Jak and Daxter Jump

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v.1

Eons ago the precursors roamed the world seeding it with eco a potent form of life energy that and building great bronze monoliths to their civilisation then one day they vanished. Years later man rose and for as far back as history remembers man has pondered the mysteries left behind by the precursor forebears. Why did they create the vast temples left behind, what was the purpose of eco and why did they vanish? In my life i have been privileged to witness the answer to many of these questions as much by luck as by effort but that's how these things go sometimes, my name is Samos Hagai and i will be your guide here… hopefully you'll actually listen unlike my students.

Yadda Yadda 1000 CP

Changelog
Rolled Wonky Momentum into Jump Fu, replaced with Eco Warrior
Flut Flut added to companions
Eco Experimental and Metalhead Infiltrator moved to new Background Modifier section
Companion Item Restriction removed, eco experimental lockout added
Intro started the grind begins
Reordered the drawbacks to be in price order.

== LOCATION, LOCATION, LOCATION ==

Roll 1d8 or pay 100 CP to choose any combination of age, sex, or starting location.

1. An apartment in the **Blue Sector of Haven**, the largest city in the Wasteland. Haven is a walled coastal city and the largest population center around. The Blue Sector is what, in other cities would be called the slums, deeply over populated, polluted, and run down. Unfortunately, Haven is so dystopian that it has tiers of slums and the Blue Sector is the nicest of the poor sectors of the city.
2. Krew's Club, **The Hip Hog Heaven Saloon**. This waterfront watering hole is on the city's boardwalk, nestled around the central lagoon within the city's walls. Krew is unspeakably nasty, but he might have work for you if he thinks you can be manipulated into it.
3. **Haven City Slums**. This ramshackle section of the city is comprised of wooden structures on stilts in the half flooded ruins of the poorest part of the city. Uneven wooden bridges, half rotted with age, are the main method of maneuvering through this warren. Here the poorest of Haven's people eke out what pitiful existences they can and try to avoid the attention of the Krimzon Guard.
4. **Spargus City**. A sandy coastal village with delusions of grandeur located in a hidden cove at the end of a long winding ravine, Spargus city was founded by those exiled from Haven who banded together to fight the monsters of the Wasteland. Here dwell those who refuse to give in, those who claw back against the desertification of the world and strive to rebuild what was lost long ago.
5. **The Lost Precursor City**. A long abandoned and utterly deserted Precursor ruin, the Lost Precursor City is full of wonders and death traps left behind to keep out trespassers along with what little vicious fauna has managed to survive.
6. **Kras City**. Haven is not the only metropolis to have survived the intervening years between the time of sages and the modern era. Like haven it has its faults the criminal element is a bit more pronounced and the city revels in the bloodsport that is combat racing.
7. **The Wasteland**. If none of the other places on this list appeal, this one really won't. The Wasteland is a vast rocky desert, populated almost entirely in madmen and monsters and with few oases to take refuge at that haven't been claimed by one or the other.
8. **Free Pick**. It's a big world much of it empty but with a little effort you can carve out a life here after all haven wasn't built in a day. Still there is a reason i fought for haven rather than simply smuggling out the populace.

HAVEN CITY


Water Slums
Mar Memorial Stadium
Main District
Slums
North Gardens
Main City District
Krimzon Guard Fortress
Slums
West Bazaar
East Bazaar
Industrial Section
Palace
Southern Gardens
Mar's Tomb
Port
Pumping Station
Weapons Factory
Dig Site
Keira's Racing Garage
Oracle's Hut
Geronimo's Place*
Palace Support Towers Access
Dead Town
Mountain Temple
Haven Forest
Underground Hideout
Brutter's Fish
Onin's Hut
Muse Supply & Shop*
Sewers
Construction Site
Haven K.O.*
Vin's Place
Power Station
Drill Platform
Strip Mine
Hip Hog
Naughty Ottsel
Gun Course
Underport
Starboard Grill*
*Non-canon Location

==== BACKGROUNDS ====

Roll a d4 +15 for your starting age.

Temporal Castaway (Drop in): You enter this world, a man or woman out of time, with no past to bog you down and an uncertain future. Temporal Castaways begin the jump at their starting location a year before the beginning of Jak & Daxter in Sandover Village. In two years you will be swept up in a time storm and dropped into Haven city.

Sage in Training [200]: Within your blood lies the capacity to attune yourself to one or more forms of the living energy known as Eco. At a young age, you were apprenticed to one of the Eco Sages, of that era, be it Samos Hagai (The Green Sage), Gol & Maia Acheron (The Dark Sages), or one of the unnamed Yellow, Blue, and Red Sages. Sages start with their masters in the largely isolated villages of Jak & Daxter, one year before the events of the game. A year after the events that surround Jak's adventure in this time, a precursor rift will open above you and transport you into the far future, depositing you at your rolled location at the beginning of Jak II.

Spargus Citizen: The citizens of Spargus, a large village / small city located in the Wasteland several days travel from Haven, are a group of humans & humanoids living in and obligated to help defend the city from its enemies, most notably raiders, metalheads, and Haven's army. They must prove their worth in combat through participating in arena battles, performing tasks for Damas, their king, and eventually earning a War Amulet to become a true "Wastelander". Spargus Citizens enter the jump two years before the events of Jak II at their starting location or in Spargus. Haven and Spargus do not get along. Best not to get caught in the city.

Krimzon Guard: The Guard are Baron Praxis's tool in maintaining control over the denizens of Haven City. Clad in identity concealing armor, the Krimzon Guard keep the masses too cowed to threaten the Baron's regime, but not only are they hated by the people, they're incredibly corrupt and have terrible morale. Welcome to Haven City.

Combat Racer: Combat Racing is a bloodsport that combines all the brutality of arena fighting with the blistering speed of high performance racing. Combat Racers enter the jump two years before the events of Jak II at their starting location or may select to start in Kras city.

BACKGROUND MODIFIERS

These can be taken with any other background, and are mutually exclusive.

Eco Experimental [200]: Congratulations, you are now officially the first person ever to survive Baron Praxis's horrific Dark Warrior Experiment. The despot of Haven City has spent years try to create super soldiers powered by Dark Eco, the energy of chaos and anger, to fight the Metalhead skurge. Subjects were volunteered from the slums of the city, taken by the Baron's thugs and brought to a laboratory, where they were strapped down and injected with massive amounts of Dark Eco. A rather agonizing way to die for most but you proved resilient surviving the grueling two years you were held for. On the day your jumper self arrived you, one of your fellow experiments broke out, allowing you to escape in the confusion. Now you find yourself out in the streets of Haven, in a back alley, with new powers and a burning desire to pay the Baron back for his hospitality. Your starting area is set to the Haven Slums. You must take the 'Baron' drawback for no CP. Additionally, at least one of your companions must take the Ottsel drawback for this jump, even if you don't import them otherwise… they don't get any CP for that either. If you didn't have a companion then who the hell is this Ottsel?

Metalhead Infiltrator [500]: The Metalheads are a hostile biomechanical (often insectile) alien super-species with dozens or hundreds of subspecies. Known historically as the Hora-Quan, they were the ancient enemies of the Precursors and nearly wiped them from the face of the universe. They range in size from wasps and beetles to dinosaurs and their single most distinguishing features are their helmet-like head covering (hence the name), the bio-reactive Skull Gem located in their head, chest, or back and 2-4 glowing yellow eyes. Although most resemble arthropods, they can take the forms of mammals and reptiles and fish as well. Most Metalheads are subsapient. You, like the metalhead leader Kor, are able to transform back and forth between your biomechanical form and soft / squishy human at will… though the process isn't exactly painless. Because of this you have been sent to subtly sabotage whatever location your origin hails from to make Metalhead takeover at a later date easier. In your metalhead form, you are slightly faster, stronger, tougher (thanks to your carapace), and able to spit Dark Eco. Do note that, even when disguised, your blood is a glowing green ichor and if you get too angry you'll begin to revert to your metalhead form which might be an issue considering pretty much everything hates the metal heads. You gain 1000 metal points (mp) to customise your metal head breed.

THE WASTELAND



==== PERKS ====

Each origin gains the 100 CP Perk associated with it free and a discount on the rest.

Toggle Goatee [Free]: Beard, no beard, beard, no beard. Not the most useful power but whenever you want a stylish goatee from now on it's yours. Optionally, this goatee may be an evil goatee.

Temporal Castaway

Eco Warrior [100]: While you can't store or channel Eco like a sage does, you can absorb small quantities to use immediately. Green Eco heals your wounds, Red gives you a temporary boost to attack strength, Yellow to allows you to hurl energy projectiles. and Blue accelerates your movement. If you are not an Eco Experimental or Sage, Dark and Light Eco are both harmful to living things. Dark mutates, and Light can disintegrate flesh. Don't touch either. If you happen to be a Sage with this ability, you can choose to either use any Eco you are exposed to for its immediate effect or to absorb it for later use. If you use the immediate effect, its effects are stronger and if you absorb it, you gain more than you otherwise would.

Four Gun Cowboy [200]: Ever have a problem where the gun in your hands isn't the gun you need? Ever run out of ammo at the most inopportune time? Now you can switch guns or reload almost instantly.

Errand Boy [200]: Hey! I'm no errand boy! But still, every great hero has humble beginning and sometimes people have stuff you'll need for whatever crazy adventure you've been roped into. With this little perk, people will willingly hand over whatever they have that you need in exchange for a little help with whatever little problems they might be having.

Stable Time Loop [400]: While this doesn't grant you the ability to time travel itself it does give you insight into how time travel and paradoxes work, and also protects you from outside forces tampering with your timeline.

Royal Advisor [400]: You have a way of worming into the good graces of those in power, be they kings or seers you will find that soon after meeting them, they will be willing to listen to your counsel and allow you to act as their voice.

Jump Fu [600]: Physics is a tricky thing, all that inertia and stuff. If only there was a way to… tweak it a bit in your favor. Now you can! You can change your vector in midair, transfer some of the force of impact into the ground so that you land safely from great heights, and even bleed inertia from enemy blows into the ground so that they knock you back less. It may not be much, but every joule counts, right? Welcome to the wonderful world of the Double Jump, Leap Attack, and Spin Jump. Standing long jumps that put gazelles to shame? Got it. High Jumps that would win the approval of the league of Cats… if they ever gave their approval to anything? You bet! The ability to leap into the air and slam your whole body into the ground with more force than you leapt with? And without injuring yourself in the slightest? Yup, got that too. We'll even throw in the ability to utilize any Red Eco you become exposed to, using it to boost your strength temporarily. If you also have Eco Warrior, Red Eco boosts last twice as long.

Fight like a titular hero, smashing monsters, metalheads, and machines with fists or feet, leaping twice your body height into the air, double jump, spin jump, and withstand blows that would flatten a yakow (half-yak, half-cow, all smelly). The Jumper who masters this style of fighting can kick and punch with the best of them, and finds his or her body toughened to the limits of human anatomy.

Sage in Training

Ecosense [100]: You posses the innate ability to sense the health of the natural world around you, and to locate sources of Eco, even after you leave this jump. The healthier the environment, the more Eco it will be able to produce.

Three Hits [200]: By absorbing Green Eco from plants, you can store extra health, calling upon the stored Eco within you to almost instantly heal any wounds. Initially you can store up to two additional health units, each capable of restoring you to full health. While absorbing the Eco from plants will slow their growth, you can take just enough from each plant that it won't damage them. If you draw more than that, it will damage or destroy all the living plant matter in the area (roughly 20 feet from your current location, but growing as your skill increases. Sentient or highly aggressive plants will likely resent this draining. Abusing this ability to drain plants when you don't need healing can cause Eco Toxicity which will make you build up an allergy to Green Eco. With enough practice, you may learn how to heal others with stored Green Eco.

Inventive [200]: Your years working with Eco and your intimate knowledge of its peculiarities have given you the ability to find new and creative uses for Eco (such as

healing others with Green or super digging with Red or water walking with Blue, or keeping yourself warm with yellow, etc.), and to express Eco powers you might have in new and creative ways. If you have Ecotech as well, you'll be more creative with your builds. If you don't have any Eco Powers, this still makes you better at coming up with new uses for other energy manipulation powers and integrating them into machines.

EcoTech [400]: Your forays into sagely wisdom have granted you insight into utilising Eco in technology as the Precursors once did. The Precursors, a long extinct race of smarties, figured out how to integrate Eco into machines, drawing upon the living planet to provide both clean energy and imparting various benefits, depending on the type of Eco. Green Eco Machines are self-repairing and shielded, Red-Eco Machines are tougher and able to plow through obstacles with greater ease, Blue-Eco Machines can levitate and have turbo-boost, and Yellow-Eco Machines are faster and have boosted damage output. This is also the tech to build such amazing things as Jump Plates, Precursor Armor, Shield Units, and even (with an example to draw from) Teleportation Gates.

Long Term Exposure [400]: The sages, those that have spent the most time both working with and meditating upon the nature of Eco have all been changed by the experience. Pick one form of Eco (Blue, Green, Yellow, Red, Dark, or Light). You gain the ability to levitate, store a quantity of Eco within yourself for later usage, and gain the ability to call upon your chosen Eco Powers at will even when you don't have Eco to draw from. When you do have the Eco to draw on, those powers become dramatically more powerful. Your skin becomes tinted with that color. See Eco Domani below for the powers of each form of Eco.

