

Armored Core 4 / For Answer Jump

Version 1.5c, by Iwannabethearmoredcore

This is a combined Jump for AC4 **and** ACfA. Your journey begins six months before the events of Armored Core 4, the Lynx War. For the purposes of this Jump, the games' timeline will be compressed, and the Economic War and all that happens in Armored Core for Answer will happen within 4 years of the Lynx War concluding or begin by your sixth year, whichever comes first. Of note, Anatolia's Mercenary does not exist in this world by default; they were 'you' when you played the games, and by such, you are certainly encouraged to take up that role if you so choose. Keep in mind that if Anatolia's Mercenary does not exist, the events of the Lynx war may go very differently… or not.

The time of governments and nations is passed. They failed to uphold the rule of law, and their weakness saw them destroyed at the hands of the megacorporations which seized the dwindling resources of water, food, and power to force the population to bow to them. And perhaps this is what saved humanity, as even under this totalitarian League of Ruling Companies and their Pax Economica does humanity prosper. Or, well, at least the elite 1% of it does. Though the majority of the world is a ruined landscape, succumbed to decades of neglect and skirmishes between the various members of the League of Ruling Companies, not all is lost just yet. Standalone citystates, the Colonies of various corporations and even those rare independent holdouts, dot the landscape as a testament to mankind's defiance. But it is all so fragile. You will learn this first hand, for you are part of this. Maybe not a big part, but a crucial one.

You have +1000CP to carve yourself a place in this world.

Age: You may freely choose your age within human norms, or roll 1d8+17 if you would rather that fate decided.

Sex: Free choice.

Origins –

Drop-In: You wake in a non-descript one-room apartment that has little more than a bed and a closet of a bathroom. You have no memories of, and no history in, this world. You have a basic photo ID that proves little more than you're a real person and the resident of your hole-in-the-wall. Luckily you're not the only one with a murky past, and provided you can prove yourself in terms of ability or competence, don't expect anyone to turn you away out of hand. The world is hurting for talented people. Just make sure you're not getting the short end of the stick; here, your payment will be primarily food, water, power and some spare pocket change on the side. The League controls all, and you live by their whim.

NEXT Pilot: You are an elite pilot, either beholden to a corporation, semi-independent and associated with Collared, or a truly unbound Independent. You pilot an Armored Core NEXT, the newest generation of mecha which features – among other things – a series of Quick Boosters which turn you into lightning incarnate and a resilient shield of Kojima particles called Primal Armor. You pilot your mech via the Allegorical Manipulation System, which allows those with a special psychic compatibility to interface with the Armored Core and move it as an extension of their body… more or less. It also protects you from being smeared all over your cockpit when your NEXT changes directions by 90° at 1,500+KPH and exerts several dozen G's on your body. As a potential game-changer, you will be expected to engage with the League for work, and will quickly find yourself a weapon wielded by covetous hands. It is recommended you open dialogue with the powers that be quickly, as the League and Collared do not take kindly to weapons beyond their control… Your life will be action-packed, and you'll often be expected to emerge victorious against overwhelming enemy numbers and often superior forces, all the while keeping your operating costs down so you can afford to repair your NEXT *and* be able to eat.



Soldier: You are a common solider that fights in the habs and factories at the behest of your corporate masters. Though the Lynx freaks get all the glory, nothing would get done without you; the good old ground pounder. You are more akin to a commando or rapid assault force than the general infantry of old: you primarily fight in cramped industrial areas, rooting out the opposing force to take and hold areas or facilities of strategic importance. You are well versed in assault and defense tactics, specifically in industrial or urban areas. You know how to breach and clear, how properly coordinate within a squad, and have the discipline and cool head of a professional soldier. You are in excellent physical condition and are an excellent marksman. Depending on your skill, you may be selected to engage in industrial espionage, tasked with collecting data, prototypes, or particularly talented or useful personnel from rival (or even allied) corporations. Regardless of what your patron or employer asks of you, you can expect that you'll be acquiring your equipment with your own money. At most, your contract will transport you to the area of operation, but beyond that it will be up to you to outfit yourself for success. You won't see as much combat as a Lynx, but you'll stay busy enough. Considering that you don't have a lightning-fast, armored mecha between you and danger, maybe that's for the best.

Engineer/Scientist: You are the brains behind the power of the League. It is your breakthroughs or designs that make up the latest technology and weapons, pushing understanding and ingenuity beyond what was thought possible before. You are particularly renowned in a certain field, and are "employed" (read: enslaved) by a certain corporation. You work either within a colony, or within one of the Corporations' more impressive facilities. Examples would be GA's Big Box or Rayleonard's Exavil, if they are still occupied/standing. Though you are employed by a corporation, don't expect for them to just give you everything; you will find yourself fronting the bill at least in part for a good amount of your lab equipment; the corporation will provide you the basics, but if you'd like to truly push the bounds of your field, you will need much more impressive, cutting edge instruments. You can also expect repair costs for whatever you break to come from your pocket, as well. You're far from the front lines, but you are never far from harm. Expect to be a popular person as each corporation tries to poach, spear phish, or whale you, and failing that, abduct you and force you to work for them and/or disclose your knowledge. While acquiring knowledge is all well and good, you will be required to show concrete results for the Corporation's investment. If you can't produce tangible results, you will be discarded…



Starting Location: Roll a d8 to let fate decide, or freely pick your starting location and associated corporation you are beholden to and/or employed by.
Any location can also choose to be Semi-Independent and associated with Collared, in which case you have just finished a contract for the relevant Corporation.
If you have a perk that allows for your own housing you may choose to have it located near to or integrated with any existing structures, settlements, cities, or facilities.

1 - Anatolia: Founded as a scientific thinktank based on developing NEXTs and their technology, this peaceful colony relies on mercenaries for defense. Exists near what was formerly Turkey.
You are Independent.

2 - Hejde Arsenal: The sprawling main manufacturing and R&D facility of GA Europe, located in what was once Poland.
You work for GA Europe.

3 - Hazen Facility: A massive Normal AC manufacturing plant owned by GA, it is located in what was California at the base of Mt. Charleston.
You are employed by GA America.

4 - Levanteer Facility: A secret Rayleonard laboratory located underground in the Gila National Forest in New Mexico.
You serve Rayleonard.

5 - Aspina: A NEXT development facility and Independent colony, the home of White Glint pilot Joshua O'Brien.
You are Independent or work for Omer.

6 - Exavil: Rayleonard's corporate headquarters, located on Great Slave Lake in the Northwest Territories of Canada.
You are beholden to Rayleonard.

7 - The Sphere: an Antarctic Kojima energy facility created by BFF. It also houses some R&D facilities related to Kojima energy.
BFF employs you.

8 - Free choice of the above.
Or any other location of Armored Core 4 you'd like, as well as free pick to which Corporation you serve.

Perks and Abilities -

As standard, perks under the corresponding heading are discounted at 50%, and the 100CP perk is free.

Drop-In

A murky past.

(-100CP) **Likeable** - You have a certain charisma about you, or maybe it's just your face. Whatever it is, people are often willing to let you say your piece without interruption and will generally have a more positive impression of you when they meet or confront you face-to-face. They're much more likely to take you at your word as well, and will be more lenient and/or forgiving with you should you do something wrong or inappropriate for a given situation or culture, and are very likely to gently correct or teach you while explaining your social faux pas. This ability won't necessarily get you any favors in and of itself, but with the right words… who knows?

