

Created by RisingAnon and Kanon's

War has changed.
It's no longer about nations, ideologies, or ethnicity.
It's an endless series of proxy battles fought by mercenaries and machines.
War - and its consumption of life - has become a well-oiled machine.
War has changed.
ID-tagged soldiers carry ID-tagged weapons, use ID-tagged gear.
Nanomachines inside their bodies enhance and regulate their abilities.
Genetic control. Information control. Emotion control. Battlefield control.
Everything is monitored and kept under control.
War has changed.
The age of deterrence has become the age of control...
...all in the name of averting catastrophe from weapons of mass destruction.
And he who controls the battlefield...controls history.
War...has changed.
When the battlefield is under total control, war becomes routine.

CP! CP! This is Juliet 1! There are +1000 of us left to spend, over.

Identity

Roll 12+2d10 for your starting age or pay 50cp to choose, gender choice is free.

Era

You may pick any of the below options for your starting date, appearing in the specified location. You may alternatively choose to roll for your starting era, in which case you may start in any location. Bear in mind, while you can specify your starting point within a location (IE Times Square, The Vatican), an area smaller than a football field is right out.

As usual, you'll be spending 10 years in this setting, unless you take the "Force of the Times" scenario.

1= 1970: San Heironymo

2= 1974: Costa Rica

3= 1984: Afghanistan

4= 1995: South African Coast

5= 1999: Zanzibar Land

6= 2005: Shadow Moses

7= 2009: Big Shell

8 (Cannot be picked) = Any time between 1940 and 2010

Backgrounds

Drop-In (Free): You start with no memories or history in this world, for better or worse.

Combat Unit (Free): You've served with distinction in either your home nation's military or a PMC. From here it's your choice to remain with your unit or move on to new prospects, but you'll remain on good terms with your comrades regardless.

R&D Unit (Free): You've worked with Research and Development labs in developing and/or testing advanced military equipment. Whether or not you have a formal degree your skills and work record are enough to open a lot of doors.

Intel Unit (100cp): You would have a decorated career if most of it wasn't classified. Your work in intelligence, counter-intelligence, and covert ops has given you both the skills and connections for the shadiest jobs the world has to offer.

Skills

100cp Skills are free. Other skills are 50% off for same background.

Drop-In

Survival Viewer! 100cp: You have knowledge of foraging and preparing food in the wild. You generally know how to avoid food poisoning; even if you don't, your digestive system seems especially hardy. In addition, you can also increase their natural healing rate by eating good-quality food.

Jumping Spider 200cp: Your flexibility, speed, and agility are significantly increased. Climbing and leaping around a jungle canopy is simple, you could do it faster than an Olympic sprint if you pushed yourself. However, the more you boost your abilities with this perk, the less efficiently you use your own stamina. Better keep some snacks handy.

BEES!!! 400cp: Pick one type of animal or small drone (from MGS). A group of them will be yours to lead. Maximum number available depends on size and physical ability (For example: a nest of bees, a dozen unarmed Cyphers, 6 Wolves, 1 Elephant). They will understand even complex commands, coordinate preternaturally, and show remarkably good judgement if separated. Losses will automatically be replaced with time, up to 30 days for your entire complement. With **Psychic**, you can share senses with them and give commands from any distance.

If imported as companions, they will take one slot. Existing pets can be imported into this group, to the size limit for your chosen species.

Psychic 600cp: The true power of the mind is unlocked to you, providing powers such as psychic communication and remotely moving light objects (typical limit is 100lb). Can specialize in Telepathy to read minds (and save data) as well as commune with the dead, or Telekinesis to levitate and shield yourself from incoming projectiles (requires constant focus). An otherwise normal person would take around 7 years to soft-cap their own specialization, plus another 10 for all non-specialty powers.

Combat

Marksman 100cp: You have enough training to use most firearms within listed ranges and hit both stationary and moving targets reliably. Better than most grunts, but don't expect to out-shoot the likes of Revolver Ocelot or The End just yet.

10-Year Vet 200cp: Between the assorted weirdness of the MGS universe, and old-fashioned fear and nerves, there's a lot for a soldier around here to deal with mentally. Thankfully you have dealt with it, and know how to keep a clear head in crazy situations.

IT'S NOT OVER YET 400cp: Through improved resilience and plain old stubbornness, you can survive things that would break most men. Injuries are business as usual for you, as long as the affected area still works you can fight with it. Additionally, you are nigh-impervious to torture, even over extended periods.

CQC 600cp: Close Quarters Combat, a martial art for the modern age developed by legendary soldiers The Boss and Naked Snake. You've managed to surpass the basic understanding shown by many soldiers and achieve true mastery. Your skill and spatial awareness has reached the point where you can floor a 4-man fireteam before they can even react. Grants peak-human strength with **IT'S NOT OVER YET**.

R&D

I've got science 100cp: You have a solid understanding in a wide variety of scientific and engineering disciplines, enough to at least interest most R&D labs. You can also specialize in one field, allowing you to achieve true mastery much quicker than normal.

Omni-Keyed 200cp: From bypassing an ID lock, to hotwiring a car, to cracking DRM; getting enemy equipment to work for you is rarely an issue. Does not apply to breaking & entering, physical or otherwise.