If you also have Eco Domani it synergizes with this to increase your power and storage even further. If you are a Green Sage and have Three Hits, your lifespan is dramatically increased. If you are a Blue Sage and have Inventive, you can power any object that requires energy out of your own internal reserves. If you are a Red Sage and have Ecosense you gain a sense of how hostile any living thing is towards you. If you are a Yellow Sage and have EcoTech you can boost the damage of any projectile weapon you use. Dark Sages who have Dark Eco Infusion always maintain a low level version of the Dark transformation. Same for Light Sages who have Light Eco Infusion.

Eco Domani [600]: Through years of practice working with Eco and a little help from the precursor idols you have gained the ability to wield coloured Eco in its raw form. This grants you several abilities. Red Eco can be used to form volatile energy spheres several metres in diameter that detonate violently when exposed to further Eco or

disturbed in any way. Green Eco allows the formation of solid structures or barriers with better control of shape as you gain experience. Yellow Eco provides enough thrust from your hands to perform a massively enhanced jump, easily enough to cover a city block or two. Blue Eco has two uses; it can be used to enter a form of bullet time for roughly half a minute in which both your perception of time and movement speed is dramatically increased. And, at the cost of two charges, it can be used to teleport short distances. You can carry three charges of each colored Eco, five in the color you selected for Long Term Exposure (if you took it).

If you have Three Hits, it gives you two more charges to Green Eco. And if you have Eco Warrior, it grants you an extra charge in each color. With Dark Infusion, you can transform one charge of each colored Eco into one charge of Dark Eco, and with Light Infusion you can transform two charges of any colored Eco into one charge of Light Eco. Jump Fu grants an additional Red Eco Charge.

Spargus Citizen

Wastelander [100]: Life in the desert is hard; surviving it makes the people of Spargus hardy, resilient, and inured to deprivation. It ain't much but the people of Spargus take a bit more effort to put down than others in this world. They never go down without a fight. This makes you hardier, resistant to pain and suffering as long as your willpower holds out, and able to ignore extremes of temperature, and the effects of dehydration or starvation as long as you have something you driving you to survive. These things will still harm you, as will actual wounds, but as long as you aren’t dead, you’ll still keep trying to survive and be relatively unhampered by such trivialities as, you know, slowly dying.

Ammo Everywhere [200]: Years of living in the wastes have made the people of Spargus far more aware of what little they have, and how to eke out every opportunity. They gain a near 6th sense for resources such as food water and ammo, as well as a nack for finding ammo when killing enemies or breaking random containers.

Middle of Nowhere [200]: Civilization is a fleeting concept. Get too far from a city and you might as well be on an uninhabited planet for all the signs of habitation you’ll see around you. The Wasteland is a prime example of this. However, this will no longer phase you. From now on, you’ll always be able to locate the nearest living city to you, its direction, distance, and size. But, of course, as a True Wastelander, that won’t be

enough for you. You're not out here looking just to get home, you're looking for… something… be it relics, ruins, or merely a good rumble. As long as you have a decent idea what you're looking for in the wilderness, you can simply focus on it and gain a sense of its general direction and distance.

Modgun Technician [400]: Modguns are astoundingly flexible weapons with a single gun capable of 12 different configurations all resulting in totally different firing modes and shrinking down to be small enough to not even be noticeable. In the wasteland everyone carries a weapon and you're the one they come to for them. You've learned to produce both morph guns and all the associated mods for them, and through this process you came to understand the underlying principles behind morph guns and you can now make new mods using any exotic energy sources you find in the place of the various Ecos.

The Sanctity of the Arena [400]: The citizens of Spargus have proven themselves time and again in the Arena of Spargus, testing themselves against each other and against outsiders who dare set foot in the arena. While the Sands of Blood are not battles to the death, the Citizens of Spargus have proven their right to be called Citizen. Whenever you and another person disagree, you can simply remind them that you are a Citizen and, if they haven't done something equally valorous in their lifetime (be it service in times of war, faithfully holding public office, or saving lives), they will be forced to agree that your position is superior to theirs and that they are probably wrong. This doesn't actually force them to believe you, simply to yield to your superior standing. They may come back and challenge you if they find proof, and if you are proven wrong you will never be able to use this ability on that individual (or any who witness the exchange) again. Additionally, whenever you find yourself in any warrior culture, you will always be treated as a proven warrior. You will always be a Citizen, no matter where you go, and treated as such.

Royalty Born [600]: Some people are born to lead not necessarily because they are of royal blood, but because when they decide to take the lead others follow. The exiled King Damas of Haven, after being stripped of everything and cast into the Wasteland, was able to unite all of Spargus under his rule in less than a decade while driving back both the marauders and the wasteland Metalheads. Now, under his rule, Spargus prospers. Taking this grants you a massive boost to charisma and wisdom especially as a ruler and allows you to devise tests of fitness for your subjects to know how useful they will to you and your people. Whatever hardships and setbacks you may face will never stop you from pursuing your goals as long as you remain alive… and your enemies better make triply sure you're actually dead, because you have a tendency to

survive things that would normally kill you and (given a couple of years) you'll return… possibly at the head of a brand new army. (As long as no one checks to make sure you're really, honestly, completely dead this time).

Krimzon Guard

If Not Loved, Then Feared [100]: Sometimes you know people will never love you, but you still need them to obey you. By drawing on their fear of you, you can motivate the weak willed to obey you without thinking. As long as they fear you more than they fear anything else, they will continue to obey your commands and be that much harder to convince to fight against you. Do note, if someone is deathly terrified something, say of spiders, but there are no spiders present, that doesn't count to override this effect.

I Have Clearance [200]: In a gated society, such as a military base or totalitarian state, so long as the personnel list isn't short enough that everyone knows everyone else by name, no one will question your presence in secure areas.

Alert Alert [200]: Whether through an HUD-visor, Telepathy, or some elaborate system of your own devising (and which you pick when you buy this), whenever one of your subordinates is attacked, any other subordinates you have that are within 50 meters of the event will now be aware of the fact. This doesn't (unfortunately) stop the incompetence that might lead them to decide nothing's wrong after being unable to find their missing comrade or them just getting bored chasing the perpetrator and going back to patrolling as if nothing happened. It's down to you to hire competent help and keep them disciplined.

Robotics and Cybernetics [400]: The guard incorporate as much mechanical might as they do human manpower... After all, machines do as they are told, which cannot be said about most humans. You have learned how to produce the autonomous robots of the Krimzon Guard along with the knowledge of how to graft parts of their designs onto living things as either prosthetics or augmentations.

Propaganda on Every Street [400]: Taking refuge in audacity, you have no need for subliminal messages or subtlety. So long as you are in a position of power, and your lies are not obvious, you may place blatant propaganda on every street and it will be taken as true even if the populace do not like it or you.

Duplicity on all Sides [600]: Everyone in the guard has something to hide and they hide it flawlessly. Whether rebel infiltrators keeping on the downlow, normal citizens

trying to hide the fact they work for the Baron from their own family, or profiteers managing to keep Eco trading with the enemy a secret from the populous; if the guard wants a secret kept it will stay kept. On top of allowing you to lie convincingly to everyone, even the person who raised you, you'll now be aware of all the best ways to suppress information, and when to use them in your favour. Your ability to maintain a cover is second to none. Any cabal or secret organization you join, or merely desire to remain secret will be nearly impossible to uncover.

Combat Racer

Cult of Personality [100]: people like you for one thing, a thing you do better than anyone else. As long as you are at the top of your game, they won't care what else you do. Just, keep, winning.

Suicidal Tendencies [200]: Fear of death is what separates good drivers from great drivers. Your skills behind the wheel are top notch, but you're drawn to go faster, to take corners sharper, to push yourself and your rides to their very limits. This removes all hesitation from your reckless actions. Once you choose to commit an act you will never second guess yourself and psyche yourself out. But still, choose wisely, it's what separates great drivers from dead ones.

I Called Shotgun! [200]: combat racing isn't just racing it's combat with vehicles and you have serious talent in the combat department. Your aim with mounted weaponry i as good as your aim with a rifle maybe better and you can judge where both yourself and your target will be well enough to easily hit another car with grenades while you're both driving at 400 mph. Applies to all vehicle mounted weapons not just cars.

Vehicle Technician [400]: A vehicle technician in the world of Jak and Daxter is far more than just a mechanic. Part inventor of souped up engines, part speed freak, and more than just a little gun-nut, a Vehicle Technician is a "jak" of all trades, putting together masterpieces from junkyard parts or second hand weaponry. Their knowhow on a variety of vehicular subjects from Eco power principles, antigravity devices, or tire manufacturing are top notch, a true savant in all things mechanicular. If it's got wheels or a fanbelt propulsion system or a hoverboard impeller device, they're just the person you want to see. Or rather, you would… if you weren't already one yourself. Welcome to the club, greasemonkey. This doesn't grant you the ability to engineer or design new Eco-Tech items, but it does allow you to repurpose Precursor (or other alien) artifacts, integrating them into your own machines.

Life at 500KPH [400]: When you're going a third the speed of sound, it pays to have quick reflexes, but all the reflexes in the world don't mean much without the ability to perceive the world as it hurtles towards you at 14 meters a second. Good thing you have the reflexes to match, with twitch timing and neural processing the envy of a wasp on meth.

Crashproof [600]: The very real spectre of death that hangs over the racetrack is at least half of what makes Combat Racing such an exciting sport - for the spectators at least - but death behind the wheel holds far less appeal to the drivers. Thankfully, you've developed a trick that allows you to always safely escape any vehicle you're in whenever it crashes, even if it explodes with you inside it. Hell, you can pretty much survive any explosion… somehow.

Eco Experimental

So. Much. Rage. [200]: The Angrier you get, the harder you hit and faster you move. So what if you have to give up a little control over your actions, and a little accuracy. Everyone you hit deserves it, right? As a bonus, you can make yourself become enraged as an act of will.

Uncontrolled Rage [+200]: If you are an Eco Experimental, you may take So. Much. Rage. free of charge, but as well as taking this drawback (that counts against the limit). This locks you out of buying Finding the Balance, and means that, for the duration of this jump, you will have a very hard time controlling your anger, even if you have perks that normally give you excellent emotional control.

Finding Balance [200]: But rage without focus can cause mistakes you'll regret later balance needs to be found. While your emotions remain as intense as they were before you have stumbled upon the right balance to find yourself at peace. It doesn't sound like much but you'd be astounded how much better your judgement gets when you can maintain peace of mind no matter how intense your emotions.

Dark Warrior Technology [400]: Through a combination of observation while you were trapped and swiping Errol's notes on the way out you have come to understand the science behind infusing live bodies with Dark Eco. In correct dosages Dark Eco can be used to greatly enhance lifeforms, granting humans what is effectively a temporary mutant form with massively increased durability, claws, and (potentially) other abilities as their bodies adapt to the dark energy. Unfortunately, finding the correct dosage is

tricky and many subjects die. Even then, most of those it works on become out of control berserkers.

Dark Eco Infusion [400]: When you defeat enemies, there is a chance the negative emotions of that act will coalesce into a small pellet of Dark Eco. If you gather enough of these, you can transform into Dark Jumper for a short period of time. As Dark Jumper, your complexion and hair/scales/deck plates, will turn light gray with a slight purple glow and your eyes/headlights/insignia will turn completely black. You'll grow large, black claws and horns and your stance will default to a highly aggressive one. Your teeth will become more pronounced and sharp, and purple lightning bolts will arc around you as if you were a van-de-graaff generator. They will shatter anything fragile around you. In this you are significantly more durable and your physical attacks inflict significantly more damage. The transformation ends when you've run out of Dark Eco and you revert back to your normal state.

Under normal circumstances, Dark Jumper form can be maintained for up to five minutes initially (barring the use of special abilities). The more you use this transformation, the longer you'll be able to maintain your transformation, with no real upward limit. Unfortunately, in Dark Jumper form, you'll find it harder to think about things other than combat and speaking more than growls and grunts will become extremely taxing. Dark Jumper form is fueled by anger and aggression. Your manual dexterity also suffers, making using weapons harder, but not impossible.

In Dark Jumper form, you can use a number of specialized Dark Eco attacks, though all of them will shorten the length of your transformation.

- **Dark Blast:** You leap into the air and begin spinning rapidly, shooting arcs of Dark Eco lightning from your body, damaging pretty much anyone and anything within 20 meters. The number of arcs is dependant on how much Dark Eco you have left, as this attack completely drains your reserves, forcing you to transform back.
- **Dark Bomb:** You leap into the air, then slam your fist into the ground, creating a large (six meter radius) shockwave that deals considerable damage to any enemy caught in the blast radius. This deals more damage than Dark Blast, and if your fist hits an enemy directly, the damage is multiplied several times. This too uses up your Dark Eco reserves and forces you to transform back.
- **Dark Strike:** You can shoot a large mass of concentrated Dark Eco at any target you can see. It is equally effective against both people and machines, as Dark Eco seems to seek out a target's weakest spot. At full charge, you can use this approximately a dozen times before running out of Dark Eco, with the damage

scaling up as you gain larger reserves. Initially, it is approximately the power of an RPG shell.

- ➢ **Dark Giant:** When you enter this form, your height triples and your physical capabilities are likewise enhanced. Using this drains your Dark Eco far more rapidly than normal. Using this in conjunction with Dark Bomb or Dark Blast, they become even more powerful and cover a larger area.
- ➢ **Dark Invisibility:** You become invisible for a short amount of time, though you still cast a shadow. While invisible melee attacks against you pass harmlessly through. Using any other dark powers or directly attacking someone else while invisible ends the invisibility. This does not significantly increase your Dark Eco drain rate.

Light Eco Infusion [600]: Through extensive contact with all forms of Eco, you've managed to unlock the ability to transform into Light Jumper. While transformed into Light Jumper, your body, hair, skin, armor, clothing, all take on a blue-white glow / complexion. This aura extends for several inches around you and your eyes glow completely white. While transformed, you will find yourself calm, composed, and impossible to anger. Tentacular energy wings will form out of your back.

