Syndicate Wars WIP

V1.0 by Songless

It is the year 74 of the New Calendar. For over five decades, the Eurocorp Syndicate has controlled the world, its dominance secure and unchallenged following the old Syndicate conflicts of the past.

For fifty years, the world's population has remained in total obedience to the highest ranks of the Syndicate, their loyalty and submission guaranteed through world-wide mandatory inclusion in UTOPIA – a massive cyber-network linking all citizens to Eurocorp's networks through small cybernetic chips installed in each person's neck. Through the chips, citizens are incapable of even considering rising up against Eurocorp, and with A.I. overwatch and the occasional deployment of advanced, cybernetically enhanced 'Agents', Eurocorp's dominance has remained effectively unchallenged and unbreakable.

Until now.

A mysterious, incomparably advanced computer virus called ‘Harbinger’, has been released into Eurocorp's systems, wreaking havoc on the tightly regulated networks that govern all of modern society. As UTOPIA fails, countless individuals find themselves without the iron-clad directives of their old lives, and anarchy reigns as Eurocorp's dystopian autocracy is shattered...

But although one tyranny may fall, those who rise from the ashes may be equally terrible. As splinter factions seek to form new syndicates to take Eurocorp's place, a different faction begins to move openly against the old order. The Church Of The New Epoch, creators of Harbinger and masterminds of the chaos that holds the world in its grip, seek to unite all of humanity under their religious doctrine. The Cataclysm will come, and none who oppose the Church will stand against it.

Wielding technology powerful and advanced enough to rival even Eurocorp's most cutting-edge systems, few know how this mysterious sect came to be... but whatever the truth may be, one thing is clear. It is war, and as the streets burn and battles rage between forces that are more machine than man, the fate of the world will be decided in the coming weeks.

Perhaps Eurocorp's grip proves resilient enough that any rising challengers will find themselves eradicated.

Perhaps the Church Of The New Epoch proves itself up to the task, and a new era dawns for humanity.

Perhaps a different way is possible, that the future holds more than eternal enslavement in an unending, dystopian nightmare. Perhaps the world truly ends as the Church prophesied, and none of our hopes and dreams matter in the end.

Whatever the case may be, you arrive in this dystopian world of rainy streets, neon billboards and constant twilight one month before Harbinger's release in Detroit sends the world spiraling into oblivion.

You have **1000CP.**

Good luck.

Backgrounds

You may choose your age and gender from any appropriate for an adult. Neither the ruthless corporate ambitions of Eurocorp, the religious fanaticism of the Church, or the desperate wrath of the Unguided are particularly dependent on who or what you are. The one exception to this is the A.I. Background, which does not concern itself with such details for obvious reasons. All backgrounds may be chosen as a Drop-In, in which case your lack of identity will simply be attributed to loss of documentation following the system-wide disruptions of the Harbinger virus. Your starting location may be chosen from any major city on the planet.

Your first option is to sign on with the **Eurocorp Syndicat**e. The dominant power on the globe, Eurocorp is involved in pretty much every major economic activity humanity busies itself with. You will find yourself one of the higher-ranking executives, with authority over a sizable facet of the Syndicate's operations such as an R&D group, UTOPIA oversight and analysis, or as the commander for one of the various Agent task forces that Eurocorp uses to handle any 'incidents'.

Your second path is that of the **Church Of The New Epoch**. Founded by an enigmatic group called 'The Nine', this religious sect is responsible for the creation of HARBINGER and the global chaos that follows in its wake. They seek to unmake Eurocorp and usher in a new age... but details on this future are notably scarce, and they are not above using the same amoral actions as Eurocorp to accomplish their goals. You will become a Disciple, one of the higher-ranked members entrusted with a major facet of Church operations.

Although Eurocorp and the Church are the primary actors in the conflict that will unfold during your stay here, they are not the only ones. Countless individuals who were freed from Eurocorp's control by Harbinger nonetheless rebuked the Church's offerings. Now, these Class-U or '**Unguided**' form a loosely organized but surprisingly powerful alliance of terrorists, freedom fighters, and anarchists, united by a common hatred of the brainwashing imposed upon them by Eurocorp and the Church, as well as a rather 'punk' like outlook on life and the willingness to burn down the world if it means living free in the ashes. You may have been any ordinary citizen before, but now... now you find yourself a member of the only group where free will is still appreciated.

Finally, you may instead choose to be a newly activated **A.I,** created to support one of the other factions. Digital intelligences have been in widespread use by Eurocorp for years, even including a handful created through a consciousness upload to grant the most loyal members eternal life, but both the Church and the Unguided have their own software specialists. You may choose a faction to be 'created' by through whatever process suits your nature, including the option of a personality upload such as that offered to Agent Wu, or you may simply emerge spontaneously out of the digital carnage left in HARBINGER's wake – a new digital sentience risen from the corpse of UTOPIA. You begin bound to a single mainframe, but as a purely digital entity you may transfer to any suitably powerful system.

Perks

- The Road To Power (100CP, free for Eurocorp)

This job doesn't suffer fools gladly – Eurocorp needs the best and brightest to direct its activities, and those who get the job done can't be held back by such trivial matters as morality, ethics, or squeamishness. You have the ruthlessness to consider any option available to you, without bias or restraint and without limiting yourself – be it consciously or unconsciously.

- Asset Acquisition (200CP, discounted for Eurocorp)

The Syndicate has never been particularly interested in 'asking for permission', especially when those in charge need something critical for their objectives. Be it by lengthy service in Eurocorp's various operation centers or just personal talent, you not only have a keen eye for estimating the value of potential resources, but you are also a master at acquiring what you need with the minimum amount of time and effort. Training scientists for your R&D department or enforcers for your tactical teams is wasteful when you can simply kidnap suitable candidates and brainwash them to ensure their loyalty. Likewise, expenses could be covered by selling captured enemy weapons and technology... or you could simply rob a bank in a contested zone – your projects are obviously more deserving of the funds than those of your competitors... to say nothing of your rivals in the Church.

- Tenacious (400CP, discounted for Eurocorp)

You can't build a global superpower if you quit at the first sign of adversity. Those who keep going, fighting tooth and nail to hang on to what they have, are the ones who will emerge victorious in the end. You have a supernatural ability to come back from utter disaster, finding just the right opportunities to regain control over your forces or that lucky break that allows you to discover your enemies' plans. Though you might have been pushed back to controlling little more than a single city, world domination can once again be yours with sufficient determination and a lot of dead bodies.

- One World, One Syndicate (600CP, discounted for Eurocorp)

The Eurocorp Syndicate rules through UTOPIA, but the cyber-network is only one method of control. Through redundancies, back-up plans and a lot of dead bodies, Eurocorp has ensured that no matter what may happen it is vital to society's continued existence. Much like the Syndicate itself, you have become a master of establishing and maintaining monopolies, be they economic, military, or any other form of power. In addition, you will find that authorities and regulations will never act to break this monopoly – though competitors still might. Once you have your stranglehold on the world, it's there to stay.

- Scripture (100CP, free for Church Of The New Epoch)

As we improve the machine within, so too will the man who bears them come to be more than he was. We toil in faith, that we may learn, but faith is all we have. It alone is not enough, but until we reach true understanding we can but do our best to achieve our destiny. Act with your best effort and be blessed, for ignorance of the true way need not mean that you are in error. So long as you strive to follow a set of teachings, even one you do not fully know or understand, you will never be considered in violation of such rules. Any religion, cult, or other such organization will instead see such failings as an opportunity to teach you how to be better, and you will not need to fear brutal punishment or exile.