Box-tech 400cp: Cardboard boxes that can produce a smoke cloud? Check. Poison Cigars? Check. A mine-detector the size of a Walkman? Check. Building the sort of gadgets that MGS protagonists rely on is your thing.

A New Age of Warfare 600cp: Metal Gear, a weapon capable of bringing an entire nation to its knees (in theory). Your engineering talents have extended to the point you can create these war machines, even automate them with AI, provided you have enough time and resources. With **Box-tech** you can apply these cutting-edge technologies to combat-ready gear, creating things like man-portable Railguns and Stealth Camo.

Intel

Lay of the Land 100cp: Wherever you start out, you have an understanding of the local terrain, culture, and local goings-on as if you had spent your whole life there. When visiting other locations, you can achieve this level of familiarity much faster than most.

Trained Eye 100cp: Memorizing small details comes naturally to you. If something in a building doesn't match the floor plan, or if someone's been in a safehouse since you last saw it, you'll spot it much easier now.

No nation we inhabit… 200cp: but a language. To understand the nuances of a language is to understand the culture behind it, and a way of perceiving the world. Pick 4 real world languages, you now can speak and read these at the level of a native. In addition, languages that would take years to learn can now be learned in weeks; this talent applies to coding languages and ciphers as well. However, this will not benefit your computer science skills any more than knowing 15 spoken languages would make one a better orator.

Fairy Disguise 400cp: At its core, espionage is about pretending to be someone you're not. All the cover stories and papers in the world won't help you there if people know your face. You can now create disguises from materials and patterns you find on and off the field, and have an easier time mimicking other people's mannerisms to pass off as them.

Phantom 600cp: You might not be invisible, but it doesn't matter where your enemies are concerned. You have an intuitive understanding of moving unseen and unheard, and can usually judge how far you can push it without alerting someone. Even elite guard units will have a tough time tracking you down. With **Fairy Disguise**, you can create camo patterns with unique advantages, such as the Cobra unit patterns from Snake Eater.

Undiscounted

Global Operations (Free all): In an era of tactical espionage, a soldier can no longer trust the fight to be defined by borders or battle lines. Operations can occur anywhere on the planet, and you've taken the first step to prepare for that. You can speak one additional language, appropriate to your location, fluently.

Gun Enthusiast 100cp: Sights, triggers, receivers; even on the most exotic of weapons, core components can be traced back decades or more, and you've seen it all. You have a certain intuition when it comes to using and maintaining any kind of weapon you encounter. Helps when dealing with unfamiliar tech, though actually knowing what that button does is probably better.

Here's to You 100cp: Any stored music you collect is automatically added to a mental music player that gives you perfect recollection of the song, as if you were hearing it played live. In addition, if you touch a set of functioning speakers you can have them begin playing music from that collection. Once the selected playlist ends, you move out of earshot, or someone turns them off, the speakers return to normal function.

Marker Placed 200cp: By standing still and focusing any of your senses on a person or object of interest for a second, you can "mark" its position, allowing you to track their position and movements. You can mark an unlimited amount of targets at one time, but the mark will be lost if the target moves beyond 500m from you, or if they fall outside the range of your senses for 30 minutes.

Legendary Soldier 300cp: Big Boss may have gotten his title from his skill as a soldier, but it wasn't what made him truly dangerous. MSF, Diamond Dogs, and Outer Heaven were built largely on Charisma. If you have something to passionately strive for, you too may bring together others under your banner.

-**You will forget what Hollywood taught you** 200cp: In addition, you will have an easier time training those under you to effectively carry out your dream, through combat or otherwise. Rule of thumb is, assuming the person has the potential for it, but no prior experience, he/she can learn any 100cp perk from this jump in a year, 200cp in 3 years, 400cp in 6, and capstones in 8.

-**Shining Lights** +300cp (requires Legendary Soldier): Does not count towards drawback limit. Where once you had the potential to bring in followers, there is now inevitability. Unfortunately, anyone who follows you appears to be cursed. At least a few times in this jump fate will see to it that a portion of people following your banner die as tragically as possible.

Parasite 700cp: You've been implanted with a modified version of the treatment created by Code Talker in the 1980s. Unlike the Skulls you have full cognitive and vocal function intact (barring drawbacks), like the skulls you will need to breathe and absorb a substantial amount of moisture through your skin. What does this get you? You can sustain yourself via photosynthesis, have exceptional visual perception (such as focusing on two different distances simultaneously), enhanced strength and durability, and you can turn invisible for short periods. Post jump you can switch back to being a mouth breather, in case you feel like dressing normally.

Companion Options

Soldiers without Borders 25cp: Each purchase allows you to import a companion into this jump or create a new one. Each companion gets any 1 signature weapon, camo fatigues, any other options labeled (Free All), and 10 years of experience in the military/paramilitary organization of their choice (DARPA, GSG-9, Spetsnaz, ISI, etc.). Companions may import their weapons and outfits for the above.

Sons of the Patriots 200/400cp: Add a canon character as a companion without the need for a pod, as always, the character must agree to join you and must survive to the end of the jump. 200cp for non-super powered characters, this includes the Snake siblings, but not cyborgs (with the exception of Venom). 400cp removes this limit.