(-200CP) **Comradery** - You can strike up friendships and mutually beneficial working relationships very quickly. People may not like you, but they do feel loyalty towards you, they trust you. Whether it is opportunities that come along for you to prove yourself to them, or you just happen to be the kind of person they need at that moment, you find yourself with comrades and friends quickly. This also applies to temporary allies or parties who would otherwise just be neutral towards you; after you part ways, you will find they are more willing to work together in the future, and will provide you with better advice, cover, or other support than you might expect from people who are only tagging along because that's what they're paid to do. If you end up on opposite sides of a conflict… well, surely you're not the only one who would have trouble killing their friends, right?

Note: Does not apply to Collared reps; they will still downplay dangers, try to underpay you, and generally be condescending assholes if you interact with them as a freelancer or mercenary. They're just dicks like that.

(-400CP) **Prodigy** - You pick up new fields of study at a truly uncanny pace. A brief introduction of a field's basic theory and you're already catching up with the leading experts on the subject, and before long you're well on your way to mastering a given discipline. This isn't free knowledge, just an unnatural ability to put 2 and 2 together, and understand the underlying building blocks of a field. This applies to anything you can be taught, from trades like mechanical engineering or plumbing, to the sciences like quantum physics or Kojima particles. Post-Jump this applies to magic or other esoteric or supernatural studies. Keep in mind this doesn't modify your memory or ability to retain or apply this information. Remember the age old adage, "Use it or lose it."

(-600CP) **Unseen and Unknown** - You are adept at creating, managing, and expanding secret or otherwise less than public organizations. Whether it is a handful of co-conspirators or tens of thousands of cultists, you have a preternatural ability to keep the existence of your given group from the forces that be. From something as innocent as an office clique, to a group bent on annihilating what is left of humanity, you can conceal both and everything in between equally well, even right under the noses of your adversaries. Even if you were to have a traitor among your number, or were infiltrated by another, your organization is kept from being completely revealed. Your members mysteriously forget the names and faces of their fellows, your plans rapidly dissolve into unknown code words and metaphors, and no traitor nor spy can connect you to anything remotely shady. You additionally have an unnaturally canny ability to secretly move, purchase, smuggle, or otherwise transport money, people, and material. Your organization may be of any kind of structure you desire, such as isolated cells, but it can never be compromised without immense effort on the part of your enemies or at your own discretion. However, once you have revealed your organization to the world, you cannot retreat into the shadows. To step into the daylight is a final choice. Luckily, you have a knack for burning one identity to assume another. This perk will only work on something that can be called an 'organization', meaning you'll have to have at least 2 other members.

NEXT Pilot

The next generation of war.

(-100CP) **Professional** - You are a professional mercenary, and you conduct yourself as such. You are cold and calculating, weighing the pros and cons of any given course of action in an instant. You can see the path to victory and you do not hesitate to take it in the most brutal and efficient manner required. This allows you to effectively identify weaknesses in your enemy's armor, tactics, formation, or other facet of the confrontation. You can repress your emotions to allow yourself to focus on the cold, hard reality of the battlefield. You will not be swayed by a child's tearful plea, or a parent's anguished cry of horror. The enemies' taunts and curses fall on deaf ears, and their vows of revenge are just white noise. You will not hesitate to do what needs to be done, whatever the cost. If you have to sacrifice part of your body to survive, you will neither blink nor hesitate. If you have to lie to your allies to send them on an unwitting suicide mission, your voice will not tremble nor will you feel a flicker of guilt or doubt. No matter what it is, it will not move you at all unless you allow it. When it's all over and the twisted wreckage of the enemy is far behind you and you've washed the blood from your hands, you can take off your impassive mask and laugh with your friends or smile at your lover… or maybe you've already forgotten how to do that?

(-200CP) **AMS Genius** - You are a prodigy at interfacing with the Allegorical Manipulation System, and have extremely fine control over your NEXT to the point where it is like a second, larger body. You are not limited to restricted, canned movements as other, lesser, pilots are. You are able to perform astounding acrobatics such as flips, jumps (without boosters), kicks, punches, grabs, and other non-standard movements or actions. Basically, if you've seen it in the CG movies, you can do *at least* that much. Additionally, this also reduces your chances of dying to psychic feedback if your NEXT is disabled in combat to 25%. Finally, your ability to keep track of your HUD is uncanny, and you will never be distracted by trying to glance at your ammo count, or puzzle out the 3D radar display; you will simply know. Post-Jump, you can pilot or drive any vehicle you're intimately familiar with or have had extensive training in with impressive skill, and are able to pull off stunts that usually take a closed course, hours of set up, and some generous CGI. Your piloting skill with all mecha is also increased, making you a natural ace able to pull off impressive feats that would put a seasoned veteran to shame even before you've completed anything beyond basic training in said mecha.



(-400CP) **Human Plus** - You are the result of a secret, immoral, and highly effective combination genetics/cybernetics program. Aimed to produce superior pilots with exceeding AMS compatibility, you are the most successful subject - and coincidentally, the only one left alive. Either created for the express purpose of piloting a NEXT, or undergoing treatment as an adult or child, either way the result is the same. Your reflexes, awareness, threat evaluation, and predictive analysis are pushed into the realm of the supernatural, far beyond what even the most gifted or experienced mere humans or even superhumans could hope to match. You have supernatural situational awareness, easily tracking any and everything of note in a large, 360° area around you and making you almost immune to surprise attacks or similar. Your reflexes and mental speed can effortlessly keep up with the lightning-fast pace of NEXT combat. You know, immediately and instinctively, who or what around you is dangerous and can rank them by threat, to include as yet unknown or unrevealed abilities or weapons; this will not inform you what those abilities are, only that they exist. You have an almost precognitive ability to predict where enemies and allies will move to, how they will act/react, and even what they will say or feel simply based on your understanding of them and logical deduction. The better you know someone, the better you can predict them but even if they are a total stranger to you it is unlikely they will surprise you by much. With a cybernetically enhanced mind, you are attuned to your NEXT in a way that other pilots simply cannot be. You know the exact limits of your NEXT, can override them, and understand how far you can push past them before damage will start to hinder your performance. You can overclock your FCS and/or overload your generator with a mental command, granting you a few precious minutes of crushing advantage once per sortie. You can overload your NEXT with overweight gear for a fraction of the penalty, and you'll find that your parts function at a notable improvement over their stock stats. Generators recover faster and have larger EN pools while providing provide greater KP and PA Rectification, arms are faster and more precise, head units feature better radar and improved targeting/locking, weapons hit harder with higher velocity and better tracking, and so on for all equippable parts and components. The above abilities only apply when you are piloting your NEXT, however.

These boons do not come without sacrifices, however. If you were enhanced as a child or were born of the H+ Program, you will physically age to approximately 12 or 13 after which your appearance will not mature further; you will be a little boy or girl until the day you die. If an adult, you will waste away until you are nearly emaciated. Either way, your physical strength is subpar. Your enhancements will place considerable strain on your body, resulting in fatigue at the simplest of tasks - they are tuned for performance, not efficiency. This results in difficulty for you when performing manual labor or physical exertion. Unfortunately, your cybernetics are not production models, and suffer from the weaknesses of most prototypes: they can malfunction or fail, to a point that can endanger your life. Failure to maintain them can result in hypoxia, shock and organ failure, or internal hemorrhaging. This can put you in increased danger if you are negligent in maintaining your modifications, and can lead to a premature death. If you have powers or perks that would otherwise passively improve your physical condition on their own they are greatly reduced in effectiveness when you take this perk, but active perks which require a trigger or condition to function are not affected. An example would be such as granting you a surge of strength if you are near death. However, if you have technological or medical knowledge that might provide relief, or even a solution, that expertise may be applied to your condition if you can find a method of doing so. Self-surgery ain't easy.