When you transform, all fatigue is washed away, and any emotional effect on you ends immediately. Light Eco is gained by performing constructive acts, helping others, or in general gaining the goodwill of the masses.

There are several abilities you can use while transformed.

- ➔ **Flash Freeze:** This slows time down drastically around you while allowing you to move at your normal speed. This effect lasts about 20 seconds and on a full Light Eco Charge, you can use this two or three times, at least initially, though it will increase as your reserve grows.
- ➔ **Light Flight:** Although not true flight, this allows you to glide long distances, expending Light Eco reserves to increase altitude. Alternatively, if you have another means of flight, you can utilize this to boost your flight speed. If you don't flap the luminous wings created while using this power, using the glide function does not increase your drain rate.
- ➔ **Light Regeneration:** An incredibly potent form of regeneration, during the use of Light Regeneration, time seems to freeze for a moment as a light shines down on you, healing your wounds but leaving you unable to do anything else as your Light Eco reserves are expended to restore yourself. The amount of health restored by this is roughly equal to half the amount of Light Eco expended (i.e. if you expend half your Light Eco, you will recover a quarter of your health), though

you will always keep using Light Eco until you either run out or are restored to full health. With repeated usage of this ability, the rate of return will increase, potentially completely reversing the ratio after hundreds of transformations.

- ➔ **Light Shield:** This creates a shield around your body that protects you and anything you're holding or anyone standing next to you from most attacks, bouncing physical enemy attacks off and absorbing projectiles or energy attacks harmlessly. This also allows you to pass through forcefields and energy barriers with minimal effort. The shield drains your Light Eco twice as fast as normal.
- ➔ **Light Channel:** You can channel your Light Eco into any energy weapon to boost its damage effect, or to replace any form of Eco in an Eco weapon. This drains your reserve as if you were the weapon's power pack.

Undiscounted

Precursor Technology [300]: much like the sibling sages of Dark Eco, your study of the ancient technology of the Precursors bore fruit allowing you some small insight into the technologies lost to the ages. While this breakthrough alone is not enough to replicate the feats of the siblings in the modification of the Precursor Golem some lesser feats of understanding are within your grasp. With this alone you have mastered the creation of Precursor Bronze, which is highly receptive to Eco imprinting, durable enough to last millennia without degradation, and possessed of a memory-like property so that in the presence of Blue Eco it will naturally assemble simple structures like roads, bridges, and smaller buildings. This also acts a booster for all tech perks found in the jump.

==== ITEMS ====

The 100 CP item for each Origin is free, the others are discounted.

Communication Device [Free]: Everyone needs a long-range heavily encrypted two-way comms unit right? After all, how else will your allies give you fetch missions or scream for help when they're being arrested? You get a wrist-mounted unit the moment you arrive, and it respawns on your wrist whenever you look away for a couple of seconds. At the end of the jump, you can ditch it in your warehouse and never worry about it again. It has an app that plays the various BGMS from the Jak & Daxter series so only you can hear it.

Hover Chair [100]: Sure, Krew may be fat, ugly, and evil, but he's got mobility all sorts of covered. Of course, this isn't an exact copy of the fleshmellow's flying stewpot, but it is a high-tech chair that floats at about walking speed if you couldn't guess from the name. Normally, these things look like metal planters with knobs on the bottom, but feel free to design your own. It's about the size of a chair and has no mounted weaponry. It can come with a grabber claw to pick stuff up that you're too lazy to reach down and grab yourself and can float to a height of about 15 feet. Useful for reaching high shelves. The HoverChair is easily modifiable and will remember all modifications you make to it. Feel free to import any chairlike object or single rider vehicle as this chair.

Eco Overcharger [200]: This nifty little item allows you to transfer Eco held in your body into your weapons to grant the effect of said Eco to those weapons or substitute for ammo with Eco weapons. Also acts as a converter for similar life based energies so that you can use those in place of Eco. It's fairly efficient, taking barely more of your internal energy than needed to charge the weapon.

The Naughty Ottsel [400]: This replica of Krew's club-turned-ex-resistance-hangout hasn't forgotten its roots as a wretched den of scum and villainy. Within six months of arriving in any setting beyond this one, The Naughty Ottsel will become a favored hangout for the local criminal elements. As the owner, you will be afforded some respect and go unmolested while the patrons get their drinks and do whatever business they came for. This will allow you easy access to the seedier parts of that world, whether that would be getting weapons smuggled or hiring someone for less than savoury deals, you'll be able to find it all without even leaving your own establishment.

Artificial Eco Condenser [600]: An Eco Crystal is a crystallized form of Eco, characterized by its respective color, multiple flat faces, protruding angles, and a glossy

if not glowing surface. Eco Crystals are often used as a source of energy or significant source of light. Each crystal contains a high concentration of Eco and, as such, is used in similar ways that pure Eco could be used, exhibiting properties respective to its type of Eco. All colors of Eco have appeared in crystal form, though natural crystallization has been observed only for Light Eco, Dark Eco, and Green Eco. Additionally, these colors are the only known crystals to exhibit special properties such as a significant source of power (Green), explosive discharge (Dark), and the ability to transform properties of one Eco into other colors of Eco (Light).

The Eco Condenser is a machine that can artificially process Eco into different types as well as condense raw Eco into large Eco crystals, so well that (with enough time) one can make them the maximum size of a two story building. Disclaimer: engineering capacity and Eco source sold separately. The Eco Condenser can be deployed to any planet with a functioning Ecosphere and will begin drawing energy from the system to crystallize. Geological energy will power red crystals, hydrological energy will power blue crystals, atmospheric energy will power yellow crystals, ecological energy will power green crystals, and civilization will power Dark and or Light crystals, depending on how destructive / constructive it is.

The Condenser will make up to twenty small crystals at a time, six medium sized crystals, or one jumbo crystal. Small crystals are useful for handheld devices, medium sized crystals are good for vehicles and larger machines, and a jumbo crystal can (with the right materials and Eco engineering knowhow, power an entire complex or spaceship for years or even decades, depending on just how massive it is). The rate of production depends on how rich the source of Eco is. A desert biome might produce enough Green Eco to make a small crystal every decade, while a jungle biome could churn out fifty a day without straining the environment. Bigger crystals are more concentrated than smaller crystals, so they take geometrically more energy to make.

Bug Swatter [2,000]: This handheld Blue Eco flyswatter, an example of Haven City craftsmanship, is a more civilized weapon from a more enlightened time. has an infinite battery and can take down the nastiest of bugs in only a couple dozen swats, though you might need to stun them with Bug Spray first. No insect is immune to its swatting fury!

Bug Sprayer [10,000]: This amazing High-Tech piece of bug-hunting paraphernalia can utilize three different forms of Eco to stun enemies with a narcotic Green Eco Vapor (or, if you're light enough, be used as a makeshift jetpack), burn enemies with an incendiary Red Eco Flame, or splatter enemies with a sonic Yellow Eco burst. This unit

comes sized for either a Human or an Ottsel and is highly effective against bugs and Metalheads… or Metalhead Bugs.

Temporal Castaway

Jetboard [100]: The jetboard is a rocket powered hovering skateboard, favored by the youths of Haven City trying to look cool. The board hovers an average of eight inches off the ground and it moves a bit faster than walking speed, but not as fast as running, and doesn't work over water.

Turbo Jetboard Upgrade [200]: Normally jetboards are just a little faster than walking, more for entertainment or convenience. Your hoverboard on the other hand has been tweaked a little and is now capable of keeping up with buggies in the wasteland though with this new speed comes some difficulty in control.

Modern Zoomer [200]: A standard Zoomer as used by the citizens of haven city. You may select any civilian model Zoomer. Upon its destruction it will vanish and respawn in your warehouse, complete with any modifications you have made included. You gain an underground garage large enough to work on and store all your zoomers that can be attached to any property you have or to your warehouse, but if it is attached to your warehouse you can only store parts, tools, or zoomers in it. Additional Zoomers cost 50 CP each.

Scout Flies [400]: You gain a set of 7 of these small scavenger bots. They will scour an area the size of a large city, searching for any small (no larger than a breadbox) non-unique object and, in theory, bring it back to you within a day or two... if it was in their search area.

Defective Scout Flies [cuts price in half]: for the duration of this jump, these damn things seem hardwired to get caught or trapped, meaning they'll send you a signal and you'll have to go get them manually, and the last one will always seem to be the one to find what you sent them out for.

Your Own Private Oracle [600]: You gain one of the Precursor's advisory machines. This massive stone or metal head will be installed in a natural-looking alcove off your Warehouse. It dispenses Precursor Orbs at the rate of ten a week. It will also dispense Powercells for 120 Precursor Orbs, but it only has two. If you take one, it cuts the Orb production in half. If you take them both, the oracle stops working for a year. Oracles can also be used to help you unlock powers you have access to but that you have been

having trouble activating, especially ones linked to special power sources, if you can provide the oracle with a large sample of that powersource.

Sage In Training

Eco Seeker [100]: This is a small handheld device that can locate any major source of Eco within a continental sized area, as long as you have a concentrated and pure sample of the Eco. It can, when combined with three coordinate spheres, locate the Precursor Eco Core, a massive Eco engine hidden inside the planet. Normally, you'd have to search all over the Lost frontier to find them, but purchase this and they'll be included, free of charge. After this jump, the Eco Seeker can be used to locate any similar native energy resource concentration (Stores, Caches, or Deposits), as long as you have a pure sample.

Teleport Gates [200]: These circular portals are remnants of precursor technology that are still in use today, although they aren't by any measure common. By utilization of Blue Eco and an (as of yet) unknown mechanism, a gate can be used to transport users to any other gate, across any planetary distance, untraceably. You get 4 of these that can be deployed once per jump to any location you have been too and one in your warehouse so you can always reach them.

Eco Vent [400]: Eco is a precious commodity and sometimes hard to find. Or at least that's the case for other people. You gain a single vent in your warehouse seemingly endlessly spewing Eco of a single type (your chosen color if you are a Sage) in quantities ideal for personal usage. This will provide you with a decent personal charge of Eco but isn't really enough for industrial purposes. You can deploy up to four industrial vents of the same color to any location during the jump so long as there aren't any hostiles there when you are doing so. Industrial vents will flood the surrounding area with Eco energy however, altering the terrain as well as the local flora and fauna in various ways. It is unadvisable to have a Dark Eco Vent inside your warehouse without having a Silo for it.

Additional Vents [100]: You may purchase an additional Vent of a different color to add to your warehouse. Each comes with four deployable industrial vents of that color. This is discounted for Sages. You may not have a Dark Eco and a Light Eco Vent in your warehouse at the same time without having a Silo for at least one of them.

Eco Silo [600]: Having a source of Eco is nice… having a place to store it is better. This adds a massive Eco Silo to your warehouse, one that fills continuously. It contains

thousands of personal charges of one color of Eco, enough to fill an olympic-sized swimming pool and will refill from empty to full within 6 months. If you have both a Vent and a Silo of the same color, the vent will automatically be linked to the Silo and keep it topped up, assuming you're not using ridiculous amounts of Eco every day. You may also use a Vented Silo to create as many personal Eco vents of that color as you like around the interior of your warehouse or deployed around any setting you may visit, using the deployment conditions listed under Eco Vents above. Deployed personnel vents will use natural local energy if there is any available before tapping your Silo.

Additional Silos [100]: You may purchase an additional Silo of a different color to add to your warehouse. Sages will obtain 2 silos for each 100CP.

Spargus Citizen

War Amulet [100]: The Citizens of Spargus do not gain a 200 CP Item, but instead gain an additional 500 Gunpoints free as shown in the Arsenal Section below. They do, however, gain a nifty War Amulet, marking them as a Citizen of Spargus. It has no other effect. Anyone who is not a Spargus Citizen who purchases this gains the amulet and becomes a Citizen of Spargus, at least as far as the people of Spargus are concerned.

Precursor Armor [400]: Precursor materials can survive almost anything short of the end of the world. Unfortunately, for the Precursors, that time has come and gone. However, many of their relics remain. This armor is formed of scavenged together and reshaped plates of Precursor metal, held together with a polymer undersuit that is fitted to you, no matter what form you take. This drastically increases the amount of damage you can take and the armor is nigh indestructible. It is composed of multiple sections; Bracers, Greaves, Shoulderplates, Breastplate… and unlike Jak's suit, it comes with a Helmet, because you're not mental enough to think not wearing a helmet in combat is beneath you… right? The helmet comes with integrated weather radar and an automap of the wasteland, as well as Ground Penetrating Radar that shows you items buried beneath the sand. Visually identical to the Armor of Mar crafted by King Damas for his long lost son Mar, it is a gleaming suit of armor. After the jump, its color can be changed from Precursor Bronze, but until then, expect people to recognize the gleaming metal and understand what they're looking at.

Arena Yourowna [600]: Your warehouse gains a copy of the Arena of Spargus, in which gladiators from any and all jumps you have been to will compete for the adulation of the crowd, or you can compete against them. There isn't any reward besides the applause and you can't interact with them besides fighting them. Death in the Arena

merely kicks you back to the competitor's entrance. The arena is immune to any damage a fight inside it would cause. This cannot be used to recruit people or farm them for any valuables they might have… not even energy.

