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The genocidal tyranny of SecComm has ended.

ThirdComm and Union have taken their place, working to spread peace and prosperity across the far-flung stars of mankind.

In spaces beyond, unknown intelligences regard the labours of mankind, their thoughts beyond imagining.

This is the world of *Lancer*, by Massif Press. It is 5016u - that is, after the formation of Union - and the galaxy is home to trillions. At the core of humanity's territory there is a golden age, but outside of this newly won utopia the revolutionary project continues.

Long ago, Cradle - once called Earth - was ruined. Ecological collapse decimated the population and planet in the Fall, while a series of ten great generation-ships fled out into the cosmos, seeking new homes amongst the stars. The population of Cradle fell to 500,000 or less over thousands of years, before swelling again with the rediscovery of vaults of pre-Fall technologies. After the emergent powers of Cradle warred against one another, they finally formed the First Committee of Union, and began to expand out into the stars once more, making contact with the far-flung seeds of humankind via near-lightspeed interstellar vessels, now bloomed to full fruition. Perhaps the greatest discovery of this era was the Oracle Chorus installation on Mars; five machine-minds able to predict the future with incredible precision.

Sadly, the contact of Union with the colonies of humanity was not, in the end, peaceful. Relations broke down with the Aunic Ecumene, a powerful state descended from the initial exodites from Earth, and the First Distal War began. FirstComm was replaced by SecComm, ascribing to the Earth-first, humanity-centric, manifest-destiny philosophy, which worked to extend that philosophy and its control outwards from its hub. This was aided greatly by the mysterious manifestation of the entity designated MONIST-1 'RA' by the Oracle Chorus and its subsequent disappearance along with Deimos, opening up both the possibility of faster-than-light travel via 'blinkspace' and great gates constructed to allow such instantaneous travel, and introducing humanity to what would become known as Non-Human Persons or NHPs; strange machine-minds which, when unshackled, can manifest paracausal distortions of reality. With these new technologies, SecComm rapidly spread its people, culture and ideology across the galaxy. Over the course of over a thousand years the Second Expansion took place; the largest movement of humans in history.

Eventually, though, a discovery was made: the planet of Hercynia, and the Egregorians who inhabited it. Insectile beings who communicated via a complex and ill-understood (by humanity, at least) empathic network, these were the first intelligent, biological aliens humanity had encountered. SecComm ordered them destroyed.

In the Hercynian Crisis, the planet was devastated. New weapons of war, including most notably vehicle-scale mechanized frames, were deployed to scour the Egregorians from the world, and to set the planet to the torch. This backfired, however. Though the genocide of the Egregorians was seemingly complete, the Hercynian Crisis quickly became one slogan amongst many in a rising tide of public outcry. Civil war wracked the galaxy, and in time Hercynia was all but forgotten, while SecComm was overthrown and ThirdComm installed in its place.

That was five hundred years ago, and since its establishment ThirdComm has worked to spread its utopian project across the stars. Mechanized frames have become a central aspect of warfare throughout the galaxy, while their ace pilots, Lancers, are living legends.

Only time will tell what the future holds.

Take 1000 CP.

Note: Though this JumpChain can be used on its own, if you want to get into mecha (which, let's face it, you probably do), you're going to need to get hold of the Lancer Core Book.

It's worth it, trust me.

Age, Gender and Ethnicity

The galaxy is filled with people of all shapes, sizes, colours and persuasions imaginable. Choose your age, gender and ethnicity freely.

Location

Union classifies territory according to a system of concentric rings radiating out from Sol. The rings are concentric: the farther they lie from Cradle, the larger they are. Each ring is named after one of Cradle's mountain ranges, while blink stations are traditionally named after peaks found in those mountain ranges.

However, there are a number of distinct areas within the galaxy. Roll a d4 to pick your starting location, or choose where you want to start for free.

1. **Inner Union Space:** You begin in an area where Union has made its presence strongly felt, and the three Utopian Pillars are in effect. These worlds are highly-industrialised and connected, with easy access to the omninet, to the (near) universal currency of Manna, and to equipment such as matter printers, such that society is approaching post-scarcity. However, the utopian project is far from complete. Powerful interests clash in the heart of Union space, whether Union and separatist forces or vast megacorporations.
2. **Outer Union Space:** You find yourself on the relative outskirts of Union space; you might be well within Union territory, but the world on which you begin has not felt the touch of ThirdComm so heavily. Perhaps it's a recently-settled frontier planet, one recovering from long war, or a planet where the ideals of Union are simply held less strongly. Whatever the case, life is in some ways freer here - though by the same token, the powerful have more ability to take freedom from the weak, and the Utopian Pillars are not fully in place, whether due to scarcity of materials or social structures.
3. **The Karrakin Trade Baronies:** The semi-independent remnants of a polity defeated by SecComm early in its ascendancy, the Karrakin Trade Baronies are a neo-feudal regime which has endured and continues to do so thanks to the value of their industry. They have become known as producers of excellent mechs, mech-pilots and naval officers alike. Here a mercenary can make a good living on the minor wars

between the barons, and if they earn renown the possibility of rich patronage, or even titles of their own, are not beyond reach. On the other hand, the rebels derogatorily known as the Ungratefuls fight for their freedom from the rule of the trade-barons.

4. **The Void:** Between the planets of the settled galaxy stretches the void of space - but not an empty void, as humankind has made their homes here as well. From the great blink stations which link the galaxy together, to the asteroid habitats of the Long Rim to the artificial rings of Karrakis, humanity hasn't let the sucking hunger of space stop them from putting down roots. As you choose, you may start within Union territory where you like, or outside it as you choose.
5. **The Aun Frontier:** The Aunic Ascendancy are a mysterious, theocratic state which have had relations with Union for the last millennia described as 'uneasy' at best, but recently true war has erupted in the frontier system of Boundary Garden. The Aunic Ascendancy worship a living god, the being known to Union as MONIST-2, or to the Aun as Metat Aun, as well as its immortal mouthpiece, Os. Metat Aun has granted its followers access to many advanced technologies, including hardlight and access to the strange, dream-like parallel to blinkspace the Aunics refer to as the Firmament, which can be used to literally walk from one world to another or transport space-borne vessels instantly. You may choose whether to begin in Boundary Garden, or within Aunic space itself, and whether you are a citizen of Union or the Aun.

Backgrounds

Choose <u>two</u> Backgrounds. You gain a discount on all Perks and Items associated with your Backgrounds, and 100 CP perks become free if discounted. Discounts cannot be stacked.

Any Background may be taken as a drop-in option, in which case you appear in this universe with no memories, but a basic primer, and a simple identity logged in the appropriate digital systems.

Outlaw
You exist outside of normal society, whether as a bounty hunter, a gangster, a rebel or just someone living off the grid. You know how to take care of yourself, and how to deal with assholes who want to fuck with you.

Labourer
You're an ordinary member of society, living a (hopefully) prosperous life. Your day-to-day work probably involves either dealing with facts, figures and other white-collar minutia, or overseeing industrial work, mining and similar.

Settler
You're among the early generations on a newly-settled planet, or you come from a relatively wild and low-tech world like Sparr. Whatever the case, you're rugged, and have an intimate understanding of both community and the world you seek to live with.

Administrator

You're a diplomat and coordinator, a master of bringing people and systems alike into accordance with one another. Maybe you work for Union directly, maybe you're a project leader for one of the corpro-states, or maybe you serve in a more planetary role.

Technician
As an engineer and scientist, your expertise is in building, maintaining and developing technology of all kinds. Perhaps you serve in a major research division, maybe you're a science specialist in an exploratory fleet, but whatever the case you know plenty, and can discover more.

Soldier
The utopian project of Union is not perfect, nor is it without resistance. War still plagues the galaxy, and you are one of those with expertise in waging it, whether you picked up your weapons as a mercenary, as a patriotic fighter, or even as part of simple training on your world.