Post-Jump, the disadvantages of this perk are removed at your option, your cybernetics are replaced with natural substitutes if you so choose, and it will apply similarly appropriate effects to the piloting of any mecha or mech-like vehicle, to include fighter/bomber-style air and space craft. Your reflexes, awareness, threat evaluation, and predictive analysis are applied to you outside the cockpit as well.

(-600CP) **Lightning Bruiser** - Some NEXTs are fast. Some NEXTs are tough. Yours? Yours is both. Through advanced armor and/or especially powerful boosters, your NEXT can not only take a beating and keep on ticking, but it can keep pace with the fastest of NEXTs while doing so. You're not quite on the level of 00-ARETHA, and it's insane Quick Boost, but you're not that far behind either. High Speed Missile Dodge is child's play for you (assuming you've got the eye and the reflexes for it), and moving from one end of the battlefield to the other to intercept reinforcements or come to an ally's aid is as good as done. Likewise, you don't think twice about wading into some enemy defenses and letting their gunfire ping off your armor and vaporize against your PA. Energy weapons are a lot less scary now, too! Helpfully, your body is also completely immune to damage and deleterious effects from high-speed movement, such as broken bones, blacking out, brain damage, or motion sickness. Post-Jump, this can apply similar effects to other vehicles, and apply to them a significant through not overwhelming bonus to both speed and durability, or an impressive boost to just one of those two stats. If you don't want to apply it to vehicles or you're not in one currently, it can be applied to (power) armor, or yourself instead at a 2x multiplier for both stats.

Soldier

Good old ground pounders.

(-100CP) **Don't Say Paranoia** - The battlefield is dominated by increasingly huge warmachines, and you're just one man (or woman). But all the same, you've managed to survive this long, and you don't plan on stopping any time soon. You are well versed in war, and can spot a shifting tide of battle, an ambush, or incoming artillery a mile off. You know what's coming, and you know how to best react to it or face it. So long as you have some kind of sign - even just a gut feeling - you can already be moving to counter or avoid any incoming danger. This won't apply to something like a firefight where the lead is flying everywhere and one of your stricken comrades drops the primed frag at your feet; there was nothing to pick up on before it's already rolling around. But if you spot an enemy with his hands at his belt you'll know what's coming and already have at least the beginning of a reaction in mind. You're not immune to being taken by surprise nor are you infallible, but you're wary enough that you can pick up on the little things that just scream "ambush!"… if you manage to spot them; sometimes they're just better than you are. Don't feel bad though: it will probably only happen once…

(-200CP) **Clandestine** - You are peerless at infiltration and associated skullduggery. You are an expert hand at lockpicking, freeclimbing, ransacking, and other skills and tools needed for a professional infiltrator and thief. You can slip into a high security facility, bypass the biometric lock on the data vault, hack past the terminal's security and make off with a copy - now, the ONLY copy - of the research data all without a peep or so much a giving the guards or cameras a glimpse. Your silent footsteps are lighter than they should be, and you don't set off pressure plates or stumble into infrared tripwires. It's also really easy to sneak up behind someone to scare them. Boo!

(-400CP) **Breach and Clear** - You are methodical. You are patient. You are ruthless. A soldier's job generally consists of taking a facility, floor by floor, room by bloody room. Many of these facilities are massive, housing tens of thousands of workers, multiple production lines, and enough storage to keep the plant going for years. You are an expert at indoors fighting and making your way through an unfamiliar and hostile facility. Your mental map of an area is perfect, and you are never lost. Your leadership with small teams of 2 to 8 is peerless, directing your allies with precision and efficiency, capitalizing on their strengths and minimizing their weaknesses. You also have an unnatural ability to know where you teammates are, how they're doing in a general sense (are they wounded, how effective are they, are they done or not, etc). Likewise, friendly fire is something that simply doesn't happen around you or to those under your command. Your team will follow your orders without question - if within reason. They will wait in ambush for days on end, with nary a sneeze, but ordering them to parade around in floral aprons will get you some weird looks and choice words. As efficient as you are at assaulting, you are equally adept at defense. You can organize holdouts and strongpoints with surpassing efficiency. You can rig lethal and non-lethal traps from the environment, and woe be to your enemies if you get your hands on some mines. You can barricade and reinforce rooms and doors to make breaching them especially difficult. You are a well-oiled machine of death, crawling through the bowels of industry to make it yours or keeping it from enemy hands.

(-600CP) **Escort** - You get it where it needs to go, no matter if 'it' is a person, item, or a rabid kangaroo. You are a surpassing bodyguard, well versed in personal security and with eyes like a hawk. Conversely, you are likewise among the best abductors. You can find a hole in a convoy or caravan with ease, and concoct a plan on the spot to exploit it, and the fifteen other weaknesses you identified. You can pull a person into the shadows and have them subdued and whisked away before their detail even notices they're gone. Handheld items like datadrives and the like disappear on your person, supernaturally hidden against even the most thorough search. You're deft at hiding objects with a subtle motion, and other aspects of sleight of hand. You can run security for a board meeting of VIPs or a single egghead, and can organize all the minutiae, logistics and command of a bodyguard detail. Anyone you take into your protection will be precisely that: protected. You cannot be hindered or otherwise restrained from protecting them with your body: you can push through crippling pain and injury, shrug off a dogpile of adversaries, awaken or regain consciousness at the last possible instant, and summon incredible reserves of strength and speed to enable you to make what could be the ultimate sacrifice. You also cannot be forced through mind-control, blackmail, negligence, trickery, or any other means to harm your charge. If you are escorting someone - willing or not - from point A to point B, you will find they will not hinder or slow you down but by a fraction, and will be dramatically less prone to panicking, disobeying, or questioning your orders. No matter what, they are in your hands. Whether they want to be or not.

Scientist/Engineer

The mind behind the might.

(-100CP) **Master of my Domain** - You are the foremost expert in your chosen field of study, likely having to do with Kojima Energy, Armored Core NEXT Design, or another high-technology discipline unique to the world of Armored Core. You could be the original mind behind the NEXT, or one of the scientists who first discovered and harnessed Kojima Energy. No matter which field, you are the undisputed master of it, and everyone follows in your footsteps; you revolutionize your field with each breakthrough, or your designs are nothing short of impossibly elegant and efficient, pushing the limits of NEXT performance to the edge and beyond. This leaves you with a very enviable position within the League, as you are a very potent resource. Your accommodations are now truly luxurious, and your security is likewise now truly oppressive. Your freedom of movement is strictly controlled, but it's unlikely you'll notice; you're far too busy inventing new aspects of your discipline. In between your discovering, however, you might want to check those shadows; you'll be highly sought by every corporation, and several colonies who wish to advance their technology. Post-Jump, you may continue to invent Kojima technology or engineer Armored Cores. These can be adapted to settings, for example such as in a Jump that already has mecha you'll be a master designer/engineer/technician/etc of that universes' mechs, whatever powers them, or their control systems, etc.

