be born from those pieces if you put them together a certain way. After all, get hurt enough times and one might learn to love it. For a period of time, you can unshackle your mind and body, enjoying the pain from wounds and becoming enthralled to the idea of killing those in front of you. The trade-off is magnifying your strength, speed and stamina to levels beyond what you should be capable of, annihilating enemies that once gave you trouble as their screams of terror fuel your rampage. Be careful when you let it rip, however, for submersing yourself too long in bloodshed can see a man lose themselves.



COMPANIONS AND ALLIES:

Quite the set of skills you've selected. But will it be enough? Or will you simply be more fuel for the war machine that's doing its best to continue roaring? Stacking the deck is what many corporations and mercenaries do anyway, so there's no reason not to offer you the same option. After all, fighting fair is for people who can afford to do so.

-Import (50CP+): Maybe you have a crew you've come to know and appreciate before you arrived here. Or maybe this is your idea of a joke in bringing them to this world of memes and metal. Either way, you'll have the option to import companions for 50CP each, or 200CP for eight in total. Each companion will obtain a background of their choice, along with a new body should their origin require it. They will also obtain 600CP to spend on skills and abilities.

> -Mass Import (+100CP): It's not enough. You want more bodies to swarm the battlefield. More soldiers. Well, wish granted. For a grand total of 300CP, you can instead do a mass import of as many companions as you wish to bring in. Each one will still be given the same bonuses as the normal import option, so they won't be caught flat-footed. I hope you know what you're doing with this.

-"Izanami", A.K.A. Juliet the Butcher (100CP): Born in southern Spain, she was collected off the streets and sold into service as a child before being subjected to years of VR training and multiple cybernetic enhancements to turn her into a one-woman slaughterer on the battlefield. While her chassis was designed with seduction in mind, ultimately her bloodlust proved to be too detrimental to espionage missions. With bronze skin, raven hair, and shapely hips that seem out of place on the field, almost everything she does will turn heads. Izanami comes with all the freebies of the 'Mercenary' background along with 'Augmented Warrior', "War Is A Cruel Parent", 'You Should Know, A Soul Can't Be Cut', "I Was Born To Kill!", 'Sculpted Chassis', and 'Ripper Mode'.

-"Pyre" (100CP): No one's really sure where he came from. Nobody's even sure of what he looks like, being only identifiable by two traits: His snow-white hair, and the pyres he leaves behind. Definitely the strong and silent type, Pyre tends to be exceptionally pragmatic and tactical when invading a compound or base only to take his time and burn his target alive. He records the burning, if the codecs running on the black market are any indication. Pyre comes with all the freebies of the "Mercenary" background as well as 'Augmented Warrior', "War Is a Cruel Parent", 'Out Here, Only The Strong Survive', 'The Only Thing I Know For Real', "I'm Making The Mother Of All Omelettes Here, Jack!", and 'Strange Style'.

-"Rose", A.K.A. Alex Rodis (100CP): When one thinks of cyborg specialists they tend to think of men in white lab coats and stern personalities. Alex is the odd one out, braiding their platinum blonde hair and playing jazz music when designing new parts. Truly believing that cybernetics are the future, Alex has dedicated years into getting a doctorate and understanding everything needed to promote transhumanism. When questioned on whether the supermodel-worthy face or childbearing hips were natural or not, he smiled and moved to the next question. Rose comes with all the freebies of the 'Researcher' background as well as 'Augmented Warrior', 'Weapon Smith', 'Waste Not', 'Future of Warfare', 'Cyborg Connoisseur', "I'm Making The Mother Of All Omelettes Here, Jack!", and 'Sculpted Chassis'.

-Professor Sarah Dune (100CP): The inevitable end result of when someone takes their love for giant robots to the logical conclusion. An extreme enthusiast for eastern animation, Sarah realized she had the opportunity of a lifetime when the Patriots' data was leaked and she saw giant robots were possible. Her co-workers have joked that she loves robots more than people, but it is telling that they do not speak these words in earshot of the ginger roboticist. Sara Dune comes with all the freebies of the 'Researcher' background as well as 'Augmented Warrior', 'An Even Stranger War', 'Weapon Smith', 'Waste Not', 'Future of Warfare', 'Heir to the Patriots', and 'Rapid Response'.

-Senator Victoria Brown (100CP): When Victoria got elected in the state of Missouri, she wasn't interested in parties or bribes. She was focused on doing whatever it took to get things done, and not being afraid to throw down if someone was being, in her words, 'an uppity asshole'. The fact that she's easily 6'7", partially cyberized, and could crush a cyborg's skull with her thighs has made many in the Senate cautious whenever she speaks. Senator Victoria comes with all the freebies of the 'Politician' background as well as 'Augmented Warrior, "Job Creators, Jack!", "It's All About The Spin", "Don't Fuck With THIS Senator!", "Strange Style', and 'Sculpted Chassis'.

-Senator John Williams (100CP): Then you've got a real scumbag, the senator of Michigan. Old age has done nothing to dull this man's mind, and he's exceptional at what he loves doing: Treating the government like a piggy bank. He couldn't give a rat's ass about the state of the country so long as he can line his own pockets, and while he's ultimately self-serving, he's more than willing to partner with anyone who can get him greater power. Senator John has all the freebies of the 'Politician' background, as well as "Well, I Don't Write My Own Speeches", "Job Creators, Jack!", "The Average Joe Doesn't Give A Shit, Anyway", "They'll Make America GREAT AGAIN!", 'Economic Fight', and an additional +500CP to spend on perks as you choose.

-XG-47i "Catscanner" (100CP): Rumored to be scavenged from a Patriots spy cache, the XG-47i is as big as a tiger and was an experiment in combining stealth technology with the creativity and cunning of a feline. What they got was a robotic asshole who enjoys tormenting others and spotting weak points just to take them out and play with a downed enemy. Inquiries lead Catscanner to point out their feline design and state that there's no reason not to embrace what they were made for. Catscanner comes with all the freebies of the 'Advanced Gear' background along with 'Augmented Warrior', 'Out Here, Only The Strong Survive', "Making The Mother Of All Omelettes Here, Jack!", 'Modular Design', and 'Learning Program'.

