IRON GRIP JUMPCHAIN V.1.0



In the broken lands of the world of Theia, smoke and fire linger in the aftermath of constant war. The small but stalwart nations of the world find themselves squeezed on all sides from expansionist powers: from the imperialistic Rahmos to the zealous Confederation of Nallum (also known as the Fahrong), the larger nations prey on the weaker ones in this near-dystopian vision of a steampunk/dieselpunk world. Even here, however, tales of heroes ring through the skies, from brave rebels fighting for their homelands to daring sky-pirates that swoop in out of nowhere and vanish without a trace.

This is where you find yourself now, Jumper, in the world of Iron Grip. In this scattered realm of war and chaos, you will make your mark. On the side of liberty, no matter how costly? Or on the side of victory, no matter how brutal? The decision is yours. Whatever it is, you'll be here for ten years, so make your choices count.

You have 1000 CP to spend here.

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LOCATION:

Roll a 1d6 for location, or pick one of the options for 50 CP. For a more detailed map of the world of Theia, a world map is included at the end of the document, at page 98. You may also pick one of the locations on there for 50 CP instead.



1 - Atelia:

One of the smaller nations in the Kathos subcontinent, renowned for their proud warrior heritage, even if they do take it to the extreme sometimes. Plenty of towns and villages dotting the snowy mountains and green valleys, the beautiful landscapes marred by the ravages of war. They are bordered by the Confederation and the Rahmos, who even now encroach on their territory, while the rest of their lands are contested by local warlords.

2 - The Sovereign Republic of Rahmos:

A major empire and international player, and despite the name, the atheistic and autocratic Rahmos maintain a notorious militarist tradition, and has one of the more effective militaries in Kathos. Despite this, the Rahmos has regular trouble with bureaucracy and managing post-war territories, which is always tough to do when the people you're occupying are stubborn as nails. Vast forests are interspersed with large factories and forges that churn out the Imperial war machine, dwarfed only by their great cities, blackened with industrial pollution.

3 - The Rahmos Protectorate States:

As the name implies, those are the formerly independent city-states such as Garados, Mercos, Torun, and more that have now fallen under the domain of the Rahmos. Despite this, resistance is fomenting, and the grip of the Rahmos, already weakened by their efforts at conquest and pacification, seems to be slipping. These republican mercantile provinces are defined by the contrasting vistas of the local ostentatious cities and the smokestack laden factories of the occupying empire.

4 - Syreden:

Picture the Alps of Switzerland combined with the green nature fields of Burgundy, with a dash of neutrality and religious faith, and you get Syreden. Despite its relative distance from the chaos of the aforementioned nations, Syreden still feels the impact of years of war, with economic downturn, political instability, and refugees flocking to its safe borders, and it won't be long before the hungry great powers turn their eyes to this resource-rich region. Syreden is also known as the originator of the Trithinite faith, one of the major religions of the world and the state religion of the Confederation of Nallum.

5 - Fahrong Confederation of Nallum:

It was a given that, after all the Fahrong had endured over centuries, they would steadily turn to more extreme ideologies as a rallying point for their people. The Confederation was founded on the basis of a fanatic interpretation of the Trithinite religion, evident in the vast cathedrals and iconographies that dot the cities and landscapes. Despite this extremism, much of the devout populace can still be a reasonable crowd; it's those in power that you must be wary of, and their drive for a holy crusade to spread their beliefs to everybody beyond their borders, whether they want it or not.

6 - Free Choice:

Lucky you. You get to choose any of the five above options.



Age

Roll a 1d8 and add 21 (31 if you pick Fleet Commodore as your background) for your age. Your gender may remain the same, or you can spend 50 CP to change.

Background:

Any background can be drop-in (if so, you find yourself in the role but without the memories/history).

- Mercenary Spy:

You were once an intelligence officer, tasked as part of a secret agency with information gathering and infiltration, a job you performed admirably. But that was a while ago, and for some reason or another you found yourself jobless, shunted aside and replaced by a loyal yes-man. Now, you find yourself on your own,

offering your services to the highest bidder. [You may start in Syreden for free].

- Rebel:

Once part of an idyllic village, you saw war bring all your hopes and dreams to a halt. With your home burned, your neighbors murdered, and your family scattered (and hopefully still alive), you grabbed the nearest weapon and swore vengeance against those that wronged you. [You may start in Atelia or the Rahmos Protectorate States for free].

- Marauder:

The dirt-filled trenches of war are but a distant thought to you, for you wage your war in the skies, piloting aircraft and zeppelins against the vast sky-navies of the great empires. Operating out of hidden bases, the Marauders of Theia are notorious for taking piracy to the next level - in both a figurative and literal fashion. [You may start in Atelia or the Rahmos Protectorate States for free].

- Army Officer:

A veteran of the militaries of the world's great powers, you graduated out of the academy with an idealistic outlook, war being a chance for glory and national unity. It didn't take long to sully that image, but you pressed on regardless, whether continually loyal to the cause or defecting to the other side out of disillusionment. Too deep into it to leave now, you suppose… [You may start in Rahmos for free].

- Fleet Commodore:

One of the most prestigious jobs in this world, you graduated top of the line from one of the various sky-naval academies. You served your war with distinction, and have taken a well-deserved leave. Despite this, war

returns once again, and you find yourself back at the helm of the great ships that pierce the skies above. [You may start in Rahmos or the Fahrong Confederate of Nallum for free].

- Fanatic Proselyte:

There is only one message to be spread, that of your holy faith, and by heaven and thunder you will. Where most followers of the Trithinite Faith prefer to spread the gospel by word of mouth, you found it to be more expedient via the barrel of a gun. And it seems to be paying off. Sure, there will be those who resist, but what's a couple more heretics to purge in the name of the one true religion? A few martyrs are worth a thousand followers, after all. [You may start in Syreden or the Fahrong Confederate of Nallum for free]

Perks and Abilities:

For respective backgrounds, first perk (the 50 CP one) is free; the rest are discounted at 50%. If you already possess a similar ability from a previous Jump, the chosen perk simply levels up said ability. All perk capstones are toggleable for future Jumps, should one choose so. In this case, post-Jump they remain in the warehouse in a state of stasis until used in a Jump and can spawn at a location of your choosing, but you can only select one capstone (no Spy Master and Supreme Commander simultaneously, for example).

- Your Mother Needs You Home For Dinner! (free):

Even in this grim world, a bit of humor goes a long way. But why just be snarky when you can be snarky and gain random bonuses from it too! With this perk - free of charge, no less - you gain a natural capacity for snide comments at an enemy's expense. Maybe you want to mock their intelligence, or their manhood, or even their mothers (whether they happen to be saints or not is irrelevant here). Whatever it is, you know how to snap a comment to get under their skin and get them really pissed. And maybe with them getting pissed, they may even make a mistake.

- Atten-Hut! (free):

This is a violent world, after all. Having you just drop in like that, you gotta be careful. Somebody could get hurt. Well, no need to fear: with this perk, also complementary, you gain basic training in weapons and unarmed combat, as well as some general knowledge of medicine and healing and a bit in engineering and construction. You also have a bit more understanding of the world you're in, possibly to avoid any potential social faux pas you may commit. You may not be a crack shot, but with time and practice, you'll learn to push to the limit and surpass your previous constraints.

Mercenary Spy Perks and Abilities:



- Hidden Signals (-50):

There's more to being a spy than just sneaking around and looking at the enemy through binoculars. A lot of it is the art of warfare in the shadows, especially when it comes to communication. You are now adept at deciphering codes and creating practically unbreakable ones, which will give you a full advantage over enemies trying to understand what you're saying, bar the occasional enemy genius. You also gain a knack for comprehending hidden languages and speech much faster, which will definitely be a boon when you're trying to interpret just what these secret messages are saying.

- Elementary (-100):

A spy's mind must be sharper than that of a whetstone, as even stones can erode over time; the former must

not. This perk makes that much easier for you: you have an intuitive sixth sense to detecting clues and hints that point you in the right direction. Every once in a while, you'll get a lead, and with that lead is the way forward to wherever you need to go. You'll be able to catch onto them much faster, and have the opportunity to capitalize on them to your advantage. While you'll never have the answer handed to you outright, at the very least, you'll get a sense of where to go next.

- Shadow War (-200):

Let's face it, you're not the only spy out there. In this world of constant conflict, everybody's looking to get the edge over the other. Thankfully, now, they'll have one major problem: you. You now excel at counter-intelligence, with the capacity to detect enemy spies and neutralize them, or even turn them over to your side! With this comes the ability to sense whose allegiance belongs to who. Of course, you'll still have to pull the effort for it, but you usually end up correct in your assumptions, and successful in your endeavors.

- Electric Eye (-400):

It's one thing to be a spyman on the front lines, gathering intelligence and data. It's another to make sense of them. You, however, take this to the next level. You are capable of premium analysis of large-scale events, and can detect exactly how things will play out over a period of time. Minister got sacked? It's a ruse to put somebody more loyal in his place. Some mayor got assassinated? He was the competent one, and now the city's going to go downhill. New president got elected? You know how his policies will play out. Several steps in advance, you can predict how even smaller occurrences will snowball into larger ones, and the role they end up playing in the grand scheme of things, which will allow you to make your moves to both accommodate for your enemies and further your own goals.

Mercenary Spy Capstone Perk: Spy Master (-600; exclusive to Mercenary Spy):

Spywork is almost never an individual affair. Sure, you could probably pull it off, but it always pays to have more people on your…ahem…payroll, to help. With this perk, you gain access to your very own Spy Network, complete with loyal agents and officials that report directly to you from all around, constantly gathering intelligence, forming networks, creating informants, and updating you on the state of the world. They are located in a hidden area of your choosing, and while they'll need to regularly relocate for security reasons, you'll always know where the headquarters are, and you are guaranteed at least several months of safety before the risk of revelation becomes too great.



Rebel Perks and Abilities:



- Duct Tape and Twine (-50):

Part of being an underequipped rebel against insurmountable odds is making the best of what you have on hand. Fortunately, you are nothing if not resourceful, and with this perk you can utilize it to its best possible limit. You can now engineer and improvise weapons and equipment out of basic tools, and can guarantee they'll still function almost as well as an industrial item of the same caliber. Of course, nothing beats factorywork, but until then, this'll do.

- Hold the Line (-100):

A constant among all invading and colonizing forces is their propensity to consistently underestimate their

foes and their resilience. Thankfully, they usually are too stubborn to accommodate for when resistance forces throw their plans awry. You are now an expert in creating and laying a variety of traps, from trip-wires and poison traps to explosive barrels and punji pits, and quickly constructing improvised defenses such as machine gun emplacements or cannon bunkers. Your fortification and defensive skills are now such that only the most dedicated or suicidal of enemies will have a hope of bypassing your work without proper engineering or just bum-rushing you with half the population.

- Precision Warfare (-200):

One concept that is universal - or at least supposed to be - in warfare is the concept of min-maxing: efficiently inputting minimal effort for maximum output. While many armies here have somehow missed this memo, you have not. With an understanding of your foes, you know when and where to kill a specific officer or soldier to make enemy formations fall apart. With a strategic bullet or mine, well-designed plans may go awry, morale may drop, and time may be bought, long enough to help keep your merry band together.

- Against All Odds (-400):

Just as the enemy would do anything to pillage your lands and steal your homes, you would do anything to make them bleed for it. And people have picked up on this dedication and used it to embolden themselves with you. You can now keep people united around a cause much easier, whether noble or otherwise, with much less friction. This can allow your movement to potentially snowball and grow much larger as victories - and even occasionally defeats - will have supporters flock to join you, inspired by your victories. No more will you have to worry about internal conflict and strife, as you are a perpetual reminder as to why they fight in the first place.

Rebel Capstone Perk: Freedom Fighter (-600; exclusive to Rebel):

No resistance is possible without armed rebellion - at least, not against empires as oppressive as the ones here. With this perk, you gain access to your own Rebel Underground Cell, based in a nondescript location that is constantly on the move to avoid the wrath of the subjugators. This cell comes with trained militiamen organized and motivated to fight for freedom and the cause you deem fit. The headquarters contains its own supply depot of equipment, ranging from weapons and ammunition to medical supplies and toolboxes for improvised construction. This cell is absolutely dedicated to you and will never defect for any reason, as they have complete faith in you and your leadership.



Marauder Perks and Abilities:



- Breaker (-50):

The romantic imagery of the freedom-loving swashbuckling sky pirate aside, marauding essentially boils down into busting into places and stealing their stuff. With this perk, you can now easily break into locks and secure areas much faster than the average fellow. This will help your raiding endeavors progress much more effectively, as you have an innate understanding of these locks and how they function, and can act accordingly.

- Eagle-Eyed (-100):

The Marauders of Theia wouldn't have acquired their reputation for brilliant blitz-style raids if they didn't have the capacity to read the skies as well as they did. You now possess the same amount of skill, capable of scanning the atmosphere around you and up above much more clearly, which allows for greater maneuverability and movement. With this ability, you





also have the means to predict weather movements and wind currents, which can be vital in planning your next move.

- Supplies! (-200):

Hey, now, in case you're forgetting, you're a pirate. One that operates in the skies, no less. This makes acquiring supplies and working with them a lot harder, considering the demands and constraints of an air fleet and the piracy that comes with it. Not anymore. You are now an expert in logistics, and can properly assign supplies to minimize usage and maximize effectiveness, essentially keeping you and your band afloat for much longer. You also know how to make better use of what you acquire, so as to keep your stock from dwindling ever further.

- Hit and Run (-400):

As mentioned before, the Marauders are known for their skill in quickly striking and escaping enemy forces before they know what hit them, running off with loot and stolen ships and ready to fight another day. But even the luckiest of pirates can get killed, or worse, caught. With this perk, you know how to hit the enemy where it hurts, and are a certified expert in hit-and-run strategies and tactics, able to weave between enemy formations to strike with unparalleled effectiveness, sending even the more disciplined forces into chaos and confusion. There is no guarantee that you won't be hunted down and pursued, but there is the understanding that you are just so damn good at disappearing after a successful attack that it would practically take your pursuers forever to find you again.





