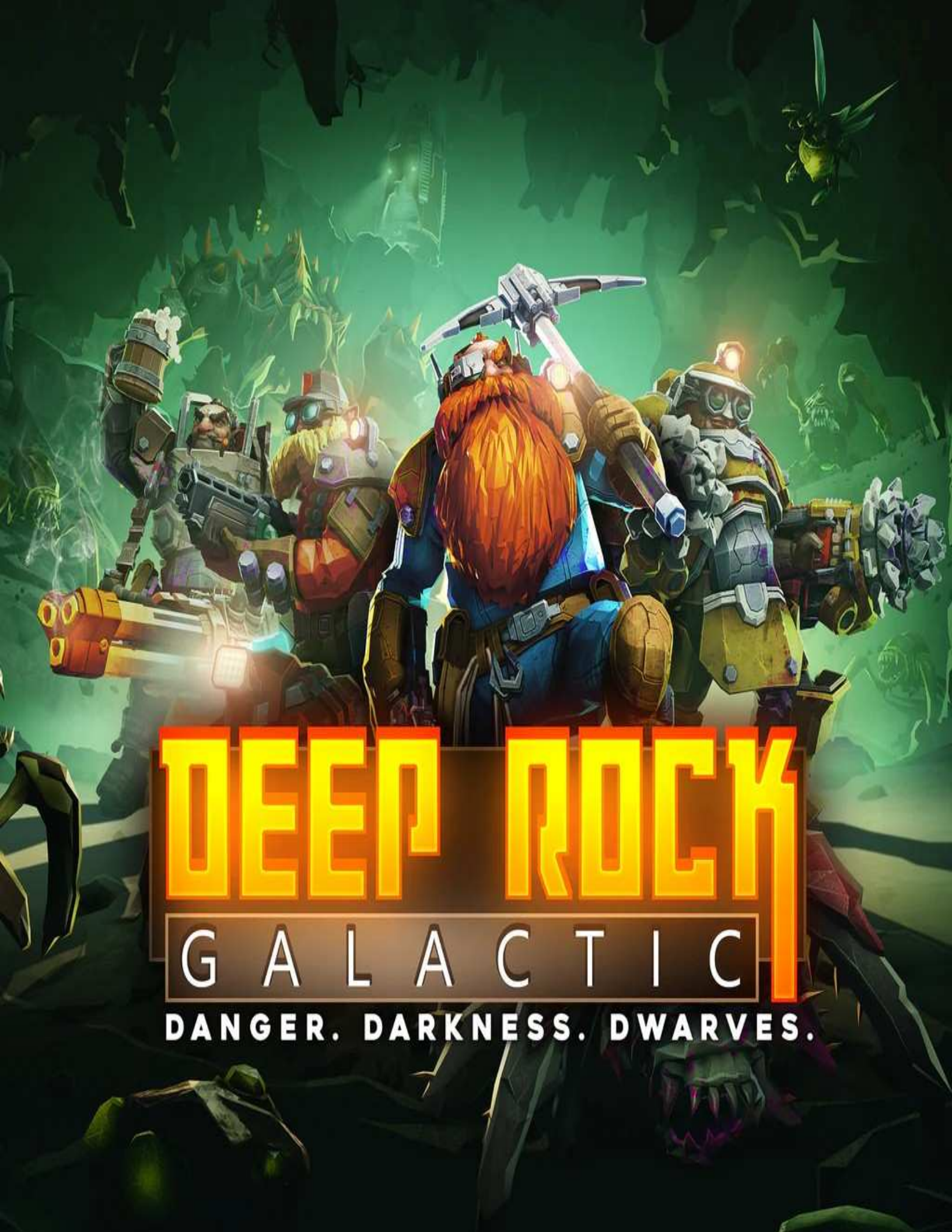

DEEP ROCK
GALACTIC
DANGER. DARKNESS. DWARVES.

Deep Rock Galactic is one of the biggest interplanetary mining corporations in the galaxy, with 87 orbital space rigs in more than a dozen systems around the Outer Rim of the Galaxy. It specializes in securing mining sites in the most dangerous death worlds the galaxy has to offer. Their newest and toughest nut to crack is the planet of Hoxxes IV. Barely capable of sustaining life, filled with deadly and ferocious species, with several environmental anomalies, it has defeated other corporations before DRG, and has defeated many of their teams, humans, ogres, orcs, even robot teams. So now the corporation has brought in their trump card. Dwarves.

Mercenary dwarven dig teams. Legendary for their ability to survive underground, and infamous for their brutality in combat.

Here is a contract to spend the next ten years as a mercenary with Deep Rock Galactic. If you accept it, you'll receive a 1000 CP as your sign in bonus.

Origin

Glad to see you've decided to join the company. Deep Rock Galactic has hired many squads of dwarves to go mine Hoxxes IV and you'll be assigned to one of them. But what will your position in the squad be?

Drop-In: You showed up in the rig with no explanation of how you got there. Normally DRG would think you're some sort of stowaway, but they have agreed to let you stay as long as you're willing to mine for them.

Driller: You are an expert at mining and digging, hired to use the power drills and dig through cave walls into new digging areas without letting your path cave-in.

Engineer: You have been hired to work with on site equipment, like the refineries and the drilldozer, and to help with maintenance of both your squads equipment and the rig in general.

Gunner: You are the primary line of fire to protect your squad, the one that has to keep security in the mines and bring the other dwarves alive.

Scout: You have the mission of exploring the caves ahead of the other dwarves, marking ore clusters and enemy positions.

Race

Dwarf: DRG isn't sending humans or elves down there anymore, as only dwarves seem to have the right combination of skills, love for digging and adaptation to living and fighting in cave systems to survive Hoxxes IV. As a dwarf, you're the right size, despite most of the weirdly tall races saying you're short, you are more muscular and stronger than a human, you have a very strong stomach and high resistance to alcohol and can always grow the most beautiful and full facial hair, independent of if you're male or female.

Your age 200 +2d8 years old, and your gender is whatever it was before, though you can change it to male for free. If you want to choose a different age or be the sole female working among dozens of males you can pay 50CP.

