# CALL OF DUTY®
# ADVANCED WARFARE

*"What you're seeing is Advanced Warfare. ATLAS has the single largest standing military in the world but we answer to no country."*

Welcome to the year 2053!

The future is here, and while we don't have flying cars yet, technology has certainly marched on. The soldiers of today are equipped with mobility and strength boosting exoskeletons, virtual reality HUDs and all sorts of advanced gadgets. Even the average civilian can rely on home manufacturing, drone labor and cheap gas to keep their lives comfy.

Issue is, the political climate has also advanced. Starting in roughly one year, North Korea is going to massively shake up the political climate by conducting a full-scale invasion of Seoul. America will respond to aid their ally, and repel the fighting, but not before laying the seeds that will lead to the reformation of the Middle East and the rise to power of a lowly PMC named Atlas.

One year after this, a series of terrorist attacks will lead Atlas to explode in power *again* so that, by 2059, they will be a world superpower of their own accord. Their leader - Jonathan Irons - has an ambition to forcibly bring peace to the world, a path that will lead him to develop biological weapons and declare war against the world.

What will the world be like, once the dust settles? This goes far beyond a crazed businessman, to the biggest political shakeup in history. It's gonna be interesting, at the least.

**You receive 1000 Cawladooty Points.**

# BUILD_A_CLASS

If you wish, you can set your age to 16 or 18 in 2053, or you may roll 2d8+16 to determine your age. Gender may be set freely- the advent of the exo has pretty much made such things irrelevant. Your specialization choices below will help determine your history and starting location in this world, although there are really only three regions of interest: America, East Asia and the Middle East.

Pick up to two specializations. These determine which sections you may get freebies and discounts in. Mix and match them to get something that works for you!

### MARINE
### FREE

You enlisted in the armed forces of your home country. The military isn't generally interested in cultivating their infantry talent, however. It was a mass production line, meant to churn out many, many battle-ready soldiers. It's not perfect, but your teamwork skills are top notch and you've got a squad with you.

### INSURGENT
### FREE

Whether fighting for the west, the east or your own reasons, you grew up and gained your skills in a war torn country - probably the middle east. You've got no formal training, and the concept of teamwork is probably completely foreign to you, but you excel as a disruptive element, and work well solo.

### OPERATOR
### FREE

It might be raw aptitude or experience, but you're a cut above the basic, churned out troops, tapped by your country for special forces work - or maybe you got poached by Atlas. You've picked up a lot of skill, sometimes to the point of absurdity and can be counted on to improvise. At the same time, being as good as you are means you can be a bit... eccentric.

### INFILTRATOR
### -100

That, or you could have gotten tapped for the real special forces stuff. The kind that's so secret nobody even knows about it. Instead of being normal military on steroids, your job revolves around a small, isolated task force that handles high-value targets discreetly. If you do it right, nobody even knows you were there- if you do it wrong, you can still blow everything the fuck up.

### SPECIALIST
### -100

Every soldier has to dabble with technology in this day and age- how can they not? At the same time, though, we still need people willing to focus exclusively on those skills. Achieving mastery over your equipment took time, but it was worth it and now you can do things with it that leave other people speechless. It wasn't the only thing you mastered, though. Other equipment that's similar can surely be up your alley.

### ATLAS
### -200

Actually, you're not a soldier of any description - your other skills might just be hobbies. No, you're just a pencil pusher for Atlas. A PMC, sure, but when their other ventures involve building schools and finding jobs for people in war torn countries, it becomes semi-irrelevant. Your skills don't have anything to do with killing people. Instead, your job is just to deal with people, manipulating them for better or worse.

# MARINE_PERKS

Voice: All units, this is Spaceman.
Spaceman: Drop point locked in and ready, all units remember to visit the armory? New units arrived today, with the 50% service discount as usual. Prepare to deploy.

## Press F to Pay Respects

[100CP]
Free for Marine

Spaceman: Nobody said combat was easy on the mind. We all deal with it in ways. Your squad leader was talking to me the other day, he praised how you easily moved on from what was troubling you after a quick visit to the local memorial. Sometimes all you need to do is pay your respects and you can quickly get over whatever issues are plaguing you at the moment.

## Down and Dirty

[100CP]
Free for Marine

Spaceman: Remember, stay to your squads. Four men and women. They are your key to survival. That means work as a team, just like we taught you. Watch each others backs and remember to communicate: you'll be able to do so quickly and clearly despite the noise of battle.

## Old Sergeants

[400CP]
Discounted for Marine

Spaceman: The difficult thing about peacetime is all of the transfers. You and your old squadmates might get promoted out of the field into different desk jobs, or your CO might get reassigned. Don't worry. You'll meet your old friends again, sometimes in the most unexpected places, like when your old commander swoops in to save you from certain death, or your spotter shows up working the customs line half a continent away. I'm sure they'll be willing to do you a few favors, too.

One moment, I've just got an emergency note from command, can't make heads or tails of it- 'this can stretch across spacetime, with old friends sometimes appearing in the most unexpected of places'. Can you make any sense of it?

## Atlas Zero One

[400CP]
Discounted for Marine

Spaceman: I never said this - and I'll route your drop pod into a lake if you ever rat me out - but sometimes we need to throw away our orders and stick with our friends. If you can convince your friends that you've got a good reason for something, they'll surprise you with how far they're willing to go. They'll go rogue from their own country, turn their guns on superiors and follow you to the ends of the Earth if it means sticking together.