Agent
Not all wars are fought in the open, and you are a soldier in such wars. An expert in infiltration, sabotage and spycraft both physical and digital, you might work for a corpro-state, Union, any number of private or collective organisations, or even just yourself.

Spacer
More than just someone who lives in space, you're a person who deals with it. A combat pilot, a void-technician, captain of a long-haul freighter; whatever the case, you're attuned both to the void, and to the distortions of time which come with nearlight travel.

Perks

General Perks

Galactic Jabs (Free)
You've had your vaccinations, and are resistant to all common illnesses which plague humanity. Flus will be minor inconveniences, rather than debilitating, and measles is a thing of the past. This will give you no particular resistance to rarer or more exotic diseases, particularly ones native to a single planet, or which have been engineered.

Speak to Heaven (Free)
You have a Basic skill level when it comes to managing civilian information technology, can navigate the omninet without too much trouble, and know the difference between a subaltern, a Comp/Con and an NHP.* You won't fall for basic scams, viruses and the like, though more advanced stuff might get you, and you're not especially skilled with military-grade hardware like mech computers and similar.

*A robot, a smart but non-sapient expert system, and an eldritch blinkspace entity shackled into a human-ish point of view which lives in computers, respectively.

Three Pillars (Free)
The foundation of Union's mission under ThirdComm is to spread the Utopian Pillars. First, all will have their material needs (meaning food, water, shelter and just labour) fulfilled. Second, no walls may stand between worlds, meaning that any civilian world, station, or moon not granted restrictions by Union edict must allow access to any who petition, except where the actions of such individuals would present a clear danger to others. Third, no human shall be held in bondage through force, labour or debt.

With this perk, you both understand the Utopian Pillars, and like any other person in the galaxy you can benefit from them, at least in theory. You are entitled to freedom of travel, freedom from bondage, and the fulfilment of your material needs. This doesn't necessarily mean those precepts will be fulfilled, whether due to malice, greed, cultural difference or simple lack of resources, but these are your rights as a person, and you can explain them clearly to others - as well as the fact that these are *their* entitlements as well.

Lancer (Free)
You're not just anyone. You're a Lancer, a mech pilot. You have Master training in piloting a mech, as lancers are considered to be the best of the best even amongst the already highly skilled mech pilots. Even at this level of skill you still have room to grow.

You are effectively an LL0 character in Lancer (that is, you have one +2 or two +1 mech skills and three rank 1 Talents), save that instead of having Triggers or Backgrounds, you have the skills or backgrounds you've bought in this jumpdoc.

You also have a Licence for all basic General Massive Systems (GMS) gear, and for both the GMS-Standard Pattern 1 *Everest* mech frame, its larger variant, the GMS *Sagarmatha* and the more specialized variant the *Chomolungma.*

Licence Levels (First 3 Free, 100 CP for additional purchases of 3, up to 12 levels)
You gain one Licence Level, and all that includes (see the *Lancer* core book, p.18) besides Triggers. Any systems or mechs you gain Licences for here, you also gain training to operate. You may gain additional license levels in-jump by completing missions using their mech, and gaining access to the resources and information necessary to acquire mech parts and training, though you are still limited to a license level of 12. See Notes for information on licences, Talents and core bonuses.

Profession (100 CP)
You're not just a day-labourer or a gig worker. You've got experience. More to the point, you've got an Expert level of skill in some common profession, and a solid, dependable position in that profession, with the respect that goes along with that. These professions must be civilian, and cannot inherently grant a high degree of status, but otherwise have a wide range of possible

This Perk may be purchased multiple times. However, subsequent purchases may either give extra jobs, or just expand the career you already occupy, and cost an additional 100 CP per instance of Profession you already have. For example, your third Profession would cost an undiscounted 300 CP (100 + 100 + 100).

Example Professions: Miner, Engineer, Doctor, Chemist, Veterinarian, Space Pilot, Programmer, Author, Painter, Streamer, Wilderness Guide.

Ruggedization (200 CP)
The most advanced tech in the galaxy means exactly *fuck-all* if it won't work when you need it to - that's the philosophy you live by. You are an Expert in adapting technology of all kinds for reliability, hardiness and ease of use, and with a decade or so of solid practice, could become a Master. Given time to examine blueprints or other designs, so long as you understand the technology at a basic level you can work out ways to simplify and streamline the design.

Technology you adapt this way will have increased hardiness, resistance to environmental, accidental and deliberate damage, increased ease of construction, use, repair and maintenance, and will just have all those little changes made to make it nicer to use. It won't necessarily be cheaper, and it certainly won't be foolproof - humanity will always produce a better fool - but it's about as close as you can get.

That said, there is a certain level of complexity below which a piece of technology just doesn't work. The simpler a technology's mechanism of action, the further you can take this perk. You can turn a gun into a masterpiece of solid, dependable design, but an NHP cradle is always going to be a delicate piece of eldritch engineering.

Outlaw Perks

Eyes Open (100 CP; Free Outlaw)
A life on the margins is frequently a dangerous one, and the first step to dealing with danger is to know it's coming. With this perk, you gain two benefits. First, your observational abilities are heightened; your senses remain the same, but you quickly notice anything odd or out of place in a scene, particularly if it might indicate some kind of danger. Some might consider you paranoid, but it's not paranoia if they really are out to get you.

Secondly, you are very good at assessing personal danger in any plan, mission or proposal. This applies whether you come up with the plan or someone else does. This doesn't necessarily let you see all problems or implications of a plan, but you can easily assess the level of risk it would pose, to you, others on the mission, or even bystanders.

Guns, Fists and Broken Glass (200 CP; Discount Outlaw)
Sooner or later, shit comes down to fighting - and you're damn good at that. You have an Expert level of skill in the kind of practical, down-to-earth hand-to-hand combat a person picks up by living on the rougher side of life, in keeping safe in dangerous situations (e.g. where and how to take cover) and in using the kinds of lower-tech weapons available to outlaws, pirates and the like. You won't know how to use the latest military hardware, but you'll be damn good with a revolver. Additionally, you're an Expert in improvising weapons of all kinds, and can use such weapons to at least a Basic level of proficiency, whether you're picking up a tree to use as a club, or jury-rigging a chainsaw to a pole.

Finally, you've seen enough of this darker side of life to assess the rough level of danger to you in a situation, and you've got both the guts to stay, fight and kill if need be, and the

common sense to run when you've got to. And, as a present, the strength of self to really accept when you did your best, and no more could be done.

Building Rep (400 CP; Discount Outlaw)
When you can't count on the law, it's your reputation in the scales instead. Fortunately for you, you're an Expert in managing how others think of you, in building your reputation - in whatever form that takes. If you want to be a legend whispered of as an invincible colossus, you can spin that story from fighting on through a bullet wound to the arm. If you want to go unknown, all you need is someone to help cover for you and a way to do business without coming in person. This does require acting out at least something on which your reputation could be based, and having (direct or indirect) access to some means to get the story out, but with those in hand you can do amazing things when it comes to reputation.

And, as might be guessed, you can pull similar tricks with others' reputations as well. It's harder, just because you don't control their actions and they can do their own work to counter yours, but you could be a master hype man, a muckraker *par excellence*, or just ensure that someone's name simply isn't spoken.

Bloodhound (600 CP; Discount Outlaw)
There's all kinds in the galaxy who don't want to be found. You might well be one of them. But woe betide any other poor sod who wants to be lost amidst the stars, because you are a Master of all forms of tracking, tracing, investigation and pursuit. You can follow the tracks of men and animals alike, trace back a murder by the wear on the bullet used, follow a money trail across star systems and pinpoint the location of a HORUS cell by trawling omninet forums. This tracking ability isn't supernatural, and you won't be able to find something if there simply isn't anything there, but unless your prey is a true ghost, you'll find them sooner or later - and probably sooner.