Krimzon Guard

Guard Uniform [100]: The Krimzon Guard are ubiquitous in Haven City, and all but anonymous in their all concealing uniforms. While the uniform offers only a token amount of damage reduction and environmental protection (it is light and cool enough to be worn all day in desert environments all day without slowing the wearer down or killing them with dehydration), its real value is the simple acceptance of the citizenry. Wherever you go in Haven, the citizens and other members of the Guard will simply assume you have a right to be there. In future jumps, you'll find that whenever you put on this uniform, you become virtually indistinguishable from any one similar organization in whatever area you might find yourself in. This doesn't protect you from people noticing you're acting out of character, or from following security protocols that might cause them to question your presence.

NYFE Racing Zoomer [200]: The NYFE racer is a special racing zoomer used in the Mar Memorial Stadium for the sport NYFE racing. NYFE Racers have a sleek, light-weight design wherein the driver sits directly behind the engine, which carries little to no protection. On the front is a large "knife" (hence the name) which has a monster face drawn on it. On the tail is another, smaller "knife", essentially a rudder used to steer… or rather alter course slightly, as at the speeds NYFE Zoomers go, turning is largely a myth. The racers are incredibly fast, easily faster than the standard Zoomer, however (as mentioned before), they suffer somewhat in the turning department and, because of their near-nothing armor, any head-on crash will result in the destruction of the driver. At least, that's the theory. Your NYFE however comes with two distinct advantages. First, yours has lateral thrusters which can goose the front of your NYFE just a bit further left or right than the rudder would be able to shift it (though they have limited fuel and can't be used more than a few times per race), and Second, your NYFE has a crash capsule, which contains a tiny charge of Light Eco which will make you invincible for 3 seconds once a crash has been detected. Any attempt to tamper with this capsule will disable it and the Zoomer, so while you can't steal it, neither can anyone one else.

Eco Tank[400]: The security tank is a highly powerful, unmanned, armored vehicle It has a dual cannon (similar to a turbo cannon) automated locking system, and most notably a spiked roller wheel at the front. It is relentless, able to smash through almost any unreinforced structure with ease, and practically invulnerable to conventional weaponry. Your particular Eco Tank is even faster (able to keep up with the various zoomers of the city rather than trundling along at just under walking pace) and more relentless than standard units. It can be upgraded with whatever tech you feel like adding. It self repairs itself when damaged, adapting to whatever damaged it and slowly self modifying to deal with whatever hostile environment or tactic it has to deal with. It takes it roughly three days to repair itself from completely destroyed, and if somehow completely destroyed it will simply reappear in an alcove off your warehouse in 3 days.

Automated Factory [600]: The Krimzon Guard seem to have endless supplies of both equipment and robotic troops, all produced in a single massive automated factory. Buy this, and you too may access the industrial might harnessed by the tyrant Praxis. This warehouse attachment features fully automated assembly lines that will assemble any blueprints you care to program into them... so long as you supply the resources needed. Otherwise, no additional personal input is required. Left to its own devices, this factory can field a small army of robots in a few weeks or be turned to more domestic use, producing zoomers or windmills or those big sliding doors or what have you. The resultant products are either placed in a basement below the factory or deployed to a set location in the outside world. You may change this location once per year and the basement below the factory cannot store items not produced in the factory.

Combat Racer

Driver's License [100]: Enjoy driving? Well, these are the papers that say you get to do so. They're usable to enter any racing circuit and will always be viewed as valid documents allowing you to operate any standard single operator vehicle in any future setting.

Classic Car [200]: Gearheads are always lusting after some awesome car from the past that they've just got to have. Well, now you can. You may summon a copy of any real world car or any normal "car" from other jump you've been to into this world, which automatically gains the Vehicle Import option in the Garage Section. Normal is defined as "Available for civilian purchase."

Race Track Attachment [600]: The call of the track is always there at the back of your mind; the sound of the engine, the adrenaline rush as you make that incredibly tight turn, the thrill of life or death hanging in a split second at insane speeds. With this warehouse attachment, you gain a six vehicle garage and a door large enough for a monster truck to comfortably fit through that opens onto a copy of any race course you've driven on before. Whether you want to train for the next big race, hold your own combat racing tournament, or just cruise and remember that one big win... it's your track now. Enjoy.

==== COMPANIONS ====

Pit Crew [100-300]: You may import 2 companions for 100 CP, 4 for 200 CP, or 8 for 300 CP. Each companion gains a background of their choice free, plus CP equal to twice what you spent on Pit Crew. You may spend more CP than you need to import companions. Companions cannot buy Eco Experimental.

Canon Companion [200]: Some of the people you might meet in the world of Jak & Daxter are real characters and you might find that you want to enjoy their companionship a little longer. Buying this grants you a single invite which you can extend to anyone who survives until the end of your stay here. Can be purchased multiple times.

Jak & Daxter [300]: The title characters, this pointy-eared human and his Ottsel sidekick can be invited to join you for a low package price. Jak is a skilled combatant, an Eco Experimental who can utilize all six colors of Eco, an experienced Wastelander, and a Combat Racer. Daxter… has his uses too. They import as a single companion and share perks in whatever ratio you choose.

Tame Metalhead [300]: Metalheads are highly dangerous, extremely aggressive, and vicious as hell. Of course, most of them aren't sapient, and just follow orders from the rare and highly elusive Metalhead Leaders. Somehow, you've found a Metalhead that thinks you're its Leader. Your Tame Metalhead will always faithfully follow any order you give, no matter how suicidal and will respawn an hour after it was destroyed. You gain 600 MP to build your own Metalhead in the Metalhead section below. This counts as a pet, not a companion.

Flut Flut [100]: You know you want one. These adorable riding birds are strong enough to run and even jump with a full grown man on its back. They make excellent pets.



==== ARSENAL ====

You start with 1000 Weapon Points (WP) unless you take the Gun Ban Drawback (which means you don't get a gun and can't use weapons at all during your trip, like Jak in The Precursor Legacy).
Weapons purchased here respawn in your warehouse 24 hours after destruction.
Spargus Citizens and Eco Experimentals get 400 additional weapon points.
You may trade CP for WP at a 1:2 ratio but not back.
Krimzon Guard members may trade CP for WP at a 1:3 ratio, since they don't need to go through the black market.

Weapon Import [100WP] (Free Spargus Citizen): You may import any gun or staff weapon you own here to make it gun mod capable. Imported weapons gain the warehouse respawn feature if they didn't already have it.

Capacity Increase [200WP] (Discounted for Eco Experimental): This doubles one weapon's capacity for one color of Eco it can carry. It can normally be purchased only three times per weapon, except for Eco Experimentals, who can buy it four times.

Guard Staff [200WP] (Free Krimzon Guard): The standard issue weapon of the Krimzon Guard is a staff that uses rudimentary morph gun technology to switch between rifle and staff form. As a rifle it functions as a less efficient (but massively cheaper to mass produce) version of the Yellow Eco blaster. As a staff, it acts as a decent bludgeoning weapon with a built in high level Blue Eco taser, perfect for suppressing the oppressed masses when they get uppity. The Guard Staff has a basic ammo capacity of 30 Yellow Eco and 100 Blue Eco. You may choose to have the staff form's taser as a blue gun mod in place of the vulcan fury or alongside it. This costs 100WP.

Peacemaker Staff [800WP]: Now we're rollin with the peacemaker. This copy of Sig's staff is a little different from the standard MorphGun; less versatility more boom... for when you want to go through rather than around terrain or you just need to deep fry a metal head. This staff is capable of two different modes of fire; a swift short range bolt of Red Eco reminiscent of the blaster, and a Dark Eco peacemaker explosive round which can be charged. Peacemaker rounds start at the level of the morph gun variant and increases in range, explosive radius, and stopping power to about fivefold that after a ten seconds charge. Like anything used by a Wastelander it's about as durable as possible so don't worry about damaging the weapon should you feel the need to use it

in melee. Runs on Red and Dark Eco, with a baseline ammo capacity of 200 Red and 50 Dark.

Gunstaff [100WP]: The mod capable Gunstaff is a metallic bo staff with a firing mechanism embedded in the head of one end and either a counterbalance or a second firing mechanism on the other. It is a decent weapon, good in both melee and at range depending on what gun mods you've added. Comes with 1 free 200WP mod, 2 free 100WP mods, or 200WP off of one higher level mod. The Gunstaff can be equipped with up to a total of four gun mods

MorphGun [200WP]: A versatile weapon capable of multiple firing modes depending on what variety of Eco you use as ammo. Bullets take on the properties of the Eco being used with Red providing wide shotgun-like blasts that hit back with significant kinetic force capable of knocking over man-sized objects, Yellow being useful for long range plasma-rifle shots, Blue for electrified or rapid-fire machinegun-style barrages, and Dark Eco showing its destructive properties to the fullest with explosive bursts. MorphGun munitions will never affect the user. The MorphGun comes with 300WP of gun mods free, and can have up 12 gun mods

Eco Ammo Cache [Free/100WP]: Can't have you running out of Ammo, now can we? It's not like the enemies you kill will just drop ammunition for you to snag in passing. The free version of this supplies you with 3x the baseline Ammo Capacity of each color of Eco Ammo and replenishes once a week. The 100WP version of this supplies you with 5x the baseline and replenishes once a day. This does not supply Dark or Light Eco unless you purchased a Dark or Light Eco mod (or the Gunstaff in the case of Dark Eco.)

GUN MODS

for mod capable weapons only.
Upper Level Mods do not include or require the lower levels.
Shifting between mods of one color is faster than shifting to another color.
https://www.youtube.com/watch?v=4D-uTspP7CQ

Red Eco Mods

Baseline Ammo Capacity: 50 / Rate of Fire: Slow (1/sec)

Red 1 - Scattergun [100WP]: The most basic of the gun mods. Simple but effective, the scattergun fires a pulse of Red Eco in a forward arc. This 8 ft wide pulse travels

around 15 ft before petering out and is strong enough to send someone flying a good 10ft.

Red 2 - Wave Concussor [200WP]: The wave concussor is an odd weapon, in that rather than firing at the enemy, it channels Red Eco into the ground to create a shockwave of varying strength depending on how long it was charged. Uncharged, the weapon produces a circular wave around the user approximately 10 ft in radius and roughly as forceful as the scatter gun while consuming a single unit of ammunition. However, when charged for two seconds, the area expands to 30 ft with triple the force... at the cost of five units of ammo.

Red 3 - Plasmite RPG [500WP]: Eco, like any form of energy-storage medium, becomes volatile if you concentrate enough of it into a small enough space. With Red Eco, doing this gives you Plasmite, a highly volatile substance that detonates with significant force on impact... so the next logical step was, course, to make grenades out of it. A Plasmite grenade containing 8 scatter shot's worth of Red Eco will destroy a heavily Armored car easily and is in the realms of truly excessive for man to man combat… incredibly fun though. Plasmite Grenades have a range of approximately 150 feet and are lobbed on a parabolic arc, detonating whenever it hits something solid and generating an explosion approximately 10 feet in diameter.

Yellow Eco Mods

Baseline Ammo Capacity: 100 / Rate of Fire: Medium (4/sec)

Yellow 1 - Blaster [100WP]: The fireballs you get when someone decently skilled uses Yellow Eco are decently powerful but unfocused. The BlasterMod rectifies this by focusing the Eco into a concentrated plasma bolt. Due to some odd quirks of the firing mechanism, quick sudden movements may allow 3-5 bolts to be fired with one pull of the trigger.

Yellow 2 - Beam Reflexor [300WP]: As if the Blaster wasn't dangerous enough, the Beam Reflexor Mod ups that by a factor of awesome. The Reflexor functions just like the blaster but instead of the plasma bolts dissipating on contact with a target, they'll ricochet four or five times before dissipating… because honestly, there are only so many cool gun stories you can tell that don't involve bouncing a shot off three walls to shoot the other guy in the back of the head. One famous tactic with this gun is to exploit the blaster mods firing quiks and spin around to bounce shots everywhere. Who needs aim when you can have saturation? You'll never be harmed by your own reflected beams.

Yellow 3 - Gyro Burster [500WP]: Although this weapon will originally be invented by a spy turned weapons-designer a few years from now, this special offer allows you to get a doorbuster special prototype of this sweet death frisbee launcher. The gyro

burster fire a magazine of 50 rounds inside an automated flying disk that will rapidly spin and dispense death until it's out of ammo. It is the ultimate in Fire-and-Forget widespread mayhem.

Blue Eco Mods

Baseline Ammo Capacity: 100 / Rate of Fire: Fast (15 / sec)

Blue 1 - Vulcan Fury [200WP]: Taking the speed of Blue Eco and combining it with a rotating barrel so the whole thing doesn't catch fire like early models, the vulcan fury is the embodiment of fire rate among the basic mods. The gun does however take about a second to spool up to full speed, but once it's there, you can run through your ammo allotment in moments.

Blue 2 - Arc Wielder [400WP]: Blue Eco in its raw form shares many properties with lightning. So much so that some crazy inventor created the Arc Wielder... a lightning version of a flamethrower that allows you to lash your enemies with a horrifying Blue Eco Tentacle. This mod actually consumes ammo about twice as fast as the Vulcan Fury and has a much shorter range, but with no spool up time and significantly boosted damage capacity, it's totally worth it… I mean, who wouldn't want to be able to generate a 30 meter stream of contained and aimable lightning?

Blue 3 - Needle Lazer [600WP]: By tinkering with the basic Vulcan Fury, adding a three-way splitter and some auto targeting software, the Needle Lazer was born. This murder-machine spits out a steady stream of needle-like tracking lasers that will seek all surrounding targets excluding the shooter. Because every unit of Blue Eco is transformed into 3 needles, and each needle is more densely focused, this deals more damage far faster and much more accurately than the traditional Fury, but you can't target your shots with it.