Les Enfant Terrible 500cp: Turns out there's a clone of you running around, he has all the traits tied directly to your (presumably messed up) genetics. Roll 1d6+7 for starting age. Location is random place on earth, you won't know right away. Unfortunately, this clone has a serious bone to pick with you, one you can't diplomance away, and some attitude issues likely stemming from being a living weapon. Still, if you manage to work through these issues, you might convince him to become a companion.

Items

As usual, items will return to warehouse if lost or destroyed.

Weapons

If you want a real life equivalent to one of these weapons, fanwank away. Weapons bought with CP get a steady supply of ammo from the warehouse. In addition, you may import a weapon you already own into

any number of weapons purchased, or simply combine purchased weapons, adding either new functionality or an alternate form to the weapon.

Signature Weapon (1 Free All, 100cp for each extra): While soldiers are often expected to be familiar with a variety of weapons, everyone has a favorite. Especially in this universe, where some of the elite are defined by their weapon of choice. Selecting a weapon as your signature grants the following benefits:

1. Total familiarity of the weapon. Operating and maintaining this weapon come as naturally as breathing to you. This won't make you a better shot per se, but you know how the weapon behaves as well as your own limbs.
2. In addition to standard ammo, your warehouse can produce any ammo type that could theoretically be made for it with modern day tech. This includes unorthodox picks like shotgun sabots, mercury-filled bullets, or explosive arrows. Options without conventional ammo use have other benefits, listed with the respective weapon.
3. Extra bonuses to the weapon, based on your background and certain perks, these will persist if someone else is using it. Bonuses from other backgrounds cost 100cp each:

Drop In: Using your signature weapon should be like using a limb; people don't put away their limbs to do other things, why should you? The handling of your weapon is improved dramatically, making tasks like shooting while mobile much easier. In addition, you retain more manual dexterity while holding the weapon. Using CQC techniques with a rocket launcher is a possibility, and you could practically thread a needle with something like the stun knife.

Combat: The first purpose of a weapon is putting holes in people, all the tech in the world doesn't help if you miss your shot. Your signature weapon is much more accurate now. Sights are always perfectly calibrated, wind and weather have less effect on ballistics, and ricochets are more likely when and how you want them. For shields and melee weapons, this makes it easier to attack specific points on the body and deflect attacks at the ideal angle.

R&D Unit: You can't really say there are many like it, unless you're trying to be humble. Your signature weapon is simply a masterwork: including design and material innovations that would be cutting-edge in MGS4, parts fabricated to microscopic precision, and that intangible care of a hand-made item. The benefits of this won't match the other listed perk effects, but it will improve virtually every aspect of this weapon.

Intel Unit: Sure, you can get by on OSP usually, but why compromise if you don't have to? Your signature weapon is designed with concealment in mind. The weapon can be quickly broken down and reassembled for discrete storage and neither the weapon or ammo will show up on security scanners. Out in the field, you can extend any kind of camo or cloaking available to the weapon, even if you aren't using it on yourself.

Gun Enthusiast: In many settings, low or high-tech, there's often special, one of a kind gear that bestows great power to its user. Firearms reject this concept fundamentally, anyone can get one, anyone can use one. Incorporating future tech, magic, and otherwise into your signature weapon is a bit easier than normal. If you use them to make new ammunition, the warehouse will be able to produce it, provided they don't break the weapon. Finally, you know how to adapt your weapon's design for mass production based on a given tech level, desired cost, and other factors. This will likely require certain compromises, but never more than is strictly necessary.

Legendary Soldier: Engravings may not serve a tactical purpose, but your Signature Weapon isn't just a piece of kit, is it? You may change the look of this weapon any way you like, without any effect on functionality (even diamond studs and fuzzy dice, if you're feeling tasteless). Anyone who looks at this weapon will know its history across jumps, at least on an emotional level. This reputation will bolster the presence of anyone wielding it.

Water Gun (Free with first purchased weapon): The refilling port has been finely calibrated, allowing for easy access and for a smooth draw of water into the internal tank. The transparent body is made of reinforced plastic, the water nozzle is tightened for more precision and the pump mechanism is pumped automatically with each slight pull of the trigger. In addition, the pump mechanism's been mated to the frame for a precise, tight fit, with the frame itself having been laser measured and scraped down multiple times, for maximum precision and accuracy. A rougher texture has been added to the grip to avoid slippage due to water, and trigger guard's been adjusted for a higher grip. This expertly crafted water toy designed for children of ages above 3+ also has an effective range of 30 feet and allows 20 squirts before refilling is required.

Stun Knife 100cp (Free for Drop-in): It's a knife, it's a stun gun, it's both! Battery Auto-recharges, keeps an edge with relatively little maintenance.

If selected as your Signature Weapon, you can remove the grip and attach it to any melee weapon, granting the shock function even if it isn't normally conductive. With Gun Enthusiast you can apply other contact effects to your weapon (IE a touch spell).

Burkov 100cp (Free for Combat Unit): 9mm pistol, modified to use an integrated, low-maintenance suppressor.

Arms Material D-114 100cp (Free for R&D Unit): .45 ACP handgun, has superior stopping power compared to the Burkov, but requires attached suppressors for any kind of stealth, which tend to wear out quickly

Windurger No.2 100cp (Free for Intel Unit): Non-lethal takedowns made easy with this tranquilizer pistol, safe and effective against anything from children to bears, poor penetration against armor.

