Tom Clancy's Ghost Recon : Breakpoint

(a jumpchain compatible CYOA)

The year is 2026, six years since the events of Ghost Recon Wildlands and one year since the events of Future Soldier. The world is like our own, but seen through the lens of a military action novelist writing a series about elite special forces soldiers taking on missions above and beyond the call of duty. Our story here starts on the main island of Auroa, a fictional island in the South Pacific owned by Jack Skell, billionaire technologist and owner and founder of Skell Tech, the tech company that is both headquartered on the islands of Auroa as well as being one of the focal points for the events soon to follow. The islands of Auroa have gone dark and the American government, or rather the CIA, has decided to send in a group of special forces to discover what happened.

The special forces soldiers are led by Lt. Colonel Anthony “Nomad” Perryman, a member of the delta company, first battalion, 5th special forces group known as the ‘Ghosts’, but little does he know that he and his men have been set up for failure from the start. The four helicopters transporting them are shot down by some sort of drone swarm shortly after reaching the islands and Nomad is one of only a small number of survivors who must somehow escape and evade their pursuers and find out what is really going on. In the course of his journey across Auroa he will be confronted with betrayal from those he once trusted, discover that someone higher up the chain in the CIA likely set up the whole situation on purpose, uncover a plot to spark WW3, and will have no choice but to fight to survive against the machinations of Sentinel, the PMC which has taken over the island, work alongside a group that could rightly be called terrorists known as the Outcastes, and put his trust in the hands of a bunch of Skell Tech employees whom seem to be just as much a part of the problem as everyone else.

Your time here starts just after the helicopters carrying the Ghosts have crashed on Auroa, what you do with your time here going forward is up to you.

Location

You start on the main island of Auroa, a small group of islands owned by billionaire tech industrialist Jack Skell, in a location of your choice. This is the home of Skell Tech, the company that is also owned by Jack Skell, and is where the entirety of the Ghost Recon Breakpoint storyline takes place. While there is nothing say you can't attempt to leave the islands trying to do so while the attack drones are under the control of Sentinel, the security forces that are currently in control of Auroa after a successful coup that saw Jack Skell go into hiding, will probably result in whatever vehicle you're on shot down or sunk.

If you're here earlier in the timeline than when Breakpoint would start and thus before the islands were properly developed thanks to taking the early start toggle then you'll find yourself getting the attention of a friendly boat shortly after the jump begins that will transport you off the island and to proper civilization in short order.

Age and Gender

Pick any age between 18 and 80, just mind that you'll probably want to be young and fit if you expect to be able to actually participate in combat and should probably pick something that makes sense for your origin and background. You may be male or female as you desire.

Origins

Military -
You're with the military, or perhaps a mercenary unit or private military contractor. Regardless of the specifics you are experienced with combat and fighting, you can keep your cool under fire, accurately hit targets at range with your gun, and in general have the skills of a professional soldier. Feel free to determine the specifics of your background in accordance with your perk and item purchases, or optionally take this origin as a drop-in.

Civilian -
You aren't with the military, instead you're a civilian. Maybe you're a tech specialist that develops cutting edge drones, a programmer working on deep-learning AI, or maybe you're just a homesteader looking to make a peaceful life for yourself. Unfortunately for you Auroa is under martial law enforced by Sentinel, the security forces formerly working for Skell Tech, but which in the wake of the Coup are now the de facto authority on the island. Feel free to determine the specifics of your background in accordance with your perk and item purchases, or optionally take this origin as a drop-in.

General perks

Perks in the general section are undiscounted, origin perks are discounted for their origin.

Killer Soundtrack - Free
Being a badass and fighting and surviving through the sort of action blockbuster set pieces you might expect of a Tom Clancy novel wouldn't be nearly as exciting without some nice music to accompany it. With this perk you may now mentally toggle your own soundtrack which will play

music appropriate to the context of whatever situation you're in, and which you may toggle on or off at will as well as whether or not only you can hear it or if everyone around you can.

Equipment Interface - 100
Who has time to actually look down to put on pants, or put each individual bullet into a magazine? Not you for sure which is probably why you're purchasing this. With this perk you have a sort of mental interface that allows you to instantly put on and/or equip anything you're carrying with you or that you could readily access (say if you have a personal inventory from somewhere else or if they're right in front of you and you could just reach out and pick them up) without actually needing to take the time to do it the normal way. This also allows you to instantly load any ammunition you have into your magazines as well as loading said magazines into the proper holsters on your plate carrier or equipment belt should you be wearing them. You can even use this to instantly swap out various bits of stuff on your weapons, like switching your optics for a different set, putting on a different rail covering, adding or removing laser sights or flashlights or other similar add-ons. Sure you could just do all this like a normal person if you had a few minutes but a few minutes in combat may as well be a lifetime.

Approximate Locations - 100
Whenever you have a specific objective in mind or need to get to a specific location or find a specific person or thing you'll find that you have a sort of sense for the rough location of where exactly it is you'll need to go. Need to find a password for a specific computer? You'll get a rough idea of the building you need to look through where it might be written down. Looking for someone lost in the woods? You'd guess they're probably somewhere in this area. Need to cut a specific set of wires in order to disable the security systems at a nearby base? You don't know the exact location but if you were a betting man you'd guess it's probably over there…

As you get closer to your actual objective your sense of its approximate location will refine itself until eventually once you're in roughly the same room (or perhaps just down the hall) you'll be able to intuitively know exactly where it is, and once you've actually laid eyes on you'll know with certainty you've found what you were looking for. Notably this perk doesn't help you at all in actually getting to the locations you're going to or helping you navigate the wilderness on the way, it'll help you figure out where to look, not how to actually get there so that you *can* look.

3rd Person Perspective - 100
You have the curious ability to see the world from a sort of 'over the shoulder' view not unlike in many shooter style video games. You have no trouble moving and operating like this, and in fact can choose to see through both your eyes and through this '3rd person' viewpoint simultaneously without any disorientation, allowing for you to do things like both focus on where your eyes are looking while also using the extra viewpoint to do things like look around corners or over the top of obstructions without exposing yourself. You have full 360 degree movement with this extra viewpoint and if you're the vain sort you can easily use it to look at yourself without the need for a mirror.

Fast Travel - 100 or 200

Speaking of saving time, who wants to walk and/or drive and/or fly everywhere? That shit is time consuming and time is something you frequently can't afford to waste. With this those are problems of the past as you can instantly fast travel to any significant location you've been to before so long as you aren't actively in combat. In areas of wilderness where there aren't any real "significant locations" you can fast travel to any place you've previously set up camp at. For an extra 100cp you can take up to eight additional people with you when you do it.

