By Digger

Jormungand

"I have devoured five continents. I have slurped three oceans dry. The vast sky alone remains alone out of my long reach, for I am trapped in this body which lacks wings, hands and feet. I am the world serpent. I am Jormungand."

Welcome to the world where there's arms dealers for peace, psychotic hitmen squads themed after musical troupes, gun-hating child soldiers, countries named after the alphabet and (wo)men who have the power and egotism that can only be compared to the mythical dragon. Despite seeming somewhat like our modern world at first glance, the actions of a woman named Koko Hekmatayar and her connections throughout the world as well as the enemies she encounters will irrevocably change it. Besides that, it is rapidly deteriorating into a war-torn hellhole hosting killers and mercenaries who display skill unseen by even the most highly trained soldiers, skill and prowess that enter the realm of heroic bloodshed flicks. Gunplay and violence rule, so I only hope you're no stranger to it.
...Juuuust in case, here.

+1000 Credits

Redeemable with the local branch of H&C Logistics at your leisure.

You'll begin in any major city on the planet, your choice, with a gender and age of your choice as well (though anywhere from 15 to 50 is recommended.)

Drop-in(0): With nothing more than a gun in your hand and some papers that guarantee your legal existence, here you are. Good luck with wherever your endeavors take you.
Arms Dealer(0): Maybe you were born into it, maybe you just picked it up because of who you know...but making money off of bloodshed is simply your lot in life. At least make sure you're good at it, yeah?
Bodyguard(0): Maybe you're a former cop, or a special forces member. Either way, you're real good at killing and can make some major bank from it, if you get someone good to hire you that is. You can already start with a contract for HCLI if you like.
Operator(0): A special forces agent, blue and true! You're in service to a major superpower and trusted with some black ops-tier material...I hope you're up to the challenge. That is, if you don't just go rogue immediately. Or retire. I'm not your boss.
Born Bad(0): If the Bodyguard and Operator are professional death-dealers, you're a talented hobbyist. They say nobody's born bad, but you're the real exception. Some people are

just...damn good with a gun or a knife and not much else. Still, if bodyguard is too peaceful you could make a mint by taking people out. Gotta get the cash somehow, right?

PERKS

Cuddlebait(100, free Drop-in): Aw, ain't you a cutie. You're an oddly comforting and adorable presence to certain people, with youthful features that make even serious non-threatening or disturbing statements sound more precocious than anything.

The Lightning in that Rain(200, Drop in): The battlefield is your home, and you don't feel afraid. You've had others to protect, so fear would only let them down...Now, your courage is strong and you can keep a cool head even in a hostile territory...as if it were your home. In even the darkest storm, you are the lightning.

Guns Don't Kill People(400, Drop in, Bodyguard): You do. You're a match for the special forces of this world, able to operate and kill people with deadly efficiency with firearms of all kinds(and probably knives as well.). Maybe a team of a major nation's best trained soldiers could take you out(or some kind of natural born killer), but you'd be hard pressed to find anyone lesser that can give you trouble.

Just a Kid(600, Drop-in): K is for Kid, a guy or gal like me and you. Don't grow up too fast, cause there's nothing a kid can't do...You're able to look at things with innocent and kind eyes despite the cynicality you've known, and you've also got a bit of youthful energy and precociousness as you can pick up practical knowledge(like languages or protocols) and skills at an extremely staggering rate...though more academic things like ancient history and philosophy might elude you for a long while. Still, this is the kind of aptitude that had young Jonah going from barely knowing how to hold a gun to outfighting SWAT teams in about 4 years. It'll serve you well.

More Guns than the Navy(100, free Arms Dealer): You're good at your job, what can you say? You're a broker of the instruments by which war is waged, military hardware and weapons your stock in trade. You have the kind of connections and savvy(political or business...not that there's that much of a difference) to acquire and peddle the kinds of toys banana republic-types love to use on their own citizens with no major efforts. Well, it's a living...For now.

Got a Team so Damn Mean(200, Arms Dealer): In a field where incompetence can mean a bullet to the spine, you'll only settle for the best to rely on. Luckily, the best flock to you in droves. You attract people who are often extremely talented in their fields and specialties, as well as having a pretty good reason to stick with you. Sometimes it's personal charms(if not love) , sometimes it's giving the best paycheck for the work they put in, sometimes it might just

be cause someone else wants to keep an eye on you...whatever the motive, they'll stick to you like glue and be highly effective at the tasks you hire them for.

