XCOM 2 Jump
Version 1.5
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Special Thanks to 40k in particular and various Anons in the thread and the IRC. You know who you are.

In the early months of 2015 we were visited by aliens.
They took our brothers and sisters, mothers and fathers, sons and daughters and did god knows what with them.
The aliens decided to stay, and quickly proceeded to attack us.

The XCOM project was started by the Council of 16 and placed under the command of a singular individual.
It was to be humanities last, best hope at defeating the invaders.
To create weapons and tactics that would destroy the technologically superior foe.
It failed.
The Council betrayed XCOM and forced its surviving members into hiding.

Its now 2035, and ADVENT controls the world.
The majority of people live in cities built by the advanced technology of the ADVENT administration, kept healthy by ADVENT gene therapy, protected by the ADVENT armed forces and taught by the ADVENT education system.

But a few live on the fringes of ADVENT controlled territory.
A combination of XCOM survivors, people who saw the truth and those missed when humanity was relocated to ADVENT cities.
They don't know the full extent of the truth.
They know about the disappearances.
They know about the strange black projects at the ADVENT universities
They know Elders doesn't have humanities best interests at heart.
And they know they have to fight for humanities future.

VIGILO CONFIDO

Location

Roll 1d8 to determine your starting continent or pay 100cp to choose. Each region also comes with a region bonus that you have the option to take.

1. Oceania - Quid Pro Quo - Before the invasion all the nations of Oceania shared reasonably fair trade alliances while at the same time completely mistrusting each other. You've been placed into contact with the survivors of some of these rings and they are more than willing to negotiate the best deal and get you Intel. Post jump you will always have these kinds of contacts that can get you information or items through back room deals, but their willingness to give you a discounted rate depends on how dire their personal situation is and how you can help them.
2. Asia - To Serve Mankind - There is no shortage of bodies in Asia, and ADVENT's relocation left a lot of people missing at the end of it. You will find no shortage of squaddies to help you in your fight. They all have basic military training and have a selected class at the lowest level, and will need your guidance to get more proficient, but can hold their own, at least for the first few months. Post jump recruiting people to your cause becomes much easier, providing it's in the name of Humanity.
3. North America - Future Combat - Due to the advanced nature of the USA's pre-invasion military research facilities their weapon and scanning technologies research is a little more advanced compared to the rest of the world. All 50cp items are free, and all other items and weapons are discounted (Discounts Don't Stack).
4. South America - Jungle Scouts - The men that join you are masters of asymmetric warfare. They can conduct guerrilla operations with little instruction from you or one of your commanders. Creating and maintaining effective cells that can bring the hurt on to ADVENT is rather easy. Post jump any people you convince to join your cause are significantly more combat capable, either through past service or natural aptitude.
5. Europe - Suit up - Due to the advanced nature of Europe's pre-invasion academic and science facilities their armour research is a little more advanced compared to the rest of the world. Pick one suit of armour or vest for free.
6. Africa - All In - Due to the instability in Africa, there is a vast selection of untapped mineral resources ripe for the picking. The resistance readily supplies you with these and with ADVENT refining methods you'll never be hurting for Elerium or Alloys during your stay here. Post jump you will be able to periodically collect some of these exotic materials from a disused corner of your warehouse.
7. New Arctic - Air and Space - The depths of Siberia were where a lot of Russian military development took place. You know of an old airfield where Sukoi tested its new air craft that's currently occupied by some friendly Russians who are always ready to make a deal with a fellow STALKER. All vehicles and vehicle modifications are discounted by 50% (Discounts don't stack).
8. Free Choice - Lucky you

Backgrounds
Roll 2d8+18 for your age. Your gender is unchanged from the last jump. Pay 50cp to change one or 100cp to change both.

Drop-in - free
You find yourself in the wilderness of your rolled region with nothing but what you purchase here and the clothes on your back.

Rookie - free
You're a nobody. A wage slave working in the city or a hunter living out in the middle of the wilderness. XCOM is recruiting but you will have to work your way up from the bottom. As a positive, or a negative, you have a family consisting of a brother and sister as well as a group of close friends that want to join with you. You can use the companion purchase to take them into future jumps.

Engineer - 100
You've studied Engineering at the one of the more prestigious universities, and played a major part in developing ADVENT's lighter series of mechs. But conversations with the ADVENT observers are getting worrying. They want you to go to more gene treatments and even though they're alien you can still tell they are keeping things from you. One by one your development team disappears and eventually decide to make a run for it. As media outlets decry you as a terrorist and a capture order is place on you the remnants of XCOM approach you with an offer you can't refuse.

Scientist - 100
Despite the massive technological gap between Humanity and ADVENT only 20 years ago, it was people like you that caught humanity up. You've studied everything ADVENT had to offer since their library was made available to humanity and was offered a scholarship to one of the top ADVENT universities. But only a month into your post graduate studies, after the "Entire" ADVENT Library was opened up to you, you noticed holes in their information. Maybe they thought the missing information was beyond humanities comprehension so you asked the dean, who sent you away with hostile words and a terrified expression. This prompts you to seek XCOM to find out the truth.