Location

You start in one of several space rigs Deep Rock Galactic has orbiting Hoxxes IV, equipped with multiple rooms for you and the other dwarves in your dig team, a medbay, a bar and recreational center, several terminal for designing and requesting equipment, and a hangar for the four seater drop pod. But since we're here let's decide on where your first mission will be. Roll 1d8, or pay 50 CP to decide:

1. Crystalline Caverns - Beautiful caves filled with massive, yet worthless, silicate crystals. The caves still have large deposits of valuable minerals but keep a look for electric crystals that shoot lightning at anything that comes close to them.
2. Fungus Bogs - This zone is filled with stinking slime, giant mushrooms, carpets of mold and enough mud to qualify as an underground swamp.
3. Radioactive Exclusion Zone - Full of very valuable radioactive materials, this zone is also filled with mutated carnivorous plants and bugs. Luckily, between your energy shields, dwarven physiology and the decontamination procedures maintained by DRG, you will probably not develop any cancers.
4. Dense Biozone - Despite being a pitch black cavern, it is populated by a dense forest of carnivorous plants that do not need light.
5. Glacial Strata - Despite all natural laws of physics, Hoxxes IV does not have polar ice caps, instead it has a miles thick layer of permafrost under the tectonic plates. Despite it, it still has many veins of valuable ores buried in the ice.
6. Hollow Bough - An entire region of the planet dominated by what appears to be a network of hollow trees, caverns coated in wood that somehow still contain ores and minerals that can be excavated, it is also being invaded by red thorny vines that seek to attack both diggers and the wood organism.
7. Magma Core - One of the deepest dig zones, it is better lighted than most. Mostly because these caves are full of magma. The caves are very hot and non-dwarven dig teams needed specialized equipment to dig here.
8. Mission Terminal - Well if you insist, here you have the option of choosing where your first mission will be. Choose one of the biomes above or one of others I didn't mention like the Salt Pits, the Azure Weald or the Sandblasted Corridors, or even one of the zones that aren't open for missions right now like the continent sized chunk of stone floating over where it has been broken from the planet.

Perks

Perks are discounted for their origin, and discounted 100 CP perks are free instead.

General

Elite Dwarf (free and mandatory)
When DRG puts out a call for dwarves to work in the toughest mines in the Outer Rim, it doesn't want just any dwarf. It wants the best of the best, mercenary miners and brutal warriors. And that's what you are. You are skilled in all the dwarven traditional abilities, mining, fighting, crafting and brewing. You are capable of using pickaxes and shovels to open tunnels and dig out ores where others would need heavy equipment, you can fight in melee and shoot most guns you can put your hands on, you know enough mechanics and engineering to do basic fixes and lay out pipe for an on site oil rig, and you can brew beer and other types of booze even if you have to do it a bathtub.

Master Brewer - 300 CP
Booze isn't just part of a balanced breakfast for dwarves. It's a way of life. And you are a master in the ways of making alcohol. Beer, whiskey, rum, tequila, even elvish stuff like wines and cocktails, if it contains alcohol, you know how to brew, ferment, distill and mix it. You also know that alcohol can be made from almost any plant so you can improvise and experiment with things you find in alien planets to create new drinks, such as using plants found in Hoxxes IV to make beer. This skill also improves any alchemy skill you know, and allows you to mix potions with booze without altering its effects.

Strength of the Mountains - 200 CP
Carrying so much equipment, while mining and fighting in heavy armor, it is a lot of exercise and it has helped you build some strong muscles. Your strength is increased, allowing you to carry more, throw things further and do more damage with your pickaxe.

Bug Friend - 200 CP
Sure, these bugs are new, native only to this planet, but dwarves have met all kinds of creatures in all kinds of planets, and made pets of other cave dwelling critters before. As one of the first dwarves in Hoxxes IV you're one of the first to learn how to turn some of the bugs into minions. Just by patting a bug in the head you can tame it for several minutes, even hours, make it fight for you. Initially you'll only be able to charm the weakest glyphids and only one at a time, but with effort and training you might figure out ways to tame stronger glyphids, keep a number of bugs charmed at the same time and even tame other types of creatures like the mactera. Creatures charmed with this ability become stronger and tougher while charmed.

Drop-In

New Intern - 100 CP
You can't just show up in a corporate controlled mining rig and not be noticed. To avoid unpleasantries, you're getting a position as intern, you can decide to help Mission Control with management or go on missions with the dwarves as company representative. To help with this you'll gain a comprehensive knowledge of management and secretarial skills.

Exterminator - 200 CP
So many disgusting bugs everywhere, some even stealing your gold. That makes you angry. Angry enough to develop a psychic aura that constantly deals damage to bugs in sixteen feet of you. Enough damage to kill a loot bug in a few seconds, though around here even the weakest glyphids and mactera are tough enough to survive it for a long time.

Healer - 400 CP
The dwarves around here seem a lot more reckless and happy-go-lucky than the usually dour dwarves of other universes, don't they? And much more prone to getting mobbed to near death. In case you want to keep your team alive without spending copious amounts of gold and nitra to teleport them back to base, this perk will allow you to heal any allies much faster, and create a psychic fear aura around you to scare enemies away while you heal. The aura even affects mindless bugs and mechanical drones. And once per day you can instantly fully heal someone from near death, without using any items.

Revenge - 600 CP
Death isn't a good excuse for not completing the mission. Any dwarf knows it, but you exemplify it. Once per day, whenever you'd be defeated, knocked out or killed, you can raise yourself up and continue fighting for another ten seconds, with increased strength and speed, and in this state you are much more resistant to being slowed, stunned or staggered. Also when you get up ammunition magically teleports from where you keep it to your weapon so you can roar back into the fight fully reloaded. After ten seconds you'll go back to being knocked out or dead, unless you have healed enough to continue fighting.

Driller

Mining Expert - 100 CP
All dwarves learn how to dig, how to use pick and shovel, but you take mining to a science. Literally. You now have a degree in mining engineering and knowledge in many related subjects such as geology, mineralogy, metallurgy, soil sciences, fracture mechanics and others. You also have theoretical knowledge and practical experience using heavy drilling equipment and making and using explosives.

Carry the Loot - 200 CP
Digging would be just a fun hobby if you didn't grab the riches and bring them back home. Your pockets and pouches seem deeper, capable of carrying more loot before becoming full, you're a veteran at depositing your loot into a cart, mule or bank, doing it much faster than others, and you pockets seem to have a magnetic effect, allowing you to gather ores, metals and minerals faster and from farther away than your normal reach.