Marauder Capstone Perk: Sky Pirate (-600; exclusive to Marauder):

What's better than raiding mass formations of enemy sky ships and sending their charred remains crashing to the ground and/or sea? Doing it with buddies! You now have your own personal Marauder fleet, with a pirate airship and a fleet of fighters, all well-trained and skilled in the art of roaming the skies. The airship serves as a personal command craft and mobile headquarters more than anything else; although it's not as intricate or militarily equipped as the Reaver Pirate Airship, which means the bulk of the damage still has to be done by the smaller air force, it's still fast enough to outrun all except the most dedicated anti-piracy ships, and comes with its own docking hold for any craft that wish to land. These Marauders are completely dedicated to you and will not abandon you for any reason, price, or threat otherwise.



Army Officer Perks and Abilities:



- Up Close and Personal (-50):

War isn't just won by the commanders in their bunkers, but by the boots on the ground. Ergo, leading an effective force on the field is paramount for victory. You have an intuitive understanding for tactics, and can easily direct your allies to victory over these small skirmishes. With sharp eyes and sharp ears, you can discern enemy positions and their weaknesses and strengths accordingly, can gain awareness of how enemy soldiers are trained and equipped after just a few seconds of immediate contact, and can immediately adjust for any unexpected circumstances.

- Nerves of Steel (-100):

The pain of seeing your comrades fall before your eyes in war never really goes away, and dealing in a situation where your life is on the line can push your psyche to the limit. But it doesn't have to be this way. Now, you can endure battle stress much more easily than others, and can retain your cool even when under fire. You may still endure pressure from a life-or-death situation, but you will never have to worry about getting paralyzed by fear mid-combat.

- Hearts and Minds (-200):

You've got a cause to fight for. So do your enemies. Everybody's fighting for an ideal or a purpose here. Whether your cause is more just is irrelevant, insofar as the other side is just as willing to die for theirs. But with this, your work becomes a little smoother. This perk allows you to touch the hearts and minds of your enemies much easier, which should definitely make transitions or conquests smoother, as they won't be resisting with as much fervor as before. Surrenders will be more commonplace, subjects won't be as openly against you as before, and some may even join your side. This won't work on the more fanatical or elite soldiers or civilians, but lower ranking soldiers and people will be more susceptible to it…as long as you give them a reason to, and not potentially abuse or alienate them in the process.

- The Art of War (-400):

I'm pretty sure there was a book about this a long time ago, written by some master strategist from God knows where doing God knows what…well, it doesn't matter, because at this point, you embody the principles of the book. You become a strategic mastermind, capable of taking strategic and operational warfare to the next level, denying the enemy opportunities while ensuring that your own take place. The world becomes your chessboard. Both friends and foes will be left scratching their heads as to how you accomplish such feats, and you will earn a reputation that will surely lead to other masterminds challenging you to battles of wits.

Army Officer Capstone Perk: Supreme Commander (-600; exclusive to Army Officer):

What is an officer without an army? That would be a good question, as someone has to give out the orders here. With this, you now have your own army to lead, approximating about 3,000 soldiers, or about the size of a brigade. This force includes an assortment of about a dozen military armored fighting vehicles, as well as another dozen artillery pieces and separate companies for engineering and logistics, alongside the officers that direct this group. While you don't exactly have access to air support, you have your own countermeasures in the form of half a dozen anti-aircraft batteries to cover you from any threats from the skies. These soldiers are well-trained and equipped and absolutely dedicated to you, and will never defect or waver from enemy attacks. They can, however, still die, so if you value their lives (or potential victory later on), you may want to give the retreat order now and then if things get too hairy.



Fleet Commodore Perks and Abilities:



- Map-Reader (-50):

Probably the first lesson ingrained in potential recruits for the air-navies of Theia is navigation; you do NOT want to get lost here, especially when you're commanding a massive floating cruiser. With this, you can now read maps and positions exceptionally well, able to direct exactly where you need to go and how from a simple glance on the map. With time, you can ascend this ability to be able to create your own maps from scratch, after even a simple scan of the area.

- The Long, Arduous Journey (-100):

Whether a navy on water or in the skies, at its most fundamental core, a ship is a ship: a massive steel vessel, sailing into unknown territory with an uncertain future. You may not know what lies ahead, but you know what waits for you back home. With this perk,

you can keep your crew or team motivated over long, difficult campaigns or expeditions, and are able to keep them from succumbing to despondence or despair. This kind of impetus is invaluable for these extended journeys, especially in light of what awaits them upon return.

- He Can't Have Survived That! (-200):

It needs not be said that air-navies can be some of the most hideously overengineered machines in both this world's history and any history. We're talking dieselpunk flying battleships, of course something could go wrong. *Anything* could go wrong, from a loose gear overheating a boiler to a jammed gun blowing up the ammunition storage, or even a lucky strike from an enemy bomber crippling your propeller and sending you adrift. Here, you possess a lot more luck than usual, and can survive freak accidents or lucky hits that can usually be devastating.

- Battle for Dominion (-400):

In the war of the skies, every little bit counts. You know this more than anyone, and with this perk, your combat efficiency is taken to the next level: you can strike with pinpoint accuracy, hitting exactly where you wish at the exact moment you desire. Every move you take becomes part of a calculated scheme that drives you onwards to victory. You can also motivate people and crews without fear or worry of mutiny, and can impart your knowledge to them as part of your grand schemes, with them slowly picking up on your talents and implementing them.

Fleet Commodore Capstone Perk: Grand Admiral (-600; exclusive to Fleet Commodore):

One of the most iconic visages of this world is the scenery of massive floating battleships that dot the sky, an eternal reminder of the might of the greater empires. Serving as the leader of one of these detachments is considered a position of great honor and prestige. And envy. With this perk, you now have your own air-navy task force, a complement of one Dreadnaught Mark IV classes, two Indomitable-Class Armored Cruiser with modernization packages, and an Aircraft Carrier capable of holding a complement of fighters and bombers. This may seem like a logistical nightmare, but rest assured, all supplies are taken care of, as well as all ships crewed by skilled and loyal officers incapable of mutinying against you.



Fanatic Proselyte Perks and Abilities:



- Heresy! (-50):

Even in the most pious of people, a heretic waits to fester in their souls. No one is immune from sin. In a scenario such as this, it would behoove of the devout to keep their wits about, and with this perk, it can be accomplished. You have the capacity to read people's "hearts", in a manner of speaking, and can use it to sniff out such heresy with ease. By reading them, you can discern exactly where their real loyalties and motives lie, and can use it to gauge exactly what kind of person you're dealing with.

- Herald of the Heavens (-100):

Sometimes, truth isn't about what is, it's about what's perceivable. A lot of people happen to be quite the impressionable crowd, and why not use it to your advantage? With this perk, you can convince and convert people to your cause much more easily, allowing your influence to grow almost exponentially. Be it a few words or an act of goodwill (or otherwise), they will see the truth in your words and rally themselves around

you, a few at a time. But a few can snowball into many faster than you'd expect.

- Divine Right (-200):

All the prophets of old were known to have a direct communique with the heavens above, in some manner or form. Maybe there's no way to directly confirm this, but who were we to judge these special people? And now, you're one of them. Occasionally, you can stumble across dreams, almost prophetic ones, that give you inspiration and can foreshadow events to come. Of course, it's up to you to interpret them, but they will definitely be symbolic enough as to be recognizable. No tapdancing rubber snakes as a metaphor for overcoming the odds, for example. Although that would be pretty funny.

- My Will Be Done (-400):

A religion without followers is a single-man delusion. A religion without dedicated followers is just waiting to fail. A religion without absolute, fanatical, suicidal devotion? You could do better. With this, you can inspire yourself and your allies to fight with the aforementioned dedication, so hard that you will literally dig into the ground and refuse to surrender or retreat in the face of even the worst of odds. Far from sealing defeat, however, this inspiration will allow to overcome the odds at best, and inflict Pyrrhic victories at worst upon the poor bastard who decided to pick a fight with you. These acts will soon echo in their legendary status, and will simultaneously continue to affect you and your cohorts further down the line, emboldening yourselves with even further commitments and, subsequently, victories. Or near-victories.

Fanatic Proselyte Capstone Perk: Holy Crusader (-600; exclusive to Fanatic Proselyte):

There is an ancient joke, its origins lost to time, about the followers of a religion: put two adherents in the same room, and you come out with three different opinions. With all the various interpretations, commentaries, critiques, and the odd nutjob who thought s/he was the correct prophet and all the others were frauds, it was inevitable that all the various sects would strike out on their own, to prove their version of the story correctly. So, here's your own sect. You have your own following now, centered around you and your interpretation of whatever belief or cause you have on hand, religious or secular. You have with you a cohort of followers ranging from high-ranking members (such as priests, if you happen to be religious), to lower-ranking staff who operate a variety of tasks, all connected to you and your movement, ranging from preaching the cause to the nonbelievers to organizing meetings and groups to further their understanding of your ideas. This may not seem like much, but greater religions have started from smaller gatherings; it is how you apply them that will end up being the key to victory. All these followers are, of course, completely committed to you and your ideals and will never defect or betray any of them for any reason whatsoever. It is literally beyond their comprehension.



Items and Gear:



Items and Gear: All weapons and vehicles have fiat restocking ammunition, fuel, and maintenance. The usual rules for discounts apply. Personal Vehicles can be stored in a separate section of your Warehouse dedicated to them specifically.

- Steampunk-Dieselpunk Aesthetic (free):

Seeing as you're in this fancy new world, you may as well dress the part. This perk provides you with clothes appropriate to the setting: a trenchcoat, gloves, armor, heavy boots, and a snazzy hat or helmet. You also become familiar with steampunk-dieselpunk aesthetics and can accurately design clothes, items, vehicles, uniforms, cosplays, whatever you fancy with this aesthetic. However, keep in mind that it's just that: purely aesthetic. Whether it'll actually work effectively is a different matter entirely.

- Basic Equipment (free, -100):

As the title says, here you have a small portable box filled with basic goodies for the trip ahead. In all of them, you can find rations for several weeks, as well as an emergency medkit. All consumables (such as the grenades or the tea) have fiat backing, and thus renew daily. Within them, the contents can also alter based on your background, and each respective background gets their equipment for free, although you can pay an extra 100 CP each to gain the equipment of any other background:

- Mercenary Spy: You start with a listening device effective for fifty square meters as well as a dossier of high-value enemy targets of note that changes per Jump.
- Rebel: You get a couple of Molotov Cocktails and an Atelian Hunting Knife.
- Marauder: You get a toolbox for basic repairs and maintenance and a monocular spyglass.
- Army Officer: You get a gas mask and a few smoke grenades.
- Fleet Commodore: You get a pair of binoculars and a pouch of invigorating tea.
- Fanatic Proselyte: You get an ornate sword and some prayer beads, which can help soothe the nerves when used.

Mercenary Spy Items and Gear:

- Gamonev Autofiring Handgun (-50):

One of the oldest handgun designs in Kathos, this ornate semi-automatic handgun retains a complex design that makes it quite inaccurate compared to other pistols. However, its compact design offsets any range issues it may have, as it makes it much easier to carry around hidden. Good in a pinch, but at the end of the day, it's still a pistol, so don't expect much more.

- Drum SMG (-100):

A classic submachine gun that seems to come out of the old crime movies. A fitting weapon, but no less effective. Just be careful: it seems to be a bit heavier than you'd expect, and the constant rattling of the bullets within the drum magazine whenever you lug it around is bound to grate at some point.

- Satchel Charge (-200):

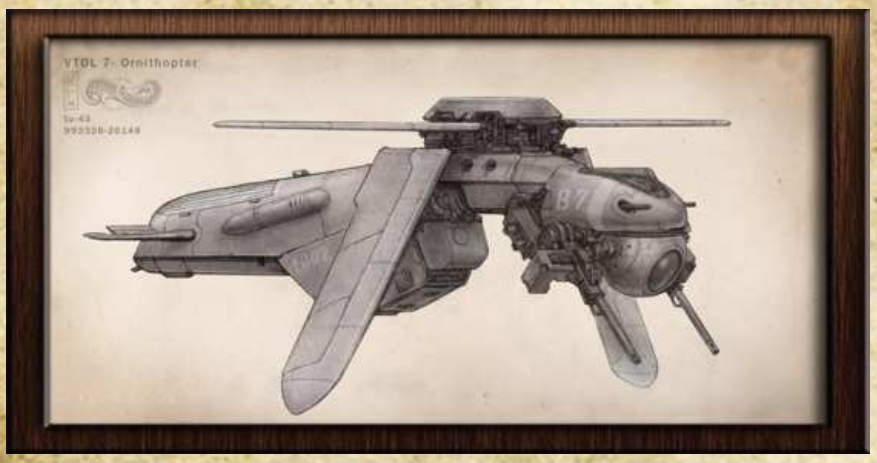
Simple is sometimes best, a concept explosively embodied in the form of the satchel charge. Basically, a bag stuffed to the brim with explosives, excellent against armored targets and clusters of soldiers. Be sure to keep your distance, though.

- Propaganda Radio (-400):

A special weapon for special occasions, the Propaganda Radio isn't really a weapon per-se, but it certainly behaves like one. Once activated, it sends out a stream of propaganda that not only boosts your own morale and effectiveness greatly (as well as those of your allies), but also sends out a strange signal that drives enemies into an indiscriminate killing frenzy, often times turning on each other! Don't forget, though, that you're still an optimal target for them.

- **Mercenary Spy Personal Vehicle:** Upgraded VTOL-7 Ornithopter (-600):

Ah, the legacy of Frank Herbert continues into the dieselpunk world of Theia. But this isn't your ordinary ornithopter. Putting aside the powerful rocket pods and automatic cannon mantled onto this aircraft, this specialized ornithopter is also equipped with high-tech radio equipment capable of listening in on enemy chatter while on the fly over a twenty square-kilometer radius, while also able to transmit messages securely towards any intended target at the same range. This ornithopter is also fixed with new wing and engine technology that slightly muffles its sound and movement. Of course, being an ornithopter, it's still gonna be loud, but not as much as before, which allows certain stealth missions to be carried out with ease. Fast, maneuverable, and no less effective in a fight, your secret endeavors will definitely be taking a new turn with this.



Rebel Items and Gear:

- Kham Hunting Rifle (-50):

Being a mostly rural-based population, the Atelians have honed their hunting skills to the edge, and their Kham Hunting Rifle represents the apex of this. Accurate, powerful, and reliable, it is, nonetheless, a hunting rifle and not much more, which means this single-shot musket must constantly be reloaded after every discharge. Very good at medium-range engagements, but you run the risk of getting caught flat-footed if combat starts getting closer.