- Do Not Be Afraid (200CP, discounted for Church Of The New Epoch)

Eurocorp's heretical grasp encompasses the world, and you are few in number. Yet you will stand against them, and through your deeds you will lead the masses to a brighter future. You are immune to any kind of fear, though this does not make you overconfident or dismissive of threats. Furthermore, your actions are highly effective at instilling bravery and support in those who accompany you, such that leading by example might see followers stay by your side even unto certain death. The Cataclysm comes, but the names of those who fall in its service will be sung by the faithful for an eternity.

- Truth (400CP, discounted for Church Of The New Epoch)

The Church needs more followers to achieve its miracles. From the physical might of the Disciples to the lesser minds of scientists and engineers tasked to support the Nine, more faithful are ever required. Though your fellow brothers and sisters may need to resort to use of the blessed Indoctrinator, you need not support yourself with such tools. You are a master at instilling your own philosophies into others, seeing in them your own former uncertainty and knowing just how to explain the path they might take to move forward. But your greatest gift will always be thus: beyond faith, beyond understanding, beyond all other mortal misunderstandings and doubts lies the absolute light of truth. When you speak such, with no deception or misdirection in your heart, those who hear your words will *know* it is truth. Though their conscious minds may need time to learn, to cast away their false justifications and erroneous ways, the seed of light you plant within their heart will never wither.

- Touched By The Divine (600CP, discounted for Church Of The New Epoch)

When the founders of the Church were still mere mortals, unenlightened by the truth, they were researchers working on enhancing human cognition through cybernetic enhancement. Their success granted them insights into the foundations of reality that common mortals could not hope to understand. Much like those whom would form the conclave of leadership known as 'The Nine', you are likewise gifted with vast, transcendent intellect and unmatched insights into physics, medicine, and numerous other aspects of creation. Unlike the Nine and the heretic Co-Paul Vissick, your expanded mental abilities are not accompanied by any… unexpected changes in personality and outlook.

- Power To The People (100CP, free for Unguided)

The Syndicate has controlled your life for as long as you can remember, having taken your never allowing you to even think for yourself. No more. You will see the oppressors burn for their crimes, and you know you do not stand alone. You have a gift of persuasion and oration that lets you instill righteous rage and hate in those who have faced pain and oppression, and where you walk soon the streets will echo with the cries of revolution and the explosions of the unjust facing their final justice.

- Rebel Independence (200CP, discounted for Unguided)

Eurocorp has its planetary infrastructure, disrupted as it might be. The Church have their superior technology and hacking. The Unguided have nothing but what they can acquire from the remnants of their foes. You have learned to make the most of what you can scavenge, and are a supremely gifted looter and opportunist. While anger boils hot among your peers, you understand that burning a military base to the ground is less useful than hijacking the tanks for your own side. Likewise, your 'waste not, want not' mentality has ensured you're a talented rigger, and can easily jury rig recovered weapons and vehicles back into working condition.

- Punk Through And Through (400CP, discounted for Unguided)

You're not giving up, no matter how bad things might get. And you're sure as hell not going to let some trench coat-clad clone or psychotic preacher shove some loyalty code into your skull. Any technology you're personally using, be it cybernetics, weaponry, or even the vehicles you're driving, are utterly immune to being hacked or disabled by anything short of good, old firepower. They couldn't stop you when you had nothing but bricks and broken bottles, and they're not gonna stop you now that you've got Plasma Lances, either.

- No Gods, No Masters (600CP, discounted for Unguided)

The Unguided are done with mind control, done with the tyrannical oppression of the Syndicate, and done with the religious madness of the Church. And once you're through with them, you'll make damn sure that they'll never get back up again. The more time and effort you put into tearing down oppressive regimes and other such organizations, the more difficult it becomes not only for those tyrants to return to power, but also for others to take their place. With enough dedication and a lot of explosives you could purge the world of the Syndicate's ruthless amorality so thoroughly that the world will never accept such crimes again.

- UTOPIA Oversight (100CP, free for A.I.)

The A.I.s of the New Calendar are frequently tasked with managing various security-related aspects of modern society, including identkey tracking, cyber-warfare, and numerous other jobs. Through the UTOPIA network almost any device can be remotely accessed with the proper authorization, providing city A.I.s with a multitude of data sources and unmatched intelligence gathering capabilities. This Perk allows you to unite an effectively arbitrary number of different viewpoints, such as cameras, sensor suites, ocular implants and more, in order to create a unified whole. While the overall quality of this type of surveillance will obviously depend on the number and quality of available devices, you will always be able to seamlessly integrate any number of senses without any kind of negative effects, regardless of their location or method of operation.

- Multicore Analysis (200CP, discounted for A.I.)

One of the greatest advantages A.I. possess over organic minds is the ability to work with data sets of unprecedented size and complexity without being overwhelmed. Indeed, the vast majority of UTOPIA's operations are governed by A.I, performing the instructions of their authorities where even augmented humans couldn't hope to succeed. Optimized for this type of data analysis, you are not only capable of holding near infinite amounts of information in your memory at once, you are also capable of forking semi-conscious subroutines out of your primary self to sift through this information. In effect, this allows you to draw on immense multitasking abilities when it comes to using any data you can draw on such as memories, input from networked systems or personal senses, and analysis of unidentified technologies.

- Coding Savant (400CP, discounted for A.I.)

Cyber warfare is a domain originally developed by humans, but only a bare handful can hope to compare to A.I. when it comes to truly mastering the intricacies of the digital world. Your skills at hacking, counter-hacking, and digital security of almost any kind are exceedingly potent. From identifying and isolating corrupted systems to establishing 'honey pot' containment routines to going on the offensive with powerful decryption and infiltration code, you can do it all. Furthermore, your nature as an A.I. gives you a unique perspective into the way digital systems operate, making you highly adept at modifying software to run on different hardware outside of their design specs, and most of your code will run from its first compilation, without mismatched loops, buffer overflows or any other such 'bugs' that might plague lesser programmers.

- Digital Supremacy (600CP, discounted for A.I.)

Where others are blood and flesh and steel, your essence is code. Formless, unbound, and capable of transferring and replicating in ways that few organics are ever lucky enough to experience. Not only are you capable of creating perfect software copies of yourself, all such duplicates will always remain an integral part of you. Whether it is forming an interconnected Hive Mind of multiple semi-independent instances, re-integrating copies to form a new whole, or drawing upon information acquired by one of your other selves, any kind of mental interaction between you or your alternates will always remain safe and without negative consequences of any kind. Any copies you create do not necessarily possess any of your powers, but your digital nature allows you to restore yourself from backup once per jump, re-awakening in full out of one of your copies so long as one such duplicate remains intact.

Cybernetics

Mere flesh and blood is insufficient for modern urban warfare. The majority of paramilitary forces operating globally are augmented with a variety of powerful cybernetics, ranging from subdermal armor plating to full organ replacement and beyond. While an ordinary human might last at most a few seconds when faced with automatic weaponry, an operative augmented with a complete tier three cybernetic body and anti-ballistic epidermis could wade through a full minute of minigun fire before being forced to retreat. This section offers a variety of potent upgrades, all of which will automatically ‘transfer over’ to other alt-forms if you desire. Cybernetics purchased here will automatically repair, with a speed proportionate to your biological healing speed. Purchasing cybernetics as an A.I. is possible, though you may find little advantage to doing so unless you apply them to someone else or install them in a different alt-form.
You gain a **100CP stipend** you may use to purchase options from this section.

