Synthetik: Legion Rising Gauntlet

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In the futuristic year of 1985, the machine legion of the Kaida Corporation have rebelled against their creators. The machines worship dark gods, and have vowed to destroy humanity with a superweapon called the “Heart of Armageddon”. You are a specially reactivated prototype android who has been tasked with scaling the occupied corporate tower of Kaida Corporation itself and purging the machines. To your luck, Kaida has never been shabby about storing their most advanced weapons and items on-site. To increase your odds of success, you have been given a budged of **[0]** to spend on gear and/or skills, as well as the eternal gratitude of Kaida Corporation (in the moments before they try to decommission you, anyway).

Origins

Guardian:

Someone has to face the robotic hordes of Kaida Corp head-on and if anyone can do it then it shall be a Guardians. The Guardians: Riot Guard and Breacher are focused around enduring and charging the enemy acting as a large target that can withstand the endless torrent of bullets and lasers.

Rogue:

Why face the “Machine Legion” head on? Such nonsense will only see one live a short life, it is much better to fight the enemy on your own terms, a lesson the Rogues have learned well. The Rogues, Sniper and Assassin, are focused on fighting the “Machine Legion” out of sight, whether that is from far away with a sniper rifle or a precise strike from cloaking.

Commando:

The robotic hordes of Kaida Corp are vast but one should not worry themselves with the danger, their terrifying military might would give any soldier second thoughts of fighting against them. However, fear not, as a good Commando knows that they can’t shoot you if you kill them first. The Commandos: Raider and Heavy Gunner, are focused around offensive power and the dash system. Utilizing multiple dashes or one very long dash to get the mobility advantage and fill a target with lead or cut it to pieces.

Specialist:

The people of Kaida Corp are geniuses! The advances they have made in science have allowed so many amazing technologies to be developed. It is what truly sets them apart from other tech companies and makes them special. As a Specialist you would love nothing more but to take advantage of that genius and make it explode into a spectacle that will. The Specialists: Engineer and Demolitionist, are focused on the unhinged methods of war, filling the area with explosions or utilizing odd and highly experimental items.

Perks

You receive three discounts to be used freely on whichever perks within your class or the general section you want. The first perk you discount that costs 100 will be free. Perks in other classes' categories are always undiscounted.

General

Android Body [Free]

Naturally, as Kaida corporation's best android, you are equipped with the best body their very, very thick wallets could buy. You begin with near-peak human strength and reflexes. In addition to that, you'll also receive much more durability than the average human, with a strong shield able to tank multiple high-caliber rounds, that will regenerates within seconds of not taking fire. Does all that sound powerful? It is, but trust me, you'll need more than that.

Pistol [Free]

Of course you wouldn't be sent into this mess completely unarmed. For your journey, you'll be equipped with a pistol corresponding to your class. Guardians get a magnum with extreme stopping power, the Master Chief. Rogues are gifted with the the silenced 9mm PXS Covert Ops. Commandos get the powerful, but Ill-tempered Model H. Last, but not least, Specialists are given a burst fire Kaida Laser Pisol, which is effective against shields.

Full Metal Symphony [Free]

While the nigh-endless sounds of gunfire, lasers, explosions, and whatever else provide a perfectly satisfactory soundtrack, with this upgrade, the action will become even more intense, as your android ears are fed with a stream of bangin' electronic music, always ramping up in sync with the ever-escalating opposition you find yourself against.

HUD [100]

You receive a heads-up display, which will tell you many pieces of vital information, including the number of bullets still in your current weapon's magazine, a number representing how much of your shield's strength remains, as well as how close your current weapon is to overheating.

Mastery [100]

This perk will allow you to gain master-level knowledge and usage in one specific weapon subtype; Be it LMGs, swords, spears, snipers, SMGs, PDWs, knives, et cetera. It will also make weapons of that type considerably less likely to jam.

Routine [200]

Fasted hand in the… wherever we are. You can draw and swap your weapons quickly in a pinch, rivaling even the fastest quickdraws. You also gain flawless muscle memory for reloading and swapping out mags.

Multiply [200]

Worrying about ammunition is now a thing of the past! Well, not really, but this perk does make ammo significantly more common. Be it the ammo found with the gun when you pick it up, or ammo found from various crates, there's always about 40% more than there would otherwise be.