- Chimera Scattergun (-100):

Commissioned by the Atelian warlord Sahrab himself, the Chimera is an absolute beast at close-quarters and urban warfare, and has acquired a fearful reputation. By default, it's your standard scattershot shotgun, capable of easily dispatching enemies close by, but it is its secondary fire that truly cements this as a weapon of terror: after all, launching a blast of chemical fire potent enough to set entire squads on fire will do that to a gun.

- Landmines (-200):

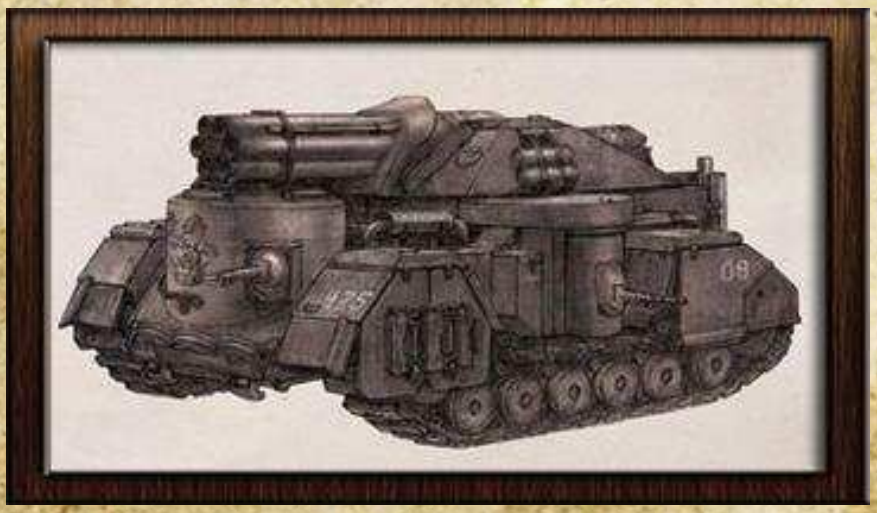
As rebels specialize in hit-and-run warfare on the ground level, a lot of their weaponry reflects this. While they must make do with improvised and sometimes experimental weapons, there is usually a call for more mundane solutions, on occasion. Landmines are just that: explosive landmines that trigger whenever an enemy walks onto them. Powerful enough to de-track tanks and blow armored cars to pieces, and enough to turn any hapless soldier into pink mist. Unfortunately, this landmine doesn't differentiate between what kind of enemy walks onto it, so place it carefully if you want to neutralize that valuable spider walker rather than a run-of-the-mill conscript.

- Salamander Flamethrower (-400):

A pyromaniac's wet dream, the Salamander flamethrower combines the need for an effective anti-infantry weapon with the necessities of urban guerilla warfare. Primary fire ignites a stream of napalm that burns enemies to cinders, but the secondary fire sprays a liquid puddle onto the ground that can be ignited when needed, perfect for setting traps. Best not to wait too long for it to lose its potency, however. Also, this is still a flamethrower: try not to burn yourself.

- **Rebel Personal Vehicle:** Retrofitted Hellfire Ontos Tank (-600):

During their war of resistance against the hordes of the Confederation, the Atelians managed to capture much of the enemy equipment and turn it onto them. One of them was the Ontos main battle tank, of which several variants were used during the Atelian war. You now gain possession of a retrofitted version of one of those Ontos, specifically the Hellfire Ontos, named for its multi-barreled cannon that can fire shots rapidly towards an enemy without care for recoil owing to its effective stabilizers. While reloading this is normally a nightmare, you don't have to worry about it with this version, as reloading is much more streamlined. To guard against nearby infantry, the Hellfire Ontos also has several inbuilt machine guns on each side, granting it effective anti-ambush countermeasures. This special version has also been outfitted with armor skirts and reinforced plating to help it withstand enemy counter attacks, as well as an upgraded engine to help it move faster and a reorganized interior that can allow you to either pilot it solo, or with a companion or two should you want to operate more effectively.



Marauder Items and Gear:

- Are14 Heavy Pistol (-50):

Being a Marauder isn't just about piracy, it's about piracy with *style*. So, here's a stylish pistol for you: the Are14 Heavy Pistol is notorious for its peculiar design of a six-barreled pistol, with two firing modes: either single-fire, or all at once, almost like a pistol shotgun. Incredibly powerful, but hopefully the recoil doesn't break your wrist.

- Dynamite (-100):

Easy to carry and easier to use, this bundle of dynamite is about as straightforward as you can get with explosives: light the fuse, then let your imagination - and the bundle - fly. You can use it to blow open doors or passageways by setting it on the ground. Or throw it against vehicles as an anti-vehicle weapon. Or just tossing it against a bunch of soldiers and letting the rest do the work. Not aerodynamic, but effective.

- Falcon Heavy Sniper Rifle (-200):

What says hit-and-run better than a long-range weapon that your foes can't react to in time? The Falcon is your typical bolt-action, magazine-fed sniper rifle. Very effective, very accurate, especially in longer engagements and where surprise is on your side. However, it is slow to reload and borderline useless in closer combat, unless you can no-scope with it, in which case…good on you.

- 40 RTE (-400):

This shaped-charge rocket launcher is the go-to weapon for frontline warfare against enemy armored and mechanized divisions, and has acquired a legitimate reputation for stopping entire columns in their tracks. While not as effective against infantry (although it does serve in a pinch), this armor-piercing weapon is

ridiculously good against armored foes and targets, ranging from main battle tanks to even mundane doors. Just watch the backblast.

- **Marauder Personal Vehicle:** Reaver Pirate Airship (-600):

The Marauders of Theia are infamous for their talents in sky-reaving, to the point that air navies are on perpetual lookout for even the slightest chance of an enemy raid. Operating out of huge Pirate Airships, these raiders strike fast, strike hard, and disappear without a trace. Now, you're ready to join the fray personally with your very own version of a Reaver Pirate Airship. Outfitted with several upgraded anti-air cannons for those pesky counter-piracy air forces, as well as smaller side cannons and docking ports for two pirate aircraft and a transport ornithopter that are provided as well, this vessel comes with a crew that can handle all the basic functions of the ship, from engineering and sailing to even boarding enemy ships and convoys. Fast enough to outrun enemy pursuing battlecruisers and tough enough to hold out against fighter attacks, it's still vulnerable to the heavier cannons found on the larger dreadnoughts or concentrated anti-aircraft artillery. But then again, this *is* a raiding ship, and it excels at just that.



Army Officer Items and Gear:

- Rahmos Revolver (-50):

When it comes to war, sometimes bigger can be better, and the military of Rahmos understood it just as much as anyone else. To that end, here is your own Rahmos Revolver gun. Quite heavy, with terrifying punching power and just as terrifying recoil, this thing can be heard from neighborhoods away. Probably useless for stealth, but it's not like you were going to use it for that, anyway.

- Bretan Machine Gun (-100):

The designers of this gun wanted to create a weapon that simultaneously met the needs of firepower, reliability, mobility, and urban warfare. With this, the Bretan Machine Gun was born. With the weight of a rifle and the punching power of a light machine gun, this weapon is unique in its secondary fire, that of a grenade launcher. The grenade must be affixed to the front of the weapon and triggered to fire, but is still effective at clearing out clusters of entrenched infantry.

- Portable Mortar (-200):

Have you ever called for artillery support, only to find out that the idiots in the rear lines have either been slacking off or firing in the wrong direction? Maybe you'd like to take charge yourself, up close and personal? This mobile, magazine-fed (you read that right; a special version, just for you) mortar launcher is yours to carry and use against those pesky enemy hard points for that purpose. Usually, these things need a team, but you have the capacity to operate this one solo.

- Single Shot Napalm Rocket Launcher (-400):

If you absolutely, positively need everybody in a certain place burned to ashes, accept few substitutes. This launcher fires a rocket that explodes into a firestorm upon impact, and is absolutely terrifying against soldiers. However, it's not as effective against armored targets, and reloading it can be a hassle. While the original versions were disposable single-shot launchers, this modified version can still be reloaded, but it's clunky and time-consuming. Hope you nailed the enemy with that first shot.

- **Army Officer Personal Vehicle:** Modified Rahmos Siege Mortar: (-600):

There's a recurring theme with the armies of this world: larger forces constantly throwing their might against fortified positions, usually winning by sheer numbers or firepower, or mostly both. Here's your chance to alter the odds slightly in your favor with this special version of the Rahmos Siege Mortar. First, the bad: it's slow, reload time is ungodly, and it's not that maneuverable, meant best for shelling enemies from afar. But when it shells, hoo boy…this baby can turn even the hardiest bunker into a smoking crater with a single well-placed shot. On top of that, this special version of the mortar is reinforced with more armor at its weak points in order to protect the crew, as well as machine-gun positions to ward off any potential raiders. Plus, with an upgraded engine, this version still ends up being faster than the baseline version, so at least you can fire and relocate before enemy air support rains bombs on you. Like the Ontos, this thing can be piloted solo if need be, although a team of companions alongside would probably make your life easier.



Fleet Commodore Items and Gear:

- Persian semi-automatic (-50):

This Rahmos semi-automatic pistol has been mass produced by many nations in a variety of models and designs, but still retains the same basic concept of a sidearm. While not as small and easily-hidden as the Gamonev, its rudimentary design means its more reliable, and also more accurate at longer distances.

- Vikhir LMG (-100):

Based on the same principle that drove the design of the Bretan LMG, the Vikhir retains a more simplistic approach to weapon design. Much smaller, and without the grenade launcher the former had, but no less effective at its job. It even comes with a deployable stock, which can definitely help with its recoil.

- Grenade Launcher (-200):

About as straightforward as a grenade launcher could get, this is essentially the steampunk version of an M79 Thumper. Quite powerful, with leaf-type sights that can be folded to help with arcing your shots, it still has to be reloaded after every shot. Score that hit right, though, and you won't have to worry about doing that while under fire.

- Praetorian HMG (-400):

This heavy machine gun has a reputation for being incredibly effective against infantry forces, and is usually the go-to weapon for fortifying defensive positions, as well as distributed regularly to air-navy crewmen to guard against those pesky pirate boarders. However, due to its weight and recoil, it needs to be deployed in order to fire effectively, which can become an issue if you end up outflanked. Despite this, turning the enemy into stromboli with this gun can sometimes be worth the extra workaround.

- **Fleet Commodore Personal Vehicle:** Super Dreadnought Mark IV Class (-600):

With this perk, you've been granted one of your very own Dreadnought Mark IV Class skyships, modified to make it stand out from the usual design. This top-of-the-line vessel is staffed with a crew capable of carrying out all its functions, as well as a complement of sky marines for boarding other ships or enacting quick ground strikes. Even with its tremendous arsenal of cannon batteries pointed all around, as well as anti-aircraft weapons for defense and torpedo launchers for alternate firepower, and even a docking line for any smaller personal craft you may use, this ship is faster than it lets on, capable of gaining altitude and reaching top speed faster than most other ships of its class. This modified version comes with advanced detection equipment and better armor in its weaker spots, as well as more effective placement of its weapons for maximum effect. Even then, this is still a floating battlecruiser, so don't expect this to be hitting Mach speeds anytime soon. But even then, *it's a floating battlecruiser.* What more could you ask for?



Fanatic Proselyte Items and Gear:

- Flagellating whip (-50):

Devotion to the heavens takes precedence over all worldly matters, and repentance is a must for the flawed. And what better way to express said devotion and repentance than by flagellating yourself with such fervor that your speed, strength, and morale take an upturn? Sure, it's painful and can damage you; sure, if you overdo it, you can accidentally kill yourself; sure, it's weak on enemies. But are you not loyal to the Lord above? And loyalty is always rewarded…

- Vampire (-100):

The Confederation of Nallum has always prioritized massed charges of fanatic worshippers over smaller, more elite detachments of infantry, and their military industry reflects this. The Vampire SMG is about as basic a submachine gun as you can get, manufactured with numbers in mind rather than anything special. The good news is, due to this, the gun is incredibly durable and still gets the job done.

- Suicide Vest (-200):

Fanaticism can sometimes drive the fervent into a final act of sacrifice, be it for a cause based in religion or in liberation. Both the Confederation and Atelia are notorious for utilizing suicide bomb vests to blow themselves up, taking their enemies with them. Obviously, suicide isn't something a Jumper like you would want to accomplish, so here's a specialized version instead: this one explodes outwards, damaging and dizzying yourself a bit but basically indiscriminately gibbing everyone nearby. Try not to overuse it.

- Fahrong Minigun (-400):

An absolute beast of a weapon, this Confederation minigun can mow down infantry faster than they can send them at you, and can wipe out entire squads and even companies in a flash. Terrifyingly powerful against soldiers, this weapon is practically useless against armor and burns through ammo about as fast as it can kill the enemy. But hey, who's gonna argue with you? You have a goddamn dieselpunk minigun!

- **Fanatic Proselyte Personal Vehicle:** Specialized ST-38 “Warweaver” Medium Arach Spider Walker (-600):

One of the more feared weapons to make its presence known in the Atelian wars, the bane of even the hardiest rebel fighters or enemy battalions, the Arach Spider Walkers represented a deviation from standard industry procedures for the Confederation, with an emphasis on both tanking and dishing out truly terrifying damage. And now you have one. This massive spider walker is slow, but makes up for it with reinforced joints which allow it to withstand concentrated attack, embedded machine guns which allow it to take on attackers from all sides, a double-mortar launcher that strikes fast and strikes hard, a forward-mounted cannon to take on the harder targets such as trucks and APCs, and enough armor to make the enemy run out of rockets before you run out of time. This version comes equipped with propaganda speakers that simultaneously raise the effectiveness of nearby allies while lowering that of nearby enemies, as well as better communication systems and a more efficient engine. Performance is peaked with a crew of companions to help manage the different components, but it’s entirely possible to utilize this monstrosity on your own.



Companions:

Import: For 100 CP, you can import a companion of your choice, with said companion getting 600 CP as well as their own Background. Companions, however, cannot purchase capstone perks or capstone items, so keep that in mind. You can also spend 300 CP to import up to eight in bulk, with the aforementioned CP boons as well.

Export: You can recruit any companion found on this journey, for a price of 100 CP each, canon or otherwise. Other options include the following (also at 100 CP each):

Cookie:



Steampunk kitty! This loyal animal comes equipped with small kitty-sized armor and a flintlock that may as well be a hand-cannon to this animal. But equipment aside, it's incredibly well-skilled and possesses above-average intelligence, able to interpret and understand exactly what you're saying. It's also well-versed in stealth and blending in, despite the gun on its back, but when push comes to shove, it also possesses quick reflexes and sharp claws, which will definitely help in the fight up ahead. Steampunk litterbox not included.

