XCOM 2 Jump

Version 1.93 War of the Chosen Update
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In the early months of 2015 we were visited by aliens.
They took innocent humans and ran horrific experiments on them.
The aliens decided to stay, and quickly proceeded to attack the nations of earth.

The XCOM project was started by the Council of 16 and placed under the command of a singular individual.
It was to be humanities last, best hope at defeating the invaders.
To create weapons and tactics that would destroy the technologically superior foe.

It failed.

The Council betrayed XCOM and forced its surviving members into hiding.

It's now 2035, and ADVENT controls the world.
The majority of people live in cities built by the advanced technology of the ADVENT administration, kept healthy by ADVENT gene therapy, protected by the ADVENT armed forces and taught by the ADVENT education system.

But a few live on the fringes of ADVENT controlled territory.
A combination of XCOM survivors, people who saw the truth and those missed when humanity was relocated to ADVENT cities.
They don't know the full extent of the truth.
They know about the disappearances.
They know about the strange black projects at the ADVENT universities
They know Elders doesn't have humanities best interests at heart.
And they know they have to fight for humanities future.

You are given **1000 Choice Points** to help secure a future free of alien oversight.

VIGILO CONFIDO

Location

Roll 1d8 to determine your starting continent or pay 100cp to choose. Each region also comes with a region bonus that you have the option to take.

1. Oceania - Quid Pro Quo

Before the invasion all the nations of Oceania shared reasonably fair trade alliances while at the same time completely mistrusting each other. You've been placed into contact with the survivors of some of these rings and they are more than willing to negotiate the best deal and get you Intel. Post jump you will always have these kinds of contacts that can get you information or items through back room deals, but their willingness to give you a discounted rate depends on how dire their personal situation is and how you can help them.

2. Asia - To Serve Mankind

There is no shortage of bodies in Asia, and ADVENT's relocation left a lot of people missing at the end of it. You will find no shortage of squaddies to help you in your fight. They all have basic military training and have a selected class at the lowest level, and will need your guidance to get more proficient, but can hold their own, at least for the first few months. Post jump recruiting people to your cause becomes much easier, providing it's in the name of Humanity.

3. North America -Future Combat

Due to the advanced nature of the USA's pre-invasion military research facilities their weapon and scanning technologies research is a little more advanced compared to the rest of the world. All 50cp items are free, and all other items and weapons are discounted (Discounts Don't Stack).

4. South America - Jungle Scouts

The men and women that join you are masters of asymmetric warfare. They can conduct guerrilla operations with little instruction from you or one of your commanders. Creating and maintaining effective cells that can bring the hurt on to ADVENT is made easy. Post jump any people you convince to join your cause are significantly more combat capable, either through past service or natural aptitude.

5. Europe - Suit up

Due to the advanced nature of Europe's pre-invasion academic and science facilities their armour research is a little more advanced compared to the rest of the world. Pick one suit of armour or vest for free.

6. Africa - All In

Due to the instability in Africa, there is a vast selection of untapped mineral resources ripe for the picking. The resistance readily supplies you with these and with ADVENT refining methods you'll never be hurting for Elerium or Alloys during your stay here. Post jump you will be able to periodically collect some of these exotic materials from a disused corner of your warehouse.

7. New Arctic - Air and Space

The depths of Siberia were where a lot of Russian military development took place. You know of an old airfield where Sukoi tested its new air craft that's currently occupied by some friendly Russians who are always ready to make a deal with a fellow STALKER. All vehicles and vehicle modifications are discounted by 50% (Discounts don't stack).

8. Free Choice

Lucky you

Backgrounds

Roll 2d8+20 to determine your age or pay 50cp to choose. You are the gender you came in with but can pay 50cp to change it.

Drop-in

You find yourself in the wilderness of your rolled region with nothing but what you purchase here and the clothes on your back.

Ranger

Rangers have a shotgun in their hands and a blade on their back. A veteran of this class could easily be called a master of urban close combat fighting and field craft, they can easily sneak into the perfect ambush position and hit hard when they decide to strike.

Specialist

Specialists are a medic and a hacker rolled into one. They are given a small UAV called a Gremlin that can be customised to fulfil multiple roles. Created from equal parts ADVENT technology and human ingenuity, the Gremlin can deliver aid to allies on the other side of the battlefield, make an attack on an enemy, or even hack into a system.

Sharpshooter

Expert snipers and skilled gunslingers, the sharpshooter will most likely spend the majority of their service in a small room atop an apartment complex that overlooks some courtyard or building that an important VIP is located. Don't let that sedentary description fool you though, the sharpshooter is every bit as dangerous at range than the ranger is up close.

Grenadier

Grenadiers are seemingly simple creatures. They like two things; big guns and big explosions. Sure, that might seem rather simple to the uninitiated, but the thought and finesse these creatures can put into blowing stuff up or turning them into Swiss cheese is unbelievable.

Reaper - 100cp

Living on the outskirts of ADVENT cites, the humble Reapers rely on stealth and trickery to best their opponents; rival resistance organisations along with ADVENT. They can move through the hordes of lost with ease and can just as easily slip back into the shadows.

Skirmisher - 100cp

Former ADVENT soldiers who learned how to remove the chip that connects them to the alien's Psionic Network. As a result, they have been liberated from the aliens' control and seek independence from them. By taking this background you also have the option to be a commander within ADVENT.

(You are not limited to human based ADVENT soldiers and can select any organic unit you want. Other races are free and come with their race abilities providing that they don't have Armour. You are charged 50CP for each point of armour and are also given any race abilities inherent to the unit (vipers have their tongue for example). If your race is unable to survive in earth atmosphere you'll be given an environment suit. Psionic powers are not covered.)

Templar - 100cp

Psionic survivors of the original XCOM initiative, they use custom made armaments to attack their enemies with pure psionic energy.

