

Arknights

v1.2

For Jumpchain

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Welcome to Arknights, Jumper, where cities move around on the back of gigantic vehicles to avoid abnormal and severe weather events known as Catastrophes. There is also a pandemic of a disease known as Oripathy. Infected, as the afflicted are known, have their bodies slowly turned to a crystal known as Originium until essential bodily functions are affected and they die. Their corpses explode, spreading Originium around and potentially infecting anyone else in the vicinity. This is a universally lethal disease with treatment options limited to slowing down its progress or, if it's caught early enough, stop it entirely. In spite of its connection to Oripathy and Catastrophes, Originium is a highly valuable crystal on Terra. Its discovery thousands of years ago spurred Terran technological development and industry, becoming tightly integrated in common technologies used by the populace as well as a key component in tools used for those talented in Originium Arts.

Much of known Terra contains the ruins of settlements abandoned or destroyed by Catastrophes. Originium being a common mineral on the planet means its effects can be seen in both flora and fauna. Aggressive Infected creatures are a common danger where Originium is, particularly in the wake of a Catastrophe as new Originium deposits commonly grow then. It is best to travel armed, and your choices in that respect range across any type of historical or modern melee weapon or bow. Guns are a rarer sight, being limited to those able to use Arts delicate enough to manipulate the processed Originium used as ammunition. The secrets to producing firearms are also kept tightly protected to manufacturers in Laterano, who holds the monopoly in the industry.

Here is the usual **1000 CP** stipend to aid in your survival in this dying world.

Age & Gender:

These may be chosen as you wish. I suggest 1d10+12 for your age if you prefer to roll, as most Operators here are in that range.

Origins:

Rhodes Island Pharmaceuticals: Sharing its name with the large landship it operates from, Rhodes Island is a medical company dedicated to treating and hopefully eventually curing Oripathy led by an idealistic and charismatic teenager named Amiya and an enigmatic, highly intelligent Doctor Kal'tsit. It is also the most significant entity advocating for the Infected on Terra. They possess a paramilitary arm to provide security, as they frequently undertake operations to directly assist Infected out in the world. You may be one of the operators helping to extract the Doctor from Chernobog at the beginning of the story.

Reunion: Like Rhodes Island, Reunion is a champion for Infected. It began as a decentralized social movement focused on protests, but recently it has become much more cohesive and militarized following Talulah's takeover. Many Infected turn to them as the result of systemic discrimination and violence. The story of Arknights starts with them staging a major attack on Chernobog, made possible with their large numbers and surprisingly capable commanders. You are likely in or near Chernobog at the beginning and have Oripathy.

Independent: This may be taken as the drop-in option as well. You do not start out helping either Rhodes Island or Reunion, instead operating either entirely on your own or as a part of a smaller company or group. This potentially places you anywhere on Terra. Beware that Infected aren't well tolerated outside of Rhodes Island or Reunion.

Research & Development: Arknights has many examples of interesting technologies, such as their Originium-based firearms and nomadic cities. Such innovations are only possible by people like you, who are willing to push the boundaries of what's possible. You may elect to start as part of an existing corporation such as Rhine Labs or work as an independent engineer or scientist.

Race:

No humans live here, though the natives still call themselves such. The Ancient races here are categorized by the animals or mythological creatures they most resemble. By far, most are human aside from a few animal traits, but fully anthropomorphic versions do exist.

A few have attributes unique to them, as noted below. If no such special attribute is listed, you may elect to enjoy a minor advantage related to the animal. You do not have to roll here. If you want to have an ancestry that includes two races rather than one, it's 100CP. You will still only look like one.

1. Aegirians have the traits of aquatic creatures. They are one of the few who tend to appear fully humanoid, as only a few show any obvious signs of their seaborn heritage. The sea speaks to them even on land.
2. Anaty traits come from the Musteloidea superfamily, which contains red pandas, skunks, raccoons, weasels and their closely related kin.
3. Anura have frog traits, but like Aegerians, these are hardly noticeable.
4. Archosauria are crocodilians, easily identified by the shape of their scaly tails. They also have long pointed ears and some have scales somewhere on their body.
5. Aslan sport lion ears, tails, and mane-like hair.
6. Caprinae have horns and cloven feet, resembling goats or sheep.
7. Cautus are Terra's leporids as seen by their ears. They do have short tails that are easily hidden by clothing.
8. Cerato are identified by their rhino horns.
9. Draco have the tails and horns of Western dragons. Their Arts tend to be fire-themed.
10. Durin are short and stout, resembling dwarves from fantasy settings.
11. Elafia sport deer antlers, ears, or both.
12. Feline, as you may expect, are any with cat ears and tails that aren't lions.
13. Forte have traits of even-toed ungulates, typically bovines or camelids.
14. Itra sport musk deer ears and are capable of leaving a unique fragrance in their wake.
15. Kirin most resemble the *qilin* of Chinese mythology, meaning they have draconic horns and equine tails.

16. Kuranta have horse ears, sometimes hooved feet, and a talent for endurance running.
17. Liberi lack the wings of their avian counterparts but do enjoy feather-like hair and tail feathers as appropriate.
18. Lung have the traits of Eastern dragons, as seen from the shape of their horns and tails. Unlike Dracos, they do not have an elemental affinity.
19. Manticore are immediately recognizable from their traits, which include long tapered ears, scorpion-like tails, and small, ornamental bat wings.
20. Oni are larger, muscular humanoids with one or two horns on their head.
21. Perro resemble dogs with their ears, tails, and sometimes hair.
22. Petram are entirely humanoid in appearance, with their turtle or tortoise traits hardly noticeable.
23. Pilosa are humanoid, yet their sloth traits are evident in their distinctively slow speed and actions.
24. Pythia, also known as Phidia, are a race sporting serpentine tails and sometimes scales on their body.
25. Rebbah, also known as Reproba, are identified by their hyena-like ears and tails.
26. Sankta get to have a halo and angel wings. Their wings are not the feathered kind, however, more like floating geometric shapes that form the overall silhouette of small wings. All known Sankta were born in Laterano and as such are generally proficient in Terran firearms. Indeed, only Sankta have been known to use long guns at all.
27. Sarkaz sport demonic traits such as horns, longer pointy ears, and a slim tail with a pointed end. Sarkaz are uniquely more susceptible to Oripathy than the rest, but Sarkaz Infected in turn enjoy better resistance and easier mastery of Originium Arts. There are two known sub-races:
    - Vampire Sarkaz resemble vampires. They are frequently nocturnal, always lack the signature tail and horns and can have pale skin, red eyes, and hematophagy.
    - Wendigo Sarkaz have more elaborate horns, larger stature, and greater strength. Wendigo Sarkaz are also a dying breed, as only a dozen or so are left.
28. Savra have lizard or salamander tails.
29. Ursus, as their name suggests, have ursine traits such as bear ears and somewhat bulkier bodies. Like Cautus, their tails are short enough that they’re typically hidden by clothes.

