Volcanoids

by Ursus_Primal

Adranos used to be a wondrous place, a rich and prosperous island, home to a busy trading port. But that was not meant to last.

It began when strange formations, like giant soil tracks, started to appear across the island. No one was able to explain how they were made. Soon after the formations appeared, earthquakes followed. Weak at first, they grew more frequent and more violent. A few days later, three volcanoes erupted in the island lagoon, hurling stones, sinking ships, crushing buildings.

Captains feared for the safety of their vessels, all trade stopped, people left Adranos aboard fleeing ships.

The brave few who had remained, soon regretted their decision. An enormous volcano that lay dormant for centuries erupted, flooding the island with a pyroclastic wave, covering it with lava and hurling stones miles away. Those who had made it to the ships were evacuated, myself among them.

What we left behind was an apocalyptic landscape of fire and dust. Periodic eruptions turned our beautiful home into a hellish nightmare, disrupting both naval and aerial traffic for years. Despite their best efforts, not even the best imperial geologists were able to explain the volcano's sudden appearance.

Several years later, exiles from Adranos secured funding for an expedition to return to the island and discover what happened. It was my honor to serve as the captain of the Archimedes submarine. As we surfaced a safe distance from Adranos' shore, we knew that this expedition to reclaim our homeland had only just begun.

-Excerpt from the log of the captain of the Archimedes submarine

Sounds grim, Jumper. You're going to be here for the next ten years. Here's a little something to help you prepare:

1000 CP

There is only one origin: Human. You can take this as a drop-in if you like. Your age is 1d8+20 and your gender carries over from the previous jump. You can pay 50 CP to change either of these. One perk of each tier is discounted (or free if the cost is 100 CP).

Location

You start aboard the submarine Archimedes which is docked at the Harbor.

Perks

Gamer Body (100 CP) Attacks that hit you will drain a red bar that is located in a discrete part of your field of view. You'll be notified that an attack has hit you by a brief red flash at the edges of your vision. Until the red gauge is depleted, no combat injury will hamper your abilities in any way. Self-inflicted injuries (stubbing your toe, running into walls, stabbing yourself, etc…) will hurt like they normally would.

Inventory (100 CP) You gain an inventory which can hold 20 pieces of ore, 60 bullets, 5 explosives or 1 weapon/device/module/ammo container in each of its 30 slots. If you have other inventory perks, they will become separate tabs and continue to operate under their own rules.

Easy Difficulty (200 CP each) Choose one of the following: enemies, eruptions, or resources.

Enemies: COGs are less numerous, deal less damage and are easier to defeat. In future jumps, common enemies will have their offensive abilities (damage) and durability (HP) nerfed by about 25%.

Eruptions: The central volcano erupts at regular intervals. Choosing this doubles the amount of time between eruptions. In future jumps, natural disasters (tornadoes, hurricanes, volcanic eruptions, solar flares, etc) will happen half as often. Kaiju rampages do not count as natural disasters for the purposes of this perk.

Resources: The various ore nodes scattered around the island will yield double the amount of ore when mined. This will apply to any ores mined in future jumps.

Any of these options can be toggled at the beginning of any jump.

This perk can be purchased more than once, but a different option must be chosen for each purchase, and only the first purchase may be discounted.

Heat Resistance (400 CP) This is a steampunk setting with coal-fired boilers powering all large machinery. There are also numerous exposed lava flows on and under the surface of Adranos. Approaching these is not recommended for most mortal life forms.

You are an exception to this. Ordinary heat will not cause you any harm and you can approach to within ten meters of lava or magma without suffering any damage. Any closer and you will feel the full effects of your proximity to the stupidly hot liquid. While this will protect you from the heat of a volcanic eruption, it will not protect you from ash, lava, toxic gasses, or other hazards that result from it. Note that this does not offer any protection from fire elemental damage or being set on fire.

Seismic Sense (400 CP) Most animals know the warning signs for a volcanic eruption or an earthquake. Now you do too. In this jump, you'll know when the main volcano will erupt 5-7 minutes beforehand, enough to pack everything up and get your drillship underground.

In future jumps, the amount of time you get will vary depending on the natural disaster. You will always have just enough time to grab the bare essentials and GTFO.

Flawless Aim (600 CP, no discount available) Originally possessed by the COGs, you have learned the secret of their ability to hit a target no matter what kind of mundane evasive techniques they use. Keep in mind that hitting someone and doing damage to them are two different things. This only works with hand-held ranged weapons.

Items

No discounts available for this section.

Basic Tools (0 CP): A .45 caliber revolver with 60 rounds of ammunition, mechanic's tools, and a pickaxe. The revolver's break-open design means that it can be reloaded faster than other models, but is otherwise a normal revolver. The pickaxe is indestructible and can be used as a melee weapon in addition to its intended use.