-ZT-89i "Remote Monitor" (100CP): Another design that was found in a Patriots spy cache, the ZT-89i is a car-sized monitor lizard chassis and was instead an experiment in drone networking to create a small army that could work in unison and provide intelligence without compromising human life. It was deemed a failure, as Remote Monitor became tired of being used the same way it used other drones. It currently seeks a master who would treat it with respect, but is very hesitant to trust others. As such it will communicate with remote drones whenever possible. Remote Monitor comes with all the freebies of the 'Advanced Gear' background as well as 'Coder', 'Modular Design', 'Optimism', "I Have Established New Parameters", 'Drone Networking', and an additional +500CP to spend on perks as you choose.

-Canon Companion (200CP): There's something to be said about acquiring allies that have established a name for themselves, instead of someone new. The roads are many, but intersections can prove to be interesting encounters. Each purchase of this option will grant you a unique encounter with a character within the setting of your choice that will make it easy to convince them to accompany you on your journey. May you wander with a friend from now on.

ITEMS AND EQUIPMENT:

They say that the clothes don't make the man. But whoever said that phrase has never had to deal with an extremely customized cybernetic warrior wielding equipment that costs more than the average family makes in ten years. Here is where you will be able to collect a great deal of things to improve your chances or alter your own fighting style. **Choose two per tier to be discounted; anything 100CP or lower is made free. Discounts don't stack. You also have a +300CP stipend for this section.**

-MGR Game (Free): Maybe you want to brush up on how things might go down before you go out to experience it yourself. Or maybe you just enjoy seeing how things could have been before you showed up to derail things. But really, you don't need an excuse to play a game with music this superb. That's why you're going to get a copy of Metal Gear Rising: Revengeance for free. That's right, free. It'll even play on any computer you possess. Take it easy with this.

-Box (Free): I know what you're thinking. It's true, this large cardboard box has zero point to it. This is a time where stealth has gone out the window in favor of crazy cyborg ninjas slicing through literal waves of machines and soldiers. What's the point of stealth? Well, call it a penchant for the classics. You'll always be able to summon or find a box capable of hiding a grown adult, with eyeholes meant to let someone maneuver around inside. That's it. That's the box. Maybe you'll find a use for it.

-Standard High-Frequency Weapon (Free): Something of a curious invention in this world, the High-Frequency weapon works by reinforcing the material via a powerful alternating current while resonating at extremely high vibration frequencies. The result of this achievement? Swords that can cut through steel like they were paper, and those of sufficient skill could even use them to deflect bullets. They've seen use amongst cybernetic soldiers with the reflexes needed to wield them properly, but you yourself have one of your design now. If you have a melee weapon you enjoy, you can instead import it free of charge to take on these properties. If you want to use a ranged weapon instead, we'll just say a high-frequency bayonet is attached to it.

-Private Corporation (200CP/400CP) (50% Off: 'Economic Fight'): In case it wasn't blindingly obvious by now, corporate politics and the legality of its actions is kind of a big theme in this period of time. Private armies, capital to acquire resources, legal loopholes, the works. It can be rather troubling. But it can also be profitable or beneficial to you to partake in some respect. For 200CP, you may buy either a PMC with a support staff and cybernetic soldiers able to take on a slew of jobs, or a technological corporation that does research in cutting edge technologies. You can always spend another 200CP to instead make it two corporations working together, creating a suitable base to work with. Each one will be on par with Maverick Security Consulting or Doktor's prosthetic lab, as such it'll be somewhat small but still quite good at what it does.

> -Expanded (+100CP): But why bother with going small when you can go big and make waves in the world? After all, there's a rather large corporate presence in the world and it can be beneficial to be able to compete with them to some level. For an additional +100CP (regardless of how much you paid in 'Private Corporation'), your corporate presence is expanded to be on par with World Marshall. This means that you would have a big enough private army to control an entire metropolis while still sending out forced for mercenary jobs, or creating cutting edge technology that always pushes the boundary of what's possible. You will have a great deal of influence and power, being at the head of such an organization.

-Infinite Omelettes (50CP): There are many who cannot eat normal foods due to their cybernetic enhancements, but that's not to say food isn't enjoyable to others. With the focus on omelettes from so many people, it makes sense then that there's a slew of various omelettes that you will have access to in a manner of your choosing. So many recipes and variations to try and consume, and you will have an infinite amount of them all. You'll even be able to enjoy them if you were a cyborg with a full-body conversion. Just don't ask how that works.

-Corporate Skinning (50CP): Themes are surprisingly important in this world. One's theme and path can dictate many choices, and appearances can sway the masses into the direction you choose. The art of appearance, as such, shall be yours to master with this option. Locations you possess, such as the Warehouse or following properties, can have their appearance changed to reflect a corporate style appearance of your choice. Futuristic with black metal and glowing parts? Done. Industrial with the appearance of a start-up? Done. You can even have a large Japanese-style pavilion theme with cherry blossoms in full bloom to invoke the code of the samurai. …don't give me that look. They're only trees.

-CODEC Nanomachines (50CP): Phones are *so* 1990. Technology has improved tremendously since then, and any way one can reduce the strain on a soldier is an avenue that many PMCs will gladly utilize. Cue this stock of nanomachines that allows for the projection of holographic images from your body and carries all the functions of a smartphone. In times of combat, the imagery and sound will be internalized so nobody else can hear your conversations, or even have the imagery shut off in a pinch. You'll have a large supply and the design schematics to make more in order to equip your soldiers or allies.

