

CHROMEHOUNDS

V0.3 BY ROANON

Welcome to Earth, Jumper, specifically the Neroimus region around the Black Sea. After the emergence of powerful solar flares in the 1980s, which disrupted global communications, logistics, and also made air travel unreliable, many nations fell into a state of anarchy. Since then the road to recovery has been long and hard, however from these conflicts new weapons of war have emerged such as the HOUNDs which you will become familiar with during your stay here. As you might guess much of the world is different from what you remember, but do know this, the year is 2005 and war is on the horizon. You are arriving only a year and a half before the outbreak of the Neroimus War when the nations of Tarakia, Morskoj, and Sal Kar shall be pitted in a three way struggle against one another for dominance. You will leave in ten years time, after the dust has settled from the coming conflict.

BACKGROUND

Choose one background and it may be treated as a drop in should you wish. Backgrounds receive a 50% discount on all related purchases and receive all 100CP purchases for that background free. Sex and Age may be chosen freely.

Mercenary – You are a soldier of fortune affiliated with one of the many mercenary organizations or Rafzakael, a secret society of arms developers from around the world. Where you end up in this coming war is for you to decide. Though might I suggest choosing the highest bidder. If you wish you may also be affiliated with the Cerberus Squad, a legendary blackops unit who will be working to incite the Neroimus war.

Soldier – As a member of a national military you are one of the rank and file who will be doing much of the fighting in this upcoming war. Perhaps you will even put those mercenaries in their places once the fighting starts.

Researcher – You are one of the scientists or engineers working to create the advanced weapons and technology which you will see during your stay here. From the creation of the mundane technology of yore to the modern HOUNDs expect to affect it all in some way during your stay.

Politician – You are one of the movers and shakers in your nation's government. You can help dictate policy and spending or organize the nation for what's coming. Here you'll be able to affect the outcome of this war beyond any battlefield.

LOCATION

Roll 1d8 or choose your location freely.

Democratic Republic of Tarakia, Roll 1 or 2 – A multi-ethnic nation located in the western portion of Neroimus. Though they have been independent since 1992 they maintain close ties to Western Europe to try and counter the ex-Soviet/Afghan power in the region. Since the War of the Black Sea, which ended in 200CP0, Tarakia has been heavily supported by the USA in an attempt to expand their Eurasian diplomacy. The most modern and democratic of the three powers it is also the largest and most populous, though those very people often have trouble finding common cause and ethnic violence and terrorism is rife across the nation.

Republic of Morskoj, Roll 3 or 4 – A former Soviet state located in the eastern region of Neroimus. Morskoj was freed after the split of the USSR into the Republic of Russia and the Great Soviet Socialist Republic in 1994. They maintain close ties to Russia against the schemes of the GSSR who seek to reclaim this mountainous land. While not as populous as Tarakia they are almost as large and have a wealth of natural defenses.

Kingdom of Sal Kar, Roll 5 or 6 – The desert kingdom of Sal Kar in the southern region of Neroimus. Sitting on an abundance of underground resources this is the most wealthy of the three and their independence is guarded by advanced weapons purchased from the Far East. Though the nation is religiously peaceful due to constant border skirmishing as well as invasion from armed illegal immigrants their military has begun expanding and modernizing. They are also the smallest and least populous of the three.

Tajin Area, Roll 7 – The border region between the three nations. This land is hotly contested with constant patrols so I hope you have a good reason for being here or a quick way out.

Free Choice, Roll 8 – Choose anywhere you want to start. It doesn't even have to be in Neroimus of you wish.

PERKS

General Perks:

Role Type – First Free and 50CP per or 200CP for All
HOUNDs have specializations, though most will likely be capable of multiple of these at a time, called Role Types. Each Role Type is one of the six major roles a HOUND can fulfill. With this purchase you can have one or more such Role Types you are proficient at. The options are as follows.

- Soldier: A frontline specialist who plays a vital role in close combat situations.
- Sniper: A sharpshooter who supports their members from the rear.
- Defender: An escort who protects friendly HOUNDs and headquarters.
- Scout: A reconnaissance specialist who is capable of covering large areas of land with speed.
- Heavy Gunner: An artillery specialist who is capable of terminating an enemy from a distance.
- Tactics Commander: A leader who collects information and distributes orders to the squad.