ADVENT - 200
Good day to you all from ADVENT, your friendly and helpful neighbour.

Please take a moment of your time to reflect on the golden age in which humanity now finds itself. Freed from our destructive nature by our benevolent overseers we have made great strides in technology, the arts and all humanity now enjoys a higher standard of living compared to the dark ages of pre-unification.

I would like to reassure all individuals here present that rumours of some sort of resistance movement are both false, ludicrous and potentially damaging to your fellow humans. Please bear in mind that attempting to spread such lies is a serious offence. If you or someone you know has been doing such, please report to your nearest ADVENT liaison for necessary Re-Education.

You have grown up with ADVENT, participated in the ADVENT Youth, and was offered training with the ADVENT Civil Protection forces. It was the proudest day of your life. You know the media reports

are just trying to keep the population calm. The Outsiders came in peace, and we attacked them, and now terrorists roam the streets provoking our benefactors into a hostile response. You won't allow that. You will dedicate yourself to defeating them and ensure a bright and prosperous future, side by side with the visitors.

THANK THE ELDERS!!!

Classes -
Humanity is a mixed bag as far as it fights, but XCOM has condensed its training down to 4 specific career paths. Each pure human combatant in XCOM and ADVENT gets piped down a specific one. Choose one and only one class from the selection below.

Ranger
Rangers have a shotgun in their hands and a blade on their back. A veteran of this class could easily be called a master of urban close combat fighting and field craft, they can easily sneak into the perfect ambush position and hit hard when they decide to strike.

Specialist
Specialists are a medic and a hacker rolled into one. They are given a small UAV called a Gremlin that can be customised to fulfil multiple roles. Created from equal parts ADVENT technology and human ingenuity, the Gremlin can deliver aid to allies on the other side of the battlefield, make an attack on an enemy, or even hack into a system.

Sharpshooter
Expert snipers and skilled gunslingers, the sharpshooter will most likely spend the majority of their service in a small room atop an apartment complex that overlooks some courtyard or building that an important VIP is located. Don't let that sedentary description fool you though, the sharpshooter is every bit as dangerous at range than the ranger is up close.

Grenadier
Grenadiers are seemingly simple creatures. They like two things; big guns and big explosions. Sure, that might seem rather simple to the uninitiated, but the thought and finesse these creatures can put into blowing stuff up or turning them into Swiss cheese is unbelieveable.

Perks

100cp (Free Ranger) - Blade Master - Even if you are a master of the sword, you have discovered a way to make your strikes ever so slightly more effective. It might be a new cutting angle or a new stance, but whatever it is you can put on just a bit more hurt with a blade.

200cp (Discount Ranger) - Deep Cover - The majority of action movies have car doors and even wooden tables stopping bullets. While that might work with over the counter hollow point rounds, the plasma and gauss weapons AVENT use will cut through those items like they were made of butter. Not anymore though. Almost anything you use as cover will absorb everything aside from high explosives and anti-material rounds.

400cp (Discount Ranger) - Reaper - You can chain your melee attacks together far more effectively, easily landing them on one or multiple opponents, even if the distance between them is beyond your reach. You also have an innate but easily resistible reflex to slice anything that gets within striking distance.

600cp (Discount Ranger)- Concealment - Ordinarily in small skirmishes, when the shit hits the fan the enemy puts their head on a swivel, granted a natural heightened awareness for hidden enemies and flanking manoeuvres that comes a simple combination of military training and adrenaline (or whatever the aliens have as an equivalent). You are no longer affected by this effect, and can slip by a fully alert and combat ready enemy as though they were still in just another uneventful patrol, and when you do decide to strike, you hit harder than normal.

100cp - Aid Protocol (Free Specialist)- You have a module that can generate visual distortions. These distortions, when projected on to a person or an object make it harder for an enemy to target. Only lasts for about 15 seconds, but 15 seconds can make all the difference. This module can easily be installed on a Gremlin to help out your allies.

200cp - Field Medic (Discount Specialist)- You've got extensive training in field medicine and triage, making you supplies go on for much longer than they normally would while also being able to stabilise all but the most mortal of wounds. If you have a Gremlin you can apply this knowledge to create some highly effective programs.

400cp - Haywire Protocol (Discount Specialist)- If you've had experience with the operating system and had a bit of time you can easily create a set of scripts that worm their way through a system. At the very least, with a bit of luck you should be able to force a hard reset, but with enough skill you might be able to take over the entire system, change IFF flags and movement waypoints for a short time until the access key changes. These programs can be uploaded and used by a Gremlin.

600cp - Capacitor Discharge (Discount Specialist)- You have a module consisting of several high capacity super capacitors and a radial arc projector, both of ADVENT design. Though rather crude, the device can discharge 500 mega joules of energy in a spherical AOE attack, killing or doing serious damage to anything in range. You also have the equipment to insulate either yourself or your gremlin from the damage.