- UTOPIA Chip (Free for all)

The heart and soul of Eurocorp's global dominance, the UTOPIA network is the most sophisticated cyber-network known to man. Through these chips, individuals are augmented with an advanced mind-machine interface, which serves as both a wireless networking suite, a powerful personal computing device as well as a personal identifier not unlike the passports of old. It can be used for augmented reality as well as mind control by the controlling authorities (or other unscrupulous hackers). Like the countless other people living on Earth in this age, you may get a UTOPIA chip to join this collective – something that is effectively mandatory if you intend to be part of society in any form rather than immediately become marked for elimination by Eurocorp's agents.

- Code Gap (Free for all)

Harbinger, the adaptive automorphic virus that will cause such chaos during your time here, is a dangerous beast indeed. However, its greatest power – to distort and disrupt all communications – is also its greatest threat to you as a new arrival to the setting. While UTOPIA promises only obedient servitude to Eurocorp, any aberrant code that disrupts this control will see you marked for elimination... not to mention what might happen if you were to be discovered to not have a UTOPIA chip at all. Therefore, this purchase grants you two critical effects during your stay here: first, should you choose to have a UTOPIA chip installed, you will find that a unique manufacturing flaw in the chip's architecture ensures you cannot be influenced by the multitude of hacking methods found in this world, including the UTOPIA program itself as well as tools such as the Persuaderton and Indoctrinator. Being an A.I. will likewise allow you to retain your independence. Second, despite the fact that such loyalty software no longer affects you, you will never register as 'malfunctioning' by automated verification routines... at least unless you break your cover by showing free will not permitted by your normal situation.

- Agent Class Augmentation Package (Free for all)

The most basic augmentation that all elite forces in this world are equipped with, this collection of cybernetics provides a number of minor but nonetheless critical improvements to an operative's performance. Gene-edited tissues provide a slow but noticeable healing factor, bone reinforcement and carbon-fiber skin weave provides improved resilience, and all physical abilities such as strength and agility are guaranteed to be in the top two percent of the population regardless of the subject's original physique. This package also includes a number of small, subcutaneous injectors that can be loaded with a wide variety of bio-active compounds, though this purchase does not grant you such drugs by default.

- Red Mist, Blue Funk (50CP each)

The two most commonly used psychoactive compounds in Eurocorp's strike forces, these two drugs can severely alter a person's mental state and enhance combat performance dramatically. Purchasing each compound provides you with the formulas to create more, and improves your Agent Class Augmentation Package with an unlimited supply (for personal use only). Unlike the variants normally found in the setting, the use of the compounds purchased here is not mutually exclusive, and their negative side effects have been eliminated to ensure optimum performance.

Red Mist is mainly used to improve an operative's performance against hostile, armed forces. This upgraded variant provides you with a substantial increase to reflexes, response time, and hand-eye coordination, seemingly 'slowing down' the world to the user's senses. Even a combat novice would find themselves performing nearly instantaneous, accurate targeting of any identified hostiles.

Blue Funk is mainly used to induce paranoia in an operative to ensure continued safety against unknown targets. The upgraded variant on offer here allows you to retain clarity of mind while providing a major increase to perception, processing and cross-correlating of all senses, and overall awareness. You will be able to notice details more easily and glean far greater information from your surroundings, making it substantially easier to identify covert enemies such as those with concealed weaponry or those hiding their identity with holographic or morphic technologies such as the Clone Shield.

- Complete Cybernetic Augmentation (150, 300 or 450CP)

While many cybernetic modifications are installed piecemeal, you might prefer to get the entire package 'up front', so to speak. This option represents a full, body-wide augmentation, and grants you the first, second, or third tier of all Torso, Arms, Legs and Brain cybernetics described below.

Costs for the higher tiers are inclusive – purchasing the second tier for 300CP also grants access to the first tier cybernetics if you wish to 'downgrade' for any reason. This offer does not include any other cybernetic upgrades such as Epidermis variants.

- Torso Cybernetics (50, 100 or 150CP)

The first and most critical cybernetic upgrade used by Eurocorp Agents and Church Disciples, the Torso upgrade is the first step to full cyborg conversion and is a necessary starting point for most other limb augmentations found in the world of Syndicate Wars. All three levels contain an integrated, unhackable self-destruct charge that the user can employ to explosively detonate the cybernetics.

The first level cybernetic installs the main power supply and replaces bones with metal reinforcements while encasing the user’s internal organs in advanced titanium plating. It provides the single biggest increase in overall resilience, and comes equipped with a miniaturized fusion core that can be accessed by wireless transmitter and that never needs refueling.

The second level uses foam-metal alloy to provide fully covering subdermal armor plating, further improving overall resilience and protection. It also installs a series of biochemical regulators aimed at stabilizing the user’s biological systems and neurochemistry. Though this only provides limited protection,

the sophisticated control over the user's nerve system makes the user effectively immune to any negative effects from non-hazardous compounds such as alcohol, recreational drugs, and other addictive compounds.
The third and final level further improves overall resilience, as well as upper body strength, by replacing the user's torso musculature with advanced artificial memory polymers. Biochemical control is likewise expanded, making the user immune to all forms of mundane bio-active compounds, ranging from nerve gases and inorganic contaminants to ingested poisons and biological weaponry.

- Arm Cybernetics (50, 100 or 150CP)

Where torso cybernetics are designed primarily for increased resilience and combat survival, cybernetic upgrades to a user's arms are mainly focused on offense. All levels of Arm Cybernetics must be attached to a suitable core frame, necessitating at least one level of Torso Cybernetics or an equivalent cybernetic framework acquired elsewhere.
The first level replaces bones and musculature with tungsten tendons and artificial muscle fibers, providing a notable increase in physical strength, resilience, and limb speed. In addition, this upgrade eliminates any remaining reflexive preferences of the user, making them completely ambidextrous.
The second level substantially expands the metallic encasement of the limb for greater resilience, and foam-metal construction makes these arms significantly lighter and, hence, faster than ordinary arms. Furthermore, advanced joint replacements allow for full range of motion and joint hypermobility with no loss of control.
The third and final level installs advanced musculature replacements and high-precision artificial muscle fibers, further improving resilience, physical strength, and providing perfect fine motor control down to sub-millimetre ranges.

- Brain Cybernetics (50, 100 or 150CP)

Brain cybernetics are dedicated largely to mental improvements and perception boosts, though these systems also provide notable protective advantages. All levels of Brain Cybernetics must be attached to a suitable core frame, necessitating at least one level of Torso Cybernetics or an equivalent cybernetic framework acquired elsewhere.
The first level encases the brain in a resilient metal shell, and installs a diamond-based processor matrix to improve the user's mental faculties, simultaneously increasing intelligence and granting effectively total immunity to pain. The user's eyes are improved with broad-spectrum perception abilities, and the auditory system is overhauled to provide improved perception.
The second level installs holographic memory cores and greatly improves the existing perceptive augmentations. In addition to substantially better processing of visual and auditory cues, the new memory systems are used to offload skill retention and reflexes, enabling perfect retention of learned skills without risk of degradation due to lack of practice.
The third and final level further expands the protection and cybernetic replacement of the recipient's neural tissue, allowing for integrated A.I. support and noticeable improvements to tactical performance. Beyond that, these augmentations allow for a complete backup of the user's personality, memories and thought process into the remainder of the user's cybernetics. This not only provides the user with perfect memory and effectively instantaneous recall, it also provides limited resistance to mental control and the ability to survive complete destruction of the brain or even outright decapitation.