Aesthetics Of War – Free
With this you can customize anything you own to take on the blocky utilitarian aesthetics of the world you are going to.

Symphony Of War – Free
Like the soundtrack? Feel free to take it with you on your journeys.

Love On The Battlefield – 100CP
Those you find yourself both alongside and against are more attractive than usual. They're also more receptive to your advances whether they are romantic or not. What might start as a chance meeting on a battlefield could very well end up as a lifelong friendship or a marriage should you put in the effort. You can toggle this off should you wish.

Who Let The Dogs Out – 200CP
It seems everything is a plot when you're around. What might otherwise be simple geopolitics regarding clashes over resources is anything but should you wish it. Because you are creating conspiracies out of whole cloth to justify the actions others make you also find it easier to start such conspiracies yourself.

Big Stompy Robots – 400CP
Just in case you don't want to do it yourself, with this you can bring forward the concepts behind HOUNDs to future worlds. While a setting without even steam power will find it all but impossible for any such machines to be created in other worlds more compatible with the idea you will find the technology advancing at an astonishing rate. Go forth and enjoy your big mecha battles. This can be toggled should you not wish to have it take effect in any of your future worlds.

Mercenary Perks:

For The Love Of Money – 100CP
You can do anything. Whenever you take a contract you can choose to deaden your feelings until the job is over. Just in case you might have qualms with shelling a village with artillery, destroying a desert nation's only source of water, or any other morally questionable action. This will also give you the willpower to face extreme challenges or certain death without flinching.

Penny For Your Thoughts – 100CP
Many of the people you will find yourself working with during your time here will have interesting life stories. You will now find them more willing to talk with you about themselves or anything else. While you're going for gold it seems your tongue is made of silver.

Money Money Money Money... – 200CP
Money Motherfucker. You're out to catch this white whale and boy have you caught yourself one hell of a whale. Maybe your employers seem to think you deserve a bonus or they simply added a few too many zeros to your contract. Whatever the reason, as long as you keep working you'll keep making money hand over fist.

Going Off Script – 200CP
Why do so many people you work with die on you? No longer will you lose a potential waifu, husbando, or simply a good friend you have made from simple fate or shitty luck. As long as you're alongside someone you want to live, fate will conspire to make it so. Maybe the enemy misses, hits a glancing blow, or targets you instead. Perhaps the bomb planted under their chair is a dud. Whatever the reason, you no longer have to worry about those you care for dying on you without warning.

BATFAG – 400CP
When you hear "put the dog down" you think something different. Well not really as in this case you just seem to have astounding luck when it comes to uncovering conspiracies and putting them in the ground. Whether it's a group of terrorists seeking to incite a three way war or a taco stand quietly using vegan "meat" you can find the means to put an end to their plans, even if only for a little while.

Lucky Escape – 400CP
On the modern battlefield you can often die before having any chance to respond. While less likely so long as you're in something the size of a HOUND that too can come with its own special risks such as being stuck in a burning mech. With this, that last concern is a thing of the past. Whenever you get disabled you can find a quick exit regardless of the likelihood of such existing. Just don't try and escape a sinking submarine a thousand feet below through a hatch.

Dead Means Dead – 600CP
Don't you just hate it when the dead don't stay that way? You had them dead to rights and somehow they can always come back later to ruin your day. Well with this that no longer happens. When you kill someone or destroy something it stays that way with buildings or vehicles better off scrapped than wasting vastly more on a repair.

Perfect S Rank – 600CP
You're not like those other mercs. You're special. When it comes to piloting war machines you have few, if any, peers. In your speciality, however, you are truly peerless and your skills will only improve from there. You will also find this translates well to other machines or even when operating without the comfort of hundreds or thousands tons of metal at your command.

Soldier Perks:

PROMOTIONS – 100CP
Not like that. When working in a field you will find yourself promoted at a notable, if not exceptional, pace just below the point where you would be unable to fulfill the role or any role beyond it regardless of where you might start. This pace will only get faster the more skilled and prepared you are for your next assignment. This will work in more than just a military setting so if you make for an excellent CEO you could make it there in only a few years from starting as a janitor. There will still need to be a slot for you to fill though.