And the ones who don't? Give them a bit of time, and they'll come around. We're all in this together.

# INSURGENT_PERKS

Voice: Attention. This is Hades.
Hades: We have secured new shipments of supplies from our backers.
Black market rates. Half the standard prices.
Hades: Let us begin.

## What Pressure?

[100CP]
Free for Insurgent

Hades: Occasionally, the resistance requires one to operate alone for significant amounts of time. When it comes time to fight, we may have to disappear into the trees to preserve the fight. It is a good thing you excel at these things. Or else you would not have been chosen. When fighting alone, you become much... more than you are usually. Faster, more skilled and so on. A fair trade for companionship, no?

## Bigger than Any of Us

[100CP]
Free for Insurgent

Hades: The west seems to think we are powerless without their technology. It is time to show them what just knowledge can let you do. When fighting against people you have had time to worm into and learn the secrets of, you become much more capable of anticipating their movements, and the new techniques they may develop to try and stop you. This lets you set yourself up for a lethal strike the moment you reveal your betrayal; striking where they are weakest.

## Start Over From Zero

[400CP]
Discounted for Insurgent

Hades: This is the new wave of terror. What we use to open people's eyes. With a push of a button, we can lock exosuits immobile, take over drone networks, open doors. But we can go further. We can disable safety protocols from afar, force power plants into critical and runaway overloads or deny entire cities power and water. Let us show people why they are so mistaken to trust their lives to the machines.

## He Knows

[400CP]
Discounted for Insurgent

Hades: It is not often that we can make friends in our line of work. It is even rarer that we can get something useful out of them. But if we can find someone with a mutual enemy to us - maybe one we didn't even know about - they would much rather their assets fall into our hands should they... unfortunately perish. Lest their enemies go unchecked.

Granted, they may be reluctant to part with the information in the first place. We may have to kill them. But rather us than an enemy, as it were.

# OPERATOR_PERKS

Voice: Alright mate, let's get it done. Quebec on comms, here.
Quebec: Right, I've got us down for... checking the schedule- restocking and resupplying, today. Half-off special deal, as usual.
Quebec: Alright gents, you know the drill.

## OORAH!

[100CP]
Free for Operator

Quebec: You fucks better know how to handle a gun at this point, or I can't help you. What do you mean- Look. It's always the same control method, you should be able to just pick up and use any equipment a soldier of any nation could be reasonably expected to be trained in. Yes, even if it's of an alien or non-standard design, now get out there.

## E&E Mode

[200CP]
Discounted for Operator

Quebec: Right, we fucked up and now we're in deep. We're all fucked if we don't escape from here in the next... twenty minutes? Yeah, that's probably hopeless enough. But- we've got the underdog advantage. Escape missions, evading a sniper, anything we pull off with no planning but a hope and a prayer we've got a better chance of pulling off.
That's right. When our transport is shot down and everything goes to shit? We actually get even *more* dangerous than we usually are. Neat, right?

## Why'd They Leave The Keys In?

[400CP]
Discounted for Operator

Quebec: Wow, you're serious? It seems like the enemy are just as big a' fuck-ups as we are, since they never seem to bloody bother locking up their vehicles. Any car or vehicle you get into always seems to have the keys in or the controls unlocked, letting you easily drive away with their million pound tank. Doesn't quite work the same with remote vehicles or biometric locks, though.

## Regeneration

[400CP]
Discounted for Operator

Quebec: It seems like no matter how much I try, I can't seem to get rid of you, can I? To put it quite bluntly, you're a durable bloke, and can take a few bullets and stay standing up. Better yet, given a good twenty, thirty seconds behind cover you can recover from minor wounds. Shit like minor flesh wounds, scrapes, bruises.
That's not to say it won't hurt like hell at the end of the day, and there's no way in hell it'll heal organ damage or broken bones. But it's better than nothing, right?

# INFILTRATOR_PERKS

Voice: Kingpin on the line. We have successfully received your latest mission report. Standby for new orders.
Kingpin: During your downtime, you may wish to familiarize yourself with the latest revision of support packages, half the cost covered, of course.

## That's Classified

[100CP]
Free for Infiltrator

Kingpin: Remember, our presence in this region must remain fully deniable. Thus, if you encounter anyone - even allies - who could give intel to the enemy under interrogation, you must be able to disguise your identity, even from close friends who would normally recognize you. Or else we'll all pay the price.

## Nobody Ever Looks Up

[200CP]
Discounted for Infiltrator

Kingpin: It's strange, no matter what kind of tech we cram into these fancy helmets, it always seems to hamper people's vision. Well, at least we benefit from it. People seem to have a narrower cone of vision when you're trying to evade them, and often forget critical details even if they are trained to do so, such as checking corners or ceilings.

## Fuck That Guy.

[400CP]
Discounted for Infiltrator

Kingpin: Sometimes we need to determine the best way to evade obstacles so as to minimize operational interference. Most of the time though, that's a complete waste of time and we're better off blowing it the fuck up. That's where you come in. You specialize in the counterattack, rebounding from some new obstacle - be it a tank, a sniper, even a drone swarm - to find a timely way to destroy it. You tend to be extra lucky when doing this, giving you the shot you need to get up close and take it out, and there's always a good weapon nearby, like a stinger.