Payback - 400 CP
You're here to dig, and any time those damn bugs stop you just makes you mad. Any time you're hit by a melee attack you gain a large bonus to your next melee attack, but this bonus has to be used in the next couple of seconds before the charge is lost. Also, up to three times a day, whenever you are defeated, knocked out, or killed, as a last strike you can activate a pulse of psychic power and electric energy that will fry anything in ten feet of you and send into panic anything that survives the electricity.

Life Drain - 600 CP
The first dwarves that developed this ability in the caves were convinced they had become vampires, but R&D has proved that you will not burst into flame if exposed to the sun. You absorb some energy whenever you kill something with a melee attack, healing you and recharging your shields. It even works when destroying robots.

Engineer

Technologist - 100 CP
Everyone knows dwarves are great craftsmen, and what is engineering if not just another type of craft? You've applied typical dwarven perfectionism into your electrical and mechanical engineering skills, and your ability to build, repair and maintain technology is just short of magic. Honestly, you could be in R&D if mining and shooting bugs wasn't much more fun than staying in a lab.

Sugar Rush - 200 CP
One of the things that makes mining in Hoxxes possible, even for dwarves, is the presence of an edible mineral the dwarves have named Red Sugar, a natural healing consumable. And it's pretty tasty too! You have a special reaction to Red Sugar and other healing items, they heal you almost a third more than normally and give you a speed boost for a few seconds too.

Protector - 400 CP
The company might say you've voided the warranty of your armor, but really you've made it better. Your armor can link with the armor of any nearby allies and cause a resonance that makes both of the shields to become stronger and regenerate faster and also allows you to use some of your armor's energy to overcharge someone else's shield, making it four times more powerful for a short time.

Weapon Overclocker - 600 CP
There's a lot of work around here for an engineer, but your real passion, your real craft is weapon engineering. You are an expert at making and repairing weapons from forging blades like your ancestors, to cutting edge gunsmithing. You also know how to take an electronic or mechanical weapon and how to overclock it, boosting its attributes, though more powerful overclocks can cause a penalty to other weapon attributes. These overclocks are not permanent and you can change them with some time to repair and modify the weapon. You can come with overclocks to any weapon you have and even create new overclocks to any weapon you buy here.

Gunner

Combat Veteran - 100 CP
It's pretty common among dwarves to have some weapon training, especially among miners, but you went above and beyond, taking a few tours with the army as heavy weapon infantry. You gain dozens of years of experience as a soldier, increasing your skill with weapons in general, and heavy weapons and artillery in particular, and you know a good deal about small squad tactics. Your time in the army has also made you stronger and more fit than other dwarves.

Veteran Shooter - 200 CP
Your time in the range and the battlefield has paid off in weird, possibly magical, but definitely useful ways. You have less to fear about friendly fire, as you take less damage from your allies and deal less damage if you accidentally hit them. You are also especially good at keeping your weapons reloaded, with any weapon you're not wielding automatically getting reloaded, without you having to even think about doing it, and whenever you stop somewhere to refill your ammo pouches, like a resupply pod or a warehouse, you can do this resupply much faster than others.

Punish - 400 CP
Just because you prefer to shoot your enemies from a distance, doesn't mean you're weak in close quarters. In fact, you can punish enemies that attack you in melee without even stopping your shooting. Any time an enemy deals damage to you with a melee attack it takes damage back, about the same as two hits of a pickaxe attack by a normal dwarf.

Dwarven Fury - 600 CP
Guns are very efficient killing tools, but dwarvenkind never forgot the use of melee weapons in the cramped corridors of a cave. You are a master of fighting with axe, hammer and pick, and you can tap into the rage that every dwarf feels in their blood to increase your strength and the speed of your melee attacks.

Scout

Spelunker - 100 CP
Caves are the natural environment of dwarvenkind, but you are an expert when it comes to exploring them. You are much more comfortable with climbing, ziplining and grapple swinging around, and have no fear of heights. Your acrobatic training has increased your agility and sense of balance, and your agility will always be at its peak even if you're in a shape that should hinder it, like being a fat little dwarf.

Ambush Sense - 200 CP
Going ahead in the caves sometimes leads to problems, like ambush predators attacking you where the other dwarves can't help. But those experiences have taught you how to be better aware and now you have a sixth sense that warns you whenever you're targeted by an ambush or sneaking enemy, and you've learned a move that deals enormous damage and frees you for whenever something grabs you.

Cave Runner - 400 CP
While swinging around the cave with a grappling hook is fun, when you're fleeing from a Bulk Detonator your running skills are much more important. Luckily you are a great sprinter. Your running speed increases by ten percent after you've been running for about five seconds and you can dash once every minute, doubling your speed for a couple seconds and throwing off any glue, web, or any other slowing substance or effect affecting you.

Adapted to Hoxxes - 600 CP
As you scout the cave systems of Hoxxes IV, you've come across many environmental dangers and as you survive them you've managed to somewhat adapt to them. You are very resistant to poison and radiation, take less damage from fire, cold and electric attacks, and suffer less penalties to your movement from environmental effects. Heavy snow and sucking swamp don't hinder your running, you can run on ice or other slippery surfaces without slipping, even spiderwebs and traps will hardly slow you.

Items

Basic Equipment - Free
Basic equipment for all DRG miners, includes a metal Pickaxe capable of breaking through rock and usable as a melee weapon; a Flare Creator that creates throwable temporary light sources, about one every twelve seconds, and can hold up to four at a time; a Laser Pointer and analyser, with a screen displaying distance to the object painted by the laser, as well as any valuable mineral and metallic contents if the laser is pointed at a rock or patch of earth, it can also be used to mark a location, resource or enemy and send the info to other systems; the Terrain Scanner an ultrasound mapper that displays a 3d representation of terrain centered around the user and can show pre scanned signals such as allies, large resource clusters and some mission objectives; and the Hacking Device a machine that allows one to hack technology from a small distance.
DRG will also allow you to use M.U.L.E., drop pods, resupply pods, a APD-B317 if a dwarf goes mining alone, and other equipment as necessary for free, but if you want to bring it with you after your contract is over you'll have to buy them from the company, as seen below.