Band Of Brothers – 100CP
Whether you're a know-it-all, a grouch, or anything else those you work with will find themselves predisposed to liking you regardless of any flaws and so long as you try to get along with them they won't develop negative feelings about it later. This won't work if you're intentionally antagonizing them.

Enemy Of My Enemy – 200CP
Even if they want to kill you or someone else when in a life or death situation people around you will put aside their differences to make it out alive. It could be you and those you had been shooting at mere seconds before getting ambushed by a third enemy and having to work together to drive them off, or perhaps you want to work with those newcomers to finish off the wounded in front of you, regardless at the end of it more often than not they will leave you in peace. Just so they can take you later when you're both at your best, of course.

Deception Game – 200CP
Whether it's laying traps, hiding your strength, or making the enemy think you are somewhere else entirely you have a solid grasp on how to deceive military intelligence. Because of this you also have the skills necessary to determine what your enemy is up to. While this won't give you supernatural understanding or stealth it will still make you at the top of this field in mundane techniques.

Esprit De Corps – 400CP
When working with groups you will find them to be filled individuals with whom you can readily cooperate. Treachery, laziness, or any other attitudes or actions which could hamper unit cohesion are simply not present. Even the most duplicitous will find themselves happily working towards a shared goal shortly after joining your unit. This only applies to those who you directly work with or lead.

Logistical Advantage – 400CP
Often in war one can find themselves desperately short of supplies. For you such a situation would require your nation to be incapable of supplying anything. So long as you keep fighting, supplies will keep flowing. While this won't suddenly allow your home to produce a limitless amount of war material it seems their logisticians will send what you need just before you actually need it.

No I In Team – 600CP
When a group you are part of works together their effect is multiplied up to an order of magnitude greater than it would have been otherwise. While this is great it only reaches such lofty heights if your team is working in lockstep and trust one another to do their part. If there is strife between its members then expect the effect to dwindle until it's unnoticeable. This only applies to those who you directly work with or lead.

The Very Model Of A Modern Major-General – 600CP
Or any other rank. You now have the skills to command any level of a military. From single squads to an entire front with multiple armies you can effectively lead them in any scenario. While this won't make your plans perfect you will always understand what shortcomings it may have so long as you give it more than a single thought.



Researcher Perks:

Able Assistance – 100CP
Those who work in this field hardly ever work alone and now this is also the case for you. Whenever you work in a lab a group of assistants will arrive to help with your projects. They can clean messes, run experiments, assemble your creations, or any other task you put them towards. Just make sure to have them help clean up the place before you leave as once you do they will disappear.

Not So Scientific Method – 100CP
For many the advancement of science and technology is one of trial and error done through repetition and experiment. For you such a pace would be unacceptable and as such now you can spend more resources to hurry such progress without having to put in more work and you also have an intuitive understanding of any practical applications you can feasibly create for what you discover.

Build It Bigger – 200CP
Upscaling one's creations often induces inefficiencies in them but now you can do so freely. In fact should you start to make your plans large enough you will find that they become more efficient and more effective. The tank you design might only be as good as it's peers but when you make it the size of a small city and cover it in guns suddenly it would perform far greater for far less cost than its bulk would suggest.

Rapid Assembly – 200CP
When designing things it can be a pain to wait for your creations to be finished. That issue is now a thing of the past for you. Anything you personally oversee and aid in the creation of can be built up to twice as fast as it otherwise would.

Effective Countermeasures – 400CP
Dealing with the enemy efficiently and reacting to their advancements in a challenging prospect for even the most seasoned of minds most of the time. For you it is simply another day. When you look for means of defeating a threat you will find a multitude of options and should it be something which you currently lack the ability to do research paths will open up as though doors before your very eyes. Let none stop you.

Modular Machinery – 400CP
Much like the eponymous HOUNDs you can make your technology extremely modular. Modify generators, movement systems, weapons, and more into discrete components which you can use to plug and play. You are now also very capable of adapting existing technologies to fit this methodology.