An Explosion?! 100cp: Every 24 hours you get 15 total items from any combination of the following: Frag grenades, Smoke Grenades, Stun Grenades, Sleep Gas Grenades, Chaff Grenades, C4, or Claymore Mines. No stockpiling.

If selected as your Signature Weapon, instead of more explosives, you'll be able to fine tune them. Payload size can range from a soda-can to an anti-tank mine, and any detonator available with modern tech.

UN Modular Automatic Weapon-F 150cp: Sometimes you just need more bullets. This machine gun uses a belt feed with full-size rifle rounds, allowing for more damage and sustained fire than an assault rifle. While this leads to a rather stiff recoil, this model is designed for superior mobility and un-braced fire compared to most machine guns.

Arms Material MRS-4R 200cp (Discount Combat/R&D): Workhorse Assault Rifle, provides an effective balance between range, accuracy, and ease of handling, bolstered by the wide array of available aftermarket options.

Bambetov SV 200cp (Discount Drop-In/Intel): Semi-automatic sniper rifle, uses existing components to reduce cost and ease repair. Provides effective long-range fire without sacrificing speed.

RENOV ICKX TP 200cp (Discount Intel/R&D): All the medical genius that went into the tranq pistol, now with a convenient long-range package! Compared to other options here, the bolt-action may seem to take a small eternity, but that's no issue for a discrete marksman, right?

URAGAN-5 200cp (Discount Drop-in/Combat): A real rocket in your pocket, combines all the power and versatility of a shotgun with the close-quarters handling of a revolver.

Fakel 46 200cp (Discount Combat/Intel): A little less pocket, but a lot more rocket. For a grenade launcher this isn't the most potent thing available, but it's lightweight, compact, and can use multiple grenade types effectively.

Portable Ballistic Shield 200cp (Discount Drop-in/R&D): Sometimes you don't want what life throws your way, when that happens, it's good to have this slab of advanced alloy in the way. Effective against anti-personnel weapons while still being light enough to carry around. Will break under sustained fire.

If selected as your Signature Weapon, the shield can expand up to 8x4 feet or collapse as small as a dinner plate, and can be attached to the environment for static cover or a quick blockade. Gun Enthusiast gives the same benefit as with the Stun Knife

Falkenberg Multi-Role 200cp (Discount Combat): Reloadable dumb-fire rocket launcher, versatile and surprisingly accurate, but cumbersome to use.

If selected as your Signature Weapon, guided rockets become an option, the targeting mechanism is up to you.

Flamethrower 200cp (Discount Drop-In): It werfs exceptional quantities of flemmen, improved canister minimizes risk to user without compromising fuel capacity.

If selected as your Signature Weapon, you can swap out the napalm and ignition fluid for a wide variety of chemicals, including lethal and non-lethal gas weapons. In a pinch you could even convert it into a firehose.

Brennan Type 54 200cp (Discount R&D): Massive sniper rifle designed to pierce cover and light vehicles. Subtler than the above two choices, but not by much.

If selected as your Signature Weapon alongside the R&D bonus, you can choose to make this a railgun.

William Tell 200cp (Discount Intel): Modernized crossbow, loads arrows via detachable magazine, improved draw mechanism allows for over 200lbs of draw weight without straining your arms, and reinforced bolts further improve penetration.

If selected as your Signature Weapon, especially with Gun Enthusiast, feel free to go nuts with trick arrows.

Outfit

Outfits you already own can be imported for any of the below options, adding the relevant benefits to your item. All purchases also gain a "naked" variant, which reduces protection and other benefits in return for being lighter and more efficient. If you purchase multiple outfits, you can combine them or import a prior outfit multiple times.

Naked Camo (Free all): They know they want some of this, they're just too jealous to admit it. Olive Drab Fatigue Pants and tactical webbing (fair number of belts) allow you to carry gear with absolute minimum weight. Just don't expect any kind of protection with this.

Civilian Clothes (Free all): Exactly what it sounds like, good to have undercover or on leave.

Bandanna 50cp: Not the Boss's, or the one that gives infinite ammo, but it comes in any color or pattern you want. Stretchy, absorbent, and always sterile (though you can keep the blood stains it if you want). When worn you give off that "action hero" vibe.

Camo Fatigues 100cp: Lightweight clothing in multiple patterns that help you blend into environments such as wetland, snow, woodland, desert, or urban. Camo patterns can be swapped out in a few minutes.

Sneaking Suit 200cp: Advanced materials in this full-body suit allows for quiet movement while protecting against small caliber bullets and knives.

Battle Dress 200cp: Heavy-duty gear rated against most anti-personnel rounds and light explosives, impedes stealth.

Octo Camo 400cp: Futuristic Armor provides moderate ballistic protection and strength-assistance for heavy loads all without compromising noise or mobility, surface can form new camo-patterns in a few seconds or adopt ones that you've bought/created.

Exoskeleton 600cp: All the benefits of being an early-model cyborg without the drawbacks! Improves speed and strength considerably, resists most anti-personnel weapons, all with minimal bulk or noise. Requires occasional recharge.

Gadgets

The Box (4x Free): It's a cardboard box, exactly what it looks like. Folds up for easy storage. Fully repairs itself every 8 hours. Any shipments labels and the like attached to this seem official. Camouflage you've found/bought/made can be added to the box without making it seem suspicious.

