Ratchet and Clank

Going Commando



“I guess no one needs a hero right now.”

WRONG!

Man Ratchet couldn’t be more wrong about that. Because like a minute later he is teleported away to perform a dangerous mission for Megacorp…in the Bogon Galaxy. Yeah…people need a hero. And maybe you can help. WELCOME TO RATCHET AND CLANK 2. Also known as RATCHET AND CLANK GOING COMMANDO! You may now get it out of your system. Go on laugh it up. Are you done? Good. Anyways

Many would say that this is when the series finally got its identity. Adding new features, Ratchet and Clank are now friends, the weapons are more creative and interesting. GOD ITS SO GOOD!

1000 CP

ORIGINS

Commando: You were brought here from another galaxy to help the Bogon Galaxy

Scholar: Smart and Civilized

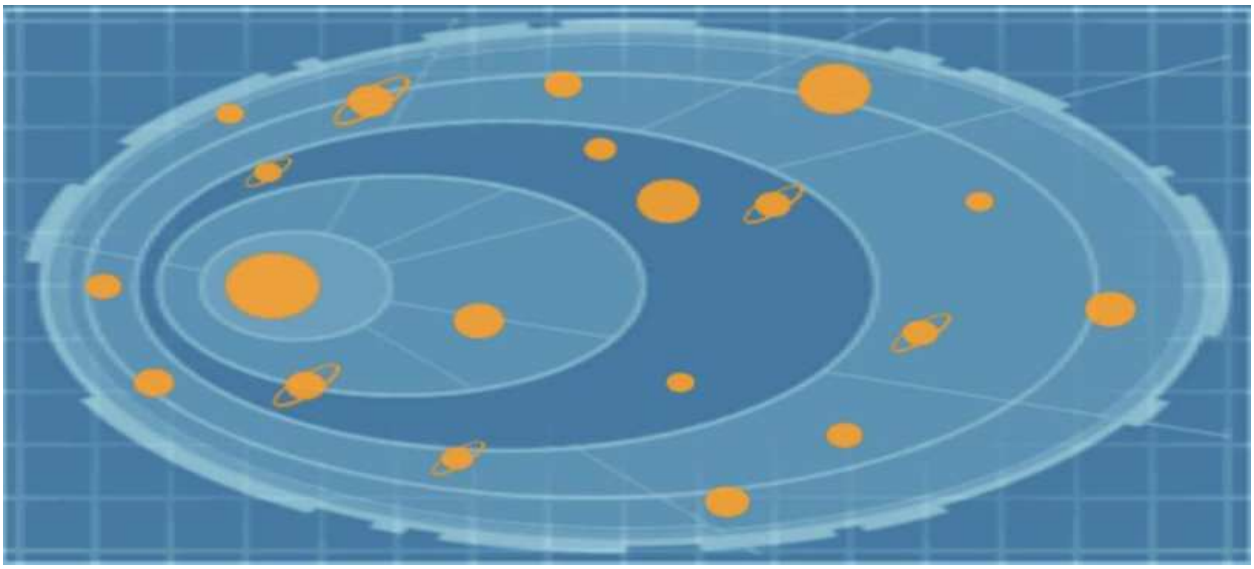
Thief: Well this one is a bit special. You are either just some thief or a former employee of Megacorp who wants revenge

Race

Organic: You are being that is made of flesh and blood. Or Slime. Or Plants. Look this for anything that isn't a robot. Be a freaking anthropomorphic Dragon if you want to but you can't be any bigger than an adult human male and your powers are not going to be anything crazy. Breathing fire is okay but flying and shooting energy beams like Superman is not.

