B A T T L E T E C H



Welcome jumper! Welcome to the world of Battletech; mech combat galore in the remnants of a golden age that might never return. This is a place of skill and strength, where battle is not only decided by the quality of one's mech, but also by the tenacity and ability of their user. You will be in this world for ten years, walking around in a place where dropping a giant egg-shaped spaceship to unload an army of mechs is just Tuesday and Wednesday is a light rain of thermonuclear warheads.

Here is 1000 cp to use as you wish, enjoy!

Timeline

Battletech has a long and interesting history, giving you a variety of choices for you to insert into. Pick one place in time where you would like to start your journey from, starting from 2330 and ending at 3150.

Faction

This is the place where you were born (or dropped-in) when you came to this reality. Though there is no reason for you to remain in these places, most people in Battletech look down on those who change their allegiance too often and who aren't mercenaries.

Major (Inner sphere)

The major nations of history in the inner sphere, the nations that have rarely changed or disappeared once they appeared (though there are exceptions).

- **Terran Hegemony** [2315 - 2767]
  Born from the fall of the Terran Alliance via the actions of one James McKenna, the Terran Hegemony was the major innovator and technological powerhouse of both the inner sphere and the Star League that would birth from its ruler's actions. Holding the homeworld of humanity, the Hegemony has had a vast influence on the development of warfare, instituting the Ares conventions and limiting the actions and weapons legal to use in war. It is their actions that gave birth to the opportunity and technology that made mechwarriors a reality and which formed the way war is conducted ever since. Falling at the tail end of the Star League's golden age by the actions of Amaris, the hegemony would become a vassalized state under the Rim worlds republic until it was finally dissolved at the end of the Amaris war.

- **Capellan Confederation** [2367 -]
  The youngest of the successor states, they are a socialist state centered around an authoritarian leader known as the Chancellor, who is nearly always a member of House Liao. A perpetual underdog in the inner sphere succession wars, they survived due to a near zealous devotion to their state and leader. Several times coming close to the brink of collapse, they resurged in strength during the 31st century and are the most powerful of the inner sphere factions in the 32nd century.
- **Draconis Combine** [2319 -]
  Created by the House Kurita and ruled by them ever since, they are one of the successor states that fought for the throne of the defunct Star League. From its inception, it has proven itself to be a military powerhouse and was a major military threat during all the various succession wars. Suffering great strife during the clan invasions and by the actions of the Word of Blake, it is in a precarious situation during the 32nd century.
- **Federated Suns** [2317 -]
  Traditionally the largest and most powerful of the successor states, the Federation was the brainchild of the Davion family, who would come to be its rulers and form House Davion. Valuing personal liberties and rights, they are staunch proponents of liberty while styling themselves as the righteous champions of the inner sphere. Dominating in the 31st century due to an alliance with the Lyran commonwealth, in the 32nd century this alliance has dissolved, and they are now in a bad situation due to the actions of their neighbouring states.
- **Free worlds league** [2271 - 3078 // 3139 -]
  The oldest of the successor states and the only one that is actually a federation instead of being a Neo-feudal state, though in practice it acts much like a military dictatorship. Near de-facto ruled by the House Marik, they are a strife ridden nation that is almost as much at war with its neighbours as it is with itself. While initially experiencing a golden age in the 31st century, it eventually ended in their destruction by the hands of the Word of Blake and shattered into a myriad of disparate realms. Reconstituting themselves in the 32nd century, they have had military victories against the Clans, but still suffer from instability and a lack of true unity.

- **Lyran Commonwealth** [2341 -]
  One of the five successor states, the Lyran Commonwealth started out as an alliance between three mercantile nations. Expanding from there, they became an industrial giant who is ruled by the House of Steiner after they subverted its democratic state into a Neo-feudal one. While they allied with the Federated suns during the 31st century, the pressures of the Clan invasion and internal stressors led them to dissolve their alliance. In the 32nd century, they are still reeling from the many conflicts that occurred in the 31st and the consequences of them.

Minor (Inner sphere)

Ah yes, the minor nations of the inner sphere, also commonly known as "oops, I just squashed a nation-state" by the major factions or as "Scary phone people" when talking about that one specific faction.