(-200CP) **Expanded Mind** - You can apply your intellect to other fields and excel in additional areas of research as well. You'll never outshine your original field of expertise, but you can at least stand shoulder to shoulder with other leading experts. This will allow you to combine disciplines and enhance your ability in a given applied science, like engineering or design. If you understand the underlying theories of Kojima power, and know how to make a Generator, surely you could combine these to make something truly astounding? Post-Jump, this allows you to expand any knowledge-granting perks into their very close neighbor fields of study (E.g. Psychology also grants Sociology), or have an enhanced ability to turn theoretical knowledge into practical results.

(-400CP) **Research Director** - You are in charge of multiple labs with various setups for different fields, all staffed by experts of the respective discipline that lab is dedicated to. These allow you to confer with other experts and refine your theories and designs, which increases their viability by up to half again. You may know a lot, but you don't know *everything*. You also become an expert at managing multiple projects of any kind at once, and can effectively and efficiently pursue your goals when a lesser person would be overwhelmed by the insurmountable demands before them. Your ability to coordinate several teams of disparate types and personalities to form a cohesive and effective whole is unrivaled, and you can easily smooth over otherwise difficult or unfavorable relationships between your underlings. Where project managers are generally thought of as a joke, you are a truly effective manager and coordinator. You can create prototype weaponry and components with this perk (though not cores, arms, legs, heads) and these can be outfitted to units to carry into battle. Prototypes are powerful, but often fragile and prone to malfunctions; they're just proofs of concept after all, even if they do make really big booms. Post-Jump, this extra lab is attached to your Warehouse, and remains fully staffed with Simulacra. They will continue along your last ordered line of research, compiling new designs or discovering new technologies based on your current Jump.

(-600CP) **Pinnacle** - You are the foremost intelligence among the scientists, engineers, and designers of the world. You have the intellect, vision, and drive to create unfathomable wonders. Your understanding of Kojima, NEXT, and AMS technologies exceeds any single or collection of individuals. Your grasp of AMS technology means that you can devise procedures and techniques to awaken otherwise unqualified pilots to their AMS potential. More than GA's NEW-SUNSHINE Project, you can elevate Normal pilots to among the NEXT's elite… at least in terms of pure AMS compatibility: the piloting skill on the other hand, is still up to the pilot. You can fully design custom NEXTs that exceed the current practical and even theoretical limitations of current Armored Cores, with each and every one of your parts its own masterpiece. Kojima Particles and their attendant toxic radiation are no mystery to you. Given time and resources, you could eventually discern a treatment and permanent solution to the issue of Kojima Pollution, and may someday reach a point to where you can harness Kojima power without the otherwise harmful side effects. Finally, your designing and engineering abilities are such that you can draft your own Arms Forts or other super-massive vehicles, able to incorporate any and all technologies you are knowledgeable of to include from other Jumps. As a bonus, you are now the single most valuable person in terms of R&D in the world, and can expect to be fought over like the priceless commodity you are.

Gear and Equipment -

Because, really, can you have enough STUFF?

Free, Drop-In Only - You start with the objects contained within your apartment: Eight sets of assorted clothes with appropriate shoes, toiletries, a full if modestly stocked fridge, and a smartphone-esque device with a short list of contacts who might be willing to employ someone of your… talents. Some are Corporate, some are decidedly, well, not.

Free, NEXT Pilot Only - You start with either your Company's standard NEXT with bottom-of-the-barrel parts and armaments (e.g. BFF would supply an AN047), or a standard Rosenthal TYPE-HOGIRE if Independent. You also have your own hanger facility which is in a secure location, even if you're affiliated with a Corporation or Collared. This hanger includes some (cramped) living quarters, bathroom with shower, a corner kitchen, and automated repair and resupply bots which will tend to your NEXT pre- and post-mission. Post-Jump it will become part of your Warehouse, or if you've taken the Armored Core Classic Jump, it will add an additional bay to your existing garage and integrate the quarters, etc.

Free, Soldier Only - You have some standard equipment such as environmentally sealed body armor with full face gasmask, a submachinegun or assault rifle carbine, sidearm, enough ammunition to last you through most firefights, and other assorted gear such as an Individual First Aid Kit, GPS Command and Control device, and quick-release assault pack for carrying other assorted gear. You are housed in the barracks of your starting location - or wherever you end up - and though it's close quarters with not a lot of privacy, at least your weaponry and gear is close at hand.

Free, Scientist/Engineer Only - As a person of somewhat valuable standing in the company, your living quarters reflect this. You have an above average apartment which is well guarded by your corporation's security forces, and you receive a larger than average ration of food, water, and power. You can attach your quarters to your lab if you wish. You also have access to luxury foods or products, such as real meat (usually pork or beef) and real plants to decorate your apartment. Keep in mind these luxuries are provided so long as you produce results… Post-Jump, your lab will follow regardless of if you attached your living quarters to it and will be accessible via the Warehouse.

(Free/-50CP) *Soundtrack* - Enjoy the great soundtrack of any Armored Core game in your cockpit, from your headset, or the lab's overhead speakers. You can control the volume and track with a thought, and even through the pounding bass, epic strings, or incomprehensible lyrics you'll hear the quietest of footsteps or the faintest breath - no matter how loud, the music won't impact your awareness. For 50CP, you can play whatever music you want, wherever you want so long as you're in some kind of vehicle or mecha, or through a sound system of any type. You can allow others to hear it as well, or jam out by yourself while others look on in disbelief.

(-50CP) *Soldier's Gear* - This option is available for other Origins that would like to have access to the soldier's starting equipment. This option features environmentally sealed body armor with full face gas mask, a submachinegun or assault rifle carbine, sidearm, enough ammunition to last you through a standard firefight, and other assorted gear such as an Individual First Aid Kit, GPS Command and Control device, and quick-release assault pack for carrying other essential gear. Equipment purchased with CP will be of exceptional quality: weapons will never malfunction, and if your body armor is destroyed, you will find a replacement among your other belongings within 24 hours. Ammunition will replenish 12 hours after use. Soldiers who take this option will benefit from the perks of the equipment, and gain an additional primary weapon. If you are not of the Soldier origin, you gain basic firearms instruction/knowledge when you take this.

(-100CP) *Small-Scale Production* - A room full of manufacturing equipment, perfect for creating properly field-ready prototypes of technology you've researched, or building more exotic, as yet unknown or alien/otherworldly equipment such as weapons based on blueprints from other Jumps. While it doesn't come with material - which is strictly controlled by the League - there is a good and varied amount of equipment here to produce single AC-scale or small batches of human-scale equipment at a time. Attaches to your hanger, housing, or lab. All equipment must be supervised to operate; Post-Jump this limitation is removed, and it attaches to your Warehouse.

(-100CP) *Ejection System* (Requires NEXT) - As honorable as it may be to go down with your NEXT, isn't discretion the better part of valor? With this upgrade, you'll be launched several hundred feet in a small capsule - just barely big enough for yourself - which will carry you away-ish from the combat zone. This prevents you from dying to psychic feedback if your NEXT is disabled or destroyed. The capsule is buoyant, and contains a survival kit with three days rations, five days water, sealed environmental gear, a signal flaregun with three shots, emergency locator beacon, and a cyanide pill. Maybe going down with your NEXT would have been more glorious...
Post-Jump, this perk becomes a survival pack that contains the above items that you will be equipped with or find shortly after fleeing from some disaster or ejecting/being ejected from a vehicle. Also appears if you are ever 'just dropped in the wilderness', or start a Jump in an otherwise unfavorable location or situation.