30. Vouivre most resemble the wyverns of mythology, meaning they might look like a Draco at a glance but are differentiated by their smaller pointed ears, single pair of horns, and a slimmer tail similar to a Sarkaz's.
31. Vulpo are easily identified by their fox ears and tail. Yes, there's even the rare multi-tailed variant.
32. Zalak have rodent traits.

Location:

Roll 1d8 to see where you start or pay 50cp to pick. Infected are generally quarantined from the general populace and treated poorly, so unless you start in the Rhodes Island landship, don't expect a warm welcome if you're Infected.

1. Chernobog: A major industrial and population center of the Ursus nation, Chernobog is infamous for its incredibly harsh treatment of Infected found inside this nomadic city. At the time this jump begins, Reunion has begun an intense assault on the city following several days of protests. A Catastrophe is also imminent and will destroy much of the nomadic city's surface that Reunion doesn't. Have fun!
2. Lungmen: Formally known as Great Lungmen, this nomadic city is a semi-autonomous city-state under Yen rule. It's prosperous and advanced status make it a great place to live as long as you're not Infected, who are confined to its slums. Its sheer economic prowess and stability has led to its currency, Lungmen Dollars (LMD), to be accepted as a global currency.
3. Columbia: The Columbian Union is the only known democratic country on Terra, notable for giving Infected equal status to non-Infected. As such, it has become a melting pot of races and cultures and is a common destination for Infected seeking a better chance. It is an expansionist power with rumors of conducting unethical experiments to weaponize Originium.
4. Victoria: The Kingdom of Victoria is a monarchy known for its liberty, romanticism, and noble atmosphere. It currently lacks a monarch, however its aristocracy have managed to keep it stable. The military here commonly uses steam-based weaponry, including exoskeletons and pilebunker lances, and its military schools are among the best in Terra.
5. Kazimierz: The Kingdom of Kazimierz is a forested country with small mountain ranges, known for its knights. Although nominally a monarchy with an aristocracy, it has effectively become a corporatocracy governed

by the National Council. It does have an institution of slavery, though not as brutal as the one you're likely familiar with.
6. Laterano: A theocratic country run by the Sankta, it has a constitution guaranteeing 13 rights for its citizens, including Infected that are banished from its soil once found out.
7. Rhodes Island: The town-sized long landship, not the corporation. The company treats and houses many Infected patients here. It's almost entirely self-sufficient and powered by ancient technology rather than Originium.
8. Free Choice! There are other places described in the game, if none of these sound appetizing, and you can view them all here: https://mrfz.fandom.com/wiki/Category:Countries

Perks

100 CP perks and items are free for their origin and the rest are 50% off.

General

Combat Training (free): Terra is a dangerous world, particularly for the Infected. This grants you the basic knowledge necessary to handle melee weaponry, crossbows, and bows as well as how to fight, putting you on the same level as a typical foot soldier. Remember, the pointy end goes that way.

Codename (free): Operators in Arknights, whatever their faction or employer, tend to have code names to protect their identities. This is yours and the name that any reputation you garner here is attached to.

Embrace The Cuteness (free): Almost everyone in this game is either really cute or pretty, as is standard for anime style art. Even the men in this game are looking good! This is your standard appearance perk to allow your appearance to match the aesthetic in Arknights. Be as cute as Suzuran, as pretty as Ch'en, or as handsome as Matterhorn if you'd like. You can even be as androgynous as Conviction!



Originium Arts (0/200/400): Originium Arts are a way to manipulate physics around someone using the mind, creating effects much like magic. Users of these Arts are generically called casters. Simple Arts can be done with the mind alone and is limited to personal usage such as adding elemental damage to your weapon. This is what this perk unlocks for free. It's enough to give a slight edge in combat, nothing fancy, and the type of Arts someone can use is highly dependent on the caster's mindset. Oripathy is not required to cast Arts, though Infected can use the Originium in their body as a catalyst rather than a specially-made device containing an Originium core. Doing so makes their Oripathy worse, however.

200 CP expands your range to an 8m x 8m area and allows for the casting of Complex Arts. These typically require incantations, which can be a chant or a song. Like Simple Arts, these are generally personalized. FrostNova and Frostleaf use ice-based Arts, for example, and Talulah used fire. This makes you a notable presence on the battlefield.

400 CP doubles the range from the previous tier and further boosts your damage or healing potential. You can effectively be Arts-based artillery now, if you'd like, and are a decisive factor in battles.

Note: In this document, I primarily use "Arts" or "Originium Arts" in perks or items focused around their usage. While this is indeed the case on Terra, your nature as a Jumper means you can apply those perks to similar abilities or magic from other places as you wish.

Promotion (200/400): Operators that distinguish themselves and display higher levels of skill or power are recognized by a promotion to Elite 1 or Elite 2. This also tends to signal a higher level of trust in the operator in organizations like Rhodes Island.

Elite 1 is 200 CP. You're an expert with your chosen weapon and class, often adopting a specific fighting style, and are more than capable of holding your own against multiple adversaries.

Elite 2 is 400 CP and represents total mastery over your weapon and class. You're capable of tackling the most difficult assignments and taking on opponents most others can only dream of countering. You're a shining example of what an operator can achieve. This serves as a capstone booster.