## We're smarter than this.

[600CP]
Discounted for Infiltrator

Kingpin: It's good to remember that our operations are not the only things that can change the world. Our enemies can also change the world, for better or worse. But, we can use that to our advantage. With the right political and military maneuvering, we can force or trick our opponents into doing something truly stupid, such as revealing secret WMDs to the world, or accidentally destroying their reputation in a single speech.

You know, the kind of stuff the brass does without prompting. Although unlike the brass, we need to knock our opponets off kilter somehow- some kind of significant success against them that will get them flustered, and in a mind to make bad decisions, and luckily you know *exactly* how to get them into this state.

# SPECIALIST_PERKS

Voice: You there, Helljumper-One-One?
Voice: This is Overlord, coordinating your linkup with additional support.
Overlord: If you can effect linkup with Helljumper-One-Two, they should be able to provide you with additional, half-off support.
Overlord: Get moving!

## That Was Awesome.

[100CP]
Free for Specialist

Overlord: I see on your file that you're noted to have significant skill with exosuits and other forms of 'enhancement'. That is, you know how to handle significantly enhanced power, and can use it to full effect on the target without accidentally going too far. Like you've got a sixth sense for how much force to use where. No world of cardboard for you, eh?

## Give It A Go.

[200CP]
Discounted for Specialist

Overlord: Can't really train people for everything. But, when it comes down to it, even untrained agents can try their hand at a task. We call you 'specialists' for a reason, after all. It'll go better if you can get access to an actual specialist over the phone, but you can very clumsily try something you have no business doing in an emergency and do better than nothing.
This isn't a blank check. Trying to prevent a nuclear reactor that is currently melting down probably won't work- although you might be able to delay the inevitable.

## Fucking Laser Sights?

[400CP]
Discounted for Specialist

Overlord: Fucking EMPs. They screw everything up, don't they? Exos, vehicles, even some guns. Good thing you're outfitted with a... uh. Whatever you're outfitted with, it protects everything you're carrying with you from electric interference, rendering it immune to EMPs. At least you won't be locked in your Exo, right?

## Brace and Return!

[600CP]
Discounted for Specialist

Overlord: The crying shame about Exo suits is that your greatest strength is it's greatest weakness. While it can protect you from falls and recoil, it cannot recover if taking damage like you. And in extreme circumstances, it will hold while you break inside of it. No more. From now on, you count as one with any kind of armor you wear, adding it's durability to yours. You can take a hundred foot fall, and when you hit the ground - as long as your armor could survive the fall - you will be protected. That doesn't protect you if the armor is breached, but your whole body will be totally protected until it is.
Overlord: This also extends the other way, letting your armor benefit from your quick healing to recover itself quickly after taking damage.

# ATLAS_PERKS

Voice: Welcome aboard, sir.
Voice: My name is Prophet. I'll be your Combat Coordinator for today.
Prophet: Today's schedule indicates that you should be able to select some special benefits from the list below.
Prophet: As you've probably noticed, your status as an ATLAS executive has authorized you for several half-off discounts.
Prophet: Please make your selections now.

## Your Worst Nightmare

[100CP]
Free for ATLAS

Prophet: I've heard about your 'interrogation' skills, sir. They sound very helpful. Getting under your opponent's skin sounds like it could be useful in both business and our paramilitary affairs. Even better when you're good enough to turn someone in just a few hours. You sure you're just a business man?

## On *My* Authority!

[200CP]
Discounted for ATLAS

Prophet: Who needs Congress? As a international entity, we here at Atlas operate outside the jurisdiction of law, only limited by international treaties. Fortunately enough, there aren't may of them to be worried about. The Geneva Conventions, maybe a few regarding Weapons of Mass Destruction.
Prophet: Of course, these are only a problem if people find out about what we're capable of.

## The Way Forward

[400CP]
Discounted for ATLAS

Prophet: The first step is not staking a flag in a hill or putting a bullet in some dictator's head. It's to bring aid to it's inhabitants and start it on the slow steps to recovery. Walk it along the path long enough, and they won't even notice that by the time you reach the end that they're the ones walking you.
Essentially, once you get the ball rolling on reconstruction efforts, people will largely carry them out without any significant intervention on your part as long as you continue to at least operate in the region. Since the locals will think it's all "you", they'll generally defer to you when a big choice needs to be made or a plan set for the future.

## Democracy

[600CP]
Discounted for ATLAS

Prophet: What is the answer to 'how does one stay in power'?
Quite simple. You make yourself indispensable. Make yourself one of the keystones of the country. Provide them with security, safety, reliance... and people will become terrified at the thought of ever losing you. Term limits? Democracy? Free voting? Those things mean nothing to people who just want the trains to run on time.
Unlike the dictator we toppled to get here, you really *do* have a 90% approval rating. That is, as long as you don't lead them to total ruin. Although, they may still give you a second chance if you do.