Dark Eco Mods

Baseline Ammo Capacity: 10 / Rate of Fire: Very Slow (2 seconds / shot)

Dark 1 - Peace Maker [400WP]: A scaled down version of the infamous peacemaker staff adapted as a gun mod. Weaker than the staff and unable to charge to increase its power it is nonetheless still a lethal weapon before you factor in the fact that it can fire about 2 rounds a second.

Dark 2 - Mass Inverter [600WP]: Using the awesome power of Dark Eco this gun tell gravity where to shove it. Releasing a 30 meter wave in all directions that sends

enemies helplessly into the air and disabling any technology they have on them in the same moment. Perfect for practicing skeet shooting.

Dark 3 - Super Nova [1000WP]: At the cost of 8 shots of Dark Eco you can launch a hand sized missile that will arc up then down 10 metres in front of you. When this missile impacts the ground the massive concentration of Dark Eco will demonstrate its volatile nature and annihilate anything not you within an 80 meter radius.

Green Eco Mods

Baseline Ammo Capacity: 20 / Rate of Fire: Moderate (2/sec)

Green 1 - Lobber [300WP]: Through the power of science and man's ever present quest to blow things up the healing powers of Green Eco have somehow been transformed into a volatile explosive. This mod fires off a high power capsule of Green Eco the explodes like a frag grenade after a few moments.

Green 2 - Heal Gun [400WP]: The simplest use of Green Eco fired in its pure form to heal things. Takes about 6 ammunition to heal a human back to peak health from death's door.

Green 3 - Eco Stunner [400WP]: This gunmod is a scaled up form of Kridder Ridder Green Eco bugspray adjusted for bigger targets. Not harmful in the slightest the mod utilises the soothing properties of Green Eco to tranquilize targets one shot will have people staggering and unfocused 3 shots will have a human down. Great for live captures. This focuses the Green Eco into a dart that is highly accurate over long distances and is mildly armor piercing.

Light Eco Mods

Baseline Ammo Capacity: 3 / Rate of Fire: Extremely Slow (5 seconds / shot)

Lvl 1 - Piercer [600WP]: This high power Light Eco weapon, a massively scaled down version of the Precursor Planetary Defense System (which is designed to punch through warship armor) punches through all but the very thickest of armored structures and is accurate to the limits of sight, as it is functionally a laser weapon. The built in scope allows for targeting through solid walls and the thickest of metalhead Armor. Unfortunately, this weapon is extremely slow and getting the Light Eco to power it isn’t particularly easy, since there are no abundant sources of Light Eco, now that the Precursors are gone.

Lvl 2 - Neutralizer [800WP]: This creates a rocket-like sphere of Light Eco that explodes on contact, temporarily negating (or rather, massively slowing down) the passage of time for everyone and everything inside the blast radius, which is 40 meters.

Lvl 3 - Localized Defensive System [1200WP]: Remember when we said that the Piercer was a scaled down PDS? Well… this is a little less scaled down. That punches through things. This makes things no longer be… things. Whenever this massively slow firing Eco Weapon is fired, it pretty much obliterates any solid object it hits, causing the matter to rip itself apart and explode in a fury of molecular-scale detonations as every atom is supercharged with Light Eco. When fired, this weapon drains not just all the Light Eco stored in it, but all non-Dark Eco in it period. The amount of damage is proportional to the amount of Eco expended.

==== Metalhead Breed ====

This section allows you to customize your Metalhead form if you're an Infiltrator or your pet if you bought the Tame Metalhead.
You can convert CP to MP at the rate of 3:1 but not vise versa.

Breed Size

Tiny Metalhead [-100MP]: Like the many stingers and ginsu spawned enmasse, your true form is between 1 and 2 feet. There are some advantages to being this small, it makes infiltration a breeze since you'll fit into most vents and being as light as you are you are quite maneuverable. On the downside by necessity your carapace is quite thin which makes it about half as effective as it would be normally. On the upside, you are much faster and harder to hit than the other Metalheads. Your human-form is that of a child or an Ottsel and you gain that form as an altform.

Average Metalhead [Free]: An average size, not too small or too large, this form is ideal for an infiltrator. It is relatively easy to adjustment to going from human to Metalhead or back. However, you're only slightly stronger and tougher than the average human... before factoring in any breed specific quirks.

Large [200MP]: About 4 times the size of a human and generally more suited to fighting than the smaller breeds, at this size mobility becomes an issue. Your weight makes movement somewhat unwieldy without multiple legs to support you, but your carapace is twice as thick and twice as strong and any natural weapons you possess will be more damaging due to the increase in size and strength

Massive [400MP]: Colossally large, your body is the size of a small house rivaling that of the wasteland dwelling Metalsaurs or massive Grunt Elephants that guard the Metalhead nests. At this size you will find that the damage dealt by any natural weapons you possess is drastically improved and your inches-thick carapace is more than five times as resilient as it would be at human size.

Carapace

Standard [Free]: the standard biomechanical carapace of the Metalhead race, at human size this will be enough to take a few shots from a blaster or similar held weaponry.

Armored [200MP]: certain parts of your body (i.e. those more likely to be shot at and those containing your important bits, or roughly 40% of your body mass) is not covered in thick bio-ceramic Armor plates. These Armored areas will hold up against small arms fire indefinitely and require concentrated fire from Eco weapons to pierce. The rest of your body has the equivalent of standard carapace.

Plated Exoskeleton[400MP]: Like the immense Armored bodies of the Metalpedes, you are coated almost entirely in thick armored plate capable of deflecting all but the most potent of weaponry undamaged.

Breed Traits

Extra Limbs [100MP]: Maybe you're a little too heavy to walk as a biped or maybe you just need more arms for all the punching, but each purchase of this trait grants you an additional pair of limbs (or a large tail) to your Metalhead body. You can buy this as often as you have the points for it.

Biomechanical Adaptation [200MP]: some of the Metalheads lean more on the mechanical side of biomechanical than others, as the hybrid helicopter-drillbit of the Ginsu attests. You may replace one of your limbs or even part of your torso with a basic mechanical construction, be that a gun, steering assembly, or washing machine. This can be combined with other purchases to make them more machinelike, improving their efficiency and performance, but making them harder to regenerate.

Wall Clinging [100MP]: like lizards and insects a great many of the Metalheads consider gravity not much of a concern as long as they have a surface to cling to. No matter how large you are you may now crawl freely up walls and ceilings… just as long as they can take your weight.

Flight [200MP]: Whether through wings or some more complex internal mechanism you have gained the ability to counter gravity's cruel shackles. The speed at which you fly, regardless of the means by which you achieve it, is roughly 20mph over distance, though you can double that for short bursts.

Bladed Appendage [200MP]: Advanced space faring scourge or not, Metalheads still know the value of good old fashioned razor-sharp limbs, be it for melee or prying open stuck jars… I mean doors. Select one pair of limbs; they are transformed into a blade of similar size to the replaced limb. Legs replaced this way can still be walked on.

Purchasing it a second time for the same limb-pair makes them much larger and coated in a special superhard agent that allows them to be used as shields and makes them even sharper, able to cut through almost any material known in this world… even Precursor Bronze of the personal armor thickness.

Eco Blaster [200MP+]: This modifies one of your limbs (or your mouth) so that it can fire an unrefined glob of Dark Eco grenade style, as well as giving you the ability to store up to six Dark Eco charges, each of which can generate six such grenades. For an additional 100MP you can upgrade that limb to fire a blaster-mod style laser pulse at much greater range, and for 100MP more transform it into a rapid fire blaster that sends out six bolts a second. Bolts do individually less damage, but each Dark Eco charge can supply up to 54 bolts. If rapidfire isn't for you, for 400MP you can transform the Eco Blaster into a Dark Eco Cannon, which expends an entire charge in one massive beam of obliterating awfulness. Regardless of upgrades, your body now produces a steady source of Dark Eco, enough to top you off in about an hour.

Spawning [200MP]: The leaders of the Metalheads are able to birth lesser Metalheads to aid them in their goals. By purchasing this, you become one such Metalhead. Choose one from Pod Spiders (dinner plate-sized arachnids that carry an exploding sac of acid on their abdomens), Hoppers (frog-like Metalheads with powerful hind legs), or the common Stingers (foot-long scorpions with a rather vicious sting).

Spawning 2 [200MP] (Requires Spawning): With this, the variety of Metalheads that you can spawn increases to include all the breeds available in Spawning, the entire line of Metalbugs, plus you may add either Metaljackets (two foot long hornets with the ability to fire Dark Eco bolts from their abdomen) or Ginsu (small drill-like creatures with rotating buzzsaw-like blades to deter those that would fight them up close) to your arsenal.

Nest Builder [300MP]: While the smaller metalheads can be spawned en mass by Metalhead Leaders, things the size of a person or greater require a nest. Metalhead nests feature glowing green pustules, acidified water, tentacled wildlife, and lots of darkness. It is from those pustules that larger metalheads are born. With this, you and any spawn you may have can construct these nests, terraforming the environment to better suit your kind. The process takes time and these nests have no real defenses, but they can produce a steady stream of Metalheads to do your bidding.

==== GARAGE ====

You have 2000VP to use either creating your own car or purchasing vehicles found in setting. All purchased vehicles will respawn in the warehouse seven days later if they are destroyed. You may trade CP to VP at a 1:2 ratio but not vice versa. Cars come in 4 types; Buggy, Class 1, Class 2, and Class 3. Spargus Citizens and Experimentals receive either a Sand Shark or Tough Puppy free. Racers gain an extra 800 VP.

Vehicle Import [400VP]: You may import any vehicle weighing less than 5 tons into this jump, granting it an altform as a Kras Grand Prix car. So that your vehicle will qualify for any Eco Cup, the import will gain a complete set of the standard kras hardware: the Kras GP Variable Weapon System, the Blue Eco Supercharger, and Armor 4, or roughly enough to not be immediately destroyed by a couple of missiles. Weapons from outside the jump and excessive Armor will be disabled during an official race. Alternatively, you may select any vehicle from the “Off the Line” section, and have the imported vehicle gain that as an alt form. You may purchase any systems or tuning you wish for imported vehicles.

TUNING

This is a quick how to on customizing your vehicles.

First, buy a chassis to determine what kind of car you’re building and its base stats. Each chassis starts with the minimum stat shown, and can be increased (tuned) up to the maximum. Stats are listed with two values. The lower is the minimum, the higher is the maximum, usually but not always ten. Second, grab whatever special systems and weapons you want. If you don’t want to customize your vehicle, you can simply buy an off the line model.

STATS

- **Engine [50VP/]:** The more powerful your engine, the higher your top speed. A rating of 1 indicates a top speed of 175 mph. Each level after that adds 25 mph. Even if you possess the ability & skill to boost a vehicle’s top speed over 400 mph, you will be limited to 400 mph during official races. This is a spectator sport, so having one car going 8,000 mph ruins the crowd appeal. A similar restriction applies for all other vehicle states.

- **Gearbox [50VP/]:** The more finely tooled your Gearbox, the faster you can accelerate to top speed, and the more efficiently you can downshift. You'll reach top speed in roughly 17 seconds with a Level 1 Gearbox and just under 8 seconds with a Level 10 Gearbox.
- **Armor [50VP/]:** The Armor rating measures a vehicle's ability to sustain damage without performance being compromised. As these are largely racing vehicles, Armor is rated in efficiency, not in thickness, since a big heavy vehicle is a sitting duck. Level 1 Armor is barely more durable than a standard car, while Level 10 armor is easily capable of tanking half a dozen missiles without slowing down.
- **Turbo [25VP/]:** Each racing vehicle possesses a specialized tank designed to store up Blue Eco, and (when called upon) release it into the machinery of the vehicle, supplying it with boosted speed and efficiency. The Turbo Rating indicates how long the vehicle can maintain the boost effect, assuming the included Eco Tank is full. Each level is has a different effect, depending on the type of Turbo System installed.
- **Turning [50VP/]:** Everything else has been about going fast in a straight line, which is fine… for drag-racers. Professional Racers do this tricky thing where they turn. The Turning Rate is how well your vehicle can take a corner. A Turning Rate of 5 or less means you cannot drift and will lose a significant portion of your speed whenever you corner, and you'll have to crawl through hairpins. At 10 you barely lose speed while cornering and can near turn on a dime… whatever a dime is. Hairpin corners at 400mph? Suuuure.
- **Handling [25VP/]:** Of course, Turning isn't everything. Sometimes you just need to shift lane or hold your position and speed steady so you can aim your rockets. That's where Handling comes in. Handling is how easily controlled the vehicle is, with a 1 being a very rough ride where the car must be constantly controlled or it will veer wildly. At a Handling Rating of 10, the car is smooth as wet glass and practically drives itself.
- **Grip [25VP/]:** Having good Turning and Handling is all well and good, but if your tires can't grip the road, you aren't going anywhere. Grip is the measure of how effective the car is on slick or unstable terrain. Considering that some of the tracks are frozen over, while others are sand, this can be incredibly important. A Grip of 1 will be fine on normal paved roads… a 10 will be fine on walls if you keep your speed up.

Chassises

Standard Chassis [Free]: The most basic frame, a jack of all trades ace of none, the Standard Chassis doesn't come pretuned to any specialty.

- Stats: Engine (2-10), Gearbox (2-10), Armor (2-10), Turbo (2-10), Turning (2-10), Handling (2-8), Grip (2-8)

Dasher [150VP]: Not the fastest or the hardiest, the advantage of the dasher chassis is that it comes with the most efficient turbo and some of the best handling to assist those divers that want to maintain turbo for long periods of time. A good driver can outrace faster cars by using the more efficient turbo to outpace cars with better engines.