Loot Pinata - 200
For some reason enemies you defeat (and/or kill) almost always seem to drop something useful for you. Maybe they've got ammo compatible with whatever weapon you're using (despite how unlikely it may be), perhaps they've got some extra rations if you need some, or a map and compass if you're lost, or perhaps even just some gear, equipment or weapons that would be useful to pick up either to use or perhaps sell on. Regardless of the specifics you can generally expect that defeating your enemies will at least reward you in some fashion, and the more significant the enemy the better the odds they'll have something good. At the very least you should never need to worry about running out of ammo or food and water so long as you take a few moments to loot your enemies along the way, and people around you seem a lot less bothered by your looting in general.

Tom Clancy's Ghost Recon: Jumpchain - 200
Ever wanted to spice up your jumps but got stuck going to boring mundane worlds where nothing was really going on beyond the norm? Well now you don't need to worry about that as with this perk you now have a sort of mental switch you can flip to change things. When it's off things are no different from how they normally would be, but when it's on things start popping off all over the place, plots and ploys and conflicts straight out of a Tom Clancy novel cropping up and being enacted by all sorts of folks. Sometimes governments, sometimes individuals, sometimes by seemingly nothing more than random chance, the sort of set ups for the action thriller shenanigans Tom Clancy is known for will begin to manifest. The plots this enables are the sorts of things you'd expect to be possible (if not particularly plausible) within the context of whatever setting you're in, and while you can turn the switch on or off anything that's already started won't just go away until it reaches a conclusion one way or another.

It Happened Because The Plot Needed It To Happen - 500
Sometimes in a story things happen in a contrived manner that just doesn't seem realistic. Maybe there just happened to be a vehicle nearby that the protagonist could jump into to escape an exploding base and it just happened to have the keys in the ignition, maybe the super spy just happens to overhear just the right conversation to alert them to a hidden plot, or a conveniently placed photograph somehow gives context to a critical piece of information. Or maybe it's just a bit more physical, and somehow the elite special forces guy somehow manages to survive against all odds when outnumbered ten to one, bullets either hitting all around him or only just nicking him in superficial ways that don't seem to really impede his ability to function. Or perhaps it's just that the protagonist finally got to the end of their journey and it turns out that yes, their effort wasn't wasted and they really can make a difference despite

all the odds against them. Basically, in short, things happen because the plot needs them to happen to move the story along.

All of that stuff? You now benefit from it. You have a form of passive plot armor that will serve to protect you in combat, align for clues and hints to cross your path when you need them, and for valuable and worthwhile equipment, items and even people to be close to hand when it would be relevant and/or critical for them to be there. Perhaps most importantly so long as you put in the effort to achieve your goals you won't make it to the finish line only to discover the entire trip was wasted effort and the MacGuffin was already stolen or the countdown to destruction ended thirty minutes ago, ensuring that your efforts and the sacrifices made to get there weren't in vain. That said you aren't invincible, you can still be hurt along the way (perhaps quite seriously) and even die if the odds are truly so stacked against you that no amount of luck could help, but so long as you put in your own genuine effort things will align to make those efforts worthwhile and give you the opportunities you need to survive and succeed at accomplishing your goals.

Military perks

Proficiency In Intimidation - 100
You're one scary dude when you want to be. The walk, the tone of voice, the words you use and the cadence you speak all serve to get across that you aren't a person that others want to cross. Of course knowing what to say and how to say it doesn't help if you look like a scrawny wimp so you may optionally choose to be a pretty big and buff person in general, easily being at least 6'2 or taller and with the sort of fit build that anyone could look at and know that you definitely lift, bro.

Bivouac Master - 100
You are a master survivalist and with only minimal resources can easily survive and thrive in even the most extreme environments. Sleeping outdoors doesn't bother you and you can easily set up a small camp for yourself or fellow soldiers in an absurdly short amount of time. Hunting game, correctly identifying what plants are safe to eat and how to prepare everything for a meal are skills you've mastered, and you're so good at navigation that you could look at a map of an area just once and from then on intuitively know both your own location relative to that map (assuming you're somewhere represented by it) as well as how to get to anywhere else shown on it in record time. You also never roll your foot when walking, running or marching and in general don't suffer the sort of wear and tear that one might expect from being outdoors under extreme conditions as you have a mild resistance to the negative effects of extreme hot, cold, wet and dry environments.

Trained In The Army - 200
You possess the proficiency expected of an elite soldier in any weapon or vehicle a soldier might be expected to be qualified with. Any. Soldier. You could pick up a weapon you'd never even seen or heard of before and use it like you'd trained with it your whole career and drive or

pilot any vehicle you get into just the same. No matter the oddity of design or difficulty of operation you can use them easily and intuitively as if your military career focused on them exclusively.

This won't let you pull off impossible stunts with the weapons and vehicles you use but you'll never be at a loss for *how* to use them, and you'll find that when you need to 'appropriate' a vehicle that inexplicably people will either have left it running with the keys in or put a spare set of keys somewhere easily found, like in the dashboard compartment or behind the sun shade. As an added bonus if anyone ever asks about how you know how to use all this different stuff you can use the excuse that you learned it in the army and all but the most paranoid will just take that statement at face value.

Hardass - 200
You are absurdly tough, you could take a a couple shotgun blasts to the chest and while you'd still be hurt by it (at least with just this) it wouldn't kill you outright, and even a straight shot to your head is likely not to penetrate your skull unless you either get really unlucky or they're packing a really big gun. Your endurance and sheer stamina is no less impressive, you could be running around and sprinting all over the place for hours straight without showing any strain and even a short rest of a few minutes could see you fully recover your stamina, allowing for you to advance from one battle to another like some sort of action hero. Your resistance to environmental effects is also boosted, letting you breathe easily even at high altitudes, push on even through the punishing heat of a desert or the blistering cold of a blizzard, and rain doesn't even phase you. Bizarrely you can also swim with full equipment load without it weighing you down.

Quick Healer - 400
You heal from injury at an absurd pace which is even applicable in combat. So long as you can go a few moments without further injury you can heal from being shot, stabbed or whatever in just a few seconds. Bones fix themselves, flesh heals, blood loss is recovered from and in general unless an enemy puts you down in an immediately lethal fashion you'll make a full recovery after only a short breather. You're also way more resistant to disease and poison, to the point that anything short of a deliberately engineered super virus or poison will likely get shrugged off without you even noticing them, and you no longer have allergies at all.