What was that noise? (Free): It's not actually an empty magazine, but this hollow plastic box will do for your needs. It's always in your pocket when you need it, light enough for long throws, makes a loud clacking noise that always seems to fool guards, and disappears when it settles.

GMP 50cp: Paper bills that, when shown to the right people, seem to allow absconding with items freely, though further research may be needed. Each purchase provides purchasing power equivalent to $50,000 in today's currency.

Phantom Cigar 50cp: Cigar-shaped vaporizer produces a compound that, when inhaled, makes time appear to move dramatically faster. Stress hormones quickly counteract the effect. Good for killing time. Any inhaled chemicals in your possession can be loaded into the Cigar, temporarily replacing the default substance, this can include poisons.

A Hideo Kojima Game 50cp: All metal gear media in one custom player! Yes, even Ghost Babel.

Idroid 100cp: PDAs are lame anyways. This hardy device actually works fine for that, but it can also display maps via its holographic projector or act as a military-grade radio. In addition, when plugging in to another electronic device via all-purpose data jack, the Idroid heuristically interfaces with the device,

creating new UI and transferring data as needed. Any number of pda/smartphone/etc. devices in your possession can be imported with this.

Codec 100cp (50cp with **Idroid**): This nanomachine injection allows you to have secure communication across any radio frequency by sub vocalization.

Active Sonar 100cp: Can detect moving objects nearby using sonic pulses outside of human hearing range. Recharges automatically.

Night-vision Goggles 100cp: Dual-band goggles provide light-enhancement and thermal detection for good visibility not only at night but a wide variety of low-visibility situations. Still, not recommended for brightly-lit areas. Can import any eyewear in your possession to gain this benefit.

The One-Hundred CP Man… 100cp: First, take 1 purchase of the **Phantom Pain** drawback for 0CP. That limb/eye is now replaced by cutting-edge cybernetics. On top of retaining full functionality, plus you can add neat gadgets depending on the limb, such as rocket punches, enhanced vision modes, or deployable wheels. In case you want some things pre-made…

-**Implanted Solid Eye** 50cp: Augmented reality HUD and zoom functionality, all without screwing up your other eye's vision. Can be integrated with **Idroid, Active Sonar,** and/or **Night-vision Goggles** for free if purchased with CP.

-**Stun Arm** 100cp: Where the stun-knife goes for portability and convenience, this goes for raw power. You could use this on three soldiers holding hands in ceramic-plated armor and would knock them all out cold. You can even fry electronics with this.

-**Ninja Run** 100cp (requires both legs): Allows you to run at ~50kph for extended periods.

These gadgets can also be combined with any cybernetics you already possess.

Soliton Radar 200cp: Displays position and direction of living beings and cameras within 100m. Can be jammed by enemies if they know you're there.

Fulton Recovery System 200cp: Like the Fulton air-recovery system in real life, this can retrieve persons of interest with a combination of balloons and a pickup aircraft. Unlike the real Fulton system there's no need to arrange pickup in advance, as the aircraft always seems to appear right where and when it's needed, even in hostile airspace. As long as you have open sky and a few safe seconds for the balloon to lift off, anything 10 tons or less is guaranteed to reach its intended destination (provided you know where that is and it's accessible from the air). You have 24 balloons, which return to your warehouse after delivery completes.

If you have mines or rockets available, the payload can be replaced with Fulton balloons for retrieval at a distance.

If you have a warehouse portal, you can use wormhole recovery for indoor retrieval and preventing interception, though it still takes a while for the targets to arrive.

MSF Curry 200cp: The last word in battlefield rations. Nutritious, convenient, damn tasty, and it will keep for a good century or two. Includes recipe and compatibility with warehouse food dispenser.

Metal Gear!

Yep, we're going there jumper.

All items from this section come with their own hanger, attached to your warehouse as a separate annex. The hanger will repair and re-arm the metal gears over time, but you'll have to source any additional nuclear warheads personally. (First complement of warheads is always included and replenished each jump)

Like other items, these will return to your hanger if destroyed or rendered unreachable, though the repair process may take quite some time. Unlike other items they will not return if hijacked (unless the hijacker loses it).

Walker Gear 200cp: Where most Metal Gears are meant to bridge the gap between infantry and artillery, this single-pilot bipedal weapon does so between infantry and armor. Walker gears can keep a steady 32kph across virtually any terrain imaginable while protecting the pilot against small arms fire. The walker gear comes equipped with either a minigun or 4-shot rocket pod, and can mount any two sidearms you have or find.

D-Walker 400cp: A unique variant of the Walker Gear designed for special operations. In addition to all the Walker Gear's functions, D-Walker can enter "Running Mode", reducing its noise and increasing its top speed to 64kph at the cost of agility. D-Walker also includes a task arm, capable of lifting 140kg and non-lethally punching out infantry.

AI Weapon 600cp: Pick either Pupa, Chrysalis, Cocoon, or Battle Gear.

Pupa, the first AI weapon developed by the Peace Sentinels, is a fast-attack platform using both air cushions and articulated treads for movement. Its weapons are 6 Heavy Machinegun turrets and 4 launchers for its "shock units", devices which channel electrical bursts from Pupa to disable people and machines alike.