Chosen - 400cp

The Chosen are powerful soldiers created for one purpose, to quash the XCOM resistance. They will kidnap, interrogate and kill XCOM soldiers to complete their objective.

Perks

Drop-in(50% discount for Drop-in)

- Instinctual Administration - 200

You have a knack for accounting and project management. By simply looking at a map or a spreadsheet depicting the assets and projects of your organisation you get a rough idea of their status. Projects over budget, departments underperforming, assets gone missing can be very quickly identified. If a simple solution exists you know it and can quickly implement it, if the missing asset is only missing due to a clerical error you can quickly correct it, if someone's embezzling, with a bit of sleuthing you can pin them down.

- Peak Human Engineering - 400

Materials, mechanics, chemistry, electronics. You're well versed in all preinvasion fields of engineering. You are able to get anything from the Information Age or before operational, and with enough time and resources fabricate them from scratch. While alien technology might be beyond you, you can identify power ports and rig conventional power supplies to run them.

- Xeno Secrets - 600

Alien technology doesn't hold its secrets for long. While it might be beyond your current understanding, it still operates by laws, laws true for the entire universe. All you have to do is figure them out. In addition your understanding can be imparted to others with a little effort, however how effective your students are depends on them as much as you. An individual with an IQ of 100 could be advanced a technological epoch (ie Bronze Age to Iron Age) with 2 years of study under you. For every additional 10 IQ points they can learn an additional epoch in that time.

Ranger(100cp perks fee, rest 50% discount for Ranger)

Blade Master - 100cp

Even if you are a master of the sword, you have discovered a way to make your strikes ever so slightly more effective. It might be a new cutting angle or a new stance, but whatever it is you can put on just a bit more hurt with a blade.

Deep Cover - 200cp

The majority of action movies have car doors and even wooden tables stopping bullets. While that might work with over the counter hollow point rounds, the plasma and gauss weapons AVENT use will cut through those items like they were made of butter. Not anymore though. Almost anything you use as cover will absorb everything aside from those specifically designed to penetrate armour.

Swordsman - 400cp
You can chain your melee attacks together far more effectively, easily landing them on one or multiple opponents, using momentum to follow through on larger distances that would normally put your enemies out of striking distance. A modern samurai on the battlefield.

Concealment - 600cp
Ordinarily in small skirmishes, when the shit hits the fan the enemy puts their head on a swivel, granted a natural heightened awareness for hidden enemies and flanking manoeuvres that comes a simple combination of military training and adrenaline (or whatever the filthy xenos scum have as an equivalent). You are no longer affected by this effect, and can slip by a fully alert and combat ready enemy as though they were still in just another uneventful patrol, and when you do decide to strike, you hit harder than normal.

Specialist(100cp perks fee, rest 50% discount for Specialist)

Support Protocol - 100cp
There's a trick to laying down a smoke screen. It's not as simple as pulling the pin on a smoke grenade and throwing, things like wind and terrain need to be taken into account too. When you use distraction and concealment devices you'll always be able to get it to disperse the way you want to give you and your squad the best cover possible. This is specifically applies to your gremlin and you can develop programs that will improve friendly survivability on the battlefield.

Field Medic - 200cp
You've got extensive training in field medicine and triage, making you supplies go on for much longer than they normally would while also being able to stabilise all but the most mortal of wounds. If you have a Gremlin you can apply this knowledge to create some highly effective programs.

Haywire Protocol - 400cp
If you've had experience with the operating system and had a bit of time you can easily create a set of scripts that worm their way through a system. At the very least, with a bit of luck you should be able to force a hard reset, but with enough skill you might be able to take over the entire system, change IFF flags and movement waypoints for a short time until the access key changes. These programs can be uploaded and used by a Gremlin.

Blue Screen- 600cp
Sometimes hacking just isn't an option and that bit of tech needs to be gone for good. Unfortunately the very nature of being mechanical makes your robotic enemies more resistant to conventional weapons. While an engineer might be good at building these kinds of systems, you're an expert at shutting them down. You can easily jury rig EMPs and other devices meant to cripple electronics and create payloads to disable safeties and cause hardware to burn out. Should you have a Gremlin it can be fitted with a shock device capable of crippling electronics. The stunned organics are a bonus.

Sharpshooter(100cp perks fee, rest 50% discount for Sharpshooter)

Deadeye - 100cp
Using a combination of skill and squad communication you have a solid chance to hit anything your allies can see up to the maximum range of the weapon. Wind resistance, the Coriolis Effect, even

thin objects are quickly factored into a mental calculation that allows you to make seemingly impossible shots. Up close, with some basic anatomy knowledge you can use these skills pick which organ your round should go though and be reasonably sure that it will all go according to the plan.

Quickdraw - 200cp
Your speed with a pistol has to been seen to be believed. You'd be a contender for the world record with how quickly you can draw and fire on a target. It's just a shame that ADVENT made guns illegal and it will never be a verified undisputed fact.

Trickshot - 400cp
When it comes to your pistol you are the master of the trick shot. Getting an angle that lines up a few enemies so one bullet can take them out? No problem. Ricocheting a round around a corner? Not an issue. In the time it takes for the bullet to leave the barrel and another round to be loaded you've already picked a new target and are ready to pull the trigger again. The only real limitations to how long you can chain this attack is the amount of foes you face and the size of your magazine.

Killzone - 600cp
No matter what firing mechanism your rifle has you can acquire a new target in the space it takes to reload and pull the trigger again. There are some limitations, without a spotter this ability is less effective on those outside of a 45 degree angle, and reloading is going to disturb your set up a little bit, but you can very quickly put the hurt on an enemy formation.