(-100CP) *Elite Kit* - This option is several improvements in one. First, an excellent primary firearm, this weapon of whatever type you desire is accurate and powerful. It is effective against light body armor, and will never malfunction, jam, or otherwise underperform. It has an extended and/or dual magazine, reflex and/or red dot sight, and detachable suppressor which in defiance of physics works perfectly even with normal or +P+ ammo, and doesn't reduce damage, velocity, or penetration. Comes with enough ammo to carry you through two or three firefights, and a cleaning kit with spare parts. Consumables replenish daily, and can be stockpiled up to three days' worth for ammo. This option can be purchased twice for variety. Post-Jump, these weapons are compatible with standard ammunition such as 5.56NATO, 7.62NATO, or .45ACP for example. Can be any real world weapon that suits the criteria of 'primary weapon' for a soldier, can be a wholly fictional sci-fi weapon from another franchise, or of your own design. Secondly, a sidearm that is improved in line with your upgraded primary weapon. And finally, it includes an improved high-dexterity body armor that features a closed-cycle breathing combat-grade helm or full-face gas mask as well as a ballistic weave undersuit which protects you have environmental hazards such as contact chemical agents, extreme pollution, background/light Kojima contamination, and airborne toxins. It can take pistol-caliber rounds, too.

(-100CP) *Bag 'o Boom* - A bag of your desired type with a variety of explosives such as Anti-Personnel and Anti-Tank mines, frags, thermite grenades, satchel charges with remote detonator, incendiary grenades, flashbangs, smoke grenades, and breaching charges with remote detonator which can punch through interior and exterior walls, if they're less armored than a bunker up to and including brick, concrete, and steel. You can have any number of each up to a total of 8. All frags, four of each mine, one of everything; it doesn't matter, whatever combination of 8 that you want. The AT mines work well against middleweight and lightweight NEXTs, able to cripple or severely damage their legs and lower boosters, and they'll tear whole halves out of a Normal. They replenish at a rate of one per 12 hours, of whatever kind you desire, and if you lose the bag or it is destroyed, you'll find it among your gear as usual within 24 hours, having replenished as normal. The bag is bigger on the inside than you would expect, and you can store other things in the bag as well, but if you decide you want 8 satchel charges or something, it might force whatever else is in there out to make room.

(-200CP) *Improved NEXT* - You may customize your NEXT with mid-grade weapons (both arms or both back slots), all body parts, or FCS and Generator. You may purchase this option four times for all available upgrades, discounted for the third purchase and free on the fourth for filling up your points card. What a loyal customer!

(-200CP) *Legendary* - You may purchase this option once. You may acquire a single "best tier" weapon such as MOONLIGHT or CANOPUS. No one is going to ask where you got it, but they're sure going to give you a weird looks. Keep in mind equipment can be rewarded as usual if you desire, so this is not the only place to get 'best tier' gear.

(-200CP) *Air Transport* - You have access to some type of Air Transport which is of sufficient size to move yourself, your Companions, and all your equipment from location to location. It features a specialized underbelly sling system to transport a NEXT - but only one at a time, and will leave it vulnerable to opportunistic snipers or incidental fire. It comes with a pilot who is more or less part of the aircraft, and you can fly the transport yourself in a pinch or if you choose to. It is somewhat expensive to maintain, but without it you will have to wait for the trains which move between the colonies and facilities to pick you up; you'll also be much more limited in your choice of destination. The Air Transport is unarmed and only lightly armored, with cramped facilities for four people to sleep - or eight to hotbunk - a tiny kitchen, and chemical toilet. Think of it as a flying super-utilitarian RV. It is functionally invulnerable, and if shot down can be repaired with surprisingly little effort, knowledge, or material. If you lose it, you will find it sitting on a nearby helipad after 24 hours fully intact. Post-Jump, it has limitless fuel and can transport vehicles or mecha up to 60 short tons.

(-200CP) *Masterpiece* - You may purchase this option once. Select a single component of your AC to upgrade. This part is well beyond any comparable part, and has all of its stats essentially maxed. Arms with perfect precision as well as blinding speed? Sure. A Core with unrivaled armor and PA rectification? Why not. Generator with best KP, Rectification, EN Capacity and EN Regen, and it weighs like a lightweight? Must be playing 1.15 Regs. Upgrading "best tier" weapons like MOONLIGHT will just make them that much more… more. Ever wanted to cut a battleship in half in one go? Because that's how you do it.

(-400CP, Discount Scientist/Engineer) *Custom Production* - You have the knowledge, you have the parts, now you just need… the means. With this, you may acquire a small production plant to begin creating fully custom NEXTs, components, and weaponry. Though it's not to the scale of being able to house an Arms Fort, given time you could eventually piece one together. Hopefully you'll have put together the thousands of crew required to run it by then. The League probably isn't going to like that, though… they hate when someone else has the same toys. Post-Jump, this facility is attached to your Warehouse (or maybe your Warehouse is attached to it?) and can produce other high-tech custom mechs, weaponry, or armor, such as for BattleMechs, Titans, or power armor. You may have to design it yourself, but you'll have all you need to make your own Custom-style whatever.

Anything (such as gear or equipment and excepting NEXTs as a whole) you purchased with CP is indestructible, will never malfunction, and if lost will always find its way back to you or you will find an exact replacement within 24 hours unless stated otherwise.

Import and Companions -

Everyone needs a friend. Or meatshield.

-50CP, *Import Operator* (Free for NEXT Pilot Only) - You have your own Operator (your choice of gender and personality) who will support you with information, analysis, and advice. You may import a Companion to be your exclusive Operator. Your Operator gives you field-level intel, informs you of developing situations, and may give you suggestions or advice on the battlefield. Though they are not omniscient, they have a lot of information about your current surroundings and situation available to them, as well as vast amount of other relevant information such as geography, equipment/NEXT specifications, and other similar data. They are strictly non-combat, and will remain far from the fight - as far as the world is concerned, they're nothing more than a Voice with an Internet Connection, though you may visit them in person during your down time. They are also often your go-between with Collared or your contracting Corporation, and will negotiate your contracts, fees, and terms. Importing a Companion with strong mercantile skills to get better rewards, battlefield command experience to give you good advice, or a skilled orator could be useful. If nothing else, make sure it's someone with a nice voice; you'll be listening to them for a long time.

(-100CP) *Import Companion* - You may import a Companion into any Origin, and they receive perks as normal: 100CP perk free, 50% discount for matching Origin. They have 500CP to spend on perks and equipment. You may purchase this option up to 4 times, with a discount after the second.

(-100CP) *New Companion* - You may create a Companion with any Origin, and allocate them perks as normal: 100CP perk free, 50% discount for matching Origin. They have 500CP to spend on perks and equipment. You may purchase this option up to 4 times, with a discount after the second. They will accompany you should you continue Jumping.

This also applies to taking a Canon Character as a companion, though you must develop a working (or otherwise) relationship with them and convince them to follow; this option only applies perks and their ability to Jump with you once the Jump concludes.

(-100CP) *Companion Boost* - You may sacrifice 100CP to bestow 100CP upon a single Companion. You may purchase this option multiple times, but only once per companion.

(-100CP) Import Mecha (Free for NEXT Pilot) - This option allows you to import a mecha from another Jump and have it treated as a NEXT for the duration of this Jump, with all advantages such as Primal Armor, and disadvantages such as requiring AMS aptitude. Of note, while bringing an Atlas from Battletech might let you one shot most things you hit, do you really think an Atlas is going to hit a NEXT? Meanwhile, something like a Titanfall Stryder can't take even a tenth of a NEXT's AP gauge in damage. Using your own judgement, it is recommended to nerf or buff it to match with high-class NEXTs such as Unsung or Supplice if you don't want to spend time upgrading it during your Jump. Adjusting the size might also be prudent: Most NEXTs are about 30 meters tall, or roughly 3 commercial building stories, with heavyweights being a tad taller and lightweights a tad shorter. For convenience, taking this option makes your mech compatible with the technology of Armored Core.