Sharpshooter

100cp - Deadeye (Free Sharpshooter) - Using a combination of skill and squad communication you have a solid chance to hit anything your allies can see up to the maximum range of the weapon. Wind resistance, the Coriolis Effect, even thin objects are quickly factored into a mental calculation that allows you to make seemingly impossible shots. Up close, with some basic anatomy knowledge you can use these skills pick which organ your round should go though and be reasonably sure that it will all go according to the plan.

200cp - Quickdraw (Discount Sharpshooter) - Your speed with a pistol has to been seen to be believed. You'd be a contender for the world record with how quickly you can draw and fire on a target. It's just a shame that ADVENT made guns illegal and it will never be a verified undisputed fact.

400cp - Trickshot (Discount Sharpshooter) - When it comes to your pistol you are the master of the trick shot. Getting an angle that lines up a few enemies so one bullet can take them out? No problem. Ricocheting a round around a corner? Not an issue. In the time it takes for the bullet to leave the barrel and another round to be loaded you've already picked a new target and are ready to pull the trigger again. The only real limitations to how long you can chain this attack is the amount of foes you face and the size of your magazine. (Bullets not guaranteed to hit targets).

600cp - Killzone (Discount Sharpshooter) - No matter what firing mechanism your rifle has you can acquire a new target in the space it takes to reload and pull the trigger again. There are some limitations, without a spotter this ability is less effective on those outside of a 45 degree angle, and reloading is going to disturb your set up a little bit, but you can very quickly put the hurt on an enemy formation.

100cp - Shredder (Free Grenadier) - Your weapons are modified in such a way that they shred armour to pieces. Normally you could do this with specialised armour piecing rounds, but there would always be a risk of over penetration and wasted effects, but yours penetrate like AP rounds and hit like hollow points. This also leaves holes that others can exploit.

200cp - Holotargeting (Discount Grenadier) - You have a small device that can paint your targets for allies to hit easier. It attaches easily to your weapon and can be activated manually without alerting the enemy or automatically when you fire your weapon.

400cp - Salvo (Discount Grenadier) - Whether thrown or with a launcher, you lob grenades with the accuracy that only the best could shoot a sniper with. With only a modicum of effort you can choose exactly where your explosive will land and can throw them so fast that the enemy will be looking up for the aircraft that's precision carpet bombing them.

600cp - Heavy Ordnance (Discount Grenadier) - You know how to make your own explosives, all with your very own patented compounds, mixes and shapes. With the correct manufacturing equipment you can make explosives slightly smaller and more devastating compared to the standard mix, and can MacGyver decent explosives from regular household items.

Back ground Perks

Drop-in

- Instinctual Administration - 200

You have a knack for accounting and project management. By simply looking at a map or a spreadsheet depicting the assets and projects of your organisation you get a rough idea of their status. Projects over budget, departments underperforming, assets gone missing can be very quickly identified. If a simple solution exists you know it and can quickly implement it, if the missing asset is only missing due to a clerical error you can quickly correct it, if someone's embezzling, with a bit of sleuthing you can pin them down.

- Oversight - 200

While visiting any property you own, whether a vehicle or base (or something that's both), by concentrating you can bring up and manipulate a mental "miniature cutaway" showing its overall layout, basic area descriptions and rough status of its assets and projects. This does not show enemy assets - someone disappearing could just be knocking off for an unscheduled lunch break. If the property is large, this covers a small city block at most.

Rookie

-Inconspicuous - 200

The authorities know your name and your face is plastered on every holoscreen from here to New Australia. It's a good thing you know how to get around. Making one simple alteration like a fake mole or changing your hair colour is enough to bypass the automated checkpoints and the average citizen or ADVENT trooper. Psionics and particularly wily enemies might be able to overcome this, but these obstacles are few and far between.

- Beginners Luck - 200

When ever you first try something you always perform it inhumanly well. First combat mission? You miraculously dodge every round fired your way and manage to land a few of your own. First time performing ballet? You'll slip on something, but manage to keep it together long enough to perform a masterful pirouette. You lose the benefits of this ability after the first try, but you always learn something from your experience that will aid you the next time you try it. Could very much be considered a double edged sword as while you'll look really good the first time, earning the praise and astonishment of your onlookers, subsequent attempts are likely to end in disappointment. Never forget that practice makes perfect.

Engineer

- System Override - 200cp

On some fundamental level all systems are the same. All computers use electricity to power them, and utilise some variation of Boolean logic to process information. Even if they don't, if they are grounded in a set of mundane physics you only need a few days to understand the means by which they operate and start to poke holes in their security, quickly granting full system access

- Advanced Materials - 200cp

As you experiment the physics and rules of a world ideas for new materials come to you. Elements and compounds from different universes often follow the same rules after all, so it should be

theoretically possible to mix them. While you are developing new materials for your projects you will instinctively know whether or not materials will be compatible with each other and roughly how strong they will be. You will not know the exact ratio or procedure you will need to perform to fabricate these exotic materials, and it's not guaranteed that every material will be compatible with each other, but development will be made a lot easier.

Scientist

-Peak ADVENT Technology - 200cp

Before you defected you were working in some of the most top secret black projects any human had access to. You have an encyclopaedic knowledge of all ADVENT technology, minus some of the genetic manipulation techniques and basically anything that would give away ADVENTs dark secrets.