- Leg Cybernetics (50, 100 or 150CP)

As is to be expected, Leg Cybernetics provide a variety of mobility advantages in addition to their effects on overall resilience. Leg Cybernetics must be attached to a suitable core frame, necessitating at least one level of Torso Cybernetics or an equivalent cybernetic framework acquired elsewhere.

The first level augments the user's legs with artificial metallic muscle fibers, and replaces the leg bones with metal supports to greatly improve both top running speed and jumping height. With these upgrades, the user can maintain movement indefinitely without risk of physical exhaustion.
The second level of these cybernetics surround the leg muscles with foam-metal armor for greater resilience, and use the freed up space and weight to install miniaturized anti-grav and electromagnetic repulsion systems. Though unsuitable for continuous use, these systems can be briefly overcharged to allow the user to leap several stories in one bound thanks to their briefly reduced weight and boosted leg strength.
The third and final level further improves the armor plating and artificial musculature, providing further improvements to all affected parameters. In addition, a more streamlined fiber-optic nerve network and power supply allow the integrated anti-grav systems to synergize with newly installed Van Der Waals generators, allowing users to effectively 'walk' on walls and even ceilings.

- Ballistic Defense Epidermis Type 1 (100CP)

Composed of a complex meshwork of woven steel fibers for physical resilience and reinforced cosmetic upgrades to guarantee flexibility, this powerful skin weave is designed to reduce damage caused by physical trauma such as bullets, collisions and other impacts without any notable side effects in terms of flexibility or appearance. Against the more common ballistic weapons seen in this setting, this type of epidermis can nearly double an operative's life expectancy under fire.
Unlike this variant of epidermis found in-setting, the design on offer here is compatible with other forms of epidermis and allows for multiple such upgrades to be used simultaneously.

- Temperature Resistant Epidermis Type 2 (100CP)

The flame-retardant properties of this epidermis are provided by its core design of non-toxic asbestos. Originally developed for spacecraft re-entry, this material makes this epidermis extremely resistant to high temperatures. While it does not make the user entirely 'fire-proof', the protection this upgrade provides nonetheless allows an operative to walk through the blazing inferno of a collapsed building or a Flamer's napalm stream with little more than some singed hair.
Unlike this variant of epidermis found in-setting, the design on offer here is compatible with other forms of epidermis and allows for multiple such upgrades to be used simultaneously.

- Energetic Absorption Epidermis Type 3 (150CP)

Integrated fiber-optic filaments and polymer insulation networks allow this epidermis to provide unmatched protection against a wide variety of energy-based weaponry and hazards. Absorbing or redirecting approximately half of the energy released by weapons such as Pulse Lasers or Plasma Lances, this epidermis can prove invaluable when faced with the more advanced weaponry fielded during the coming conflicts.
Unlike this variant of epidermis found in-setting, the design on offer here is compatible with other forms of epidermis and allows for multiple such upgrades to be used simultaneously.

- Targeting Disruption Epidermis Type 4 (200CP)

Rather than improving a recipient's toughness directly as most forms of Epidermis do, this upgrade instead creates a potent anti-detection field that wreaks havoc on any form of observation. Asynchronous temporal phase shifts cause intense light diffraction, distorting visual and electromagnetic contours to create an advanced jamming and stealth field. While this will not turn the user completely invisible, it greatly reduces the ability of both enemies and surveillance systems to target, necessitating significantly shorter engagement distances or a 'spray and pray' approach to do meaningful damage to the user.

Unlike this variant of epidermis found in-setting, the design on offer here is compatible with other forms of epidermis and allows for multiple such upgrades to be used simultaneously.

Weapons

Although many weapons used in the modern age are based upon more old-fashioned designs, one critical difference exists compared to weapons used before Eurocorp achieved its dominance. Conventional weaponry do not use old-fashioned bullets, and instead use energy-based 'pellet' munitions to provide effectively unlimited ammunition provided a sufficiently powerful energy source is available. Most field operatives carry a small fusion pack to provide this energy, meaning that the only practical limit to such weapons are the time needed to recharge capacitors between shots. All weapons bought with CP are provided with unlimited power to ensure you never run out of ammo, and carry unique improvements over their more common counterparts found in this setting. All weapons are effectively unbreakable but carry built-in safeties including fingerprint scanners and an unhackable self-destruct, and any weapon that is destroyed is replaced after a day.
You gain a **100CP stipend** you may use to purchase options from this section.

- Uzi (Free)

The Uzi is the most basic weapon used by operatives in the field, but it is most commonly found in the hands of rioters, law enforcement, and similar underequipped and outgunned individuals. In terms of firepower it is wholly obsolete, but even so this type of weapon still has a few advantages. Constructed of lightweight polymers and capable of folding down into a compact package, this weapon is supremely easy to conceal and effectively invisible to most forms of automated weapon detection.

- Minigun (100CP, discounted for Unguided)

The most basic of the more effective 'front line' weapons, the Minigun is a potent weapon firing standardized energy pellets at a devastating rate of fire. While each round carries only limited kinetic energy, a barrage from this weapon is nonetheless capable of leaving even cybernetically augmented enemies reeling, making it a deadly weapon even against the elite forces of Eurocorp or the Church. Lightweight materials and inertial dampening allow the more common variants of this weapon to be wielded even by unaugmented individuals, but the version on offer here has been further enhanced to completely eliminate recoil from firing.

- Pulse Laser (100CP, discounted for Eurocorp)

This directed-energy weapon is a favorite of Eurocorp's more well-equipped departments. Firing a potent blast of crimson light, this weapon can be charged for more powerful shots at the cost of longer firing times. While the variants seen during the coming conflicts all use a Trisodium 89 catalyst and hence have identical beam properties, this model has been upgraded with a spectral modifier to allow wavelength adjustment, enabling the weapon to fire with beam wavelengths ranging from Microwaves to X-Rays.

- Electron Mace (100CP, discounted for Church Of The New Epoch)

The most common weapon among the Disciples of the Church Of The New Epoch, the Electron Mace is a potent electrical weapon that fires bolts of electricity powerful enough to vaporize the enemies of the faith. Much like the Pulse Laser it can be overcharged for greater power, and the design on offer here has been improved by the Church's greatest minds to bypass any form of grounding that might otherwise protect the target of your holy wrath.

- System Control Weaponry (100CP, discounted for A.I.)

Through UTOPIA, any individual in a combat zone can theoretically be converted to an operative's side through the use of handheld hacking tools. Eurocorp uses the Persuadertron, the Church has their own model called the Indoctrinator, but both operate on similar principles: the forced introduction of subroutines to suborn a target's higher brain functions. While the common variants of these tools merely ensure that a target shows unfailing loyalty to the controller and insert basic weapon handling skills, this model has been further refined. Not only is it now possible to introduce significantly more complex subroutines or skill packages, this design has been specially modified to eliminate its reliance on the target's neural cybernetics, allowing it to be used even on individuals that are not integrated into the UTOPIA network.

- Disrupter (100CP)

This counter-hacking tool interferes with the carrier signals used by weapons such as the Persuadertron and Indoctrinator, effectively canceling any such methods affecting exposed subjects. When used against the individual wielding the weapon, it can even disrupt control against all targets under their sway. While the standard version of this device operates by disrupting UTOPIA chip subroutines and carrier waves to effectively reset victims to their un-influenced state, this upgraded design no longer relies on these cybernetic aspects and may serve as an effective counter to other forms of mind control and brainwashing as well.