Companions may not import companions, but they may import their own mecha.

Drawbacks and Complications -

Because sometimes there's just not enough CP. Or you're a masochist, I'm not here to judge.

No Drawback Maximum.

(+50CP) **Import/New Rival** - It you're looking to make it a bit more anime-esque, you may opt to create or import a Companion into the role of your Rival. They have 400CP to spend on whatever you choose, gain discounts as normal, and gain all the perks and upgrade items/gear that you chose for yourself (i.e. they gain Elite Kit if you take it, but not Air Transport), minus the Human Plus perk. This person will be diametrically opposed to you in motivation, and will mirror your chosen Origin. Whether upon the battlefield or within secured labs or anywhere else this person may not be your equal, but they will certainly give you a run for your money: they have unknown means to reduce or eliminate the effects of your Jumper powers and perks against them, leveling the playing field in their favor. However, perks and such purchased during this Jump will work against them as normal - they will simply be nearly your equal in every way. You will meet and fight with them several times, either in a literal sense or a more abstract one such as countering their office politics or bureaucracy, or attempting to undercut each other on the used AC parts market. However, at any time you may extend an olive branch and though they will not accept it immediately, they will give your offer due consideration. By the end of the Jump, and no sooner than the final full year, regardless of the outcomes of any events or wars you will have a friendly rival who at least once could challenge you at your chosen profession as a Companion. Scandalous romance optional.

(+100CP) **Do More With Less** - You may have a single NEXT loadout, infantry kit to include weaponry, or a single lab at a time; if you want to replace what you have, you must give it up. This means no spares, no extras, and no additional or concurrent research. If you have invested in production, you may only have one component building at a time.

(+100CP) **Invoice** - What a great mission! You were efficient and fast, and you hit every point the client desired, surely your payday is equally impre- WHY ARE ALL THE NUMBERS RED? The costs of your missions, be they combat, research, or of another nature somehow attract greatly inflated operating costs. Maybe the AC parts market crashes, or your lab assistants broke three Kojima Generators in a row in carrying out an experiment, but whatever the case your operating cost deductions leave you feeling the pinch with each and every objective completed. This won't run you into the ground on its own, but you are walking a razor's edge between barely scraping by and buried in debt. It will take a lot of near-flawless missions and plenty of penny-pinching to save up for new equipment.

(+200CP) **You Call This Intel?** - Your briefings, objectives, or directives will constantly be poorly informed, incomplete, unreasonable, or outright fabricated. You will be misled as to the actual risk of a situation, your enemy's expected weak point will be nonexistent, or the Corporation will expect completely impossible or unreasonable results from you. Enemies will have new special abilities or gimmicks, you are very much in range of enemy ranged support such as artillery or energy flak cannons despite being told otherwise, or the whole mission was, surprise!, a trap to eliminate you. Your Operator's analysis will be unreliable at best or completely wrong and nearly getting you killed at worse. Either way, you will be mostly if not utterly unprepared for any enemies or obstacles that you encounter, meaning you're going to be doing a LOT of improvising. Not only are your allies misinformed or uninformed, but you also have the worst luck: You should assume that any enemy estimates are not only completely wrong in terms of number and composition, but you can pretty much count on enemy NEXTs, whole platoons of Normals, or armored battalions showing up as reinforcements to ruin your day if you're combat-oriented. For the ones staying back from the frontline, you can expect to get blindsided by deadlines changing, specifications to change dramatically overnight and multiple times at that, service interruptions in water, power or food, and data corruption wiping your research data (yes, the backup and the backup's backup too). Hope you brought every tool at your disposal. Especially for a Scientist/Engineer, keep in mind your livelihood depends on producing the demanded results, which is hard to do when they constantly change… but no one likes excuses.

(+200CP) **Hard Mode** - By taking this, your missions will be hindered by additional enemies, improved enemy equipment, or specialized forces arrayed against you. Special weapons will be a common occurrence. Where you might be tasked to engage one special enemy, there will instead be three now. Allies will be much less effective than you might expect and will probably be forced from combat/research long before you would want them to be. Enemies are much more skilled, employers are much more demanding, you have dramatically less resources and/or time, and/or your reinforcements are paltry compared to the enemy force. This isn't the same as You Call This Intel?; things are just plain harder and there's more obstacles, not that you're unaware of the realities of the situation. Taking the two drawbacks together will mean that whole armored divisions will go unnoticed by your briefers, your Operator will be *really* bad at counting or estimating the enemy's strength, not only will the superweapon you've been sent to destroy be fully operational when you were told otherwise, completely lack the weak points briefed to you, but there will be a half dozen of them… all shooting at you.

(+300CP) **Hunted** (Requires Drop-In) - You are sought by a single Corporation of the League who has one way or another learned of your 'unique' abilities and naturally endeavors to take you apart and find what makes you tick. They have gone so far as to enlist an elite squad of 12 mercenaries and bounty hunters to capture you, alive. You will be pursued from the middle of Year 2 until either you can completely eliminate the team of bounty hunters, your 10 years are up, or the bounty hunters capture you which counts as a loss condition. The bounty hunters are experts at their craft, and they will not be easily eliminated by traps or tricks, and will be immune to mind-control or other nefarious powers. Your opponents are the best of the best, and they will use any method to acquire you. Tricks, traps, deceit, every dirty and underhanded move you can imagine. They will spread rumors and false reports about you, leaving you with nary an ally and causing otherwise helpful people to avoid you or refuse you aid for fear of reprisal. Don't expect any helping hands, no matter how much they like you: you are now the permanently distrusted and suspicious stranger.

(+300CP) **You Are (Not) Alone** (Requires Human Plus) - You are a posthuman warrior, and you are hated for it. Your relationship with any given power or person is strained at best, even if you are corporate sponsored - no one can bear you. You, the monster; you, the unstoppable force. Don't expect to be treated nicely or fairly by anyone but Companions if you've created or imported them: everyone else is more than a little unnerved by you. The very ability that makes you so valuable makes you less than a cur in their eyes. And while you chew on that, there're 4 others that can pilot and perform just as well if not better than you can: the other four surviving Human Plus subjects… your clones. You will meet them first sometime during Year 2, mid-mission. A second will appear the following year, and so forth. If you don't kill the previous clone, they will ally against you, greatly increasing their lethality. They represent the absolute worst of you, being peerlessly selfish, cruel, arrogant, and fickle. They cannot be reasoned with, and will devote the entirety of their existence to ruining you in whatever manner they can. During the time they aren't coming after you, expect them to move against whatever group you've aligned yourself with and cause massive damage and serious setbacks. If you're Independent, they will simply parade around with your face and tarnish your reputation, committing fraud or violence in your name. Your clones will be among the most difficult opponents you face, if not only because they will do their best to get inside your head in ways only, well, you can. Their piloting skill and equipment is among the best, and certainly far beyond the ability of normal humans: Don't expect your allies or companions to be able to keep up with them or help you in any manner aside from momentary meatshields. These are your demons to conquer.