Grenadier(100cp perks fee, rest 50% discount for Grenadier)

Shredder - 100cp
Your weapons are modified in such a way that they shred armour to pieces. Normally you could do this with specialised armour piecing rounds, but there would always be a risk of over penetration and wasted effects, but yours penetrate like AP rounds and hit like hollow points. This also leaves holes that others can exploit.

Holotargeting - 200cp
You take the big gun, your job is to lay down suppressive fire while the rest of the squad tries to land the kill. That doesn't mean you can't help. Any target you fire upon is now some how much easier for your allies to hit. Pin the enemy down for a few seconds and it's highly likely that your allies will have shot them through their cover.

Salvo - 400cp
Whether thrown or with a launcher, you lob grenades with the accuracy that only the best could shoot a sniper with. With only a modicum of effort you can choose exactly where your explosive will land and can throw them so fast that the enemy will be looking up for the aircraft that's precision carpet bombing them.

Heavy Ordnance - 600cp
You know how to make your own explosives, all with your very own patented compounds, mixes and shapes. With the correct manufacturing equipment you can make explosives slightly smaller and more devastating compared to the standard mix, and can MacGyver decent explosives from regular household items.

Reaper(100cp perks fee, rest 50% discount for Reaper)

Zone Gourmet - 100cp

The elders tell tales of golden age, between Soviet Union and Advent, in which all the buildings outside the cities had shopping malls filled with kielbasa and the fabled mayonnaise. These days shops are barren and filled with decaying bodies of those lost to the zone, and you lucky if you find bag of stale semechki. Reapers must make do. Fortunately they have long tradition of making do, even before ADVENT. If anything you come across has nutritional value you can make it into an edible meal. With enough time you might even be able to make it delectable.

Sneaki Breeki - 200cp

Weapons like VSS or Vector are designed especially with stealth in mind, with suppressed barrels and subsonic rounds. It probably closest you're going to get to Hollywood idea of suppressed weapon [without looking at what the OSS was making during world war II]. Well, now anything in your hands which is of being "suppressed" is effectively silenced. Those anti tank rifles that can kill by concussive wave ejecting from barrel if you are of standing too close? Do not be of worrying about it comrade, just put a suppressor on it and be of destroying enemy from safety of unknown position.

Sabotage - 400cp

You are master of stealthy impromptu demolitions. Normally it would take planning to cause massive structural damage, and while additional time will make your explosives more effective, you know where to throw bomb to cause massive damage quickly. You can do it stealthily too, sticking your explosives to enemies without them even noticing. To summarise: you take bomb, you stick it places. Walls, floor ceiling, pillars that be of supporting building, even stupid ADVENT face. They will not of being seen it. And then boom.

Master of Stealth - 600cp

A Reaper is master of moving through the concrete jungle unseen, able to simply bypass large battalions of enemies actively seeking them out while they scarper off with the objective or manoeuvring into position to assassinate target. Even shooting point blank can be undetected providing you're using a suppressed weapon. Upon discovery you will be able to shrink back into the shadows again, providing you are far enough away from any enemies.

Skirmisher(100cp perks fee, rest 50% discount for Skirmisher)

Genetic Modification - 100cp (Can be taken multiple times)(First free for skirmisher)

Every ADVENT race has been modified to reach a high combat potential. From close combat death dealers to long range assassins, ADVENT knows just the right genes to tweak in order to maximise a units capabilities for a role. With this you can choose from one of the following:

- Sniper

Modifications to your lungs and eyes reduce the amount you have to breath, letting you hold a long rifle steady for longer while giving you 40/5 vision, effectively giving you 8x sight without the narrowed perspective of an optic. In low light your sight is reduced to human 20/20 under daylight.

- Marauder

Upper body strength enhancements and nictitating membranes allow you to operate weapons set to fully automatic as accurately as in semiautomatic. The membrane will protect you from muzzle flash as well as any sudden flashes from devices like flash bangs.

- Juggernaut

Body strength is greatly enhanced overall as fight or flight hormone production is enhanced. Wounds from the enemy will only increase your frenzy unless they can bring overwhelming force to bear.

- Flanker

Modifications replace bone with an Elerium alloy and increase lower body strength. This will allow you to run faster, jump higher and land softer, letting you get the jump on the enemy.

Judge - 200cp

To the skirmisher, the use of a grappling hook is a kind of martial art. Not only can they use it to sling your way around the battlefield like some kind of man-spider, they use it to pull enemies to them for a close range attack. If the target is too big they'll use it to bring them to the enemy and land with a powerful swipe from their combat claw. Vipers with this ability can use their tongues in this capacity and don't require a grapple, but one will be supplied regardless.

Combat Presence - 400cp

Skirmishers tend to be of the officer class before turning their back on ADVENT. The greater intelligence and freedom they're given from the psychic network gives them superior commanding ability and charisma, but increases the likelihood that they will break free. Somehow they can push individuals past the point of exhaustion and keep fighting.

Battlelord - 600cp

In combat adrenaline surges and people simply react. Militaries deal with this by honing a soldiers reactions so that in the majority of situations they know the correct action. However, in almost all instances a better action could have been taken. An expert Skirmisher doesn't rely on instinct alone, every action and counter action is considered as though it were a second order differential, only much faster. Whenever an enemy moves they have the perfect counter already lined up.

Templar(100cp perks fee, rest 50% discount for Templar)

Focus - 100cp

A templar is a Psionic that has learned to absorb the psychic energy from fallen foes, temporarily bolstering their own Psionic potential. Psychic attacks and defences are multiplied the more energy absorbed, though the amount they can contain is limited. Experienced Templar's know ways of expending this energy in powerful and destructive ways.

Deflect - 200cp

As close combat specialists Templars often find themselves amidst the enemy lines. To counter this they can use their psiblades to form a shield capable of parrying enemy attacks. Advanced practitioners even know how to reflect damage back at the opponent. You won't be made completely immune and you're still quite vulnerable to a saturation attack, but you will be able to deal with more the higher your Focus is.