Rhodes Island Pharmaceuticals:

Medical Training (100): Rhodes Island is first and foremost a medical company with a strong focus on helping the Infected wherever and whenever they can. Every operator should know how to carry out that basic mission, and now so do you. This grants advanced first aid training and basic knowledge of how to administer treatment for Oripathy.



Unlikely Alliances (100): War is a fluid thing, and circumstances can change in the blink of an eye. You can now convince your foes to form a temporary alliance instead to achieve some greater purpose or defeat a mutual enemy. This will last only until the shared objective is accomplished. Fortunately, they will not turn on you immediately and will adhere to a short ceasefire afterwards.

Small Team Tactics (200): Rhodes Island never deploys more than five teams to a single operation, and each team is at most nine operators. You now can match their paramilitary operators' expertise in fighting as part of a squad and are quite capable of leading small units in battle or other tasks requiring close coordination.

Finding the Cure (200): The ultimate goal is to cure Oripathy, not simply slow it down or stop it. In its search for one, Rhodes Island has collected some of the finest medical researchers on Terra. You belong in their company now, having a doctorate in a medical field, expertise in diseases including Oripathy, and a mind capable of applying unorthodox solutions based on that knowledge.

Hope is Contagious (400): Rhodes Island was formed from the remnants of Babel, a group founded by the last Sarkaz King of Kazdel to bring forth a better life for her race. This idealism is the driving force behind Rhodes Island's

actions, and they actively work to provide hope to Infected around the world. So long as you follow a pure ideal with a powerful vision for a better future, you too can inspire hope in others around you. In turn, they will also have a similar minor effect on those around them.

Legacy of the Sarkaz King (400): One of the powers unique to the King of Fiends is the ability to sense emotions and experience memories related to powerful emotions in the minds of others. Well, it's no longer unique to them. Through the delicate application of special Arts, you may also create a temporary mental link with someone to manipulate their emotions or trigger certain types of memories. Calm a troubled mind or send a dying man to rest with his most peaceful memories.

Chimera (600): Amiya's innate abilities allow her attacks to penetrate defenses to some degree, whether armor or Arts-based. This trait now is now yours as well. Physical and magical defenses are less effective against your attacks, particularly your Arts-based attacks. At the cost of significant fatigue afterwards for one hour, you can push this penetration to 100% and create a protective shield around you. This lasts for up to thirty seconds. The duration of both the fatigue and absolute penetration can be affected by training or other perks, but there will always be a higher cost and limited duration to it.

Boosted:

There is no longer fatigue after activating Chimera, and the penetration boost lasts for 2 minutes. The duration is further increased by your own stamina.

Reunion:

Blending In (100): One of Reunion's biggest advantages is that anyone, anywhere could be a member of the group. This allowed them to infiltrate Chernobog and Lungmen prior to starting crippling attacks on both. You've become adept at veiling your membership in groups and blending into the crowds. Nobody will suspect a thing until it's too late.

Scrappy (100): The life of an Infected is not an easy one, and one must do what they must to survive. Wherever you go, you will always find a way to survive so long as the environment is not actively hostile to you. Find jobs in odd places,

shelter where you must, and food where you can. This is essentially a luck bonus for survival-related tasks, whether in wilderness or urban environments.



A People's Militia (200): Reunion was not a trained army, yet everyone in it knew how to fight anyway. You find you have a knack for training peasants into soldiers, allowing you to put together a basic fighting force regardless of where you find recruits.

Guerilla Training (200): The core of Patriot's forces was a group of ex-Ursus soldiers that used their military training, high discipline, and tight coordination to their advantage. Perhaps you number among them, for you also have a level of military experience and discipline to see your way through any battle in front of you.

Red, The Color of Angry Men (400): Reunion's leadership appealed to the masses through a mixture of sheer charisma and capitalizing on the despair of the Infected. You've also embraced this tactic to recruit others to your cause and rally crowds to action in the streets. Your charismatic presence, gifted tongue, and keen insight in the plights of the people allow you to spark the fires of revolution anywhere that oppression reigns.

Yeti Squadron (400): The Yeti Squadron is a band of arctic warfare experts who are veterans of Patriot's insurgency against Ursus in the frozen tundra. Led by FrostNova since their integration into Reunion, this squad is legendary for being like the chill of winter itself. Like them, you can now employ ice-based Arts to immobilize or freeze your enemies and are no longer affected by cold temperatures. Bring the arctic to the battlefield, wherever it is.

Manifestation of Power (600): Two of Reunion's senior leadership are incredibly powerful casters, capable of shaping entire battlefields on their own. Talulah is capable of turning a town square into a hellish landscape with her mastery over heat, and FrostNova accomplished similar feats with ice, giving her enemies frostbite in seconds. This didn't just extend over broader areas as they also displayed fine enough control of their abilities to affect specific body parts. Pick a natural element like theirs, and now you too have similar levels of power and mastery over it.



Boosted:

The range and potency of Manifestation of Power increases by an order of magnitude, allowing you to affect areas the size of small cities.

Independent:

Where Everybody Knows Your Name (100): You have a knack for finding friends or acquaintances wherever you go, ensuring you can always find a lead for a job or a place to crash for the night.

Wasteland Navigation (100): Much of Terra is a wasteland full of dangerous Infected creatures, ruins, and a disturbing lack of road signs outside of the major highways. You find that you always seem to have an idea of where you are and which direction you need to go in.

No Plan Survives Contact With the Enemy (200): You have a talent for coming up with plans on the fly, meaning you're never caught off guard from a sudden change in circumstances and can always find a way to adjust your tactics or strategy quickly.



Logistics Nightmare (200): Regardless of circumstances, any operations you carry out will always have at least the basics necessary for success. You might not get everything you want, but you'll get what you need.

Planning is Everything (400): Even with minimal intelligence, so long as you know the terrain, you can simulate an operation as many times as necessary to perfect a plan or multiple plans with your team to guarantee a high chance of success. The plans themselves might fall apart on contact, but the planning itself ensure you're prepared for multiple eventualities and your team will know it, bolstering their confidence in your leadership.