Victoria:



Born and raised in the Syreden mountains, Victoria chose a path in the art of courtesanship, eventually rising through the social ranks to become known as a beautiful, witty, and intelligent woman. Almost too intelligent, in fact: what passes most people is her exceptional ability in intelligence gathering, and her house of courtesans is rumored to be as much a spy ring as it is a place of relaxation. This is all due to her talent at knowing how to talk to people and get them to confess, as well as reading all the hidden signs with subtlety. She's also quite headstrong and independent, so I wouldn't advise laying the moves unless you know she'd reciprocate. In the event that you take her as a companion, you get only her and not her house, although she has the capacity to create one on her own in the future, should the need arise.

Tim and Vince:



Two brothers who barely survived a terrible attack on their home village, Tim and Vince went on the run, eventually enlisting in a local rebel force to fight against their invaders. Despite their shared history and close bond as brothers, the two are quite different: Tim is a pursuer of the arts and music in particular, always carrying around a mandolin and strumming it whenever there is a lull in the fighting, while Vince is more of a technical man, skilled in engineering and mechanics. This doesn't undermine either of their skills as fighters, however, and they are well trained in the ways of warfare, particularly guerilla warfare, to the extent that they are referred to as "The Two Ghosts" by their enemies, out of both derision and fear. Mostly fear.

Flynn:



This man is one of the more notorious Marauder pirates out there, having clashed with many a sky-navy and getting away by the skin of his teeth. He is a lover of adventure, having been inspired by the swashbuckling stories of youth and aimed to emulate them ever since he was a young'un. He's just a bottle of rum and a parrot away from spouting nonsense about "landlubbers" and what have you, but under all that goofy exterior is a man hardened by years of war. Not only can he shoot a fly off your head at six meters, he can do barrel rolls in a pirate airship without upsetting all over the upholstery, and can determine twenty different ways of breaking into a place just by looking at it. Quite the skilled character, if you can get past the eccentricities.

Mikkel:



Mikkel is a classic case of the potency of disillusionment. Once an enthusiastic volunteer in a war, he enrolled as an officer and distinguished himself across the various fronts of warfare as a father to his men and a soldier to the cause. But it didn't take long to shatter his illusions. The dismissive nature of his superiors, the stress of battle, and coming face-to-face with the results of his war led him down a dark path, and now he's earned a well-deserved "retirement". Well, his superiors call it retirement. He, on the other hand, considered it a chance to leave, abandoning the place he called home to find some kind of repentance. This "retirement" is only in name, however: he is still exceptionally talented at leading and directing the course of battle, as well as examining the environment to determine the best course of action forward. He is also well-versed in a variety of languages and knows how to pick up on new ones, and is skilled enough with a gun to boot. He just suffers from a bit of a minor depression. Perhaps a push in the right direction is all he really needs…

Andreas:



Andreas lives and breathes engines like no tomorrow. Even as a kid, she would surprise her family and neighbors, outdoing other older and more experienced members of the profession with her unique and creative approaches to machines and design. This caught the eye of the higher-ups, and upon passing her teen years, she was eventually recruited aboard the *Majestic*, one of the greatest sky vessels to grace the world. With her able hands, the *Majestic* was kept shipshape, and she concurrently acquired an innate understanding of even the largest, more comprehensive engines. With even the most basic tools, such as a spanner or wrench, she can restore a malfunctioning turbine to top form by knowing exactly where to work what, at record time. Despite not being enthusiastic about warfare to begin with, she always found her space among the great, smoke-spouting machines of this world, and it being a dieselpunk world, she couldn't have been happier.

Nikos:



Not all devotees are made equal. While some wish to spread the gospel by way of the sword, just as many wish to enlighten their peers by word of mouth, and impart no judgement on them regardless of their decision. For it is, at the end of the day, their choice and their choice alone, and one's actions surpasses one's words. Nikos was fully aware of this, and after seeing the horrors of the Confederation's war, swore upon his life and his Lord to never shed blood anymore, of the guilty or not, as he wouldn't be able to live with himself otherwise. This pacifistic approach to the Trithinite faith has led to the acquisition of a new, holistic view on the value of life, and he freely imparts his wisdom upon any and all compatriots he stumbles across. He can see opportunities for victory through peace and dialogue where others would see via warfare and violence, a peaceful and yet creative approach that is a welcome respite considering everything that occurs in this world. Hopefully you don't get too violent here, although he's usually willing to work with it: after all, you're the one getting violent, not him. And there's nothing in the good book against kneecapping…

Drawbacks:



Any number can be taken. Drawbacks nullify related perks from this Jump or any previous Jump for the duration of this Jump only.

- Tis The Season To…What? (+0):

Okay, how did this happen? This is supposed to be Theia, a different world from Earth. Where did all these Christmas lights come from? And all those gift-wrapped presents? And is that Santa Clause totting a freakin' minigun? Looks like the Christmas spirit is here, and this has fundamentally changed the way the world looks. Trees are decorated with lights, mistletoe adorns every door, reindeer are trotting in the streets as if it's another Sunday, the works. Even your tools and weapons have somehow changed to carry this Christmas cheer, which may make things seem a bit disconcerting/off when you remember that this world at the core has not changed. Seeing all these dead bodies with a Christmas theme about them may dampen the spirit a little.

- Where's The Asbestos When You Need It? (+100):

I have no idea what they put in those clothes of yours, but for some reason, you've become about as flammable as tinder. The smallest spark can set the affected part of you on fire, while a lighter can have you running around like a fancy candle. And flamethrowers? Please stay away, for your own sake. Unless you want to end up looking like a bootleg barbecue gone wrong.

- We'll Have To Make Do (+100):

In case you hadn't noticed, there's a lot of machinery in this world. All those machines require maintenance and upkeep in order to have them working at top form. Well, forget it: with this drawback the machines you work with will constantly be having issues. Missing a screw here, not processing fuel properly there, all the machines, all the time. Most of the time, they're extremely minor, but minor issues add up to big ones, especially when it comes to machines, and *especially* especially machines in warfare. Oh, and this will apply to your tools too: guns will jam more often, bombs will end up duding on the regular, and even the wrench you decided to improvise as a melee weapon will somehow rust and break at some point. Even with expert engineers or companions on hand, they'll just last a bit before falling apart. Hopefully your patience can last longer.

- Praise The Lord and Pass The Ammunition (+100):

You're in a world constantly at war, so there comes a point where, inevitably, you'll need to shoot at somebody in order to survive. However…we have a small supply issue here. You seem to be perpetually low on ammunition these days. Your pouches seem lighter, you always end up having less magazines or clips than you think, and you tend to run out at the most inopportune times, such as in the middle of a firefight. Looks like you'll need to keep restocking in order to keep on surviving.

- With Friends Like These… (+200):

Teamwork makes the dream work, supposedly. If this is the case, then these numbnuts seem to dream of nothing. Your allies have somehow magnified in terms of stupidity. Where they should be taking cover, they're instead running out into the open. Against a tank, they resort to throwing Molotovs onto the armored parts instead of the exposed engine. And they always end up holding the screwdriver from the wrong side. Here's to hoping they don't end up throwing the pin instead of the grenade, but considering what you have to work with, it's little to hope for.

- To The End (+200):

The conflicts in this world have evolved into a form of a zero-sum game, where a victory for one, no matter how small, can be perceived as a defeat for another, no matter how insignificant. With this perk, this concept is ingrained into everybody's mind, and it becomes more than a hassle for you. It's now much, much harder to truly root out an enemy or clear them from a place, as they will fight to their last breath. Even if you chop off their arms, they'll still charge at you, kicking and screaming and carrying on. Get ready for a grueling slog ahead of you.

- Charge! (+200):

You seem a bit too…enthused about your current situation. Maybe your history as a Jumper has gotten into your head a bit. Or maybe you seem overconfident in your current situation. Or maybe you just like breathing the fresh, polluted air. Whatever it is, you have a habit of charging out into the open and putting yourself at unnecessary risk whenever a fight breaks out, no matter how small or how big, which doesn't bode well for either your cover or your body safety. Or for that of anyone who happens to be tagging along, as they pursue you in vain to try and reel you in.

- Meeting a Cannon Eye to Eye (+400):

With dieselpunk and war comes lots of explosions. And, logically, you'd want a way to alleviate damage from said explosions, right? Well, never mind: this perk makes you more vulnerable to explosive damage. Even a grenade in the next room can make you dizzy from the aftershock, and mortar shots seem to have almost double the explosive yield. Getting a direct hit from a rocket could very well mean the end of your journey, so take extra care.

- Chains of Command (+400):

Sometimes, what hamstrings a war isn't necessarily lack of training or equipment, but lack of initiative from people who are supposed to be managing this stuff. You'll find that superiors and subordinates happen to be a lot more hardheaded, obtuse, and stubborn. and no amount of logical reasoning or argumentation will deter them otherwise. This makes your progress much more frustrating, as opportunities and occasions for easy victories can be snatched away because some officer got it into his head that he'd rather keep his guys in reserve than send them to help you, or goodness knows what other reason. Or maybe even the reverse: maybe you wanted to save that tank for later, only to have someone else supersede your orders and "appropriate" your equipment. You'll find no shortage of people who decide to follow their own thoughts rather than your advice, even if it ends up screwing them later. And they will never admit any fault of their own, which somehow makes it worse, just like in real life wars.

- War is Hell (+400):

Only the dead have seen the end of war. And seeing as you're not supposed to die…that doesn't bode well for you. Seeing the constant suffering and chaos of war has worn you down quite a bit, reducing you into a depressive state that seems to affect how you take decisions or behave. You may be able to keep the people around you together, but your own psyche is a different

story, and this pessimism will extent to whatever pep-talk can be given to you: just shrugged off in the face of the inevitability of war. It's a tiring affair, to be sure. But maybe there's a light at the end of the tunnel…assuming it's not that of an oncoming diesel train.

- Tug of War (+600):

Just because you got it into your head to go to war doesn't mean things will go swimmingly. Quite the contrary: there are plenty of situations where a victory could just as easily translate to a defeat. But here, it'll be more obvious: you'll be having constant setbacks with every victory you have. Taken a strongly fortified city? You overextended yourself and have to reorganize or withdraw. Found some incriminating evidence you can use to blackmail? Well, the guy came out and admitted it, so now you have to work with something else. Just managed to scrape by defeating that pirate fleet? Your own fleet is in tatters now. It'll take a lot of wits - and potentially luck - to make it through this situation intact.

- High Priority Target (+600):

Aren't you a special person? Look at you, jumping through all these worlds and universes, it would be silly to say otherwise. Well, seems the major powers of this world have concurred, although they may not know why. You have a mark on your head by…well…everybody, be they great nations or smaller bands, politicians or marauders, missionaries or diplomats. Your name is uttered not with reverence, but with suspicion and perhaps a dash of worry. Some may see you as an opportunity, others as a threat, but one way or another, you'll constantly be hunted, barely given enough breathing room to maneuver, and you'll inevitably always be found somehow, which will necessitate yet another escape. This'll be your situation for ten years: constantly hounded by everybody for reasons that'll differ from circumstance to circumstance, but which

inevitably boils down to “There’s something fishy about this guy, and we want to find out what.” Hope you don’t get caught.

- Lord of War (+600):

This one is straightforward, but no less challenging: you lose all perks, gear, powers, and properties from previous Jumps except for your Body Mod. Even your warehouse is locked out until completion, and you can’t use any companion you haven’t imported or bought from the Companion section, who will also be unable to access the warehouse. Let’s see if you’ve got what it takes.



Aftermath:

You've seen what this world has to offer. Now comes the time for the ultimate decision.



Warlord: Stay here.

This world carries with it a great many dangers and trials. But with it comes much more experiences to be had, friends to be made, and dieselpunk. Oh, so much more of that. You decide to stay here. Besides, you're already used to it all. Might as well.



Freedom: Return home.

All this Jumping and war and what not…you just want to rest, for God's sake. With this, you decide to return home. Your chain ends here, with all your perks and items alongside. Hopefully that Dreadnought of yours doesn't catch any eyes.



Adventurer: Continue.

The future offers so much more than what this place has, plenty though it may be. With this, you continue on to the next Jump. Uncertain though the future may be, it promises to be as adventurous as this one.

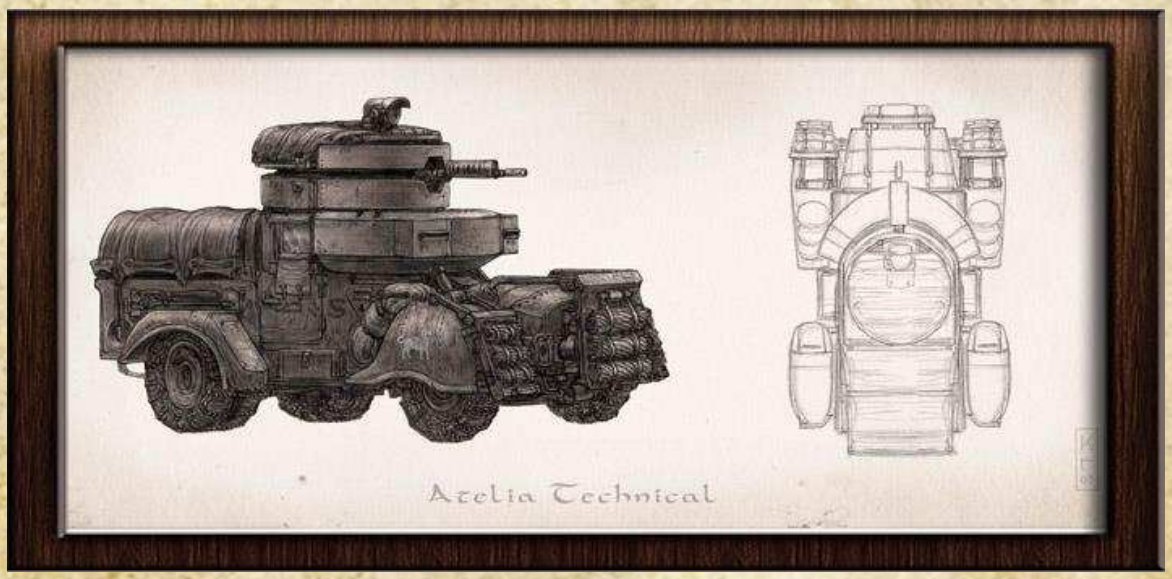
Abridged Appendix of Military Hardware in Theia:



The following section briefly details some of the military hardware, such as tanks and aircraft, used by the various factions in the world of Theia. They have been included here for reference. If you wish, you can nab any one of these while you explore this Jump…assuming, of course, you have the Warehouse space for it and can keep it intact in the process. However, while they're technically free, they are NOT backed by fiat, which means if you lose them, you lose them for good, so try not to [lose them]. They are also considered separate from the personal vehicles above, said personal vehicles being upgraded versions and backed by fiat.