Mass Massive Production – 600CP
For most, the construction of war machines of the scale of those found on this world is quite expensive and slow. With this that won't be a problem for you. You and your teams could make multiple massive landships clad in thick armor, carrying potent weapons, and also capable of carrying their own armies in a month from a budget supplied by a nation of only a few million people. Where others must shepherd such creations you may use them freely.

Chromedome – 600CP
With this you have the theoretical knowledge behind the technology of this world. From modular mechs to massive super weapons. Now all of this is at your fingertips. Many nations would kill to have your knowledge and many more would do so to deny it to their enemies. Guard it well.

Politician Perks:

Office Gossip – 100CP
While most wouldn't think about it, those in government, or any organization for that matter, talk about things. Seems obvious right? Well sometimes what they overhear is a bit more than the usual office gossip about who is sleeping with who or how Becky's a slut or whatever. As long as you keep an ear open you will hear actual secrets such as future policy changes yet to be announced or deeds that are best kept from the public eye. What you do with this information is up to you in the end.

How The Sausage Gets Made – 100CP
You don't want to know. Well I guess you do. With this you will find others are willing to compromise to get things passed by governments. This won't let you run roughshod over their political positions but minor concessions will be easy to find to help smooth over any rough feelings.

Lobbyist (Dis)Loyalty – 200CP
While many dislike the money in politics, what they don't understand is just how vital it is to your bottom line. With this you will find people lining up to give you gifts with the hope to get you to support their agenda. Fortunately they all also seem to be the forgetful type and even if you blatantly go against their wishes they will be back in a few weeks to seek your support once more.

Popular Populist – 200CP
Many find their downfall in politics due to their base growing discontent with their rule. Now whis is less likely to happen to you. So long as you do the bare minimum to aid your people you will never find your popularity slipping and the more you do the faster any such support will grow.

Out By The Roots – 400CP
When it comes to dealing with corruption you are a master. Should you choose to, you can purge organizations below you of their corrupt members and find honest ones to take their place with minimal disruptions.

Fire And Fury – 400CP
Well aren't you an impressive orator? You certainly seem to have a way with words when it comes to your speeches at least. Anytime you need to perform a public speaking event your speeches will find themselves full of little catch phrases for people to remember them by. People will also tend to treat your words with far more respect than they otherwise would and even your greatest rivals would have to acknowledge your impressive performance.

Better Than Balanced – 600CP
Your budgetary capabilities are astounding. You could easily find a way to not only outspend your neighbors' militaries but also maintain whatever other expenditures your people need while all in the black. Even better whenever you increase the budget of something its capabilities will rapidly improve. You could double your military's budget only to find that its capabilities have doubled seemingly overnight.

Great Leader – 600CP
Why hello there mister leader man. You now seem to come to power quite quickly. Where others could spend decades jockeying for positions of power they seem to come naturally to you. So long as you put in the conscious effort to become the ruler of your nation you will find any barriers to your ascension slipping away.

ITEMS

Items will respawn the day after being destroyed unless stated otherwise. You get a 400CP stipend shared between items and HOUND components. You may import any items into similar items.

General Items:

HOUND – Free
Here you go. This is your very own HOUND which can be customized in the HOUND section below. HOUNDs are highly modular mechs so feel free to build it oweer you like.

Hanger Bay – Free
A bay attached to your warehouse where you can store your HOUND when not in use. Your HOUND will be repaired, rearmed, customized, and otherwise maintained here for no cost to you. Should your HOUND be destroyed it will be rebuilt here after a week unless you act to speed up the process.

Momento – Free
A simple knick-knack which you can hold onto. Many people here have lost much and keep thing like these. It will appear in your pocket wheneer you want it and helps you remember. Whether that is what you have lost or what you have gained so long as you have it in your possession you never need fear those memories being lost to time.

Mercenary Items:

Contract Board – 100CP
This is an online forum where various nations post contracts which mercenaries such as yourself can bid. Unlike everyone else what you can see is the difficulty of the contracts rated from 1 to 5 with 1 being easy and 5 a challenge at your skill.

A Quiet Retreat – 200CP
Being a mercenary is stressful and dangerous work and as such you deserve some time off. This retreat is a small house or cabin wherever you want so whether you want to relax on a sunny beach, high up in the mountains, or just enjoy some time seeing the sights in a city you can do so. It comes with modern amenities and you will neer have to pay taxes on it. It can move locations once a year.