Soft Coup - 400
You know how to take shit over without making it obvious that you've basically just pulled a military coup on people, and so long as you're not completely overboard with how you treat the people you're now in charge of they'll mostly just put up with it and some of them may even become active collaborators if they weren't before as they decide to align themselves with the 'winning team'. This comes with the skills needed to actually manage the people and places you're in charge of as well as a good sense for who you can trust to delegate matters to in order to make sure things keep running smoothly. With enough set up and planning you could take over a massive island with several smaller adjacent islands and no one off the island would have any idea you effectively just installed yourself as a military dictator.

Ghost - 600
You are one of the legendary Ghosts, or at least have the training of one. You can pull off shots on the move with iron sights that other people would need a stand and careful aiming through a scope for and you could head-shot 5 dudes in a room you just stormed into before they even realized they're under attack. But honestly your combat skills are somewhat secondary to your real skillset, which is that you are one stealthy son of a bitch. You could sneak your way through a heavily guarded compound in broad daylight and so long as you exercised a bit of caution and prudence it's unlikely anyone would ever realize you were there.

Just as importantly you're proficient with a frankly credulity straining number of skills and technical specialties that might be expected of an elite special forces soldier from hacking computers, cryptography, medicine, local history, mathematics, psychology, and you even know at least five additional languages in addition to your native one and can easily pick up more.

That's not even getting into your military proficiencies which cover basically every advanced military skillset around, from sniping, pararescue, HALO jumping, EOD, communications specialists, and more. In short, if it's the sort of skill you might expect a protagonist of a Tom Clancy novel to be capable of then you're an expert at it. Perhaps not the best of the best at any specific one of these skill sets, but proficient enough that no one would say you don't know what you're doing.

We're Going To Change The World, Nomad - 600
You are incredibly charismatic and convincing when it comes to speaking about things you are passionate about and believe in, your words and rhetoric reaching the ears of those that listen and enticing them into believing in you and what you are saying. This is particularly effective on those with military backgrounds, allowing you to bring together a literal army in common cause so long as you have the opportunity to get out and speak to them. You could even convince those people to do things, terrible things, that they might never have considered doing so long as you believed in your cause strong enough, even getting people to wholeheartedly embrace a plan that would undoubtedly and purposely start World War 3.

But this only works on things you genuinely believe in, having doubts about your cause will undermine your efforts in convincing others to follow you, letting your passion for what you fight for fade will undercut your words, and not believing in what you're preaching is a surefire way to see this perk have no effect at all. No military man has time for bullshit, you least of all, but if you genuinely believe in something to the core of your being and put the word out you can expect for like minded individuals from across the globe to rise up with you in common cause. You could change the world like this if you had the courage and the drive, so get out there and grasp Wonderland for yourself.

Civilian perks

Adorkable - 100
People can be passionate about a lot of things, especially their interests, and that's not a bad thing. When you're passionate about something you find you have little trouble finding people that share your interests or getting people that didn't share them to try them out and experience them for themselves. More than that you're genuinely attractive, and people that see you being passionate about your interests can't help but notice it and tend to give you more leeway than they otherwise might.

Homesteader - 100
You have the skills and more importantly the drive and attitude to be a proper homesteader, taming the wilderness and making a proper home out of formerly empty and unworked land. Mentally and physically tough, you've got the guts to stand up for yourself and what you believe in and your time hunting has made sure that you're a dab hand with a firearm when it comes down to violence. Perhaps more importantly than that you can foster this sort of self reliance and confidence in others that associate with you, building a community that works together, plays together, and succeeds together. For what it's worth you're also a decent community leader with a strong and clear voice, a clear understanding of how to cut through bullshit, and body fit from being an outdoorsman.

Beneath Notice - 200
People tend to suspect you last in regards to any potential leaks or moles, and if you're *not* actively working against them then the authorities and their enforcers won't randomly target or harass you. So long as you keep your head down and don't actively work against the system you'll largely be left to your own devices. If you do choose to work against said system you'll have a much greater amount of leeway in how much you can get away with before the authorities finally cotton on to the fact that you're the one responsible for all the setbacks they're having.

Dumb Smart Guy - 200
Is something people will never say about you, because you are not dumb. Not only are you quite intelligent overall you also happen to have at least one Ph.D and one Master's degree in fields of your choice, and perhaps most importantly of all you are possessed of an extremely strong bit of common sense. You can intuitively tell when you're about to do or say something that you probably shouldn't and have a general idea of *why* you shouldn't do or say that thing. Just as relevant when exposed to information you've got a good idea whether or not it's being slanted, biased or missing context and if so in what way, and in general will find it easier to uncover useful true information to give you additional context should you put in the effort to look for it. You're also quite excellent in spotting logic fallacies, both the ones others use and the ones you yourself might use without realizing it and you'll always be sure to ask the question "should we" immediately following the question of "can we".

Practical Engineering - 400

You are an expert when it comes to making robotics, working with electronics and really anything that has to do with practical engineering (hence the name). You know how to make and design products that work, are reliable and that come in under budget, how to take a pie-in-the-sky idea and get something workable out of it, and in general you know how to make things with your hands that get the job done that they were designed for.

You may pick a particular focus to have savant like skill and intuitive ability with, perhaps you can make drones leagues ahead of the cutting edge, or maybe you're a plane designer that could single handedly make the next generation fighter jet, or perhaps you could realize the dreams of military strategists everywhere by making effective combat robots that remove the need for soldiers in the field entirely. ~~Perhaps you might even make a weapon to surpass Metal Gear~~. Whatever you pick you're probably bound to end up being a household name in your industry so long as you put in even a bit of effort.

Genius Programmer - 400
Common wisdom holds that most programmers need to spend a bit of time, sometimes as much as a few hours, before they're properly "in the zone" and can begin actually writing a script that's worth using. Other programmers aren't you. You could sit down and write scripts and programs off the cuff that any other person might need days to get into the groove for, your words-per-minute typing speeds edges into the superhuman and you never make a mistake or unforced error when writing your programs.

Short of deliberate sabotage your programs will work as they're designed to work, and you're a dab hand at either minimizing any potential exploits or backdoors or designing them in such a way that they cannot be removed short of re-writing the entire thing from scratch. While creating a proper deep-learning AI would be difficult even for someone with your skill and experience it's at least a possibility and when it comes to writing simpler code you could practically do it in your sleep. With time and effort you could make an AI that was truly sapient and self-aware, and with even more time and effort you might even be able to make that same self-aware sapient AI so that it doesn't go crazy and want to kill everyone! Surely that'll go over well with the investors.

Woman Behind The Man - 600
Sure someone else's name might be on the company but you're the one that actually runs this business. You could take a startup and turn it into a multi-billion dollar megacorp inside of a single decade through your sheer financial acumen so long as the product you're marketing isn't a complete dud. Perhaps just as importantly you can do this without it being apparent to people outside the upper echelons of your business even knowing you're the one responsible for it all, ensuring you get all the benefits of being in charge without any of the public scrutiny that comes with it. You also look fantastic as well, especially in a suit, and you find you have no trouble appealing to those who value aesthetics over substance which is sure to be helpful in securing deals that favor you and yours and give you a significant advantage in negotiations.