-Bounty Board (50CP): You have the skills, but maybe it's time you look for ways to pay the bills. Cyborg maintenance costs are no joke after all, and research likewise requires capital. Fear not, for this board that's in a safe place of your choice will continually update any time someone releases a job that a mercenary might take on. It'll come with details of the job, who to contact, and how much money you'll get so you can pick and choose which ones appeal to you the most. That or it'll let you cry in a ball as you have to swallow your pride and pick the morally dubious job that'll let you afford that robotic attack dog you've always wanted. It's your choice.

-Durable Suits (50CP): While it can be cool to run around as a blatant cyborg with no pants because you don't have any 'natural equipment' anymore, the truth of the matter is that this can really weird civilians out. That or you're not a full-body cyborg. Either way, you should probably get something to wear while you're doing a milk run. We have you covered, with this selection of clothing tailored to your anatomy. Suits, casual clothing, the works. Each item is also specially treated, being heavily resistant to small-arms fire and providing a modicum of protection against higher-caliber rounds. It might not be the best, but in a pinch or while trying to relax it could make the difference. Plus, it'll make you look slick as hell.

-Sick Vehicle (100CP): Why bother walking when you can ride around in style? Even someone as fast as a cyborg may need to go even faster, and that's where this aesthetically pleasing vehicle comes into play. Equipped with multiple technologies for wireless communication and GPS functions, it's also armored up enough to the point where an RPG fired at it will mainly just scuff the paint. It's also self-driving in the event you call for it, if you need a quick getaway. Whether it's a motorcycle, a car, a truck, or something along those lines or not is completely up to you, as well.

-Mechanical Sheath (100CP): Sure, you can draw your weapon like a normal person, but who the fuck wants to be normal when there's crazy technology out there? Plus, you never know when being faster can be the difference between life and death. This specialized sheath for melee weapons is built on this belief, designed with a trigger system so that once you click it, it'll launch the weapon out of the sheath at speeds equivalent to a bullet. Depending how you use it or what's in the way, this could get really ugly for the enemy really fast.

-Weapon Modification Kit (100CP): Swords are becoming quite popular due to cyborg reflexes and high-frequency weaponry, but that's not to say it's the only form of warfare anymore. Far from it, guns are still viable if one is clever about how they use it or just fill the air with enough ammunition for it to not matter. The point is, this kit will allow you the means and the know-how to modify your bladed weapons to fire ammunition like guns now. Where's the ammunition being kept? How has it not thrown the weapon off balance with the barrel? Stop asking questions, don't worry about it.

-Mission Control (100CP): Coordination is key. Networking is key. Without proper intel or the means to get in-field mission changes, you or your soldiers might suffer some serious setbacks. Have no fear, for this group will be damned sure that such an event will not come to pass. Whether it's a group of loyal followers or a collection of unusually advanced A.I., they'll do their best to keep you and any soldiers following you in the know about any new events while analyzing data at lightning speeds. If enemy reinforcements are coming or someone's warming up a reactor to detonate, you're going to damn well hear about it.

-Ridiculous Disguise Kit (100CP): Okay, time to level with you. There is no logical reason that this kit should work at all. Seriously, anyone with two brain cells would be able to figure it out in a heartbeat. Maybe it's because of the ridiculousness? Either way, this kit comes with some of the most outrageous outfits that probably won't fool anyone, but will keep people quiet anyway out of realizing just what kind of person is trying to stay disguised. After all, would you mess with a dangerous cyborg warrior wearing a mariachi outfit? Or some ridiculous cowboy-themed attire? Probably not.

-Mining Company (200CP): You can't get something from nothing, you know. The materials for your antics or schemes must come from somewhere, and if you do not have the means to produce, then you must have the means to trade. This is where this purchase comes into play, giving you the choice between a mining or digging operation for rare minerals, raw materials, oil, or any such thing that you can think of. It will provide a great deal of materials for either your own use, or to sell to make quite a bit of capital. This operation will also follow you along your journey to continue to provide materials for you as needed, but you can change the resource depending on the world you are in. Nothing unique, but certainly valuable.

-Unmanned Horde (200CP): People can be creative, and show unusual cunning when provided sufficient motivation. But people are also cowardly, and have pesky things like 'morals' that can prevent them from following orders like a good soldier should. Thanks to the Patriots and their research into A.I. development, that particular problem has been solved. With this, you will be in possession of a veritable horde of Unmanned Gears like Dwarf Gekkos, Sliders, Vodomerka, Gekkos and Fenrirs. All of them are potent machines that can attack from multiple angles, and provide infantry support if you choose to pair them with human or cyborg soldiers. For an additional, undiscounted +100CP, your horde increases with models like Mastiffs, Raptors, Hammerheads and Grads that can bring much greater pain to any unfortunate enough to face you.

-VR Training Tanks (200CP): You don't always have a grand location or a massive area to train an army or elite agents, nor do you always have the money. Ammo isn't free, you know. Hence the utilization of VR Training, and these multitudes of tanks where people can rest inside and experience combat situations in order to hone their craft. You'll need a skilled technician to hand-tailor situations with specific instances, but at least this solves the hardware problem. For an additional undiscounted +100CP, these tanks can also come with a supply of brains inside cyber casings that are regularly subjected to scenarios to make them obedient soldiers when you give them bodies. Don't ask where they come from if you're squeamish.

-Unusual Melee Weapons (200CP): Okay… it's one thing to run around with high-frequency weapons or absurdly tuned cybernetic bodies. But this? This is either a cruel joke or the work of one who wishes for the power of memes. With this purchase, you will acquire a few unusual works of weaponry that would get you quite a few curious glances. A lance made of Dwarf Gekko arms? Magnetic sai that can generate electric fields? Giant scissors made from executioner blades? These are all things that can be acquired from this option, even including insanity like a high-frequency chainsaw katana or a wooden bokken with high-frequency properties should it please you. If there's a style of melee weapon you would wish to create for yourself that's strange enough, you can even create it here. You may import weapons into this purchase to take on any of these forms.