The 2nd Peace Walker Prototype, Chrysalis, is a giant VTOL craft. It can attack with its chain gun, ATG missiles, and Railgun. While its speed is fairly average for a helicopter, it can airlift objects up to 500 tons (for reference, the classic Metal Gears are less than 100 tons each), the lack of a pilot also allows it to perform extreme g-force maneuvers.

The 3rd AI weapon, Cocoon, breaks trends by ignoring speed in favor of an enormous quantity of weapons. This quad-treaded monstrosity possesses an artillery cannon, 6 CIWS Miniguns, 8 Light Machineguns, Mortars, Guided Missiles, and a manipulator Arm.

The first known weapon designed specifically to counter bipedal weapons and Metal Gears, codenamed "Battle Gear". Not much is known about this quadrupedal tank save that its nimbleness and fire-control systems are designed to rival Walker Gears, and that its primary weapon is a high-yield Railgun.

Shagohod 600cp: Metal Gear before Metal Gear. This super-tank uses rocket-boosters to effectively turn its Intermediate Range Ballistic Missile into an Intercontinental one. In addition, the Shagohod can navigate rough terrain with its articulated augur drives, and defend itself from attacks with multiple HMGs and SAMs.

Classic Metal Gear 600cp: About as no-nonsense as these things ever got. A 60mm cannon, some machine guns, two legs, and an ICBM.

Peace Walker 800cp: The last word in Deterrence (?). The fully sapient AI, patterned after The Boss, is designed to carry out nuclear retaliation without human assistance. Despite that, Peace Walker does not actually carry Ballistic Missiles, instead it uses an advanced ECM system to evade detection as it enters enemy territory and self-destructs with a >50 Megaton bomb. In addition, should a ground attack be attempted against it, Peace Walker possesses multi-purpose missile and mine launchers, flamethrowers, and a "Paralysis Beam" that incapacitates infantry.

Unlike the original Peace Walker, you may dictate conditions in which it can initiate a First Strike, or retaliation against non-nuclear attacks, however a manual override is not possible; The Boss AI must analyze the situation and come to the conclusion itself.

Metal Gear ZEKE 800cp: The unused Ace in the Hole for MSF. This is the most modular Metal Gear in existence. Includes machine guns, a railgun, and the ICBM launcher as standard. You also get one of the following: Guided all-purpose missiles, tank cannon, arc weapon, or defensive EMP. ZEKE can be set for human or AI control from the hanger.

Metal Gear REX 1000cp: What most people think of when they hear "Metal Gear". In theory this Metal Gear appears to function as a cheaper version of ST-84, with a railgun, dual miniguns, missiles, and a laser cannon. What this ignores is REX's special trick; its nuclear warhead is fired by railgun, meaning that it's nigh undetectable compared to an ICBM. While the original ammo for the railgun was designed to knock out Ballistic Missiles and Satellites (these are replaced with conventional ammo), this unit also has proper nuclear warheads. 3 warheads with a maximum yield of 15kt, capable of hitting nearly anywhere on earth.

ST-84 Custom 1000cp: The weapon that learned to walk upright. Where most nuclear metal gears are armed purely for self-defense, Sahelanthropus was designed to be the center of attention. It has a fairly standard set of munitions, dual auto-cannons, all-purpose homing missiles, flamethrower, and railgun. What makes ST-84 formidable is the use of Metallic Archaea technology. Firstly, it can disperse a red "mist" about itself that rapidly deteriorates vehicles within 200m. Secondly it has a segmented blade that can create volatile fissures in the ground. While the Archaea allow ST-84's armor to be converted into nuclear fuel and detonated, the resulting blast would only qualify as a tactical nuke.

Unlike the original, this version can accommodate an adult pilot and perform as shown without "external" assistance.

Mk2 RAY 1200cp: Desperado Enforcement's take on the anti-MG weapon. Strictly speaking, this is the most advanced option on the list by a wide margin. In addition to enhanced strength and durability over the original RAYs, this version also sports a reworked loadout consisting of: dual machinegun turrets, long and short-range missiles, a short-range plasma beam, and massive "Heat Blades" on each wing. Unlike the original RAY, this Metal Gear is purely AI. Where Peace Walker's AI had careful and sound judgement, this RAY's AI has bloody-minded tenacity, determined to defy the cannon-fodder legacy of its model. In a direct fight, this RAY could take down any Metal Gear in existence, save perhaps ARSENAL or Excelsis; and it effectively has **IT'S NOT OVER YET**.

ARSENAL Gear 1400cp: That's no mech, that's a submarine! Technically this isn't a Metal Gear, but it's treated as one. Unlike the original this doesn't come with RAYs or your own commando team. What it

does have is a NON-SAPIENT AI that allows you to captain the ship solo, enough cruise missiles and torpedoes to take on an army, an advanced Electronic Warfare suite, and one purified hydrogen warhead. The yield on this is 2nd only to Peace Walker's bomb, and unlike most nukes the radiation is gone in minutes rather than years.

Drawbacks

+800cp limit

War Has Changed +100cp: As soon as this jump completes, proceed immediately to the Metal Gear Rising Jump, while the rules for that jump remain the same, the results of your actions in this jump carry over, hope you didn't screw things up too bad...

Superstitious +100cp: You believe wholesale in any and all myths you come across; Santa Claus, Dracula, Bigfoot, even if you rationally convince yourself otherwise a part of you will always be convinced.

Metal GEAR? +100cp: You repeat everything said to you like some kind of human parrot, hope you like people thinking you're an idiot.