Improbable Billionaire - 600

Your luck when it comes to generating wealth and getting a business off the ground is absolutely absurd. Even if you come off as a sort of limp-wristed spineless wimp, people just can't help but think that you're the guy to invest in and events and opportunities to generate wealth, grow your business and get your brand name out there seem to just come one after another. Even if all you've got is only a middling level of talent and a lot of big ideas you seem to have no trouble attracting the sort of employees that can make your business a success and your vision into a reality, alongside the sort of investors willing to throw huge piles of cash behind you to make it happen.

With just a dream and a bit of effort you could start a billion dollar business known around the world as an industry leader that could act on the global stage through little more than the opportunities this perk will throw your way, and as you might expect with wealth and fame comes influence both political and social. Just mind that some violent terrorist type doesn't waltz in and pull the rug out from under you after you've gone to the effort of building up all this stuff.

Items

You may discount one item from each tier, 50cp and 100cp items are free if discounted. You may also import like into like if you want at no additional cost.

Basic Gear - Free or 50cp
The basic loadout of equipment of someone expecting to see combat on the modern battlefield. You've got a plate carrier rated to take a few hits from a high powered rifle, a decent pistol with seven reloads, and an equipment belt with a holster for your pistol and plenty of pouches to put stuff in. You've also got an assault pack with a few days of water and food in it along with a map of the Auroa Islands and a compass. For an extra 50cp your plate carrier is rated to take a lot more than 'just' a few hits, being able to absorb a frankly absurd amount of damage and attacks that would otherwise have hit and injured you seem to be drawn to hitting it first and you second. If the plate carrier gets damaged it'll repair itself back to being good as new once you're out of combat and have had a few moments to rest and recover.

Money - 50
Cash, moo-lah, dosh, the green that everyone wants and no one can get enough of. You've got here a briefcase with one hundred thousand dollars in untraceable 'clean' bills to use however you want, and every year you'll get another one filled with more cash. You may purchase this multiple times if you want, and this currency will adjust for future jumps and inflation to give you equivalent purchasing power as to when you first got it.

A Nice Family Home - 50
As the name implies this is a nice family home that you own. The exact layout is up to you but it can easily enough handle a fairly large family and it's in a nice area somewhere in a first world nation (probably the USA if we're being honest). It's fully paid up and you don't have to pay taxes on it, it's always got access to utilities and internet service, and if you want it's self

maintaining, repairing and cleaning, and the pantry, fridge and freezer always seem to be full with food and drink you like. Living here lets people recover from stress more easily as well as get over any lingering trauma (physical or mental) quicker, and in general it's just a nice pleasant place to live, you even have neighbors that aren't awful and no HOA either!

Unfortunately for you none of this is particularly helpful during the events of Breakpoint since this house isn't on Auroa (unless you purchased the Auroa Islands below, in which case you're about to have other problems). Post jump this can either become a warehouse attachment or be placed in setting in a location of your choice.

Eco-Friendly Car - 50 or 100
A nice car with an electric engine and with a fully outfitted luxury package to boot. It runs quiet, the ride is silky smooth, and unlike a lot of other electric vehicles that shall go unnamed this one won't spontaneously set fire to itself. Even better you don't even need to recharge the thing and it's entirely maintenance free and even self cleaning and repairing in the event it gets damaged. If destroyed outright you'll find it just around the corner the next time you go looking for it, and it's surprisingly more durable than it looks. It even has a GPS and mapping system worth a damn that won't try and drive you into a lake and which somehow works even in places you wouldn't expect it to (like worlds without GPS satellites). You can choose the actual design of the vehicle, it could be a truck instead of a car for example, and it's got room for five in the cabin and plenty of trunk space regardless.

For an extra 50cp instead of a civilian vehicle you've actually got a military vehicle, it's much more heavily armored and has a pop-out turret on top with a minigun and unlimited ammo and can fit up to twelve people inside comfortably. Surprisingly the pop-out turret doesn't actually seem to take up any space in the interior and in fact unless it's currently out and active it's damn near impossible to even notice it has the thing. Finally as you might expect from a military vehicle it's surprisingly good off-road, you'll never need to worry about it getting stuck in mud or banging itself apart over rough ground and it can safely traverse steep inclines that most drivers wouldn't even want to look at, much less attempt to drive up or down. The turret can either be controlled by someone in the vehicle or set to automatically engage targets on its own thanks to a sophisticated (but not truly sapient or self willed) drone AI built into it. The turret AI will never accidentally shoot someone or something that you wouldn't genuinely want shot so you don't need to worry about friendly fire or unintended collateral.

Instant Bivouac - 100
Tired of having to put in effort to go camping? Or perhaps you're just tired because you were hiking all day while evading enemy patrols? Well worry no longer as with this purchase putting in effort to make camp is a thing of the past. Once you find a good spot to set up camp just kick some dirt around with your foot for a moment and suddenly as if by magic a fully prepared campsite (at least by the standards of a Ghost) will be set up for you and up to eight others. When you're done and ready to leave just kick some more dirt around it'll all disappear just as easily. For some reason camps set up like this are virtually impossible for any potential enemies to find unless they literally watched you set it up, and you're guaranteed to get a decent night's

rest no matter how bad the conditions are outside. No one ever seems to comment on the oddity of how you set up camps like this unless you draw their attention to it, maybe they just figure it's something you learned in the army?

Tricky Shit - 100
Have a gun but you feel it's a bit plain? Maybe you've got a mission plan and it calls for a bit of specialist gear? Either way this is the purchase for you as by taking this you have access to pretty much any of the tools, supplies or accessories seen in the Ghost Recon: Breakpoint game, including but not limited to grenades, rockets, c4 charges, a fancy fence cutting torch, healing stims and all sorts of other tools and all the various bits and bobs you might want to put on a gun, or pouches for stuff on your equipment belt and plate carrier. Oh, and you can seemingly pull out a spent bullet cartridge whenever you need one to throw somewhere and which seems unusually effective as a distraction. Consumable items that get used will be replaced (potentially right into your pouches for them if you want) once you're out of combat and have a few minutes to rest and recover.

Perhaps the most relevant and important item however is a small handheld reconnaissance drone that you can direct to fly around and spot enemies for you, scout areas ahead of an assault and in general invade the privacy of people who probably are about to get shot by you. When using the drone you can somehow 'see' through its own camera and having it fly around to look at stuff is entirely intuitive. Whenever you need the drone you can just pull it out from basically thin air and it'll disappear whenever you're done using it.