Labourer Perks

One Among Many (100 CP; Free Labourer)
Uncounted numbers of human beings struggle and prosper throughout the galaxy, and few truly come to the attention of the wider world. You share in this gift; so long as you content yourself with a relatively ordinary, unremarkable life, you can be assured that you won't be picked out or targeted specifically. You'll still be incinerated if someone drops a nuke on your city, and you might still get caught up in violence if a war sweeps through your hometown, but short of such widespread strife, you'll be able to maintain a reasonable degree of peace and prosperity.

Learning on the Job (200 CP; Discount Labourer)
There's better places and there's worse places to work in the galaxy, but it's always best to have options. Lucky for you, you've got two particular talents. First of all, you've an almost-supernatural knack for sniffing out opportunities for work, and persuading people to give you a chance. Second, you learn skills directly related to any profession you've become a part of at six times the normal rate, up to the Basic level, and three times the normal rate from the Basic to Expert level, and only need experience, not dedicated tuition or training, to do so so long as you apply yourself diligently. This won't help you become a master, but you'll rise to a level of respect with great speed.

Raising Towers (400 CP; Discount Labourer)
Humanity has come so far and accomplished so much in its long existence, for better and worse. The orbital rings of Karrakis, the star-spanning blinkgate network, the transformation of worlds. But none of that was done without effort, time and vast cost. With you involved, though, those burdens can be lightened a little. Engineering, administrative, cultural, scientific or artistic projects you either personally work on a majority of or organise take about two-thirds the time and two-thirds the cost that they otherwise would have, without any reductions in function or effectiveness, or worsening the conditions of your workers. Note that this is two thirds the *original* time and cost, not factoring in any extra expenses added by outside interference with your project (such as, say, an attack, being cut off from funds, a disease etc).

Fire in the Fields (600 CP; Discount Labourer)
Though studying the biographies of pivotal figures can be fascinating, in large part the history of humankind is a history of movements. From the rise of imperial government in Persia to the liberal revolutions of the Enlightenment to the popular overthrow of SecComm and the installation of the Utopian Pillars, humankind's greatest changes come not with one man, but with ten thousand set alight with ideas - and you can put them to flame.

With this perk, you become a Master of public speaking, able to rouse crowds to fury, calm their wrath and direct their attentions like Moses parting the sea. Beyond simply speaking in person, however, your mastery extends to the transformation of culture through propaganda, ad work, directing the creation of media and more. With enough work, you can change individual discontent into directed movements, create new cultural fads or relegate them to obscurity. You could be a revolutionary, a strongman, a prophet or the spin-doctor to end all spin-doctors.

This mastery focuses on creating mass change rather than working on an individual scale, and offers no guarantee of a platform to speak from, or that movements you begin will end exactly how you intend, but so long as you can find a soapbox, your words will be your art and humanity your medium.

Settler Perks

Live off the Land (100 CP; Free Settler)
Life as a settler on a newly-colonised world is hardly easy. With interstellar travel difficult, thanks to the in-system distances to any given blink-gate, settlers must be self-sufficient. Fortunately, you're exactly that, with Basic skills in all of the following, and Expert skill in one field of your choice:

> Farming and botany, husbandry and domestication, construction, engineering and repair, first aid and basic medicine and wilderness survival.

And, as an added bonus, you've got the particular kind of will and foresight to deal with harsh circumstances and discomfort in the moment, particularly from environmental sources or difficult labour, so long as you have hope for something better. The early years may be hard, but hard work earns rewards.

Swords to Ploughshares (200 CP; Discount Settler)
Settlers don't always have all they want, and may well have things they don't need. Fortunately for you, you're an Expert in improvising new uses for existing technology or items, particularly when it comes to turning military tech to civilian purposes. You can turn flamethrowers into sprayers for water, adapt mech frames for construction or use explosives to redirect rivers for irrigation.

This expertise also applies to magic and other such abilities, making you excellent at applying existing abilities in new ways, or innovating methods for using combat-oriented powers for civilian purposes.

Bonds of Community (400 CP; Discount Settler)
Living on the frontiers isn't easy, and not just because of harsh, untamed environments. The stress can get to people, make them selfish, stir-crazy and anxious, turning little disagreements into brawls or deadly confrontations. Fortunately for you, you're an Expert in all forms of community mediation, and more than that your skills extend to building communities and cultures which can maintain strong internal bonds, even - perhaps even particularly - in the face of outside pressure. With careful words, suggestions and bringing people together, you can nip feuds in the bud, soothe egoes and generally help people get along and form close connections, even create traditions. You could turn a town on the brink of internal violence into a quiet community where people support one another and resolve their issues through sustainable channels, whether those be something like a jury of peers, or single combat.

This skill tends to become less effective the larger the group concerned, just because it's harder to attend to all the problems, but it still remains applicable even on very large scales, particularly if those larger societies grew from smaller ones. As a bonus, you're also uncommonly good at getting into the 'in-group' of such close-knit communities, able to bypass the stage of being seen as an 'outsider' relatively quickly.

Vaster than Empires (600 CP; Discount Settler)
Not all planets in the galaxy are suitable for human habitation. In fact, many are not, or are borderline at best, requiring extensive support to sustain human life. But that need not always be the case. In short, you are a Master of ecology, biology, atmospheric and geological sciences, with all the skills necessary to initiate a true ecological transformation: The entire terraforming of a world.

But it's probably best to start on a smaller scale. In short, your ecological skills allow you to study and understand the causal relationships of a biosphere with a speed and precision others would consider almost magical. From this knowledge, you can extrapolate the consequences of removing one species or introducing another, of altering the landscape (for instance by creating a dam or planting a forest) or creating a settlement - and how to modify those consequences. Under your guidance, cities could be built which are seamlessly integrated into the surrounding environment, and farming could be conducted in such a way as to both provide for a population, and to have a minimal impact on habitats.

More importantly, though, by understanding a biosphere, you also understand how to modify it. Through manipulation of food-webs, care of what already exists and introduction of species and biotic and abiotic factors, as appropriate to the situation, you can transform a landscape. By collecting scant rainwater and using it well in conjunction with plants to enrich and hold onto the soil, you could turn a desert green. With enough time, infrastructure and maybe a comet or three, you could even do the same to a desert planet. None of this will happen fast, but if your plans are followed (and ideally supplemented by others who can modify them if more difficulties arise) you can accomplish such transformations, in perhaps a tenth of the time others might take - and in many cases without requiring further human intervention, as precisely-balanced animal, plant and microbial species take on the work themselves.

Administrator Perks

Cultural Assimilation (100 CP; Free Administrator)
The galaxy is wide and contains a dizzying array of cultures, peoples and languages - and that means a near-infinite number of ways to put your foot in your mouth. Luckily for you, you assimilate languages, cultural taboos and customs at an incredible rate. You could reach basic fluency in a totally unfamiliar language in a week, and be speaking it like a native within a month, right down to accents and idioms. When it comes to not giving offence, you've very good at avoiding cultural taboos and expectations and, if you stumble into offering disrespect by accident, at convincing those you've offended to give you the benefit of the doubt.

Finally, you gain an encyclopaedic memory for things this perk helps you learn; you'll never get rusty in foreign languages, you'll never make a faux pas twice (unless you mean to), and you could slip back into a culture's mannerisms like a nice coat, even if you've spent decades away.

Emissary (200 CP; Discount Administrator)
Since before humanity left Cradle, it has been custom that diplomats and emissaries are - to some degree, at least - sacrosanct. With this perk, you carry this benefit as well. You can both demand and expect diplomatic immunity and safety from attack when dealing with any culture or group other than your own, so long as you are representing a significant group of your own - even if in an informal capacity. This won't protect you if you take malicious action against your hosts outside the ambit of your diplomatic duties (if you shoot them, they'll shoot back), but you could negotiate with a hostile government on behalf of rebels without fear of personal attack - at least, while you're negotiating.