- Stats: Engine (3-10), Gearbox (2-10), Armor (2-10), Turbo (5-12), Turning (5-10), Handling (5-10), Grip (3-10)

Bruiser [200VP]: A more heavily armored option approaching the weight restrictions of the Kras Grand Prix. The sheer weight of the car means that it isn't quite as fast as some other models but it can take a hit and the powerful gearbox will have you back at top speed pretty quickly.

- Engine (1-9), Gearbox (4-10), Armor (4-12), Turbo (3-10), Turning (4-10), Handling (4-10), Grip (3-10)

Minicar [200VP]: Minicars are great on straights, able to reach some of the highest speeds seen on the track due to their light frames and powerful engines. The frame however is rigid and the cars have trouble cornering when compared to other combat racers.

- Engine (6-13), Gearbox (6-10), Armor (2-10), Turbo (2-10), Turning (3-5), Handling (5-10), Grip (6-10)

Muscle Car [400VP]: This is for those people who are all about horsepower. The muscle car comes with a souped up engine that roars as you blast past the rest of the competition in a blur with enough traction to use it. Not great around turns and the turbo is nothing to write home about but down the straights you'll be king.

- Engine (7-12), Gearbox (6-12), Armor (5-10), Turbo (3-8), Turning (2-8), Handling (4-10), Grip (5-10)

Speedster [450VP]: A prototype combat racing chassis even more speed at the cost of a little handling… ok a lot of handling. Potential to result in the fastest car on the track or a flaming wreck which is up to you.

- Engine (7-15), Gearbox (6-10), Armor (4-10), Turbo (3-10), Turning (6-10), Handling (1-7), Grip (4-10)

All Terrain Armored [450VP]: Heavier and more durable than any other chassis. Based the Boomer, the All Terrain Armoured chassis features solid suspension and a reinforced frame designed to accommodate heavier armour.

- Engine (3-9), Gearbox (6-10), Armor (6-12), Turbo (3-9), Turning (4-9), Handling (7-10), Grip (8-13)

Monster [400VP]: The Monsters are armored trucks with massive wheels, designed to carry an artillery piece into a Metalhead nest so that Wastelanders can destroy their hated enemy. Monsters are not Kras Grand Prix legal.

- Engine (3-10), Gearbox (4-10), Armor (12-16), Turbo (2-10), Turning (4-10), Handling (5-10), Grip (5-10)

Leaper [400VP]: No-one is quite sure why this kind of car even came about, what with all the flying vehicles available but what the hell, it is awesome. The frame of the leaper can coil and launch the car a good 50 feet into the air without losing forward momentum. Toss in some midair turbo and you have uncontrolled flight. Watch out for cliffs, as hitting them is just as bad as falling off them. Leapers are not Kras Grand Prix legal.

- Engine (3-10), Gearbox (3-10), Armor (3-10), Turbo (2-10), Turning (3-10), Handling (3-10), Grip (3-10)

SYSTEMS

Turbo Systems

A vehicle can have only one Turbo System installed.

Blue Supercharger [Free]: The Kras Standard Turbo Charger uses a tank of refined Blue Eco to power up the engine and activate the jets at the back of the car. As long as you are on a Kras Grand Prix Track, this system will somehow convert hangtime and drifting energy into Blue Eco. Turbo lasts 3 seconds for each point of Turbo Rating and speeds the vehicle by about 50%.

Dual Thrust System [Free]: The standard turbo for the many buggies found in Spargus, the Dual Thrust System consists of 2 small jets at the back of the car powered with a mix of conventional fuel and Eco turbo. Rather than being provided as a tank of Blue Eco, this system's Turbo comes in the form of charges. A charge lasts around five seconds, speeds up the vehicle by about 5%x the Turbo Rating, and takes half as long to reset before you can use it again. Vehicles with this system carry up to 3 charges at a time.

Ramming Burst System [50VP]: The powerful turbo on Dozers is slightly different from normal turbo systems, only boosting the car for about half a second, though it takes the only a few seconds to recharge the Turbo. The Ramming Burst boosts the vehicle to top speed or around 10% faster if already at top speed, perfect for ramming through debris or fortified walls. The system comes equipped with a number of charges equal to your Turbo Rating.

Single Barrel Supercharger [200VP]: This is one massive rechargable turbo engine that looks like a small rocket engine. Each charge will give you about 2 seconds per point of turbo at double speed and will take around 90 seconds to reset before you can use it again. It comes standard with 3 charges. A vehicle's handling decreases drastically while using this system.

Secondary Booster Tank [200VP]: This doubles the number of Turbo Charges on your vehicle and can be purchased multiple times.

Weapon Systems

You may purchase as many as you like unless stated otherwise.

Combined Weapon System (frontal+rear)

Kras GP Variable [Free/400VP]: This system was designed for maximum excitement in the Kras City Grand Prix. It takes in Red and Yellow Eco and morphs into one of the Eco weapons below at random with just enough ammo to kill another driver if you aim carefully. If you pick up a Yellow Eco charge, the system will give your vehicle one of three random front mounted weapon systems, either a Vulcan Fury, a Grenade Cluster, or a set of Seeker Missiles. If you pick up a Red Eco charge, the system will give you one of five random rear mounted weapon systems, either Mines, Oil Slick, Smoke Screen, Shield, or Auto Turret. Each of them can also be purchased separately. If you want to keep this post jump, you can pay 400 CP, and (post jump) this will produce one charge of either colour every 20 seconds, with enough ammo for 4 seconds' use.

Unrandomizer [400VP]: If randomness doesn't appeal, you may upgrade the Variable System to be selectable, with your vehicle converting Red and Yellow Eco into the weapons of your choice rather than the randomness used by tournament organisers for entertainment value. The unrandomizer is set up so that you pick which systems the next Eco Charge you pick up will activate, but it can be changed between weapon activations.

Peacemaker [400VP]: Requires a Variable Weapons System. Now the good folks at Kras City GP marketing had a choice; Have three random Yellow Eco weapons and make one of them ever so slightly more likely to show up (33%, 33%, 34%), use fractions (⅓, ⅓, ⅓).... ooooooorrrr add a fourth weapon system, something insanely lethal with that sweet sweet 1% to have the crowd howling for blood. Enter the Vehicular Peacemaker, which, unlike the gun mod, locks onto the car ID'd as being in first place by our monitors and launches a homing bolt of Eco that streaks through the course to turn them into a burning wreck. 1 charge equals 1 shot. Out of jump, this system transforms into a high power hunter-killer system that can select targets and may be used on its own, though it requires five charges of Yellow Eco to charge up.

Frontal Weapons

Dual Mounted Submachine Guns [Free]: This is exactly what it says on the tin. Attached either to the hood or roof of the car, these are your standard machine guns, equipped with caseless ammunition. While not the fanciest of weapons many wastelanders swear by them for reliability not even jamming in sandstorms. The anti-vehicle ammo has a 240 rpm rate of fire and the system contains 5 minutes of ammo. The ammo replenishes once every 8 hours, as long as you're using the standard ammo. This weapon has no targeting or aiming system.

Standard Grenades [100VP]: Purchasing this system equips a powerful grenade launcher from the hood of your car. These are the more conventional sort of grenades, a cocktail of explosives, that (while they don't pack the punch of Yellow Eco Grenades), they do pack more of a punch. The system has a 1.5 second rate of fire and comes loaded with 60 grenades that respawn once every 8 hours. This weapon has no targeting or aiming system.

Mounted Minigun Turret [300VP]: Purchasing this heavy weapon system requires either Monster Chassis or Dozer Armor. If there is a problem that can't be solved with hundreds of armor-piercing rounds a second, this is the wrong tool. If it can be solved with hundreds of armor-piercing rounds a second it's no longer a problem. This turret can swivel completely around and has a reasonable degree of elevation control. The system holds 5 minutes of ammunition if fired continually and the ammo respawns once a day.

Heavy Red Eco Laser [400VP]: A step up from the minigun in terms of raw firepower, the Heavy Red Eco Laser requires Dozer Armor and is incompatible with Mounted Minigun. This roof-mounted turret shoots darts of high powered Red Eco for maximum

destruction. Less for vehicle to vehicle combat and more for when you want to make a one car siege on a location. Although far slower than the Turret, this has two major advantages. First, it draws on the vehicle's internal power supply, giving it very close to infinite ammunition, and (second), it has longer range and packs much more of an individual punch.

Yellow Randomiser Weapons

Although normally generated by the Variable Weapon System,
these can be purchased and installed separately.
VWS are roughly 75% the power of standalone systems of the same type.

Vulcan Fury [50VP]: Considered the simplest of the Yellow Eco vehicle weapons, this purely mechanical version of the vulcan fury GunMod uses Yellow Eco-filled bullets to burn through Armor plating better and at 12.5 rounds a second that can lead to some pretty brutal death. The Dark Eco System converts the Vulcan Fury into the Coil Gun which has double the fire rate, double the armor piercing, and double the carnage. A single Eco charge makes 50 rounds if generated by the Variable system, while the fully installed version has 500 rounds that respawn once per day.

Yellow Eco Grenade Cluster [50VP]: Ah grenades, a crowd favourite. Less accuracy, more boom. Hurling clusters of four to five grenades of ultradense Yellow Eco straight ahead of you at whatever is obstructing your path... trees, walls, debris, other drivers... anything between you and that first place finish. With the Dark Eco System up and running these upgrade to Skull Crushers, the Dark Eco giving each grenade that much more oomph and making the Yellow Eco efficient enough that clusters of 6 to 8 can be launched for the same cost as 4 normally with no loss in power. A single Eco charge makes 3 volleys of grenades if generated by the Variable system, while the fully installed version has 30 grenade volleys that respawn each day.

Seeker Missiles [200VP]: The best or the worst of the 3 weapons commonly spat out by the variable system depending on who you ask, these are short-range heat-seeking vehicle to vehicle missiles that practically guarantee a vehicle kill. Now normally, with all the heat a Combat Racer puts out, that would be great... but a while back someone figured out that if you release a Red Eco weapon, the heat it generates on being deployed screws with the Seeker targeting royally. The Dark Eco System doubles the missile output, range, and travel speed. A single Eco charge makes 4 missiles or 8 Dark Eco missiles if generated by the Variable system, while the fully installed version has 32 missiles that respawn once a day.

Red Randomiser Weapons

Although normally generated by the Variable Weapon System,
these can be purchased and installed separately.
VWS are roughly 75% the power of standalone systems of the same type.

Mines [100VP]: This system deploys a cluster of six to eight smart mines that will leap onto any vehicle that passes in proximity to them. They go active a second after being launched and lock on from a couple meters away, then detonate three seconds after they lock on or thirty seconds after deployment if they don't lock onto anything. They can be shaken off with a little creative driving and can cripple a lightly armored vehicle in a single shot. The Dark Eco system will clump all of the Eco that would normally go into the whole cluster of little mines (along with a hefty Dark Eco investment) into a single easy to miss landmine that will flat out kill pretty much anything that gets caught in the blast. A single Eco charge makes 1 cluster if generated by the Variable system, while the fully installed version has 6 clusters that respawn once per day.

Oil Slick [50VP]: The classic oil slick; slip up those behind you on key turns, make ice more treacherous, or turn a cliffside into a deathtrap for those behind you. Not the most directly offensive weapon but with some creativity it can be both lethal and entertaining on the track. The Dark Eco System causes the oil slick catch fire. A single Eco charge covers a patch of track about 20 meters long by 8 meters if generated by the Variable system while the fully installed version has enough slick for 240 meters. The tank refills every day.

Smoke Screen [50VP]: Ah, smoke screens, great fun around. Of course, this isn't particularly deadly on its own, but it can be dangerous if used right. Already lethal turns become nastier, landmines become harder to see, and roadblocks become absolute killers. Of course, if you add the Dark Eco System, the cloud becomes electrified without any outward signs. The screen is 4 meters tall, 8 meters wide, and 40 meters deep… though this varies depending on windage. A single Eco charge creates a single cloud if generated by the Variable system, while the installed version can generate one such cloud every 10 minutes.

Shield [100VP]: Added to the system after drivers revolted due to short life expectancy issues, the Shield system was the response once the mob got involved and well… you don't want to hear this story. Since the Kras Race Officials couldn't have some boring defensive shield, the Red Eco shield generates a field around your vehicle that repels incoming projectiles and shocking any other competitor that gets too close. The Dark

Eco System makes any vehicle that comes in contact with it go up in flames. A single Eco charge powers the shield for 20 seconds when generated by the Variable system, while the installed version can be active for up to 3 minutes every hour.

Auto Turret [300VP]: This deployable auto turret packs a machine gun with loaded with 1000 rounds that lands in the middle of the track and targets everyone that passes besides the vehicle that spawns. The Dark Eco system swaps the machine gun out for a missile launcher bearing 50 explosive payloads. A single Eco charge generates a single turret when generated by the Variable system, while the installed version has 6 turrets that respawn once per day.

Auxiliary Systems

Green Eco Repair System [100VP]: This system allows vehicles equipped with it to repair themselves using Green Eco. So long as the system is intact and the vehicle is fed a steady stream of Green Eco, it will repair the vehicle to prime condition regardless of damage in a matter of a few seconds, though more damage means more Green Eco is needed to fix it. The system does not store any Green Eco.

Dark Eco Supercharger [400VP]: If you install this experimental system into your vehicle, it will make said vehicle as close to being alive as an otherwise inanimate system can be. As your vehicle takes progressively more damage (or deals damage to others) the Dark Eco inside this Supercharger will flood into your engine and weapons systems. This will make your vehicle faster of course, and extend the burn on your turbo-boosts by a significant amount, but it's most effective when combined with a Variable Weapon System or any other Eco weapon, which get boosted by the Dark Eco, often in some horrifying way.