Enemies, or potentially important bits of intel or equipment, noticed by the drone are then 'marked' which causes a small mark to appear above them. Once marked you intuitively know where those things are in relation to you so long as you don't leave the general area you marked them in, allowing you for to sneak around while easily avoiding patrols and nabbing the loot so long as you're careful and make sure to spot everything (and everyone) ahead of time. The marks above the heads of enemies will in some way reflect what they are carrying or capable of, one with a rocket launcher might have an RPG above their head, one with their own drone might have a mark indicative of that, and so forth.

Assault Pack Of Holding - 100
An assault pack, which definitely isn't just a backpack guys stop calling it that, is what soldiers wear into battle when they need to carry extra stuff that won't fit in the various pouches on their plate carriers or equipment belts. Extra food and water, maybe a bedroll, a mess kit for eating in the field, toiletries, extra ammo and so on and so forth. This particular assault pack has the strange property of being able to hold an absurdly large amount of stuff in it, comparable to a small warehouse, while never weighing more than the bag itself does (around 5lbs total). You could put a small armory of guns into this thing and an absurd amount of ammo without needing to worry about being slowed down by it, and you'll always take out the thing you're looking for when you reach inside. You also intuitively know what's inside of it, and its more abnormal properties are conveniently ignored by people you wouldn't want noticing them. If somehow lost

or stolen it will find its way back to you in short order will all its contents intact. Food and drink kept inside won't spoil, nor will things inside be exposed to the elements.

Custom Weapon - 200
Sure you start with a pistol with your basic gear, but a pistol is hardly suitable for the sorts of battles taking place on the modern battlefield. With this purchase you have an incredibly powerful and top-quality weapon suitable for even the most elite soldier. It's got all the tricky shit you could want and is far more accurate, long ranged and harder hitting than just about any weapon of comparable size and type. Whether it's a combat shotgun, a bigger handgun, a battle rifle, an SMG, a sniper rifle / DMR or even something like a grenade launcher you'll never find yourself disappointed with its performance. You also never seem to have trouble finding ammo for it when you need it and the weapon itself is entirely maintenance free, never needs to be cleaned and never jams. It's also oddly resistant to being lost, in the event you're somehow separated from it events will conspire to reunite it with you in short order.

Erewon - 200
Congrats, you're the proud owner of a cave. Wait, don't leave! I was just getting to the good parts. This cave has a remarkably large open area inside that somehow seems well lit by sunlight and even has plenty of fresh clean water going through it in various streams, as well as plenty of fresh air. More importantly there's something of a small village inside of it where you've got shops, homes, a big common area where everyone can get together and chat, a notice board talking about any jobs that need doing (and the rewards one might get for doing them), and it even somehow has plenty of electricity and even perfect internet service in case you need to set up some hackers, programmers and engineers with a place to stay and do their work. Somehow it never seems to have an issue with supplies or overcrowding, and it can serve as a hub area for you to stage from where you can safely rest and recover.

For some inexplicable reason your enemies seem to be incapable of finding the place unless led directly to it by a traitor even despite the fact that there's a literal dirt road leading to the entrance and a helicopter constantly parked next to said entrance that you can use to fly around in. That's not even getting into the fact that all the locals seem to have no trouble finding the place, at least if they're the sort of people you'd want finding it. In this jump it's the actual Erewon Cave with that group of homesteaders, in future jumps you can either have it be a warehouse addition or place it somewhere in the jump at your preference, with a group of locals taking up residency if you like.

Ghost Recon - 400
Once every three months you can call in four helicopters full of Ghosts, 80 of them in total, to fulfill a specific mission for you. They're the best of the best, at the peak of human capability physically and mentally and with skills to address virtually any situation. Even in the face of overwhelming odds and the deaths of many of their number they will continue on in order to complete the mission, and they're remarkably hard to put down in general. The task you set them to do requires a specific achievable goal and end point that they could realistically be expected to achieve. Asking them to infiltrate an island and take out the PMC that has taken it

over is fine, asking them to invent an FTL drive or guard a specific location forever is not. Once they've accomplished the mission (or died trying) they'll go back to wherever it was they came from until the next time you call on them.

Private Military Contractor - 400
You're in command of a PMC with five thousand members, two thousand of which are combat veterans ready to fight with the other three thousand being support to keep everything running smoothly. They're all equipped with decent weapons, body armor, enough vehicles to get them around and plenty of supplies to keep them fed and armed. This also comes with a headquarters and administrative building to run it all from and sufficient barracks and related buildings to keep them all housed and fighting fit. Two hundred of your soldiers are officers with skills comparable to veteran special forces soldiers, while your top five are all comparable to Ghosts in terms of sheer skill and proficiency.

So long as you continue to accept contracts your PMC will have no trouble staying solvent and any losses incurred will quickly be made up for with new recruits of roughly equivalent skill and ability to whoever got killed or retired. For some reason any megacorps in need of security seem much more likely to try hiring your PMC rather than starting up their own security firm, with such contracts paying well and frequently giving you access to whatever neat toys that megacorp might be making or marketing. Surely you wouldn't use the opportunity this gives you to perform a coup on said megacorp and take over everything for yourself, right?

Drones For Days - 400 or 600
Sometimes you need boots on the ground, but why fill those boots with fallible people you have to pay when you could have robots instead? This is a collection of drone weapon platforms around a thousand strong featuring a large number of flying drones with weapon hardpoints on them (weapons and ammo included), a smaller number of vehicular drones carrying much heavier weapons and armor, and a nice tablet that can easily allow you to control all of them from the comfort of your office. Your connection to these drones cannot be hacked or interfered with, though if someone gets physical access they might be able to shut down the drones manually, and if any of your drones are lost or destroyed you'll get a replacement for them a day later. This purchase comes with a drone hangar which you can attach to either your warehouse or another property which can service, fuel, repair and rearm your drones as needed and which has effectively unlimited resources when it comes to servicing the drones that came with it.

For an additional +200cp you have access to the actual swarm-drones that have the islands of Auroa on lockdown in the Breakpoint game which are launched from their own special drone launcher system (which looks sort of like a giant metal spike sticking up out of the ground) and additionally if you have any other properties you can give them their own drone contingent to act as physical security.

Megacorp - 600
A tech company that is easily worth hundreds of billions of dollars and which has a quarterly profit report larger than the GDP of some nations. By default it produces advanced technology

in the fields of AI, drones, and weapons but you can choose to have it focus on other things so long as they're at least somewhat tech related. Regardless of what you choose, your company and the tech it develops is remarkably eco-friendly and surprisingly stylish. It starts out entirely independent of any sort of government influence or oversight and has no government contracts to tie it down, you may choose to change that or not if you're willing to take on the risk that government involvement in your company will almost certainly bring.