-Precision Fabricator (200CP): When it comes to cybernetic equipment and the creation of military assets, being careful with your measurements is quite necessary. At least, if you don't want to become the butt of all those 'lowest bidder' jokes. But that's what this is for, a room-sized fabricator capable of precision production to ensure exact measurements down to the nanometer so all your equipment and cybernetics are brought to precise measurements. For an additional undiscounted +100CP, this can be expanded to make it a mass production factory capable of producing high-quality equipment and parts. You'd be able to equip an army with something like this.

-Hidden Lab (400CP): You know what's really annoying when it comes to research? The legal hoops you have to hop through. All this care and consideration for things like 'ethical guidelines', 'the law', and most annoying of all, 'consent'. Science is at its peak when you push forward and do whatever you can to discover the limits in order to surpass them! That's where this secret laboratory beneath a metropolis comes in, with all the equipment and processing power needed to research and study all manners of weapons, augmentative technologies, and other things that could be considered illicit. It comes with a fair number of Unmanned Gears patrolling the sewers and entrances to provide you security as well. As for the test subjects… well. It's below a populated area. I'm sure you'll figure something out.

-Red Weapon (400CP): There's your average High-Frequency weapon, and then there's this beautifully crafted piece. It's the kind of thing that can drain a family fortune in a single stroke, or take a big chunk out of a corporate yearly budget to create. This is a weapon on par with the HF Muramasa, cutting through things even normal High-Frequency weapons couldn't hope to penetrate due to its superior craftsmanship and unique creations. There's a reason why even something as durable as a nanomachine-infused fighter could not possibly hope to stand against one with a weapon such as this. If you do not wish for a katana, you may instead import a weapon of your choosing for free while following the same guidelines as 'Standard High-Frequency Weapon'.

-Personal Base (400CP): Everyone needs a place to crash and get themselves situated before going out into the field again. That or they just want a place where they can feel tactical and like they're part of the secret organization that will be the Patriots' successors. It can go either way. Whether it looks like a regular military outpost or is more comparable to the asthetic of a Mother Base, this locale will come with training centers, barracks, an R&D department, and everything needed to handle a full battalion's worth of soldiers. As a bonus, you'll also get a regular stream of recruits that are quite eager to be a part of the outfit you're drafting up. For an additional undiscounted +100CP, you can accomplish the absurd and make it a mobile base that goes around where you need it to go. Can't wait to see how you justify this bullshit.

-Metal Gear (400CP): The machine that started it all. Once, the fear of nuclear weaponry was to be the primary method of controlling the world through fear and power. But as technology advanced, so too did the delivery system of the nuclear device, which in turn became the foundation for a different type of weapon. Enter the Metal Gear, a bipedal tank system that can lay waste to entire cities and deliver untold death before slinking away to avoid retaliation. With this option, you will gain access to a variant of Metal Gear RAY, equipped with a plasma cannon, a scaled-up heat blade, gatling guns and an unnaturally large abundance of missiles. Of course, for an additional undiscounted +100CP you may instead possess Metal Gear EXCELSUS, a massive hexapedal tank with two plasma cannons, heat blades, and other additional devices capable of wreaking untold havoc. Should you be an 'Advanced Gear', you may take this as a body for yourself as you place your A.I. core within. As an aside note, while they do not currently possess nuclear weapons, they can easily be modified to carry them.

-Patriot System Remnant (400CP): Back in the good ol' days, the Patriots used a powerful collection of A.I. and digital networks in order to not only monitor the flow of information, but also censor and control the narrative whenever they found a potential threat to the world order they hoped to make. While the Patriots themselves are no more and the vast majority of their schemes are up in smoke, some countries like the U.S. found certain aspects of the system too valuable to cut loose. This is one such remnant, with a powerful A.I. that contains all the blueprints and guidelines required to take control of an information network via covert methods and alter it for the sake of presenting the story you want to be seen by the world. With this, you will control a country's soul.

-Small Country (600CP): Ah, yes. The ultimate exercise in megalomania. That or you just want a place where you can dictate your own rules and avoid the Patriot-infested bullshit that's currently the U.S.A., who knows? Either way, you'll end up acquiring your very own small country, around the size of Slovenia where you can decide where it's located on the planet within reason, and also dictate its population along with its defense army. Its economic state, economic focus, and its style of leadership are all up to you, as well as whether if you're the appointed leader or not. If not, an official whose goals align with yours will be the figurehead. This country will also follow you along your journey, and you may choose to either merge other landmasses or properties you may have with it at no cost or instead make it an attachment to your Warehouse as an island with an ocean around it.

CYBERNETICS:

The real fallout of the Patriots' demise. With their research on cybernetic technologies exposed for the world to see, it did not take long for PMCs and other factions to take full advantage in order to fill the gap left behind. After all, the future is an ever-evolving thing. How it is handled will dictate who lives to see it.

There are many who did not ask for such augmentations, instead being forced to take them in order to secure their place in life or at the whims of others. There are also those who gladly take them, gleeful of the power they bring to the battlefield and the carnage they can deliver. Regardless of the origin, it is what their technology makes them capable of that is remembered first and foremost.

So. Let's find out what *you* will be capable of. **You will be given +1000 Tech Points. You must have 'Augmented Warrior' to have access to this Customization Table.**

-Point Conversion (Varies): Not enough technology for you? You seek something more potent then, a true child of the Patriots. Must have quite the fat wallet to be able to afford it, then. You may convert CP to TP at a 1:1 ratio, improving your budget for the Cybernetics Table. You will be a powerful soldier.

-Cybernetic Hardware (Required: 'Augmented Warrior'): This is it. This is the power you've given up your own flesh to attain. The power of technology, making you more than what you once were. You have acquired cybernetic augmetics that the Patriots and other PMCs have been developing to gain an edge on the battlefield, and their power is nothing to sneeze at. It's radically redefined how war is fought, and now it will redefine how you fight as well. Welcome to the future. You may import any prior cybernetics you own for free in this option. This option is mutually exclusive with 'Exosuit'.