Class Equipment - Free
Besides their Basic Equipment, each origin gains a number of items for free
Driller: One Primary Weapon chosen between the CRSPR Flamethrower, Cryo Cannon or Corrosive Sludge Pump; one Secondary Weapon chosen between the Subata 120, Experimental Plasma Charger or Colette Wave Cooker; one Throwable between the Impact Axe, High Explosive Grenade, Neurotoxin Grenade or Springloaded Ripper; the Mole Armor; the Reinforced Power Drills; and the Satchel Charge.
Engineer: One Primary Weapon chosen between the "Warthog" Auto 210, "Stubby" Voltaic SMG or LOK-1 Smart Rifle; one Secondary Weapon chosen between the Deepcore 40mm PGL, Breach Cutter or Shard Diffractor; one Throwable between the L.U.R.E. Plasma Burster, Proximity Mine or Shredder Swarm; the Owl Armor; the Platform Gun; and the LMG Gun Platform.
Gunner: One Primary Weapon chosen between the "Lead Storm" Powered Minigun, "Thunderhead" Heavy Autocannon or "Hurricane" Guided Rocket System; one Secondary Weapon chosen between the "Bulldog" Heavy Revolver, BRT7 Burst Fire Gun or ArmsKore Coil Gun; one Throwable between the Sticky Grenade, Incendiary Grenade, Cluster Grenade or Tactical Leadburster; the Barracuda Armor; the Shield Generator; and the Zipline Launcher.
Scout: One Primary Weapon chosen between the Deepcore GK2, M1000 Classic or DRAK-25 Plasma Carbine; one Secondary Weapon chosen between the Jury-Rigged Boomstick, Zhukov NUK17 or Nishanka Boltshark X-80; one Throwable between the Inhibitor-Field Generator, Cryo Grenade, Pheromone Canister or Voltaic Stun Sweeper; the Fox Armor; the Flare Gun; and the Grappling Hook.
Drop-In: One Primary Weapon of their choice; one secondary weapon of their choice; one throwable of their choice; the Beetle Armor; a personal Bosco and their choice between a personal Molly, Resupply Drop or Drop Pod.

Personal Weapons - 200 CP for primary weapons; 100 CP for secondary weapons
While the company is willing to supply weapons to their employees, if you mine enough materials to make them, weapons bought with CP come with all five tiers of upgrades unlocked, and blueprints for one upgrade of your choice for each tier and one overclock of your choice. For an extra 100 CP you get all the upgrades and overclocks for all guns bought here and a kit allowing you to change the upgrades and overclock of your gun anywhere you can spend a few minutes modding your gun.

Primary Weapons:
-CRSPR Flamethrower
A flamethrower shooting napalm from two small tanks in the side instead of needing to lug tanks on your back. Since it uses napalm instead of regular fuel, it leaves patches of flaming substance around.
-Cryo Cannon
A very large two handed weapon that shoots a powerful freeze ray, though it needs to spin up and pressurize its tank before shooting. With the right overclock it can be used to shoot ice spears or damaging snowballs.
-Corrosive Sludge Pump
A complicated network of piping, distillation bottles, and safety valves in the shape of a large gun, it launches globs of flesh melting sludges and can be charged to shoot large sludge bombs capable of coating multiple enemies or coating a large area. It leaves behind puddles of melting goo for a while, so be careful where you step.
-"Warthog" Auto 210
A powerful magazine-fed semi-auto shotgun
-"Stubby" Voltaic SMG
A shorter and smaller submachine gun with an electrical generator wired into its firing mechanisms. Somehow this electrifies every bullet fired.
-LOK-1 Smart Rifle
A high-grade submachine gun with a semi-sentient AI core and a camera, it can be used as a normal gun or it can be toggled so the AI will control the bullets, allowing them to curve and follow selected paths to hit the enemies weak points. The AI tends to take time targeting all visible enemies and shooting all in a single burst.
-"Lead Storm" Powered Minigun
A three barreled minigun, it can reach a fire rate of over 3500 bullets per minute, tough it doesn't actually carry that much ammo at a time. Unlike normal miniguns it has an in-built gyro stabilizer that actually makes it more accurate the longer it fires.
-"Thunderhead" Heavy Autocannon
A double barreled heavy machine gun, it has a very slow rate of fire but shoots .50 tungsten explosive rounds
-"Hurricane" Guided Rocket System
A portable missile launcher with a laser pointer and tracking software, the missiles will fly to where the laser is pointing.
-Deepcore GK2
A basic yet trustworthy assault rifle.

-M1000 Classic
A modern version of a semi-automatic rifle whose original design has hundreds of years, it can be fired as a normal rifle, but it can also be used to take out targets at long range, as close to a sniper rifle one can need in a cave system.
-DRAK-25 Plasma Carbine
One of R&Ds newest creations, this carbine shoots small blasts of plasma at a rate of fire and accuracy comparable to a rifle.
Secondary Weapons:
-Subata 120
A semi automatic high-caliber pistol.
-Experimental Plasma Charger
This handgun shoots plasma bullets, and can charge to fire bigger plasma balls.
-Colette Wave Cooker
A larger dispositive, with an arm brace in order to use it single handed, fires an invisible microwave beam to cook enemies from the inside out.
-Deepcore 40mm PGL
A hand held grenade launcher, shoots grenades shells bigger and more damaging than the throwable ones below.
-Breach Cutter
Adapted from a mining tool, this two handed weapon shoots sonic-charged horizontally expanding blades of plasma attuned to cutting organic materials, that can pass stone and metal as if it was intangible.
-Shard Diffractor
A two handed gun with a large lens at the end similar to a heavy duty laser, but using a shard of Ommoran Heartstone, one of the minerals found in Hoxxes, it shoots a heat beam that turns what it kills into a cloud of ash.
-"Bulldog" Heavy Revolver
Shoots 26mm bullets, big enough that only four can fit the cylinder, but it does tremendous damage and even a glancing strike tends to pushback and stun the target.
-BRT7 Burst Fire Gun
A longer and slender handgun it fires in bursts of three bullets, more precise than an SMG but with the power of a smaller shotgun.
-ArmsKore Coil Gun
A hand-carryable, fully-fledged railgun system, it takes a few seconds to charge each shot but fires solid tungsten spheres with enough force to punch clean through solid rock and turn the air around its trajectory burning hot.
-Jury-Rigged Boomstick
A double barreled sawn off shotgun. Huge recoil, huge damage. A favorite of dwarves and demon slayers.
-Zhukov NUK17
A pair of machine pistols. For dwarves that believe quantity of fire is a quality of its own.
-Nishanka Boltshark X-80
A modern lightweight crossbow designed for hunting large game, after each shot the string is pulled back automatically, so the user only needs to insert a new bolt. The pull being automatic

also allows this crossbow to shoot with much more force than any elven bow ever could. It also makes it easier to quickly swap ammo types compared with any gun.