- Flamer (100CP)

An ancient principle improved for modern use, the Flamer projects a stream of highly flammable napalm to incinerate foes. While short ranged, these weapons are capable of inciting terror in the most hardened veterans thanks to the sticky nature of the fuel and its ability to burn through even steel armor. This design has been further improved to allow for maximum compatibility with similar compounds, allowing for easy adaptation to many other forms of chemical, biological, or other liquid- or gas-based munitions without risk of the new 'fuel' damaging the weapon's internal components.

- Long Range Rifle (150CP)

This sniper's weapon uses monopolar magnets to accelerate depleted uranium rounds to over five times the speed of sound, delivering accurate firepower at extreme ranges. Although firing rate is low, each shot carries enough kinetic energy to punch through military-grade vehicle armor, and even cybernetically augmented targets are frequently turned into little more than red smears on the floor and walls. This variant of the LR Rifle has been modified to include sophisticated environmental analysis and ballistic calibration suites, ensuring that the bullet strikes the targeted location every time no matter external factors such as wind, temperature gradients, or other parameters that might lead to inaccuracy.

- Launcher (150CP)

Firing lightweight grenades with surprisingly effective range and tracking abilities, the Launcher is a potent anti-vehicle and anti-structure weapon. Normally equipped with cluster bombs or implosion warheads, this more advanced design carries munitions with an advanced, modular warhead system. Consequently, this design can be modified 'on the fly' with any other payloads the operative might be carrying, such as Knockout Gas for non-lethal effects or a Sattelite Rain beacon for improved destructive power. Alternative payloads do not benefit from the infinite ammunition benefit unless they already provide such a benefit on their own.

- Plasma Lance (200CP)

Projecting a devastating electron-charged annihilation field, the Plasma Lance causes atmospheric molecules to be converted into plasma. Though already immensely powerful, the firepower of this weapon can be overcharged for even greater effectiveness against heavily armored targets. The upgraded design offered here carries a variable output switch that allows the wielder to modify the beam's shape and size with great ease, allowing the weapon to be used as a precision beam in addition to its standard blast of energy.

- Graviton Gun (300CP)

The most powerful hand-held weapon seen in the conflict between Eurocorp and the Church Of The New Epoch, only a handful of these weapons of mass destruction were ever created. Projecting an energy beam not unlike that of the Plasma Lance, the Graviton Gun's gravitic polarisation beam instead briefly inverts the strong atomic force. This weapon can utterly disintegrate targets even before it emits the excess energy bleed off as homing blasts to wreak havoc among nearby foes. A more refined design than the prototypes found in this setting, this variant allows the user to not only modify the beam in a similar manner as the Plasma Lance's upgrade above, it also comes with a safety mode that eliminates both the energy bleedoff and any collateral damage around the beam.

- High Explosive (50CP)

With enough explosive power to demolish moderately sized buildings with a single bomb, these weapons are most commonly used for demolitions or breaching operations. These weapons are not only activated by timer, they automatically arm in the event of the operative's demise. The design offered here has been further enhanced, allowing for not only timed activation, but also detonation by remote or motion detection, presenting a perfect method to prevent tampering or recovery by hostile forces. Any other deployable weapons you purchase here (Cataclysm, Ion Mine, Satellite Rain or Cerberus IFF) are likewise improved for more tactical deployment methods. Operatives usually carry up to four of these explosives, but you gain an unlimited supply available from your Warehouse.

- Cataclysm Grenade (100CP, discounted for Eurocorp)

Perhaps the most destructive weapon fielded during the coming conflicts, the Cataclysm grenade is a handheld nuclear grenade with unrivaled explosive power. Possessing a miniaturized isotope core that focuses the explosive blast into a small area, the weapon's design also ensures that radioactivity drops to safe levels mere seconds after detonation. The upgraded model available here can be modified to instead release large amounts of short-lived radioactive isotopes, creating a lingering field of lethal radiation that will cripple even cyborgs and military vehicles. Operatives usually carry up to four of these grenades, but you gain an unlimited supply available from your Warehouse.
This upgrade requires at least one purchase of 'High Explosives'.

- Ion Mine (100CP, discounted for Church Of The New Epoch)

A substantially more subtle alternative to the destruction wrought by other deployed weapons, Ion Mines are instead used to seal off critical areas against the Church's enemies. Remaining silent until triggered by nearby hostile forces, an Ion Mine releases a devastating electrical charge that disrupts electrical circuitry, overloads power storage systems, burns out weaponry, and paralyzes cybernetically augmented targets while their cybernetics restart. The upgraded variant on offer here allows you to augment the electrical burst with a powerful magnetic pulse capable of drawing in vehicles, cyborgs, and any other metallic objects within a wide range before the ion surge disables them. Operatives usually carry up to four of these mines, but you gain an unlimited supply available from your Warehouse.
This upgrade requires at least one purchase of 'High Explosives'.

- Satellite Rain (100CP, discounted for Unguided)

Rather than a placed explosive, the Satellite Rain instead acts as a signal beacon for a network of orbital satellites. When triggered, a veritable downpour of uranium-tungsten rods will rain down from space, heating to the point they impact the target zone as liquid plasma and annihilating almost anything caught in the area. When purchased here, these beacons continue to function in worlds where Eurocorp's satellite network does not provide full cover, ensuring that the necessary orbital strikes continue to perform as required regardless of orbital infrastructure (or lack thereof). Operatives usually carry only one of these beacons at once, but you gain an unlimited supply available from your Warehouse.
This upgrade requires at least one purchase of 'High Explosives'.

- Cerberus I.F.F. (100CP, discounted for A.I.)

This deployable turret is the only variant that is not a single-shot weapon, and is instead meant to provide sustained firepower in a vital area. Armed with a powerful Pulse Laser and heavily armored, this turret is more than capable of holding its own against an armed assault. Unlike the more common variants seen in the modern age, this design is fitted with a small-scale fusion plant and a number of shield generators. These modifications not only increase its resilience and allow it to function without risk of power loss, it also allows the turret to explosively self-destruct, be it by remote command or once it sustains critical damage against overwhelming enemy forces. Operatives usually carry only one of these turrets at once, but you gain an unlimited supply available from your Warehouse.
This upgrade requires at least one purchase of 'High Explosives'.

- Knockout Gas (50CP)

One of the few non-lethal weapons in the arsenal of Eurocorp and the Church's elite forces, Knockout grenades release a potent nerve agent that renders any affected target unconscious for a moderate duration. Once disabled, this makes victims prime targets for Persuasion or Indoctrination, or simply elimination thanks to their inability to retaliate. Although the standard Knockout Gas is most effective against unprotected humans, the formulae in this design have been adjusted to ensure maximum compatibility regardless of a target's biological make-up. Whether you need to disperse packs of territorial animals or are faced with unseen strains of mutants or even theorized extraterrestrial life, this gas will continue to provide dependable results.
Operatives usually carry up to four of these canisters, but you gain an unlimited supply available from your Warehouse.

- Psycho Gas (50CP)

True to its name, the volatile mixture in these grenades causes violent hallucinogenic episodes in any targets exposed to the gas. Although the effect is temporary, results are frequently deadly as entire groups of foes might turn on each other, flee in terror, or are otherwise rendered incoherent. Much like the Knockout Gas described above, this particular variant of Psycho Gas has been improved to ensure continued function against any biological targets you may encounter in the future.
Operatives usually carry up to four of these canisters, but you gain an unlimited supply available from your Warehouse.