Void Conduit - 400cp
By expending some of your Focus you can trap an organic in a Psionic Prison. In doing so you slowly drain their life force, healing your body at the expense of theirs. This will continue until either you die, the enemy trapped does or you release them. If they die while in your prison you can expend some additional Focus to generate a short lived clone of yourself.

Ionic Storm - 600cp
Expend all your Focus to unleash a radial wave of destructive Psionic energy. The damage and shockwave grows larger depending on the amount of Focus you have saved up. Though the attack will leave you vulnerable, any enemy killed by the damage wrought will feed you more psychic energy, allowing you to rebolster your defences against all but the toughest opponents.

Chosen(100cp perks fee, rest 50% discount for Chosen)

Daze - 100cp
The best weapon against a guerrilla insurgency is information. In order to get this information the chosen have developed Psionic powers to stun the enemy in a small area, leaving them open for extraction. You can choose how this power manifests, as a narrow cone from your hands, a small Psionic explosion within your view or even chain linked between enemies a small distance between each other. People will remain dazed for about a minute, but can be shook out of it by their allies and support drones.

Information Warfare - 200 cp
The resistance require vast and complicated information networks in order to fight against ADVENT. They must use compartmentalisation, secrecy and complicated messaging networks in order to operate effectively. The Chosen on the other hand, gifted with Psionics by the elders, don't need to bother with all that. Rather than meticulous information gathering and analysis, they only need physical proximity to an enemy to learn their secrets. In the field you'll be able to learn a little just by brushing up against someone, though if you get some private time with them you'll learn even more. This power isn't magical though, and you can only extract what they know, but the enemy often knows more than even they are aware.

Plane Walker - 400cp
The advantage of guerrilla combat is being able to hit where the enemy is weakest. The chosen counter this perfectly being able to, at a moment's notice appear where the enemy is. Not only that, but providing you've got the re-enforcements on hand you can call them to your aid. If combat gets to rough or you have your target you can use your ability to teleport away. The downside with this power is that it can't be used to deploy precisely. You will always appear safely within a short distance of where you want, but you can't use it to micro jump around the battlefield.

Sarcophagus - 600cp
The Chosen aren't undying but killing them is incredibly hard. Even if they fall in combat their bodies are transported back to their bases to regenerate in a Sarcophagus. By purchasing this your life is bound to one of these devices and it will quickly regenerate any mortal wounds you suffer after teleporting you inside it. While you are active the Sarcophagus is almost invulnerable, impervious to conventional weapons. It is only when you have to return to the Sarcophagus to regenerate is vulnerable. You might think it's a good idea to keep as far away from the thing as possible in that

case, but as you are linked to it the enemy may use it to find a way to destroy you. Even if they don't, they could always encase it in concrete.

Psionic Operative - 800cp (600cp for companions)(Undiscounted)

A mysterious new branch of study for XCOM, the Psionic Operative utilizes their mental abilities to great effect to boost their allies and cripple the will of enemies. All offensive attacks bypass obstacles and armour. Taking this perk gives you all of the following:

- Soulfire

Direct some of your psionic energy at the enemy, hurting all but the most mentally fortified opponents. The attack releases endorphins and hormones into your system that make you feel good and heal some light wounds.

- Stasis

Using your psionic powers you can cause an enemy or an ally to stop in their tracks. With a little extra effort you can erect a temporary impenetrable field.

- Insanity

A debilitating telepathic attack that can inflict a variety of different negative effects, even forcing some enemies to bend to your will. With a little extra effort the attack causes blood vessels to rupture, causing sever haemorrhaging.

- Fuse

Telekinesis can either be really strong or really precise, and while using it as a cudgel is defiantly an effective tactic, it's precise applications can be both devastating and entertaining. With some effort you can pull the pin any grenades your target might be carrying.

- Domination

A psionic attack that can theoretically, permanently take over an individual's mind. It takes a reasonable amount of effort, so only one can be controlled at a time, but only the most strong willed opponents can resist your mind.

- Null Lance

You can direct your psionic energy into a beam of telekinetic energy. The beam has a rather long range and damages anything in its path. Anything that isn't obliterated is definitely hurt and it passes through armour as though it wasn't there.

- Void Rift

An attack that creates a bubble of harmful psionic energy. All entities inside the bubble are hurt and organic ones suffer the same effects as someone hit with insanity.

- Solace

An aura of calm surrounds you at all times. Any allies in close proximity will never get panicked, be considerably more difficult for enemies to mind control and will generally have a strong feeling of wellbeing. You also benefit from this, and if you stay in one place long enough with the ability active the psionic energy charges the air around you creating a beautiful purple aurora effect which also marks the boundary of the field.

- Holy Warrior

You can merge your mind with that of an organic ally, giving them protecting them with a powerful psionic shield while also increasing their accuracy. If the caster is killed while this ability is active, the recipient of Holy Warrior is also killed.

Items

Weapons

Sniper - 100cp (Free sharpshooter)

As an added bonus, professionals using this weapon to kill their enemies only feel recoil when they take their lives.

Minigun - 100cp (Free Grenadier)

When everything directly in front of you has to die in less than a second.

Rifle - 100cp (Free Specialist)

A solid all-rounder firing full rifle rounds. There are many like it, but this one is yours

Shotgun - 100cp (Free Ranger)

Keep it handy for Close Encounters

Vecktor Rifle - 100cp (Free Reaper)

A weapon designed from the ground up for covert action. It's not that powerful but in the hands of an experienced operator it can do some serious damage without being discovered.

Carbine - 100cp (Free Skirmisher)

Being more compact than the rifle, firing intermediate rounds, this weapon is great for close combat and mid range engagements. Lower recoil allows an experienced operator to fire much longer bursts accurately.