-Implanted - 200cp

During your tenure at university you were given a prototype neural implant that boosts your mental cognition and information storage capabilities. It was a prototype, so has no tracking hardware or psychic network uplinks.

ADVENT

- Field Commander - 200cp

The organisation you work for has quickly recognised your ability to lead and has given you command of a large contingent of forces. If you work for XCOM, Bradford gives you command of the Avenger and sticks to piloting it.

-Peak Human Conditioning - 200cp

ADVENT only accepts the best into their ranks, which when you consider how many troopers there are, is a little weird. Maybe you're not as good as you think you are, I mean, you did work you ass off for their training and only just made it it, with so many troopers around maybe your peak condition only makes the bar. Maybe you should work EXTRA hard to make up for your inferior genetics.

Psionic Operative - 800cp (600cp for companions)(Undiscounted)
A mysterious new branch of study for XCOM, the Psionic Operative utilizes their mental abilities to great effect to boost their allies and cripple the will of enemies. All offensive attacks bypass obstacles and armour. Taking this perk gives you all of the following:
- Soulfire - Direct some of your psionic energy at the enemy, hurting all but the most mentally fortified opponents. The attack releases endorphins and hormones into your system that make you feel good and heal some light wounds.
- Stasis - Using your psionic powers you can cause an enemy or an ally to stop in their tracks. With a little extra effort to can erect a temporary impenetrable field.
- Insanity - A debilitating telepathic attack that can inflict a variety of different negative effects, even forcing some enemies to bend to your will. With a little extra effort the attack causes blood vessels to rupture, causing sever haemorrhaging.
- Fuse - Telekinesis can either be really strong or really precise, and while using it as a cudgel is defiantly an effective tactic, it's precise applications can be both devastating and entertaining.. With some effort you can pull the pin any grenades your target might be carrying.
- Domination - A psionic attack that can theoretically, permanently take over an individual's mind. It takes a reasonable amount of effort, so only one can be controlled at a time, but only the most strong willed opponents can resist your mind.
- Null Lance - You can direct your psionic energy into a beam of telekinetic energy. The beam has a rather long range and damages anything in its path. Anything that isn't obliterated is definitely hurt and it passes through armour as though it wasn't there.
- Void Rift - An attack that creates a bubble of harmful psionic energy. All entities inside the bubble are hurt and organic ones suffer the same effects as someone hit with insanity.
- Solace - An aura of calm surrounds you at all times. Any allies in close proximity will never get panicked, be considerably more difficult for enemies to mind control and will generally have a strong feeling of wellbeing. You also benefit from this, and if you stay in one place long enough with the ability active the psionic energy charges the air around you creating a beautiful purple aurora effect which also marks the boundary of the field.

Items
-Weapons
-Sniper - 100cp (Free sharpshooter) - As an added bonus, professionals using this weapon to kill their enemies only feel recoil when they take their lives.
-Minigun - 100cp (Free Grenadier) - When everything directly in front of you has to die in less than a second.
-Rifle - 100cp (Free Specialist) - A solid all-rounder. There are many like it, but this one is yours
Shotgun - 100cp (Free Ranger) - Keep it handy for Close Encounters

-Gauss Upgrade - 200cp (Discount Scientist) - normally you'd need to take samples and research to update your arsenal, but early into your campaign you or someone in XCOM hacks into the ADVENT network and finds designs for the next generation of the Trooper's rifle.
-Plasma Upgrade - 400cp (Discount Scientist) - normally you'd need to take samples and research to update your arsenal, but early into your campaign you or someone in XCOM hacks into the ADVENT network and finds designs for the next generation of the Muton's rifle.

Secondary Weapons
-Pistol - 100cp (Free Sharpshooter) - A high Powered pistol, guaranteed to never jam and put thumb sized holes in whatever it hits. Remember, guns don't kill people (or Xenos), they make it easier.
-Grenade Launcher - 100cp (Free Grenadier) - Designed to launch any explosive device further than you could otherwise throw it. Just make sure your maintain it, one slipped gear could cause it to fire when you least expect it, making you very unpopular with what's left of your unit.
Fusion Blade - 100cp (Free Ranger) - A weapon modelled after the machete and improved with ADVENT technology. Goes through bone like butter.
-Gremlin - 100cp (Free Specialist) - an advanced drone capable of hacking into computers and dispensing medical aid. Comes standard with advanced scanners that periodically reveals hidden enemies.
-Psionic Amplifier - 200cp (Free with Psychic) - while not necessary to utilise your psionic powers, all of your directed attacks are improved significantly when focused into this device first.