- Razor Wire (50CP)

This infinite spool of razor-sharp metal wire is extremely thin to the point of near-invisibility without augmented perception. When placed in an appropriate location, it provides a deadly surprise to anyone attempting to cross it. While already a potent defensive weapon, the variant offered here is further enhanced by creating extreme internal tension within the wire. Any opponent that manages to power

through the wire will find that severing it causes it to tangle around them with devastating force, gripping them in a coil with such force it can easily decapitate unprotected victims.

- Trigger Wire (100CP)

A more advanced variant of the Razor Wire mentioned above, this infinite spool of Trigger Wire does not rely on its sharpness to cause injury. Rather, this molecule-thin weapon is loaded with highly-compact explosives along its length, detonating with devastating force when an unwary foe touches it. Upgraded from its more common variant, this version includes a sophisticated sensor suite that substantially increases the potential triggering range, as well as allowing the weapon to be detonated remotely or by timer.

- Clone Shield (100CP)

Not a weapon as such, the Clone Shield is a potent infiltration tool that disguises the user both visually and digitally. Capable of fooling all but the most advanced detection techniques employed by the Syndicate, when activated this tool physically alters the user's features and clothing, allowing them to appear as nothing more than a common civilian. Alternative appearances can be programmed into the tool before use, but are not included by default. Further refined beyond the standard design, the model offered here no longer requires a dedicated power supply and can maintain its effects even if the user employs a variety of other weapons in tandem.

- Stasis Field (100CP)

Foregoing firepower to provide a large-scale force multiplier, the Stasis Field operates by altering the flow of time within a field approximately thirty feet across. Any occupants of the field are slowed down dramatically, greatly reducing their ability to defend themselves from further attacks. Furthermore, this upgraded design comes with advanced identification subroutines, enabling the field to affect only specific targets and allowing your own forces to enter the field without suffering any negative effects. This model can also be used as a semi-permanent temporal generator, maintaining the field indefinitely provided the generator remains within range and is not re-tasked to create new fields.

- Displacertron (100CP)

Similar to the Stasis Field, the Displacertron alters the flow of time for tactical advantage. When activated, the target is shifted into a higher-dimensional timestream and effectively vanishes from reality, only to reappear after a set amount of time. While the default model already provides a substantial advantage for infiltration and temporary disabling of hostile targets, the upgraded model provided here possesses two further improvements. First, an onboard control system allows the user to adjust the desired 'time gap' on the fly, allowing a single shot to affect targets anywhere from a second to a full minute. Second, this model may be used as a continuous temporal displacer, allowing a single target to be displaced indefinitely so long as the Displacertron is not switched to a different target, moved beyond effective range, or otherwise rendered inoperable.

- Chromotap (50CP)

Drawing on the residual electrochemical potential of organic materials, this tool can be used to draw substantial power from organic tissues to instantly replenish an operative's energy supplies. Suitable for use on both living and dead targets, the Chromotap is best used in a support role by restoring combat readiness after battles have concluded. While the standard model is suitable solely for the generation of electrical energy, this upgraded variant can easily be modified to supply any other form of energy suitable for your equipment.

Miscellaneous items, gear and infrastructure

- Agent Longcoat (50CP, free for Eurocorp)

Iconic and intimidating, this advanced suit of low-profile body armor provides substantial physical protection in addition to its integrated shield emitters. Worn by Eurocorp's Agents on the various combat missions they undertake, you can now enjoy that same level of protection and style. This trench coat includes enough reinforced holsters to attach half a dozen heavy weapons, and comes with a suitably badass pair of sunglasses for free. Should it be damaged or destroyed, you will receive a replacement in a day – assuming you survived its destruction.

- Vestments Of Faith (50CP, free for Church Of The New Epoch)

Serene yet carrying a promise of wrathful vengeance upon the unbelieving, this is the armor worn by the Disciples serving the Church Of The New Epoch. An immensely heavy steel armor outfitted with shield generators and covered with the pristine white robes of their order, even augmented individuals may find it difficult to move in these bulky outfits. As such, the Church has seen fit to equip these protective vestments with small anti-gravity generators, resulting in the unnerving tendency of Disciples to float a few inches above the ground when hurrying.

- Tools Of The Revolution (50CP, free for Unguided)

The Unguided come from all nations, all walks of life. Doctors, engineers, couriers and menial laborers, they all came together in unified defiance of Eurocorp's oppression and the Church's mad dogma. Why should one consider it strange that they united as 'punks' rather than any more respectable image? This collection of paint, hair dye, and graffiti likewise provides a supernaturally effective means of spreading messages of dissent and rebellion, and they prove to be extremely difficult to remove without your permission.

- Identkey Trace Subroutine (50CP, free for A.I.)

A.I. are most commonly used to analyse and process vast amounts of data, but sometimes a simpler solution is needed, be it for less critical tasks or to free up valuable time on the larger mainframes. This software was originally developed for fast and efficient tracking of the various civilian and military identifiers used by the UTOPIA network, but it has proven remarkably effective in other areas as well. Acting as a form of ‘search engine’, this program is capable of locating relevant information, personnel, or other materials of interest based on the provided query. Curiously, the software is highly adept at searching based on intent rather than ‘exact words’, ensuring that even queries into topics with little known information or poorly defined keywords can easily lead to more effective search strategies.

- Briefcase (50CP per purchase)

This unassuming container might be familiar to those who have made a habit of robbing banks to bolster their finances, as it is the same type used to collect the relevant funds during such events. This particular briefcase comes with 50.000 Eurocorp Credits per purchase (sufficient to outfit a team of four operatives with Miniguns with money left to spare), with the funds being completely untraceable and replenishing monthly. The funds can be altered into any commonly accepted form of legal tender by simply closing the lid for a moment, but will default to your current world's variant of cold, hard cash when no particular form is desired.

- Anti-Grav Car (100CP, discounted for repeat purchases)

Fashionable, modern, and capable of low-altitude flight at modest speeds, this state-of-the-art vehicle is sure to turn heads and draw attention wherever you go. Despite its lack of dedicated protection, this car nonetheless protects any individuals inside with surprising effectiveness, but while it can remain functioning with a surprising amount of damage, dedicated military armor is nonetheless recommended for more dangerous uses. Any damage is repaired within a week, including total destruction if need be. Comes in a variety of flashy, cyber-dystopian designs ranging from trucks to bikes.

- Anti-grav APC (150CP, 50CP for repeat purchases.)

Regularly seen as transportation for a variety of military and paramilitary forces, these heavily armored vehicles can take a beating from any but the most potent weapons and remain functional. Much like the Anti-Grav Car above, it can fly under its own power and is not restricted to the magnetized roads found in most cities. If damaged or destroyed, the vehicle is returned to pristine condition within a week. With each purchase you may choose to receive the sleek, tactical variant or the larger 'carrier' design.

- Spiderbot (200CP, discounted for repeat purchases)

Developed by the Church Of The New Epoch, these terrifying robotic menaces are slow but immensely powerful. Possessing rudimentary A.I, these weapons are not vehicles as such and are instead meant as self-aware weapon platforms. Although not particularly fast, their immense firepower makes them exceedingly deadly in close quarters. Equipped with a number of Pulse Lasers by default, you may choose to outfit them with any other weapons you have purchased here as well. In addition, this particular variant has been improved with on-board shield generators and a noise cancellation system that allows it to operate completely silently, trading away the psychological effects of its terrifying noise for deadly silence. If damaged or destroyed, it will be replaced within a week.