Ground Vehicles:

Atelian Technical:



With the surprise invasion of the Fahrong, the Atelians found themselves at a loss when it came to military hardware, and were forced to improvise. Essentially, this is a truck with an armored machine gun turret on top. As tends to be the case with most rebel vehicles, this is easily assembled and just as easily destroyed, but still worth its weight in intense urban combat. However, it is too heavy and unwieldy for off-road usage, and better confined to cities and towns.

Atelian Light Tank:



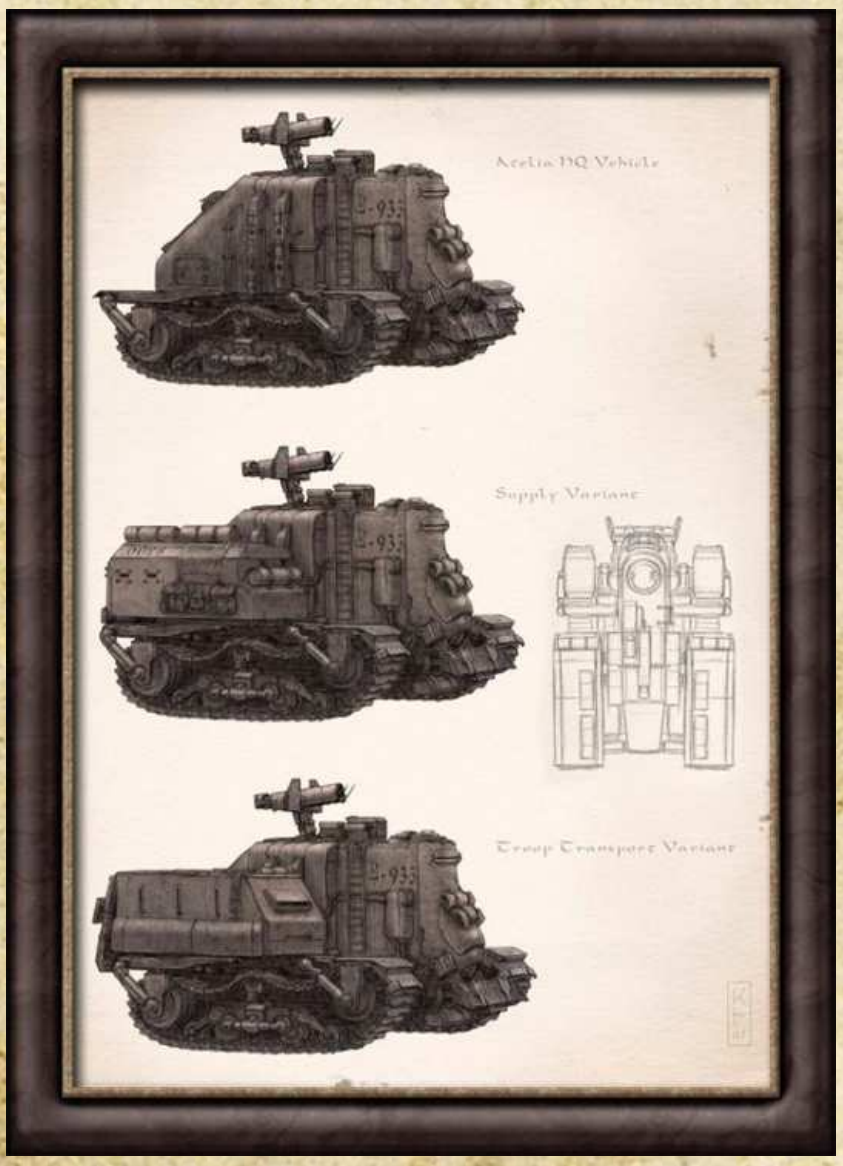
Resembling less an actual battle tank and more of a halftrack with a turret and armor bolted on, the Atelian Light Tank was an impromptu attempt at some kind of hard firepower in the face of the overwhelming Fahrong forces, despite their limited industries. It sports a turreted light-caliber gun on top with machine guns forward and aft, capable of dealing quick damage to softer targets, although it falters in the face of heavier tanks and walkers. Its wheels add to maneuverability, and its treads can manage rough terrain relatively well, but it's still lightly armored.

PM-04 Trike:



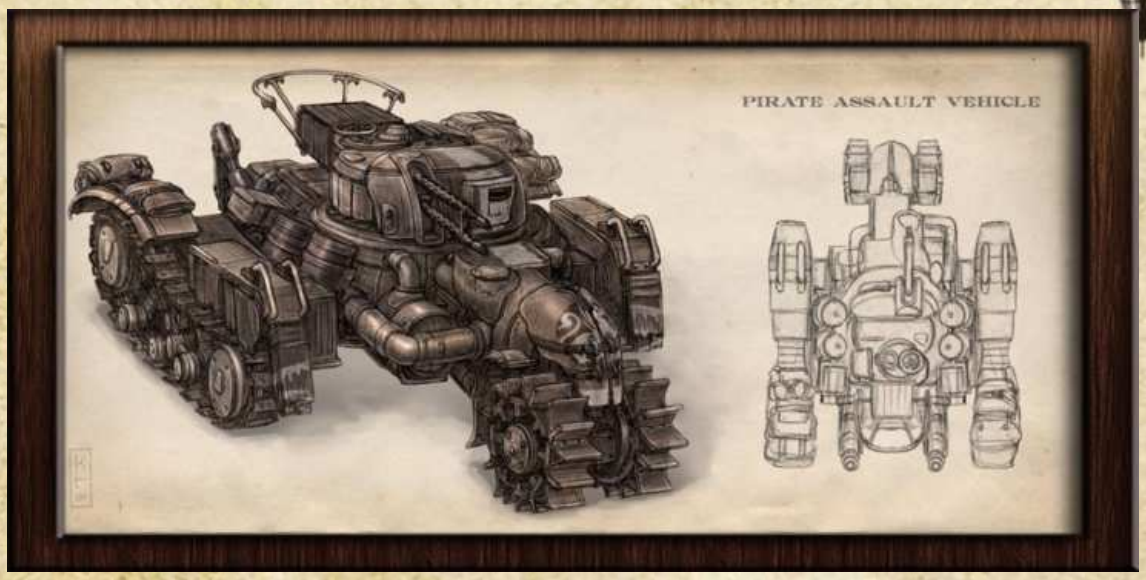
The Trike is yet another vehicle in a long line of retrofitted civilian vehicles pressed into service against foreign invaders. This armored car carries a recoilless rifle on top, as well as steel armor plates and a modified engine to carry all the extra weight. While it can't stand up to the likes of a modern tank, particularly due to the awkward manner in which the gun reloads, its size and speed makes it vital in urban hit-and-run campaigns.

Atelian HQ Vehicle:



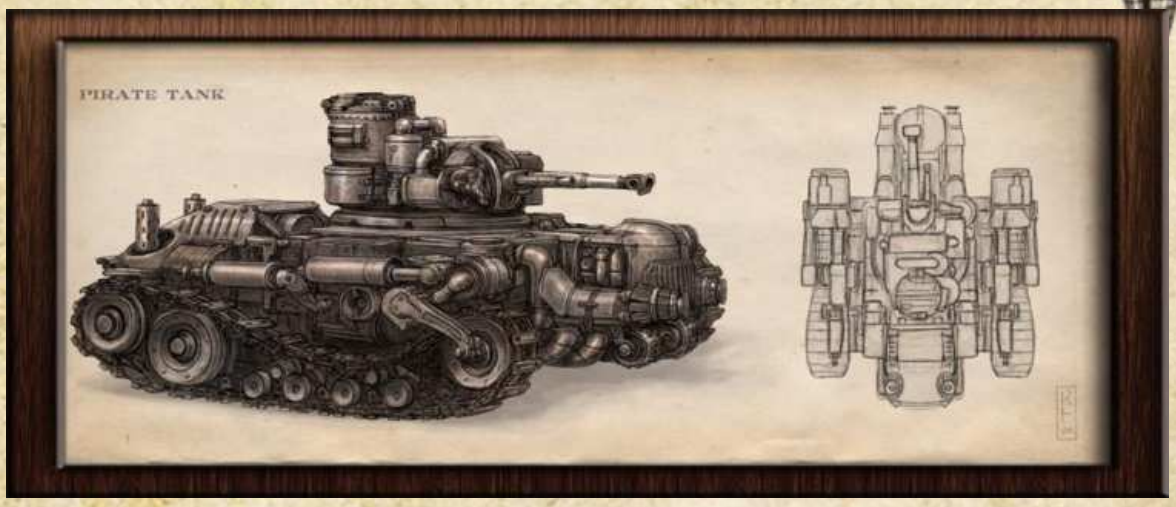
Due to their nature as a guerilla fighting force, the Atelians relied on improvised mobile headquarters to keep their officers and commanders on the move, away from enemy fire. Armed with an unguided rocket launcher, what this vehicle lacks in firepower, it makes up for in speed and armor. Three different variants exist: the original HQ version, a command-and-control center; a supply variant, used for logistical purposes; and a troop transport version, meant for ferrying soldiers to and from the front.

Pirate Assault Vehicle:



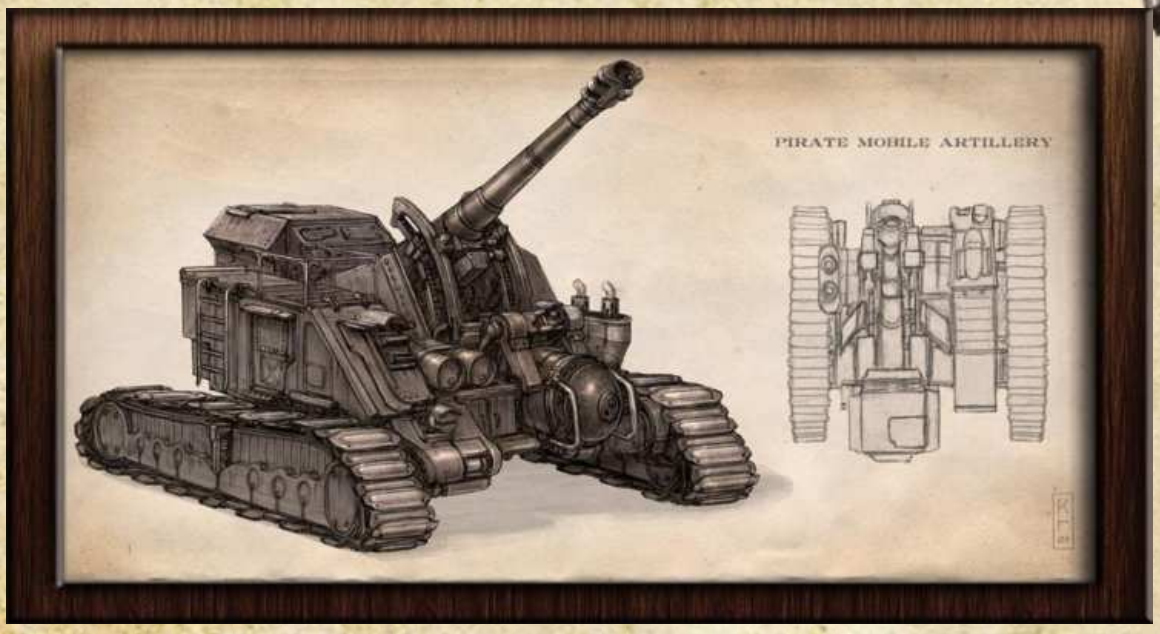
One of the more unique designs of armored fighting vehicles in this world, the PAV accurately represents the Marauder fighting philosophy: bolted down from spare parts, improvised to function reliably, unorthodoxly designed and yet still effective enough to be a thorn in the side of their enemies. The PAV is mostly armored with machine guns, but its unique structure and combination of wheels and treads allows it to navigate most rough terrain, allowing it to outmaneuver their enemies with speed and surprise. To date, no two PAVs are alike, and the surprising resilience and innovative nature of pirates shows in how easily built and maintained this vehicle can be.

Pirate Tank:



Pirate tanks are usually scavenged from the field or outright robbed from factories or storage warehouses of the greater empires before being pressed into service after a few modifications. That being said, their design is still rather straightforward: armed with a cannon and machine gun, with two or three treads for speed and mobility. It's not expected to last too long in a direct battle with other tanks, but as Marauders rarely engage in such skirmishes anyway, this is less of an issue for them. Occasionally, pirates experiment with their captured equipment in accordance with the situation they face, so like the PAV, every tank is unique in its own way.

Pirate Mobile Artillery:



Despite being a primarily air-based power, the Marauders have also invested in ground military applications for occasions such as large-scale raids or defense of their hidden sanctuaries in the mountains of Theia. Their Artillery units, having been appropriated from much of the greater powers and bolstered with more armor and up-gunned engines, retain the same fierceness of its firepower, with its greatest strength - its range - also being its weakness. Particularly experienced marauders have been known to cover their artillery with foliage and bark, disguising their weapons and making them much more difficult to spot by enemy air forces.

Rahmos Assault Vehicle:



Despite being an industrial superpower, the Rahmos have never shied away from using lighter equipment and vehicles for smaller tasks. The Assault Vehicle is meant as a screening armored car, designed to pepper enemy defensive positions with machine guns to allow their infantry to move forward, as well as a reconnaissance vehicle meant to gather data from the front and powerful radios to transmit such information. It being a wheeled vehicle, the Assault Vehicle works better in urban areas than it does rural, with its lighter-than-usual armor being a point of consternation for its crew members, as even obsolete anti-tank rifles are capable of dealing devastating damage. With this in mind, the Rahmos have taken to assigning at least three Assault Vehicles to a single squad, to allow them to cover each other if they are ambushed or attacked.