Throwable - 100 CP
Choose one of the throwables below, you gain a pack containing 6 of them that can be attached to your armor for easy access. Keeping the pack closed for 8 hours will replenish any used throwables. This item can be purchased multiple times, increasing the number of throwables by 6. You can buy 6 more of the same or 6 of a different type. Somehow the pack does not get bulkier or heavier no matter how many grenades you have bought, but throwables you haven't bought with CP will not fit inside this pack

-Impact Axe
Reminiscent of traditional double bladed throwing axes common in Dwarven folklore, it is a double-headed combat axe. It starts in a retracted state while in your hand, then expands and deploys the blade when thrown. If the blades detect being stuck in a living being they detonate, but the axe does not detonate if it hits a rock or plant allowing you to retrieve it.

-High Explosive Grenade
A simple grenade, used all over the galaxy, it creates a large damaging explosion a few seconds after being thrown. Simple and all around useful.

-Neurotoxin Grenade
A canister filled with poisons designed to work on the creatures from Hoxxer IV, the toxic cloud it creates damages and slows the bugs caught in it. The cloud is tinged with green to help dwarves see where it sits and when it dissipates and is also very flammable, capable of causing an explosion if hit with a fire attack.

-Springloaded Ripper
Resembling three saw blades attached to a handle, the Springloaded Ripper behaves more like a temporary lawnmower than it does a grenade or a throwable. Once launched it will move in a straight line, climbing walls and clinging to ceilings, chewing up anything weaker than stone it meets until it breaks.

-L.U.R.E.
The Laser Utility Refraction Emitter (aka L.U.R.E.) is a miniature projector device that creates holograms of a dancing Dwarf, designed to attract enemy attention. The hologram is semi-solid to provide tactile feedback and when it takes enough damage the projector shoots an electric wave and then explodes.

-Plasma Burster
Four plasma batteries strapped together, once thrown they explode in sequence, each explosion sending the remaining batteries forward, causing a line of four plasma blasts. It can bounce off of walls in between explosions.

-Proximity Mine
A spherical mine covered in sticky pads and motion sensors, once thrown it will release an explosive payload if an enemy is detected in its trigger area. Carries four explosive payloads. The mine will not be triggered by you or anyone you designate as an ally, and can be disarmed and retrieved if it has not used any of its explosives.

-Shredder Swarm
Based on technology reverse engineered from Rival Tech drones, this grenade separates into five small shredder drones that will target and attack nearby enemies in a two meter radius for half a minute before self-destructing. These shredder drones attack by hitting them with their bladed fins or ramming into enemies with their front spikes and can break before their time expires if they hit more than a dozen times or hit particularly hard armor.
-Sticky Grenade
A grenade with retractable spikes covered in sticky glue. When it hits something the spikes spring out to pin the grenade to whatever it is touching. It then explodes after a few seconds.
-Incendiary Grenade
This grenade does not explode, but instead spreads a payload of stick incendiary substance that instantly catches fire when exposed to oxygen and burns hot enough to melt steel.
-Cluster Grenade
A stick with nine small grenades in a ball on one end, once thrown it springs the bomblets around it, creating nine small explosions. While each explosion deals less damage than a regular Frag Grenade, they cover a large amount of area.
-Tactical Leadburster
A strange mix of grenade and gun turret, this throwable is composed of a stick with a spike in one end and a cluster of gun barrels in the other, balanced so the spike will land first to fix the turret in the ground. Once activated the guns will shoot three radial barrages of bullets.
-Inhibitor-Field Generator
One of the newest creations from DRG R&D, this spherical energy generator creates an area that slows any creature caught inside it and increases the damage they take from other sources by about 30%. Luckily it uses the same tech as the shields from DRG armor, so it won't affect anyone using those armors.
-Cryo Grenade
A canister containing freezing gasses, when thrown it creates an area of mist that lowers temperature of everything inside it, enough to flash freeze most of Hoxxes wildlife,
-Pheromone Canister
This throwable is actually a jar of Hoxxes bug attack pheromones mixed with paint, once thrown it breaks showering all creatures around with bug juices, sending them into a frenzy and making them attack each other, and even untouched bugs will attack those touched by the pheromones. In other jumps this will send into a frenzy any non-sapient animals or vermin and cause them to attack anyone hit by the pheromones.
-Voltaic Stun Sweeper
This boomerang shaped throwable, has a trigger on the handle. Once triggered and thrown it will self guide and self propel to hit up to nine enemies, delivering a stunning bolt of electricity to each.

Armor Rig - 100 CP
High tech armor with a personal shield generator, health potion injectors that can be accessed by others if you're downed, a teleport beacon in case you are left behind at the end of a mission, armored pouches for ammo, mined ores and sandwiches, a HUD that can show in a gauntlet mounted screen or be linked to goggles or helmet, and hardpoints to carry weapons and

equipment like turrets and power drills. The personal shield regenerates after a few seconds without being damaged and can be set to cause an explosive shockwave or an electric discharge around you when broken, or to save energy and regenerate faster. These armor rigs can be meshed together into a single rig with all functionalities and benefits if you buy more than one and can be imported into other armor that you already have. The armor comes in several options:

."Mole" Armor Rig

Normally used by Drillers, who like using flamethrowers, cryo cannons and other elemental weapons, it has powerful thermal insulation, blocking damage from fire and ice attacks.

."Owl" Armor Rig

Preferred by Engineers, its shield is modified with a hazmat setting that allows it to purify incoming air reducing the effects of poisons and its armor platings are treated to make the armor more resistant to corrosives.