# PRINT_A_GUN

What, you thought I'd let you go in there without a kickass gun of your own? Get fucking real, this is Call of Honor- **FUCK.**

**Quit Playing With The Toys [One Free]**
One regular weapon, with one free for each person who comes here.

**Can I Bring My Own? [-100CP]**
Bring in a gun you already own, the only caveat being that it has to be man portable.

**I Sort of Broke It... [-100CP]**
Extra guns past the one free gun you get automatically. Otherwise, it's the same.

**Options that do not have a price displayed are free.**

**Assault Rifle**
Jack-of-all-rifles. Average power, capacity and accuracy.

**SMG**
High rate of fire, large magazine and great ease of handling.

**Sniper Rifle**
Slow firing, accurate weapon with very high damage.

**Shotgun**
Multiple low individual damage pellets strike in groups.

**Heavy Weapon**
High damage and ammo capacity, but clumsy to use.

**Pistol**
Quickest to draw and easiest to use. Generally low power.

### Receiver

Determines the round fired, and thus the overall behavior of the weapon and it's ammo.

- Ballistic Weapon

Uses physical projectiles propelled through a chemical reaction. May choose the caliber, but heavier calibers have significant recoil. Penetrates through cover.

- Directed Energy Weapon

Does not fire a physical projectile, but instead a continuous stream of electromagnetic energy. More damaging than ballistics, but cannot penetrate cover. A single battery can provide a massive amount of shots, more than will ever be used in a single engagement, but it can be vulnerable to overheating.

- Magnetic Weapon

Fires a physical projectile via electromagnetic rails in the barrel. Very high power and accuracy, but incompatible with self-loading fire and must be cycled manually after each shot.

### Fire Selector (Ballistic and Magnetic Weapons)

Alters the firing behavior of the weapon. **Magnetic Weapons are locked to Single Shot.**

- Single Shot

Must be manually cycled after firing. Significantly boosts accuracy and power, but raises recoil.

- Semi-automatic

Fires as fast as the user can pull the trigger. Provides a boost to accuracy and power.

- Automatic

Continuously fires as long as the trigger is held down or until the magazine is exhausted. Reduces recoil.

- Burst

Fires two to five shots with each pull of the trigger. Helps conserve ammunition, and boosts accuracy.

- Select Fire (-100CP)

Choose between semi-automatic, burst and automatic on the fly.

### Fire Selector (Energy Weapons)

- Continuous

Fires a literal beam of energy at the target in a stream. Greatly increases the firing rate, but the weapon becomes subject to overheating if fired for too long.

- Pellets

Energy is compressed into 'shots' that behave somewhat like a bullet. Still cannot pierce cover, but is not subject to overheating, and may take any firing behavior a ballistic weapon may.

You may pick 10 attachments from the list below. If a listed attachment does not have a price, it is free.

## Sights

### Iron Sights
No kind of assisted aiming at all. Provides nothing but extra style and maybe some better handling.

### Low-power Scope
Provides a low level of magnification, plus a more accurate indication of where a shot will go. Boosts accuracy.

### High-power Scope
Powerful magnification. Highly boosts accuracy, but the heavy scope makes handling sluggish and limits the field of view when scoped in.

### Hybrid Sight (-100CP)
Combines two scopes into one, able to switch between the two with the push of a button. Pick the two sights as normal.

### Sight Modifications

### Target Enhancer (-50CP)
Highlights enemies without a friendly IFF seen through the scope in red, similar to a threat grenade.

### Thermal Sight (-50CP)
The scope is integrated with a thermal sight that grades heat sources in red to blue. Replaces the normal scope.

### Ballistic CPU (-50CP)
Onboard computer that actively adjusts the calibration to limit idle sway. Also automatically sights the scopes for you.

## Barrel

### Advanced Rifling
Stabilizes a bullet, increasing it's effective range and reducing recoil. Compatible with suppressors.

### Smoothbarrel
Removes rifling, giving the projectile greater damage but compromising range and accuracy.

### Barrel Modifications

### Suppressor
Muffles the noise generated by a gunshot to prevent detection. Tends to reduce damage and maximum range slightly.

### Flash Suppressor
Hides the visible flash of a weapon so it does not blind the user when firing at night.

### Muzzle Break
Redirects escaping propellant gases to reduce recoil. Most effective on bigger guns.

### Advanced Venting (-50CP)
Combine the benefits of two barrel modifications into one attachment.

## Underbarrel

### Vertical Foregrip
Additional foregrip on the front of the weapon that enables better control, reducing recoil.

### Grenade Launcher
Underslung launcher that accepts any standard self-propelled grenade. Arms after traveling six meters.

### Masterkey
Underslung pump-action shotgun with a short magazine. It's a shotgun.

## Magazine

### Dual Magazine
By literally taping two magazines together or slapping on a heatsink, every odd reload is faster and cooling is quicker.

### Extended Magazine
A higher capacity magazine or battery allows extra shots before depleting.

## Special

### Akimbo (-100CP)
Exactly what it says on the tin. You get two copies of the same gun, although two sniper rifles may be a bit awkward.

### Metalstorm
Instead of using a typical magazine, rounds are stacked within the barrel and electrically ignited in sequence. Spare barrels are stored in the stock of the weapon.

### Lockdown Mode
By staking the weapon in a specialized position, recoil is completely eliminated, RPM is doubled and the weapon becomes dramatically more accurate.

### Double Weapon (-100CP)
Go back and pick another firing configuration. The gun may switch between the two at will, although it retains the receiver of the base gun.

### Integrated Munitions (-100CP)
The weapon is integrated with an internal 3D printer, which creates new rounds from a reserve of liquid matter. Effectively grants infinite ammunition, given time to print and eliminates the need for spare magazines.