Armour
-Flak Jacket - Free All - A set of pre-invasion armour that offers some protection from gunfire and plasma weapons. Comes in a verity of patterns and styles
-ADVENT Armour - 100cp (Free ADVENT, Upgraded officer) - A set of armour used by the AVENT troopers. Officers get a red set with a nice cape.
-ADVENT Shield bearer Armour - 300cp (Discount ADVENT) - A white set of armour. Surprisingly well reinforced for trooper armour. Also comes with capacitors and projectors to generate a shield on your allies.
-Predator Armour - 100cp - A set of armour derived from Advent Armour, offering better protection when compared to the Flak Jacket.
Spider Suit - 200cp (Discount Sniper) - A version of the Predator Armour that sacrifices some protection for a wrist mounted grappler and manoeuvrability.
-E.X.O suit - 200cp - A version of the Predator Armour with additional armour plating. The additional weight is negated by an series of servos and pneumatic muscle enhancers that also allow the user to mount a heavy weapon to their wrist. Comes standard with a conventional rocket launcher.

-Warden Armour - 200cp (Discount Ranger) - The second generation of armour derived from ADVENT technology, the Warden Armour provides slightly more protection as the E.X.O suit at a far reduced weight.
-Wraith Suit - 300cp (Discount Specialist) - The Wraith Suit is a combination of the Warden Armour, the Spider Suit and psionic fields. While not providing as much protection as Warden, it is a lot more manoeuvrable, comes with a wrist mounted grappling hook and an artificial psionic generator. While the generator can't be used offensively, it can agitate the users molecules to allow them to pass through solid objects unhindered.
-W.A.R. Suit - 300cp (Discount Grenadier) - Evolved from the E.X.O. suit, the War suit serves a similar function, but is better at it.
- Serpent Suit - 200cp - Made from the hide of a powerful male viper, this suit comes with a Grappling hook along with a lash that has a high chance to flash freeze whatever it comes into contact with. It also has the potential to cow any Vipers that see it.
- R.A.G.E. Suit - 300cp - A suit with the skin of a felled Berserker Queen sowed onto its surface, the berserker suit confers the same benefits as the W.A.R. suit, along with some additional mobility and a large increase in strength. This gives the user the ability to quickly charge at and punch their problems. Mutons and Berserkers seeing this armour might panic.
- Icarus Armour - 300cp - Constructed from the remnants of an advanced Archon, the Icarus Armour allows the wearer to jump to any position within 300 meters providing they or an ally can see it as well as some additional protection. Any Archons seeing this suit have a chance to panic
-Blaster Launcher - 100cp - Heavy weapon attachment for the W.A.R. and E.X.O. Suits that fires a guided explosive energy ball.
-Plasma Blaster - 100cp - Heavy weapon attachment for the W.A.R. and E.X.O. Suits. Fires a beam of high energy plasma that penetrates and damages everything in its path
-Flamethrower - 100cp - Heavy weapon attachment for the W.A.R. and E.X.O. Suits. Fires a stream of fire that burns everything it comes in contact with.
-Shredder gun - 100cp - Heavy weapon attachment for the W.A.R. and E.X.O. Suits. Fires a cluster of flechettes that cut armour to shreds.

Modifications (Choose 2 free for you and each your companions)
-Superior Scope - 50cp - Attaches to any weapon and compensates target movement and environmental factors, greatly increasing your chance to hit.
-Extended Magazine - 50cp - A magazine or a battery with a greater capacity than normal.
-Autoloader - 50cp - A robotic device that monitors your ammo count and changes magazines much faster than you could ordinarily. Can only carry a few extra mags per sortie.
-Laser Sight - 50cp - At short ranges can improve your chances of hitting something important.
-Hair Trigger - 50cp - An incredibly sensitive trigger that can improve your fire speed with semiautomatic weapons.

Vests
Nanoscale Vest - 50cp - A vest that provides the same protection as a thick flak jacket but with the thickness of a cotton shirt. Super breathable.
Hell weave Vest - 100cp - A vest that absorbs some of the damage of a strike and reflects it back at the assailant as a reasonably powerful shock. The shock is enough to set them alight. Same thickness as the Nanoscale vest.

Hazmat Vest - 100cp - By reinforcing the Nanoscale Vest with specialized materials, soldiers gain an addition health boost and are completely resistant to any environmental hazards like fire, acid or poison.
Stasis Vest - 100cp - By adding a second Nanoscale layer and filling the new pouch it with Biogel, the Stasis Vest not only provides protection, but plugs up holes and heals burns as they are formed.
Plated Vest - 200cp (Discount Grenadier) - An upgraded version of the Nanoscale vest, this one utilises sensors and micro processors to harden the material milliseconds before impact, making this flexible vest give almost as much protection as a set of Warden power armour.

Utility
- Skulljack - 100cp (Discount Specialist) - While little more than a holographic blade on purely organic opponents, this wrist mounted device can be used to invasively access neural implants on cybernetic ones. During insertion it scans the targets brain and duplicates it's patterns, transmitting them back at the target to both keep them alive and hack into any network their implant connected them to or access any data that it stored.
-Nanomedikit - 50cp (Free Specialist) - A chemical sprayer that comes with a few doses of an aerosol Biogel that quickly heals wounds and burns. Comes with the formula to make more. Can be attached to a Gremlin
-Overdrive Serum - 50cp (Free Ranger) - A hypo sprayer that comes with a few doses of a Berserker's Adrenalin. Allows you to move faster, take more damage and shrug of psionic attacks. Comes with a formula to make more that doesn't require Berserker corpses.
- Battle Scanner - 50cp (Free Sharpshooter) - A surveillance device designed to be thrown ahead. Can be used to scout ahead and target distant enemies with the right abilities.
- Mimic Beacon - 50cp (Free Sharpshooter) - A device that can lure unsuspecting enemies into a trap.
- Mind shield - 400cp (Discount Psychics) - A thin piece of fabric, akin to a hairnet that makes the user immune to psionic attacks.
-Grenades - 100cp (Discount Grenadier) - A selection of grenades, everything from smoke to plasma with instructions to easily manufacture more.
-Ammo types - 100cp (Discount Sharpshooter) - A selection of ammunition types that do basic things like improve armour penetration and extra damage to exotic rounds that can inject hard reset instructions into automated devices.