Furthermore, you've learned how to command respect and attention more generally. When you want to, you can project an air of command and authority, and know how to earn the respect of superiors, equals and underlings alike. Whether or not you're skilled in your actual duties, if you put in the effort you can be sure that those above you, under you or across the negotiating table will respect you, though this respect can be broken based on your actions.

Politiker (400 CP; Discount Administrator)
Diplomacy, it is said, is the art of letting someone else have your way. But there's a hell of a lot more than a final signature that goes into agreements like that, and you're the one with

the skills to get things there. In short, you're an Expert in diplomacy, mediation and understanding others. You all but rule the boardroom and the negotiation table, able to quickly work out not just what opposing groups want, but what people want on a more personal level, and how to play on those factors to get the result you're after in turn. Even when dealing with groups whose interests are totally at odds, so long as you've got the position you could at least bring them to temporary terms. With those less intractably opposed, a settlement at least mostly along the lines of what you want is all but an inevitability - though you'll still need to actually interact with what others want out of things.

On a broader scale, this perk makes you a master manipulator on a personal scale or when dealing with small groups, and makes you very good at noticing when you're being manipulated as well, or when people know more than they should. It's up to you how you want to apply these skills and who you're willing to turn them against, but unless you're dealing with a true master you're unlikely to get called out on your manipulations. And, as a side benefit, you're damn good at reading people, which is a skill that's rarely useless.

Governor (600 CP; Discount Administrator)
Throughout Union space and beyond there are a vast array of administrative divisions and ways of organizing society, but any such division will need a capable governor, whatever their official title may be. You are a master coordinator, able to multitask to an incredible degree, and mentally manage and parse through vast amounts of data in order to run any polity you might be running.

In addition you have excellent skills in delegating and can easily put together a board or cabinet of experienced individuals that can manage particular functions of state very effectively, putting together reports, researching and recommending policy and so on.

Technician Perks

Basic Principles (100 CP; Free Technician)
You have a basic grasp in engineering of this universe, this comes with some understanding of material science, mechanical engineering and so on, as well as deeper skill in drafting models for use in what are essentially highly advanced 3d printers, which make a number of goods throughout the galaxy.

Specialist Engineer (200 CP; Discount Technician)
You have further expertise in a particular field of engineering of your choice. Perhaps you developed an interest in the genetic engineering and cloning studied particularly within SSC and Harrison Armory, or more civil pursuits such as designing habs for planetary settlements, ships or stations, or maybe combat engineering in order to quickly build up forward operating bases, design turret drones, and hamper enemy infrastructure? Multiple Specialties may be selected.

Grease Monkey(400 CP; Discount Technician)
You may yet find yourself a home in the big four. You are a master when it comes to designing mech parts, equipment and the mechs themselves. You have plenty of general skill when it comes to iterating on old equipment and designing new equipment, but if you have an engineering specialization it might give you a further push in some areas, such as

improved armor, integrating wetware or nanotechnology, or the like. This would also help in modifying more aesthetic qualities of your mech, adjusting the prints to match your taste.

Technophile (600 CP; Discount Technician)
You are a master of AI development, AIs fall into two categories: companion/concierge assistant units, better known as comp/cons, and non-human persons (NHPs). While comp/cons are merely highly advanced software with no self-awareness or direction, NHPs are fully sentient, living people.

In order to ensure that NHPs consider the lives of those they serve they must undergo a process of shackling, by which a prime NHP is broken off and shaped into a “shard” with a personality appropriate to the task needed to be served.

You are able to develop NHPs via shackling, as well as program comp/con units from the ground up with relative ease, although the process of creating a shackled NHP shard is still very time consuming as it involves a long period of social conditioning.

A Prime NHP that cannot escape or be accessed in any other way than breaking off shards for the development of shackled NHPs comes free with this perk, it can be accessed from the warehouse.

Soldier Perks

Grunt (100 CP; Free Soldier) You have all the basic skills of the average grunt, you have the strength and endurance to march long distances and fight while carrying a heavy load of gear as well as skills with personal weapons to do the fighting with. You also have the ability to effectively maintain your gear including personal weapons, hardsuits and other equipment.

Officer (200 CP; Discount Soldier) You are an expert in the skills appropriate of a commanding officer, you are able to effectively communicate and maintain situational awareness while under extreme pressure. In addition you have a good understanding of tactics and how best to direct those under your command.

Quartermaster (400 CP; Discount Soldier) You are an expert in logistics, making sure that supplies get to who needs them is a breeze. You also have tremendous skill in communicating those supply needs to “the brass” so to speak, as well as modifying equipment if it is not up to par.

Why We Fight (600 CP; Discount Soldier) Military work is hard work, whether you’re a mercenary, defending your planet or serving the Union, everyone just wants to live another day, and almost nobody actually wants to be in a warzone. You are master in inspiring the troops under your command to go above and beyond, at convincing them that their mission is worth the risk to their lives, there is almost no chance for a mutiny under your command and your troops will show amazing heroism if given the opportunity.

Agent Perks

Informants (100 CP; Free Agent) It's important as an agent to be able to develop a network of informants within any rival organization. You have a basic skill when it comes to making contact with those in such organizations and forming relationships with them so that you can get information whether it be through blackmail, bribes, genuine friendship or other means. In addition you can make a decent informant yourself, having basic skill in infiltrating an organization and covertly sending information to your handlers.

Field Agent (200 CP; Discount Agent) You are an expert in the art of infiltration, forging identities and documents, hacking biometric scanners and smuggling contraband across even a well guarded checkpoint all come easily to you.

Assassin (400 CP; Discount Agent) You are an expert in assassination, highly skilled in both close quarters combat as well as the use of firearms and other ranged weaponry, you can easily reach your target, take them out and exfiltrate without being caught. In addition you are skilled in more subtle means of taking people out, such as poisons or arranging “accidents” that leave nobody the wiser.

Spymaster (600 CP; Discount Agent) In order to make informed decisions those in power need intel, and you are a master in acquiring it, you can easily become the ringleader of an organization of spies that can keep tabs and gather info on many organizations at once. Your networks are almost untouchable, and even failed plans can often be turned to your benefit.

Spacer Perks

Cosmopolitan (100 CP; Free Spacer) Spending significant time in space can be hell on the human body, you have the basic skills needed to adapt to a life primarily on a ship or space station, as well as being somewhat inured to some of the dangers of space. You are highly adapted to movement in free fall and have a much easier time adapting to changes in gravity, either due to g forces from acceleration or setting foot on a planetary body after a long time in zero-g.

Pilot (200 CP; Discount Spacer) You are an expertpilot, you have a good handle on the controls of most air and spacecraft, and are generally skilled in intuiting the controls and how to maneuver even unfamiliar vehicles quite quickly.

Void Technician (400 CP; Discount Spacer) You’re an expert when it comes to working in and on voidcraft, you’re able to fix engines, repair the hull, install aftermarket parts and upgrades to spaceships and even work on your own upgrades. If this perk is taken with Specialist engineer, you have some additional skill in making upgrades related to your specialty while working on voidcraft.

Captain (600 CP; Discount Spacer) You’re a master when it comes to guiding a fleet, whether it’s a group of destroyers ready for battle or a convoy of trading ships making their way to a friendly port, you’re a natural when it comes to getting your crew safely through the perils of space.

Items

GMS Pilot Equipment (Free)
Personal gear produced by General Massive Systems, detailed in the notes section under Personal Weapons, Personal Hardsuits and Miscellaneous Equipment. By default you may only bring in two weapons, one Hardsuit and 3 units of miscellaneous gear into a mech. If taken with either variant of the Union Printer patterns for all of this equipment are included as well.