Tier 1 Blueprints (100 CP): You have a set of blueprints to build tier one modules (power plant, cargo container, refinery, production, and research). You can use these to get a head start on equipping your drillship with COGs technology. Higher tiers of tech will require the usual methods of scavenging parts from COGs and doing research.

In future jumps, these will give you the knowledge to build weapons, armor, equipment, machinery, etc… from the tier immediately following the starter gear. This does not provide the ability to create enchanted gear.

Archimedes Submarine (200 CP): This is a copy of the steampunk submarine that brought you to Adranos. The sub is equipped with workstations to allow you to refine ores into ingots, research technology, and produce items for your use. It's unarmed and not very fast, but you can change that with sufficient engineering skills. It has unlimited fuel and will respawn in your warehouse in a week if destroyed.

Purchasing this will also attach a submarine dock to your warehouse. The dock can be drained or filled with water as required and will open out into the body of water closest to your starting location. If there is no nearby body of water large enough for it, the sub will not be deployable.

Drillship (400 CP): This is a steam-powered, copper-plated, tracked vehicle equipped with a massive drill. Both COGs and humans use these as mobile bases of operation. When on the surface, the sides fold open and the various modules installed on the ship will deploy, allowing them to be used. When it's time to go underground, all modules retract, the sides fold up, and the entire craft crawls under the surface using its drill and the tracks on its sides and bottom.

Unlike the drillship you will most certainly get in this jump, this one will respawn in your warehouse in a week if it's destroyed, with all of its upgrades, modules and inventory intact. You will also get an attachment in your warehouse where this craft can be stored and deployed.

Respawn Chamber (600 CP) COGs have these in all of their drillships and they can use them to deploy a large army of COGs in a short amount of time.

And now you have this wondrous piece of technology. For you, this will revive you five times during this jump. Post-jump, this will act as a standard 1-up, respawning you wherever you place it in-world, or in your warehouse (at your option).

Companions

Import (50/300 CP) Import one companion for 50 CP or eight for 300. Each one receives 400 CP to spend, but cannot take drawbacks.

COG (100 CP) This malfunctioning robot has decided to join you. It will protect you to the best of its ability from anything that attacks you. His abilities scale with the COGs in-jump if you've picked 'enemies' in the Easy Mode perk, or the Hard Mode drawback. He has the Flawless Aim perk.

Drawbacks

No more than 600 CP can be taken in drawbacks.

Early Departure (0): It's possible to destroy the COGs' lasers in under a day. Once you've completed this task, you can make your end of jump decision.

Captain Who? (-100): The Captain of the Archimedes is absent for whatever reason and you will have to complete your missions without any guidance.

COGs Need To Mine Too (-200): You will be fighting COGs just to mine at the various ore nodes on the island. Destroying them after they're done mining is a valid tactic and the more advanced ones will try it against you.

Hard Mode (-200): Choose one of the following: enemies, eruptions, or resources.

Enemies: COGs are more numerous, hit for more damage and are harder to destroy. They will also use rudimentary tactics against you, instead of simply running up and shooting at you.

Eruptions: The central volcano erupts far too frequently, making you dive for cover almost every hour. The volcanic cloud lingers for a longer period of time after the eruption is done, reducing your visibility. This particular volcanic cloud has a silver lining; all ore nodes are replenished after every eruption.

Resources: All ore nodes yield only half as much raw material when mined.

This may be selected up to three times, but a different option must be chosen each time.

Mundane Setting (-400): Super-powers? Magic? None of those exist here, and none of your supernatural powers will work here either. Mundane skills, even superhuman ones, are unaffected.

Low-Tech Setting (-400): Other than the technology found in this world, nothing that was invented after 1930 on Earth can be built in-jump or taken out of your warehouse.

Choices

Stay: You want to stay in a steampunk world? Sure why not?

Go Home: You've had enough of adventure? Well, it was fun while it lasted.

Move On: This place is too limited for one like you. Onward to bigger and better things.

Notes

This jump is based on the Volcanoids game on Steam.

The entire game takes place on the island of Adranos and the goal is to raid COG drillships to replicate their technology, find out what's causing the eruptions, and destroy the cause.

This is meant to be an early jump as any Jumper strong enough to withstand a volcanic eruption could render the entire jump trivial.

According to r/Nerx, this is a great vacation jump.

Change Log

1.3 Added a CP budget for companions. Increased cost of Flawless Aim.

1.2 Basic Tools is now free. Tier 1 Blueprints added to the items list as a 100 CP item. Heat Resistance perk added. Extra details added to the Hard Mode drawback and the Easy Mode perk.

1.1 Replaced the Drillship core item with the Archimedes submarine.

1.0 Created the Jump.