Robot: You are a being that is mechanical. Self-explanatory really

LOCATIONS



1. **Oozla:** It is a wild, swampy planet, home to a Megacorp Outlet. The planet's swamps are overgrown with weeds and swampland, home to hostile, indigenous, mutated swamp life. X
2. **Maktar Resort:** It is a Megacorp space station and holiday resort based in the Maktar Nebula in the Bogon Galaxy, home to casino gambling and an arena hosting the annual Galactic Gladiators event, featuring the popular gladiators Chainblade and the B2 Brawler. The station's attractions are spread across both its large interior and buildings surrounding it connected by green, glass walkways outside the station. The walkways outside have breathable air and artificial gravity but also a view of space.
3. **Endako:** It is an urban planet home to the sprawling city of Megapolis, and a hub for Megacorp. Megapolis is noted for its expansive skyline of pristine, modern buildings, circling a large structure with two towers and robot cleaners.
4. **Barlow:** It is a desert planet that was once the location of a Gadgetron site before Megacorp drove them out of business in the galaxy. It is now the home of Vukovar tribes, abandoned Gadgetron equipment, and a hoverbike gang known as the Desert Riders, in the Vukovar Canyon.
5. **Notak:** It is a dark, water world home to Canal City, a city built on water which prominently features canals and boat travel. Other notable areas in the city include a shopping district in the promenade, a wharf, and a large Megacorp chemical factory out to sea.
6. **Siberius:** It is a cold planet covered in ice and snow, home to the frozen base used by Angela Cross. Tall, icy mountains cover the surface, with the frozen base comprising tall buildings built onto the mountains. Large cargo trucks transport materials from one mountain to another, and Megacorp security forces defend the base.
7. **Joba:** It is a forest planet with a harsh climate on which the Megacorp Games event, a large arena event, and the Megacorp Hoverbike Race, are hosted. The world is also home to native tribesmen.
8. **Free Choice:** Your choice

PERKS



General

Know the Lingo (Free): Well this setting has its own phrases and terms that would alienate anyone who is not of this setting. Well, it's a good thing that perks exist. You understand the lingo of the Ratchet and Clank series

Nice tunes (Free): This perk grants you the ability to have the music from Ratchet and Clank Going Commando to play in the background.

Commando

Macramé, Ballroom Dancing, and Origami is useful? (100 CP, Free for Commando): Surprisingly yes. But let's get down to what this perk does. First off, yes you are an expert at Macramé, Ballroom Dancing, and Origami. Second, more importantly, you can take what seems to be irrelevant skills and use them in combat situations exploration, and tactics

Sense of Direction (200 CP, Discount for Commando): You don't have to worry about getting lost. Because you have a good sense of direction. You can be placed in a labyrinth and know how to navigate your way through it. Useful because some of these areas get really huge.

Martial Arts, Heavy Weaponry, Survival Skills, and Stealth (400 CP, Discount for Commando): That's more like it. So here's how this works, you are skilled in 6 different martial arts. You know how to use any weapon in the multiverse. You are an expert survivalist, And finally, when it comes to stealth you are practically invisible when it comes to sneaking around

Nanomite Absorption (600 CP, Discount for Commando): So in the game, as Ratchet kills enemies he fills a bar. When the bar is full his health increases, he does this by absorbing this energy known as Nanomite. Just like him, you can collect Nanomite as you kill enemies when you collect enough (Roughly around 500 human-sized enemies) your vitality increases. Unlike Ratchet you don't have a limit to how high your vitality can go. This means you increase your vitality indefinitely as long as you kill enough enemies.



Scholar

Good Old Fisticuffs (100 CP, Free for Scholar): Well most villains/ corporate masters would let their peon…I mean employees do all the work. You, however, knew that you must get your hands dirty at some point. So you decided to learn how to fight. Thus, you are an adept at Kung Fu and Boxing (Not an expert but not a beginner either).

Well Educated (200 CP, Discounted for Scholar): You have a genius level of intelligence in the arts, 5 types of Science, Mathematics, and finally computers.

Logical Empathy (400 CP, Discount for Scholar): Empathy has been seen as illogical but not for you. You know that sometimes caring about others or just having a heart can be more efficient than being an uncaring machine. What this means for this perk is that your empathy won't hinder your ability to plan. In fact, your empathy actually helps think more logically and make sound decisions.

Brains of the Operations (600 CP, Discount for Scholar): You seem to always have good ideas…but this isn't what this perk does. It's all about information. With this you can obtain information much more easily than before and can use any information that you obtain to further your plans, to accomplish your goals. This can be any piece of information, something as mundane as the cafeteria schedule for the enemy can be used to your advantage.



Thief

He's a She (100 CP, Free for Thief): Well this is an interesting ability. For starters, You can disguise yourself and your voice. In addition, you can fool people into thinking that you are a completely different gender than your true gender.

Some Knowledge in Science (200 CP, Discount for Thief): You know more than just being able to disguise yourself. You know how to hack and even some stuff in biology.

Hover Board Skills (400 CP, Discount for Thief): You are an expert at hoverboarding. This translates to having a perfect sense of balance it will be tough to lose your balance. In addition, this also means you are great at skateboarding tricks.