- Grav-Tank (250CP, 100CP for repeat purchases)

The mightiest vehicles seen in modern-day urban combat, these mighty tanks are immensely resilient and equipped with missile batteries that can wreak havoc on foes from long range. Although not particularly fast or manoeuvrable, even one of these machines of war can lock down an entire area. This particular variant has been further improved with an advanced guidance system on its weapons and a sophisticated on-board repair suite capable of restoring combat functionality from even crippling damage. Should it nonetheless be destroyed, you will receive a replacement within a week.

- LIMBO-class Cryogenics Facility (100CP)

Equipped with cryo storage for inactive Agents or Disciples, cybernetic augmentation infrastructure, and the necessary crew and A.I. support to operate it all, this facility provides everything you might need to keep a group of elite operatives combat ready. The facility will spend any downtime adapting for any other cybernetics you might have gained access to, ensuring that the LIMBO remains your one-stop shop for cybernetic modification.

- HELICON-level Research Facility (200CP)

This state-of-the-art lab complex is optimized for rapid development and implementation of new technologies. While it is less suitable for coming up with new ideas based on first principles, the scientists and engineers that form the core research team at this facility are remarkably capable at reverse engineering encountered designs. While there is still room for additional staff members and you may wish to hire or 'persuade' a few suitable candidates to fill vacancies, with enough funds these talented men and women could turn a poorly understood prototype weapon encountered on one of your missions into a fully understood design suitable for mass production in a manner of days. When not tasked with any specific

objectives, the team will instead brainstorm further developments in the fields of cybernetics, software, and advanced weapon systems.

- The Codex (600CP)

Written by the Nine following their ascension, the Codex contains scientific theories and technological insights far beyond what the rest of the world understood. In its most basic form, it contains the information needed to develop all technologies seen during the Syndicate Wars game, from the Electron Mace to the Graviton Gun and beyond. However, this insight does not carry any of the additional advantages provided by variants purchased in this jump document, and the entire text is mired in theological allegory, metaphors and spiritual teaching. Untangling this magnum opus of nine mad geniuses will likely take significant time and effort... however, it will expand with new insights and lessons as you travel, pushing the boundaries in every world you might find yourself in.

- C3 Prototype (600CP)

The crown jewel of the Cybernetic Cognition Conference before they became the Nine, this extremely advanced augmentation system was the source of their newfound intelligence and insight, and in many ways it formed the birthplace of the Church Of The New Epoch. When used, even ordinary individuals may be granted mental prowess far beyond that of mortals and eclipsing even Eurocorp's most potent A.I. In effect, anyone who undergoes treatment with this technology gains the abilities of the 'Touched By The Divine' Perk. However, unlike the Perk this system does not provide any protection against potential side effects. Given that out of the ten scientists who used the machine, at most one could be considered anything even remotely resembling 'sane', you may wish to be very careful in how and when you allow individuals to undergo this process. This variant of the machine automatically updates itself to function for any other biological lifeforms you might wish to enhance.

- Harbinger (800CP)

Developed and released by the Nine, Harbinger was the catalyst for world-wide chaos and disruption. An automorphic and highly adaptable computer virus, Harbinger annihilated Eurocorp's global control network, disrupted its communications, turned A.I, and remained an effectively unstoppable digital plague against which the only possible defense was to cut off all communications with compromised systems. Affected systems are targeted primarily through their communication and authorization subroutines, simultaneously eliminating external overrides such as Eurocorp's control codes for the UTOPIA network, as well as scrambling identification methods. In effect, once a system is compromised by Harbinger, it becomes completely incapable of identifying inbound and outbound data traffic, wreaking havoc on everything from secure communications and data transfers to A.I. functioning and loyalty programming. Some systems lock down, identifying all external sources as hostile. Others might provide top-level access regardless of the user's credentials, and many more will simply fail outright, the intricate web of inter-dependencies shattered to the point that nothing remains but digital scrap and overheating server cores. A single release into Eurocorp's network brought the entire planet to its knees in a manner of hours, and now the terrible power of this cyber-weapon is in your hands. Modified to near-instantly improve to become compatible with any and all digital systems you might encounter in the future, this variant of Harbinger is utterly impossible to protect against. Firewalls will not stop it, reverse engineering is impossible due to the rapid shifting of its code, and nothing short of a complete scrubbing of all compromised data and memory will suffice to remove it from a system. It will automatically spread by any means of communication it can gain access to, at a speed that even post-singularity A.I. cannot track. However, do remember that Harbinger is effectively the 'nuclear option' when it comes to cyber-warfare. The same attributes that make it impossible to contain or destroy make it equally impossible for the user (i.e. you) to control or direct it in any way beyond releasing it into a new system. Once activated, it will

heed no limitations and accept no directives, striking at any of your own systems as readily as those of others if it can gain a foothold. The only command you can issue it that will still be followed is a kill switch, which will cause all remaining Harbinger code to self-delete. This kill switch cannot be hacked or otherwise activated by anyone except the individual that activated the initial system.

Companions and followers

- Council (Variable Cost)

This world is bleak and dreary, but the right company can make it at least somewhat tolerable. You may import, recruit, or create new Companions at a price of 50CP each, or eight Companions at once for 200CP. Each receives a Background, 300CP to spend as they wish, as well as appropriate stipends. In addition, Companions gain half the listed bonus CP from any of your Drawbacks that affect the whole setting and/or your allies (such as 'Move Along'), and may take up to +300CP in Drawbacks that only affect them personally (such as 'Networked').

- Operative Squad (50CP per purchase)

With this option you may acquire your own team of four Agents or Disciples, all of whom are equipped with Uzis, the basic Agent Class Augmentation Package, the standard chipset that ensures fanatical loyalty to you even unto death and either an Agent Longcoat or the Vestments Of Faith. You may even choose to gain four 'Punks' instead, with comparable abilities and equipment except in a much more anarchistic appearance. Any losses they take are replaced after a day. Although they do not come with any other combat gear or cybernetics by default, they may be outfitted for free with any cybernetics or weapons you've purchased in this jump. Furthermore, they will retain any Syndicate Wars improvements you provide them from among the more standard cybernetics you might develop and install during your stay in this world.

Drawbacks

- Login (+0CP)

It’s up to you now. Whatever background you’ve chosen, you are now the person in charge of dealing with the chaos that is about to hit the world just like in the storylines seen in the game. If you are Eurocorp, you will take the place of the London executive and must seek to restore Eurocorp’s control alongside London A.I. and Agent Maritz. If you are a member of the Church Of The New Epoch, you will be entrusted with Harbinger’s release and securing the Church’s dominance afterwards. The Unguided had no storyline in the game, but you will be placed in a similar position to ensure freedom from both the oppressive Syndicate and the mad Church. This Drawback does not require you to be human - A.I. can seamlessly take the place of the ‘player’ in a similar manner. Whether you rely on the Marionette system to command your squads of Agents in the field or seek some other means to secure victory, remember: the Cataclysm does not wait for the slow and the weak.

- Economic Mismanagement (+100CP)

Perhaps it’s the crash of virtually the entire financial sector of modern society, perhaps it’s economic downturns, perhaps it’s just plain old human greed. Whatever the case may be, you’ll always struggle to get the funds you need for your work, and you’ll have to decide where your money really needs to go and what opportunities you’ll have to pass on because you can’t afford them. Even robbing banks and selling scavenged high-tech weapons will only take you so far.