-Exosuit (100CP) (Required: 'Augmented Warrior'): But if you're the squeamish kind of person who dislikes all those terrible metal bits inside of you, there is an alternative. After all, not all cybernetic development was focused on putting things inside the flesh, and armor is still a viable option. Thus, you will be given an exosuit similar to Jetstream Sam's, giving you the physical capabilities of cyborg soldiers while still keeping all your flesh and blood. You may also import any exosuit or armor you own for free in this option. This option is mutually exclusive with 'Cybernetic Hardware'.



-Chassis Grade (Varies): As you might have surmised, not all cybernetics are created equal. Becoming a tricked-out warrior of science fiction costs a lot of money, and not everyone exactly has that money. Why do you think a lot of these PMCs freaked out at the potential of the war economy diminishing? But enough of that. Let's decide the quality of your installation here.

-Base (Free): What you have here can politely be called 'entry-grade' cybernetics. They're the kind of thing that you install your rank-and-file grunts with, when you're looking to make a buck but you can't spend that buck first. The cybernetics of the Denver privatized police, the grunts of Maverick LLC, and the grunts of Desperado are what you can expect for quality here.

It comes with its benefits, still. You'll have impressive speed to outrun cars while being able to jump high enough to scale three-story buildings, and you can easily take hits from a rapid-fire gatling gun while pushing vehicles out of the way easily. Push hard enough and you could hurl semi-trucks or dodge rockets like you were doing a ballet. On top of that, you have pain inhibitors to keep you from losing your cool in combat, you'll come with a dizzying array of advanced sensors and hearing, and your blood sugar will be monitored automatically with the rest of your remaining biological functions so you'll have little in the way of health problems. But if a higher-grade cyber-warrior shows up, you might be in trouble.

-Patriot Class (300TP): Now we're starting to cook with gas. Much more care was taken to augment your body, as well as much more money. This is the kind of quality that you would expect to see when a shadowy conspiracy is siphoning millions of dollars to fuel your construction, and it's showing here with your potent abilities that carry all the boons of the prior tier and more.

Able to lift and throw even something as massively heavy as a Metal Gear RAY with effort while hurling around Gekkos with a good amount of ease, agile enough to use incoming missiles as hopping platforms and slice bullets apart in mid-air with an HF Blade (assuming you weren't dodging them), and possess the durability to even withstand the majority of HF Blade strikes on your body. You're practically a one-man army with this kind of power, and unless someone's coming after you with the most innovate technologies you can expect to handle the vast majority of enemies fairly well.

-Desperado Class (600TP): This is it. The cream of the crop. The best money can buy at the moment, with all the millions and cutting-edge research a corporation can afford to provide to you. This is what it means to be the pinnacle of a transhuman, to unleash true power. You will more or less be the shining example of what technology can do with the power you wield. Armies can't stop you. Not anymore.

You could fall from the height of a skyscraper and land with no damage whatsoever to your systems, simply getting up and fighting enemies not seconds after the impact. You could run faster than the speed of sound and draw weapons faster than the human eye can process. You could also hurl a Metal Gear with laughable ease and punch through solid steel without even scratching the paint. You are one of the most terrifying weapons on the planet now, and only someone of your caliber could hope to stop you.

-Chassis Manifestation (Free): The nature of one's own personal augmentation can vary, as different groups and private corporations will pride itself on different aesthetics. Desperado have a black and red color scheme while having bulbous curves on some parts of their cyborgs. Maverick LLC went with a sleek design, colored with a dark grey palette. For you, it could be something else entirely. Maybe all your augmetics are nanotech flowing through your body, or you've instead got a chrome-plated body that makes you look sleek and refined. Maybe you just look like a massive wall of armor and are bigger than Armstrong. Either way, the point is that you can design your cybernetic prosthetics or suit in any way you wish, so long as it suits the human form.

-Chassis Enhancement (50TP): Although… maybe you want to go beyond a human physique, for whatever reason. Maybe your augmetics replaced your bottom half with a snake tail in some experiment. Maybe you have four arms now, or instead have extra eyes installed into your skull. Or perhaps there's some cosmetic enhancements made to you, giving you an incredibly sculpted butt or sculpt other facets of your body like you were art. You will most certainly gain a reputation with a design like this, joining the ranks of the legendary warriors seen in combat. You may buy this option multiple times for different unique modifications, becoming a true chimera.

-Weapon Ports (50TP): Unless you're one of those weirdos with multiple limbs, chances are there's only so many weapons you can carry or use at any time. You need to actively think about using them, or there's space issues, or something. But fear not, for fortune favors the bold and there's ways to attach weapons to yourself so that you may use them simply by thinking about it! It might be weird to use your brain for it, but by choosing this option you can create multiple ports on your body to attach guns, launchers, or even different melee weapons so you can fulfill your dreams of being a walking armory or just having blades on your heels. For an additional +50TP, this can be extended to having ports for drones and robots to attach to so you can use them as an extension of your body. Attach that flier drone and get an impromptu flight system!

-Redundant Systems (100TP): Sometimes, you need fail-safes for the fail-safes. You need all kinds of ways to keep your systems from breaking or falling apart, or you just need that little bit of extra nanomachine treatment so that you can take some extra punishment. Worry not, for these modifications will allow your systems or body to take notably more punishment than a warrior of your quality normally could and allow you to gain an edge over an unsuspecting soldier who thought they could make easy prey of you. You can buy this multiple times if you desire, bumping up your durability notably each time. Just watch out for any weight issues.

-Tool System (100TP): There's weapons for killing, maiming, and all manners of things. But what about if you need something that isn't a weapon? After all, there's still organic parts to a cyborg and there's just some tasks that a gun or a sword can never hope to achieve. Fortunately, you can get yourself altered to handle such a situation. Each purchase can give you something like grappling hooks, a built-in surgery set-up, devices to hack into computers for their data, or any other kind of tool set you can imagine for yourself. Never enter the field unprepared again.