Oh Raven, Won't You Sing Me a Happy Song (400): Catastrophe Messengers specialize in studying when Catastrophes will strike, providing critical warning to towns and cities so that they can move to a safer area. Sadly, this has earned them a dark reputation in some areas as a bearer of bad news. You may or may not have to worry about that bit, but like them, you know how to tell when a Catastrophe is about to happen with a confident estimate of its date and idea of its area of impact. Following this jump, this extends to all severe weather events.

Strategy is Art, Tactics is Science (600): War is not limited to the battlefield, as many corporate executives can attest. You have a mastery of the principles of carrying out a war regardless of whether you lead an army or a corporation. You have become capable of formulating effective strategies for combat operations or economic warfare at all levels, applying similar principles to both situations. The particulars may differ greatly but rendering your enemy helpless is your goal either way. A goal you are now very well equipped to achieve.

Boosted:

No longer is this mastery limited to the battlefield or board rooms, as all forms of long-term conflict benefit from this perk. Dominate the social scene, lead an idol group to #1 on the charts, and tame the nightmare of bureaucracies.

Research & Development:

Easy Now, That's Volatile (100): You've become familiar with how to mine or extract Originium and process it into a form safe enough for handling or usage. After this jump, this applies to similarly dangerous minerals or ores.

Maintenance Is Key (100): You know how to maintain your gear to keep it in good shape. Keep your blades sharp, your bows in shape, and your armor shined. This includes knowledge of how to strip down and clean firearms.

Gearhead (200): Every car owner should know how to do basic maintenance. You don't just know how to maintain vehicles, however. You're familiar enough to modify them to your liking with any technologies you know and possess.

It's Called Applying Technology (200): A giant mining drill with attached chainsaw as a weapon? A frying pan and vault door in place of sword and shield? Whatever it is, you can find a way to apply a thing to a purpose it was clearly never designed to handle and it'll still work just as well.

Science! (400): This world has some unorthodox technologies. You're a graduate of one of the best institutes of learning on Terra, having immersed yourself in a specific field of science or engineering. This includes familiarity with Originium-based technologies, including the firearms from Laterano. It's also easier for you to integrate different forms of technology so long as they serve similar purposes.



Roboticist (400): The engineers on Arknights seem to have mastered how to build drones and robots that aren't just useful for construction work, but also on battlefields where both magic and might reign. You have learned this knowledge as well, allowing you to build flying drones and robots capable of executing a variety of tasks, including assisting soldiers survive and win battles.

More Like Square-cube Suggestion (600): I don't know how they managed it, but Terran engineering has proven capable of constructing vehicles big enough to build entire cities on. Not just that! They can actually link up to make bigger nomadic cities, which is why one of the districts in Chernobog ended up far away from where the rest of the city was. Indeed, this is a key part of how they manage to avoid Catastrophes in the first place as the nomadic city will break up into its smaller districts for moving the hell out of Dodge. You have been blessed with the knowledge of how to replicate this physics-defying set of technologies. Any vehicle you can design can be scaled up to the size of a city.

Boosted:

This is no longer limited to vehicles. All technologies or machinery that can possibly be scaled up will now also benefit from this knowledge. Megastructures don't have to be just for space anymore, and you're free to make that giant teddy bear superweapon if you'd like.

Classes

Operators in Arknights fall into one of eight classes, each of which has its own archetypes or sub-classes for further specialization. You can find these archetypes as tags on the wiki or in Arknights guide sites. They may serve as inspiration for your own interpretation of the class. You may select any one class for free.

Casters specialize in using their Arts to deal damage using dedicated devices that contain an Originium core as a catalyst to ensure potency. Their focus on Arts over other forms of combat leaves them weaker in terms of defense. Staves and wands tend to be their favored equipment. Similar to mages in other settings.

Defenders are the frontline. Melee operators that specialize in high defense and ensuring the protection of their comrades, Defenders are the toughest operators in the field. This often comes at a cost to their mobility and offensive options. A one-handed weapon and a shield are the most commonly seen armaments for these operators. These are the tanks you're looking for.

Guards are melee operators noted for a focus on attack and sheer damage. They're typically a little tougher than Vanguards and not quite as mobile as them. Similarly, their defense is lower and mobility higher than Defenders. Among melee operators, they have the widest variety in weapons and some rather creative application of Arts. Some even include a bit of ranged combat in the repertoire!

Medics are there to treat the wounded. The way they do this can include an application of their Arts, but just as many use a variety of medical equipment, skills, and tools to achieve the same ends. They're in the back line, ensuring that everyone they can reach is kept in constant good health. They typically use wands or staves, similar to Casters.

Snipers are experts with ranged weapons on the battlefield, employing primarily types of bows or crossbows. Those capable of the Delicate Arts necessary for firearms are potent additions to any team, and Sankta with long guns are highly desired.

Specialists are an odd bunch to categorize. As the name implies, each Operator in this class offers something different to the team. There are those that push or pull enemies on the field, redeploy quickly, or set traps. If you need someone to help you take out or stall a tough enemy or control enemy movements to some degree, you might want to look at a Specialist. They can be melee or ranged.

Supporters provide crucial offensive or defensive support on the field through slowing enemies, boosting ally defenses or attack, or providing some limited healing. Some use summons in battle, giving commanders another option for plugging gaps in the line or adding a bit of extra damage. Like Specialists, this is a bit of an odd bunch to definitely categorize. They are always ranged and primarily use Arts for damage.

Vanguards are the first on the battlefield, typically providing a foothold for heavier hitters to take the field later on. They are chiefly used for reconnaissance, and once battle is joined, provide excellent combat support for the front line. Typically, vanguards are seen using swords or polearms.

Items

Everyone gets an additional 300 CP stipend to spend only on items.

General

Personalized Weapon (free/100): This is a well-built weapon of your chosen type, customized for your needs and, if necessary, a good catalyst for your Arts. The first is free. Any additional is 100 CP each. Weapons you already own can be imported for this as normal.