Psiblades - 100cp (Free Templar)

Powerful psionic projectors that force your psychic energy into powerful blades. The higher your focus the more powerful the devices get.

Gauss Upgrade - 100cp

Normally you'd need to take samples and research to update your arsenal, but early into your campaign you or someone in XCOM hacks into the ADVENT network and finds designs for the next generation of the Trooper's rifle.

Plasma Upgrade - 200cp

Normally you'd need to take samples and research to update your arsenal, but early into your campaign you or someone in XCOM hacks into the ADVENT network and finds designs for the next generation of the Muton's rifle. Includes Gauss Upgrade.

Master Work Weapon - 200cp (2 free Chosen)
A weapon forged by the Elders for the Chosen. On top of being as powerful as a plasma weapon it is also upgraded far beyond the capabilities of an ordinary weapon. Pick any 4 modifications to apply to this weapon and give it a fancy name.

Secondary Weapons

Pistol - 100cp (Free Sharpshooter)
A high Powered pistol, guaranteed to never jam and put thumb sized holes in whatever it hits. Remember, guns don't kill people (or Xenos), they make it easier.

Grenade Launcher - 100cp (Free Grenadier)
Designed to launch any explosive device further than you could otherwise throw it. Just make sure your maintain it, one slipped gear could cause it to fire when you least expect it, making you very unpopular with what's left of your unit.

Fusion Blade - 100cp (Free Ranger)
A weapon modelled after the machete and improved with ADVENT technology. Goes through bone like butter.

Gremlin - 100cp (Free Specialist)
An advanced drone capable of hacking into computers and dispensing medical aid. Comes standard with advanced scanners that periodically reveals hidden enemies.

Machine Pistol - 100cp (Free Templar)
A small automatic pistol. Inaccurate at anything further than 50 meters but good in a pinch.

Psionic Amplifier - 200cp (Free with Psychic)
while not necessary to utilise your psionic powers, all of your directed attacks are improved significantly when focused into this device first.

Weapon Modifications (Choose 2 free for you and each your companions)
In addition to applying them to any weapon above you can also apply these to your existing weapons.

Superior Scope - 50cp
Attaches to any weapon and compensates target movement and environmental factors, greatly increasing your chance to hit.

Extended Magazine - 50cp
A magazine or a battery with a greater capacity than normal.

Autoloader - 50cp
A robotic device that monitors your ammo count and changes magazines much faster than you could ordinarily. Can only carry a few extra mags per sortie.

Laser Sight - 50cp
At short ranges can improve your chances of hitting something important.

Hair Trigger - 50cp
An incredibly sensitive trigger that can improve your fire speed with semiautomatic weapons.

Armour

Flak Jacket - Free All
A set of pre-invasion armour that offers some protection from gunfire and plasma weapons. Comes in a verity of patterns and styles

ADVENT Armour - 100cp (Free Skirmisher)
A set of armour used by the AVENT troopers. Those in ADVENT are required to go conform to dress standards, while Skirmishers and XCOM trophy hunters tend to customise them. Either way, it comes with a fancy cape.

ADVENT Shield Bearer Armour - 200cp
A white set of armour. Surprisingly well reinforced for trooper armour. Also comes with capacitors and projectors to generate a shield on your allies.

ADVENT Purifier Armour - 200cp
And orange CBRN sealed suit that comes with a powerful flamethrower.

Predator Armour - 100cp
A set of armour derived from Advent Armour, offering better protection when compared to the Flak Jacket.

Spider Suit - 200cp (Discount Sniper)
A version of the Predator Armour that sacrifices some protection for a wrist mounted grappler and manoeuvrability.

E.X.O suit - 200cp
A version of the Predator Armour with additional armour plating. The additional weight is negated by an series of servos and pneumatic muscle enhancers that also allow the user to mount a heavy weapon to their wrist. Comes standard with a conventional rocket launcher.

Warden Armour - 200cp (Discount Ranger)
The second generation of armour derived from ADVENT technology, the Warden Armour provides slightly more protection as the E.X.O suit at a far reduced weight.

Wraith Suit - 300cp (Discount Specialist)
The Wraith Suit is a combination of the Warden Armour, the Spider Suit and psionic fields. While not providing as much protection as Warden, it is a lot more manoeuvrable, comes with a wrist mounted grappling hook and an artificial psionic generator. While the generator can't be used offensively, it can agitate the users molecules to allow them to pass through solid objects unhindered.

W.A.R. Suit - 300cp (Discount Grenadier)
Evolved from the E.X.O. suit, the War suit serves a similar function, but is better at it.

Serpent Suit - 200cp

Made from the hide of a powerful male viper, this suit comes with ac Grappling hook along with a lash that has a high chance to flash freeze whatever it comes into contact with. It also has the potential to cow any Vipers that see it.

R.A.G.E. Suit - 300cp

A suit with the skin of a felled Berserker Queen sowed onto its surface, the R.A.G.E. suit is capable of fielding heavy weapons like the W.A.R and E.X.O. suits along with some additional armour, along with some additional mobility and a large increase in strength. This gives the user the ability to quickly charge at and punch their problems. Mutons and Berserkers seeing this armour might panic.

Icarus Armour - 300cp

Constructed from the remnants of an advanced Archon, the Icarus Armour allows the wearer to jump to any position within 300 meters providing they or an ally can see it as well as some additional protection. Any Archons seeing this suit have a chance to panic

Armour Upgrades (One Free with R.A.G.E, E.X.O. and W.A.R. suits)

These devices can be purchased separately and applied to any armour you wish, however they are heavy and most have recoil, so power suits are recommended.

Blaster Launcher - 100cp

Heavy weapon attachment for the W.A.R. and E.X.O. Suits that fires a guided explosive energy ball.