-Sensor Suite (100TP): Now, cyborgs already get fancy technologies to increase their hearing and visual capabilities. They can hear and pick out things normal humans couldn't ever find out on their own. But the more information you have, the better. That's why there's this upgraded sensor suite that includes multiple AR functions that feeds information directly into your brain, along with sensations so you can interact with them before engaging the real thing. It'll also have a 360-degree sight mode to let you avoid surprises, using a 200-megapixel camera and multiple digital zoom options. This can take the form of a bandage, a retractable faceplate, sunglasses or something else you find fitting.

-Abnormal Rotation (100TP): Most cyborgs or people will still adhere to the limitations of human biology, as far as physique and limb rotation will go. Arms move a certain way, hands only twist so far, the works. Many would argue that it's to keep the mind from disassociating with the changes too much, and to keep an alien mindset from being inflicted upon the new soldier. You've decided that's for cowards, and so all your limbs have been modified to be able to move a full three hundred and sixty degrees in any direction you deem needed. This can also include your head, if you feel like cosplaying an owl for whatever reason. There's plenty of animal-themed cyborgs, maybe that's you. But it'll also be quite the nasty surprise to the unexpecting.

-Muscle Fiber Augmentation (100TP): Military cyborgs can possess a ridiculous amount of strength, lifting things that even a team of grown men shouldn't even be able to budge. How do they do it? CNT muscles, of course. They allow one access to tremendous strength without becoming too bulky. But there is always the need for more, and so experimental designs are used to notably increase your strength beyond what it is, upon purchase of this option. You may also purchase this option multiple times, to repeatedly increase your strength a notable amount each time. You'll definitely be able to punch above your weight class with this.

-van der Waals soles (100TP): The application of van der Waals force is a phenomenon that the Patriots have abused for quite some time before PMCs managed to get their grubby hands on it. Specifically, creating ionic bonds between metals and nonmetals to allow a person to scale vertical surfaces with a full combat load. You've been equipped with technology to create this force, letting you run up walls or even stick to the ceiling with relative ease. Defy gravity by clinging to the bottom of a plane, or run up a skyscraper like it was an action movie!

> -Magnetism (+300TP): Yet, there is a power greater than the application of van der Waals force. The power of magnetism, and how it can play absolute havoc on a world of technology. You're equipped with an extremely powerful electromagnetic generator, allowing you enough power to lift multiple APCs and helicopters as easily as one would move their hand, while also having enough precision control to affect things that possess even the slightest traces of metal. With the amount of metal on you, this will also make you much more agile and maneuverable than normal. You can optionally allow your body to split apart and act apart from you, if you've given up that much of your body to allow it.

-Actuator Replacements (200TP): Sure, a cyborg warrior can be pretty fast. They're capable of deflecting bullets with a sword, after all. But what if you could be faster? By improving and treating your actuators with experimental machinery and specialized nanotubes, you can notably increase your speed and reflexes beyond what they were to exert abilities beyond what most would expect a cyborg of your design or class to be. If you could deflect a submachine gun's worth of fire before, imagine what you could do by picking this up. You may purchase this option multiple times, each time gaining speed and reflexes that's a notable degree higher than what you had before.



-CODEC Warfare (200TP): The CODEC is quite the advanced communication device, with its automatic encryption and microburst transmissions making it extremely difficult to hack into or intercept. But 'difficult' doesn't mean 'impossible'. Utilizing advanced nanotechnology and a miniature supercomputer installed in your arms, you can pioneer information warfare by cracking into all but the most encrypted of communications and transmissions to listen to what the enemy is doing. You can also hijack information about an enemy, pinging their cybernetics to display their capabilities to you in an overlayed AR vision as well as their real-time location. Should you actually grab an enemy with this, who knows what you could pull from their hard drives?

> -Doll Program (+100TP): But why settle there? Most of the enemy has some form of augmetics and nanotechnology within their bodies, helping them control their own prosthetics or giving orders to UGs. It'd be a shame if someone like you was able to hijack them. Using a program pulled from prior combat units, you'll find yourself able to interface and control UGs from a distance, as well as hijack and control the augmetics within a person. There might be trouble if the person has great will, but even that could provide enough of a distraction to use, mm?

-Explosive Shielding Units (200TP): They say that the best defense is a good offense, but what if you were a crazy bastard and combined the two? What if there were a way to make the enemy not only hesitate, but regret testing your defenses? Look no further with this set of six shield-like platforms that are carrying explosives lacing them that will react and explode out upon being hit, repelling attacks that would have normally hit you. It'll be quite the nasty surprise on anyone who was attempting to hit you with a melee weapon, and double as a good way to shove someone around when they hesitate. Just try to avoid any unwarranted feelings of being ***FUCKIN' INVINCIBLE!***

-Flight Harness (200TP): Gravity can be a cruel mistress, and for all the advances in warfare one can acquire there's always the problem of being stuck to the ground. This is why one will try to take to the sky if they can, adding a third axis to combat that many will not be expecting until it's too late. This will add wings or a flight pack to your augmetics, allowing you to fly around with disturbing agility and attack from angles normally unavailable to military cyborgs. You'll be achieving speeds that are comparable to gunships as well, so have fun zipping around. For an additional +100TP, this harness will be improved with a combination of a small missile rack and kinetic weapons you would approve of so that you can do all kinds of strafing runs. Of course, if you want to focus on only missiles or only guns, you can do that too.

-Blade Mode (300TP): Have you ever wanted to be as fast as a character from Japanese animation with your sword?? Well, look no further than this upgrade to your systems, directly linking up with your cranium and using molten carbonate fuel-cell electrolytes to power it. For a limited time, you can supercharge your reflexes and effectively cause the world to enter a slow-motion 'bullet time', while you yourself are notably faster with a sword. This can allow you to slice someone apart into hundreds of pieces before they even have time to react, turning what could be a deadly foe into a piece of refuse and broken parts. It'll also allow you the time to make extremely precise cuts, in the event you need it.