."Barracuda" Armor Rig

The choice armor of Gunners, it is extra padded with bullet resistant materials and has reactive armor plating making it better at blocking the damage of explosions, as well as bullets and other piercing damage.

."Fox" Armor Rig

Used by the high-flying Scouts, it has strong shock absorbers in the joints and shock absorbing gel cells under the armor plates, making it better at absorbing fall damage and bludgeoning attacks.

."Beetle" Armor Rig

A newly made configuration after DRG received complaints about friendly fire from some of the newer weapons, it has a layer of energy insulation materials and more reflective pigments, making it better at blocking electricity, radiation, lasers and other energy attacks.

Reinforced Power Drills - 100 CP

Two massive handheld drills wielded like gauntlets, they can chew through rock and enemies with ease, and would make pickaxes obsolete if they didn't need fuel. Not only is each drill head bigger than your head, but they drill in an area of effect big enough to make tunnels where two dwarves can walk side by side.

Satchel Charge - 100 CP

A mining explosive with a remote detonator, heavier than a grenade but with a much larger blast and much more damage. It pulverizes earth and stone but leaves more valuable ores and gems in big chunks, making it as useful for mining as it can be as a weapon.

Platform Gun - 100 CP

This special gun shoots large rounds of plascrete that quickly harden into flat topped platforms when they hit a solid object. The plascrete is shock absorbing and can be used to save people falling and it is also filled with bug repellent. Unfortunately plascrete is not strong enough to or fast enough to glue Hoxxer bugs in place.

LMG Gun Platform - 100 CP
This is a parts kit that can be quickly assembled into an autonomous sentry turret armed with a LMG MkII. It can be disassembled just as quickly for carry.

Zipline Launcher - 100 CP
This gun looking tool has two barrels that shoot zipline mounts, one where the gun is pointed and one into the ground a few feet in front of the shooter. These mounts shoot anchor spikes when they hit a surface and are connected with a strong metal cable, creating a zipline strong enough to hold four dwarves in full combat gear and holding full bags of gold with ease. The gun is also equipped with a rangefinder preventing it from wasting shots if the gun is pointed to a location too far for the cable.

Shield Generator - 100 CP
This disc shaped project produces an energy bubble that blocks most things coming in but allows dwarves to shoot out from the inside. While it lasts only 10 seconds before needing to recharge, the wall it creates is strong enough to push enemies out and stop them from rushing back in. Since it uses similar technology as the personal shield of the DRG issued armors, dwarves can pass the energy wall at will and damaged personal shields will recharge while inside the shield bubble.

Grappling Hook - 100 CP
A gun that shoots a grappling hook attached to a winch, once it hooks into something the winch can be activated to retract the cord, usually launching the dwarf towards what they have hooked. It takes a few seconds for the winch battery to recharge.

Flare Gun - 100 CP
This gun fires more powerful flares that burn brighter and last longer. They are also coated in a stick substance allowing you to stick them to walls and ceilings.

Jet Boots - 200 CP
A pair of high powered jets modules that can be attached to boots, allowing you to fly for a few seconds.

APD-B317, aka Bosco - 200 CP
A floating drone with mining capabilities, a strong spotlight, a healing potion dispenser with space for four potions, a pair of submachine guns with electrified bullets and a rocket launcher with capacity for three rockets that can be armor tearing rockets, rockets with extra flashbang munition to scare off enemies or freezing rockets. Since you're buying this Bosco instead of using company property, it can accompany you even if you're working with others.

M.U.L.E. aka Molly - 100 CP
The Mining Utility Lift Engine is a quadruped robot, and it serves to separate and store the minerals mined by the dwarves.
.BET-C aka Betsy
For an extra 100 CP you can upgrade your M.U.L.E. to a BET-C, a larger robot serving the same functions as the M.U.L.E. but armed with a turret containing dual LMGs and a grenade launcher and enough ammo capacity to last several fights.

Omen Modular Exterminator - 400 CP
R&D once tried to help the miners by setting up a number of automated gun towers in strategic points of the cave system to exterminate bugs before they could reach mining teams. | Unfortunately the towers tend to target the dwarves too, so they have to be destroyed when found. You, however, seem to have got one of the Exterminator towers in your warehouse, ready to deploy wherever you want. They're armored enough that handheld plasma blaster, rockets and autocannons can only scratch its paint, and has four attack modules, one that builds and deploys flying explosive drones, one with a red search light and heavy machine gun that will target anything caught in the light, one that spins while shooting two cutting lasers and lastly a module that shoots purple energy blasts that can penetrate soft targets and continue hitting things until the blast hits rock. This tower doesn't attack your or anyone you consider an ally.

Personal Drop Pod - 100 CP
A drop pod with a drill on the underside capable of not only taking you to the planet surface but drilling you miles into the crust to leave you in a cavern system. It can also crawl back through the entry hole, turn around and use propulsion systems to get you back into orbit to be collected by a ship. It has enough weight capacity to carry you a few bots and several hundreds of mined ore.
.Team Drop Pod - 200 CP
Same as the personal pod but with seats for four dwarves, and can probably carry more if they don't mind doing a drop standing up.

Resupply Pod - 100 CP
A pod that can be sent from orbit, containing four packets with ammo for any guns you're carrying, extra grenades or other throwables, a recharge for your suit batteries, medical supplies, and possibly refills for other things that need fuel or ammo. Normally it costs a little bit of nitra for DRG to send one of those, but you can summon one of them per day at no cost, and will continue to be able to do so in other worlds even if there is no one in orbit to send them. You can set the other three packets to bring refills and recharges for the equipment of other people near you.

Steeve - 200 CP (discounted with Bug Friend)
A glyphid egg and an incubator. When incubated the egg reveals a glyphid of your choice between a Glyphid Grunt, Glyphid Grunt Slasher, or Glyphid Grunt Guard. This glyphid is your Steeve as if you had charmed it in the caves, but their loyalty is permanent and Deep Rock

Galactic is willing to let it live with you in the rig. If your Steeve is killed you will receive a new egg in a week. If you have Bug Friend your choice of glyphid egg can be expanded to include stronger glyphids as your taming skill grows.