## Stock & Grip

### Adjustable Stock
A fancy, ergonomic stock that can be adjusted to the user's exact preferences. Improves handling.

### Lightweight Stock
Folding or thin stock that doesn't do much but sort of be there. Very light and easy to move with.

### Ergonomic Grip
Grip molded to the user's hand that is delightfully comfortable. Reduces fatigue.

## Misc.

### Laser Sight
Small laser attached to the side of the barrel that shows a red dot on wherever the barrel is pointed. Helps aim.

### Flashlight
It's a flashlight. On a gun. You do the math.
But really, it can be used to blind people.

### Bayonet Lug
For when you absolutely, positively have to stab a motherfucker to death.

# BUILD_AN_EXO

The exosuit is one of the core technologies available to a soldier here. You're going to need one of your own in order to survive the alien war. Wait. Wrong franchise.

The exosuit comes with these features by default.

**Boosting** is a basic feature available to all Exos, and is powered by compressed air jets hidden in the frame. While of limited fuel, the fuel canisters recharge themselves by automatically pulling in air after use. For obvious reasons, this does not work underwater or without an atmosphere.

**Dodging** allows you to use the compressed air bursts to very quickly strafe or dash. Has the shortest recharge.

**Double Jump** allows you to do exactly what it says on the tin, and jump up to twice your standing height.

A **Boost Slam** can be activated midair to dive down, alleviating fall damage and hurting whoever you fall on.

An **Augmented Reality** HUD is standard to all current gen exosuits, being either integrated into the helmet or a small projector piece for models without a helmet. It serves a number of useful functions, such as counting ammo, grenades and displaying energy gauges. It also serves as a link for video and other data streamed directly from command, or displaying three-dimensional video. It's nature means that all the glowy sigils you see when using an exo is only visible to you, including the 'touchscreens' and other 'glowing' parts of the suit. It's just inert metal in reality.

You may also purchase the following special features for your Exosuit.

*Marines, Insurgents and Operators may choose any one upgrade that is less than 200CP to recieve for free. Infiltrators, Specialists and Atlas may choose one equal to 200CP or up to two that are less than 200CP for free. These options stack.*

The **Grappling Hook (-50CP)** is an automatically spooling harpoon system that is mounted on either arm of the exo. The tip is magnetized, and it fires with a slight curve that allows it to wrap around or otherwise latch to targets it cannot pierce. Capable of reeling in most people.

A **Tracker (-50CP)** dispenses a minor radiological agent onto any projectile fired in close proximity to the exo. Anything hit with it will become visible on radar within thirty meters of the exo.

**Overclocking (-50CP)** puts the exo's strength augmentation to work propelling the user, increasing base speed roughly 15% while worn. Can be bought multiple times and stacks linearly.

**Peripheral Microphones (-50CP)** studded around the exosuit triangulate the location of loud noises, such as gunshots. They are sensitive enough to nullify the potential advantages of suppressors.

**Extended Air Tanks (-50CP)** provide greater capacity for the exo's onboard air tanks and compressor system, letting boosters run for longer. The amount is great enough to let user's effectively hover for eight seconds.

**Cloaking (-200CP)** modifies the exosuit with a fully enclosed suit and collapsing helmet, completely encapsulating the user. When active, the user becomes virtually indistinguishable from the environment while still, and highly obscured when moving. The entire system runs off a small regenerating battery that is drained while moving as the suit has to constantly update it's image.

With an **Exo Shield (-50CP)** the user can deploy a large folding transparent shield from the arm of the exosuit. It covers the entire body and resists gunfire via an electric charge that permeates the surface and shocks those struck with it. The battery is limited, however, and runs out after a few seconds of use. Without the field, the shield is durable but cannot resist much gunfire and could break.

**Exo Stim (-50CP)** automatically injects a drug cocktail of painkillers, adrenaline and clotting agents when the user is wounded. It's not substitute for real treatment, but when it's just a flesh wound, it helps the user soak damage much more effectively.

A **Trophy System (-200CP)** shoots down incoming explosives to protect the wearer. It's a scaled down version of a system designed for tanks, and thus can only fire down two explosives before having to rearm. Although, if you need more than two deflections, maybe you have bigger things to worry about.

**Sonics (-100CP)** cause the exosuit to periodically emit a burst of various ultrasounds that causes a disorienting effect in unprotected humans. It can be tuned to not affect certain people after a short diagnosis period, although this may cause similar individuals to be unaffected as well. Does not affect you.

**AST Conversion (-200CP)** adds a detachable outer shell to the exosuit, effectively giving it an exo-exoskeleton. This exoskeleton is an environmentally sealed suit of armor capable of protecting it's pilot from the backwash of an ICBM's launch sequence, and directly reads it's input from the pilot's mind, eliminating the need for physical controls, enabling the pilot to fight longer when injured. Additionally, the armor on the suit can be effectively replaced by stripping it and replacing it with another armor, preserving the delicate electronics underneath.

An **Ordnance System (-100CP)** adds several rocket pods to the exo, enabling it to fire dumb or smart rockets at targets. Smart rockets take a brief period to lock on, and fire in swarms of three versus one dumb warhead.