Mega Transport – 400CP
A large air breathing jet capable of transporting up to a squad of six HOUNDs at a time. This aircraft is immune to the effects of the solar flares which have made air transport dangerous in the current era and is capable of landing or taking off from any flat ground a kilometer long. It will never need maintenance or fuel and comes with a dedicated crew who can get you anywhere in the world in just a few hours.

Headquarters – 600CP
A large facility sprawling over a hundred of square kilometers capable of training and supporting hundreds of mercenaries. This base is completely self-sufficient and can support dozens of mechs in the field at a time. It comes fully staffed and any changes you make to it are permanent. Should it be destroyed another base will be founded after a month from where you can resume operations, though it will take up to a year to get everything rebuilt unless you help speed the process along.

Soldier Items:

Home And Garden – 100CP
A simple house sitting on a few acres of land in your home nation. While quite mundane at first glance its purpose reveals itself when you fight for it against invaders as you will find yourself performing ever better the more passionately you believe in your nation, your home. This is a reason to fight for after all.

Memorial – 200CP
People die in war but just because they are no longer with us doesn't mean that they are forgotten. Well now you have something more tangible to remember them by. This memorial starts at the size of a large park and will contain monuments to your deeds as well as the graves of everyone you fought alongside who didn't make it, growing as needed. While this world doesn't have the means to bring them back, maybe somewhere else on your journey does.

COMBAS Network – 400CP
COMBAS towers are a communications and sensor tower used by seemingly everyone for the purpose of security here. Each tower projects a Network Area around itself which can detect any enemies inside of it. You gain an additional tower you can place once per week. Just be warned that ACVs and HOUNDs come with a system which can capture towers by standing next to them for a short time so you may wish to prevent that from happening lest they steal whatever network you are hoping to build and turn it against you. This drawback will no longer apply post jump.

Royal Academy – 600CP
This is an institution of war. This campus can hold several thousand people who will be trained in the art of war to an exceptional standard. There will be people trained to fulfill whatever roles you happen to need at a gien time and they will perform to the highest standards. The ciriculum will update with every jump or as you choose.

Researcher Items:

Sekrit Documents – 100CP
While Chromedome gives you the understanding of the priniples behind the technology these are the blueprints. All of the HOUND components available as of the Neroimus War are detailed here. Should you give a copy of any of the documents here to someone else they will be able to build them so long as they follow the instructions closely. Any new components you make will also get added to te collection.

Private Lab – 200CP
An advanced laboratory with every imaginable tool to fuel your ability of creation. While it cannot support major industrial efforts as it is, being far too small for that, it is capable of manufacturing more than enough for your use.

World Class University – 400CP
A place of learning of a quality beyond compare. This campus is focused on the physical sciences and it's graduates will be among the best in the world. The secrets of the world shall be laid bare to you.

Factory Site – 600CP
A large industrial park stretching over ten square kilometers with multiple large workshops, research facilities, and testing ranges. Everything you would need to reolutionize warfare can be found here and it's facilities will update every jump allowing you to adapt ever more adanced technologies. You will find it has a constant stream of manpower and materials for whatever projects you wish.

Politician Items:

A Politician's Suit – 100CP
A finely tailored suit which looks impressive when you wear it. Any speeches you give or appearances you make are bound to be more impressive and memorable when you wear this. It is also resistant to small arms fire and shrapnel just in case you are the kind who are not so resistant to acts of terrorism.

Contractors – 200CP
A group of security specialists, mercenaries in other words, these men and/or women will protect and serve you with unwavering loyalty. Numbering twelve total, divided into two squads of six, they pilot older ACVs with years of hard bought experience and are equally capable on foot. You can upgrade their equipment and increase the size of the force but either of those will require a significant monetary investment unless you can provide the equipment and manpower yourself. Should any of them die or their machines be destroyed then they will be replaced after a week.

Comprehensive Dossiers – 400CP
One of the most important, if not the most important, tools a politician can have is information. Now you have a vast supply of it. Whenever you want you can commission a dossier on anyone by simply filling out a forum requesting their information. After a week a large collection of files will be delivered to you in whatever manner you choose detailing the subject in excruciating detail. From hobbies to history the totality of this individual will be laid before you. You may only commission one dossier at a time but you may change who it is targeting without penalty.