Stealthy and Lucky (600 CP, Discount for Thief): Well this has two sides to it. First off you are very, VERY sneaky. You can infiltrate an area completely undetected even when you are wearing bright clothing. This effect is doubled if you are wearing a mask. Second, you are exceptionally lucky. You can enter a casino and earn so much money that it goes bankrupt.



Organic

Hi there Fuzzball (100 CP, Free for Humanoid): Well this one is easy to understand people will be more accepting of your appearance. The worse you will get a raised eyebrow or a second glance.

Graceful Dude (200 CP, Discount for Humanoid): Parkour, Wall jumping, swinging skills with a Swing shot (grapplehook). Dude, you know how to move! You are an adept at parkour and flipping. But that's not all. Regardless of your physique, you remain agile enough to wall jumps, do side flips, and backflips.

Robot

Sophisticated (100 CP, Free for Robot): Well this one is a bit misleading. What this means is that you have this aura of professionalism and expertise. This also means that people will take you more seriously despite your reputation. age, race, species, appearance, or watch you are wearing…. just as long as you are not indecent.

Robot Ignition System (200 CP, Discount for Robot): Surprisingly enough several spaceships in this setting require a robot ignition system. Basically, a component that will help with taking off and landing the vehicle safely. But for you, this means you can launch any ship without limit. Just find the cock pit and the button/switch/lever/etc. that makes the ship go. Good for hijacking ships.

ITEMS



Okay, so Going Commando introduced Armor into the franchise. So we have three subsections: Gear, Weapons, and Armor

Normal Items

This section is for the items that are not weapons…or rather not classified as weapons.

General

Starship (Free/300): A Ship to get you to Point A to Point B. However this ship is similar to Ratchet's Ship from Going Commando so it has the basic weaponry already installed. But for 200 CP it will be fully upgraded.

Omni Wrench 12000 (Free): As the name instructs it's a wrench and a weapon it can be used for any mechanical challenge. The Omni Wrench 12000 is an upgrade to the 8000. Just like the 8000, it can be used as a sword as you hack and slash enemies or can be used at a more calming pace like throwing the Wrench at enemies and making it swing back like a boomerang. It is twice as strong as the 8000 version.

Commando

Commando Suit and Helmet (100, Free for Commando): Well you need to wear something to protect you from damage. This one is standard issue for all Megacorp commandos. Each armor contains a built-in O2 Mask.

Bogon Gadgets (200, Discount for Command): Several Items that are not meant for combat

Swingshot: It is a wrist-mounted grapple hook to latch on to surfaces and edges to swing across gaps.

Grind Boots: They are boots that allow the wearer to grind and move on grind rails, steel bars, train lines, telephone poles, among other specific locations. The Wearer can also hop between adjacent rails.

Dynamo: This gadget activates the green targets that are dotted throughout the levels. These switch on specific platforms or open doors, etc.

Thermanator: By holding the trigger whilst targeting a body of water, this gadget will fire out chunks of ice and freeze the water, allowing you to walk on it. It can also melt ice.

Tractor Beam: This gadget allows you to move objects with a glowing orange target. This includes info-bots. You can strafe (hold L2 or R2) to position these easier.

Hypnomatic: This allows you to take control of robots with reciever dishes on their heads. Afterward this jump you can take over smal drones

Grindboots: These boots allow you to use all of the grindrails in the game.

Gravity Boots: These boots allow Ratchet to climb on metallic surfaces. But unlike the Magnet Boots from Gadgetron, you can leap while on these metallic surfaces.

Charge Boots: These boots allow Ratchet to speed forward. To activate them, double tap and then hold R1 whilst moving. You slow down fairly quickly so you'll need to stop and restart. It's also quite difficult to turn left and right.

Hoverbike (400, Discount for Commando): A bike that is designed for racing. But unlike regular motorcycles this one is more this one doesn't have wheels and is more like a jet ski.



Scholar

Helipacks and its upgrades (100, Free for Scholar): Okay these are upgrades that will aid you in traversal. They are Thruster Pack (Basically a jetpack). A Heli-Pack (Similar to the Thruster Pack but built for gliding long distances more effectively.) Finally the Hydropack (an underwater Thrusterpack allowing you to swim faster). If you are not a robot and you purchase this item you will be given a backpack with these features.