If you are willing to accept a bit of risk you may choose at the start of a given jump (including this one) whether or not your company has a much larger chance than normal that various groups, sometimes governments, sometimes terrorists, sometimes mercenaries or otherwise will want something your company is producing and that as a result you and your company will get caught up in shady shenanigans. Expect tech based villains to make targeting your company a priority in a setting like DC, or in a setting like this one various agencies wanting to co-opt your technology for use in highly illegal activities.

The payout for taking on this additional risk in any given jump is that your company will be considerably more productive than normal and your scientists and engineers will have a far easier and faster time inventing, prototyping and eventually producing new cutting edge technologies. If you take this and the Auroa Islands down below you may have your company based on those islands at no additional cost, which will likely give you considerably easier security, if also making it more difficult to get help in the event someone for example manages to pull off a coup and take control from you.

Auroa Islands - 600
The Auroa islands are primarily made up of a single quite large island alongside a handful of smaller islands adjacent to it. Situated in a perfect sweet-spot as far as weather is concerned, the Auroa island chain (pronounced Ar-o-ah) is a beautiful place to work and live. Something you probably already realized since you’re the owner of the entire group of islands. Now normally it would be Jack Skell that owns them, but purchasing this here means you’re the owner and he’s effectively renting the land from you. For that matter so is everyone else living on the island, which includes a decent population of homesteaders and generally decent hard working folk alongside the tech-savvy silicon-valley types belonging to Skell Tech. The natural resources of Auroa islands and the surrounding waters seems to naturally replenish themselves over time and barring extreme efforts to the contrary it’ll always continue to look like a sort of natural paradise. If you own both the Auroa Islands via this purchase and your own Megacorp via the Megacorp purchase above then you may replace Jack Skell and Skell Tech in the narrative of the story, though be aware of the danger that will likely put you in.

Post jump you may choose to have Auroa either be a warehouse attachment or plop it down somewhere in jump at your discretion, and it can either have people living on it (who recognize you’re the owner of the islands) or have it be entirely people free. You may make these choices on a per jump basis, as well as whether or not the population stays the same or if you gain a new one each time.

Companions

With Friends Like These - 50 or 200
You may use this option to create or import a single Companion for 50cp or up to eight Companions for 200. Each one gets an origin of their choice and 800cp to spend and they may take drawbacks that affect only them for additional points.

Spotter - 100
This guy is a veteran of more conflicts than you can shake a stick at. When it comes to experience fighting and killing you'd be hard pressed to find better and his physical and mental fitness is legendary. A skilled sniper and experienced field commander, he was either your partner on a great deal of missions if you also have a military background or perhaps you met him another way, regardless he has your six and isn't afraid to give you shit and tell you what you need to hear and not just what you want to hear. Despite his bloodsoaked history he's got a pretty strong moral compass and is capable of surprising amounts of compassion and empathy to those he feels deserve it, though it might be couched in a form of 'tough love'. He has the military origin and 1000cp to spend and the Ghost perk automatically for free.

Tech Savvy Nerd - 100
This young woman was someone you perhaps knew back in school, or maybe you just met her in passing and hit it off thanks to shared interests, either way she's a brilliant engineer and programmer and an absolute genius when it comes to knocking together various gadgets and doodads to achieve specific aims. Given a decent workplace and materials she could cobble together combat effective drones or maybe even design next generation AI. Cute and surprisingly sweet on you, she's more than willing to throw her talents behind helping you out, just be aware that her skills don't really mesh that well with field work. She has the civilian origin and 1000cp to spend, and has the Practical Engineer and Genius Programmer perks for free.

Drawbacks

Call me "Nomad" - +0
So in the games the leader of the Ghost contingent on Auroa can be somewhat flexible in identity. Perhaps they're a guy by the name of Anthony Perryman… or perhaps they're not. Using this toggle you can freely determine the specifics of who exactly Nomad happens to be in terms of race, sex, and background. Regardless of choice however Nomad's basic character remains, that of someone that's had to make hard choices and who has a lot of blood on their hands as a veteran of many years in the special forces but who ultimately is a decent person with a moral code they're not willing to compromise.

Alternatively if you are of the Military origin yourself and not a drop-in you may choose to take the place of Nomad entirely, replacing him in the narrative and being the leader of the Ghost contingent sent to Auroa. Keep in mind this will put you in significant and immediate danger as your location is automatically set to the crash site of the helicopter you were on that was just shot down and as a member of the US armed forces you will be expected to follow certain rules and regulations, to say nothing of the fact that it's a job you can't easily walk away from.

Book Canon - +0
Instead of just the events of the Breakpoint game, and possibly the events of other Ghost Recon games, the events depicted in Tom Clancy's Ghost Recon novels also take place in this world. This makes the world more dangerous in the sense that the plots and events of the books are going on in the background, but by the same token it also gives you opportunities to intervene in those things if you're savvy about it.

Early Start - +0
You may choose the starting date of your jump from up to six years prior to the beginning of the game of Breakpoint (allowing you to take part in the events of Ghost Recon Wildlands) or if you took the Book canon toggle up to the starting date of the earliest Tom Clancy novel. Your jump still ends in 10 years regardless of when you start unless you take the Extended Stay option below. If you are still present in the setting during the time period when Breakpoint would take place then circumstances will contrive to see you end up on Auroa for the events of the game. If the jump would end prior to the start of the events of Breakpoint then you are instead guaranteed to end up in a similarly dangerous situation / plotline at some point during your stay.

Extended Stay - +0
Instead of staying only ten years you can instead stay for twenty. If you take the Early Start toggle you can either end your jump after the initial twenty years are over or until twenty years after the 'normal' start date of the jump, your choice.

The Kitchen Sink - +0
So you're a fan of Tom Clancy? Well then this is the option for you. All of Tom Clancy's novels that are even slightly plausible to take place in the same world now take place in this one. Jack Ryan is somewhere out there, the Rainbow Six guys are just as famous as their Ghost counterparts, the hunt for Red October either happened or is about to (if you start early enough), Splinter Cell is now a thing and if nothing is done to stop it a super virus will get released at some point resulting in the activation of Division Agents, somewhere in the background a bunch of elite hackers are fighting a shadow war over the internet and a whole lot more besides. This will likely make the world considerably more dangerous, and since you're not getting any points for this anyway I'll be nice enough to let you choose which books (and/or games) are now canon to the jump. The only exception is the stuff related to Ghost Recon as those events are already going to happen.