Rahmos Dingo Tank:



The Dingo Tank served as a more armored version of the Rahmos Assault Vehicle, it being a tank rather than an armored car. With this comes a caveat: despite it capable of taking on more punishment than usual, with the exception of dedicated anti-armor weaponry, the Dingo is more mechanically intensive and possesses less situational visibility, and as such is not as suited to reconnaissance like the Assault Vehicle is. This relegates it to the role of an attack tank, heavier than the Assault Vehicle but lighter than the rest of the Rahmos ground forces equipment. Regardless, its twin autocannons make it more ideal for direct infantry support and even armored combat, to an extent, and this usefulness sees it continually utilized in the front lines by experienced Rahmos commanders.

Rahmos Devastator Tank:



During the Rahmos war, there arose a dual demand: the need for an effective yet easily utilizable direct-fire artillery piece for urban combat, and the simultaneous urgency to protect them from guerilla fighters. The Devastator was incepted out of those needs, and performed well enough for it to become a mainstay of the Rahmos military from that point on. Its cannon is tucked and protected within its hardened hull, and although it needs to deploy to fire, it does so with enough speed that it is used as a rapid-response piece to any developing situation. Regardless, the Devastators worth and vulnerability still see to it that it is regularly escorted by at least several squads of infantry.

Rahmos Raccoon Assault Vehicle:



With the heavy infantry-focused combat of the Rahmos war, the Rahmos military developed the Raccoon as a way to provide adequate cover for infantry, as well as a means to transport them to and from the frontlines with some degree of safety. The Raccoon maintains an effective high-caliber machine gun for suppression and covering fire, as well as potential neutralization of softer targets like trucks and technicals, and side doors to allow for loading or offloading infantry or other supplies. Its sleek design and relatively smaller size also give it an advantage in urban combat, allowing it to maneuver through tight spots much more smoothly. However, the APC's visibility is heavily hampered by its armor, and the side doors are vulnerable to anti-armor weaponry, which means it rarely sees direct combat unless used in a lightning offensive.

Rahmos Mastiff Heavy Tank:



With its emphasis on forward-aiming firepower, and with most of their enemies being irregular militias, the Rahmos intended the Mastiff Heavy Tank to be used as a direct-fire support weapon first, and as a main battle tank second. It is decently sized and can deliver punishing and accurate rounds with its cannon, and it sports an effective machine gun on its dorsal side to fend off enemy infantry. Its simple design also allows it to be mass-produced, but the fixed nature of its gun can be a detriment if it finds itself flanked or detracked, and it tends to suffer in the face of heavier tanks and anti-vehicle weaponry. Its exposed engine also makes it a sweet target for Molotov cocktails and improvised thrown explosives.

Rahmos Main Battle Tank:



A continuation of the design philosophy that sponsored the Mastiff Heavy Tank, the Rahmos MBT retains its focus on firepower, with a fixed-forward high-caliber cannon. Its unorthodox design limits its deployment capacity due to its extreme over-engineering (to the point that some of the operating manuals for this tank were written up by the crew members themselves, rather than the manufacturing plant), and its short barrel doesn't help with accuracy, which makes it more of an assault gun than a tank. However, the power of its gun, as well as its heavily armored turret which all but guarantees crew safety, ensures that it delivers tremendous damage, and it sports an enclosed machine gun turret on top for help against infantry ambushers, as well as a smaller ball turret in the front for offensive operations. In the event that the tank is disabled, a rear door can be used for crew evacuations, although the same door makes for a very vulnerable and dangerous weak point, necessitating support from the rear at all times.

Rahmos Armored Train:



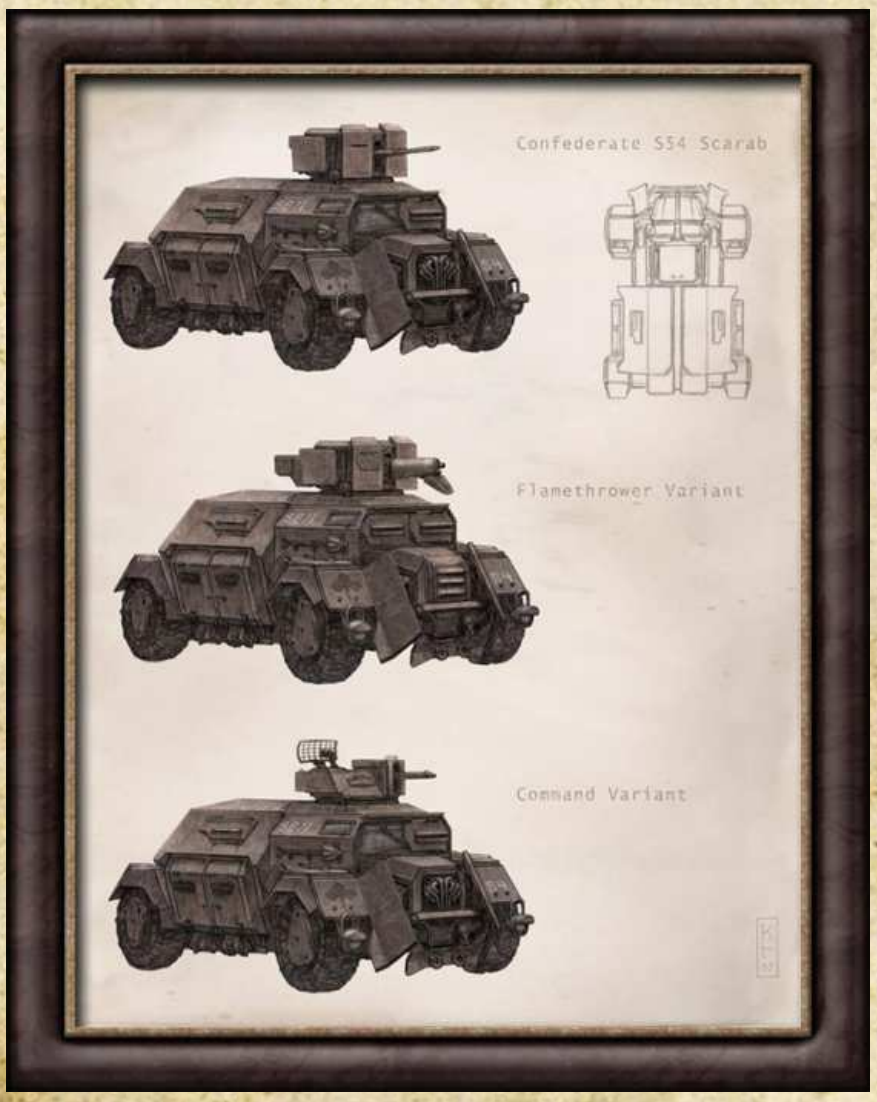
Being an industrial nation, the Rahmos developed a military doctrine that incorporated trains as part of their strategies. Their Armored Trains allowed the Rahmos to quickly relocate their forces from area to area, allowing for unprecedented speed in large-scale military operations. They are utilized for a variety of tasks, from troop transports and logistics to mobile headquarters and ironclad forts sporting cannons and machine guns for holding positions. Despite this incredible versatility, it is also highly situational: if you find yourself in an area without any train tracks, its maneuverability becomes at risk. Thankfully, most Armored Trains retain at least one carriage carrying engineering and construction supplies, particularly in establishing short but robust tracks for just such an occasion, but it is less a permanent solution and more of a temporary fix until the engineering corps can move in.

Rahmos Siege Mortar:



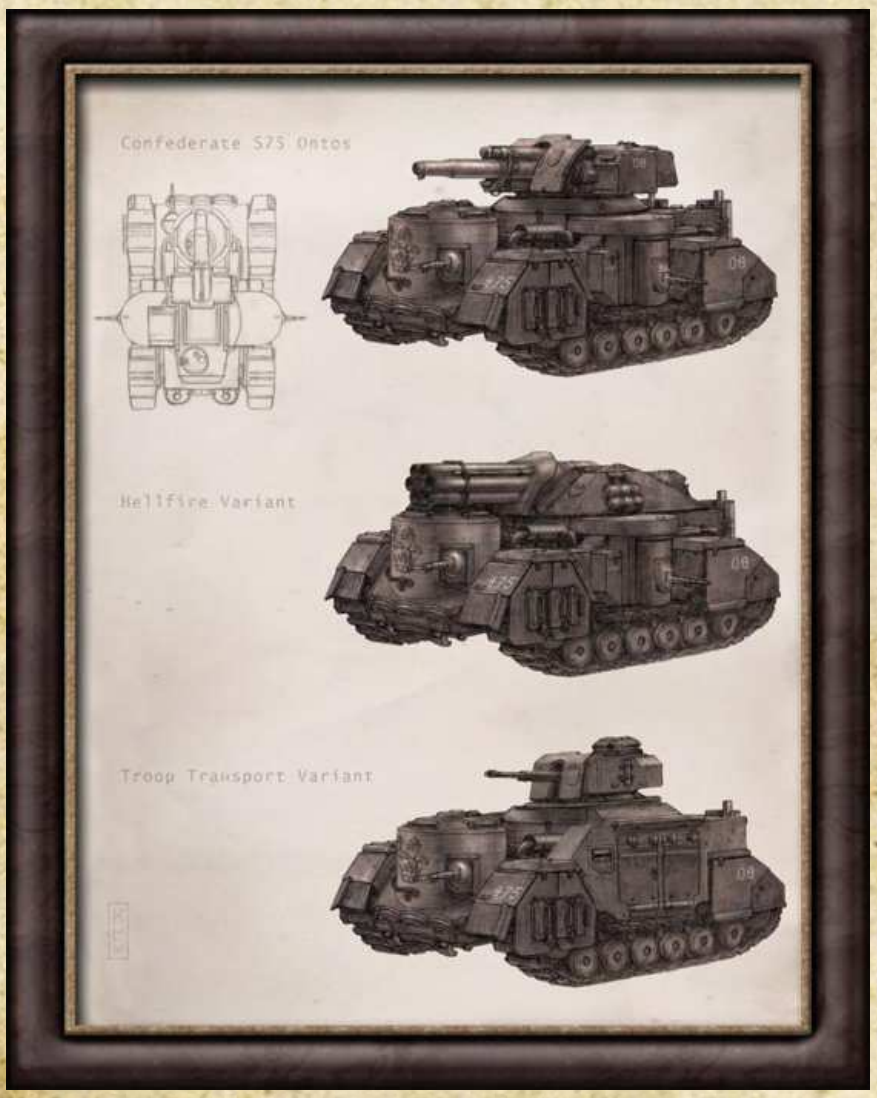
Faced with increasingly stiff resistance from partisans during the Rahmos war, top Rahmos officials elected to simply blast the enemy out of their positions rather than risk the lives of more soldiers in an endless meat grinder. The Siege Mortar, having been designed for this purpose, was so effective at it that the rebels were forced to switch to a more guerilla-oriented strategy of war. Despite its firepower almost single-handedly changing the way the war was fought, the Siege Mortar has only ever been used as artillery, barely possessing even machine guns to protect itself, relying on nearby infantry to cover it instead, which makes it very vulnerable to organized partisan strikes. Its heavy weight also makes it terribly slow, and thus only emphasizes its nature as a support weapon.

Confederate Scarab:



The S54 Scarab is intended for use by the Confederates primarily as a scout vehicle and infantry support. It is very fast and mobile, but easily destroyed by hardened rebels with heavier equipment if not used carefully. Three variants exist: the base version with an autocannon that is effective against infantry and soft targets out of cover; the flamethrower variant that is used to root out entrenched soldiers and clear bunkers; and the command variant, for officers to use in the field to boost coordination during battles.

Confederate Ontos Tank:



The main armored fighting vehicle of the Confederation is the S75 Ontos, intended for straight-up engagements against enemy armored targets and urban support and combat. They come in three flavors: the original Ontos, used in armored offensives and carrying a single barrel; the troop transport variant utilized as an APC, with a lighter gun but more space for infantry carrying capabilities; and the infamous Hellfire, called so for its multi-barreled cannon that can fire several shots in quick succession, making it particularly deadly against infantry groups as well as enemy vehicles.

ST-35 “Recluse” Light Arach Walker:



In their drive to revolutionize armored warfare, the Confederation developed the Arach series of spider walkers, with the intent to inflict as much psychological as physical damage during their offensives. The Recluse Arach was their first development, armed with machine guns and a large mortar launcher on its back that can fire a massive cluster bomb. The mortar arcs slowly and bounces several times before exploding, with the size of the resulting blast about as much as the width of a street. Unlike most wheeled and tracked vehicles, the Recluse is slow, but compensates with its steadier speed and heavy armor, enough for it to withstand at least several direct hits from hand-held rocket launchers, and can take on entire enemy squads single-handedly. It's more lightly armored than most Arachs, but more numerous as a result, although its complicated mechanisms make it a headache for engineers to repair and maintain.