The **Explosive Bolt (-100CP)** plants a type of guidance system into fired projectiles, making them into a delivery system for explosive bolts. Once a target is hit once, the next bullet to hit them explodes within them.

**External Applications (-100CP)** relocates all of the exosuit's functions into the frame itself, both making it easier to carry and also interchangeable with other armor. Anything that can be worn under the exosuit will gain it's properties, with the exo providing missing functions. Civilian clothes worn under an exo with Chem Suit, for example, will become air tight and compatible with the built in helmet.

**Mag Gloves (-50CP)** use magnets in the feet and palms of an exosuit to allow the wearer to cling to metal objects such as certain walls or cars, allowing them climb most modern objects. It is possible to demagnetize metallic objects, however.

A exo with **Slim Profile (-50CP)** has been retooled to be less bulky than standard exos, allowing it to be somewhat hidden under civilian clothes. It will still obviously look like an exo if anyone sees it uncovered, however. So keep that in mind.

**Overdrive (-100CP)** slows down the user's perception for roughly five seconds of real time, extending it to fifteen subjective seconds in their mind. During this slowdown, the user moves at their normal speed, making them seem extremely quick for a brief period.

Speaking of, the **Flight Pack (-100CP)** attaches to the back of the exosuit and allows the user true flight in a limited fashion, allowing them to reach fairly high altitudes even under harsh conditions.

**Strength Augmentation (-50CP)** upgrades the servos in the exo, increasing it's augmentation of it's wearer's strength slight, not much more than 50 pounds. Can be purchased multiple times and stacks linearly.

**Chem Suit (-50CP)** gives the exo an effective sealant against possible biological or chemical hazards such as smoke or gas grenades. It comes with an independent air supply and mask. It's almost fully sealed, but isn't quite.

**Extra Armor (-50CP)** is exactly what it sounds like, more ablative plating to soak up bullets for you. While you are free to put more and more on, it's going to get pretty heavy after two or so layers. Somewhat irrelevant with AST-level protection.

**Linking (-100CP)** allows the exosuit to accept foreign equipment, even if it runs on fundamentally different architecture to the suit. Simply attaching the hardware through one of the various magnetic ports will suffice, allowing even a futuristic jetpack to function correctly.

# EQUIPMENT & MISC

Nothing new to say here. Discounts are still 50% off.

### Variable Grenade [100CP, Free Marine]

A wonderful benefit of technology, this grenade can cycle between different modes to meet the demands of the situation. Comes in two varieties- lethal and non-lethal.

The lethal variant is a frag grenade that can cycle between homing, contact and timer behaviors.

Tactical variants may be used as a smoke grenade, EMP or 'threat' grenade that detects enemies within it's blast radius.

### Nigerian Clothing Simulator [100CP, Free Insurgent]

Hundreds upon hundreds of luxury designer clothes from famous designers- provided that they are made or designed in Nigeria.

While this many clothes is more than you could ever reasonably need, strewn throughout the dozens of boxes are entire sets of military uniforms, body armor and other miscellaneous equipment.

### Voice In The Sky [200CP, Discounted Marine]

You know the combat controllers who have been contacting you throughout this document? Now it's time to have one of your own. This disembodied voice doesn't have a body, but is capable of tapping into any comms you happen to be using to advise you on battlefield conditions and coordinate your assets. You can either pick one that you've encountered above, or design your own.

### XS1 Vulcan [200CP, Discounted Insurgent]

One of your foreign assets has secured you access to a orbital laser. It's solar powered, meaning you don't need to worry about refueling or rearming it, but the battery does charge very slowly. It can fire a few times before exhausting it's reserves normally, but you can also overcharge the beam if you're alright with quickly exhausting it's battery.

### T-600 Titan Tank [300CP, Discounted Marine]

Traditional tanks have problems in urban warfare, being required to maneuver through tight corridors and uneven terrain. The T-600 is a tank designed for these conditions, with a smaller profile than most armor, and moving on four treads that can unfold into legs to walk over obstacles. Armed with a ballistic cannon, swarm missiles and an EMP defense system.

### Havoc Launcher [300CP, Discounted Insurgent]

First there was the horse-pulled artillery battery, then train-pulled. Eventually, it became self-propelled on treads, and now it can fly. A Havoc launcher is flight-capable, equipped for fixed-wing flight and turbines that allow it to make short 'hops' to ideal positions for it's short-range missile artillery. Strangely enough, this particular unit is a deathtrap that will frequently kill attempted boarders.

### Breaching Charge
### [100CP, Free Operator]

In the future, it may seem backwards when you consider that the preferred method of getting through walls is to punch through them. Thankfully, there are still traditional explosives for when that's too slow. I say 'explosives' when it's actually a one-use laser that cuts a circle in the attached wall before blowing it in.

### Mute Charge
### [100CP, Free Infiltrator]

This device, when planted on the ground, neutralizes all sound within a small radius. On stealth missions, this is an invaluable asset that can let a team explosively breach and take down an entire room without altering the rest of the base. Lasts approximately thirty seconds once activated, and you can find up to ten within easy reach per week.

### The Task Force
### [200CP, Discounted Operator]

This group of buffo- er, 'well trained operatives' represents a small battalion of fifty. You've got no idea where they go when not deployed, but when you give the signal, they appear a fair distance from the battlefield and come as fast as they're able. After fighting a battle for you, they need time to rearm before they can be resummoned.