Flying Drone (100): A drone capable of sustained flight and the blueprints to make more. It comes unarmed, but its design makes it versatile enough to be modified for package delivery (including, yes, explosives), sport a rifle-sized firearm, or equipped to delivery healing or medical supplies. They will not need recharging. If your last drone is destroyed or lost, a new one will show up the next day.

Terran Fashion (200): Every outfit shown in the game is yours now. While the majority are various types of urban fashion, there's a surprising variety of dresses, costumes, winter wear, and formal clothing included. There's even a few suits of armor if you're looking for something more obviously protective.

You can view them all on the wiki here: https://mrfz.fandom.com/wiki/Outfits

Firearms (200): Laterano may have the monopoly on firearms manufacture in Terra, but anyone can still buy one. You may have your choice of one pistol or long rifle that uses Originium bullets and requires precise usage of Arts to fire. There does seem to be a submachine gun type used by one character, so you can have that provided you can sustain its usage requirements.

Masterwork Weapon (400, discount if Promoted): Did you get Nian to make you this? This is a weapon or Arts catalyst immaculately made, not only tailored to your class and style but also adding to the potency of your skills and abilities. It is utterly unique as a signature weapon should be and allows you to perform feats with it that push your limits. Those promoted to Elite 1 or 2 can enjoy a discount off a single purchase of this item. Further purchases are full price. Existing weapons can be imported for this at no additional cost.

Rhodes Island

Construction Drones (100): Rhodes Island's engineers are an ingenious sort and have put together a cadre of drones to assist them in building, repairing, and maintaining parts of the landship. They've kindly agreed to give you twenty of them, just enough to build a workshop or small factory, and the blueprints for more. Now you just need materials and building plans.

Robot Operators (200): Closure, Rhodes Island's chief engineer, built three big robots to assist operators in the field. They don't quite replace a trained operator on their own, but their usage does save lives. Lancet-2 is a medical robot, capable of mild area of effect healing. Castle-3 is a guard robot, capable of taking on minor enemies and providing a minor boost to nearby melee operators' attack and defense. THRM-EX is a mobile bomb dispenser, capable of dropping off a bomb that damages enemies and weakens their defenses once every 4 minutes.

Convalescence Garden (400): Once a small plot on Rhodes Island, the Medic Operator Lena, codename Perfumer, turned a neighboring unused space into a greenhouse, and now this is a place for patients and operators to visit and relax, as well as to grow plants for Lena's perfumes. Full of greenery and beautiful flowers, it's become a much beloved resting place for Rhodes Island and Lena's expertise in aromatherapy ensures visitors can truly relax and recharge. Following the jump, you can have your copy of it attach to your Warehouse or integrated into another property.

Ifrit's Flame Emitter (600): Rhine Labs made this experimental device for use by Ifrit, a rather talented young Caster with a penchant for setting things on fire. It is, in simple terms, a flamethrower with a range of 15 meters that uses liquified Originium as fuel. Originium Arts, or similar abilities, is used to ensure a stable directed stream of essentially napalm with an explosive finish but it'll work well without that. Fortunately, the liquified Originium has been purified somehow to avoid infecting people with Oripathy. Comes with renewable supply of fuel.

Reunion:

Mist Shroud (100): A small handheld device that replicates Crownslayer's Arts-based ability to create a temporary cloud of mist to obscure vision and allow her

to retreat or change her position undetected. It functions much like a grenade in usage. You get a replacement the next day when used.

Skullshatterer's Gift (200): One of Reunion's cell leaders, Skullshatterer leads their Assault Squad in Reunion's name and has proven themselves to be a serious threat to its enemies. Their signature look is a tactical vest, gas mask with a hood, and a pair of revolver-type grenade launchers that fire high-explosive Originium grenades. Their appearance is based on the Milkor MGL. Following their death early in the story (about a week past the start of the jump), this equipment is now yours and comes with unlimited ammunition.

Originium Ice Crystals (400): FrostNova and her Yeti Squadron utilized specially designed and placed crystals to boost the power of their ice-based Arts. Strategic placement of these crystals allowed them to freeze almost an entire sub-city of Chernobog. You have one of these now and the ability to make more. In spite of the name, they are not limited to ice. They will resonate with any element you channel through them, notably amplifying your powers and extending your reach beyond your normal range. As you may imagine, this synergizes quite well with Manifestation of Power.

Blade of the Deathless (600): Talulah's greatsword is not only an excellent catalyst for her own Arts, but also an extraordinary weapon in its own right. Your own version of it inherits its innate master craftsmanship and the ability to ignore the personal defenses of those it strikes. Should you be capable of using Arts or similar abilities of your own, it will also serve as an excellent catalyst for those.

Independent:

Terran Travel Guide (100): You now have a small set of magazines written by a Catastrophe Messenger that describes the nations and major nomadic cities on Terra. It includes suggestions for local food joints, places to see, and amusing anecdotes about their visits there. In future jumps, you get another set for that world.

Trading Post (200): This nondescript building might not seem like much, but it offers ready access to contracts to exchange money for precious ore or rare materials. So long as you keep it supplied with relevant stock, it will generate a

passive income that scales according to the amount and rarity of the ore and materials. Optionally, you may switch it to purchasing materials and ore you require, providing a way to gather resources so long as enough funds are there. Comes with a pair of Terran natives to operate it.

VTOL Transport (400): A VTOL-capable jet, the Terran flight crew needed to pilot and maintain it, and optionally a helipad for it come in this handy bundle. The jet does not require refueling and can easily fly you and up to 9 other people anywhere in the world. It's sturdy enough to withstand a limited amount of small arms fire.

Jumper Inc. (600): You're now the owner and CEO of a major corporation specializing in something like logistics, private military contractor work, or entertainment. This doesn't preclude you from dabbling in other areas, as Penguin Logistics shows with its scouting and guidance services on top of its logistics focus. It is a significant competitor on the national scene with satellite offices elsewhere to give it some global reach.

Research & Development:

Originium Prime Bundle (100): A large crate of pure Originium is delivered and restocked weekly. These crystals are the foundation of much of Terra's technology, spurring the technological and industrial revolution that ultimately made nomadic cities possible. You too can benefit from easy access to this material. After this jump, this Originium becomes perfectly safe to handle and will not potentially cause Oripathy.