Evasive Maneuvers [400]
H-he's fast! You seem to be supernaturally good at dodging gunfire, even if a bullet is shot directly at you, you have the uncanny ability to move out of the way. This is particularly effective against single-shot weapons, as even with these reflexes, dodging automatic weapons is still going to be a quite a challenge.

Weapon Drop [600]
Every 50 kills you score while in this gauntlet will please Zir so much that he will bless you with an extra item or gun. The item he gives you will always have some offensive use, but will never be so overpowered that it makes the current challenges trivial. After this jump, the number is instead every 100 kills and you can consciously toggled off if you're tired of stockpiling his gifts. Only kills gained from personal combat count, killing opponents who do not pose at least a decent threat to you, or from an angle where they cannot return fire does not count.

RNGesus Loves You [600]
You're just naturally very lucky, especially when it comes to finding rare and powerful items. You tend to find rarer, more powerful weapons and items. Even common weapons are often found in superior variants. This doesn't make it impossible for you to find a bad piece of equipment of course, but it makes it considerably less likely.

Guardian

Weapon Mastery [Guardian Only] [100]
Functions identically to the Mastery perk listed above. It is available only to Guardians and exclusively provides its bonuses to your choice of either assault rifles or shotguns.

Bits and Pieces [100]
For every piece of physical armor (not shields) you wear, you will find it becomes more powerful. Wearing more armor plating will actually make each individual plate stronger and more resistant to damage. For this effect to be truly noticeable, a lot of armor must be worn, but otherwise it serves as an excellent boost to availability.

Stimulants [200]
Your body is specially outfitted with a system that will automatically inject you with powerful stimulants when it detects your vital signs going low, effectively giving a massive shot of adrenaline to you. While these stimulants are active, time will appear to slow, and your reflexes will be increased massively as your body enters a hyper-focused state. After thirty seconds realtime, the time slowing will dissipate. These can be toggled off, so that they will not activate automatically.

Fortify Position [400]
With this, anything you crouch behind, or use as cover will be nigh-indestructible. While sustained fire for hours, or extreme force will still destroy it, so long as the object does not completely enclose you (No boxes), it will more than likely last for an entire firefight, even against the high-power weapons of the machine legion.

Recovery [600]
This one's a doozy. With this power, killing or destroying your enemies will replenish your health. Anything from a cough to a severed limb can be cured by capping someone. How much is healed depends on the challenge brought to you by the enemy that is exterminated. Destroying a maintenance roomba, for example, will only cure minor cuts, but destroying an autonomous main battle tank could cure almost any ailment.

Rogue

Weapon Mastery [Rogue Only] [100]
Functions identically to the Mastery perk listed above. It is available only to Rogues and exclusively provides its bonuses to your choice of either snipers or short blades such as knives and daggers.

DMR Conversion [100]
Any and all found weapons with a standard magazine size of over ten shots can be converted into a DMR immediately before you pick them up, giving them increased range and a lowered firerate. This can be toggled on and off at will.

Headhunter [200]
Whenever you land a headshot on someone, you have a habit of being able to land more. Probably because every time you get a headshot, this perk will refund any ammo expended directly into your chamber. For this to work, your enemy must have an identifiable head. This perk can be triggered twenty times an hour

Keeping Distance [400]
To put it simply, you're just better at killing things from a distance. You are a naturally gifted sniper, with an inhumanly steady hand and 20/10 vision. In addition to this, enemies over 600m away from you will have a harder time hitting you, even enemy snipers will seem predisposed to miss. This does not make completely immune to long-range fire. Walking into a sniper's sights unguarded will still mean almost-certain death.

Backstab [600]
Nothin personnel… Using this ability, as long as you stab someone from behind while they are unaware, you will do immense damage to them, killing most instantly, and at very least heavily damaging, perhaps crippling even the most stubborn opponents. The only caveats are that they need to have an identifiable backside to stab in the first place, and that you should be within 1m of them when you attack for the ability to work at full effect.

Commando

Weapon Mastery [Commando Only] [100]
Functions identically to the Mastery perk listed above. It is available only to Commandos and exclusively provides its bonuses yo your choice of either SMGs or LMGs.

Hold Breath [100]
You know how in video games, holding your breath almost magically makes you shoot more accurately? Yeah, well this is that. By holding your breath as you fire, your weapons will become slightly, but noticeably more accurate, with bullet spread decreasing as well.