Jumper's Recon - +100 or +200 or +300

You are now guaranteed to be involved in at least one major event comparable to those of Auroa during your time in this jump in addition to the events on Auroa itself. Try as you might the shenanigans will find you no matter how hard you might try to run or avoid them. For an additional +100 you will also be involved in any of the canon Tom Clancy events from the game series that might take place during your stay here. For a final +100, and only available if you took the Book Canon option, you are guaranteed to be involved in all of the canon events from both the books and the games that happen during your time in this jump, circumstances contriving themselves to make sure you're present and accounted for pretty much any time something exciting starts going down. This will make things dramatically more dangerous for you but it will also provide you many opportunities as well, for better or worse. For a canon timeline of events I'd suggest checking google as there's way too many to cover here, suffice to say you will be kept busy. A link to a website covering the events of the Ghost Recon series is available at the bottom of the document.

Fashion Disaster - +100
You have no coordination when it comes to clothing and will generally look quite ridiculous as your inability to color coordinate will result in you wearing mismatched clothes. Not only will this likely impact how serious people take you but you can pretty much forget being able to effectively use camouflage.

A Suspicious Noise - +100
Your opponents are considerably more observant and alert than normal, making stealth much more difficult in general, they're also a lot more likely to actually report suspicious noises *before* going to investigate them.

Goddamn Terrorists - +100
Try as you might you can't seem to get away from terrorist attacks. It doesn't make them any more frequent than normal in whatever area you're in but if one does happen you can be basically certain it will be happening near you when it does.

Fetch Quests - +100
For whatever reason your objectives tend to require you going to various different places and getting or doing things for various different people. Maybe a homesteader isn't willing to provide you information on the patrol schedule of local security forces unless you're willing to go out and find some missing supplies for them, or maybe a tech specialist you need the help of requires you to go and cut some wires somewhere and then upload a virus from a USB onto a specific computer somewhere else so that they can give you the support you need. Whatever it ends up being it'll take up time you might not have much of, and depending on the context of the situation and where you're at could expose you to more danger than you'd like.

Bad Intel - +100 or +300
The bane of all military operations, the information you receive prior to planning your missions frequently seems to be missing some crucial bit of context that would be extremely relevant to know. Maybe you're planning a mission to assault an enemy tunnel complex but don't know

they've got it protected by a heavy steel vault door until after you get there. For an extra +200cp you aren't just missing information you're getting deliberately bad information, such as being told to expect an easy insertion via helicopter with no particular resistance only to find out that the enemy has a bunch of drone weapons that can easily shoot down helicopters... while you're *in* said helicopters. The first level of the drawback happens somewhat frequently, whereas the second level of the drawback is quite rare but equally quite devastating when it does happen.

Gear Level Fanatic - +200
You are obsessed with using the best possible equipment you come across with even the most minute of gains or improvements being enough for you to change out whatever it is you're using or wearing for whatever it is you've just found. Found a new rifle that is marginally better than the one you're using? You'll immediately drop your old rifle for it to use as your new main weapon even if you're hardly trained on it and don't have much ammo. You won't swap out your stuff while you're in the middle of a fight, but after a fight is over don't be surprised if you find yourself stripping an enemy of any of their stuff that might be better than what you already have. This likely won't win you many friends when people realize you'll literally strip a man you just killed of his pants so you can wear them yourself.

Your only real saving grace is that this only applies if the thing you're looking at would be an 'improvement' over what you have, which you will always know. Post-jump you lose the compulsion but can keep the ability to intuitively know if a given piece of gear, equipment or weapon is in some way superior to what you're already using. In relation to the Breakpoint game this is mainly a reference to their 'gear level', in other jumps it might be that you can tell the potency of an enchantment or just intuitively recognize when something is made of better material than another similar item.

Literally Fucking Psycho - +200
You have problems jumper, serious mental problems. Maybe you get off on torturing people, maybe you like murdering people and showing pictures of their strung up corpses to their friends to keep them in line, or maybe you're just incredibly paranoid and are obsessed with invading the privacy of everyone around you with a complete inability to extend trust to anyone that you aren't 100% certain is under your thumb. Whatever your issues, they're severe and they're not like to go away and the only people likely to tolerate you are those too desperate or too terrified to just shoot you dead like you probably deserve. At best your psychosis, whatever it is, will 'merely' make you an object of terror to those that work with you and a tool to be directed or discarded by those above you.

Hard Mode - +200
All of your enemies are a bit tougher than before and seem to hit a bit harder as well, they aren't necessarily better shots or more skilled but their tendency towards taking less damage while dealing more will certainly be noticable. Taking this with the Named Enemies option will make them even more ridiculous, and the less said about combining this option and the Recommended Level 150 drawback the better.

Endless Reserves - + 200
It appears as though enemy forces seemingly have unlimited amounts of men and material to call on no matter how many of them you kill requiring you to take down the leadership of the group they belong to in order to prevent them from seemingly endlessly replenishing their numbers, almost like they're just respawning mook enemies in a video game... Additionally enemies are almost always able to call in at least one wave of reinforcements that are guaranteed to show up within two minutes if they realize they're under attack and have even a few moments to alert others meaning you'll need to either be very quick or stealthy with your kills or avoid entering combat at all.

Named Enemies - +200
You will occasionally run into "named" opponents who are just more badass than normal, being far more competent, skilled and capable than they have any right to be, and also far tougher as well. They will tend towards having gimmicks of some sort, maybe highly tweaked weapons or equipment or some oddball skill they've somehow managed to take to a level that the average joe likely never could. Either way they're dangerous and not someone to be taken lightly.
+**Plot Armored Enemies** - +100 (requires Named Enemies)
Your Named Enemies now have plot armor ensuring that they will be a huge pain in your ass and get away at least the first couple of times you run into them. In order to take them down for sure you'll need to track them back to their lair or base of operations and take them out there, at which point their plot armor is no longer in effect and they can be killed or captured as normal.

Did I Ever Know You? - +200
During your time here you will make a friend, or perhaps have one already if you're not a drop-in. A true friend, one that has your back and which you know you can count on and whose opinions you respect, someone you could trust with your life. Unfortunately at some point this friend will do something, or be part of something, that you simply cannot condone. Maybe they're trying to usher in world war 3 out of the belief that it's the politician's that are the problem and without them soldiers wouldn't have to throw away their lives, maybe they're killing civilians and justifying it by claiming it's to enable a greater good that will save vastly more lives down the line. Maybe what they're saying even makes sense to you, but whatever it is it's going to be something that is deeply against your own beliefs and morals.