Note: The Originium can be used to construct catalysts or devices that enable Companions or followers to cast Originium Arts, provided they have the willpower and mindset necessary for it.

Skunkworks (200): This is a dedicated space for researching and testing new technologies, either as a building or a room with appropriate safeguards. It's spacious enough to build scale models of things you can scale up later and comes with all the equipment necessary for its purpose.

Jumper Laboratories (400): You now have a small company dedicated to research and development. It comes with a mixture of 20 scientists and

engineers and the staff to support them. Every month, you receive updates on the progress of whatever project you set for them. They're very talented and likely to make major breakthroughs at least once a year.

Jumper Island (600): Rhodes Island was not the only such landship Rim Billiton found, apparently. Another ancient landship has been dug up and given to you. It is roughly 800 meters long and 310 meters wide, the size of several city blocks. It's powered by non-Originium based technology, can comfortably house a small army of personnel, and even has areas for farming on the surface. It comes with plenty of construction drones to assist you and yours in rebuilding and maintaining the interior for your purposes, starting with a command center, factory room, trading post, workshop, and dormitory already built and ready to go. It's an excellent mobile headquarters

Companions

Canon Operator (100) – You can select from any operator already in the game (listed at https://mrfz.fandom.com/wiki/Operator/List) and hire them to accompany you. For 200 or 400 CP respectively, you can bring along the Elite 1 or Elite 2 versions of them with all their equipment, skills, and abilities.

Companion Import/Creation (100): Introduce and outfit one of your current companions for Terra or recruit an Operator of your own design. They get the freebies of their selected origin and 600CP to spend.

Personal Squad (400): If you'd like, import up to eight of your companions here for 400CP. All eight receive their origin freebies and a 600CP budget.

Drawbacks

No limit. Take on as much suffering as you're willing to.

I am the Doctor (+0): This is a modified drop-in option where you can take the place of the PC in Arknights, known only as the Doctor or Dr. <name>. You start in Chernobog on the afternoon of December 23, 1096, the day that Reunion attacks the city and it suffers a Catastrophe. Amiya has led several Rhodes Island teams to this city to pull you out of the Sarcophagus that you slumbered in for the past few years and will shortly place you in operational command of her forces. You have no memories of Terra or anyone there, a reputation as a

ruthless, brilliant tactical commander and expert in Oripathy, and the implicit trust of Rhodes Island's young leader, Amiya. You also may have enemies out there you don't know about and Kal'tsit, R.I.'s other leader, doesn't quite trust you as she remembers the Doctor assassinating the previous Sarkaz King.

I hope you're up to the task, Doctor. Rhodes Island can certainly use the help.

Oripathy (+200/400/600): Oripathy is contracted from exposure to Originium, particularly unprocessed Originium. It is a universally fatal disease without proper treatment as it slowly turns your body to crystal. Visible symptoms are lesions on the body and, as it progresses, the disruption of your body's processes, including potentially your brain. Non-visible symptoms are pain, trouble with bodily functions depending on where the crystals are growing, and the dawning realization of your impending mortality in a society that really doesn't care about you. Being visibly Infected or having a known diagnosis is immediate grounds for systemic discrimination or even being "euthanized" depending on where you are, with the exception of Reunion and Rhodes Island. There are three stages to it. They do blend together a bit. Staging is determined by a mix of crystal assimilation and the density of Originium particles in the blood (shown as u/L).

Contrary to popular misconceptions, Oripathy is not easily spread through physical contact with Infected and it does not inherently boost your ability to cast Originium Arts. Infected can use the crystals in their body as a catalyst for their Arts, but this almost always advances their Oripathy at a noticeable rate depending on the strength of the Arts cast. After this jump, Infected Jumpers and their Companions no longer have to worry about disease progression or its effects.

1. Early stage (+200) – At this point, somewhere between 0-5% of your body has been crystallized ("assimilated") and its presence in your bloodstream is similarly minimal, below 0.15u/L. It's likely to be highly localized and you may not even show visible signs of Infection. Treatment at this point will stop progression entirely. If you don't get treatment or stop it, then it advances to -
2. Mid-stage (+400) – Assimilation is commonly between 6-15% of your body, meaning visible signs of Infection are a near certainty. Your bloodstream is showing a density of up to 0.25u/L. Outside of the

additional pain, you undoubtedly notice some signs of how it interferes with your tasks. Examples of this are mobility issues, narcolepsy, or sensory issues. It's enough to make this difficult, but it's tolerable – especially with treatment, which can dramatically slow or perhaps stop progression.

3. Late-stage (+600): If allowed to advance this far, then that means a significant portion of your body has been assimilated and the Originium density in your bloodstream exceeds 0.25u/L. Known patients with this stage of Oripathy show signs ranging from mental disorders or distress either from brain damage or the stresses of being so visibly Infected, obvious physical changes outside of the lesions like different horns or tails, loss of hearing and sight, and changes to their body that grant enhanced strength, a new inherent ability, or rarely enhanced Originium Arts. It's unknown exactly how these sort of symptoms, even the potentially beneficial ones, are triggered by Oripathy but in all cases, this is where Oripathy will kill you if allowed to progress without treatment. Even with treatment, long-term prognosis is often uncertain.

There is no known cure for Oripathy. Rhodes Island is paving the way into research for one and in the meantime, they have perfected certain treatments that will slow or stop its progression. Cutting out the crystallized or damaged tissue is, of course, an option, presuming such a surgery is survivable for the patient. Fortunately, Rhodes Island's treatments are reasonably accessible as long as they can reach you or you can reach them and as a Jumper, it's unlikely that you will die of it within the ten years you're here even with late-stage Oripathy. It'll certainly be unpleasant, though.

Side Effects (+100, requires mid or late stage Oripathy): You don't maybe have a complication arising from your Oripathy. You definitely do. Roll 1d8 on the following list to see which it is. This can be taken multiple times. Reroll identical results for anything that can't be taken another time. I hope you know what you're doing.