Desert Proofing [100VP]: Despite being open to the elements, the buggies of Spargus can be driven in the worst desert weather with minimal protection. With this system, your car will filter the air in the cabin and into the engine, letting you comfortably drive through a sandstorm with nothing but goggles and some cloth over your mouth.

Dozer Armor [200VP]: Heavy metal plating designed for ramming through fortifications, the Dozer Armor massively improves the durability of any road vehicle, allowing it to take far more punishment before becoming rolling junk. Unfortunately, this extra weight slows the car drastically, but when you can go in a straight line through a building rather than around it, it tends to even out. This doubles your vehicle's Armor Rating but

subtracts 4 from your Engine and 2 from your Gearbox. It is not Kras championship legal.

OFF THE LINE

A selection of existing designs for your purchasing pleasure.
These cannot be further tuned with VP.

Buggies

Tough Puppy [400VP]: The most basic of all the buggies, the Tough Puppy has no weapons, only a standard turbo, no special armor. This is just a beginner buggy for newer Spargus residents.

- Engine 7, Gearbox 7, Armor 8, Turbo 4, Turning 6, Handling 8, Grip 8, Dual Thrust System, Unarmed

Sand Shark [600VP]: Simple, reliable, and well loved, the Sand Shark is a favourite of Wastelanders for its robust design and ease of maintenance.

- Engine 6, Gearbox 10, Armor 10, Turbo 6, Turning 6, Handling 8, Grip 8, Dual Thrust System, Dual Submachine Gun

Gila Stomper [800VP]: Used by veteran Wastelanders to keep the Metalhead population around the city to reasonable levels, the Gila Stomper features a turreted minigun with a powerful auto-targeting system.

- Engine 5, Gearbox 8, Armor 15, Turbo 6, Turning 5, Handling 5, Grip 10, Dual Thrust System, Autoturret Minigun

Slam Dozer [800VP]: The vehicle of choice for the leader of spargus king damas more mobile siege weapon than buggy. The Slam Dozer's Red Eco laser and massive armoured hull are ideal for crashing through walls and blasting past things on the other side of those walls.

- Engine 5, Gearbox 8, Armor 20, Turbo 6, Turning 4, Handling 5, Grip 10, Ramming Burst, Heavy Red Eco Laser.

Class 1 (Red Eco Cup) Racers

Road Blade [500VP]: The most common vehicle in the Red Eco cup. This car is fast enough to compete but not so fast that newer drivers crash into walls more than is

amusing. The major upside of this car to more experienced drivers is the efficiency of the Turbo, which is among the best on the circuit.

- Engine 7, Gearbox 7, Armor 6, Turbo 9, Turning 7, Handling 8, Grip 6, Variable Weapons Systems

Basher [500VP]: Another common amateur's choice when it come to combat racing, the Basher is a little more armored and a little slower than the Road Blade. It performs well in the events more related to combat and less related to racing.

- Engine 6, Gearbox 8, Armor 8, Turbo 9, Turning 6, Handling 8, Grip 8, Variable Weapons Systems

Dragonfly [600VP]: The standard minicar for those involved in amateur combat racing, the Dragonfly is extremely fast both in terms of speed and acceleration, especially compared to the other Class 1 vehicles, though it suffers from poor Handling and Turbo and, like all minicars, cannot drift.

- Engine 9, Gearbox 9, Armor 7, Turbo 5, Turning 4, Handling 5, Grip 5, Variable Weapons Systems

Howler 99 [700VP]: Argued by many to be the best of the cars in the Red Eco Cup, the Howler 99 sports a powerful engine as well as surprisingly responsive steering. The vehicle is, however, not without its downsides. It's rather hard to control and has mediocre supply of Blue Eco due to lack of space within the vehicle making a Turbo both in short supply and dangerously hard to control.

- Engine 9, Gearbox 9, Armor 8, Turbo 6, Turning 6, Handling 4, Grip 6, Variable Weapons Systems

Class 2 (Green Eco Cup) Racers

Streetgrinder [700VP]: A racing car in the purest sense, The Streetgrinder is thought to be the fastest Racer on tracks with numerous turns and hazards and has been designed to handle those obstacles without loss of performance. Quick acceleration and superior turning make this great for the more involved tracks, though the handling is quite tricky and it doesn't have the best grip.

- Engine 8, Gearbox 9, Armor 7, Turbo 8, Turning 8, Handling 5, Grip 4, Variable Weapons Systems

Hammer Head [700VP]: A very heavy-duty, high-up vehicle, with a thick steel chassis, fortified cabin armor, and an actual roof above the driver. Despite a superficial brawler appearance, its acceleration and control (responsiveness, stability, steering accuracy,

etc.) is noticeably efficient, while its engine and armor are closer to that of a strong all-rounder. Moreover, its average top speed is eclipsed by its turbo system, and while the turbo corresponds with a decline in control, this is mitigated by good powersliding capability. One less noticeable downside to the Hammer Head is that it is quite top heavy, and thus rather prone to rolling over in some of the hilly arena tracks.

- Engine 8, Gearbox 7, Armor 8, Turbo 8, Turning 6, Handling 6, Grip 8, Variable Weapons Systems

Firebat [800VP]: The Firebat improves on the Dragonfly's design by dropping some Armor in exchange for more speed and more acceleration. The Firebat is one of the fastest cars on a straight but, due to the car's poor Turning, it loses a lot of speed round turns.

- Engine 10, Gearbox 10, Armor 4, Turbo 6, Turning 4, Handling 8, Grip 6, Variable Weapons Systems

Roadhog [750VP]: A compact armoured vehicle with widely spread wheels, the Roadhog is ideal for wide open tracks on difficult terrain. Its design allows it to outperform the less robust cars of the Green Eco Cup but the same design that grants this advantage leaves it liable to catch the walls of extremely tight turns with its wheels. To compensate for these issues the Roadhog's acceleration and turning were improved making this one of the easiest cars to drive in the Cup once you've adjusted to the extra turning space it requires.

- Engine 7, Gearbox 8, Armor 9, Turbo 8, Turning 7, Handling 6, Grip 7, Variable Weapons Systems

Class 3 (Blue Eco Cup) Racers

Javelin X [800VP]: A jak-of-all-trades among the Class 3 Racers, the Javelin lacks the specialization of the rest of the cars found in the Blue Eco cup, opting for decent performance in all situations over dominant performance in one. It also handles like a dream. Of all the cars in the grand prix, the Javelin is the one that will do what you want when you want for the least amount of effort.

- Engine 8, Gearbox 8, Armor 7, Turbo 8, Turning 6, Handling 9, Grip 6, Variable Weapons Systems

Anvil RTX [800VP]: With more mass and less control than the Javelin, the Anvil is ideal for a stint in the Deathmatch Arena but less useful on the track despite its above average speed. While it's power is nothing to sneer at, it's lack of handling and only par

turning rating, at the sheer speed of the Blue Eco Cup, the Anvil takes a top notch driver to not be a deathtrap.

- Engine 8, Gearbox 6, Armor 9, Turbo 7, Turning 5, Handling 6, Grip 10, Variable Weapons Systems

Boomer [900VP]: The quintessential armored vehicle of the Blue Eco Cup, the Boomer sports the thickest Armor-plating and some impressive suspension, making both environment and enemy fire far less of a factor than with other cars. Unfortunately, that extra armor weighs it down, meaning it has a relatively low top speed for such a high end car.

- Engine 7, Gearbox 8, Armor 10, Turbo 7, Turning 6, Handling 7, Grip 10, Variable Weapons Systems

Havoc v12 [1000VP]: The Havoc v12 is not for the faint of heart. Currently the fastest car on the track… the Havoc is also the one most likely to get you killed. In order to get the steering to work at such a high top speed, it had to be made extremely sensitive... some would say too sensitive. With this speed demon you're always one mistake away from an untimely demise. Still, if you want speed, this is the car for you.



- Engine 10, Gearbox 10, Armor 7, Turbo 6, Turning 7, Handling 3, Grip 8, Variable Weapons Systems

Special Vehicles

Daxtermobile [1200VP]: A celebration of the greatness that is the Ottsel, the Daxtermobile is the personal vehicle of everyone's favourite shoulder ornament and the fastest car in on the Kras circuit. When it gets going, its powerful engine and large turbo tank allowing it to sustain top speed. May or may not feature subtle pieces of Precursor tech.

- Engine 11, Gearbox 7, Armor 6, Turbo 10, Turning 7, Handling 5, Grip 7, Variable Weapons System

==== DRAWBACKS ====

Drawbacks override perks as standard you may take up to 800CP in drawbacks, or Sidekick's Sidekick and one other drawback.

Silent Protagonist [+100]: You have become mute. This includes any telepathic or magical communications and if you know sign language you will forget it for the duration of the jump. However somehow this won't prove a real obstruction to communication; people will just understand your general intent.

Speak Up [+200]: for another 200 CP this will be obstructive rather than just irritating with any attempts you make to communicate failing.

Be Careful What You Wish For [+100]: Not sure how this is a drawback. I mean there was an ahem.. adjustment period, but once you get some pants you'll realize that you just upgraded to pure awesome, I mean look at me… fearless hero, perfect girlfriend, and saved the world 3 times. With only a little assistance from my old friend jak. But anyway, for the duration of this jump, you're stuck in the form of a 12 inch tall weasel-oid. You are an Ottsel… and because it's awesome, you get to keep the form as an altform.

Ottsel Sale [+100]: All your companions have been transformed into Ottsels as well. If you don't have at least 2 companions you can't take this. Any companions you don't import into this jump are transformed into standard, not-cool, can't talk Ottsels. All your companions gain Ottsel altforms.

The Count [+100]: Somehow, Count Veger, a supercilious and pompous member of the Grand Council of Haven City, has learned of your… special nature… and has decided to accompany you, taking notes and generally snarking at everything you do. He is an ass, but has impenetrable plot armor and the ability to follow you anywhere you may go, no matter how improbable that might seem. If anything, he becomes even more annoying once he becomes an Ottsel. You can, if you're mental, keep him as a companion, though he loses some of his plot armor (enough to be harmed if someone's actually trying to hurt him) and will never be able to transform out of his Ottsel form unless imported into a human form for a jump and then only for that jump. If you don't import him into a jump, he regains his full plot armor and will wander around, annoying people and getting into places he has no business getting into. His primary ability is gaining knowledge about dangerous and or forbidden things. You can also assign him to another companion, to which he will officially become a sidekick, importing when they import, but not gaining any CP for doing so. As a sidekick, he takes on a form suitable for whatever form his assigned companion has been imported as (usually a weasel,

otter, or similar if the companion is human, but could be a large centipede if companion is insectile, a snake if the companion is reptilian, etc.)

The Itch [+100] (Infiltrator only): Being in your human form itches like crazy, making you short-tempered and cranky... not ideal for an infiltrator that may need to get into people's good graces. If that wasn't enough, when you get angry, your eyes glow as they would in your metalhead form which is likely to get you caught. Remember, everyone hates the metalheads.
http://jakanddaxter.wikia.com/wiki/Metal_Heads
http://jakanddaxter.wikia.com/wiki/Metal_Bugs

Targeting System? What's That? [+200]: For the duration of the jump any missiles you intend to use will need to be guided in person, as in with you or a companion riding them. Your ability to aim a gun is reduced to… let's just say you better learn to pray while you spray.

Something In The Water [+200]: What is it with people and water that seems to compel them to put sharks in it or sentry drones or sentry sharks? If you swim more than a couple yards from shore, a giant shark will eat you and you WILL die. Beware any water too deep to wade in.

Inner Ear Problems [+200]: Your balance has been shot to hell. Any form of spinning or rolling is likely to end with you on your ass and your enemies laughing. Riding in a vehicle for too long will make you progressively more and more nauseated, but short rides (a few laps of the track, a quick trip to the grocery store… that should be fine). Does not apply to anything at walking speed or slower.

Prove Yourself [+200]: People will constantly expect you to prove yourself to them before they are willing to lend you any real aid or accept assistance on any but the most basic of tasks.

Obligatory Out-of-Jump-Powers-are-Sealed Drawback [+200]: Exactly what it says on the tin. All of your OOJ Powers are sealed, your warehouse is sealed, and your companions don't remember any of your previous jumps.

Kode Krimzon [+200]: The Krimzon guard want you either dead or captured whether for study or because you did something to offend praxis it doesn't matter you just jumped to the top of the most wanted list. Thankfully they aren't very attentive so you'll be able to roam relatively freely unless you draw attention to yourself. This becomes

significantly riskier when praxis dies and the robotic remnants of the Krimzon guard are left with killing you as one of their prime directives. If your background is Krimzon Guard, you are a traitor to their ranks and they super duper especially hate you.

Marauders [+200]: The marauders of the wasteland, uncivilized savages that they are, have taken an interest in you. Something about you has piqued their interest and they are willing to go to great lengths to steal from or inconvenience you; even going as far as to breach Haven just to kidnap one of your companions or steal whatever project you're working on.

Rated E for Everyone [+200]: While here you will be unable to swear or use guns or swords or any other weapon designed to kill. There will also be no bloodshed and no one can take off their clothing. This does not apply to Combat Racing, where everyone has signed up (willingly or not) to be shot at.

Gun Ban [+200]: Not only are you prohibited from using any modern means of dispensing death, you don't get any WP or freebies from the Arsenal. You can still take equip your Combat Racers with guns, but you can't use them.

