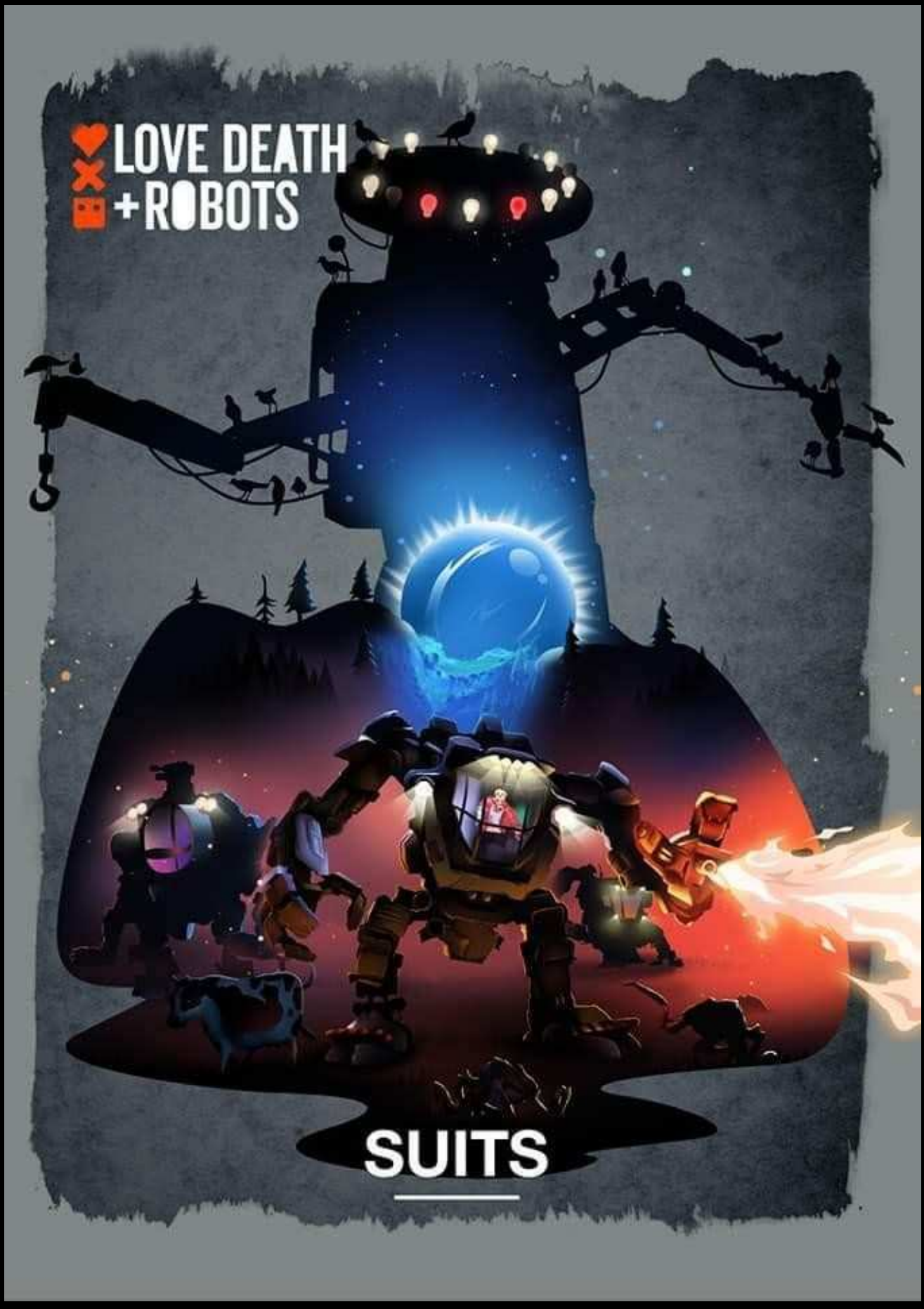
LOVE DEATH + ROBOTS
SUITS

V 1.1 By Apocbox



Yeah... "Quit your job," they said. "Become a farmer." Never fucking mentioned the goddamn giant fucking insects!