Home Town – 600CP
A town of several thousand people which you have been granted a leadership position in. Wherever it is located soon valuable resources will be found around it to aid in its growth. Just be sure to defend it well as in this age of war many will try and destroy what you seek to build. The people here will always support you and should you return the favor you will find it shall grow however you desire. Within a few years it could become the beating heart of a nation.

HOUND CUSTOMIZATION

HOUNDs are heavily customizable machines with a wide variety of parts available to them. Rather than give you each component they will be classified by category and treated as generic versions. You can decide any capabilities these have as each type will vary by manufacturer. If you wish you may choose to treat any components purchased here as though you had constructed them. Each purchase gets you an unlimited supply of the relevant parts to customize your HOUND.

Chassis:

Bipedal – Free Soldier or Scout, 100CP
The most mobile of the legged systems. These legs suffer from lower stability impacting long range performance.

Reverse Joint – Free Sniper, Heavy Gunner, or Soldier, 100CP
The midpoint of the legged systems. These legs offer much higher stability compared to regular bipedal legs in exchange for reduced speed.

Multiped – Free Heavy Gunner, Defender, or Tactical Commander, 100CP
The most stable of the legged systems. These legs offer the most stability out of any chassis but suffer from low mobility and increased bulk, being larger than all but the largest Caterpillar chassis.

Caterpillar – Free Defender, Tactical Commander, Heavy Gunner, or Sniper, 100CP
These tracked chassis offer an alternative to the legged chassis by having the speed and stability of a Reverse Joint with durability more comparable with Multiped systems.

Hover – Free Scout or Soldier, 100CP
The most mobile of the chassis options. Hover chassis are not burdened by terrain types and can easily traverse rivers, hills, and flatlands. They suffer from being the least stable chassis and being prone to skidding.

Wheeled – Free Scout, Soldier, or Tactical Commander, 100CP
The wheeled chassis is something of a compromise between the Bipedal chassis and the Hover chassis. Wheeled chassis are as fast or faster than Hover chassis while also being only marginally less stable than Bipedal chassis but are only effective on suitable terrain and suffer when crossing rivers.

Cockpit:

Light Cockpit – Free Scout, Sniper, or Tactical Commander, 100CP
Lightweight cockpits that lack durability compared to the other options.

Medium Cockpit – Free Soldier, Sniper, Heavy Gunner, or Tactical Commander, 100CP
A balanced cockpit which features defense and weight between the other options.

Heavy Cockpit – Free Defender, Tactical Commander, Soldier, or Heavy Gunner, 100CP
A heavy weight cockpit which has increased durability and more mounting space in exchange for greater weight.

Generator:

Light Generator – Free Scout, Sniper, or Soldier, 100CP
Small and lightweight generators which offer limited power capacity. Best used on HOUNDs not using energy intensive systems like a NA Maker.

Medium Generator – Free Soldier, Sniper, Defender, or Heavy Gunner, 100CP
Midweight generators which offer sufficient power for most things as well as enhanced protection.

Heavy Generator – Free Tactical Commander, Defender, or Heavy Gunner, 100CP
Heavy and heavily armored generators which offer extreme power generation but suffer from limited endurance.

Assist Parts:

NA Maker – Free Tactical Commander, 100CP
A portable NA Maker which generates a NA and allows Tactical Commanders to connect to COMBAS towers to get information.

Enhanced Vision System – 50CP
Whether it's night vision or thermal sights this module provides an enhanced suite of optical detection options.

Mine Detector – Free Scout, 50CP
An advanced radar system optimized for detecting mines.

NA Jammer – 50CP
A jammer which obstructs hostile NA to allow a unit to pass undetected for a time.

Anti-Missile System – 50CP
An advanced, but heavy, system which is capable of defending against guided missiles through various means.

Lift Fan – 50CP
A powerful lifting fan which allows a HOUND to mitigate a fall, cross a gap, or even jump for a short duration.

Radiator – 50CP
A thermal dissipator system. It can help cool a unit, reducing its thermal signature to anything which can detect it.