Plasma Blaster - 100cp

Heavy weapon attachment for the W.A.R. and E.X.O. Suits. Fires a beam of high energy plasma that penetrates and damages everything in its path

Flamethrower - 100cp

Heavy weapon attachment for the W.A.R. and E.X.O. Suits. Fires a stream of fire that burns everything it comes in contact with.

Shredder gun - 100cp

Heavy weapon attachment for the W.A.R. and E.X.O. Suits. Fires a cluster of flechettes that cut armour to shreds.

Vests

Nanoscale Vest - 50cp

A vest that provides the same protection as a thick flak jacket but with the thickness of a cotton shirt. Super breathable.

Hell weave Vest - 100cp

A vest that absorbs some of the damage of a strike and reflects it back at the assailant as a reasonably powerful shock. The shock is enough to set them alight. Same thickness as the Nanoscale vest.

Hazmat Vest - 100cp
By reinforcing the Nanoscale Vest with specialized materials, soldiers gain an addition health boost and are completely resistant to any environmental hazards like fire, acid or poison.

Stasis Vest - 100cp
By adding a second Nanoscale layer and filling the new pouch it with Biogel, the Stasis Vest not only provides protection, but plugs up holes and heals burns as they are formed.

Plated Vest - 200cp (Discount Grenadier)
An upgraded version of the Nanoscale vest, this one utilises sensors and micro processors to harden the material milliseconds before impact, making this flexible vest give almost as much protection as a set of Warden power armour.

Utility

Skulljack - 100cp (Discount Specialist)
While little more than a holographic blade on purely organic opponents, this wrist mounted device can be used to invasively access neural implants on cybernetic ones. During insertion it scans the targets brain and duplicates it's patterns, transmitting them back at the target to both keep them alive and hack into any network their implant connected them to or access any data that it stored.

Nanomedikit - 50cp (Free Specialist)
A chemical sprayer that comes with a few doses of an aerosol Biogel that quickly heals wounds and burns. Comes with the formula to make more. Can be attached to a Gremlin

Overdrive Serum - 50cp (Free Ranger)
A hypo sprayer that comes with a few doses of a Berserker's Adrenalin. Allows you to move faster, take more damage and shrug of psionic attacks. Comes with a formula to make more that doesn't require Berserker corpses.

Battle Scanner - 50cp (Free Sharpshooter)
A surveillance device designed to be thrown ahead. Can be used to scout ahead and target distant enemies with the right abilities.

Mimic Beacon - 50cp (Free Sharpshooter)
A device that can lure unsuspecting enemies into a trap.

Mind shield - 400cp (Discount Psychics)
A thin piece of fabric, akin to a hairnet that makes the user immune to psionic attacks.

Grenades - 100cp (Discount Grenadier)
A selection of grenades, everything from smoke to plasma with instructions to easily manufacture more.

Ammo types - 100cp (Discount Sharpshooter)
A selection of ammunition types that do basic things like improve armour penetration and extra damage to exotic rounds that can inject hard reset instructions into automated devices.

Ground Vehicles

Motocross Bike - 100cp
A standard pre-invasion dirt bike that has been updated to accept the fuel manufactured by ADVENT. Model is up to you. Good for crossing the reclaimed wilderness on land.

Armoured Car - 100cp
A black armoured car with a turreted high calibre gun on the roof and tinted windows. Will get past the majority of low importance checkpoints unmolested.

Infantry Fighting Vehicle - 200
An old pre-war IFV of your choosing. Space for a driver, a gunner and 10 soldiers.

Ground Vehicle Upgrades

Gauss Turret upgrade - 50cp
The turret on the top is updated with gauss technology, letting it pack a bigger punch.

Plasma Turret Upgrade - 100cp
The main gun is updated with Plasma technology with a variety of fire modes, making it more than a match for the heavy ADVENT Mechs.

ADVENT armour - 100cp
The armour is removed and replaced with Alien Alloys, in the style of any ADVENT vehicle. You may have to take the back roads but I won't draw suspicion from civilians or distant ADVENT patrols. Also increases its speed and protection factor.

Fighters

Raven - 100cp
The pinnacle of pre-invasion aerospace technology, this old, mothballed Raven was probably used by a former XCOM pilot to escape the final assault. It's kept rather well over the last 20 years, and can quickly be pressed back into service. Comes with missiles and seats a pilot and a navigator.

Firestorm - 300cp
Another experiment from a human engineer at an ADVENT university, the firestorm started off as a concept fusion between the Raven and an ADVENT scout ship. The engineer eventually defected, taking his plans with him and the Firestorm was eventually created by the remnants of XCOM . Comes with Missiles and seats for a pilot.

Fighter Upgrades

EMP - 100
Despite the technological gap between ADVENT and XCOM, it seems an good old EMP will take one of their advanced ships down. This weapon might take a few shots and some fancy flying to pull it off, but the alien ship that comes down will be in better shape than if you used any other weapons, which means that more plunder will survive the crash. And more aliens.

Plasma Caster - 100

A pair of survivors from the one UFO XCOM managed to shoot down during the initial invasion, it doesn't take much to fit these to your air craft. They are slightly more effective than the EMP at taking down enemy ships, but cause a lot more damage.

Fusor Lance - 200

An experimental ADVENT weapon one of the human engineers designed utilising one of the ADVENT's powerful but expensive Fusion cores. Only a few were produced due to the cost prohibitions, but they are easily one of ADVENT's most powerful weapons.

Transports

Sky Ranger - 200 (Discounted with the Purchase of an Avenger)

A transport ship that serves a similar function to the one XCOM lost during the base assault. It's not that bad looking considering it's cobbled together from scrap alloys and ADVENT tech. Has a combat radius of 1000km and can carry 8 soldiers quite comfortably.