Union Printer (Free or 400)
A schedule three printer for the printing of mechs and pilot equipment, for free this is simply able to print out equipment and mechs using licences available to you and your companions at the end of the jump. At the 400 purchase tier it is able to grant any and all lancer licenses to anyone, though a single person may only have up to 12 licenses. The 400 CP version can also remove and replace license levels for a pilot, but any mechs a pilot has created using previous licenses will cease to function.

Regardless of purchase it can be fed schematics in order to quickly produce a vast array of equipment, and also becomes a warehouse attachment, the 400 CP version can eventually be upgraded to remove its limitations, with some research. The Printer has unlimited material to use for printing but is limited in throughput, maxing out at the equivalent of a size 3 mech every few days

Civilian Print Licenses (100 CP or free with purchase of 400 CP Printer)
A series of civilian licenses allowing the printer to construct a very large amount of civilian goods very quickly, this contains licenses for large amounts of comfortable clothing for various weather conditions, various tools, simple but incredibly nutritious food bars that can supplement one's diet as well as common medicines, vaccines and medical gear. These licenses also allow you to make the parts to construct new printers although it cannot make the parts for schedule 4 printers on its own, though it does contain the schematics for such printers.

The Caravan (Free) A large-for-its-class corvette-class ship capable of nearlight travel with an NHP able to take control of the ship should there be no available pilot. The ship has received a number of upgrades to allow it to function more independently than a standard corvette, in addition it has been modified to be able to carry up to 9 mechs as well as a mech capable printer, as well as the necessary chassis mounts to allow them to operate in a similar role to strikecraft such as fighters or bombers. You may choose to have a copy of the Union Printer aboard, can crew or carry aboard around 20-40 individuals including mech pilots and support staff for the ship, but the NHP aboard is capable of managing all the functions of the ship itself without the crew.

Battlegroup (Price Varies) A battlegroup consists of a number of capital ships that are divided into Frigates, Carriers and Battleships, as well as their attendant escorts, for each capital ship you may have 6 escorts, divided into three corvettes, 2 destroyers and 1 cruiser, not counting 'The Caravan' items which serves as an additional personal escort along with any gained along with capital ships. You may trade 3 corvettes for two destroyers or 1

cruiser and so on, though doing so may limit your tactical flexibility. All ships purchased or received will have the appropriate crew aboard which is maintained throughout jumps as followers, ships also tend to have NHPs aboard which are capable of coalescing for battle to form a fleet legion which allow for near instant communication between ships, any comp/con units and organic crew, as well as doing battle against enemy fleet legions, other AIs or electronic systems. If you so choose you may be recognized as the admiral in charge of the Battlegroup or have a loyal follower that serves as the admiral.

Frigate (200 CP; limit 3 purchases)
Frigates are generally the backbone of any navy, they are a diverse range of ships; representing the widest variation in tonnage, and typically serve as a jack of all trades, but can also be specialized for defensive, supporting or offensive roles.

Carrier (400 CP; limit 2 purchases)
Carriers of the Union are typically low to middle tonnage ships that serve in a fleet support role, and each will provide wings, strikecraft such as fighters, bombers and specialized mech chassis. Though other capital ship classes may carry wings, carriers offer the most support to their wings such as by having printers that are able to replenish strikecraft or coordinating escorts from the battlegroup with allied fleets.

Battleship (600 CP; limit 1 purchase)
Battleships are the largest classification of ship, often 1-2 km in size and are typically the centerpiece of a fleet, battleships are typically the only ships to field long spool weapons with long charge times and devastating effectiveness. A Battleship will be the strongest ship of your battlegroup, and is likely to have powerful supporting effects for your fleet.

Companions

The Cavalry (Free or 100 CP) Lancers tend to work as part of a crew and you will likely much the same, for free you may import or create up to four companions who will be your steadfast allies in this dangerous galaxy, for an additional 100 CP you may import or create an additional four companions. In either case your companions will receive two backgrounds, all freebies that are available to all backgrounds as well as those specific to their backgrounds as well as 800 CP to spend.

Complications

You may have a max of 1200 CP gained from drawbacks, though 600 CP drawbacks do not count towards this limit. Companions may only have personal drawbacks.

0 CP This Is Gonna Be A While Humans can live a very long time in this galaxy, especially when you consider the effects of time dilation on pilots or those who live near large gravity wells you may choose to extend your stay here in this universe as long as you wish, leaving at any time after your ten years are up.

100-400 CP Cloning Blues You were cloned at some point in the past, perhaps after a failed combat mission, and have to deal with ongoing consequences of an imperfect cloning. The points earned from this drawback depend on the severity of the cloning imperfection.
At 100 CP it may be a cosmetic change that may cause you to stick out among others, perhaps even the target of harassment by some crueler people.
At 200 CP it may be something along the lines of horrible nightmares that contain visions of how your “original” died.
At 400 CP, it might be a substantially weakened immune system that requires you to wear an environmental suit or take special precautions to avoid infection. Use your best judgement to determine the value of the drawback.

100 CP Unlicensed For as long as you stay here you will be unable to access licenses from the Big 4, you won’t be able to get weapons, frames or anything else that would be granted by such a license. While you can still make upgrades yourself, without your hard work you won’t be piloting anything other than a GMS mech, whether the Everest, Sagarmartha or Chomolungma At the end of this jump you will receive 12 licenses for free if you took the free version of the printer.

100 CP A Bit of an Asshole It seems you let fame get to your head a little. You are a bit gruff and standoffish in your dealings with others and won’t make friends easily, most people will generally not like you very much, more professional people will still be able to work with you, but many will try to sideline you for your rude behavior.

200 CP Technical Difficulties Mechs and other technologies you use will be subject to random malfunctions and bugs, usually won’t put you in a dangerous situation but will be a frequent annoyance.

200 CP Pride Goeth You have an overwhelming confidence in your abilities as a mech pilot, and fair enough you’re a Lancer, one of the best of the best; however you’re going to have a hard time avoiding rushing into combat early and with little planning, better hope you’re just as good as you think you are.

400 CP Worthy Opponents It seems that everyone has really stepped up their game lately, you can expect the enemies you find yourself fighting to be just a little bit deadlier and more skilled than they would otherwise be, to the point where you could expect most enemy mech pilots to be almost as skilled as lancers themselves.

400 CP Must’ve Misplaced That It seems that your tech has gotten loose, other factions in the world have gotten access to tech from worlds you have been to, particularly ones which you are aligned against, this drawback is unavailable if you haven’t been to any jumps with advanced technology before.

600 CP Aunic War Veteran It looks like many of your next years are going to be spent fighting against the Aunic Ascendancy. The Aun’s military or the Outremer have access to technology that is only in its infancy within Union, as well as stuff not yet fully understood, such as hardlight, a form of ftl travel referred to as the Firmament, and Souls which are a class of NHPs from the firmament which are bound to specialist Outremer units called the Ofanim.

The war between the Aunic Ascendancy and Union can be expected to last many decades. If you'd like to you can stay past your normal time of 10 years in order to finish the conflict, or just leave at the standard time. If you somehow manage to bring an early end to the conflict, then you can end the jump at any time afterwards. Though you may be able to find short respites from the conflict or leave the front, you will find yourself getting dragged back in before too long. If you so choose you may instead fight on behalf of the Aunic Ascendancy.

600 CP An Imperfect Union The Third Committee managed to come out on top of the authoritarian and imperialist Second Committee, however elements of the Second Committee's ideology remain within the Union, particularly within Harrison Armory. It seems these divisions and others are going to once again rupture Union into another Civil War, you're going to have to navigate this conflict taking place across all of Union space.
Just as in the previous drawback you can stay until the conflict has concluded or leave after 10 years. If you are a member of the Aunic Ascendancy the Civil War will occur there instead.