Dig Site - 400 CP
Digging is fun, and getting gold is extra fun. So why stop having fun once the job is done. In your warehouse you'll find a patch of bare earth with a computer terminal by its side. Digging down a few hundred meters will allow you to reach a cave system similar to the ones in Hoxxes, filled with gold, nitra and other materials. Once you climb back from your digging expedition the patch of earth fills itself up. In the terminal you can decide what Hoxxes IV biome the caves emulate and whether or not it has dangerous creatures.

Abyss Bar Concession - 100 CP (free with Master Brewer); 200 CP for magical beer concession (discounted with Master Brewer)
Inside your warehouse you'll find a small bar with its own robotic bartender. By default it serves Oily Oaf Brew, a rich stout with a buttery aftertaste, Glyphid Slammer, a mix of cheap beer and cheaper energy drink for when you want to get drunk without passing out, Brat Wurst Beer, sausage flavored beer served with a cold sausage, and Leaf Lovers Special, a beer with the taste of grass and an effect that magically makes you sober, created by elves. It can also serve any other drink you brew or from any company you own. You can also buy the concession for the following magical beers, gaining both a version with a small party trick you can drink at will in your bar, whose effects lasts only a few seconds to a few minutes, and six bottles of a stronger version that works like a potion, whose effect works for two hours. You can decide to take six bottles of the same, six different beers or any combination in between and change the combination by asking the bartender. Once all six bottles are drunk, the bartender will prepare a new set in about 24 hours.
-Backbreaker Stout
The weaker version of this beer makes you pick a nearby object and zip around in superspeed carrying it for a few seconds. The stronger version increases your walking and running speed by half and doubles your ability to carry weight.
-Dark Morkite
The weaker version of this beer makes you see auras for a minute. The stronger version increases your ability to feel magic and luck in finding special minerals and metals.
-Pots O' Gold
The weaker version of this beer makes clovers grow around you, including a few four leaf clovers, that disappear after a few seconds. The stronger version increases your luck when finding gold, gambling and in other financial matters.
-Red Rock Blaster
The weaker version of this beer makes you feel immense anger for a few seconds, making you try to break the beer mug against your head. The stronger version increases your toughness and stamina.
-Rocky Mountain

The weaker version of this beer makes your skin look stony and makes you feel the zen tranquility of the mountains. The stronger version gives you some control over stone allowing you to dig as if it were butter and allowing you to shoot blasts of stone at your enemies.
-Skull Crusher Ale
The weaker version of this beer makes your muscles bulge and forces you to flex. The stronger version increases the damage you do with melee weapons.
-Slayer Stout
The weaker version of this beer makes you look fearsome and almost demonic. The stronger version increases your intimidation skills and the speed of your melee attacks.
Increases your rage and attack speed
-Tunnel Rat
The weaker version of this beer makes you boast of incredible, fake, feats of skill. The stronger version increases your confidence and agility and reduces the damage you'd take from a fall.
-Arkenstout
The weaker version of this beer causes a spontaneous blizzard to appear around the drinker that encases them in ice. The stronger version greatly increases your resistance to cold and allows you to shoot freezing beams from your hands.
-Blacklock Lager
The weaker version of this beer darkens the area around you with shadows and makes ghostly noises sound around you. The stronger version gives you small shadow powers and allows you to shoot necromantic blasts that rot things and damage spiritual beings.
-Blackout Stout
The weaker version of this beer is extremely alcoholic and will knock out almost any dwarf with just one tankard, and most dragons with two, but it doesn't give alcoholic poisoning if drunk by weaker races. The stronger version will not make you pass out, but will allow you to pass the effects of alcohol to any living being you touch, making them behave drunkenly, pass out and possibly even poisoning them.
-Blackreach Blonde
The weaker version of this beer makes you dance uncontrollably for a minute while pop music plays from nowhere. The stronger version increases your charisma.
-Burning Love
The weaker version of this beer sets the drinker on fire, but despite feeling very hot, the fire does not damage the drinker or their possessions. The stronger version greatly increases your resistance to heat and fire and allows you to shoot fireballs from your hands and heat beams from your eyes.
-Flintlocke's Delight
The weaker version of this beer generates harmless explosions around the drinker throwing them around. The stronger version allows the drinker to shoot energy balls that explode like grenades, and makes them resistant to explosive damage, allowing them to use these energy blasts to rocket jump.
-Gut Wrecker
The weaker version of this beer makes the drinker burp very loudly, causing nearby objects to shake. The stronger version allows the user to do powerful sonic screams, capable of shattering stone.

-Mactera Brew
The weaker version of this beer makes the drinker release a loud fart and a cloud green stinky gas. The stronger version allows the user to create and control clouds of deadly poison gas that they are immune to, these clouds can be released from the hands for dwarves that would be embarrassed by the other method while sober.
-Malt Rockbearer
The weaker version of this beer increases your size to the size of an ogre. The stronger version allows the drinker to grow and shrink back to normal at will.
-Randoweisser
The weaker version of this beer randomly changes your clothes for other clothes you own and might change your haircut. The stronger version allows you to change your appearance.
-Seasoned Moonrider
The weaker version of this beer makes you float around uncontrollably. The stronger version allows you to fly at will.
-Smart Stout
The weaker version of this beer makes you spout intelligent seeming phrases. The stronger version actually increases your intelligence, not enough to really make you a genius alone, but still a noticeable increase in IQ.
-Underhill Deluxe
The weaker version of this beer shrinks you to the size of a small cat or large rat. The stronger version allows you to shrink and grow back at will.
-Wormhole Special
The weaker version of this beer teleports you to a nearby place and after a few seconds teleports you back. The stronger version grants you to teleport up to thirty feet at a time.

Companions

Gray Beards - 50 CP each, 200 for a group of up to 8
Do you have any companions you'd want to bring to the mines? With this option you can import companions, giving them an origin, a dwarven alt-form and 600 CP to use in this jump. Companions do not gain CP from drawbacks and cannot buy companions.

Green Beards - 50 CP each
If you want to meet new friends, with this option you can create new dwarf companions with 600 CP to spend. Companions do not gain CP from drawbacks and cannot buy companions.