ST-38 “Warweaver” Medium Arach Walker:



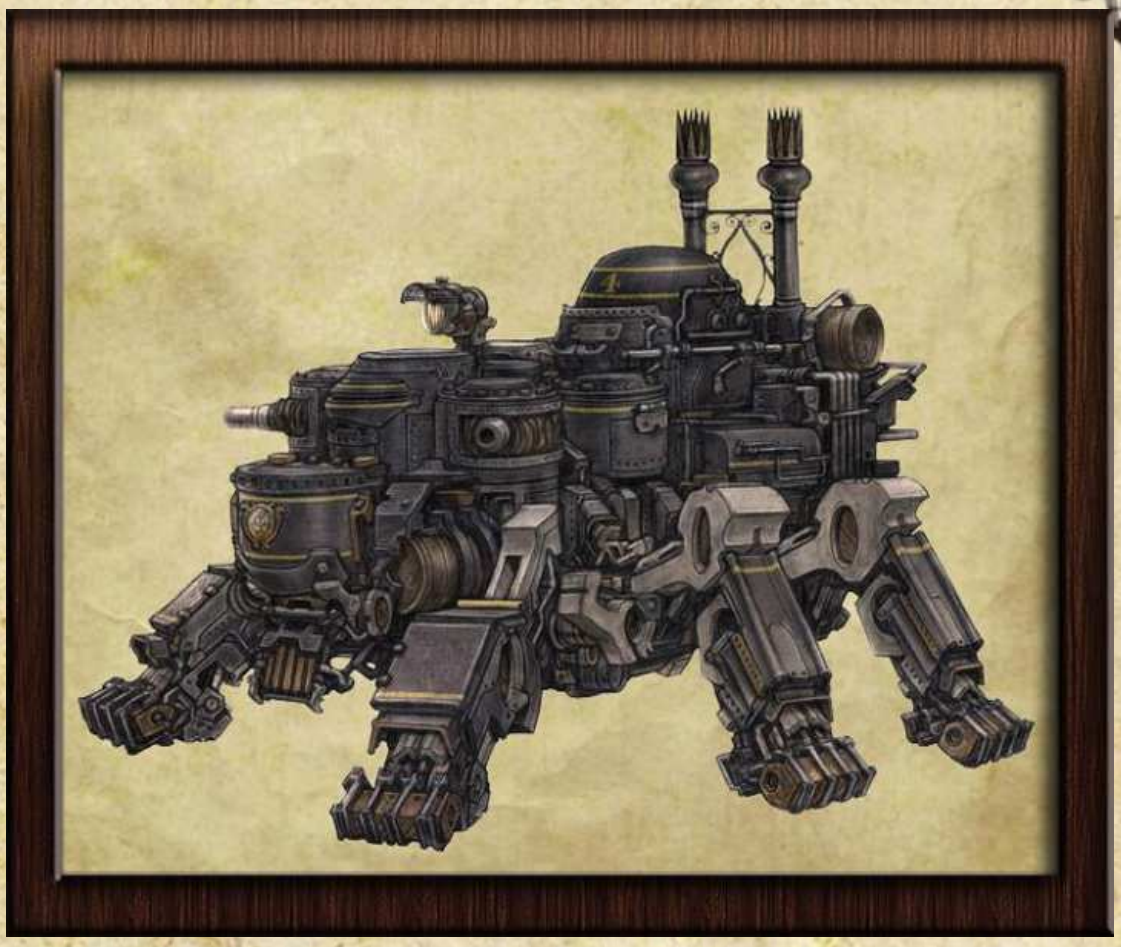
Probably one of the biggest threats to enemy soldiers on the ground, the Warweaver represented the next stage of the Confederate Arach program, capable of dealing about as much damage as it can take. It is armed with half a dozen machine guns for infantry combat, a light-caliber cannon for vehicular targets such as halftracks and APCs, and rapid-fire dual mortars on its back for siege capabilities. Said mortars are fired via specialized launchers that launch its warheads like rockets, allowing the shells to reach high and hit its target fast, often before the opponent can respond. The Warweaver is an absolute terror on the ground, even if it happens to be slower than most vehicles of its size or type, and its complicated design means that they are only fielded as a last resort, delegating first-strike offensive operations to their lighter vehicles and massed infantry groups.

ST-40 “Widow” Heavy Artillery Arach Walker:



Facing heavily dug-in soldiers and partisans during the Atelian War, the Confederation were quick to devise a counter that could properly pummel their targets, the Widow. This Arach variant was immense enough to necessitate a completely different approach: while previous Arachs were deployed to directly combat enemy forces within the many towns and cities, the Widow was utilized to blow said enemies out of their positions entirely. It is so massive that it must be deployed and immobile before it can bring it gun to bear, and sports only scant machine guns for emergency defense. Regardless, the Widow artillery quickly became the bane of most Atelian defenders, capable of cratering entire buildings with a single well-placed shot, and making it a first-priority target for any Atelian defending commander in the midst of an operation.

ST-42 Battle Arach Walker:



Another example of a mobile fortress designed due to the nature of warfare on Theia, the Confederate Battle Arach was created with the intention to be used in future armored engagements against other empires or larger nations, rather than the limited guerilla warfare the Atelians subjected them to. Immensely slow yet armored, this arach carries many guns on all sides in order to respond appropriately to any given situation. Despite their cannons' shortened barrels and thus less-than-stellar accuracy, as well as its limited maneuverability due to its weight, the Battle Arach can still take enough hits to properly respond in kind, as well as keep itself going for days at a time due to its specialized internal engine.

Steel Legion Mk.9 Tank:



An experimental tank designed as both an armored fighting vehicle and mobile headquarters, the Steel Legion tank is terribly slow, but makes up for it by being a veritable fortress. Bolstering six cannons, three on each side, as well as two machine gun ball turrets in the front and another on top, this vehicle has proven to be able to both dish out damage and take it, and sports surprising visibility with its many sight ports to boot. Its size and design make it more conducive to operations restrained to fields and cities, rather than mountainous regions or swamps, and its weight makes it less of a weapon for lightning strikes and more of one intended for slower, grindier battles.

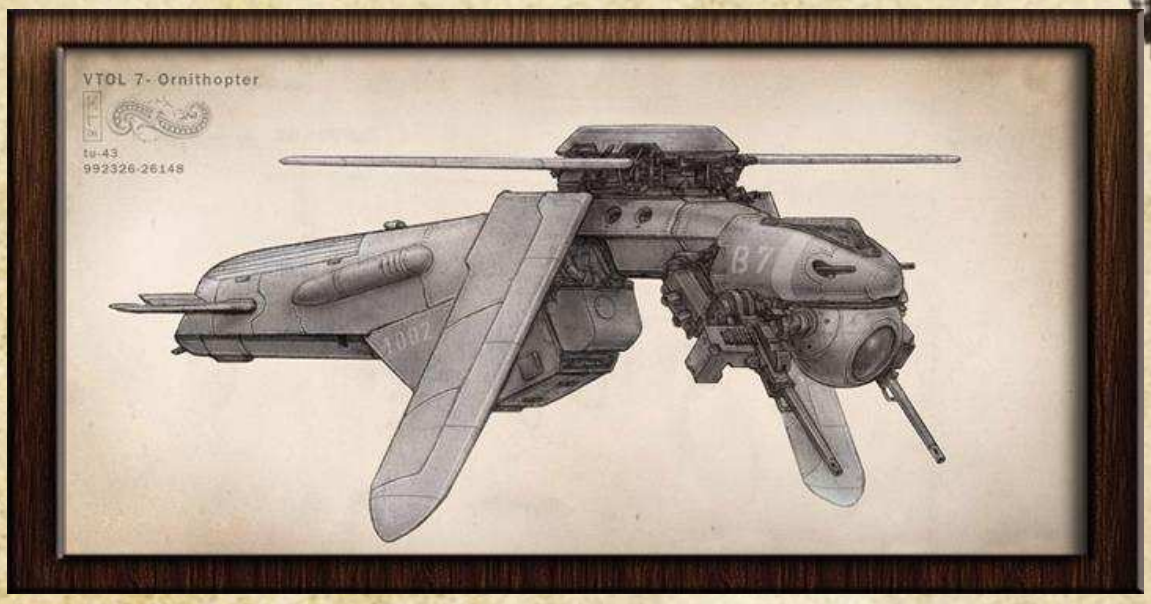
Air Vehicles:

Sea Serpent Mercantile Vessel:



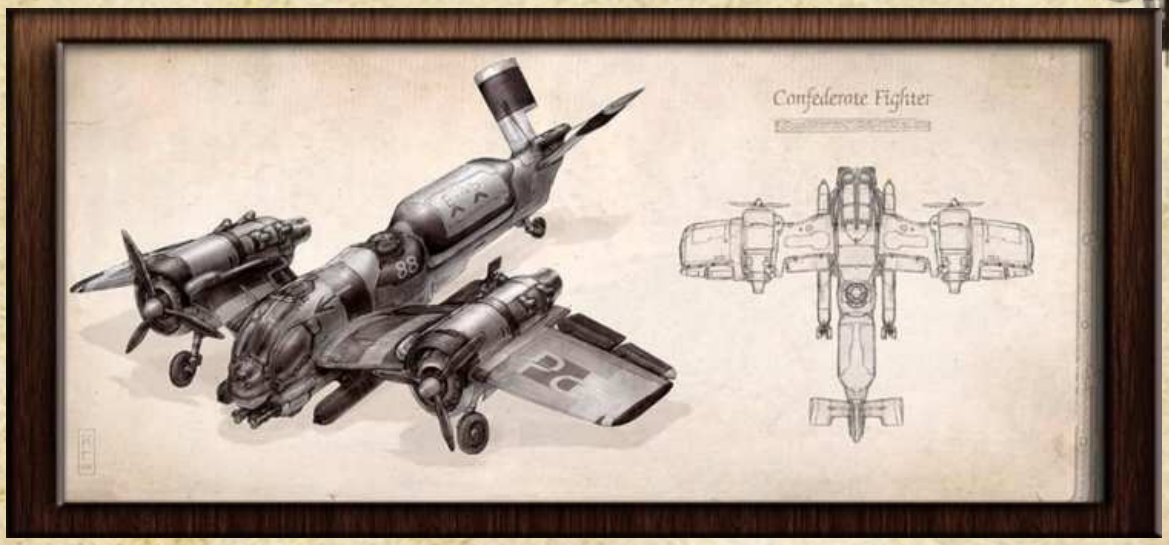
While most merchant fleets have standardized ship designs in order to maximize efficiency, some merchants have taken to utilizing nature as an alternate form of transportation. To that end, giant flying Serpents were tamed and attached to the vessels to help guide them through even the harshest of weathers. Despite dismissals from the more industrial nations as a quaint alternative, and outcries from organizations concerned about the welfare of the creatures, more and more traders and convoys have adopted the method of using these Serpents to sail the world. Merchants have been known to establish special relationships with these Serpents, taking care of them in exchange for their services, as they know that an upset Serpent is not one you want to use carrying your cargo. However, due to their sensitive nature, there are barely any weapons on these vessels, as larger-caliber guns have a tendency to startle the creatures and send them out of control, which means most of these vessels are only lightly armed at best. This also makes it a mixed bag for pirates targeting them, as acquiring your loot from a crazed beast is a difficult endeavor in itself.

VTOL-7 Ornithopter:



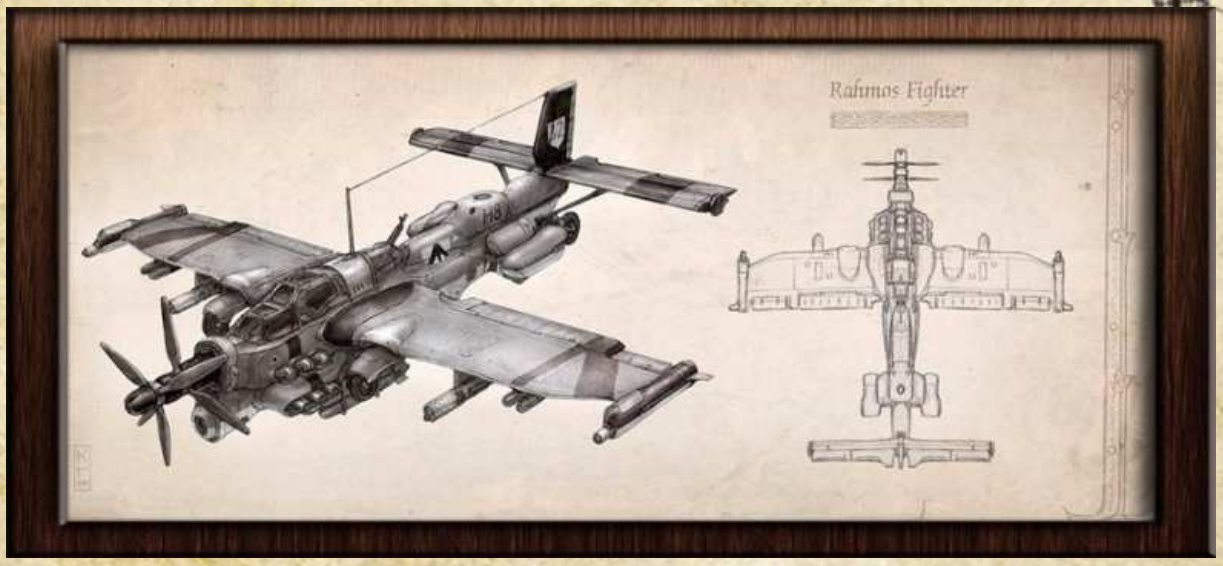
Ornithopters were created out of experimentation with flying craft to develop a new generation of aircraft that carried vertical take-off and landing (VTOL) capabilities. While successful, having proved their worth in terms of flexibility and mobility, they are mechanically intensive and thus only used by special forces, elite armadas, or the obscenely rich. The Ornithopters in this world are used as a smaller personal craft, intended more for lighter support or strafing than outright battle, where they can easily fall to coordinated or concentrated firepower. While occasionally used for combat, civilian ornithopters are a common sight in Theia, used for recreational or official purposes.

Confederate Fighter:



Tying in with the Confederation's philosophy of "quantity over quality", their fighters are simply designed and very straightforward, relying more on overwhelming their enemies than with skillful destruction. This doesn't negate the effectiveness of this fighter, though, as it is still a very capable aircraft, with twin engines giving it higher than average speed, and dual machine guns mounted under the barrel for dogfighting engagements. Certain variants have been retrofitted to gain access to dropped explosive ordinance, which allow them to engage ground targets and provide support for offensives. Despite this, the craft is still more lightly armored than most planes of its type, which means concentrated anti-aircraft fire can bring them down easily.

Rahmos Fighter:



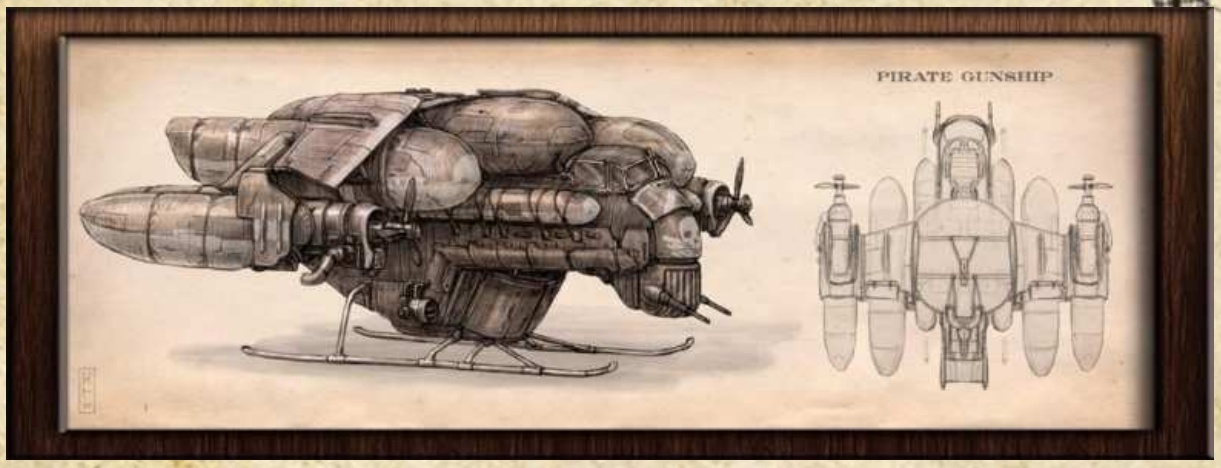
In stark contrast to Confederate fighter planes, the Rahmos have emphasized superior firepower and survivability, which manifests itself in this fighter. It is capable of equally serving roles as an air fighter and ground support craft, brandishing a wide variety of weapons from machine guns to rocket pods and even cannons, depending on the variant, with a powerful engine and dual propellors to compensate for the heavier equipment and armor. It even retains a rear gunner to help with enemy pursuers, although its large rear section can make targeting a bit awkward. With all that in mind, the Rahmos fighter is still much slower than its counterparts, but has the protection and firepower to make up for it, and they are a staple of Rahmos air force squadrons in the skies.