Fuel Tank – 50CP
Additional fuel storage. This increases a HOUNDs combat endurance.

Armor – 50CP
Additional armor plating. This can be mounted to your HOUND to absorb incoming fire without damaging more vital components. It ranges from advanced lightweight alloys, heavy steel slabs, or explosive reactive systems.

Light Weapons:

Machine Gun – Free Scout or Soldier, 50CP
A lightweight automatic cannon. Its large ammunition capacity provides a long combat endurance while dealing enough damage to quickly destroy lightly armored ACVs and tanks.

Grenade Launcher – Free Soldier, 50CP
More gun-mortar than grenade launcher, this short range weapon fires explosive projectiles as powerful as its larger artillery cousins, though at a much reduced range.

Anti-HOUND Rocket Launcher – Free Soldier, 50CP
A large and powerful HEAT warhead attached to a powerful rocket motor. A few direct hits can destroy all but the heaviest armored units.

Shotgun – Free Soldier or Defender, 50CP
These powerful weapons are to canister shot what canister shot is to a shotgun. Unleashing a hail of large projectiles each shot is capable of destroying a group of enemy tanks or scout ACVs should they be unwise enough to cluster together.

Rifle – Free Soldier or Sniper, 50CP
The midrange combat option. These weapons are both more precise and more powerful than Machine Guns while also having a decent fire rate and ammo capacity. Useful in most circumstances.

Sniper Rifle – Free Sniper, 50CP
A long range and accurate weapon which deals a large amount of damage to its targets. These can take a few seconds to reload between shots.

Sniper Cannon – Free Sniper or Defender, 50CP
A powerful long range cannon. Useful for taking out durable targets in a short amount of time. Has a low ammo capacity and a slow reload.

Rocket Launcher – Free Defender or Scout, 50CP
A launcher which fires off a wave of rockets towards its targets. Does a huge amount of damage should most of its rockets hit. Useful for area strikes or suppression at mid to close range.

Cannon – Free Defender, Sniper, Heavy Gunner, 50CP
A potent direct fire cannon with explosive projectiles. Has great damage and a decent range but also has a low ammo count and lacks the precision of sniper weapons or the area effect of artillery.

Howitzer – Free Heavy Gunner, 50CP
A long range indirect fire weapon with explosive projectiles. Has a good area of effect and a low recoil but has a slow reload and low ammo count.

Mortar – Free Scout, 50CP
A short range high angle weapon which can use either illuminating shells or high explosives.

Anti-HOUND Pile – Free Soldier, 50CP
A large melee weapon which uses spikes driven by hydraulic, pneumatic, or explosive mechanisms into enemy units. Deals devastating damage but it's heavy and requires closing the distance to use.

Mine Dispenser – Free Scout or Defender, 50CP
A container which can deploy a large number of mines to defend a location or obstruct a path.

Bomb Dispenser – Free Soldier, 50CP
A container which can deploy a large number of powerful explosives. Has negligible range and a long timed fuse to allow the dispensing unit to escape.

Heavy Weapons:

Large Rocket Launcher – 100CP
A rapid fire rocket launcher with even more powerful projectiles.

Heavy Missile Launcher – 100CP
A guided missile launcher which fires powerful missiles.

Artillery Cannon – 100CP
A heavy artillery cannon with an amount of extreme explosive power and recoil.

COMPANIONS

Import / Create – 50CP per and 200CP for up to 8
Import or Create a companion who receives 1000CP as well as an origin and any discounts and associated freebies.

Canon Companion – Free
If you can convince them to tag along you can take them for free. They get 1000CP at the end of the jump to purchase any perks or items they want to carry forward. They get a background associated with their history and any associated discounts and freebies.

DRAWBACKS

Mister Mercenary – 0CP
You start early in the year 2000 and follow the campaign, taking the place of the mercenary pilot who would kill Cerberus and participate in the numerous conflicts leading up to the Neroimus War. You leave in 2015 like you would normally.

World War Three Of A Sort – 0CP
You start on January 1st, 1980. The first Advanced Combat Vehicles, what would later be developed into HOUNDs, are still several months from being developed and in November the first of the solar flares will hit the Earth, destroying vast amounts of global infrastructure and sparking numerous wars, this period is often referred to as WW3. You can leave at any point after 10 years are up or stay until 2015 when the jump would normally end.