Drones (200, Discount for Scholar): Small Robotic helpers…they mostly attack enemies….and that's about it…. but they can be used to help you operate machinery

Zapper Weapon (400, Discount for Scholar): A strange device that automatically shocks enemies that get to close to you. Pretty powerful too.



Thief

Disguise (100, Free for Thief): A outfit that consists of a hood, cape, mask, and high tech looking pilot suit

Helix-o-morph (200, Discount for Thief): A strange device that can fix any impurities, negative mutations, or sicknesses that a target might have. Just point and press the button.

Hoverboard and Laser Gun (400, Discount for Thief): An awesome Hover Board. This is an anti-gravity board used in sport across the Solana Galaxy. Mostly races, sooo yeah enjoy. In addition you have a rapid firing laser gun that is just as strong as the Lancer.



Weapons

Okay, so weapons can level up or upgrade into a more powerful form. You can 100 CP To purchase the weapon in its base state or 200 CP to purchase the weapon in its upgraded state. With the exception of the RYNO 2 which will cost ya 400 CP. To purchase.





Lancer - Heavy Lancer: You will start out with this weapon. This is one of the overall better weapons in the game, especially for starters, that can snipe away at enemies from a small distance. This weapon will take out heavy enemies, as well as the light ones, towards the beginning of the game within just a few shots. Manually aiming this weapon will bring the best results from afar. The Lancer evolves into the Heavy Lancer, which shoots faster and is much more effective.



Gravity Bomb - Mini-Nuke: The Gravity Bomb replaces the Bomb Glove from the first game as a mainstay in your weapons arsenal. Obviously, however, the Gravity Bomb packs much more of a punch than the puny little Bomb Glove. The Gravity Bomb is the ideal weapon when dealing with removing those pesky groups of enemies that clutter certain sections, as you can launch the Gravity Bomb from far away and still connect with the critters, and most importantly, without getting stuck directly in the middle of the battle. The Gravity Bomb evolves into the Mini-Nuke, which is exactly that.



Chopper - Multi-Star: The Chopper is one of the better weapons for eliminating large groups of enemies, or shall I say "Cut Them Down To Size?" Bahaha... Anyways, whenever you shoot off one of the Chopper blades, it will attack an enemy up to three times before finally shattering, but if you are in a large area filled with enemies that go down in one hit, this bad boy is perfect. Just fire off a few rounds, and watch the sparks fly! The Chopper evolves into the Multi-Star, which is exactly like the Chopper, only more powerful, as there are multiple discs that fly through the air.



Blitz Gun - Blitz Cannon: The Blitz Gun is one of the better early weapons, as it packs one helluva punch, and it is not too expensive. The Blitz Gun releases a group of bullets together at once in a "staple gun" type of effect. This is the ideal weapon to use in both the later stages of the Battle Arena (especially after it has evolved), as well as on the bosses from early to midway through the game. The Blitz Gun evolves into the Blitz Cannon, which is merely stronger than the Blitz Gun, but still cool, nonetheless.



Seeker Gun - HK22 Gun: The Seeker Gun is a very straightforward weapon, and I mean that in a literal sense. Once you shoot this "semi" homing device, it will track down anything in its immediate range, although it will not go completely out of its way to attack an opponent. Regardless, the Seeker Gun is a pretty powerful weapon that is ideal for popping out of the woodwork to attack the bigger enemies in the game, but beware, as it is terrible in groups. The upgrade is much better, as it launches three bullets at once.



Miniturret Glove - Megaturret Glove: The Miniturret Glove is quite costly, especially for it to merely hold 20 pieces of ammo inside. However, the ammo is fairly decent, as it will erect into a turret gun on a stand, and fire on any enemy that even looks at it. Sadly, the Miniturret Glove ammo can be easily destroyed by the bigger, badder enemies in the game. Even so, this can be easily overlooked, especially in crowds of enemies that will go down in one to two hits.



Pulse Rifle – Vaporizer: Another very costly weapon is the Pulse Rifle. This bad puppy is a very sweet deal for eliminating those pesky medium-sized enemies in the game, especially throughout the entire thing. This is your typical laser gun in practically every platformer with a gun nowadays, although it can be used for many useful purposes in tight situations. This is also a decent sniping gun, especially from higher grounds. The upgrade, the Vaporizer, is exactly like the original, only a lot stronger. Kaboom!