At this point you will have two choices, either you can cast aside your core beliefs and morals and join them in doing something you genuinely believe is wrong... or you can oppose them, at which point you will have no choice but to either kill them or have them kill you. If you can stomach casting aside such an important part of yourself and join them and they're still alive at the end of the jump you can take your friend with you as a free companion. They will always have your back come hell or highwater, just as you will always know what you gave up to get them.

Recommended Level 150 - +300
Your enemies are absurdly durable and dangerous compared to what they should be. Humans can take a full magazine of rifle ammo to the chest and keep going and drones could take

multiple rockets and still be fully functional. It's almost as if there's some sort of level scaling in effect to discourage you from entering certain areas. You can bypass this enhanced durability of your enemies by bringing particularly advanced weapons and equipment with you, or things that are just of superior make in general. A standard AK or m16 will just see your bullets harmlessly plinking off their targets, but one that's been made of an ultra-light alloy and that's been fully tricked out with various doodads and firing match grade ammo will find itself as effective as it should be, similarly a plate carrier with just standard ballistic plates may as well be made of styrofoam for all the good it will do you, but if it's got some sort of space-age super polymer in it then it'll actually protect you the way you'd expect it to. For whatever reason this only seems to apply to you and any companions you may have.

It Will Not Stop, Ever, Until You Are Dead - +300
There is now a literal Terminator, as in the T-800 from the Terminator films, somewhere on Auroa and its sole mission is to find you and kill you. It feels no pity, no remorse, and will never ever stop until you are dead. Your only hope is to somehow destroy it before it can destroy you and there's no telling when or where it'll pop up. Your only saving grace is that it isn't terribly subtle and if you've ever seen a Terminator movie you know exactly what it looks like, but then again does it need to be subtle when it can walk through hails of bullets without so much as even slowing down, and is so accurate with its weapons that it could fire a minigun at a line of police and actively *not* hit any of them except to disable? While you can run it is extremely capable at picking up your trail even if only through sheer contrived coincidence.

It's In The Fucking Trees! - +300
An alien known as a Yautja, a Predator, is now stalking you and has marked you as the ultimate prey it seeks to hunt and kill. It is far stronger and more durable than any human, has access to advanced technology and weapons far beyond the cutting edge of what humanity has, is nearly invisible when using its cloaking field and is a veteran hunter and tracker with immense patience. It wants your skull as a trophy and it will do whatever it needs to do in order to take you down, in the event you manage to kill it it will set off a small tactical nuclear device to blow itself and everything around it up as a sort of spiteful "fuck you" to the prey that bested it. It will stalk you for the entire duration of your stay here until either you or it is dead. Hope you can run fast. Your only saving grace is its twisted sense of alien honor, when it comes for you it will not attempt to just assassinate you in your sleep or similar, it wants a hunt and it wants its prey to at least have the chance to fight back. Good luck.

Welcome To Wonderland - +300
Colonel Walker, or someone with a similar set of goals, seems to have finally done it. Via key political assassinations across the globe World War 3 has officially started and it's basically everybody against everybody. There will be no winners in this war, only degrees of loss, and whatever your origin you'll need to prepare yourself for surviving the single greatest war in human history where every side seems to have wonder weapons of their own and no compunction against using them.

End Choices

Go Home - Did the violence finally get too much for you? Or perhaps it's all just too tiresome? Either way you've chosen to go home to your original world.

Stay - Or perhaps you found you liked it here in this world of conspiracies, terrorists and action thriller plotlines? I certainly hope so because with this option you've chosen to stay, for better or worse.

Continue On - I figured this would be the option you'd take, just one world is never enough after all.

Notes

For the item section you can import stuff you've already got into stuff you're purchasing so long as it would make sense. Importing a weapon you already own into the custom weapon purchase is fine, importing a weapon you already own into the Megacorp (probably) isn't.

The Ghost Recon item will have its members automatically upgrade to the cutting edge of special forces military equipment in future settings when you use them, or in the event the setting is more primitive than that of this jump they'll 'just' have whatever they'd normally have here.

If you have the Equipment Interface perk and the Assault Pack of Holding you can put stuff directly into the assault pack without needing to physically take it off and open it up, simply willing the items in question into your pack not unlike how Nomad does it in the game. You can actually do this with any pack (or personal inventory should you have one) but unless they're a lot more spacious than a normal assault pack it's likely they'll get filled very quickly and might be too small to hold certain types of weapons or equipment.

The Predator and Terminator from the drawbacks are references to the (non-canon) DLC for Breakpoint and Wildlands and aren't meant to imply that the actual events of Terminator and Predator/Aliens are part of the setting at large. Though I suppose if you take the drawbacks then they can be canon if you really want to make things more difficult for yourself. How that works out with the rest of the timeline will be up to you to figure out if you want to go that way. If you took the Named Enemies drawback then the Terminator and Predator always count as named

enemies, and god help you if you took plot armored enemies, hard mode, or recommended level 150 on top of that as it will massively ramp up the danger they present to you and anyone that gets in the way of them getting to you.

The Spotter and Tech Savvy Nerd companions can have their genders swapped if you want, feel free to have a nerdy dude as tech support and a /fit/ lady as your sniper-spotter pal.

Some of the perks and items reference game mechanics, in particular some of the general perks and the tricky shit / assault pack of holding items. This isn't to be taken as the setting within the jump having game mechanics in it, for all intents and purposes this is supposed to be a realistic take on the Tom Clancy game Ghost Recon: Breakpoint, and possibly the other books and games depending on what toggles you take. Those perks which reference potential game mechanics are things that are available to you and/or companions as nods to things that show up in the game from a mechanical standpoint, not things which normally are possible within the 'realistic' nature of the actual Tom Clancy setting.

This jump isn't intended to stake a claim on the Tom Clancy series or Ghost Recon in specific, if other people want to make jumps for the books or other games or whatever feel free to go for it.

When in doubt, fanwank. If something is unclear or you're unsure then feel free to choose whatever makes the most sense (or most fun) for you.

Jump by Brellin

V1.1 -
Corrected some errors, added discounts to perks and items sections.

V1.2
Corrected a few more errors, actually finished the Jumper's Recon drawback from where it was cut off. Here is a link to a basic timeline of the Ghost Recon series, god help you in figuring out what all is going on if you took the Kitchen Sink drawback -
https://ghostrecon.fandom.com/wiki/Timeline

V1.3
Fixed a few more errors and typos, expanded notes section on the Terminator and Predator and how they react with certain drawbacks.

V1.4
Fixed the last few errors and typos that I noticed or had pointed out and slightly changed wording in a few things for better grammatical flow. Added 3rd Person Perspective perk. Also added a note on synergy between the equipment interface perk and assault pack of holding. Barring significant feedback this should be the final version of the jump.