Notes

Special thanks to QafianSage, who began this project and did most of the work in putting this Jump together.

Changelog

Version 1.0 Original post of the jump
Version 1.1

- Fixed various grammatical errors
- Removed Trained skills
- Added the Chomolungma frame to the GMS mechs which was overlooked.
- Added a companion option
- Added Notes on third party mechs
- Expanded options for printer, as well as added various ships available for purchase.
- Clarified that the Specialist Engineer perk is able to be picked multiple times.

Third Party Mechs

You may freely assume whether or not or which third party mechs that have been published exist in this jump and may take licenses for these mechs if you so choose.

Time Dilation

Time dilation is a fact of life in this universe. People who spend a significant amount of their life at near light speed may have been born decades before their length of lived experience may suggest. The time that you spent in this jump will count based on your personal

experience of time rather than any universal standard of time, just so you don't go and spend all your time at a space station near a black hole to get out of here early or the like.

General Massive Systems Equipment

The most common licences available to Jumpers here will be the general gear produced by General Massive Systems. The following is a brief description of such gear, for ease of access.

Personal Weapons

- **Alloy/Composite (A/C) Melee Weapons:** Most melee weapons are forged from advanced, nonreactive alloys, composite materials, or GMS-standard fabrication tech, allowing for durable and reliable weaponry in survival situations and encounters where kinetic shielding reduces the effectiveness of ballistics.

  These come in a wide variety of shapes and forms, from knives to swords to spears to war-hammers designed with the augmented strength of hardsuits in mind.
- **Personal Firearms:** Fabricated with similar standards to GMS' A/C melee weapons, the firearms it provides are rugged, reliable and entirely without frills.

Personal Hardsuits

There are tens of thousands of unique hardsuit manufacturers, but the galactic standard is the GMS Standard Pattern I. This suit sets the baseline for all other personal protective suits in the category.

Generally speaking, hardsuits are any full-body suit designed to provide essential protection and features: protection from hard vacuum, radiation and environmental hazards; a degree of kinetic and energy protection in the form of plate armor over vital areas; neural and data interface ports that interact with galactic-standard connections; full omninet compatibility; waste recycling and nutrition delivery; and a rescue beacon should the pilot be forced to eject from their mech.

Hardsuits grant the ability to interface fully with any given mech. Piloting without some level of personal protection and without the streamlined controls provided by a hardsuit (or similar suite of equipment) – colloquially referred to as "riding naked" – is possible, but is mostly the domain of old-fashioned and daredevil pilots.

- **Light Hardsuit:** Light hardsuits are usually made from reactive, cloth-like weaves, with limited plating and few powered components to maximize mobility. Like other hardsuits, they can be sealed against vacuum, and protect against a decent amount of radiation and other harmful particles.
- **Assault Hardsuit:** These hardsuits, common among military units, feature heavier plating than light hardsuits but more mobility than heavy hardsuits. They are powered, mildly augmenting the user's strength, and typically feature an onboard computer, sensor suite, integrated air, burst EVA system, and waste recycling systems.

- **Heavy Hardsuit:** The heaviest hardsuits. They are always powered and up-armored with thick, composite armor. Heavy hardsuits often feature integrated weapons, powerful mobility suites, and – by augmenting their user's strength – allow their user to field much heavier weapons than normal infantry can typically carry. Heavy hardsuits are in decline now that half-size mech chassis are popular, but they are still common among private militaries and middle-tier Diasporan armed forces.
- **Mobility Hardsuit:** These hardsuits are by necessity light and provide little armor, but possess integrated flight systems which allow pilots to fly for brief periods - generally boosting from one location quickly to another - as well as mildly augmenting their speed and general manoeuvrability.
- **Stealth Hardsuit:** Generally offering little protection, and having lower mobility due to relatively bulky hardware attached, stealth hardsuits make up for these payoffs in the form of an integrated active camouflage system, allowing the user to become effectively invisible.

Miscellaneous Gear

- **Correctives:** These clear, plastic-like sheet can be placed over the wounds of severely injured pilots. It instantly begins to stabilise them, injecting medicine and deploying nanites to stitch wounds shut. Each print provides only one such sheet.
- **Stims:** These chemical stimulants are sometimes administered automatically by injectors built into a pilot's suit, or even implanted within their body. Uncontrolled use can be addictive and dangerous to health in the long-term and is a problem for some pilots.

  The three most common stims are *Kick*, which allows a pilot to remain awake and alert for up to 30 hours, *Freeze*, which deadens fear and other strong reactions, allowing a pilot to remain calm, and *Juice*, which heightens awareness and reflexes, reduces fatigue and shortens reaction times, but has been associated with impulsive decisions and rage in some individuals.
- **Patch:** Pilot slang for any kind of modern first aid gear, including sprayable medi-gel and instant-acting medical patches. 'Patches' are generally better at getting a stabilised person moving and active than actually stabilising critical wounds.
- **Frag Grenade:** A grenade, throwable with reasonable range, which explodes into a small cloud of shrapnel.
- **Thermal Charge:** A deployable mine which can be stuck to a surface with a few moments' work and remotely detonated, creating a blast of plasma. Excellent at destroying objects.
- **Antiphoton Visor:** Designed to protect the wearer's eyes from intense bursts of light, antiphoton visors are commonly found among breach teams and solar-forward operators. They are effective against flash weapons, intense UV light, and incidental charges from energy weapons.
- **Camo Cloth:** A 5ft x 5ft square of reactive material that slowly shifts to reflect the surrounding environment, enough to cover a human comfortably. The transition takes about 10 seconds and makes anything hidden underneath very difficult to spot.
- **Dataplating**: Linked jewelry and faceplates that allow sub-vocal communication and augmented reality. Dataplates can quickly translate nearly all languages, and allow

their wearers to communicate with each other without vocalizing, creating something eerily similar to telepathy.

- **Flexsuit:** A strong base-layer suit that recycles water, generates nutrients, and adapts very rapidly to hostile environs, maintaining a stable condition and extending survivability. Flexsuit wearers can go for roughly a week without eating or drink thanks to the ambrosia paste generated by their suit before its systems are depleted; however, they don't prevent feelings of hunger. Removing the suit for a day or two is enough to replenish its reserves. Flexsuits also maintain a steady temperature within acceptable parameters.
- **Handheld Printer:** A miniaturized version of Union's full-scale printers, handheld printers can be used to make simple objects out of flexible and durable plastic – as long as you have the right pattern chip.
- **Infoskin:** A reactive, synthetic polymer with advanced qualities, infoskin bonds quickly to real skin and hair. Once applied, it responds to electronic signals delivered by linked software, rapidly changing its color and texture – even contorting and distorting its form – allowing wearers to make minor changes to their appearance. With infoskin, it's a simple matter to alter facial features, hair color, or makeup patterns.
- **Mag-Clamps:** These clamps attach easily to any metal surface, enhancing maneuverability in zero-g environments or when repairing mechs. They can be carried or fitted to boots.
- **Nanite spray:** A spray paint that can be applied to any surface. Nanite spray is invisible to the naked eye but able to transmit simple messages or small data packets when scanned.
- **Omnihook:** A portable – if bulky – omninet terminal that allows for communication, data transfer, and limited hotspotting. Omnihooks are extremely valuable, although most mech squads have at least one. Tuning an omnihook requires a high level of skill, so they are usually mounted or carried by designated operators.
- **Personal Drone:** Small, non-combat drones are a common sight in the field. They're fairly noisy but can fly about half a mile with good maneuverability before losing signal, relaying audio and visual information as they go.
- **Smart Scope**: A powerful electronic scope that provides hig- resolution magnification up to two miles, and automatically adjusts its reticle for wind, gravity, and pressure. Smart scopes can project their field of vision and all data to the HUD of any networked user. They can also pair with other thermal, optical, or simulated-vision devices to further enhance targeting.
- **Sleeping Bag:** Coming in a variety of sizes, sleeping bags are a field necessity. They're designed to fold out from a hardsuit, fit within a mech's cockpit, resist fire and changes in temperature, and – when necessary – seal against vacuum. Some pilots even swear by them as emergency fire protection.
- **Sound System**: Though their tactical utility is questionable, many pilots set up internal speaker systems in their cockpits. This gives them a clear line to their compatriots during combat, along with the ability to play music.
- **Tertiary Arm:** A powered third arm mounted on a bracket on the hardsuit. Tertiary arms are powered and controlled using the same neural bridge processes that allow hardsuits to respond to user input. They can be equipped with manipulators to allow for fine motor control, weapons to enhance combat efficacy, or specialty tools.