(+300CP) **Trauma** (Requires Solider) - You've been through hell and back on the frontlines. You've seen friends die, civilians butchered, the cruel and fickle hand of fate as it cuts short the threads of life. And you've been broken by it. Any violence, or even the threat of violence, is enough to paralyze you: your mind reliving the worst moments of your life as you stand there, shaking helplessly, before your aggressor. You can still do things like fire a weapon, or set up a mine; but being confronted with any manner of or threat of bodily harm will send you into a cowering, shivering panic. You will remain like this for a couple minutes, or until the threat is gone. If the threat remains, you can only shakily crawl away in terror. This doesn't make you a coward, though the vast majority are going to assume you are one - this is a psychological malfunction that impairs your ability to act or think. This does, however, make you all but incapable of defending yourself. Better bring someone to protect you, soldier.

(+300CP) **Insanity/Genius** (Requires Scientist/Engineer) - They say insanity and genius are two sides of the same coin. Unfortunately for you, it's pretty much just the insanity that people see. You can still invent and discover, but don't expect anyone to take you seriously. Your designs will be twisted and overly complex, your research incomprehensible and your notes useless to anyone but you. You may deliver exactly what was requested, or you may make a revolutionary breakthrough that could advance humanity by decades in a single bound, but no one will understand it but you. Others will look at your work and see only junk, and when the try to use it, it doesn't work or malfunctions. They will read your notes or thesis and see only gibberish. You also have difficulty communicating with others, and it takes the entirety of your focus to hold a mutually coherent conversation with a single person, and it is an agonizingly slow and awkward process. You can forget about trying to hold a group discussion, or giving any kind of lecture. Your 'results' that your sponsor expects you to complete, while obtained without great exertion, are not in a manner or form that they are pleased with. Thusly, you will be spending a great deal of time modifying your own perfect vision to fit with their demands. As maddening and illogical as they are, they are your employers… it's probably best to just try to figure out what they want.

(+400CP) **Enemy of Anatolia** – Remember how I said Anatolia's Mercenary was removed by default? Well, with this drawback, he's not. And he's after you, but as the over-powered Custom White Glint from ACfA. He is immune or resistant to all your imported Jumper powers, and cannot be trivialized by them. For the purposes of establishing his ability, assume he's taken all NEXT Pilot perks to include Human Plus and does not suffer the weaknesses of that perk. He's going to keep coming after you, and eventually, he's going to start bringing friends. You thought fighting Otsdarva, Lillium Wolcott, Wynne D. Fanchon, Roadie, and Kasumi Sumika at Artera Carpals was bad? This is worse. Starting at the end of the Lynx War, he will engage you while you are otherwise distracted or occupied (such as a mission or during research) once per year. If you manage to outrun him, kill him, or drive him off, next year he will return with Reiterpallasch and Unsung; the next, Ciliegio and Opening; the next year, 2 more elite NEXTs, and will do so until the 10th Year when he will bring the top 3 ranked NEXTs of AC4 AND ACfA (both Collared and ORCA) with him to kill you, regardless of if you've killed them, they're allied with you, or any other circumstance. Maybe they're dark copies, or evil clones, or AI; either way, that's 10 NEXTs at once, *while* you're otherwise occupied with a job of some sort which if you want to get paid for and not trash your reputation in the process you'll have to complete. And you will not be running from *that* fight. Good luck. Hope you've got a NEXT or three, or at least a really big gun…

(+600CP) **You Have Outlived Your Usefulness** – Starting at the beginning of Year 5, the League and Collared have decided that you're just too much trouble. Either you're doing too much, or not enough. Maybe they hate your color scheme or dress sense and you're just an eyesore to them. For whatever reason, they've put a bounty on your head. Or, rather, all of the bounty. There are as many zeros on your head as there are stars in the sky, and with promises of favorable treatment, prototype technology and/or unlimited food, water, or power, every NEXT, soldier, mercenary, and hungry factory worker is gunning for you. You will be forced out from wherever you live and must run for your life. You can trust no one but any companions you have imported, and even then, it might be a crap shoot based on their personalities. The entirety of the world will be hunting you for five years. With the surface so ruined, and the League in total control of what is left of the earth's edible food and clean water, just how do you expect to survive? As a bonus, all your powers from previous Jumps, and your Warehouse, are sealed during this period – you have only what you acquired here, and nothing more. Have phun!



A decade has passed in this ruined world, and you've survived. Maybe thrived, even, against all odds. However, your time is up and this adventure draws to a close.

MAKE YOUR FINAL CHOICE.

Why Don't You Come Down - Return to your original mundane earth, taking with you everything and everyone you have acquired in your journeys as a Jumper. Perhaps you will repeat the mistakes made here, or work to prevent them?

Someone is Always Moving on the Surface - Stay in this world of Armored Core 4. Any drawbacks you've taken are hereby resolved in the manner of your choosing, and any negative traits are nullified as you desire. Everything is broken and ruined, but maybe that's just how you like it?

Remember ~On Your Memory~ - Move on to the next world, leaving the universe of AC4 in stasis until you return or abandon your Jump. Take everything you have acquired here, and those that you chose to accompany you. Maybe your next Jump will be a kinder place, where hope isn't just a word?

As a bonus, try searching for the choices' names on YouTube.



Notes:

Explanation:

I modified Human Plus somewhat from the canonical iteration, and even though OP-INTENSIFY and HUMAN PLUS haven't been seen in AC4 (presumably replaced with FRS?), the idea of fucking up the pilots in exchange for power was too much for me to resist. Being H+ should be suffering, as that is the price you pay for having the *crippling overspecialization* for NEXT combat. A genius in your chosen field, and all but untouchable when you're in a NEXT, but anywhere else? Mediocre.

The Golden Rule: When in doubt, fanwank it. If you're still in doubt, start rolling die.

Notes for Fun:

The following are notes that I thought would better clarify the themes and particulars of this Jump *as I imagined it*. I found the AC4 universe is pretty ill-defined if you go strictly by the games, so I thought it might help people to better solidify their impression of the world if I offered some ideas of my own. Though it's hardly better than intellectual masturbation, I'd like to try to provoke some kind of thought or inspiration in you by exploring various aspects of the Jump.

If that's not your kind of thing, *feel free to completely ignore this section*: **I'm not here to tell you HOW to have fun. I'm just here to try to give you some ideas for a setting in WHICH to have fun.**

For all Origins:

Being the Armored Core Universe you could probably expect to primarily live your life mission to mission, which is either the traditional mission where you go out, blow something up, try not to get too shot up while doing so, and come back to collect your fee. As a soldier or scientist, these missions might end up being significantly different, such as being assigned as a bodyguard to a VIP, or being tasked to come up with a certain technology. As a drop-in who might throw all convention aside, your "missions" might end up being nothing more than running odd errands for whomever happens to be your patron at the moment.

Dealing with the League and Collared means you're going to be cheated out of pretty much everything. You are nothing more than tools to them, regardless of if you are sponsored by, employed with, or contracted to. Expect to be underpaid - especially for the first couple years - for everything you do. Expect to struggle.

Food, water, and power: these are the basics of life that the League controls with an iron fist. Often these necessities are your only wages. If you have a long-term or specialty (e.g. NEXT Pilot or commando-type soldier or bodyguard) contract with Collared or a Corporation, however, you will receive (reduced) credits in compensation for your work. If Independent, you will only receive credits, and can expect food/water/power to be purchasable at an excessive markup. Keep in mind the League is interested in one thing: money. Expand influence for money. Eliminate rivals for money. Save the human race… for money.