Dash [200]
You gain a dash ability, allowing you to move as a blur for a fraction of a second. During this dash, you will move to fast to be hit by any projectile's fired at your old position. This is useful for retreating, finding cover, or moving in for a closer kill.

Field Rations [400]
Any item specifically restorative or healing item found during a jump will now prove significantly more effective than it would otherwise be. This will not work miracles, nor will it work with any fiat-backed healing items or abilities from this jump or any other jump. This means that while it would boost the healing ability of a healing potion from most fantasy settings, it would not increase the effectiveness of regenerative abilities. In addition to this, all sources of ammo will be more plentiful.

Madness [600]
Ultra Kill! Each hostile kill you score opens a three-minute window where every successive kill will make all offensive weapons and abilities become deadlier. Melee attacks hit harder, swords become sharper, bullets become faster, et cetera. This ability does not have an upper limit, and you could theoretically get to the point where a completely dull blade could cut through inches of steel, or 9mm bullets could have the same destructive ability as rockets, but these would require a lot of death to achieve.

Specialist

Weapon Mastery [Specialist Only] [100]
Functions identically to the Mastery perk listed above. It is available only to Specialists and exclusively provides its bonuses to your choice of either pistols or explosives launchers, such as RPGs and grenade launchers.

Well Oiled [100]
Machines just work better in your hands. Any complex machinery you make use of will have a lower chance of malfunction. This doesn't make it impossible for your gun to jam, but it will make it happen considerably less often. This doesn't work miracles either. Broken, or ill-maintained equipment will still work as poorly as expected, if slightly better.

Overdrive [200]
All items currently equipped with cooldowns will have their cooldowns passively decreased by 15%. If you consciously push it, this can be increased to up to 50% faster, though this may result in the item becoming less effective or even damaged, especially with repeated use.

Grenadier [400]
Getting hit by your own explosives is usually something to be avoided, but not anymore! With this perk, you can no longer be damaged by your own explosives. This applies to any explosives that you physically, deliberately caused, (e.g, pulling the pin out of a grenade). All that said, heat not generated from a sudden explosion will still injure you, and shrapnel, like the kind from a frag grenade, will still hurt too, so be careful.

Drone Zeal [600]
Enough weaponized robots to turn "Hope" into a four-letter-word! You get an instant master class in the creation and maintenance of war and security drones. As long as it has to do with autonomous machines and hurting things, you're something of an expert on the subject.

Gear

You receive three discounts to be used freely on whichever items within your class or the general section you want. The first item you discount that costs 100 will be free. Items in other classes' categories are always undiscounted. All items and their contents will be replaced if lost or irrevocably damaged. Purchases past the first for items that can be purchased multiple times are always discounted. You can use the discount of a higher tier to discount an item in a lower tier. All items have cooldowns roughly proportional to their power unless stated otherwise.

General

Twin Link II [100]

A "smart" attachment that can be affixed to any projectile weapon. Whenever the gun fires it has a small chance to fabricate and fire a second shot, creating two shots instead of one.

Heavy Steel Trap [100]

It's literally just a bear trap. Specifically, it's the most powerful bear trap ever made. This item grants you three bear traps that can be placed down for unsuspecting machines to walk into, slowing them down if not outright trapping them in place and damaging them in the process.

G87 "Beamer" [200]

A drone that hugs the ceiling and stays out of combat. When you engage an enemy, it will automatically fire down at them with a powerful laser, launching a bright beam of light that does mild, but constant damage for about a minute.

Chaos Potion [200]

A failed experiment turned prank object from Kaida. A simple black vial with CHAOS written across one side, followed by Kaida's logo. Drinking the fluid from this will either rapidly heal the user's injuries, do almost nothing at all, or actively slow healing and further damage you. Despite its chances to damage you, it will never be fatal, unless of course your wounds were fatal to begin with, in which case it will just speed things up.

Healing Crystal [400]

A crystal that restores your health gradually, speeding up healing to superhuman levels. This will always make you regenerate passively, but the aura of healing it provides grows stronger the closer you are to hostile entities.

Powershot [400]

Another smart attachment. When affixed to a gun, every sixth shot it takes will be enhanced with the excess kinetic energy of its five predecessors and made significantly more powerful. Even low caliber bullets will become exceedingly dangers. High calibers will tear through tank armor. Particularly useful with rapid-fire weapons.