Scenario

Karl

Hanging with the other dwarven teams around the rig you hear about Karl, one of the first dwarves to go down to Hoxxes, and the greatest dwarf to ever wield pick, a true paragon of dwarvenkind. You hear how he could go to the deepest, most dangerous digs alone and return with more loot than two four-dwarf teams at the same time. How he once went on a mission without guns and not only got the highest kill count in that mission but still holds the record of kills in a single mission. How he could drink two mugs of Blackout Stout without passing out. And how in one deep dive he just… disappeared. No one knows where he went or what happened, the details of the mission seem to have disappeared from DRG's logs, and after a score of teams died trying to find him DRG has officially forbidden any more expeditions looking for Karl.
It would take some dwarf with special skills and amazing abilities to figure out what happened.

If you decide to take this homeric quest, you'll have to hack the DRG servers to find who hacked them and erased the initial information of the digs, and why. After that you'll have to go there, a deep difficult dig and find an Error Cube, an artifact left by some precursor civilization found only in Hoxxes IV. By gathering and experimenting with many Error Cubes, you will find the first clue to what happened with Karl. By going to deep dives you'll be able to search, from clue to clue, from Error Cube, to hidden weapons cache, to dwarven tomb, to glyphid hive, taking you to unexplored biomes and anomalous zones.

At the end of the quest you might find him. Deep in the planet surrounded by corpses of eldritch monsters that bear only a resemblance to glyphids and mactera, carrying a bandolier of empty weapons and a pair of axes cobbled together from crystal and glyphid armor, a Glyphid Dreadnought as his Steeve. He asks of you and your team a favor. One last fight before he can put this problem down and make sure other dwarves can tame the rest of the planet. One last battle against the glyphid queen.

Success in this great quest will allow you to take Karl as a companion. Karl is ten times as strong and tough as a regular dwarf, is extremely charismatic and intelligent and has every perk in this jump.

Drawbacks

Diggy Diggy Hole +100 CP
While most dwarves like to dig you are something else. You like digging to the point of near insanity, you'll want to go into as many missions as you can, and during missions you'll focus on mining above all else, even while bugs and killer robots are near you. You can still fight when necessary but will delay joining a fight as much as you can, almost to the point that the swarm is in melee range.

Sand in Boots and Snow in Beard +100 CP
Hexxor doesn't just have darkly lit caverns filled with dangers and swarms of monsters. It also has a lot of annoyances. Sand and salt that get into your armor, dirty snow and sludge that gets into your beard and any exposed hair, ungodly smells and unsettling sounds, heat to make you sweat and cold to make you shiver. Now, normally as a dwarf you wouldn't be bothered by any of that, or be completely capable of ignoring it, but with this drawback you're now as prissy as an elf. All those things and more will get through your shield and any other protections, they will annoy you and you will feel the need to complain about it.

Web and Acid, Shell and Bone +100 CP
The bugs are already pretty dangerous in Hexxor, but as you dig deeper you'll find that the bugs just get more and more dangerous. You have been chosen, along with your team, to be the point of the drill, going deeper and deeper, and to face entirely new, more dangerous and more terrifying bugs. Management will push you to go deeper and deeper, even as they keep other teams to safer depths.

Company Supplies +200 CP
What is this? Trying to bring your equipment into the rig? So you can "lose" it or "break" it later and ask for compensation? No way, bucko. Your warehouse and all of your personal equipment are sealed for your contract here. You'll have to rely on the equipment the company supplies or what you have bought here.

Megacorp +200 CP
Normally Deep Rock Galactic is just a corporation, run by normal sane humanoids, it cares more about profits than you personally, but recognizes that keeping their workers healthy, happy and safe is the best way to improve productivity.
But with this drawback it now works the way a cyberpunk megacorp works. The company is not just uncaring, it actively hates you and your team, it will cut costs even where it doesn’t make sense. You’ll have to go into missions with less ammo, it costs more to get supply drops, equipment is poorly maintained and defective and, worst of all, the Abyss Bar is now closed.

Rockpox Outbreak +200 CP
In the first few years of your employment here a comet will pass over Hoxxes IV, shedding several meteorites that will hit the planet, each of them containing a deadly lithophage disease

called the rockpox, that infects the very rocks of the planet and can mutate and control some of the weaker creatures. So far it can't truly infect dwarves, only poison them, but DRG recommends avoiding direct contact with it, even as you are asked to disinfect and clean areas contaminated by the rockpox. And for some reason, the company has decided you're the go to guy for dealing with rockpox, so expect most of your missions to be in areas infected with the lithophage.

Evolution +400 CP
The deeper the company digs, the more varied and dangerous the glyphids found become. Some theorize that the bugs are rapidly evolving in defense of their habitat. Now they are 100% right, and because of your interdimensional energies they will evolve faster and become much more dangerous.

Tyrannical +200 CP
While DRG isn't a League of Votann and the elves aren't Eldari, the Glyphids have now become much closer to Nids. After digging deep enough you'll start to find nests. Allowing nests to survive will let them spawn smart glyphids, capable of using strategies and tactics, and soon enough glyphids with psychic or magic abilities.

Haunting +400 CP
We've dug too deep again. All of the digging seems to have woken something up. Some sort of bug ghost, slow, but invulnerable to both physical and energy weapons and has killed the mages we've brought to try and bind or exorcize it. It won't intrude into your missions all the time, but if he does, we recommend you keep moving. At least this time it's not made of fire and shadow and carrying a whip.

Nemesis Tech +400 CP
Deep Rock Galactic isn't the only company willing to mine Hoxxes IV now that it has been proven it is possible, Rival Tech is trying to steal their claim. Using robot drillers and military robots they will try to reach dig sites before most teams of dwarves. But now it seems Rival Tech isn't just trying to muscle on Deep Rock Galactics mines, no, it seems they have something against you in specific too. You'll find that they have sent robots to areas you're sent to mine more than any others on the planet, to the point that you'll have to fight them in almost every mission. Their robots are also more armed and armored than the ones other dig teams fight.

Ending

At the end of your 10 years of work you have three options:

End All Contracts: You're tired of being sent through all these universes, so might as well go home.
Keep Digging: You've found dwarven Shangri-La, why would you want to leave? Stay working with DRG and maybe someday you can own it.
New Job Offers: One job done, but there is so much more to see and to do. Go to the next jump.