Vehicles
- Motocross Bike - 100cp - A standard pre-invasion dirt bike that has been updated to accept the fuel manufactured by ADVENT. Model is up to you. Good for crossing the reclaimed wilderness on land.

- Armoured Car - 100cp - A black armoured car with a turreted high calibre gun on the roof and tinted windows. Will get past the majority of low importance checkpoints unmolested.
-----ADVENT Armour - 50cp (Free ADVENT) - The car is modified with alien alloys and painted in ADVENT livery. Now it will get you past most low security checkpoints unchallenged, move faster and deflect more damage.
----- Gauss Turret upgrade - 50cp - the turret on the top is updated with gauss technology, letting it

pack a bigger punch.

Infantry Fighting Vehicle - 200 - An old pre-war IFV of your choosing. Space for a driver, a gunner and 10 soldiers.
------Plasma Turret Upgrade - 100cp - The main gun is updated with Plasma technology with a variety of fire modes, making it more than a match for the heavy ADVENT Mechs.
------ADVENT armour - 100cp (Free ADVENT) - The armour is removed and replaced with Alien Alloys, in the style of any ADVENT vehicle. You may have to take the back roads but I won't draw suspicion from civilians or distant ADVENT patrols. Also increases its speed and protection factor.

-Raven - 300cp (Discount Engineer, Discount doesn't stack) - The pinnacle of pre-invasion aerospace technology, this old, mothballed Raven was probably used by a former XCOM pilot to escape the final assault. It's kept rather well over the last 20 years, and can quickly be pressed back into service. Comes with missiles and seats a pilot and a navigator.
------EMP - 100 - Despite the technological gap between ADVENT and XCOM, it seems an good old EMP will take one of their advanced ships down. This weapon might take a few shots and some fancy flying to pull it off, but the alien ship that comes down will be in better shape than if you used any other weapons, which means that more plunder will survive the crash. And more aliens.
------Plasma Caster - 100 - A pair of survivors from the one UFO XCOM managed to shoot down during the initial invasion, it doesn't take much to fit these to your air craft. They are slightly more effective than the EMP at taking down enemy ships, but cause a lot more damage.
------Fusor Lance - 200 - An experimental ADVENT weapon one of the human engineers designed utilising one of the ADVENT's powerful but expensive Fusion cores. Only a few were produced due to the cost prohibitions, but they are easily one of ADVENT's most powerful weapons.

-Sky Ranger - 400 - A transport ship that serves a similar function to the one XCOM lost during the base assault. It's not that bad looking considering it's cobbled together from scrap alloys and ADVENT tech. Has a combat radius of 1000km and can carry 8 soldiers quite comfortably.

-Sky Lab - 400cp (Discount Scientist, Discount doesn't stack) - A modification of the sky ranger, has a bigger hold but is filled with research and medical equipment. Can't carry as many personnel and is a little slower on account of the extra weight, but can bring all the equipment you need to run a detailed libratory analysis in the field.

-ADVENT Troop Transport- 400cp (Discount ADVENT, Discount doesn't stack) - A short range transport, similar in capabilities to the Sky Ranger.

- Firestorm - 600cp (Discount Engineer, Discount doesn't stack) - Another experiment from a human engineer at an ADVENT university, the firestorm started off as a concept fusion between the Raven and an ADVENT scout ship. The engineer eventually defected, taking his plans with him and the Firestorm was eventually created by the remnants of XCOM
------EMP - 100 - Despite the technological gap between ADVENT and XCOM, it seems an good old EMP will take one of their advanced ships down. This weapon might take a few shots and some

fancy flying to pull it off, but the alien ship that comes down will be in better shape than if you used any other weapons, which means that more plunder will survive the crash. And more aliens.
------Plasma Caster - 100 - A pair of survivors from the one UFO XCOM managed to shoot down during the initial invasion, it doesn't take much to fit these to your air craft. They are slightly more effective than the EMP at taking down enemy ships, but cause a lot more damage.
------Fusor Lance - 200 - An experimental ADVENT weapon one of the human engineers designed utilising one of the ADVENT's powerful but expensive Fusion cores. Only a few were produced due to the cost prohibitions, but they are easily one of ADVENT's most powerful weapons.