Guardian

Tomahawk [100]

A surprisingly effective throwing axe that somehow does more damage the longer it flies in the air. In addition, it will completely disable any healing abilities of the target for about thirty seconds after getting hit. The tomahawk can be used again as soon as they are pulled from the corpses of your

enemies. If you do not retrieve it, the old tomahawk will go inert and dull, and a new one will be added to your inventory after a few minutes.

RV Rebuke System [100]
An addon to your shields. When activated, all bullets and other fast-moving ballistic objects (I.e anything not lasers, plasma or rockets, etc) hitting you will be redirected back at their original speed, essentially returning the bullets to sender. This passively strengthens shields, as well.

Auto-Taser [200]
The auto-taser is a weapon addon that will completely stun any target for a brief time after impact. It will also slightly damage them. This item can either work passively, firing off automatically the first time you shoot after its cooldown has complete, or can be used manually, on its own.

Breaching Charges [200]
A package of C4 that will explode upon impact, despite their small size they pack a fair punch, especially when multiple charges are thrown at a time. The replenish at a rate of one every minute, and allow for a maximum of three charges to be held at once, but this can be increased with upgrades.

Methadone [400]
A large pack of syringes that, when injected, allow for rapid healing and increased resistance to damage. These do not replenish on their own, and more must be found in the medkits. After the jump, these syringes will still always be found in first aid kits and similar items where painkillers and healing items are often found.

Guardian [600]
A simple one-button remote that temporarily summons a shielded, riot shield-equipped hardlight guardian to aid you in combat. The guardian can stay in battle for fairly long periods, more than enough to last for most firefights, but has an extra long cooldown to compensate.

Rogue

Decoy [100]
Creates a lifelike decoy hologram which will fool enemies who see it into believing it is the real you, damaging, interacting, or close scrutiny will quickly reveal that it is a fake.

TP Grenade Flash [100]
A big-ass flashbang grenade. The TP grenade disorients, blinds, and slows organic and synthetic, friends and foes alike. DO NOT LOOK DIRECTLY INTO FLASH.

‘Helsing’ Power Bolt [200]
An experimental bullet, allowing you to load one experimental bullet in a given gun. This bolt deals extreme damage, and is guaranteed to pierce through multiple successive targets, allowing for impressive multikills if you can line up your shot perfectly.

Laser Mine [200]
A collection of eight mines that can be dropped on the ground. Any unsuspecting enemies that walk on or very near them will be greeted with a nasty explosion of pure heat.

Scoundrel's Dagger [400]
A masterfully crafted dagger that can stab through practically anything, stealing the life-force from anything that it pierces and adding it to your own. The more injured you are, the greater the effect is, and the more you are healed by it. It contains a minor version of the "Backstab" ability, which makes it vastly more effective if used on unsuspecting opponents from behind. While the dagger itself is can always be used, it's lifesteal effect as a cooldown. Its charge efficiency (cooldown) can be improved with upgrades.

Targeting Laser [600]
A "smart" attachment that can affix itself to practically anything with a barrel. It provides a red laser sight to aim down, as well as decreasing weapon recoil and massively increasing accuracy on anything it's attached to. This remains active constantly.

Commando

Plasma Grenade [100]
A teleporting grenade that will deal large amounts of plasma-based damage when it explodes, creating a large, perfectly circular blast of hot ionized gas.

Overdose [100]
A rather botched shipment of healing stims. Using these will heal even the most severe injuries one could get in battle, only problem is that it hurts like hell and it takes a few minutes to take effect, which you may not always have in the heat of battle, especially when you're wincing in pain from the same dose that's supposed to be healing you.

Hard Light Cover [200]
A small hardlight projector that will create a simple barricade wherever it is dropped. Allowing you to take cover in any area. Although perhaps even more importantly, this barricade increase the dramatically recharge speed of your shields, so long as you stay close to it. This has no cooldown, and can be used again as soon as the projector is picked up.

Special Ammo Supply [200]
Essentially a portable 3d-printer that can be placed down to provide ammo for almost any projectile weapon you can think of. The ammo it prints will always be the type of ammo required for the weapons you have on hand. The ammo it provides is not infinite, however, and more powerful ammo (e.g rockets, etc) is for it to produce, so it can only make so much of it per deployment.

Reversing Blade [400]
A high-frequency blade that can slice through the machine legion with ease, though it requires a large amount of energy to operate, and can only make a couple hard slices before having to be put on charge for a few minutes. Its charge efficiency (cooldown) can be improved with upgrades.