1. You have an obsession with something, such as collecting weapons or a person. You can take this one multiple times.
2. You have unnatural horns or tail. Either will make you stand out. This can be taken twice for additional CP.
3. You have chronic nerve pain, meaning parts of your body will feel some level of pain all the time regardless of whether that bit has crystallized.

4. You have an alternate personality. You do not get to choose when they take over. They are not hostile, just notably different. This can be taken once.
5. You have narcolepsy, which means you will fall asleep for short periods of time with no warning. This can be taken once.
6. You have partial amnesia. Some memories are simply no longer there. For another 100 CP, this extends to total amnesia prior to a recent point in your life.
7. Your hearing or sight have suffered significantly, making you somewhere on the blind or deaf spectrum. For another 100 CP, both are similarly affected.
8. You occasionally have visual or auditory hallucinations. This can be taken twice for additional CP.

Out of Sanity (+100): For whatever reason, you find mental tasks more draining and this will potentially limit what you can accomplish in a single day.

LMD? What's LMD? (+100): You just cannot seem to hold onto Lungmen Dollars for long. You're going to have to work a bit harder to do more than make ends meet.

Contingency Contracts (+100/200/300): You can select up to three contracts to make combat more challenging. These apply to all forms of combat. Feel free to imagine how that works for when you're not stabbing someone. If you're particularly ambitious, feel free to take all eight for 600 CP.

1. Enemies are tougher to kill, as if they have more HP.
2. Enemies are more well armored, requiring a weakness to be exploited for an easier kill.
3. Friendlies are weaker, doing less damage.
4. Enemies are faster. They swing faster and they move faster.
5. You can no longer field a full squad. Limit of 6, not including you.
6. Friendlies miss more often.
7. It's more expensive to deploy anyone more than yourself.
8. Friendlies will be taken out of action more easily. This doesn't necessarily mean death, as they can be knocked unconscious or simply too injured to continue.

You're on My Shit List (+200/400): Someone in this world has a grudge against you. They will either be in your faction working to sabotage your efforts or an outside factor with you on their hit list. They won't pose a serious danger, but it's probably best to deal with them before long. You can take this a second time to have both someone on the inside *and* someone on the outside hating you!

No Cheating (+300): Perks and non-imported equipment from outside of Arknights are banned for the duration of your stay. Your body mod and what you pick up here is what you get. Affects imported Companions as well.

Catastrophe Magnet (+400): Catastrophes just seem to regularly happen in your presence. There is a significant chance of you finding yourself in a Catastrophe whenever you go to a new location. Sometimes, it's not a proper Catastrophe but instead something like serious civil unrest or a major attack.

Scenarios

None of these award CP, only companions, items, and special experiences. All operators offered will come at the game's max level for them.

Note: There are some story spoilers in the scenarios below.

A Heavenly Weapon – requires Masterwork Weapon
"So you want me to upgrade the weapon I made you, huh? Well then. Hmm. I do have an idea. Dusk is here now, but I've got ten other siblings. Only a few will come though. The rest are either nuts or simply unwilling. You help me find them and I'll make you that living weapon you're asking me for.

You'll do it? Great! Here's a trinket. Give it to them. Here's where I last heard of the first one you'll go for. He's a great chef, by the way. Ask him for that hotpot recipe. It's divine."

Nian explains that he had been last seen in Siesta, which is unusually far from his typical haunt in Yen. There are three others she's sure she can convince to come and, though she won't say it, you have the feeling that each are going to be rather unique challenges to find and overcome. Your task is simple: Find these fragments of draconic divinity made flesh and get the trinket Nian handed you into their hands, where Nian can take over convincing them. Given that finding Dusk meant having to find your way out of her paintings, you may want

to prepare yourself for whatever strange things may happen. The chef is currently unnamed. Fanwank responsibly. This is meant to be a difficult task on the scale of finding the Holy Grail.

Your reward is, as Nian promised, a weapon that will scale with your power as she will link it to your essence. As it contains the tiniest shard of her divinity in its making, it will also take any shape you need it to.

Who is Real



The aforementioned search for Dusk is an event in Arknights where Lava the Purgatory and Kroos venture to the foot of Mount Hui-ch'i, where you find an empty house that somehow takes you to a sleepy village. There, the moon and sun hardly move and strange Ink Spirits attack the village daily. Lava and Kroos, with their new companions Mr. Nothing and Saga, must navigate the mystery of this village and the painting within the painting. When they finally make it out of what they find out is one of Dusk's paintings, they find their quarry – a reclusive painter with long pointed ears and draconic features. It's only when Dusk receives the charm Nian gave Lava that there is any true resolution to the story. Do you wish to join them?

You may choose one of the following as your reward:

- A Masterwork Weapon of your choice.
- Or one of the following as companions: Dusk, Nian, Lava the Purgatory, Kroos, Mr. Nothing, or Saga.

Ceobe's Fungimist



This was another event centering around everyone's favorite hungry and careless puppy: Ceobe (KAY-oh-be). She's Infected and her Oripathy has given her an obsession with weapons. She's also a wild child in the sense that she's never really been anywhere other than the wild until she came to Rhodes Island, so she's still learning the norms of civilization. Ceobe's worldview is simple: Is it a weapon or is it edible? The former she can enchant instinctively for her use. The latter is either "yummy" or "good", and her favorite is honey biscuits.

While out on a trip with Gaviel, the Doctor, and a few others, Ceobe somehow gets her hands on some strange mushrooms and goes through a real trippy dream experience. Become Ceobe and find your way through the mushroom forest and its strange hostile creatures in search of honey biscuits. All of your powers are sealed and your intelligence is appropriately nerfed, as *you are Ceobe* and limited to what she can accomplish.

Succeed and your reward is an endless supply of delicious honey biscuits, the chance to recruit Ceobe, and a copy of her ability to "enchant" your weapons for your own use, described below for your convenience.

Enchantment!: You can use Originium Arts or the equivalent to add elemental damage to your weapon or to modify one of its attributes. Each weapon has its own personality, so to speak, so what works with one may not work with another.