The Phantom Pain +150cp each (up to six purchases): You lose an arm, a leg, or an eye. Eyes are replaced with sick eyepatches, limbs are replaced will functional, but inferior, prosthetics. Phantom limb is optional, traumatic memories of dismemberment are not.

I.B.S +200cp: You constantly shit yourself, and no one wants to go near you unless they want to murder you.

Weirdness Magnet +200cp: For some reason, all the weird events of the Metal Gear series happen around you. Ghosts roam the earth? You're the one they're haunting. People with supernatural powers in the area? You'll be meeting at least once. Someone needs to monologue about "memes" or something? You look like a good listener to them.

The Man Who Sold the World +200cp: You aren't who you think you are, that or Jumpchan herself has been fooled. Either way there's another, near identical "you" running around somewhere; powers, memories, and all, and the chain continuing is based on his/her survival, not yours. If you do die, the rest of the chain will depend on them surviving without you or your companions. Unfortunately, you'll wish this wasn't the case as this person is an asshole compared to you, even if you're already an asshole.

Also, no, you can't take your doppelganger with you.

-Two Phantoms Were Born +200cp: Perhaps this other guy really *is* you, somehow. Memories beyond your background are wiped completely. Still, your other is nothing if not magnanimous, and they've jammed enough names, dates, and mannerisms back into your skull to pass off as them to casual observation. Companions will have an easy time telling you two apart, but they've forgotten about the drawback as well, so they *could* end up believing you're the fake. You won't remember the drawback either, but will feel a strong compulsion not to kill the doppelganger.

Gun Jumper +200cp: In covert ops, and warfare in general, it's important to be patient and choose the right moment to act. Sadly, you skipped that part of the memo and have a tendency to rush into any situation immediately. Even if things turn out well, odds are your reputation will suffer for going off half-cocked.

Empathy +300cp: You feel any strong negative emotions in your vicinity as if they were your own. Not susceptible to emotional control or mood effecting perks.

Wetwork +300cp: Seems you've managed to piss off someone very powerful. You'll be facing regular attack regardless of your location from a random elite unit determined by your starting time. This might mean a couple Skulls, a squad of FROG troopers, a platoon of the Ocelot unit, a combination of the above, or something else entirely. No matter how many you kill, more will come, but numbers will scale inversely with individual ability.

Vocal Cord Parasite +400cp: It appears you've been infected with every conceivable strain of the vocal cord parasite, and a super-resistant version at that. For the duration of the jump, if you speak in any kind of language (humming is okay), the parasite will not only begin to rapidly consume your lungs, but even if you survive it, anyone else in the world who speaks that language will begin to develop the same symptoms, including companions.

Jumper's lived a hard life +400cp: Turns out Solid and Liquid weren't the first clones of Big Boss, they were just the first successes. You are now on the hit-list for Foxdie, you're stuck with a blonde mullet and bad accent, and without treatment you'll biologically be hitting at least 80 years old by the end of your jump. You don't even get the cool abilities of the Snake Siblings.

Pacifist Run +400cp: You cannot intentionally kill any sapient being or directly order someone to kill a sapient being during this jump. If you accidentally kill someone or someone kills on your behalf it is guaranteed to fuck you up emotionally. Indirectly causing someone's death doesn't count if it was an accident, but remember that you cannot fool the benefactor.

Greatest Soldier in The World +400cp: Elite Soldiers taking on superhuman opponents is a time-honored tradition in Metal Gear, one you should get to experience yourself. For the remainder of the Jump, all abilities are capped at peak human level, with the exception of perks purchased here.

Chronic Backstabbing Syndrome +500cp: You can't, stop, betraying people. Expect people to mistrust you as no one can decipher your true allegiance (hint: you probably don't have one).

Chain of Revenge +600cp: At the start of your jump (or sometime during your background), someone crossed you gravely. Not only will this pain tear at you emotionally until either jump's end or your revenge, but any attempt at the latter will inevitably draw others into a cycle of retaliation. These people may be associates of your target, or simply people you pissed off on the way. But they will all be willing and able to inflict a similar level of anguish as the first. In addition, these people will make their own enemies as the conflict escalates over time.

Scenarios

Take as many as you want, or none. All are free.

FOB: On the plus side, a fully-constructed copy of Motherbase is now added as an annex to your warehouse in an endless, interdimensional ocean (don't go in the water). Downside is that, for the duration of the jump, all your warehouse goodies are stuck, exposed, in each core platform. PMCs seem to be coming out of the woodwork in hopes of making off with your stuff, and no matter what you do, they always seem to be able to find a way into your base and find weaknesses in your security measures. If

you can manage to identify attackers, you're welcome to pay them a visit a reclaim your things, with interest even. Bear in mind though, they can replicate your techniques as well as they adapt to them.

Force of the Times: Ignore your location roll, you now begin in Arlington National Cemetery, right as the newly-christened Big Boss pays his respect at the grave site of The Boss. You must survive from this point all the way to the canon fall of Outer Haven, in 2014.