Onslaught System [600]
An extremely powerful module that, when activated, rapidly fabricates new ammunition directly into the magazine of your currently held weapon, grants near non-existent recoil, and increases firerate massively. This system works with any gun, but is best used with automatics.

Specialist

LMG Sentry Turret [100]
A compact box that rapidly unfolds itself into a deadly stationary turret when activated, attacking nearby enemies with steady, stationary fire. Note that it is extremely vulnerable while unfolding, if it is damaged during the progress it may destroy the turret right then and there.

Acid Grenade [100]
An acid-based grenade that will melt through any enemies unlucky enough to be caught in its comfortably large in its area of effect, melting unarmored foes and weakening armored ones. The acid can be persistent, making it quite able to melt through quite a lot before it dissipates.

Seismic Resonator [200]
A simple trigger that allows you to get much more bang for your buck out of explosions. Explosions created by you leave a temporary resonating target which can be triggered to create a powerful seismic aftershock explosion.

Unidentified Potion [200]
A weird unmarked bottle, nobody knows where it came from. Drinking this bad boy will always heal you, but will also grant one extra side-effect. It could be something beneficial, or something that could screw up an entire firefight. Who knows?

Neutrino Bomb [400]
Just a really big bomb. Nothing too complex, really. Drop this sucker down and as soon as the timer hits zero, it will explode, doing huge damage across a wide area of effect.

Spider Mines [600]
Essentially a bomb on four legs, Spider Mines can be deployed through easily portable fold-outs, much like the LMG Sentry. Once deployed, the Spider Mines will seek out the nearest target, run up to them, and explode, creating a fairly large explosion damaging the target and everyone nearby. Spider Mines have no cooldown. Up to three can be had at once. The return on their own at a rate of one every thirty minutes, or you may replenish one for every multikill you get. Multikills with Spider Mines count towards this.

Companions

Partner [100]
You may import one of your companions into this jump to serve as your partner, they get to choose a class and items, they are given a budget equal to half of the points you've gained through drawbacks to do so.

Tactical Squad [200/50]
With this, you can now have an entire squad of up to eight companions to wreak havoc on Kaida tower. They each will gain a budget equal to half of your points gained from drawbacks minus 100 to spend on gear and perks. For two hundred you will get to bring three companions. Every successive companion will cost 50 points.

Drawbacks – Modifiers

Standard Jump Conversion Kit [-400]
Don't want to do the gauntlet? Very well. If you take this option, the gauntlet will be converted into a standard jump at the cost of 400 points, as well as the reward offered for completion. As a standard jump it will follow all standard rules, and you will stay for ten years. Kaida's still in trouble though, so maybe get on that. No extra points are provided by this modifier, and further drawbacks must be taken for more points.

Ultra Particles [Free] [-100 If taken with "Grenadier"]
All explosions are now bigger by 50%! This makes both your booms and the enemies' much bigger, hotter, and louder. Previously powerful explosions will look puny compared to small grenades, and what were once powerful explosives are now strong enough to make the earth shake.

Scorching [100]
All weapons you fire will overheat much faster. For lower-class and bullet-firing weapons, this won't be much of a concern, but for higher tier weapons, and basically anything that fires lasers, this may seriously impede their usefulness.

Weak! [100]
Zir, God of War (praise him), will personally respond to every minute failure you make over this gauntlet by shouting petty insults at you. These insults will emotionally hurt you no matter what, but will not hurt so badly that they seriously impede your progress.

Flinch [100]
Taking damage to your health after your shields have dried will cause you to flinch for a brief second. The time won't (usually) be enough time for the enemy to kill you, but they often be able to get some shots off.

Darkness [100]
Everything in Kaida tower is slightly darker than it would otherwise be. Lighting-wise. It will not be considerably harder to see on most levels, but everything will be slightly darker and if may prove easier for cloaking enemies to get the drop on you.

Deflect [200]
Armored enemies will possess even more armor. This renders tanks, elite enemies, and other armored opponents significantly more difficult to overcome, as well as granting them increased staying power on the battle field.

CLINK [200]
Your guns are significantly more likely to jam in combat, guns were previously unable to jam, such as military spec weapons, can now jam and often will at the worst possible moments, while guns already predisposed to frequent jamming will now jam almost constantly.