Synthenoid – Kilonoid: If you are the type of gamer that was completely bummed out due to the lack of the Glove Of Doom from the Going Commando line-up, then you may be interested to see the Synthenoid in action. The Synthenoid is not a gun, but rather four robots that hover around you as "bodyguards," of sorts, looking to destroy anything that gets somewhat close to you. The Synthenoid is very expensive, however, and the robots do not do a lot of damage for their cost. They also explode fairly easily. It may be wise to purchase this weapon later on, as the Bouncer and Lava Gun are much more useful, especially if you have the Miniturret Glove.



Lava Gun - Meteor Gun: One of the coolest weapons in the game is the Lava Gun, which you can purchase after Planet Tabora. This thing will melt even the toughest of enemies down to size. It shoots lava out just like water through a hose, and you can aim the lava as you see fit. As one of the better purchases in the game, you should not go into the desert without it, as it can destroy those large Dune Monsters in no time. The Lava Gun evolves into the Meteor Gun, which is a lot different from the Lava Gun. Just think of a better Lancer, basically.



Bouncer - Heavy Bouncer: The Bouncer is a lot like a very low grade RYNO, in that it is extremely powerful, and can eliminate really tough enemies in no time. Call it the "Poor Man's RYNO," if you will. Still, 100000 Bolts is not cheap, but this weapon is well worth the cost, especially in boss fights. What this weapon is, exactly, is a missile that explodes to do tons of damage, but on top of that, bouncing landmines pop out of the missile to clean up anything that is leftover from the explosion. In other words, this one will clean your room very well.



Minirocket Tube - Megarocket Cannon: The Minirocket Tube is pretty expensive for its time in the game. It's sort of like whenever you get around 4 or 5 bills in the mail, and they're all due in three days. There's just not enough money to go around. Regardless, this thing is very worthy of being in your arsenal of weaponry. As one of the key weapons around its time in the game, it will launch mini rockets, and is perfect for first person view.



Plasma Coil - Plasma Storm: The Plasma Coil is a highly expensive weapon to purchase when you first arrive at Planet Joba, since you may not even have the Bouncer yet. Although I recommend the Bouncer over the Plasma Coil, this little thing is very, very powerful. Surging off of electricity for its main power, the Plasma Coil can hit various targets in a single charge. Think of the Pulse Rifle, only bigger, and a lot more deadly. A good weapon to use on bosses. The Plasma Coil morphs into the Plasma Storm, which is a lot like the original, with the exception that it will bounce off of other enemies, ala the Multi-Star.



Spiderbot Glove - Tankbot Glove: The Spiderbot Glove is one of the better investments in the game due to the fact that it is not only cool, but also highly useful when you are low on health. With the Spiderbot Glove, you can launch a tiny spider in remote control fashion to find an enemy, and explode it by the touch of a button, or wait until the 30 seconds runs out. The Spiderbot Glove morphs into Tanks with turrets! Very highly effective, especially when combined with the Megaturret Glove.



Sheepinator - Black Sheepinator: The return of the Morph-O-Ray has arrived! Sort of. The Sheepinator will not morph most enemies into chickens, although it will morph most enemies into Sheep. Baaa. The Sheepinator is fairly useless as a starting weapon, as you put yourself at risk when trying to morph even the smallest of enemies into sheep. Thankfully, the Black Sheepinator makes everything all better. When you morph an enemy into a black sheep, they will run over to attack other enemies! Kaboom! Nice.



Bomb Glove: The Bomb Glove makes its return in Going Commando, this time as a Gadgetron Throwback! Used exactly as it was in the first game, the Bomb Glove can be used against easier enemies, although it lacks the power of the Mini-Nuke (Gravity Bomb). This weapon is a free present for those of you that have an original Ratchet & Clank game save on your memory card.



Walloper: The Walloper is one of the rare returning weapons from the original Ratchet & Clank. As usual, you can roam about, bumping every single thing in existence around with the tap (or hold) of a button. This weapon is a free present for those of you that have an original Ratchet & Clank game save on your memory card.



Decoy Glove: The Decoy Glove is one of the other weapons to make its return from the original game. As a valuable acquisition to your arsenal, the Decoy Glove will ship out a Ratchet decoy balloon to fool the enemies into attacking it instead of Ratchet himself. This weapon is a free present for those of you that have an original Ratchet & Clank game save on your memory card.