Time to Attack(400, Arms Dealer): Strike when the iron's hot! Waiting for opportunity to fall into your lap's like opening your mouth under the sky expecting rain. You'll die of thirst before anything. So now, you're a proper bloodhound for opportunities to advance your agenda of choice whether it be an asset for the taking, a vulnerability in someone's plans or even a secret weapon to take out at the last moment...In Business, Love, and War, getting what you want and catching people with their pants down is your specialty.

Rock n' Roll(600, Arms Dealer): You might not have the training your guards do, but you know how to rock under pressure. You've got practical experience with small arms, as a side effect, but much more than that you're able to envision and orchestrate schemes and plans that might seem absurd at first but seem to fall JUST into place. As long as you know(or have a strong idea of) what and who's involved in your plan, you've got the best chance out of anyone when it comes to understanding how these factors would react...and how you could turn a situation around even with the most insane of measures. The worst part about it, at least for those who face you, is that you'll be smiling the whole time no matter how dire things look...cause you're already seeing how it'll all play out.

Drop-Dead Gorgeous(100, free Bodyguard): Power, Power is sexy. And you've got a whole lot of it, don't you? Your form is fit and athletic, proportioned in ways both attractive yet displaying your strength...Simply put, you're built and beautiful like the Finnish war goddess(figuratively speaking) called Valmet under Koko Hekmatayar's employ.

Stay Frosty(200, Bodyguard): It's an unpredictable lifestyle as a bodyguard, but you've grown to love it. Unfortunately with how many enemies your boss has made and how carefree they can be...you've got to be ready for anything. Getting the drop on you's a herculean effort, being able to 'sense' a fight incoming and get mentally prepped for a scrap no matter the situation(even in the shower or out shopping!)

Hard Drive(600, Bodyguard): You're just a regular member of the A-team, aren't ya? Make no mistake, even if you have the most genius planner around it means nothing if the crew executing it is incompetent or even worse, made up of too many lone wolves to get the job done. But, again: You're the best they can find: problems are for other people. You and your 'crew'(more or less 10 people you designate) are able to act as one and coordinate without so much as a signal, laying wicked ambushes and pincer maneuvers seemingly out of nowhere as well as sharing your combat skills with one another...because the whole is much much more than the sum of its parts.

I'm Oscar Mike!(100, free Operator): Alpha Mike Foxtrot, pals! Part of being an operator is being able to get the point across without tipping the target off, eh? You now have a knowledge of silly but effective codewords and hand signals to get shit done on the downlow. Not only that, but

people who should rightfully understand your codes but whom you're trying not to communicate to...they can't make heads nor tails of the codes.

Guns of the Patriots(200, Operator): You are quite the patriot! Your dedication to your nation is so apparent that they won't question your need for an attack helicopter on such short notice. Anything save for the nuclear football(and perhaps even that if you're really convincing) that the military of a nation can provide you, you can request it and get it real easy. This includes manpower, too, in case you need to mount a mission.

In the Rain or in the Snow(400, Operator): Nothing can escape you. Your ability to shoot and track your targets isn't impeded by darkness, or bad weather, or even intervening obstacles. If it's possible to get a bead on and take down your opponent with a gun, then you've got the best chance out of anyone to do it. In the rain or in the snow, these guys have really got to go!

Elite Dangerous(600, Operator): You know the guys who seem to take on squads of soldiers and professional killers and SWAT teams and make them look like chumps? They ain't nothin'! That is to say, your skills are enough that you have all the combat ability and expertise of an entire team of special forces all rolled up in a single person, enough to even challenge the Night Nine as a single person or put the HCLI bodyguard crew up against the ropes.

Mask of Sanity(100, free Born Bad): If you were 100% psycho all the time you'd have a hard time getting shit done now, wouldn't you? With this, you can minimize and hide otherwise disturbing personality or desires under a 'normal' disguise, acting just like a quirky person at the worst. Hell, with enough setup can even get away with daylight murder via planting a weapon on the victim and claiming self defense, no matter how intense their circumstances of death.

MacGyver's Psycho Cousin(200, Born Bad): Ah, you may have a killer instinct but you sure as hell ain't licensed or qualified for the really fun stuff like mines and heavy assault weapons. So, you'll have to make do with whatever you have on hand. It's amazing what household objects can end a life, if combined right! You're now able to whip up I.E.Ds, basic timers, automatic shotgun traps, and even more! Your knowledge of chemistry and engineering is vast but shallow, and easily summed up as this: If it's good for killing and can be made with the contents of a toolbox, a garage and a kitchen, you can make it.