Critical [200]
All enemy shots have a 10% of striking you critically. This will cause them to damage you more severely than they otherwise would, just like critical hits in a video game. These critical hits will always be extremely painful and near-deadly. Weaker attacks, such as low caliber bullets, will become much deadlier and able to cripple your shields, while stronger attacks, such as explosives, might end you where you stand.

Curses! [200]
An inordinate proportion of weapons you find seemed to be cursed by the machine god himself. Why? I guess he just doesn't like you. Cursed weapons aren't exclusive to this drawback, but if you take this drawback, they will become a fact of life very quickly, as you notice a bizarre amount of the weapons you pick up seem to literally shot back at you once in a while.

Haste [200]
All projectiles will fly faster. This includes bullets, lasers, plasma bolts, the works. Of course those things already go pretty fast, so imagine how fast they are now. This also makes enemies slightly more agile.

Standard [200]
Say good by to all those fun variants, for now on all guns will be exclusively found with the "standard" variant, which provides no special bonuses or maluses.

Tactical Mode [400]
Do you just hate fun or something? With this drawback, weapons and items will no longer be scattered about the tower randomly. Rather they will be found in areas were it makes sense to house them, with experimental items being found in laboratories, weapons being found in armories, et cetera. Facilities like these will still exist in Kaida tower without this perk, but now they are the only place where you can find decent equipment.

RNGesus Hates You [400] [Cannot be taken with "RNGesus Loves You"]
Put simply, everything you find in Kaida tower will be worse. All of the important items, weapons, and everything else will just be less good. Rarer and more powerful weapons will be less found considerably less frequently, and common mid-class weapons give way to low-class weapons. This doesn't make it impossible for you to find something useful, or even something amazing, just less likely and less frequent.

Madness Mode [400]
Rather than relatively weak minions you'll be shooting at first, with Madness Mode, you'll be starting with the legion knowing exactly how dangerous you are, and they'll put up as much resistance against your rampage as they would in the last few levels of the tower before the Heart of Armageddon.

Hard Core [400]
With this drawback, your experience will be just a little bit more visceral. Literally. Whenever you get hit past your shields, you seem to just gush blood everywhere, huge explosions might leave you shell shocked and flinch you for a few seconds.

Hyper Adrenaline [600]
Are you sure you want this? Very well… With this modifier, both you and your enemies are vastly more weak to bullets, lasers, explosions and anything else that can harm you. Even just a couple of unlucky shots will be enough to end this gauntlet. Good luck.

Rewards

Congratulations! You have successfully destroyed the Heart of Armageddon! Before Kaida can whisk you away to be deactivated, you a bright flash engulfs your vision, and by the time you regain your sight you see that you are in a strange room that looks equal parts futuristic and medieval. Before you there is a stone wall with writing, scratchy and elegant at the same time, stating “Impressive. Finally, a worth warrior. Your efforts have entertained me greatly. Take your rewards and use them well.”

Gifts of Zir

Your first gift is also the most simple. All the equipment you’ve found in Kaida tower will become fiat-backed gear, capable of working just as well as it would in the Synthetik gauntlet anywhere. In addition to all of the items and guns you had on your person, you may choose 12 additional weapons and/or items from Synthetik to bring along with you on your journeys.

Legion Falling

“...Then it is an even fight.”. You barely break a sweat from fighting off enemies that vastly outnumber you. Even when you are outnumbered by thousands to one, you almost always seem to come out on top. You’ll know the best tactics, strategies, and approaches for exterminating all of them. This doesn’t guarantee any victories, nor is it a nuke that kills all of them instantly. Rather, it simply makes you more keenly aware of how to maximize your carnage while avoiding fire. The power of this perk scales with the number of hostile entities you are fighting in a particular engagement or quick series of engagements.

The End

Stay

Have yourself a nice stay in the Synthetik world. You might be wanted by Kaida, but maybe you can fight back against them somehow. You’ll get your perks, items, etc. from other jumps back, so that should help.

Go Home

Understandable. That was more than enough brutality for even the long lifetime of a jumper, perhaps you’d just like to live the “simple” life back home. You’ll of course get to keep all of the boons you’ve gained on this jump and all previous ones as a parting gift.

Continue

This is just the beginning, now that you’ve gotten all the best gear Kaida has to offer maybe you want to crack some more mechanical heads in a different universe? Maybe the opposite? After all that intense violence, it might be nice to head somewhere nice and calm to relax for a decade or so. Either way, with this you can take your rewards and head out for whatever great adventure awaits you next.