The Kazimierz Major

Every year, Kazimierz holds a grand event to celebrate its famous knights called the Kazimierz Major. It's a competitive gladiatorial event pitting knights or groups of knights called Knightclubs against each other. Given the heavy corporate involvement in Kazimierzian affairs, it's commercialized in the vein of Nascar but even worse as corporations will sponsor knights, advertise everywhere during the event, and even influence the outcome of the Major.

Infected contestants that don't somehow become a part of a Knightclub with non-Infected knights are shunted away from the main event into the "Infected Participation Program" where they were forced into no-holds-barred bloodsport arenas against creatures and sometimes even each other. It's all good fun.



Margaret Nearl, code name Nearl, has asked you if you're willing to help her help her sister, Maria Nearl, as she competes for the Nearl family's right to knighthood and honor. The Radiant Knight was exiled because of her Infection, so she cannot participate in the event herself. She's worried that because Maria refuses to accept a sponsorship, her sister will have a target on her back. Should you accept the quest, you find out that she's right to worry.

Protect Nearl's sister from the knights and assassins that seek to end her participation in the Major by any means necessary, and at the end, the two will be exiled from Kazimierz and join Rhodes Island in full. Blemishine, which she chose as her code name, and Nearl will be receptive to an invitation. Blemishine can also use her exception crafting talents to provide you with a set of augmented knight's armor that will stand up to anything Terra can throw at you.

Twilight of Wolumonde

Folinic has lost contact with her friend, a fellow Rhodes Island doctor, in the Leithanian nomadic town of Wolumonde. She intends to investigate with Suzuran, the young Kitsune caster, in tow and perhaps you as well. Upon arrival, she find her friend murdered and the town under attack by a former Sarkaz mercenary, now Reunion cell leader, named Mudrock. Help her and Suzuran survive this chaos and solve the murder. Success allows you to invite Folinic or Suzuran along for the journey. You also get the following perk:

CSI: Jumper: You've become adept at reading a crime scene and figuring out just what the hell happened here. Only the smartest or luckiest criminals have a chance to evade your detective skills.

Mansfield Break



You have been recruited by Silence of Rhine Labs to help break Mountain out of one of the most secure prisons in the world: Mansfield State Prison in Columbia. It spends most of its time out in the wastelands where escapees have no hope of surviving if they make it out, but as it happens, there's a rare opportunity to get this done while it's docked with a nomadic city for supplies and staff. Fortunately, you won't be doing this alone either: Silence managed to convince Kafka to go in as a prisoner and Pinecone as a construction worker as well. It looks like you're not the only ones gunning for Mountain, however, as assassins have been sent in to get rid of the former businessman. One of them is Robin, a city girl who accepts this job in order to get funds to pay for her father's expensive treatment. Not only are there assassins, either, but a full on prison riot is going to happen during your stay there as well.

You can pick which role you play in this scheme. Robin will switch to helping you during the climax of the prison break as you all converge on Mountain. Break him out for Silence and ensure that Kafka, Pinecone, and Robin make it out safely as well. Success earns you the chance to recruit Silence, Kafka, Pinecone, Robin, or Mountain. You also get the following perk:

Ain't Nobody Gonna Hold Me Down: No prison can only hold you for long. Within the first week of your stay, you will always find at least one opportunity to escape or else create one.

The Deathless Black Snake

Within the first month of your stay in Terra, unless you screw with the plot somehow, Talulah will be defeated by Ch'en and Amiya and returned back to Rhodes Island. During this confrontation, the two women are stunned to learn that the driving force behind Talulah's actions that sabotaged Reunion and almost sparked a war between Ursus and Yen was a consciousness that took over the Draco's body: Kashchey. Kashchey was a Pythian duke and part of the old Ursus aristocracy before. Further, he is actually an Ageless – a man who has

lived on Terra for over a thousand years. This is possibly through an unknown form of psychic Originium Arts that allows him to implant his consciousness in other bodies and take over when his victim's willpower is weak enough.

Talulah regained her willpower just in time to avoid her own death by Kashchey's hand, reasserting control over her body to avoid suicide after her sister's words reignited her will to live. She is now safely imprisoned in Rhodes Island after her defeat, awaiting either a sentencing or for Ch'en and Amiya to find a way to destroy Kashchey's consciousness within her mind. Once you've gained the trust of all three women for access or get that access some other way, your task is simple – destroy Kashchey and free not only Talulah, but the world itself, of his evil. Do this without killing Talulah or breaking her mind in the process, and you will earn the knowledge necessary for his power.

Deathless: You know how to implant part or of all of your consciousness within another person when close to death, allowing you to take over their body as your own once their willpower is weakened. Your powers and abilities carry over, if weakened at first, but anything tied to your body mod will require you to run this new body through the pod or similar technology / action by your Benefactor if you don't use a body mod supplement. After all, it's not your original body – it's someone else's.

Mission Accomplished

Congratulations, you've survived ten years in Terra. To reiterate, if you took Oripathy, all of its negative effects no longer affect you. Unless you want it to. I won't judge.

Will You Stay? Terra, in spite of all the dangers within it, is full of wonders and good people. This painting is as good as any other to dream within.

Will You Go? The road goes ever on and on, under rock and under star. Time for the next part of your journey.

Yet Feet That Wandering Have Gone, turn at last to home afar. Look at last on meadows green and trees and hills you long have known. Perhaps your feet have grown too weary, and it's time to return from whence you came.

Patch Notes

1.1

- Added bulk import option for Companions
- Modified single companion option to work for creation as well as import, updated to 100 CP for 600 CP budget

1.2

- Added that Aegirians can hear the sea speak to them anywhere.
- Free appearance perk added.
- Added Research & Development origin, perk line, and items.
- Originium Prime Bundle was moved to Research & Development. Independent now has a Terran Travel Guide inspired somewhat by the Teyvat Travel Guide from Genshin Impact.
- Research & Development now gets Jumper Island as well. Independent gets Jumper Inc.
- Added 300 CP stipend to items section.
- Added two new drawbacks: Side Effects and Contingency Contracts. Also added that You're On My Shit List can be taken twice.
- Added scenarios based on events and certain characters. Links included.
- Some slight editing to fix spelling and clarify wording.
- A few pictures to spruce it up.