Hey There Rookie – +100CP
Well that's annoying. It seems that people constantly refer to you as the new guy, completely forgetting that you very well could have been there longer than them. If you are a Mercenary then everyone will call you that instead.

Wonder Bread – +100CP
Who are these clowns? From time to time when you take to the field you have the awful luck of running into an entire squad of HOUNDs. The only distinctive thing is that they are all colored white with red and blue polka dots. These jokers may look funny but if you let your guard down you'll find yourself swiftly on the defensive. If you aren't one for combat they will come looking for you. This will happen at least once per month.

Corporate Branding – +100CP
Well look on the bright side you can say it looks interesting at least. Your HOUND that is. Every conceivable surface has some logo or name stamped on it. Was the corporate money really that good Jumper? Was it worth it?

Bounty Hunters – +200CP
It seems there is a bounty on your head, Jumper, and there are an awful lot who want to collect. Every time you take to the field someone in their own HOUND will show up to attack you, and always at the worst possible time.

Fresh Save – +200CP
Well Jumper it seems that this is a new leaf for you. A fresh start. A new journey. Uhh you lost your stuff. All your perks and items have been lost, reducing you to your bodymod. Don't worry you'll get all of it back at the end of the jump as will the capabilities of any items you imported. Good luck until then.

I'm So Meta, Even This Acronym... – +200CP
It seems you only go against the worst sort, Jumper. Metagamers. Every HOUND you run into besides your own and those of your companions leverages the most meta builds at the time. Hope you don't have to fight a lot. These machines can easily pose a threat to even experienced pilots in the hands of a total novice.

Nerf Bat – +400CP
Well Jumper it seems that technology is advancing at a rapid pace! Just not in a direction which will help you. Any time you get used to your HOUND fate will force a change in the meta, if you will, of warfare. Expect to use ever more bizarre designs as your time goes on. If you are a Researcher or Politician expect similar shake ups in your fields too whether that means you are constantly behind the times in design or constantly pushing failing policies.

Devouring Locusts – +400CP
Are you from Sal Kar? It seems that wherever you go a horde of violent illegal immigrants hound you for whatever you have and should you kill them then simply more will come. This will affect the nation which is your home as well so I hope you have some means to mitigate the damage lest it weaken them for this upcoming war.

Born Again Patriot – +400CP
Hmm it seems you lost something dear to you, Jumper. Your home, your nation, was destroyed sometime in the past. Fortunately in spite of your wandering you have found a new home in whichever of these lands you have settled. In doing so you have become a massively jingoistic individual. Not that is a bad thing of course but you have your blind spots. That nation only sees you as a tool. It would be a shame if you were to give your life for people who don't care to know your name.

Horrible Help – +600CP
Do all your subordinates fly off their rocker, Jumper? It seems that no matter who they are, when serving under you it's as though they have become possessed by a passionate spirit and will completely ignore your orders, even putting their own lives at risk in the process, to do what they wish. I hope you like babysitting a bunch of crazy people.

Losing Streak – +600CP
It seems that your nation is something of a bunch of losers. No matter the battle it will always go in the worst possible manner. Any available resources must be spent rebuilding. Even if you win a stunning victory all of your allies will just throw it away whatever resources or opportunities you provide them. This applies doubly so should you not be a frontline combattant where any land you make prosperous will be taken and used and any technology you develop stolen and turned against you.

Life Blood Of Nations – +600CP
Oh dear, Jumper. It seems your home has been crippled. A strike by one of your nation's rivals has destroyed critical infrastructure and no matter what you do they will be so busy trying to solve this issue before countless innocents die that you, alone, will have to fight the Neroimus War. Good luck.

ENDING

Stay Here
Maybe you have found a new life here or decided that the world appealed to you. Regardless of that with this choice one journey shall end and while another begins.

Continue On
Continue your journey. I hope for your sake you have something driving you onward rather than it being all you know.

Return Home
Instead of continuing your journey or deciding to stay perhaps the calling of home has reached your heart after seeing so many lose theirs. You may return home with all you have gained.