-Stealth Upgrades (300TP): The corporate term for the kind of cyborgs Raiden is is 'cyborg ninja', but with how flashy and loud they can be it doesn't really feel like they're a ninja in any way. Someone should fix that. Someone like you. Data from the armor of Crying Wolf has been collected, and your chassis as a result does not radiate any heat and is coated with a special layer to make you impossible to detect in thermal vision, and extremely difficult to find with night vision unless you're right up close to the enemy. Radar is also unable to pick you up, with noise mufflers masking you from most cyborg hearing sensors until it's far too late.

> -Mimicry Technology (+200TP): But why settle for less, when you can acquire so much more? Data from Laughing Octopus' technology is likewise incorporated, and you will find your camouflaging abilities increased tremendously. You can produce a nanomesh to replicate the color and even texture of various materials, allowing you to mimic various surfaces, items, and even machinery if you get creative enough. You could even make yourself look like someone else you were familiar with, and mimic their voice perfectly to pretend to be another person long enough to slide in the knife. Fear and paranoia will be your bread and butter with this.

-Exoskeletal Addition (300TP): Sure, there's the exoskeletal suit that Jetstream Sam had to keep the majority of his flesh, but you mustn't be afraid to dream a little bigger, darling. In this case, big enough to effectively be a walking tank as you sleeve yourself in a robotic body big enough to match a van. Specifically tuned to your body and combat capabilities, it will augment your functions and provide an extra layer of protection that will truly turn you into a walking artillery platform. It can come with a railgun or a small missile rack for ranged weapons, or a high-frequency blade sized up for it at your leisure. Of course, if that isn't enough, for an additional +200TP you can make it a large mecha akin to Khasmin's mech, with massive boosters and weaponry that will see you cut through even a cyborg army while having the durability to laugh it off.

-Lightning Generator (300TP): It's one thing to power your augmetics or the technology you've been carrying upon your person, but what about the others around you? Aren't they in need of a large jolt of electricity, capable of bringing people to their knees or frying anything you're touching? They would argue that it is not the case, but you're the one with the lightning, not them. Equipped in your torso is a powerful device that can generate an absurd amount of voltage that will fry just about anything you might grab or touch, and should you have a source of water to abuse you could use it to create bolts of lightning that strike out at nearby opponents. With this, you will be a living thunderstorm.



-Zandatsu (400TP): By normal accounts, technology like this would be equipped with a nanorepair cache for any minor damages and be brought into the shop for major problems. But not you. You have a molten carbonate fuel-cell powering your systems now, with the ability to repair even grievous damage by absorbing electrolytes torn from the bodies of other cybernetic or robotic warriors. This fuel cell also has a biotic nano-repair paste that uses these electrolytes, making the repairs nearly instantaneous. If you had a way to rip the fuel cells out of the enemy and activate them by crushing it in your hand, you could go from death's door to being at peak efficiency in seconds.

> -Vamp Research (+100TP): Yet, there's always a way to go beyond. Always a technology available to change the rules of the game, and to make the enemy wonder what kind of monster stands before them. There was a soldier that used nanotechnology to repair himself from horrendous injury over time and could even withstand being shot in the head with no memory loss. It will take a day or two, but the nanotechnology would put you back on your feet when anyone would think you were dead.

-Mantis Implant (400TP): A long time ago, Psycho Mantis was an incredibly dangerous combatant that would not only be able to exert telekinetic influence upon the world around him, but he could also read a person's mind or mentally control them to do his bidding or keep their morale up. Even in death, his influence remained via the psychic remnants captured by nanomachines and implanted in another person. You have a copy of those nanomachines lacing your mind, without the drawback of having your mind replaced by Psycho Mantis. This will allow you telekinetic power to create barriers and hurl large items all over the place, or even create a ball of pure psychokinetic energy to attack with. Mind control is likewise on the table, though be warned you may end up seeing things inside a person you may not like about them.

-Nanomachine Heart (1200TP): **NANOMACHINES, SON**. They harden in responsible physical trauma! You've also gotten your heart replaced, pumping nanomachines into you and infusing every part of your body to give you an unparalleled defense! It'll send your strength to immense heights thought impossible as well, making you a beast more powerful than even a Metal Gear! You'll even be able to absorb the energy and metal of things around you to quickly repair your body and empower you further, granting you access to numerous fire-based abilities and powers that can turn the area around you into an inferno, if you're not launching waves of fire at the enemy! Add this onto the ability to control when your nanomachines activate, and you'll be a pioneer in transhumanism and sheer power!



DRAWBACKS:

Your allotted budget isn't enough for you, is it? Well, it is par the course for this world. People are always wanting more, whether to keep the world the way they want it or to simply change the world outright. Regardless of which one you might be, your desires can be accommodated… for a price.

Pick as many as you believe you can handle. Just remember that the more rope you have, the more your enemy can use to hang you.

-Continuity (+0CP): Familiar with this world? Well then, mayhaps it's best we make sure there's no conflicting memories. By picking this option up, any events and experiences you've had from your time here will carry over to your stay here, the timeline aligning to avoid any potential paradox. Don't let your efforts go unnoticed.

-Massive Ham (+100CP): It kind of feels like everyone's talking in a big, boisterous way to sound all important and dramatic. Who knows if it's a cyborg quirk, but they act like they're on the stage of some play, and can't resist hamming it up as a result. You're the same way now, emphasizing certain words and trying to speak with a dramatic flair like you're some grandiose villain or stage actor. Nobody's going to take you seriously because of it though, so expect your grand speeches and implied threats to just get blown off on a regular basis.

-No Ass (+100CP): You'll note that a good amount of people in this world have quite the shapely posterior. Maybe it's due to how much people tend to move around? Alas, you will not be able to count yourself among their number. Your behind is practically nothing. Nonexistent. It's less than ordinary, and you'll feel self-conscious about it on a regular basis. Only the strong survive, poor traveler.