### WASP Drone
### [200CP, Discounted Infiltrator]

An advanced, dual-rotor drone with cloaking capability, designed for stealth missions. Instead of a simple 'swarm' AI, the drone is manually piloted by thought via an fMRI unit attached to an exosuit or tacpad. By default it mounts a high-powered railgun, but different armaments can be swapped out in it's place. Difficult to spot with optics, but can be spotted with wireless tools.

### Assault Airship
### [300CP, Discounted Operator]

Some people call this an flagrant misuse of resources, but most people call it awesome. A flying carrier of sorts, although instead of jets and missiles, this airship flies ground forces into a battle, deploying them in massive drop pods and retro rockets. Capable of deploying up to a hundred men, along with armor support, although you'll need to provide that and fuel on your own.

### The Ghost
### [300CP, Discounted Infiltrator]

Incredibly capable black operator with a fancy accent. You don't always know where he is, and he tends to treat you with a lot of 'tough love' to try and prepare you for the world. Thing is, you tend to lose track of him for extended periods of time as he retreats to the shadows to plan his next move, only to strike when you most need it. Does not count as a companion.

### Hoverbike
### [100CP, Free Specialist]

Although it has an insane top speed of 240MPH, this bike is generally intended for traversing rough terrain, with it's hover unit enabling it to lift several meters off the ground when in use. The cargo compartment can double as a second seat, while the windshield is effectively bulletproof and also houses a .50 caliber machine gun.

### Viewing Devices
### [100CP, Free ATLAS]

Includes two devices - a Harmonic Device and a Fly Drone. A Harmonic Device is short range, and uses four sensors that can read biodensity out to several meters, no matter what walls or materials are in it's way. A Fly Drone is a remote camera and microphone smaller than a horse fly, with a three hundred meter range.

### The Prototype
### [200CP, Discounted Specialist]

This option can apply to any other vehicle you purchase in this jump (or one you own, if you wish). The vehicle is put through a cutting edge R&D program, improving it over four years of dedicated work and adding new advancements. For example, the T-600 'Titan' tank item will be upgraded into the T-740 hovertank with this option.

### Drone Swarm
### [200CP, Discounted ATLAS]

A massive swarm compromised of hundreds of cheap, disposable quadrotor drones. An individual drone is armed with only fifty or so rounds in it's machine gun, but the swarm contains nearly a hundred individual drones. When the magazine is exhausted, drones will dive at targets and explode. The swarm slowly replenishes over time, at a rate of a few dozen drones a day.

### XH9 Warbird
### [300CP, Discounted Specialist]

A dual-rotor VTOL aircraft with a spacious interior, mostly intended for use in stealth ops. Capable of cloaking, and possesses an onboard targeting system capable of operating it's machine gun turrets, rocket pods and flares. Can be toggled between Aggressor and Guardian modes, where it respectively seeks out enemy targets or provides covering fire. While the gas tank and batteries are empty, they still provide power up to their rated outputs, even if replaced.

### Prometheus Heavy Industries
### [300CP, Discounted ATLAS]

A (relatively) minor competitor to ATLAS, this corporation has been ekking it out serving paramilitary contracts in a vain attempt to compete for years now. While not incompetent, they have had to deal with Atlas poaching their talent in recent years, and thus aren't on as much of a cutting edge as Atlas is, but they still hold a significant level of political sway. And now - much like Irons - you hold the absolute loyalty of anyone who works for this company, barring conscious attempts to poach them by others.

# COMPANIONS

### Rookies
### [Free All]

You may import up to sixteen companions, free of charge. They all get the 'BASIC Training' and 'That Was Awesome' perks for free. On top of that, they all get an exosuit and gun for free, although they are obviously limited to free options as they have no CP.

### The Squad
### [200CP]

Eight of your companions may need abilities and armaments a cut above the regular trooper, and so may be imported with this option (this may include companions already benefiting from 'Rookies').

They get 800CP to spend on perks and items, although they only get one specialization to work with. Companions may not, obviously, buy other companions, although they may still buy the individuals under 'items'.

This option may also be used to create new companions, if you wish.

### Transfer
### [200CP]

Feel like taking someone from here with you? Well, it's on you if anything goes wrong. Pick one person with this option, and as long as they live to the end of your ten years here, they'll get to come along with you as a companion.

### Randall Higgins, Killcamera Man
### [Free/100CP]

Randall: Every time you get fragged in Call of Duty, you see a killcam, right? You even wonder who's holding that camera? *That's me.* I've been contracted out to follow you around for as long as you need me and record your best moments. I've got a truck filled with all the gear I need and plenty of spirit to get up close and dirty.

Randall: If you pay my 100CP consultation fee, though, I'll bust out the advanced shit for you, and use my advanced knowledge to disguise myself wherever you go, keeping me from harm's way and filming, even if I'm not supposed to be there with you.

### Irons-school Advisor
### [200CP]

Whether it's the man himself or perhaps a relative, this person is a talented businessman. They're not a companion, but will accompany you in further jumps only to go and start a successful company. They will also assume the duties of CEO for any company you happen to own, if you ask them to.

# DRAWBACKS

Maximum of +600CP can be gained.