Legacy of the Boss: Within the duration of your jump, and before 2014, you must truly defeat the Patriots. The first obvious step here is to disable the AIs themselves, but in addition you must snuff out their memes from the face of society. Rule of thumb: If the War Economy or an organization like World Marshal is culturally allowed to exist, you've failed. If you started your jump before Operation Snake Eater, you'll need to prevent CIPHER from forming in the first place. In addition, if you took **Force of the Times**, any attempt to destroy them or mitigate their expansion prior to 2004 will fail, no matter what. Once 2004 hits, only then will you be able to strike back. The PATRIOTS are aware of this effect and will prepare for your counterattack with everything they can possibly muster.

Ending

Go home or stay here

Or you could keep jumping

Notes

FOB means all the contents of your warehouse have been ejected onto the base, at the end of the jump (assuming victory), objects from the warehouse that remain in your possession will be sorted back in gratis, but anything that was stolen that you haven't retrieved by jump end is GONE.

The interdimensional ocean surrounding the FOB is fine for any craft or structures secured to the base or moving to/from it. However, leaving craft unsecured or going for a swim may result in falling out of world, suffice to say this is a bad thing.

Typically, you can expect 6-8 invasions per year, usually by small teams of infiltrators. Larger assaults are possible, but unlikely to happen more than once or twice in the jump (unless you took **Force of the Times**).

You can increase or decrease the frequency and effectiveness of invasions by changing the opinions and readiness of the invading factions. Forge a close bond with another PMC and they may help defend you. Push a PMC hard enough and they may try to take revenge when they aren't ready.

Or they might settle for destroying the place, that'd be bad too.

R&D in these groups is off the charts, given enough time they can even learn to deal with things like magic. Depending on the complexity there might not be enough time in the jump for it, but the more data they have on it the faster their research will go, if they can capture artifacts research will accelerate even further. Keep in mind they are employing wormhole tech just to reach the FOB to begin with.

Like in the game, if you ID the intruders you can perform a retaliatory strike against them. Unlike the game the location and setup of the enemy base can be anything imaginable in MGS Earth, even space stations with enough tech and resources (hard-cap at Low Earth Orbit).

Post-jump, your FOB can be deployed into open waters once per jump at any time. You may choose how quickly the FOB deploys, but keep in mind several thousand tons of water being displaced in an instant won't leave a good impression on the neighbors. The version attached to real space can be upgraded and expanded, changes applying to the extradimensional version via superposition. Keep in mind though this will increase the time required for safe deployment, and if more exotic materials are included, they will have to be sourced in advance.

Deployed FOBs will persist after you leave the jump, but stored assets will come with you unless you deliberately abandon them there.

If you combine multiple weapons from this jump, Signature Weapon will only apply to one of them. If importing a weapon multiple times, it applies to the original weapon being imported, and one of the weapons being purchased. Example: Stick the Fakel and MRS together, pick one as your signature. Stick a Magic Sword, the Ballistic Shield, and William Tell together, your signature is either sword+shield, or sword+bow.

Reward

If you took **Force of the Times**, at the end of the jump you'll find yourself back in Arlington, where an elderly Snake and Big Boss are having their first peaceful encounter in decades. In steps none other than Big Boss's double, Venom. He gets one last chance for a heart to heart with his former brothers in arms before leaving to join you in your travels.

Venom's shrapnel "horn" still lingers, even supernatural healing or shapeshifting seems to treat it as an intrinsic part of his body. On the positive side his body seems to have adapted to it somehow, any neurological problems he suffered are gone, head trauma is no more a risk for him than any normal person, and the "horn" even seems to grow back if damaged.

If you took **Legacy of the Boss**, on your next jump you'll find a familiar women with memories of living in another world (relatively speaking, depending on the jump), something about you will draw her to join you as a companion, and you'll find no issues in doing so.

The Boss is now at the top of her game, which as it turns out is even beyond what she showed back in Tselinoyarsk. She also has a basic idea of what happened between her death and the end of your jump.

Both of these companions can be purchased with CP, provided they are alive at the end of your jump. However by obtaining them via scenarios they each gain a special bonus.

At the start of each jump they automatically get a background costing less than 200cp, alongside all associated freebies. They can be imported conventionally, but doing so invalidates their bonus for that jump.

Changelog

10/10/2017

- General grammar and wording changes.
- 2nd Language freebie moved to perks, now available for all backgrounds
- Slight buff to No Nation We Inhabit to compensate
- Add scaling element to jumping spider
- 250cp weapons are now 200cp
- Nuclear Metal Gears get 1 warhead per jump
- Signature Weapons now come with free ammo
- Item Imports
- Naked armor variants
- No surcharge for camo patterns
- Versatility buff to phantom cigar
- Removed penalty on destroyed metal gears
- All Metal Gear Prices reduced by 200

11/30/2017

- An Explosion?! Down to 100cp, no discount
- Rebalance armaments for most of the Metal Gears, particularly the nuclear options
- Added UN-AAMF to weapons
- Added Bandanna to outfits
- Multi-import on items specified
- Extra freebies and OC companions for import option
- Rework of Signature Weapons, 1 signature weapon per person with synergies
    - Multi-Import Rules listed in notes
- Specialty crossbow bolts require signature weapon, new additions in its place
- Weapon-specific bonuses for some signature choices.
- Weapon Synergy for the Fulton Balloons
- Buffed BEES
- Reduced background cost
- Survival Viewer is now 100cp, while adding full benefits for all backgrounds
- Added Logo
- Parasite down to 700cp
- 2 new drawbacks