Tesla Claw: The lovely fan favorite, the Tesla Claw, makes a return in Going Commando, as well. Known as the last weapon of the "nearly possible" weapons to collect in the original game, the Tesla Claw packs a serious punch as a string of electricity homes in on the target, blasting away until the enemy dies, or you cease fire. This weapon is a free present for those of you that have an original Ratchet & Clank game save on your memory card.



Visibomb Gun: While the ammunition is costly, the Visibomb Gun is one of the most beloved weapons from the original game. The Visibomb Gun works in mysterious ways, as the ammo packs a serious punch, as well as the fact that you--literally--control where the bomb goes in first person aiming mode as it moves! This weapon is a free present for those of you that have an original Ratchet & Clank game save on your memory card.



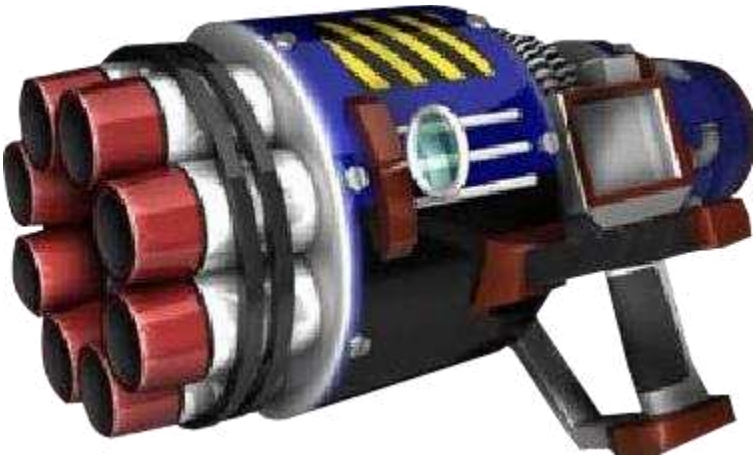
Hoverbomb Gun - Tetrabomb Gun: The Hoverbomb Gun is a very worthy addition to your line-up against the slower, big enemies in the game, due to the fact that it can be aimed very well. In fact, if you hold down the fire button, you can guide the floating landmine with your analog stick. You can decide when to make it explode by pressing the fire button once again. This weapon comes in handy on the planet Grelbin, when you are attempting to collect all 101 Moonstones. Otherwise, I recommend on waiting for the purchase of this weapon. Save your money on the RYNO II, Zodiac, or final armor upgrade instead.



Zodiac: Even more expensive than the RYNO II, the Zodiac is a very precise weapon, indeed. In fact, it is the most expensive weapon in the game. While fans may debate on which is a better investment, the Zodiac or the RYNO II, no fan is stupid enough to say that the Zodiac or the RYNO II are useless. It is a very, very costly weapon, as you can tell by the ammo price alone, and the poor ammo count, to boot. The Zodiac does poorly against most bosses compared to the RYNO II, and much like the RYNO II, it does not upgrade.



Shield Charger - Tesla Barrier: At first, the Shield Charger can be used only in dire straights, and it does not take much damage. But even so, this is one of the most useful weapons in the game, overall. Whenever an enemy hits you while you have the shield equipped, they will be damaged. This is also a lifesaver if you're close to the continue point of a stage, but also near death. I highly advise that you purchase this weapon as soon as possible if you are new to the series, as it may save a lot of time for you. The best place to level this up at is against the Protopets on Planet Damosel.



RYNO II: ITS BACK!!! And improved?! Yeah, the Ryno II is a step up from the first Ryno….and to many, this is the best one in the entire franchise. The RYNO II is an auto-targeting weapon that fires missiles rapidly at targets. Its missiles individually are extremely strong with a decent blast radius and can be fired at such a rate that they will instantly destroy any group of enemies.

Armor

Each armor costs 100 and it is incremental. So, it would look like this.

Tetrafiber Armor 100

Duraplate Armor: 200

Electrosteel Armor: 300

Carbonox Armor: 400



Tetrafiber armor: With its patented titanium technology, this armor is guaranteed to block 33 percent of all killing damage or your money back! Icon from Going Commando



Duraplate armor: Boldan Megacorp's new duraplate armor uses double-thick plating to provide up to 50 percent protection. Icon from Going Commando



Electrosteel armor: The electrosteel armor uses an invisible electromagnetic pulse to deflect and absorb up to 66 percent of all damage. Icon from Going Commando



Carbonox armor: Using a combination of new metal alloys and nano-technology, this armor can repulse up to 90 percent of all damage done to it! Icon from Going Commando

COMPANIONS



Import (50-200 CP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 CP to import one companion. 200 CP to bring them all. Each gets 1000 CP and a background.