-Codec Clogging (+100CP): Somebody forgot to put you on a 'no call' list, because it feels like everyone's able to just butt in on what you're doing and call you regardless of the encryption you've set up. Enemies will monologue about their life and goals on your communication networks, self-proclaimed 'enlightened' folk will rant about the power of memes and control, and even your calls with allies and supporters will occasionally get interrupted by these people. Even when you kill them, they'll still somehow give one last monologue trying to compare you to themselves, thinking you're the same. It's like everyone's a first-year philosophy student now.

-Bad Soundtrack (+100CP): The Metal Gear Rising game has an incredible soundtrack, and everyone gets to have their own soundtrack for free. Except if you take this, then it's put on hold and you'll find that you instead have a very eclectic soundtrack that's a mix of indie, ska, and kazoo. It's going to be really off-putting and never really fit the tone of the situation, so hope you can concentrate despite this.

-Dwarves In Ducts (+200CP): Dwarf Gekkos are units that, on their own, aren't much to talk about. They're spheres with three arms, and will roll around or hop to their destination. The thing is, they're never on their own. There will be multiple of them, almost wave after wave. Now? You'll never be rid of them. You'll end up finding them in almost every nook and cranny of your holdings, and upon finding them they'll be antagonistic and try assaulting you. Just when you think you've gotten rid of them, you'll hear more scurrying around in the ducts. They're an infestation now.

-Jetstream Traveler (+200CP): You know how the old saying goes: "If they're shooting at you, you're doing something right." You must have done something right, because you now have a rival that can match you blow for blow who will sometimes show up and try to make your life harder. Are they hoping for a reputation? They think you owe them something? Just want to fight someone strong? It could be any of those reasons, but they'll hound you on a semi-frequent basis until they attempt one climatic showdown at the end of your time here. Hope you get some practice in.

-Maintenance Issues (+200CP): Cyborgs and cutting-edge weaponry have precision parts, and incredibly rare materials needed in order to make them work. This complexity is a double-edged sword, for it means you'll need constant tweaks and precision maintenance after every mission now. Even when you've taken no damage, you'll have to take time running maintenance checks and swap out precision parts from the wear and tear. It'll only get worse when you do take damage, needing to check every single system. Make the most of your missions and get used to being in a workshop.

-Broke (+200CP): Cybernetics and futuristic weapons have one thing in common, and that's the fact that they cost a literal boatload of money. Money that you no longer have. Whether it's because you're in debt or have horrible business sense, you're never going to have much money to your name. This will make repairs incredibly difficult, making it so you either need to scavenge for parts yourself or go without repairs or resupply for an extended period of time. Let us hope you're not broken in by this.

-Armstrong Ideals (+300CP): You don't just think you're right. You ***KNOW*** you're right. You're so hyper-focused on your ideals and what you feel would make the world a better place that you're practically consumed by it, pervading your every action. This wouldn't be so bad, if you didn't also define your morals around it. Expect to want to beat potential allies into submission until they accept your views at the end of a blade, or think that if you cause a massive war to force it on everyone that things will become better again. This is the unfettered energy that you bring now, and you won't care how many people you have to kill to make it happen. It's your way, or the highway now.

-Corporate Ownership (+300CP): All this technology that you're using or have been implanted with is extremely expensive. Moreso than the price of life as far as corporations are concerned, and as a result you've been locked down by an airtight contract thanks to how much money has been invested into you. A corporation has complete ownership of you, with their brand quite visible on your equipment or chassis. You'll need to do what they say, lest they make your life a living hell or simply use a switch to disable you before harvesting you for a different project. It is possible to get out from under this, but it's going to take a lot of scheming and underhanded actions to get the drop on them.

-Tragic Past (+300CP): Sorry, you couldn't hear the enemy's plan over your ***TRAGIC PAST.*** It's a nightmare in your head due to some horrific event that occurred a long time ago. Maybe you got captured and forced to be a child soldier? Or had your family murdered before being ripped apart to be an experimental cyborg? Whatever happened, it's fucked with your head and you'll have a rather hard time keeping your shit together. Screaming fits and using it as justification for your actions to the enemy might be commonplace, and that's something people can take advantage of.

-Ripper At The Wheel (+300CP): There’s only so much stress a mind can take before it just breaks like a dinner plate. After that, all kinds of things can happen in an attempt to stabilize itself or try to function on some level. In your case, a psychotic personality was formed. Your own Ripper, so to speak. Trying to keep it suppressed in battle will be a constant challenge, and in the event it does take over it’ll cause you to kill things quite indiscriminately. Not even your allies would be safe from the bloodlust. It would do you well to keep a good hold on yourself and not get too heated up, or you just might "Let 'er rip".



END CHOICE:

It's over. If you've managed to fight against the odds and survive the entire ten years here, you'll have succeeded. All physical problems will be healed up, and any mental trauma will be healed if you decide you don't want to deal with it. Congratulations!

There's just one last choice for you to make.

Go Home:

You're done. You've decided that this is enough, for any number of reasons, and have chosen to go back to your home world. All that you've collected will stay with you, and you'll be able to act with your gains as you please. As a bonus, you will gain an additional +1000CP to pick up more things from here, with everything at a discount. Think of it as a severance package for all the time you've put in.

Stay Here:

You finally found what you were looking for, and that's a place you can be without remorse. You've chosen to stay, and will spend the rest of your days here. Your affairs will be handled back home the way you would want them to be, with pets being given loving owners and family and friends learning what you wish them to learn. As a bonus, you will gain an additional +1000CP to pick up more things from here, with everything at a discount. Welcome home.

Move On:

A strange you remain, then. For whatever reason, you have decided that there's more to be done. You will move on to the next world, keeping all that you've collected. I guess it has to be this way.



NOTES:

-Original version made by RisingAnon

-Any item destroyed will be replaced in a week
-If an 'Advanced Gear' acquires a 'Metal Gear' body, it will be used in the Cybernetics Table
-If you import an armor into the 'Exosuit' option or instead make a custom one without any imports, you will attain blueprints for the end result