## A Debt To Settle

[+300CP]
Incompatible with 'Open Tab'

Your name is now Jack Mitchell - male or female, doesn't matter - and you take the place of the protagonist of Advanced Warfare's campaign, lucky sod, you. While that may seem like a blessing, you're going to be right up and close with all of the fucked up shit that happens in a place like this, mark my words.

## Open Tab

[+100CP]
Incompatible with 'A Debt To Settle'

Will Irons never died destroying the Havoc Launcher. Instead, both he and Jack survived the Battle of Seoul and continued their careers with the Marines. The downside of that is that without Jack joining Atlas, you just butterflied away the person that would make discovery of Jonathan Iron's maniacal plans - albeit not flimsily justified by his son's death anymore - possible, and the whole world is going to pay for it unless you get cracking.

## Snake's Fang

[+100CP]

You have a severe immunodeficiency, which renders you vulnerable to biological agents and mundane illnesses. In particular, this will make it nigh-impossible for you to be inoculated against Manticore, even as an Atlas employee. It's not hard to avoid the whopping one time it's probably going to get deployed, but still, be careful, okay?

## You Are Afraid

[+100CP]

You've become a fanatical devotee of a... less than stellar cause. The exact cause is mostly determined by your faction. A U.S. Marine, for example, might be a member of a neo-nazi sub-faction within their platoon, or participate in a dogfighting ring. In the case of middle eastern military, it can get worse, with insurgents finding themselves belonging to extremely radical terrorist cells, such as Hades anti-west cell.

## B-Grade

[+100CP]

Most people coming into this world will have a few years of combat experience as part of your background memories, or experience you will gain over time here. Sadly, you... really just aren't cut out for this kind of life. You have difficulty staying calm under fire, and can easily become flustered, while even in practical skills, such as marksmanship, you find yourself just a little bit worse than your fellows.

[+200CP]

## Made of Irons

Your last name is now 'Irons', and you are part of the family that heads the world's biggest PMC and developer of infrastructure and military weaponry. The thing is, this is an oppressive atmosphere to grow up in, and it's caused you some serious issues. Your older brother, Will, ended up leaving everything and joining the Marines just to get away from it all. How are you planning on dealing with it?

[+200CP]

## One Wing

In a past engagement, you were wounded, and your non-dominant arm was sheared off by a high speed piece of shrapnel. Luckily for you, while the arm couldn't be reattached, you managed to get a prosthetic, which works mostly flawlessly as long as it gets some calibration. The downside is, someone had to give you that arm, and they are capable of exerting a great deal of influence on you (although their intentions may be genuinely benevolent).

[+200CP]

## Limp Noodle

Due to a birth defect, you are now incapable of opening doors unless you are totally on your own or directed to by another person. If you're working in a squad, you'll have to follow everyone else's lead if you want to get anywhere. Better hope you've got some competent squadmates with you, eh?

[+200CP]

## See You On The Other Side

At some point in the past - maybe in past military service, or maybe just in civilian life - you lost a friend right in front of your eyes. Other than the sympathetic wounds you may have incurred in the violence, their loss has deeply affected you, manifesting as mental health issues such as Alcoholism, depression or simply full blown PTSD. It doesn't affect you terribly in day-to-day life, or even during stress, depending on the symptoms- but it will leave marks during your stay here.

[+300CP]

## You Could Have Had Everything

There is a mole in your midst. You aren't aware of who they are, or what their movies are - or maybe you aren't even aware that you took this drawback at all - but they are with you. Maybe it's a companion, maybe it's a close friend or a benefactor, but during your stay, they will inevitably betray your for their own gain. It will be up to you to decide how to respond.

[+300CP]

## You Rely Too Much On Those Things

Maybe Hades was onto something. Technology you use is incredibly prone to failure- not to the point of being unusable, but they tend to short from hard blows, extreme conditions and anything they're not specifically proofed against. On top of this, any digital security you use might as well be a *joke*. This is, obviously, a huge problem when warfare makes extensive use of technology.

[+300CP]

## For Want Of A Reich

Someone seems to have accidentally sat on the 'grimdark' button. At some point during your stay here, you will notice a sudden and jarring transition to an utterly grim set of circumstance. The bare minimum that you will witness from this is a research center turned into a concentration camp and experimentation on captured civilians. The bare minimum.

[+400CP]

## Technologist

Well, things went to shit quickly. Elements of your technology base - roughly three individual 'snippets' - have been leaked to the Atlas corporation and other military institutions. You can absolutely expect the researchers in their employ to rapidly take advantage of them and swiftly - if somewhat crudely - integrate advancements derived from them into their equipment. Is this really a good idea?

[+400CP]

## Part of the Problem

Congratulations! You've officially gone completely off the fucking deep end. A deep and ingrained megalomania has set in, twisting your worldview until you view yourself as the ultimate authority in the world and you just need to *prove* it. Genocide, weapons of mass destruction, any radical action is now on the table as long as it would aid your goals in some way.

# NOTES

Version 1.3

Made by Ancilla.

-Reserved for future notes, I guess.
-Items with a limited stock (breaching charge, variable grenades, viewing devices, etc) quickly reappear on your person and - if you wish - may fill empty slots such as grenade clips when you aren't looking. Generally, you should be able to find one within easy reach at all times as long as you don't overuse them in a short period.
-Integrated Munitions on a Energy Weapon will grant self-charging batteries versus a replaceable battery and heatsinks, eliminating most overheating issues.