In a distant future a planet is discovered with surprisingly fertile land, perfect for farming, and subsequently settled. No one actually seemed to do that deep of a scan because it turned out to be a home to some giant bugs. But oh well, Mama raised no quitters, so the people just hunkered down and continued farming. Only now are they using mech suits to protect their goddamn property from these goddamn chitin-chin ichor-sucking nest dwellers.

Take this 1000 points to spend. You will stay here for 10 years.

ORIGINS

Choose your age and sex for free

Farmer

One of the people who moved onto this planet to do farming. Whether you are a suit pilot or help from the sidelines is your choice.

DeeBee

One of the bug-like creatures native to this world is trying to get these annoying aliens to leave your home alone.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free Perks are optional.

Farmer

Actual Farmer 100

Well, that is in fact what you signed up for, not the whole insect-stomping thing. You are a great farmer, possessing great knowledge on how to run both the crop and animal parts of it and being able to do so quite successfully.

Sipping Tea 100

Maybe it's been a hassle when you first arrived, but after having lived here for a while and killing a few hordes, it just sort of became something you have to power through. You can remain calm and collected even in the most stressful of situations, always thinking clearly no matter the danger present.

Just Trying To Be Neighborly 200

You are actually quite a good friend, getting a boost in charisma and being able to easily understand what will make people happy as well as being able to offer a helping hand when needed, always having just a bit more time on your hands to support a friend at least a little bit. You are also exceptional at picking the right gifts for them, be they beautiful, utilitarian or both.

Happy Family 200

Through thick and thin, through good and bad, in health and in sickness, your family just sticks together. It is a lot easier for you all to understand each other with any problems or issues being immediately apparent. Your family also sees improvement in luck in a way that if you survive, they're almost guaranteed to do as well.

Protect Our Home 400
You may not have been born here, but goddamn, you carved out your own place there anyway! And you will not get some goo-blooded cockroaches to take it from you, because whenever you protect your home as well as the homes of your friends, all of your abilities, powers, perks, and items get a boost proportional to how many enemies you face and how strong they are.

All Systems Online 400
Whether you've been doing this for a while or you were just born with such talent, there is no better pilot out there than you. It doesn't matter what you're controlling as long as it can be piloted and made to move around. You could pull off tricks most would consider impossible as well as channel any and all of your powers, abilities, perks, and so on through the things you control.

I've Got This 600
And you actually do! As no matter how many of these squiggly bile spitters or any other enemies come your way, as long as you could beat the shit out of them one on one, you could do so to any number of them, with nothing they're able to do even winding you down. You are also exceptionally good at not allowing said hordes to pass you by, focusing their whole attention on you and not what you're defending.

I'm More Of A Da Vinci 600
You didn't really know what specialization meant way back when you were a kid, so you just learned every tech field there was. From the giant barrier domes protecting the farms to spaceships that brought you here to the numerous weapons used in this world and, of course, the suits themselves, you know how to build and maintain it all. Not only that, but you're a master of scaling tech down without it losing any power, like turning the energy domes into personal shields and scaling them up to increase their powers without much increase in energy demands, like making Jake's laser into a stationary defense mechanism.

DeeBee
Bug Size 100/200/400
Your brethren can vary in size quite a bit, from both your role in the swarm as well as how much food you've managed to munch up. For 100 you're a bit smaller than a cow but not by much, being able to kill it easily. For 200 you're about as big as these annoying metal things going around stomping your smaller brethren. For 400 you're quite a bit bigger than them, being able to put most of them in your mouth and with a bit of effort crush them. If bought as a human, this will give you the DeeBee altform.

No Need For Eyes 100
Your home planet isn't exactly sunshine and rainbows, and the caves you live in even less so; hence, you lack those squishy see-organs. Doesn't mean you can't find your way around. Quite the opposite, actually, as you possess a number of senses that make you highly aware of your surroundings. From your improved sense of smell to echolocation and magnetoreception, it is nigh impossible for your prey to hide from you.

Ferocious Fighting 200
Those outsiders have long been used to fighting each other and hunting the animals of their home world. But when they saw you, it made them quite confused. The more experienced a fighter your enemy is, the worse a time they have at trying to predict your moves, as you just seem to behave like a rabid animal to them.