- **Wilderness Survival Kit:** Contains many essentials for surviving in hostile environments: a rebreather, water filters, hardsuit patches, backup thermals, a bivouac kit, and so on.

GMS Mech Weapons

- **Type-I (T-1):** GMS' conventional-kinetic ranged and melee mech-scale weapons, these tools are defined by a no-frills, reliability-above-all philosophy, to the point that even the ranged weapons include as few moving parts as physically possible, and are intended to be used in any and all environments. This line includes:
    - **Assault Rifle:** With reasonable damage at medium range, the GMS-pattern assault rifle is a more than serviceable main armament, though lacking any particular frills.
    - **Shotgun:** High, reliable damage at short range. A shotgun, for a mech. Simple. Inelegant. Deadly.
    - **Pistol:** Designed for short-range engagements, the GMS-pattern mech pistol is hefty and solid enough to be used as a melee weapon if necessary, but its reliable, though modest, damage is nothing to be discounted.
    - **Heavy Machine Gun:** Designed for laying down heavy suppressive fire, this weapon has reasonable range, and is famous for its jam rate: One in one billion, discounting outside interference.
    - **Tactical Knife:** A knife only by the standards of mechanised chassis, this design can be easily adapted to any manipulator-configuration, and can both be used in close-quarters combat and at short range (if thrown) as an effective, albeit light, weapon.
    - **Tactical Melee Weapon:** Taking a variety of forms, but the most popular being swords, these weapons cling to a simple maxim: When in doubt, hit them with a large, sharp object.
- **Type-II (T-2):** GMS' selection of mech-scale energy-based and charged melee weapons. The latter are structurally similar to the T-1 array, but designed with different materials to withstand the intense heat created by their togglable plasma sheaths. The former are sturdily-built with an emphasis on minimal particle scattering, predictable power scaling and reliable performance, but also particular attention paid to ensuring that their power-ports are all-but omni-compatible.
    - **Charged Blade:** Coming in both knife and heavy variants, the charged blade uses a tungsten-alloy blade with a high heat-tolerance as the focus for a superheated sheath of plasma, making it an excellent melee weapon for piercing heavy armour.
    - **Thermal Lance:** The heavy thermal lance, projects a focused laser beam to medium range, dealing heavy energy damage to any in this line. This weapon does have the disadvantage of causing significant heat buildup in the mech deploying it, however, and thus cannot generally be used for continuous fire.
    - **Thermal Pistol:** Shorter-ranged and with significantly less damage than the thermal lance, the GMS-pattern thermal pistol is nevertheless an effective weapon against multiple light opponents, able to project a focused laser beam to short range. Additionally, its smaller size removes any significant issues with buildup of heat.

    - **Thermal Rifle:** Despite the name, rather than projecting a continuous laser beam, the thermal rifle offers a more focused shot. This has a relatively short range, and its close containment reduces overall damage significantly compared to the thermal lance, but also allows for excellent penetration of armour.
- **Type-III (T-3):** GMS' Type-III line is a broad classification, generally covering specialised, exotic or massive weapon systems. Although a similar emphasis is placed here on ruggedization, reliability and general practicality to in all GMS products, the exotic nature of these weapons means that they tend to be (slightly; this is still GMS) less reliable than other weapon lines. In exchange, they provide sheer firepower, and complex tactical options impossible with more conventional weapons.
    - **Anti-Materiel Rifle:** Capable of delivering high damage at extreme range, the GMS-pattern anti-materiel rifle comes equipped with advanced aiming systems which help account for drop-off according to local gravity, and uses a relatively conventional accelerant to launch heavy-element slugs designed to punch through armour. The size of these slugs means that auto-loading requires dedicated (and separate) allocation of system resources, however, so most simply manually load.
    - **Howitzer**: A tried and tested design, this heavy weapon system allows the delivery of large explosive payloads at long range, arcing over cover to strike those behind. However, its large size necessitates a heavy mount, and it shares the drawback of the Anti-Materiel Rifle in that it generally requires manual reloading.
    - **Missile Rack:** A dedicated missile rack designed to fit to auxiliary weapon mounts, this weapon can deliver its - relatively light - payload out to medium range. However, its relatively small size means that it requires reloading after each attack. This is handled by on-board printers, but still requires the pilot to do so, as a safety measure against the risks of explosive payloads being produced without need.
    - **Mortar**: As something of a middle-ground between the missile rack and howitzer, the mortar requires a main weapon mount, but allows the projection of an explosive payload to medium-long range. Its arcing nature allows it to mitigate the benefits of cover, and its onboard printers can produce its relatively simple munitions to keep up with a constant rate of fire. However, lack of guidance systems make its attacks relatively inaccurate.
    - **Light Nexus**: Designed for an auxiliary mount, the light nexus is a 'hive'-style launcher that serves as miniature factory, hangar, control and deployment system for small, portable drones. The drones are armed with small-scale kinetic weapons, and can be intelligently directed as small swarms to harass enemies at medium range. Their smart attacks cannot generally be dodged; instead they must be jammed or scrambled.
    - **Hunter-Killer Nexus**: An upgraded equivalent to the light nexus designed for a main weapon mount, the hunter-killer nexus equips its drones with heavier weapons, allowing for a respectable degree of damage.
    - **Segment Knife**: Possibly GMS' strangest main weapon system, the segment knife is less a single weapon and more a network of flash-printers, allowing the mech to produce disposable 'charge blade'-equivalents which, due to their

disposability, can be overcharged to destructively maximise damage, albeit at the cost of heat buildup.
    - **Rocket-Propelled Grenade**: An old but reliable weapon system, the rocket propelled grenade is simply that; a firing tube and printers to produce the ammunition, to project for explosive effect at medium range. The relatively cumbersome loading of the weapon precludes constant fire, however.
    - **Cyclone Pulse Rifle:** GMS' only main-line superheavy weapon, the cyclone pulse rifle goes all-in on that concept. With advanced integrated targeting systems and a high-grade gauss-railgun hybrid barrel, it propels heavy and complex shells to medium-long range, causing extreme damage. It does have the disadvantage of requiring manual loading after each shot, but most consider its incredible up-front damage, as well as the incidental damage dealt by the shockwave associated with its large slugs - from which its name came - to be well worth the hassle.