Symphony of Madness(400, Born Bad):Round and round and round the chamber goes, when it stops nobody knows! If you couldn't handle a gun, you can now with about the kind of skill of a trained cop, but where this particular skill really shines is that as long as you keep firing(if it's fully auto, just keeping your finger on the trigger works, but otherwise just hammering the trigger without stopping will count for this) the gun simply won't run out of ammo. Buuuut, if you take a minute to aim or think about where you're shooting then it'll run empty just as normal. It also means you're going to run out when the fight's over, and if the gun runs hot then it won't' stop running hot just because the ammo won't run out.

A Real Prodigy(600, Born Bad): This is what I mean about being Born Bad, see... unlike the training and discipline of the bodyguards and operators, you can work entirely on instinct. Some people just were born to kill, weren't they? As long as you just let your body move without any thought, you can weave and fight on the level of a team of trained professional killers, even if you were otherwise just some person off the street in terms of combat expertise.
If you do break out of this Zen state you're boned though. Centipede's Dilemma is a REAL son of a bitch.

GEAR

[From the HCLI catalogue descriptions]

Childhood Friend(100, free Drop-in): A lucky charm from your youth, it seems to grant you a tangible bit of fortune. Not enough to make you untouchable, but it seems to let you fall into safe places in otherwise dangerous battlefields, if you don't think about it too much.

Pineapple Surprise(200, Drop-in): A weird set of grenades that have a weird tendency to get the smallest openings when you fling them...They're pretty good at blowing up vehicles, especially those still in motion.

Hope Rides Alone(400, Drop-in): Because sometimes you just need to ride alone, and in style! This is a fine-looking motorcycle with a storage box on the side for your guns and ammo, it has a bit of the devil's luck on it somehow and bullets curve around it when you're going at full speed.

Social Lubricant(100, 10x Purchases free Arms Dealer): What's green, leafy, and makes the world go round? You got it! Money! You've got about a cool 500,000$ american dollars ready and waiting to be spent. Of course, Arms dealers have a lot more to fling around.

Where Everybody Knows Your Name(200, Arms Dealer): Because what good is being a dealer without knowing who's buying? This is book of a who's who in terms of buyers and sellers of fine killing utensils, from warlords to big government contracts. Ain't that grand?

How the World Fell Under Darkness(2000, Arms Dealer): The Jormungand system from which the story derives its name. Simply put, it is a series of satellites in orbit and a quantum computing system connected to them, allowing complete and total control of any digital system on the planet, including even the most complex and 'uncrackable' of government signals and computers. This system allowed its creator, Koko Hekmatayar, to essentially control all methods of travel and war on the planet. It's not complete as of the jump's start, but if you truly want it...here you go. You can steal it right out from under Koko's nose if you pay up, what you do with it is beyond me...but maybe you'll have a better use for it?

Have Gun, Will Travel(100, free Bodyguard): Nothing will be as loyal as the gun in your hand. This is a single firearm (such as a shotgun or an assault rifle) that's seemingly bonded to your soul, you'll always find it or another gun just like it wherever you go, even if you fling it or lose it somehow.

Bulletproof(200, Bodyguard): To go with a killer body is some killer clothing! These duds are comfortable and fashionable, but with all the protection powers of a suit of riot gear! Manuverable AND durable.

Light up the Night(400, Bodyguard): An armored personnel carrier with all the fixings, automatic rifles attached to it and with a tank that never goes empty and a number of boxes of ammunition that don't empty out, diverse and ready for any modern military's armory.

Heavy Metal(100, free Operator): This is a fully functional and ready set of Riot Gear, complete with assault shotguns and flashbangs as well as tear gas canisters!

Full Metal Jacket(200, Operator): For when you really need to get some motherfuckers dead, here's the armory. A full squadron's set of assault rifles and anti-vehicular weaponry as well as explosives, a similar armory is available wherever you look if you lose or exhaust what you got here, this benefit'll keep going even in other worlds.

Ride of the Valkyries(400, Operator): It's easy to get the drop on people when you're in a freakin' apache. This powerful armored helicopter is armed to the teeth with heat-seeking missiles as well as a minigun capable of ripping armored cars to shreds with their sustained fire, no need to rearm or refuel this baby either.

Psycho Killer(100, free Born Bad): This hockey mask gives an eerie sense of dread to anyone beholding it, and as long as you're wearing it you'll find that pain and fear leave you...only a honed and deadly intent left behind.