Return Another Time 400
It is an unfortunate fact that most of your kind aren't exactly smart, just rushing forward in a vain attempt to kill the enemies and feast on their flesh. You, on the other hand, mastered the art of stealth, being able to move surprisingly sneakily for your

size and weight, as well as the ancient technique of running the fuck away and even combining the two to stealthily and quickly escape your enemies if things go south.

Shield Eater 600
These... things. The buzzing domes that protect your prey. They irritated you so much you learned how to bypass them, easily being able to not only phase through any sort of pure energy used for both defense and offense but also start to absorb it to heal your wound and restore your stamina. Just be sure to not eat too much; overeating is still a thing. It doesn't work on kinetic energy, though, so you can still get shredded by bullets.

Mama Bug 600
Well, your kind does have to come from somewhere, and it seems you are one of the beings that constantly spawn your kin. You have a limitless stomach, being able to hold unlimited amounts of food and nutrition that you can convert into eggs and then easily spit them out to grow for a bit. The more food you put into an egg, the more impressive a specimen you can get, with about a single cow allowing you to make a couple of standard DeeBees. All of your spawn are completely loyal to you, and you can even give those creatures you make any of your powers, abilities, perks, and so on.

Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported in to a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be brought multiple times, with free items costing 50 after first purchase. You can combine compatible items like Grease Cave and Good ‘Ol Farm.

Farmer
Farming Suit 100/200/400
Well, here it is! Your very own personal bug stomper. For 100 it is less of a battle machine and more of a farming tool, helping you move things around and not really having any weapons or that much armor. For 200, this is a good battle mech on par with what Henry has, with good weapons and nice armor. For 400, this is something that the actual military might use, being about twice as big as normal, possessing staggering levels of defense as well as an insane arsenal of varied weapons and deep stores of ammunition.

Shitty Gift 100
This giant ugly statue... thing... whatever, is actually a rather nice scarecrow scaring away all sorts of pests and vermin from your fields as well as seating extremely deep wherever it is placed, being nigh impossible to pull out, unless you want to, of course, then it’s easy.

Grease Cave 200
This is a good old bright red barn that you have commandeered and made into a personal workshop. There is a larger variety of different tools and machines one would need for repairing, modifying, and even making new mech suits from scratch. It comes with a large replenishing scrap heap behind it that has a surprisingly large number of useful materials and components. Just need to dig them out first.

Good ‘Ol Farm 400

This is your land, your private property, and no goddamn cow-eating, cave-crawling, oversized bug will take it from you! Not only is the land extremely fertile, producing far higher quality plants and livestock, but everything here just seems to grow faster and in bigger amounts. Has a nice defense system installed as well as an almost impenetrable bunker that can house dozens of people for an unlimited amount of time with its replenishing supplies and infinite battery.

Emergency Resupply 600
With just a single thought you can immediately summon a full ammunition resupply for both any of your weapons and gear as well as that of your comrades, and you can do so as many times as you want. Optionally they can fall from the sky like they'd been airdropped.

Great Barrier 600
This shed containing an advanced machine as well as over a hundred telephone pole-sized spokes can be set up to create a nigh-impenetrable barrier. It has an infinite battery as well as a customizable whitelist, allowing some things to pass easily, while others would require a sustained barrage of a ludicrous amount of damage to open even the smallest of holes.

DeeBee
Bubbling Puddle 100
A pool of extremely toxic acid that makes any dirt it is sprayed on infertile for generations to come. You can safely gulp up, hold and spray insane amounts of it, a lot more than your body should be able to hold. Always full no matter how much is taken.

Meat Cave 100
A cave with temperature set at about 0°C and with a large amount of cow carcasses stacked inside of it, with each of them respawning a day after being eaten.

Big Boy 200
A giant DeeBee that can fit an average mech suit into its mouth and crush it in one bite. It has armor so thick even stationary high-caliber guns will barely tickle it, and its insides are equally as tough. Is extremely loyal to you and respawns a day after death.

Kin Army 200
Over ten thousand average DeeBees that you can issue mental commands that they will follow to a tee. Each one respawns a day after its death.