Pacifist Rally [+200]: Sorry, we were just joking. No one would… okay, you really want this? You can still build and run Combat Racers, but you get no VP to do so and none of them can have weapons systems. You can keep any you can cram into your warehouse, but don't get any free parking nor a warehouse guarantee on them..

Kridder Ridder [+200]: You have been employed by Osmo "Kridder" Drawers and Must be the Exterminator. Scattered throughout the world are 10,000 metalhead bugs. You must individually hunt them down and kill each and every one of them personally. If you don't actually kill it with your own hands (or the bug swatter / sprayer in the Item section) it won't stay dead and you'll have to locate it and kill it again. You'll know you killed it correctly when it drops a golden metalhead gem. You do get a free Bug Swatter and Bug Sprayer however, so there is that. To make your job a little easier, you'll get a communicator app that tells you how many metalhead bugs are hidden within the same building you are in… of course, nothing keeps those bugs from moving to different buildings. Metal bugs come in a large variety from roach and beetle-like Metalbacks to spider-like Creepers to mantis-like Slashers to wasplike Flankers to scorpion-like Klaws to burrowing worm-like Slugs to bee-like Drifters who spawn Metalbacks and Creepers and that's before you get to the Hive Queens who can and will replace the bugs you've killed if you don't find and kill them all. However, in addition to the metalhead bugs, the world has also been overrun by Dark Eco Sandfleas which gather in areas infested with Metalhead Bugs and will swarm you and drain your health if they can. Only Blue Eco weapons like the Bug Swatter or Yellow Ultrasonic Blasts & Red Eco Flamethrower

Flames like that in the Bug Sprayer can kill them. Green Eco toxins (also found in the Bug Sprayer) can stun them along enough for you to hit them with something more dangerous.

Lost the Plot [+200]: You must now deal with the awfulness that is the Lost Frontier *__shudder__*. Expect characterization to fly out the window, lore to now be jarringly self-contradictory, and you'll get a new face that, while still recognizable as you if just barely, is different enough to be jarring. Oh, and all your powers will now function just differently enough that you have to relearn all of them all over again… even the ones you get from this jump. Your clothes will also change in strange, somehow unfashionable ways, though they'll still function the same.

Fucking Supernova [+200]: I hope you feel lucky because taking this means that death race cars now have the ability to get the supernova from the games (all cars in front of you explode). Sure, it's a 1 in 500 chance, but if it gets you and you don't have a shield up you're gone. By taking this you are required to take part in at least one Grand Prix (that's an entire season, not just a single race) or fail the jump.

Shoulder Sages [+300]: Somehow, the ghosts of Gol and Maya, the Sages of Dark Eco, have been linked to you and will appear like little shoulder angels to whisper, snark, and otherwise bother and distract you whenever they feel like it. If they aren't dead yet, you must somehow keep them alive while also keeping them from destroying the world, or they will haunt you. There is no getting rid of them once they've started haunting you, and due to the entropic nature of Dark Eco, any prison or cage or stasis chamber you stuff them into to try and keep them "safe" will breakdown within a few weeks or days, freeing them to continue making your life miserable. If you like, you can keep them as companions after this jump ends, if you've kept them alive. If not, you can keep them as ghosts which you can inflict on other people. Either way, they have all the knowledge and powers of a Dark Eco Sage and take up only a single companion slot if alive.

The Baron [+300]: You have earned the personal enmity of Baron Praxis, ruler of Haven City, whether through rebellion, surviving his attempts to kill you through banishment, or just because he doesn't like your face. Prepare to have the full weight of the Krimzon guard against you in addition to any legal citizen of the city being turned against you by propaganda. Your own counter-propaganda will fail to sway them back. If taken with Kode Krimzon the baron has the guard bots from jak3 at the start of the jump and will build up from there.

Past Self [+300]: Jumpchan has brought your child self into the jump with you and you will need to find a way to get them into a safer time or protect them until they can protect themselves. How did you forget this? You'd think even as a kid the gunfights would be more memorable! I guess butterflies can be pretty distracting. Your child self has all the skills, abilities, and powers you did, when you were 3 years old, in your original incarnation, is easily distracted by practically everything, and constantly loses protective items. You cannot pod, stasis, or otherwise imprison your mini-me, who does not grow up for some reason during his or her stay in this jump. If you successfully keep your Past Self alive and safe and mentally healthy through the adventures to come, and don't take any of the fairly rare chances to send them to someplace safer (like back to your home-reality) you can take them along with you. They count as a companion who gets 1/5th of any perk you gain or have gained, but you do not gain any perks they gain on their own. You do however gain any memories they gain. Please, for the love of the Precursors, even once they've grown up, do not try and seduce your past self. If they die, get mentally broken, or permanently transformed into something inhuman, you have failed the jump and in fact never went on a jump in the first place and are promptly erased from existence.

Death Race Reigning Champion [+300]: You have been fatally poisoned. The only way to receive the antidote to this deadly concoction is to win the Kras City Grand Prix Championship. The antidote only lasts 12 months however and then you'll be needing a refill. Hope you're confident in your driving skills. Due to an incident involving one driver, a cybernetic arm, and falling ratings the use of non-vehicle abilities was banned in the competition and expect the competition to upgrade to your tech level.

History unMared [+300]: Normally the world would have a history dotted by the name of a single hero... Mar. Seemingly present at all significant points in history to save the day, here he never existed. The only Mar known is the exiled prince of Haven, one of the last bastions against both the Metalheads and the Lurkers after the sage of Dark Eco, Gol, almost toppled the world all those years ago releasing the tide of Dark Eco on the world. This sets your time of arrival to the future no matter the background you took. You must now survive in a far more hostile world without Jak's heroic actions in the past. This has some knock on effects… for one, the lurkers are still present, and precursor technology is a lot less common, so don't expect to find any snazzy Armor in temples and orbs, power cells, and oracles are scarce. What tech you do find will often be damage and in need of major repairs. Most importantly the Dark Eco Siblings' plan to flood the world with Dark Eco was mostly successful and in the wake of that the Lurkers and Metalheads are far stronger than before.

Defenseless [+400]: The Precursors are long gone and this will be apparent in all things, from dead-eyed oracles to the slow decline of the great bronze monoliths that were their temples. Worst of all the Dark Makers are alive and well, completely untouched by the loss of their siblings. At first this may not seem so bad. Maybe it's a little harder to obtain a power cell. Maybe supplies are harder to get, but as time passes, the Precursor's absence will be felt more and more strongly. There will be no gentle nudges to guide heroes where they are needed, the Metalheads will grow out of control, and, worst of all, the planetary defense system that would normally defend the world from the Dark Maker Invasion fleet has been all but destroyed. The Dark Makers have building sized siege vehicles and have traveled the stars for eons. It is now up to you to stop them from conquering the world, to rally the people, and rediscover the secrets of Light Eco. Should the Dark Makers succeed in their conquest you will fail the jump.

That's Jak'd Up [+400]: Somehow, our silent hero has become convinced that you're behind the Metalhead and Dark Maker Problems that are plaguing this world and nothing you can say or do will sway him. He has all the powers available in this jump, ramped up to 12 and wants you dead. Maybe it's the metallic grey skin and the large Metalhead Gem stuck in your forehead. Whenever you seem like you might defeat him, he will always use the Dark Eco power Invincibility to escape and return at a later time, usually within a few months, having grown more powerful and improved his weapons yet again. If you can survive this assault and save the world at the same time (Jak will be too busy trying to kill you to do so… and if you don't keep the Dark Makers from conquering / destroying the world, you fail the jump) for nine whole years, Jak will finally admit that you're not an evil Dark Eco Metalhead Maker and join you, free of charge, though he will be powered down to his companion level. I, Daxter, will of course join you as well, because I know you'd want that.

Hoverchairbound and Hideous [+600]: Wow! Have you packed on the pounds! What did you do, go on the whale diet? Whatever you've done, it stinks… and so do you! And that face! Like 'Yeesh! Put a bag over it for all our sakes!' One krew was eno… nay too much for the world. Two is clearly a sign of the ugly times. For the duration of the jump you are a hoverchair-bound tub of ugly, unable to walk, barely able to roll, and largely dependant on other people to do things for you. All Charisma and Beauty perks fail to function for the duration and you are stuck at human-size… unless you're also an Ottsel, in which case you're stuck at Ottsel-size.

Sidekick's Sidekick [+1000]: You are now 'Tik", Daxter's sandflea sidekick. You have all the powers and durability of a sandflea… which is to say… almost none. You cannot

use any other forms, sizeshift, or any equipment not sized for a sandflea. You can communicate only by saying “Tik”. Do have fun and try not to get squished. You only have access to any memory perks plus any perk which might allow people to understand what your “Tik”s mean.

==== END GAME ====

You know the deal: Stay, Go Home, Double Jump.

==== NOTES ====

Precursor Tech Combinations

Eco Tech: While Light Eco was widely in use by the Precursors, it has become too scarce in modern times for a Sage to sufficiently study it. In your studies of Eco, you have discovered how the Precursors fused the 4 coloured Eco’s to form Light Eco.

Modgun Technology: Eco weaponry goes far beyond just handheld weaponry. With an understanding of Precursor weapony, you can recreate the more impressive Eco weapons of the past, such as a gauntlet that forms boulders from Eco to fire off at your enemies, Yellow Eco launchers that trail along surfaces and lasers, lots of lasers... the Precursors loved lasers. On the subject of lasers given enough time mining equipment and a large enough supply of Eco you could recreate the Planetary defense system.

Vehicle Tech: The precursors generally used teleport gates to get around more than anything spreading networks of these across the planet. Not only can you build these opening gates in space between any one gate and another for instant transport you also understand the principles behind the rifts used to travel through time though creation of new rifts will prove fruitless till post spark. Outside the various gates the precursors used you have also cracked the highly efficient levitation system used in both precursor spaceships and the rail between the surface and the world's core allowing for extremely fast travel at minimal Eco cost.

Robotics + Cybernetics: The secrets of precursor golems are yours for the making. Automated machines powered by eco the precursor golems are ideal soldiers at any scale of combat. powered by eco and forger from precursor bronze they make ideal tireless soldiers. In addition you may construct oracles both with some basic intelligence

to interact with the world in your stead and dole out rewards to those that meet your criteria.

Dark Warrior Technology: Massively improved survival rate such that unless someone is particularly sickly they can be transformed with only a few months recovery at worst. It can also be used to infuse plants, turning flower into monstrous 15ft creatures with eyes that are capable of spawning small aphid like minions with retractable spines and who knows what it will do should you turn to animals.

Precursor Essence (Eco Tech+2 others): In your exhaustive exploration of precursor technology you found something incredible the imprint of the precursors very form...furry orange rodents. Eco an imprint of the precursors in all their glory in sufficient amounts can transform others into to precursors. With this understanding you made a great undertaking to reverse engineer this feat and you may now infuse your own essence into Eco to transform willing others into one of your forms. The staff also somehow has the ability to magically conjure clothes onto people that both fit perfectly and are visibly pleasing regardless of the form of the recipient

Dark Maker Technology (Dark Warrior Technology+robotics+vehicles): This will let you not only build the technology of the precursors but also that of their less understanding brethren the dark makers. The now Dark Eco infused material will become jet black and spiked as well as becoming significantly more durable. Along with the knowledge of how they made their materials you gain insight into the ships that the dark maker used to travel between worlds on their path of conquest as well as the terrestrial vehicles odd crosses between crustacean and dragon standing several stories high as well as lighter units such as the dark maker robot.
http://jakanddaxter.wikia.com/wiki/Dark_Makers

RACING NOTES

Vehicle Supernovas do not exist in jump unless you take the drawback

The combat race circuit holds an annual 4 cup tournament with 3 classes of vehicle each having their own cup; Red, Green, and Blue respectively and then Yellow Eco where all who qualified in any car are welcome. A quick breakdown of the cups. The cups are decided via grand prix scores but to enter the grand prix you will need to accumulate 50 points over the course of the season via events these vary from arena deathmatches to drone destruction competitions and standard races. 3 points for first 2 for second and 1 for third. You will also need to place in 2 qualifying deathraces (standard race with guns allowed). The grand prix itself is a series of 3 combat races

selected from the 2 most difficult courses in the cup and a tour of one of the 4 major locations of the circuit.

The Cups are as follows

Red: The open entry and least deadly in theory of the 4 cups uses class one cars (slightly slower with good handling much better Armor) the grand prix takes in kras and spargus city and the southern tour through tropical relatively safe zones.

Green: Requires basic qualifications to take part where the pros really start getting involved doing well enough in the Red Eco Cup or previous participation will get you in here. The class 2 cars driven in the Green Eco Cup are less Armored and harder to drive but outperform the class ones on the whole. The grand prix runs through the forbidden jungle and mountain top highway before you endure a ,marathon race through old precursor temples and miles and miles of ice in the northern tour.

Blue: this is for seeded racers old champions sponsored divers and those that have clawed their way through the other cups class three cars are fast light and around the same performance as class 2 but with more sensitive steering for those lethal hard turns you'll need to make. The Blue Eco Grand Prix takes you through the sewer raceway and frozen seaway culminating in a brutal urban race through the western tour a track that leads through Haven nearly in its entirety.

Yellow: the top 16 racers through the season only in whatever car they care to use these are the drivers that have killed and outraced all other competition and if you make it this far expect them to be gunning for you. The winner of the Yellow Eco Cup is the overall winner of the kras city grand championship. This final gruelling grand prix takes you to the canyons outside kras followed by the eastern tour, any survivors from that lethal mountain race will get to take part in the grand finals on the deathdrome the course that the previous champion died on.