Sky Lab - 200cp

A modification of the sky ranger, has a bigger hold but is filled with research and medical equipment. Can't carry as many personnel and is a little slower on account of the extra weight, but can bring all the equipment you need to run a detailed libratory analysis in the field.

ADVENT Troop Transport- 200cp (Discount Chosen, Discount doesn't stack)

A short range transport, similar in capabilities to the Sky Ranger.

Chosen Citadel - 300 (Undiscounted)

An underground base located in your starting location well hidden and difficult to reach with lots of space to expand. Advent commanders and Chosen will be supported by a platoon of support staff that will aid in defence and research. Chosen will be given one of these for the duration of the jump but can keep them for the purchase price.

Avenger - 600 (Undiscounted)

Formerly used by the aliens to transport large amounts of supplies, resources (and quite possibly human prisoners/test subjects), this vessel was captured by the reborn but still fledgling XCOM, who soon used it to begin linking up with scattered resistance cells and coordinate their campaigns against ADVENT. Chances are, during your time here you will either serve aboard or command this ship. What this purchase does is provide the facility for this ship to follow you post jump. It will always be cloaked somewhere nearby with low foot traffic so you don't need to worry about people finding it. Upgrades can be purchased for an Avenger that you don't get to keep to give you a leg up, but whether or not you even get to serve aboard it is up to you and your efforts. Upgrading the Avenger using CP isn't necessary, changes made to the Avenger will be retained post jump.

Cloaking device - Free (Avenger Only)

The cloak isn't sophisticated enough to completely hide its presence on radar, but unless the operator knows what they're looking for they'll miss your massive transport.

Engineering Workshop - Free

The Avenger has already had its loading bay refurbished into a fully stocked workshop, ready for all your counter ADVENT inventions.

Research Lab - Free

The Avenger's power plant also houses the ships computer nexus, making it the perfect place to run analysis's on the more simple alien technology. It's not ideal with the engineering staff running back and forth, but they'll learn to keep out of each other's hair.

Launch Bay - Free

A hangar that it able to store 3 small VTOL capable aircraft.

Armoury - Free

A barracks and armoury filled with flak jackets and conventional weapons for you and your forces to use.

Advanced Warfare Centre - 50cp

A specialised, fully stocked medical bay that reduces the amount of time it takes to get wounded soldiers back into the field.

Communications Centre - 50cp

You'll need one of these eventually, if you want to expand your resistance network. Comes fully stocked but you'll need to staff it.

Proving Grounds - 50cp

The base workshop has enough to build whatever the science department churns out, but engineers have original ideas too, most of the time practical enough to be made in a normal foundry, but once in a while they come up with something insane, that needs advanced materials and special equipment. The Proving Grounds allow you to make more advanced weapons and armour than you would otherwise, if you can supply the materials.

Defence Matrix - 50cp

A bunch of hacked ADVENT turrets, ready to be deployed if the Avenger is grounded and you need to defend it.

Psi Lab - 50cp

A lab that you can use to train psionically gifted individuals how to use their powers. You cannot use this to bypass the psychic perk, but people in universe that join you can use these facilities to become more proficient. It takes about 3 months to fully train someone and you can train 2 at a time.

Shadow Chamber - 50cp

The research lab is fine, but the equipment there was made for running the ship and not special decryptions and gateways to other places. The Shadow Chamber allows you to do in-depth analysis on the more advanced alien technology.

Guerrilla Tactics School - 50cp

This module comes with equipment to analyse your recruits fighting tactics and improve them, as well as logistic support that will allow you to field more of them at once.

Companions

Rookies - 50cp each, to a maximum of 8 total companions (2 Free for Rangers, Specialists, Sharpshooters, Grenadiers)

Each Rookie gets to choose between the Ranger, Specialist, Sharpshooter and Grenadier backgrounds, the freebees associated with them and 600cp to spend on perks and items. Canon characters that you encounter during the jump can be taken with you this way.

Import - 50cp each, to a maximum of 8 total companions (Discounted for Drop-ins)

Each import gets a background, class, the freebees associated with them and 600cp to spend on perks and items.

Stalker Companion - 50cp each to a total of 8 companions (2 free for Stalker)

Each ADVENT companion gets a background, class, the freebees associated with them and 600cp to spend on perks and items on top of their natural abilities unless the race has armour. If the race has armour then the 600cp can only be spent on items.

Skirmisher Companion - 50cp each to a total of 8 companions (2 free for Skirmisher)

Each ADVENT companion gets a background, class, the freebees associated with them and 600cp to spend on perks and items on top of their natural abilities unless the race has armour. If the race has armour then the 600cp can only be spent on items.

Templar Companion - 50cp each to a total of 8 companions (2 free for Skirmisher)

Each ADVENT companion gets a background, class, the freebees associated with them and 600cp to spend on perks and items on top of their natural abilities unless the race has armour. If the race has armour then the 600cp can only be spent on items.

SPARK - 100cp Each (Discounted for Engineers)

The first generation SPARK was designed by Doctor Shen and formed the basis of the later ADVENT mechs and are stronger and more versatile than the ADVENT production model. This is thanks in part to its "BIT", a device not dissimilar to the Gremlin that allows it to perform support and hacking services. Along with this it also comes with advanced heuristics that allow it to implement more and more complicated tactics as the unit experiences more. Purchasing this gives you a base model SPARK and its accompanying BIT along with schematics to construct more. Note that the SPARK does not count towards your companion limit unless its heuristics are upgraded to fully sapient status.

Drawbacks - 800cp is the maximum amount of points you can accrue from drawbacks.

Season 2 +0cp

You were part of the original XCOM project, and have helped shape the world into what it is today. You may have managed to defeat the invaders last time, but did you really think it would be that simple? No matter how much of an edge humanities technology had on the aliens by the end of the invasion, it isn't enough to protect one planet from the power of an interstellar empire. This drawback imports your decisions from the XCOM jump, for better or for worse, and allows any surviving contacts to recognise you.