Create (50-200 CP): Same as above but you make new companions that you'll come across in this jump. 50 CP for, 200 CP for 8. You can never have too many friends. Each gets 1000 CP and a background

Domesticated Proto Pet (Free): As a nice welcoming gift, your benefactor has gotten you this peaceful Proto Pet not really meant for combat but is a good pet to have at your side.

SCENARIO



Bogon in Peril: Well you were dragged into the same mess as Ratchet and Clank. Your goal in this scenario is simply to help Ratchet and Clank with the plot of the Second game.

Reward – Ratchet and Clank: Well seeing that you are an interdimensional traveler, naturally you would see all kinds of adventure and action. Seeing that the Galaxy is safe and time will be frozen when you leave Ratchet and Clank have decided to join you. If you already have them as a companion due to a scenario from the **Ratchet and Clank 1** jump then you are instead awarded 500 CP that you can spend anywhere on this document

Reward – Angela Cross: A girl that seems to be a Lombax and she disappears after Going Commando but now she is coming with you instead of just vanishing from the games.

Platinum Explorer: HMMM, It seems like Bogon has its own Gold Bolts except these Bolts are Platinum. Now these bolts aren't used to make Platinum weapons what they are used for is to pay for the Weapon Mods that Slim Cognito sells. So the goal of this scenario is simply to find all 40 Platinum Bolts and use them to buy the weapon mods Slim Cognito. Also, you need to acquire the weapons from the Going Commando if you haven't purchased them from this document

Reward – Full Weapon Set and Mods: For finding all these bolts and using them to buy the weapon mods you get to keep them. Any weapons that you have acquired without purchasing them with the use of CP are now Fait-backed, fully upgraded, and receive their respective mods from the games.

DRAWBACKS

Welcome Back (0): If you have been through the **Ratchet and Clank 1** jump your actions from that jump carries over to this jump

You Goob (+100 CP): You're kind of a Dork. You can be awkward in social situations and encounters.

Drama King (+100 CP): Overreacting is a common thing for you. You will react to the minute of things as if it is an major event or end of the world scenario

Hyper Focused (+200 CP, incompatible with Easily Distracted): You have tunnel vision. When you have a goal in mind you focus on it. So focused that everything else just seems to fade away. This will be a problem when you need to multitask. And it may land you into trouble,

Easily Distracted (+200 CP, incompatible with Hyper Focused): You know ADD? You basically have that you can't go 2 seconds without getting distracted. Best you bring someone to keep on task and prevnt you from wandering off and getting lost

Jank (+300 CP): The galaxy seems to be a bit odd. Like it has its quirks and flaws that make things a bit weird. For you, this will feel Janky to you. Won't be life-threatening but it will be annoying.

Naive (+300 CP): You're gullible and too trusting for your good. You tend to fall for obvious traps. Now this won't be too debilitating for you unless someone knows this and tries to exploit it but that would require you to be on someone's hit list

Gonna Make You Pay (+400 CP): Everything costs money. Taxi services, Getting coordinates, getting water, turning on a computer, ALL OF IT! It costs money!

Where is that? (+400 CP): You have a bad sense of direction. Yeah, this is going to be a problem for a setting that is about traveling from planet to planet. Basically, you will find yourself lost 55% of the time. It would be wise to bring someone to retrieve you and bring you back to your ship.

No Warehouse (+500 CP): You rely too much on the items that are in your warehouse. So let's see how well you fair without them. Outside of whatever weapon you imported into the Weapon of the Forge, all item in your warehouse is now sealed away for the duration of the jump.

No Powers (+500 CP): Perks, powers, system? PALOR TRICKS I SAY! One does not become a master with such things. Only blood, sweat, and tears will do. There are no shortcuts. Therefore any perks that are not from this jump have been confiscated and sealed away for the duration of the jump.

Thugs 4 Less' Contract (+600 CP): Well whatever you did, it has angered somebody. As a result they have hired Thugs 4 Less to kill you. They will relentlessly come for you until you take down their leader. Or until the plot of Going Commando is resolved

ENDING

Go Home: You had your fill of adventure time to head home

Stay Here: You like it here so why not stay

Continue: Time to head to the next jump my dude.

NOTES

Made by Sonic Cody12/Sonic Cody123/Cody Majin