GMS Mech Systems

- **Comp/Con-Class Assistant Unit:** The hard- and software to support a Companion/Concierge-Class Assistant Unit, a digital intelligence which, while not self-aware and incapable of either self-modification or true independent thought, can pilot the mech on its pilot's orders, and aid greatly in processing data or other tasks.
- **Custom Modifications:** GMS patterns include a wide array of tools pilots can use to customise mechs, with everything from unique paint jobs to alternate armour shapes.
- **Expanded Compartment:** Most mechs are designed to accommodate only one person in their cockpit; yours has an expanded compartment able to hold another person, and even secondary controls, though this does nothing to provide extra training to someone who doesn't have it already.
- **Manipulators:** A set of robotic appendages attached to the mech, too small for most combat purposes, but enabling the pilot to engage in delicate manual operations without leaving the cockpit. These manipulators incorporate haptic feedback systems, allowing the pilot to use them with as much dexterity as their own hands.
- **Pattern-A Smoke Charges:** An integrated printer and feedstock supply to quickly produce smoke charges in either a throwable grenade, or activatable mine variants. Useful for providing obscurement or cover, but only have enough feedstock for about three uses without additions from other sources.
- **Pattern-A 'Jericho' Deployable Cover:** Using simple but reliable telescoping, the 'Jericho' cover system allows a mech to deploy mech-scale hard cover within moments, using piles to anchor the armor plating. This system also includes printers to produce more of the cover, but they are not optimised to do so in combat conditions, requiring approximately an hour to do so, and consuming considerable feedstock.
- **Pattern-B Hex Charges:** A slight adaptation of the Pattern-A Smoke Charges, the Pattern-B Hex Charges swap out smoke and particulates in favour of raw explosive power. Simple and effective, but share the smoke charges' limited number.
- **Stable Structure:** By reinforcing the central structure of the mech with additional bracing, modified foot-pads and other such measures, the mech becomes significantly harder to knock back, or to cause to fall.

- **Turret Drones:** A simple but effective drone system, GMS-pattern turret drones have become a traditional method of force multiplication. Using a limited fuel charge to reach a location within the host mech's sensor range, the drones then deploy, and patch into the targeting systems of allied units, adding their fire to those allies. This requires a small amount of system allocation from the host mech, and the drones' battery life and ammunition are generally exhausted by the end of any semi-serious battle.
- **Type-3 Projected Shield:** Developed based on long-used and well-understood (insofar as such a thing exists) blinkspace technology, the GMS-pattern Type-3 projected shield interjects a region of lensed spacetime between one mech and another, providing significant protection against any attacks made by the target. This lensing has a relatively mild effect in any given region of space, but through the projected 'corridor' its effects become much more noticable. However, the system also causes notable heat buildup in the user's mech, and has the same impact on the user's fire against the target as vice versa.
- **EVA Module:** This system comprises a large number of small gas jets strung throughout a mech's structure, enabling them to make use of three-dimensional manoeuvring in situations where they are neutrally or near-neutrally buoyant, such as in microgravity or underwater.
- **Rapid-Burst Jump Jet System:** The mech is fitted with heavier-duty jump jets, allowing it to fly - albeit crudely - for short stretches; enough to move quickly to new positions, ignoring dangerous terrain to do so. This requires not-inconsiderable system resources, but is favoured by mech pilots who favour rapid manoeuvring.
- **Type-I Flight System:** Although no pilot would describe the flight provided by this system as graceful, nor the system resources it demands for installation as anything less than painful, this network of thrusters does allow a mech to fly freely. However, the system also causes significant heat buildup while used.

GMS Mech Frames

GMS Standard Pattern 1 'Everest'
Officially named simply the Standard Pattern 1, this mech's far more popular unofficial official title is the 'Everest', and it is practically the gold standard of introductory mechs. It would be profoundly rare to encounter a Lancer who didn't use the Everest as their first mech, or one who has no fond memories of the frame.

Although lightly-armoured, the Everest frame has a high degree of versatility, both in terms of weapons hardpoints and system resources which can be allocated to mount a variety of systems. It has no particularly flashy adaptations, but does sport a few notable traits. Firstly, by virtue of the sheer popularity of the frame, and its deliberately-simple parts, it can be repaired with great ease compared to other mech patterns. Secondly, that same simple construction reduces hassle and complication, allowing pilots to act with surprising speed while piloting the Everest. Finally, each Everest's core reactor comes with a limited reserve of extreme high-grade fuel, replenishable only at a full mech-fabricator, but which can be used to provide an excess of power to all systems, and particularly movement, for a limited time.

GMS Standard Pattern 2 'Sagarmatha'

An early variant of the Everest which has seen less-widespread use, the Sagarmatha sacrifices some of the Standard Pattern 1's surprising alacrity in favour of stolid, dependable solidity. Significantly larger than the Everest, the Sagarmatha is also more heavily-armored and can be adequately used by other mechs as hard cover. Beyond this, Sagarmatha shares the Everest's ease of repair, but instead of a hyperspec fuel injector, instead focuses on psychological support of its allies, incorporating systems to help maintain morale as much as its bulk can help ward off harm.

GMS 'Chomolungma'
A later variant of the Everest made with the intent to create a more advanced platform to serve as an upgrade to the previous model, though it has never replaced the original pattern it proved its viability in a more specialist role; lacking a heavy mount instead being equipped with advanced sensors, communication equipment, and high-end electronic warfare systems. The mech shares the Everest's ease of repair, but is also able to process data very effectively, scanning or locking on to a target as it hacks systems.

On Licences

Within this jump, if you have access to a licence for a technology, that effectively lets you 'log in' to the appropriate systems, and have a printer get the data from a server to print out what you want, or sources that data from a heavily-encrypted file. This doesn't actually give you the blueprint itself in most cases, but it is possible to crack the encryption on the data packets sent to your printer, if you have the appropriate skill in hacking and similar. HORUS licences are something of an exception to this, and other groups may similarly give out blueprints directly, rather than using this restricted-access model. Of course, it's entirely possible to dig into something physically to research it, though some corprostates include physical measures to protect their designs, such as means to fry the electronics if they're opened up without proper procedures.

After this jump, you get the full blueprints for anything you've bought licences for, though this just tells you all the details of what's in a thing and how the printer will make it, not the principles behind it or how it works. Again, this is entirely possible to work out yourself with an advanced-enough scientific understanding.

On Skills

For the purposes of this jumpdoc, skills will be divided into three levels:

- **Basic** skills represent the level of a competent but unseasoned professional; someone who knows all the essential stuff and can do it well, but probably won't stick out from the pack. This is equivalent to a +2 Trigger in the game. It takes about a year to gain this level of skill under normal circumstances.
- **Expert** skills represent the level of a seasoned, experienced professional; someone who's spent some time on the job and will be well-regarded in their profession. This is equivalent to a +4 Trigger in the game. It takes about seven years or so to reach this level from Basic skill, with regular practice.

- **Master** skills represent the level of a living legend, someone who is to that field of skill what Stephen Hawking was to physics, or Usain Bolt is to sprinting. Talent, experience, encyclopaedic knowledge and long practice come together to produce this level of skill. This is equivalent to a +6 Trigger in the game. It takes about ten years to get to this level from Expert, with regular practice.

Skills include any associated physical conditioning.

If you have the Lancer Perk, you are considered to be able to generally pilot a mech at a Master level, as Lancers represent the best of the best amongst the already elite troops that are mech pilots. Mech skills gained through Licence Levels (i.e. Hull, Agility, Systems and Engineering) also exist on this scale; as they run from 1-6, consider each to be effectively ‘half a level’. So a person with Systems 1 can manage such things on a rudimentary level, Systems 2 is equivalent to Basic skills etc. This is in addition to the basic skills granted by the Lancer perk.

On Talents and Core Bonuses

An important part of any pilot’s repertoire in *Lancer* is their personal Talents and Core Bonuses, which are gained via License Levels. I’m not going to go into detail on every single Talent or Core Bonus, as I simply don’t have the time or the patience, so I’m going to encourage you to fanwank what a Talent or Core Bonus means in terms of narrative effects as opposed to pure mechanical ones - but do so responsibly. As a rule of thumb, when working out what level of skill you get from a Talent, it’s probably easiest to equate the first, second and third levels to Basic, Expert and Master skills, respectively.

As a general rule, Core Bonuses only apply while actually using a mech, or similar device like an Evangelion or a Knightmare Frame, which you have printed or built according to your specifications. They wouldn’t apply, for instance, while fighting on your own, or in a Knightmare you just stole.