ADVENT Race +0cp

You can choose whichever race you want with the exception of Elder. Viper, Andromedon, Muton, even the Trooper with their goofy looking eyes. As a member of ADVENT you might get a little more responsibility and power, but prepare to be mistrusted and bullied if you are a filthy xeno turncoat. If you chose a race that gets armour as default you cannot pick a class.

Conventional Fighter +100cp (ADVENT and Chosen cannot take)

Sure, you've read books on guerrilla warfare, but you find it impossible to put it into practice. You never EVER get the drop on ADVENT forces no matter how good you think your plan is. Concealment can still be taken, but its effect is nullified during this jump.

Legendary +100cp

The base enemy unit is more powerful than normal. Thicker armour, higher constitution, better at landing a shot. The term "asymmetric Warfare" is going to take on a new meaning as the sheer gulf between XCOMs and ADVENTs technical specifications make things very difficult for you.

Overwhelming Force +200cp

ADVENT has this planet, they need it, why would they hold anything back? Your first few skirmishes will involve the basic ADVENT Troopers and officers, but the second ADVENT senses an organised resistance they will lock everything they can down. Expect Mutons in the first week and Gate Keepers at the end of the first month. If you are ADVENT, expect a crack team of colonels in Power Armour wielding plasma weapons in your first skirmish.

Alleged Last Hope +200cp (Cannot take with ADVENT)

The remnants never managed to cobble together Avenger. Instead they happened across the remains of the USS George Washington, a Nimitz class carrier that took a beating during the Invasion. With some quick patches to her hull, her reactor is still in good shape and she still moves, but her weapons systems and communications still need some work. She's got space to grow and can be upgraded, but because she's trapped on the ocean she'll also be a much easier target for ADVENT.

Stuck with Central +200cp

Normally the former commander of XCOM would be found and take charge, or at the very least Bradford would step aside and let you command, but not with this drawback. Bradford managed to get the resistance started, he's charismatic and can motivate people, but damn is he bad at tactics.

And worse, he won't admit it. You can disobey his orders, and you are fully encouraged to do so, if you follow him to the letter prepare to lose in the first week. If you are ADVENT, you must obey the will of the psychic network almost to the letter, they will always keep you on a short leash.

Terror from the Deep +300cp

The fighting awakens the dormant T'Leth that sleep beneath the Earths sea beds. Within the first week they make landfall and begin to subjugate and experiment on humans while attacking the occupying ADVENT forces. The Earth is locked in a deadly 3 way. If you move carefully and cautiously you may be able to turn this situation to your advantage, but the attention of either of them while they conduct in full open warfare will quickly mean the end of your petty little resistance.

Power Vacuum +300 (Cannot Take with ADVENT)

You seriously didn't think it would be that easy did you? That you'd defeat ADVENT and humanity would live forever more in peace and tranquillity? Or maybe you thought your small little rag tag band of misfits could seize power before things got too out of control? How naive. The second ADVENT was defeated the mobs, now with ADVENT weapons and armour they took during the riots, began carving up the world. Warlords quickly dominate small sections of the world, dividing the world into a thousand warring nations. Boarders change day to day as these vicious leaders vie for more and more territory. Your win condition is no longer simply to survive. Now you must unite the world under a single hegemony after defeating ADVENT. And a word to the wise, with all the advanced technology ADVENT brought with them, the people will be just a little bit suspicious of the trans-dimensional god that walks among them if you abuse your powers.

For the Commander +600cp

You are awoken with a bright blurry light and a bunch of unfamiliar, yelling voices. Suddenly you feel a sharp pain at the back of your head and lose consciousness again. When you awaken a man you recall, Central Officer Bradford, though much older than you remember, explains that you've been locked in stasis for the last 20 years. You remember thousands of battles you commanded against the invaders, all simulations. In reality you were directing ADVENT forces against dissidents and XCOM remnants. You've lost access to the warehouse, lost all of your powers and your companions are in a similar situation. You only have what you purchase from this jump. Furthermore, previously passing this jump was only contingent on your survival, now you cannot leave until humanity is victorious, and the completion of AVATAR is an instant loss condition. If you are ADVENT, you cannot take another race. You are locked in Stasis until the resistance is defeated. Until then you are helpless, and XCOM will kill you if they find where you are held, ending your chain.

For the Commander Gauntlet -600cp

With this option you forgo all 600 cp. You can still take drawbacks up to a value of 800cp, but you lose all of your powers and access to the warehouse. You need to defeat your enemy and stay alive, but failure or death will not mean the end of your chain. If you manage to complete this jump successfully the Avenger will follow you throughout your chain, and not only will it be fully upgraded, but fully staffed too. Obviously, you can't take this with the normal "For the Commander" drawback.

Notes

Perks and abilities should have some kind of wiki page somewhere. If in doubt about AOE and cool downs compare the mentioned ability to the respective wiki page. 1 tile is half a meter squared, and 1 turn equates to about half a minute. This especially applies to Psionic powers, but class perks are up to the player. The exceptions being Capacitor discharge - 5 minutes to account for the time it takes to build up such a charge and Domination - upon loss of previous victim. (More might come as people ask.)

Psychic power perks from other jumps apply.

In XCOM EU/EW it was a psionic potential malarkey governed by RNG that is supposed to simulate random genetic drift, in XCOM 2 any rookie can be trained as a psychic. Go with the one that floats your boat the hardest.

If you have a complaint and you're doing an ADVENT build I don't care. You hate freedom and don't deserve to have an opinion you race betraying fuck :^). VIGILO CONFIDO

I don't get the gauntlet either but some anon asked for it.