EMPug 400
This extremely slow van-sized bug that can barely move on its own is actually a living EMP bomb. When needed, it can start to charge up and, after about a minute, release a wave that will destroy anything electronic within several miles from it, bypassing any barriers or protections those things may have had. That kills the creature, but you get a new one a week later. Does what you tell it to do but otherwise is extremely dumb.

Home Hive 400
A deep and extensive underground series of tunnels that is extremely hard to find with even the most advanced of sensors. Has a large variety of environments, caves and rooms as well as being able to support any living being's atmospheric needs, even if there are multiple beings with contradictory needs present.

Mother Dearest 600

Not only is this house-sized bug able to produce innumerable amounts of regular DeeBees, but it can also lay a special egg that will act as a respawn point for you, making you bust out of it whenever you die. It takes about a month for it to lay a new respawn egg, during which period it cannot spawn regular DeeBees, and if it's killed, it will not respawn nor can be resurrected until your next jump. Has about the same intelligence as a five-year-old child but is quite loyal to you, doing what you tell it to do and acting as a follower unless you import it as a companion in the future.

Home-World 600
A rather small planet somewhere in between the Moon and Pluto in size. Its environment is extremely comfortable and empowering to any insect or insect-like creatures, making them grow far bigger, stronger, and tougher. Whether it becomes a moon of any world you visit in the future, a separate planet or a warehouse attachment is your choice.

Companions

Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Extended Stay +100 per
Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

Just A Damn Eyesore +100
It seems all your friends and family have shit taste and always gift you the ugliest of things, with you not having the heart to tell them off or get rid of them.

This Thing's Ugly As Sin +100
Your sense of fashion and beauty is seriously out of whack, which will definitely result in at least a few raised eyebrows when people see what you wear or how you make things, and most likely a lot of irritated people. You also get irritated yourself when you see something you consider ugly.

Alien Goop +100
Not a day goes by that you don't get sprayed or fall into some really disgusting stuff. Makes you throw up almost every time and has a hard time washing out of your clothes.

She's Never Gonna Be Perfect +100
You're a perfectionist, spending a lot of time tuning things up or training at the expense of pretty much everything else. missing quite a few important moments in your life.

Will You Two Knock It Off? +100
You constantly scuffle with everybody, be they friends, family, or just plain random passersby or even random animals.

She Ain't Battle Ready +200
There is quite a bit of battles in your life, and you are always caught with metaphorical pants between your legs whenever they start, greatly delaying you or making you appear underprepared.

Overheating +200
Anything you use, as well as you yourself, generates quite an enormous amount of heat, requiring frequent cooldown periods and only short bursts of action.

Oh SHIT! +200
You constantly get distracted during serious moments, always losing initiative and starting on the back foot.

I'll Die Young And Beautiful +200
You are way past your prime, being old, cranky, and quite unhealthy with bad eyesight and an unpleasant attitude. You are guaranteed to not die from old age unless you take Extended Stay multiple times, but even then you could probably still manage to live if end up bedridden.

Smell Delicious +200/300
If you're human, you smell absolutely divine to the bugs, attracting them from miles away from you. If you're a DeeBee, you emit some sort of signal that is extremely noticeable and easy to pick up. For an additional 100, it's both with bugs attacking you even if you are one of their own and humans thinking you're some sort of alien in disguise.

Something's Got 'Em Real Riled Up Today +200/400
If you're a human, the alien bugs can now be found on most human worlds and are far more aggressive and numerous, attacking several times a week in giant hordes. If you're a DeeBee, a military fleet has just arrived and will start to wipe you and your kind out and will follow you anywhere you try to run. For an additional 200, bugs and humans now cooperate to try and wipe you out.

It's My Home +300/400
You are stuck on this planet and will spend your entire stay of this jump on it. For an additional 100, you will be stuck in the area the size of the human energy dome.

The Final Choice
First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of all the cannon suits for free.

Now Choose

Stay Here
Want to stay around? Well eh... good luck to you I guess? Here take additional 1000 to spend here

Go Home
Got tired of bugs and farming? Sure, go home now buddy. Here take 500 to spend here before you retire.

Next Jump

That's what we're talking about! Here take this regular old farm with an ugly metal scarecrow.

Notes

Changelog

V 1.0 Release
V 1.1 Minor fixes