-Avenger - 1000 (Undiscounted) - Formerly used by the aliens to transport large amounts of supplies, resources (and quite possibly human prisoners/test subjects), this vessel was captured by the reborn but still fledgling XCOM, who soon used it to begin linking up with scattered resistance cells and coordinate their campaigns against ADVENT. Chances are, during your time here you will either serve aboard or command this ship. What this purchase does is provide the facility for this ship to follow you post jump. It will always be cloaked somewhere nearby with low foot traffic so you don't need to worry about people finding it. Upgrades can be purchased for an Avenger that you don't get to keep to give you a leg up, but whether or not you even get to serve aboard it is up to you and your efforts. Upgrading the Avenger using CP isn't necessary, changes made to the Avenger will be retained post jump.

-----Cloaking device - Free - The cloak isn't sophisticated enough to completely hide its presence on radar, but unless the operator knows what they're looking for they'll miss your massive transport.

-----Engineering Workshop - Free - The Avenger has already had its loading bay refurbished into a fully stocked workshop, ready for all your counter ADVENT inventions.

-----Research Lab - Free - The Avenger's power plant also houses the ships computer nexus, making it the perfect place to run analysis's on the more simple alien technology. It's not ideal with the engineering staff running back and forth, but they'll learn to keep out of each other's hair.

-----Launch Bay - Free - a hangar that it able to store 3 small VTOL capable aircraft.

-----Armoury - Free - A barracks and armoury filled with flak jackets and conventional weapons for you and your forces to use.

-----Advanced Warfare Centre - 50cp - A specialised, fully stocked medical bay that reduces the amount of time it takes to get wounded soldiers back into the field.

-----Communications Centre - 50cp - You'll need one of these eventually, if you want to expand your resistance network. Comes fully stocked but you'll need to staff it.

-----Proving Grounds - 50cp - The base workshop has enough to build whatever the science department churns out, but engineers have original ideas too, most of the time practical enough to be made in a normal foundry, but once in a while they come up with something insane, that needs advanced materials and special equipment. The Proving Grounds allow you to make more advanced weapons and armour than you would otherwise, if you can supply the materials.

-----Defence Matrix - 50cp - A bunch of hacked ADVENT turrets, ready to be deployed if the Avenger is grounded and you need to defend it.

-----Psi Lab - 50cp - A lab that you can use to train psionically gifted individuals how to use their powers. You cannot use this to bypass the psychic perk, but people in universe that join you can use these facilities to become more proficient. It takes about 3 months to fully train someone and you can train 2 at a time.

-----Shadow Chamber - 50cp - The research lab is fine, but the equipment there was made for running the ship and not special decryptions and gateways to other places. The Shadow Chamber allows you to do in-depth analysis on the more advanced alien technology.

-----Guerrilla Tactics School - 50cp - This module comes with equipment to analyse your recruits fighting tactics and improve them, as well as logistic support that will allow you to field more of them at once.

Companions
Rookies - 50cp each, to a maximum of 8 total companions (2 Free for Rookies)
Each Rookie gets a background, class, the freebees associated with them and 600cp to spend on perks and items. Canon characters that you encounter during the jump can be taken with you this way.
Import - 50cp each, to a maximum of 8 total companions (Discounted for Drop-ins)
Each import gets a background, class, the freebees associated with them and 600cp to spend on perks and items.
-----ADVENT Alt Form- 50cp (Discounted for Drop-ins) - you can import your companions as an ADVENT race. They cannot spend their points on perks if their race has armour.

ADVENT Companions - 100 each to a total of 8 companions (2 Free for Engineer, Scientist and ADVENT)
Each ADVENT companion gets a background, class, the freebees associated with them and 600cp to spend on perks and items on top of their natural abilities unless the race has armour. If the race has armour then the 600cp can only be spent on items.

SPARK - 200cp Each (Discounted for Engineers)
The first generation SPARK was designed by Doctor Shen and formed the basis of the later ADVENT mechs and are stronger and more versatile than the ADVENT production model. This is thanks in part to its "BIT", a decive not dissimilar to the Gremlin that allows it to perform support and hacking services. Along with this it also comes with advanced heuristics that allow it to implement more and more complicated tactics as the unit experiences more. Purchasing this gives you a base model SPARK and its accompanying BIT along with schematics to construct more. Note that the SPARK does not count towards your companion limit unless its heuristics are upgraded to fully sapient status.

Drawbacks - 800cp is the maximum amount of points you can accrue from drawbacks.

Season 2 +0cp
You were part of the original XCOM project, and have helped shape the world into what it is today. You may have managed to defeat the invaders last time, but did you really think it would be that simple? No matter how much of an edge humanities technology had on the aliens by the end of the invasion, it isn't enough to protect one planet from the power of an interstellar empire. This drawback imports your decisions from the XCOM jump, for better or for worse, and allows any surviving contacts to recognise you.

ADVENT Race +0cp
You can choose whichever race you want with the exception of Elder. Viper, Andromedon, Muton, even the Trooper with their goofy looking eyes. As a member of ADVENT you might get a little more responsibility and power, but prepare to be mistrusted and bullied if you are a filthy xeno turncoat. If you chose a race that gets armour as default you cannot pick a class.