Sedales Fighter:



Between the speedier Confederate Figher and the hardier Rahmos counterpart, the Sedales Fighter is a unique aircraft that serves as the middle ground between them, boasting above-average maneuverability - courtesy of its twin tails - at the slight cost of speed, as well as firepower in the form of two ball turrets, one forward and one aft, and railings on either side for air torpedoes or ground bombs to be fitted on. Despite its bulky middle, which makes it an easier target for even the greenest of pilots, its armor ensures that it can last a surprise attack, and its rear guns make it a dangerous plane to pursue. It takes a lot of focused firepower to bring one of them down, but its complicated design means they are usually utilized by more experienced pilots. More streamlined versions have been developed to allow burgeoning fliers an opportunity to use them, and they are slowly seeing increased usage among air forces in Theia.

Pirate Gunship:



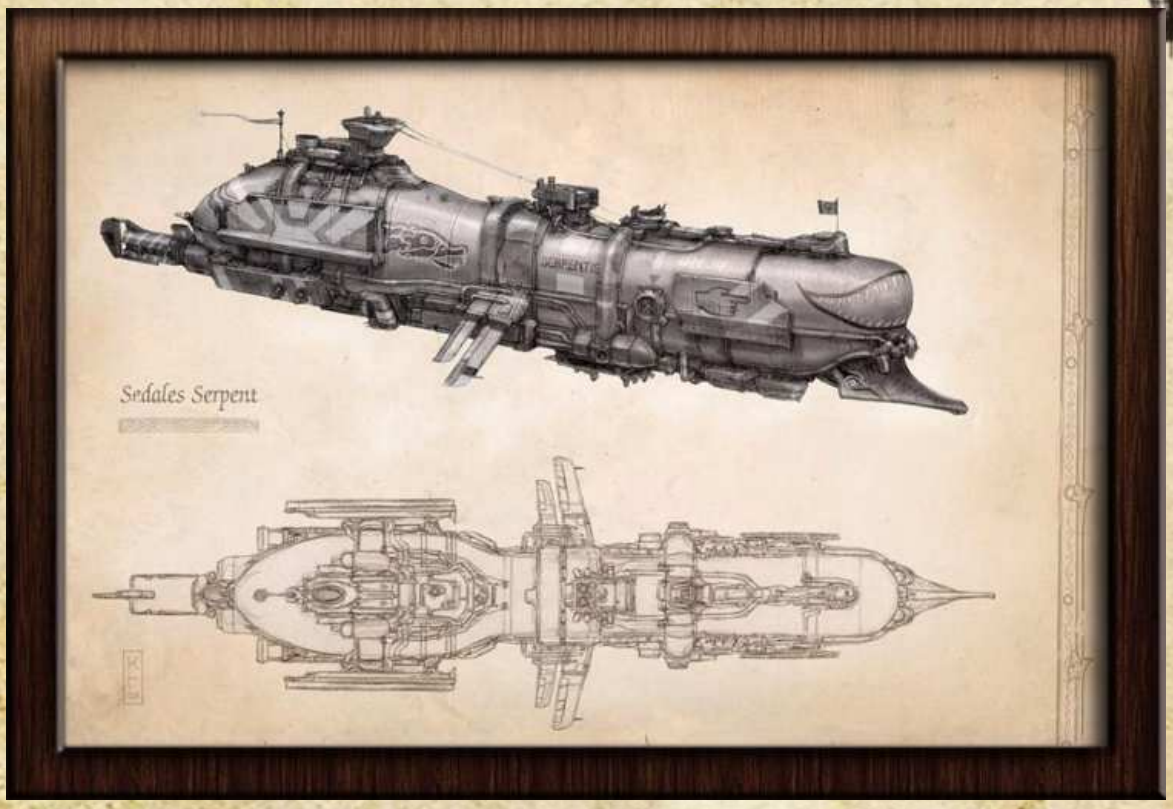
The Pirate Gunship is essentially a heavily-armored but highly essential component of corsair air forces, and is less of a fighter and more of an advanced attack craft. It is slower and more armored and armed than their fighter counterparts, but not as big as their airships, which gives it a special status among flying craft. They are primarily used as more robust raiding and boarding ships, and can sometimes be used as supply craft in a pinch. This means they are designed to be maneuverable enough to sport hovering capabilities and speedy enough to land, disembark their soldiers, and leave once their crew and captured loot is onboard, quick enough to avoid pursuit from larger ships. Because of this, their weaponry is limited, as it is not designed with aircraft engagement in mind, but their guns are still useful in providing assistance for corsair soldiers mounting attacks on either enemy installations or flying ships. Like most pirate vehicles, no two Gunships are alike, and every single one has its own design history and experience.

Pirate Airship:



Being the stereotypical sky-pirates of Theia, the Marauders have nevertheless never had the capacity to capture one of the various nations' greater dreadnoughts or cruisers, due to the enemy's superior firepower and the complicated nature of the ships necessitating larger crew forces. To make up for this, marauders use giant airships to keep their forces on the move, away from vengeful pursuers or rival privateers. It's armed with enough cannons to keep fighter squads off its tail, and has enough engine power and wind sailing capacity to use the weather to its advantage, but it has always been intended as a mobile headquarters more than anything else. In the face of dedicated pursuit naval task forces or battle fleets, the only thing an airship can do is escape and hope they make it far enough away from enemy guns, but they are still the bane of merchant vessels and smaller patrol squadrons.

Sedales Serpent:



The Sedales Serpent was designed with the need for lighter anti-aircraft vessels in mind to prop up the heavier zeppelins and battleships of sky-naval combat, serving as a type of sky-corvette. It's quite small, but more armored than a pirate airship and sporting just as much weaponry, as well as enough speed to navigate the battlefield and provide support where needed. It is not designed for direct engagements with larger cruisers, however, and even an outdated Indomitable-class cruiser can quickly liquidate Serpents with ease. They are occasionally used as patrol craft and even scouts, although more often in the former role.

War Zeppelin:



With the advent of sky-naval war, War Zeppelins became a regular sight in the world's sky-navies, serving a variety of purposes from aircraft screening to ground bombardment and even ship-to-ship fighting. Many of them have technologically advanced to the point of them being flying naval battleships, but the more primitive versions were essentially large airships stocked with weapons and armor. Particularly vulnerable, but cheap and easy to build, they still see action in the skies in a more support-oriented role, and many different variants exist for specified purposes, depending on the requirements of the admiral in charge. Some are more adept at engaging fighters, while others serve as anti-ground sky artillery. The versatility of the concept remains the War Zeppelin’s greater strength, as nations devise all manners of designs for any number of given situations.

Aircraft Carrier:



Unlike all sky-navy vessels, the Aircraft Carrier lacks the characteristic firepower that defines the line-o-battle warships, with only scant anti-aircraft defenses in event of an ambush. This makes them particularly vulnerable to attack by pirates and dedicated naval vessels, and so necessitates them be protected by their allies at all times. However, their role as massive mobile airbases grants them an edge in strategic warfare that cannot be understated, and it has become so vital that each standard naval task force possesses at least one carrier for support or offensive operations. Capable of refueling and rearming aircraft even in the middle of a fight, the Carrier quickly became another showcase in the technological potential for where line-o-battle warships could go.

Dreadnought Mark I Class:



The development of the Dreadnought Mark I Class by the Rahmos military sparked a massive arms race, as this new technology that dominated the skies was seen as a game-changer by many a nation and empire. That being said, this version is still very much representative of what it was in its infancy: an idea still seeking development. Today, the Mark Is are a rare sight, having been phased out in favor of more advanced and versatile vessels, but the influence of this ship still cannot be understated, and even today they are occasionally used as a last resort or with certain reservist fleets.

Indomitable-Class Armored Cruiser:



Quote from Admiral Dorsin's radio call to the T6 Fleet: "If the encirclement fails, just use up the Cruisers to ram and bail out."

One of the oldest cruiser designs in use by Rahmos, Indomitables are still very formidable vessels compared to most airship types employed by other nations. In addition to being among the largest vessels yet commissioned at the time of their introduction several decades ago, they featured lots of experimental technology for their day, such as advanced Stormreapers, stereoscopic rangefinders for the main armament, ducted lift fans to help keep the vessel aloft, bow and stern thrusters to aid maneuvering, and much more. Many of these technologies are now standard

on Rahmos warships, though some of the innovations are already obsolete. In contemporary times, the Indomitable is badly under-gunned compared to modern armored cruisers, and comparatively slow due to the small-diameter thrust propellers which, due to driveshaft positioning, can't be economically upgraded. Most of the Indomitables have been refitted with triple 30mm antiaircraft turrets as pirates and rival nations have developed heavier-than-air flying machines. During times of peace, General Marshals often use these as flagships of "civil defense fleets" primarily composed of destroyers and unarmored patrol vessels. Against smugglers and pirates, the Indomitable is a very persuasive force. During wartime, squadrons of these old cruisers are often used as diversions and decoys and other high-risk jobs due to their depreciated value as compared to more modern and expensive ships.

Dreadnought Mark IV Class:



"Raked prow and cannons proud, she plies the skies, great majesty endowed. Propellers spin, machinery loud as the Dreadnought soars and conquers the clouds" - from Ode to the Dreadnought

One of the most powerful and dangerous classes of airship in the world is the massive Dreadnought class. Built from the ground up to be the most effective battlewagon available, the Dreadnought Mk IV is only outsized by the brand-new Carrier and a few individual vessels such as the Majestic. The pinnacle of line-o-battle warship technology, the Dreadnought Mk IV lies on the verge of a naval revolution. While it keeps its main armament in its broadside batteries of 8" and 10" guns, its effective firepower is multiplied several times over by the addition of newer, larger guns in higher mobility mounts - eight 12" guns, four per side, are housed in armored wide-angle casemates, and two 14"

guns are contained in an armored gun turret amidships, facing forward. Powerful and accurate, these larger guns are capable of dealing devastating damage at long range, often before enemy ships can close within broadside range. With the advent of more powerful heavier-than-air planes, the Dreadnought was built with antiaircraft protection in mind, and the ship is studded with 5", 3", 40mm and 20mm rapid-fire cannons. The firepower unleashed by the antiaircraft battery makes it almost immune to enemy fighters, and extremely dangerous to larger bombers. Two aerial torpedo launchers give the ship some very heavy alternative firepower in medium range encounters. Triple drive screws give the airship a respectable top speed, and the huge numbers of ducted lift fans make it capable of gaining altitude more quickly than any other large ship of its type. No other single warship from any rival nation can match the Dreadnought in combat capability.

World Map of Theia:



About this World and Other Notes:

The Iron Grip series is set in a dieselpunk world with dashes of steampunk aesthetic that is best described as a merger of Napoleonic-era politics and World War II technology (don't let that confuse you; it's still primarily diesepunk. Oil is what powers this world, not steam). Developed by ISOTX and starting with a mod for Half-Life 2 called 'The Oppression', their next major work in the franchise would be 'Warlord', a standalone game with elements of first-person shooter and tower defense. Eventually, they would continue on to create several web browser MMO games set in the Iron Grip universe, until the company officially closed in the early 2010s, sealing the fate of the franchise.

Notes:

- Contradictions and clarifications:
    - If the Jumper (i.e. you) ends up rejoining the army that the Officer Defector companion abandoned, they will still tag along, but for other reasons.
    - "War is Hell" drawback doesn't contradict "Nerves of Steel" or any other similar perk such as "The Long Arduous Journey"; you just end up being more depressive yourself, which may end up impacting your performance in other ways.
    - "Chains of Command" drawback doesn't necessarily nullify "Against All Odds" perk, as the people under your leadership will still be loyal to you; there'll just be a lot of miscommunication and decisions taken behind your back "for the greater good" or what have you. The combination of both will make things harder, however, as you'll have to deal with loyalists unwittingly throwing wrenches into your plan constantly.
    - Companion Andreas does not nullify the "We'll Have to Make Do" drawback; you'll still be having maintenance issues even with a genius companion on hand. It'll probably give her a migraine, though.

- Any vehicle attained in this Jump will not upgrade or downgrade in future Jumps, but they can be modified if you have the capability for it (a.k.a. your Dreadnought won't upgrade itself to fire lasers in a sci-fi Jump, but there's no stopping you from doing the modifications yourself).

- This Jumpdoc is purely nonprofit and is meant for entertainment purposes.

- Due to limited canon information and the unenviable fate of the Iron Grip IP, use of headcanon for a lot of lore is encouraged. This Jump can even be treated as a generic Dieselpunk Jump if you wish.

- The map used in the Location section was the best I could find, and even then it was heavily pixelated and I had to remove a watermark on it to make it legible. If a better quality version of it exists, I'd love to know of it, and I'll update the document accordingly, but until then, it'll have to do.

- Most of the artwork was found online, and implemented for further context. Credit goes to the artists, such as the concept artists at ISOTX, Keith Thompson, and Monkey-Paw on DeviantArt, for them.

- Thanks to Paul for the help with edits and advice. And to Isotx for developing this IP to begin with.

Changelog:

v.1:

- Added the pictures and new design rather than it being a straightforward Word document.
- Syntax and grammar edits, as well as typos.
- Removed some of the sillier parts.
- Clarified some points, further additions to the "Other Notes" section.
- Added a Vehicle Appendix section at the end for further reference; had to create a lot of it from

scratch due to lack of present information, so hopefully it's not too inaccurate (seeing as a lot of the websites have been shuttered and the IP is practically dead [rest in peace], this Jump is operating out of limited information here).

This Jumpchain was created by btbassaj.