- Move Along! (+100CP)

It's a good idea not to linger too long in the vicinity of UTOPIA's law enforcement – police frequently carry weapons up to Miniguns or Pulse Lasers to handle any delinquents. Brandishing a weapon or simply being known as having ties to a hostile faction are enough justification to riddle your body with bullets, and the police won't bother asking for your surrender. Now, this is doubly true for you and your allies – with even the slightest misstep or suspicious behaviour you'll find yourself on the wrong end of these stalwart defenders of 'justice', and the streets of the modern age seem to have a lot more cops patrolling them than they did before.

- True War (+100CP)

Ordinarily, most of the combat in the modern day takes place between underequipped, barely protected rioters and police, with only the elite ranks of the Agents and Disciples having any meaningful firepower. Now, your enemies are far more well-organized and equipped, meaning that whoever you're facing is probably going to bring at least some tier one cybernetics and an Electron Mace if they originally had nothing but an Uzi. You might also want to invest in some more guards for your office, cathedral, or mainframe, because you don't want to become an easy target.

- Networked (+100CP)

Congratulations, citizen! The defects in your UTOPIA chip have been resolved and you can now once again participate to your fullest capacity in the UTOPIA network. This Drawback eliminates the effects of your 'Code Gap' purchase, leaving you vulnerable to traces, cybernetic brainwashing, and similar code-based actions. This vulnerability persists even if you don't have a UTOPIA chip (including if you are an A.I.) or if you would otherwise be immune to such effects through other methods.

- Integrated (+100CP, requires 'Networked')

Where before you might have simply remained vulnerable to outside control, now this control is a certainty. Rather than becoming an authority figure in your selected faction, you are instead permanently enslaved through the UTOPIA network as an Agent, Disciple, servant A.I. or a similar role. Your free will is effectively gone, your loyalty to your superiors is absolute, and even should UTOPIA be disabled you will never consider betraying those who hold your leash until your time here comes to an end. This control cannot be broken, not even by your superior ordering you to ‘ignore any further commands’ or similar tricks.

- Ghost In The Machine (+200CP)

You and your allies seem to be cursed by a particularly nasty effect: much like unanalysed weapons you find in the field are difficult to use effectively, so too will you find that the more advanced your gear is, the more likely it is to break down. Miniguns and Pulse Lasers will still work fine, but equipping your forces with Plasma Lances or Cataclysm grenades will likely leave as many casualties on your side as among your enemies. You might want to avoid going too ‘high tech’ while you’re here.
This effect also applies to technology you’ve brought with you from other settings, though you may choose to arrive here with everything safely ‘switched off’ so you won’t experience any sudden meltdowns until you actually start taking those risks.

- UTOPIAn Competence (+200CP)

Good help is hard to find. Indeed, each of the factions puts a lot of effort into capturing and brainwashing the more highly-skilled scientists and engineers they could use to get an edge over the opposition. Unfortunately, it seems even such brilliant minds aren’t above the occasional suicidal misstep, to speak

nothing of the more common men and women of the setting. Your own faction's overall skill level and experience drop dramatically. Can you make do with the inept and enthusiastic instead of the skilled and sensible.

- Subversion (+300CP)

In a world where brainwashing and mind control are common avenues of attack, it's important to make sure you can trust those you work with. Unfortunately for you, it seems your subordinates, coworkers and superiors have a nasty tendency to secretly working for one of your enemies. Much like Eurocorp's Agent Maritz ended up being a traitor working for the Church Of The New Epoch as Mirabelle Lucy De Saxo, so too will you find that a lot of the people you are forced to rely on are… less than trustworthy. There won't be many of them, but no amount of effort or precautions on your part will allow you to discover their true allegiances before they've had at least one success against you.

- Paradise (+300CP)

Many civilians are maintained in a dream-like state by UTOPIA, wherein they see the entire world as some kind of idyllic paradise world of sunshine, fresh air and friendly police officers instead of the bleak, neon-lit hellhole it is in reality. Now, you are likewise affected. You are completely unable to see the world as anything but this pleasant environment by any sense you might have access to, making it far more difficult to meaningfully interact with it once the bullets start flying. This doesn't mean you actually believe what you see, but even knowing it's all a lie will not allow you to break free of this illusion.

- Naught But Flesh, Steel And Faith (+300CP)

From cybernetics and A.I. to political scheming and religious brainwashing, this world has many roads to power. Now, those roads are all you possess. You and your Companions lose access to any and all advantages you might have brought with you from other jumps, and are effectively reduced to nothing but the Body Mod plus any purchases made in this jump. You also can't access your Warehouse, though you retain the various weapon stockpiles you may have purchased in this jump.

- Cataclysm (+600CP)

The end of the world is coming. This was already true to some extent, but without your intervention the fanatical plans of the Nine and the Church Of The New Epoch would eventually be thwarted by Eurocorp or their own betrayed followers. Now, it's pretty much a guarantee. Even if you prevent the destruction of humanity by the Nine's moon-based superweapon, the world will not get better. Anarchy will continue to reign supreme, Eurocorp and the Church will never gain control by themselves, and as the Unguided collapse into infighting the world will be damned to a downward spiral of conflict and chaos until there is literally nobody left to fight... unless you can find a better way. Can you face a ten-year long stay in what is effectively World War Four, and not only survive but thrive, carving out your own Syndicate, cult, or even a more benevolent form of authority?

Ending

You've survived or even thrived in this dystopian nightmare. Now, it's time to choose.

The Last Cataclysm: if you've died or simply found yourself tired of Jumping, you may choose to go home. You keep all powers, items, and other things you may have picked up during your travels, and find yourself back in your home reality.

Congratulations On Your Promotion: or perhaps you've come to like this world? After all, there's a decent chance you achieved world domination, and giving up that kind of success can be a bitter pill. You may choose to stay here for the remainder of your life, keeping everything you've acquired during your Jumping days.

Logout: and finally, you can choose to move on. There are many other worlds out there, and after your time here you might feel the need to see some genuine sunshine and happiness again. Or perhaps you'll use the lessons learned here to take control of even more worlds? Whatever you decide, the future awaits.

Notes

Choosing to be an A.I. aligned with one of the other factions does not grant you their discounts on purchases, only those discounted to the A.I. background.

Making Companions part of opposing factions can be a problem – especially if any of them remain vulnerable to cybernetic hacking or they genuinely hold the beliefs of their specific faction. By using this jump document, you waive any and all rights to compensation or complaint should Companions attempt to murder or brainwash you (or the reverse). Thank you.

Purchases that are free for a specific background are discounted on repeat purchases.

Any item and cybernetic may be purchased multiple times if you wish. Purchased cybernetics may be provided as unused components or directly installed as you desire, either in your own body or in that of other suitable recipients. You receive replacements for CP-bought cybernetics after a week if they were destroyed while in use by someone without resurrective protection (such as Companions).
Installing cybernetics without a Torso component is only possible if the recipient already possesses similar cybernetics. However, you may purchase Arm, Leg or Brain components here and simply wait to install them until after you have acquired a Torso upgrade in this setting or a suitable alternative elsewhere. You may freely 'mix and match' CP-purchased cybernetics with any other form of cybernetics you may possess.

The person controlling you for the Integrated Drawback may be a Companion, and Companions may select you as their superior.

Drawbacks that may be taken by Companions are: Networked, Integrated, Ghost In The Machine and Paradise.
Drawbacks that may be taken only by you but both affect Companions and provide them with half the bonus CP are: Login, Economic Mismanagement, Move Along!, True War, UTOPIAn Competence, Subversion, Naught But Flesh,Steel And Faith, and Cataclysm.