Conventional Fighter + 100cp
-Sure, you've read books on guerrilla warfare, but you find it impossible to put it into practice. You never EVER get the drop on ADVENT forces no matter how good you think your plan is.
- Concealment can still be taken, but its effect is nullified during this jump

Legendary +100cp
-The base enemy unit is more powerful than normal. Thicker armour, higher constitution, better at landing a shot. The term "asymmetric Warfare" is going to take on a new meaning as the sheer gulf between XCOMs and ADVENTs technical specifications make things very difficult for you.

Overwhelming Force + 200cp
-ADVENT has this planet, they need it, why would they hold anything back? Your first few skirmishes will involve the basic ADVENT Troopers and officers, but the second ADVENT senses an organised resistance they will lock everything they can down. Expect Mutons in the first week and Gate Keepers at the end of the first month. If you are ADVENT, expect a crack team of colonels in Power Armour wielding plasma weapons in your first skirmish.

Alleged Last Hope + 200cp
-Cannot take with ADVENT
- The remnants never managed to cobble together Avenger. Instead they happened across the remains of the USS George Washington, a Nimitz class carrier that took a beating during the Invasion. With some quick patches to her hull, her reactor is still in good shape and she still moves, but her weapons systems and communications still need some work. She's got space to grow and can be upgraded, but because she's trapped on the ocean she'll also be a much easier target for ADVENT.

Stuck with Central +200cp
- Normally the former commander of XCOM would be found and take charge, or at the very least Bradford would step aside and let you command, but not with this drawback. Bradford managed to get the resistance started, he's charismatic and can motivate people, but damn is he bad at tactics.

And worse, he won't admit it. You can disobey his orders, and you are fully encouraged to do so, if you follow him to the letter prepare to lose in the first week. If you are ADVENT, you must obey the will of the psychic network almost to the letter.

Terror from the Deep +300cp
-The fighting awakens the dormant T'Leth that sleep beneath the Earths sea beds. Within the first week they make landfall and begin to subjugate and experiment on humans while attacking the occupying ADVENT forces. The Earth is locked in a deadly 3 way. If you move carefully and cautiously you may be able to turn this situation to your advantage, but the attention of either of them while they conduct in full open warfare will quickly mean the end of your petty little resistance.

Power Vacuum +300
- Cannot Take with ADVENT
You seriously didn't think it would be that easy did you? That you'd defeat ADVENT and humanity would live forever more in peace and tranquillity? Or maybe you thought your small little rag tag band of misfits could seize power before things got too out of control? How naive. The second ADVENT was defeated the mobs, now with ADVENT weapons and armour they took during the riots, began carving up the world. Warlords quickly dominate small sections of the world, dividing the world into a thousand warring nations. Boarders change day to day as these vicious leaders vie for more and more territory. Your win condition is no longer simply to survive. Now you must unite the world under a single hegemony after defeating ADVENT. And a word to the wise, with all the advanced technology ADVENT brought with them, the people will be just a little bit suspicious of the trans-dimensional god that walks among them if you abuse your powers.

For the Commander +600cp
You are awoken with a bright blurry light and a bunch of unfamiliar, yelling voices. Suddenly you feel a sharp pain at the back of your head and lose consciousness again. When you awaken a man you recall, Central Officer Bradford, though much older than you remember, explains that you've been locked in stasis for the last 20 years. You remember thousands of battles you commanded against the invaders, all simulations. In reality you were directing ADVENT forces against dissidents and XCOM remnants. You've lost access to the warehouse, lost all of your powers and your companions are in a similar situation. You only have what you purchase from this jump. Furthermore, previously passing this jump was only contingent on your survival, now you cannot leave until humanity is victorious, and the completion of AVATAR is an instant loss condition. If you are ADVENT, you cannot take another race. You are locked in Stasis until the resistance is defeated. Until then you are helpless, and XCOM will kill you if they find where you are held, ending your chain.

For the Commander Gauntlet -1000cp
With this option you forgo all of your cp. You can still take drawbacks up to a value of 800cp, but you lose all of your powers and access to the warehouse. You need to defeat your enemy and stay alive, but failure or death will not mean the end of your chain. If you manage to complete this jump successfully the Avenger will follow you throughout your chain, and not only will it be fully upgraded, but fully staffed too. Obviously, you can't take this with the normal "For the Commander" drawback.

Notes

Perks and abilities should have some kind of wiki page somewhere. If in doubt about AOE and cool downs compare the mentioned ability to the respective wiki page. 1 tile is half a meter squared, and 1 turn equates to about half a minute. This especially applies to psionic powers, but class perks are up to the player. The exceptions being Capacitor discharge - 5 minutes to account for the time it takes to build up such a charge and Domination - upon loss of previous victim. (More might come as people ask.)

Psychic power perks from other jumps apply.

In XCOM EU/EW it was a psionic potential malarkey governed by RNG that is supposed to simulate random genetic drift, in XCOM 2 any rookie can be trained as a psychic. Go with the one that floats your boat the hardest.

If you have a complaint and you're doing an ADVENT build I don't care. You hate freedom and don't deserve to have an opinion you race betraying fuck :^). VIGILO CONFIDO