Vengeance(200, Born Bad): A machete that seems to carry a strangely sinister will to it of its own...While you're holding it, it cuts deeper and through stronger things the more you're damaged, being able to sweep through steel like butter at the peak of its potential.

Killdozer(400, Born Bad): It's not quite a military vehicle, but it'll do for a killer on a tear. This 'killdozer' is a permanently-fueled bulldozer with an automatic weaponry bolted on, for protection massive rebar-concrete barriers around 99% of the driver's seat is emplaced as well as a refilling supply of nutritious rations and water for a real siege...

COMPANIONS

Jumper Nine(100): You'll need your baddest crew to roll with the major players here, make sure they're prepared with this! With your initial purchase, you can choose two Companions and give them a background for free as well as 400 CP to spend on gear and perks...of course you can just pay 300 cp directly and get all 8 imports at once.

Brothers in Arms(200): You can take any character from Jormungand(be they HCLI or otherwise) as a companion...Will you pick the bubbly Shokolade? The genius of Minami? Perhaps Jonah's charm has worked on you as well? In any case, they'll follow you from now on.

DRAWBACKS

If you really need some more credits, you might have to deal with some...complications. We'll compensate, of course, for up to 1000 Credits.

Bullets Too Slow(+100): You damn fool, what are you doing? You've got some kind of obsession with melee combat, as you'll find your aim is either completely garbage or otherwise you can't fight without using your own two bare hands or a knife. This honestly isn't as quite as bad as it sounds, actually, as the kind of skill you can reach in this world makes this a legitimate strategy. Might still be pretty dangerous, though.

Wartime Blues(+100): Your bloody past still haunts your memories at night, and for much of your stay here you'll have sleepless nights as the guilt and horror hits you at full force whenever you have too much time alone with your thoughts.

Metal Gear?(+200): The advancement of this world has overall gone much faster than anticipated...the nuclear age ended with the turn of the millennium, and now those who deal with military technology and advancement have a much much stronger store of weapons to call upon...Advanced bipedal weapons platforms, autonomous drone weaponry, and soldiers augmented with both cybernetics and gene therapy are all commonplace and in the hands of even private companies or lone tinpot dictators with a disproportionate defense budget.

Hexed(+200): A highly trained agent of some foreign superpower with the entirety of the "Operator" perkline available to them as well as the gear discounted/free to said perkline is on the hunt for you, believing you to be a threat to their nation. They'll even risk being 'burnt'/blacklisted by their special service branch if it means taking down someone they believe to be a threat to the nation...They'll also be capable of setting up splinter cells and underground forces of their loyal followers to bother you long after their death.

The World at War(+400): While the world has always been on the borderland of peace and all-out conflict, it tipped towards a bit more towards Cold War now. All countries are on lockdown and in a tense situation, embargos/sanctions are abounding and the supply lines between the few allied nations left are guarded heavily. Everything short of nuclear war is occurring, however, as attacks and heavy bombings with proxies such as PMCs and trained rebels/terrorist cells by other nations are popping up. Massacres and complete takeovers of isolated communities from insurgents within the borders of every major nation in the world are commonplace. Nowhere is safe.

Heroic Bloodshed(+400): ...Yeesh, they've been eating their wheaties, huh? If you thought you'd be some one man army mowing down mooks and only being troubled by other badasses...you're dead wrong. Now, every man with a gun in his hand out for your blood is the protagonist of their own story, with just as much skill and awesomeness as that affords them. The cops trying to keep you detained? Each man's a John McClane. The rebels who're planning to kill you for trying to scam them their weapons deal? A regular bunch of Rambos. The military squadron sent out for your blood? Their codename isn't "The Expendables" just cause they're weaklings. This stacks with other drawbacks, but it does not make the badass MORE badass. It just brings everyone you're fighting onto the level of Jormungand's protagonist crew.

Her name is Koko, She Is Loko…(+600): I said, OH NO! The powerful and intelligent Koko Hekmatayar has found you to be a threat to her plans, and through...various shady means she has acquired some stuff she shouldn't have. Simply put, any commonplace technology and weapons(commonplace being that they could be purchased by a fortune 500 company from their home setting) from any jumps you've been through before is in her armory, and her bodyguards are trained in any art or ability that can be learnt or acquired by otherwise mundane(but highly skilled and badass) humans. Koko, for reference, is skilled enough to have the entire perkline of "Arms Dealer" and her bodyguard team having, of course, all discounted/free perks to "Bodyguard" in terms of their expertise and badassery.