The League is in control of everything; that is something that cannot be understated. If you attempt to operate under the radar or outside their jurisdiction, it's going to be tough. Procuring material and even the basic necessities will be incredibly difficult to do on the down low.

For Drop-Ins:

Don’t expect to formally join a Corporation without some years of working yourself into their good graces. Independent thinktanks like Aspina or Anatolia might be slightly easier, but you’ll need specialized skills.

With the Prodigy perk you can learn a lot, but unless you’ve got a memory perk you’re going to have a tough time retaining it all; it you take Prodigy and don’t have a memory perk, you’re going to be a very busy person as you try to keep your skills sharp.

Starting your own black market for any and everything up to and including NEXTs with Unseen and Unknown to compete with the League’s is both acceptable and highly encouraged.

Unseen and Unknown only works on an organization; minimum three persons, but that’s only 200CP worth of companions who can also do others things. And your companions are trustworthy, unlike… well, everyone else.

For NEXT Pilots:

NEXTs are powerful and fast, but once they lose their Primal Armor, they’re generally not very well armored. Your Primal Armor is a toxic, corrosive, protective field around your NEXT, but it can be penetrated either by overwhelming force, or something ‘harmless’ enough not to trigger the defenses… something like a thrown mine or satchel charge. Might want to watch your legs if there’s infantry afoot.

Ammunition and repairs are your own operating costs, from your own pocket. If you go ham and play the Macross Missile Massacre card every time, you’re going to be spending more on ammo than you’re going to get paid. Be clever with your destruction and use the environment in ways you never could in the games. Why enter a cavern to sink a flotilla of armored warships when you can just bring down the entrance and trap them all? They’re effectively out of the fight… for now. Alternatively, destroy their fuel stores and ammunition caches and you’ve de-legged and de-armed them. Your NEXT has strength consummate with its weight class, so don’t be afraid to punch and tear things as a heavyweight. Lightweights probably can’t do a whole lot, but Supplice managed to tear through a concrete structure as a midweight in the AC4 OP, so use that as a reference.

Melee. Use it. There’s a reason MARVE has a blade-looking attachment as Supplice so nicely demonstrated. This isn’t the cute and clean combat of the games; make it vicious. RIP AND TEAR.

Fractional Regulation System Memory is weird. How does it work? No one knows. But if more memory and some cybernetics for the pilot can increase an AC’s abilities, there’s got to be more things, right? Upgrade and refine your NEXT. Get in good with an Engineer or such, they might have ideas.

Do Lynx die when their NEXT is disabled in combat? If the game dialogue is anything to go by, probably. However, some of them come back too, so maybe it’s not a for sure thing… maybe you can protect against it? Being said, does damage to your NEXT persist as psychic damage to the Pilot? Do their bodies psychosomatically reflect the damage their NEXT took? So many questions… Could be fun to explore that. Just an idea.

For Soldiers:

The vast majority of your combat will be indoors, in cramped quarters; invest in close-quarters weaponry. If you’re caught outside… don’t be. Most everything else is WAY bigger than you are, and viable counters are few. RPGs and such might take down an MT or a weak Normal, but if you see a NEXT or more than a couple Normals turn their attention to you, you have three real options: run, hide, or die.

Major territorial shifts are rare for the League; most everyone has their stomping grounds, and they're very territorial. If you're part of a major offensive to take territory, expect to be entrenched on defense very quickly as the counterattack seeks to wash you away.

You won't be in the trenches, like the wars of old. Expect to be a commando-style trooper, with surgical objectives such as asset denial, assassination, abduction, intelligence gathering, and other specialized tasks. The Companies are always at each other's throats, either in the daylight or in the shadows, and you can be a weapon in both. Until war is declared outright, expect to be tasked to find weaknesses in the other Companies - even long-time allies - and with sabotaging or otherwise denying the other Corporations material, personnel, or funds. You will be told to do some truly horrific things. The better your track record, the higher you will climb, but at the end of it you'll be just like a the Corporations you serve: a self-centered psychopath.

For Scientists/Engineers:

Though acquiring knowledge is useful, the perks available specifically help you APPLY that knowledge. Post-Jump, creating man-scale Kojima weaponry isn't impossible… Study hard.

No one ever said you couldn't specialize in strong AI (or import the same knowledge), take some production perks, and make your own robot/AI-piloted NEXT army.

Keep in mind that any technology you hand over to the League will eventually become part of their arsenal. Probably don't want to let them know about that Kojima Beam Cannon you invented, eh? Unless you're cool with them having another way to blow each other away on a mass scale.

Especially as a scientist, this is good opportunity to introduce otherworldly technologies into the setting. Know something about Argent Energy or Argent Cybernetics from DOOM 2016? Why not some Argent-powered Armored Cores?

If you're going to go the technology revolution route, it might be good to have some indebted NEXT pilots or Soldiers around. Just in case you need to make an exit. The more you know, the more you will be coveted by the other Companies or the League in general. Omer in particular is not above poaching technicians of any stripe from other Companies.

Just because there is a lot of mention about war doesn't mean you can't develop more benevolent technologies. The games are focused on conflict, but what if someone could invent technology to help the planet recover? Or to make Kojima Energy a truly clean power source?

Changelog:

01 Oct 2017: Initial revision, inclusion of suggestions from /tg/ to include Arms Fort inclusion, Kojima pollution cleansing, and moving Custom Production to Items.

02 Oct 2017: Revision focused on better wording for perks and items. Fixed lots of typoes.

15 Oct 2017: Expanded Human Plus description to better illustrate the direction intended for it and specify terms/abilities. Modified Additional Research to be more perky and less equipmenty. Modified Escort to be more bodyguard and less kidnapper; still functions as both, but emphasis was placed on protecting. Added minor rebate for Rival, to offset minor 50CP perks that might cause an annoying balancing act when purchasing perks. Modified Rival so they are truly your equal in terms of perks and equipment, added time specific limit to when they can join the Jumper as an ally. Modified Enemy of Anatolia to make it more applicable to not-NEXT Pilots, explained White Glint a bit more. Changed formatting a bit to improve readability/skimming. Added Canon Companion option to New Companion. Added outro. Modified Human Plus to reduce negative traits. Finished Professional, removed overlap with H+ and expanded description slightly.

21 Oct 2017: Made Human Plus and Lightning Bruiser stronger for Post-Jump to make them more attractive long-term. Added semi-hidden text for final choice, since they're track names from ACfA and Armored Core Reprises by FreQuency. Removed sentence from Likable that might be construed as undesirable ('people like you but if you break the law they feel betrayed'). Italicized item and companion section names for readability. Changed paper size from letter to ISO B4; improved readability. Improved AMS Genius with minor HUD awareness perk to make it more attractive as a standalone.

10 Nov 2017: Revisted to check for typos; corrected a couple, probably missed more. Bumped up font size one point, re-did all the spacing and paging. Hopefully more readable at default zoom now, while being a bit more cramped. Added Tovam's special thanks, because it is very much deserved. Added some more art because you can't really have enough Armored Core.

Special Thanks to Kilanon, who graciously allowed me to make this Jump a reality and for his patience and feedback.

Special Thanks to Tovam, for shooting me down when I needed it and otherwise offering indispensable helpful.

Thanks to 4chan's /tg/ Jumpers for their input and suggestions.



I'm really stupid. Wanna know how stupid? This stupid: If you would like to submit feedback or suggestions for this Jump, you can email me by appending @gmail.com to the author's name featured on this Jump, at the top of the document.