- **Duchy of Andurien** [3079 -]
  Settled during the age of war, the duchy has been a part of either the Capellan confederation or the Free worlds league several times in its history, gaining independence in 3079.
- **Federation of Skye** [2299 - 3081 // 3151 -]
  Going under several different names such as the March of Skye or Isle of Skye, this nation was one of the founding members of the Lyran commonwealth, but have always had a bit of a secessionist streak inflamed by the actions of their neighbours. Suffering from a lot of raids during their history, they were destroyed as a nation state due to the actions of the Word of Blake and others during the Jihad. However, they re-emerged in 3151 due to the fall of the previous nation that held hold over the territory.

- **Free Rasalhague Republic** [2300/3034 - 3104]
  Technically not a true government until the 31st century, they were made up by Scandinavian colonists that left the Terran Hegemony during the 23rd century. While they were conquered early on by the actions of House Kurita, they have always resisted their occupation and gone against most actions of integration. Formally recognised as an independent nation in 3034 they were soon invaded by the Clans and were mostly conquered, with their last holdout joining Clan Ghost Bear in 3104.
- **Rasalhague Dominion** [3060 -]
  Originally named as the dominion of Clan Ghost Bear, they officially renamed themselves in 3104 when the last holdouts of Rasalhague joined their nation. They maintained an isolationist policy during the turbulent years of the 32nd century and suffered heavily from the Star League divide conflict.
- **Republic of the Sphere** [3081 - 3151]
  The successor state to the Word of Blake and inheritor of the domains of Comstar, it arose from the ashes of what would be called the Jihad. The republic was created around the ideals of Devlin Stone, but suffered crippling blows during the years of 3130 to 3135 that eventually led it to dissolute and end as a nation.
- **Society of St. Andreas** [2830 -]
  Not truly a nation, but rather a society of archivists and guards, this "nation" seeks to maintain the remnants of the secret papal archives while they live on St. Timalin and is left undisturbed by most nations.

Major (Periphery)

Much like their inner sphere counterparts, once a major periphery faction springs up, it usually sticks around so long as the inner sphere doesn't decide to kill it.

- **Magistracy of Canopus** [2530 -]
  Located in the periphery, they are a heavily matriarchal nation with their leader always being a woman, which while technically open for any woman to be elected to, is usually ruled by the House Centrella. Usually disparaged by the other periphery nations due to their hedonistic lifestyles and society, they support a lot of personal freedoms and rights, making them a haven for exiles, refugees and deviants.

- **Taurian Concordat** [2335 -]
  A nation made up of people who left the chaos that was the fall of the Terran Alliance, they are a nation made up of staunch independent colonists and explorers. One of the oldest nations in the periphery, they have been ruled by the Calderon family since the beginning of their nation, with the actions of Samantha Calderon being the foundational event that made the existence of the nation possible. Incredibly paranoid of the actions of the inner sphere, they have traditionally had antagonistic relations with all nations outside the periphery and are in a very precarious situation in the 32nd century. Having lost many of their former holdings, they are closer to a minor nation than a major one, though the legacy keeps them relevant in their area of space.
- **Marian Hegemony** [2920 -]
  A major bandit kingdom in the periphery which style themselves in the ways of ancient Rome, they are a coalition of slavers and raiders masquerading as Roman nobility. Despite their beginnings as a bandit kingdom created by a lostech seeker and explorer, they are now a nation that has great military power, though their military campaigns in the 32nd century have been less victorious than hoped.
- **Outworlds Alliance** [2413 - 3085 “Raven alliance”]
  Occupying a sector of space commonly called the “outer sphere”, the nation arose by the actions of a Federation officer and the resulting flood of refugees fleeing from the horrors of the Age of War. When the Star League rose to prominence, it was this nation where the first incident occurred that would set off the Reunification war. These actions caused a shrinkage of the worlds that they could support due to a degradation in technological sophistication. When the Clans invaded, they were luckily spared from any major invasion and eventually made diplomatic efforts with Clan Snow Raven that led them to reform into the Raven alliance.
- **Rim worlds republic** [2250 - 2775]
  A peripheral nation that occupied space that bordered the edges of the Lyran commonwealth and founded by Hector Rowe and his Theban Legion. It is this nation which has had most influence in the formation of the inner sphere and periphery, creating the crisis that would be called the Amaris war and ending the Star League, which led to the Succession wars between the inner sphere major powers.

Minor (Periphery)

When asked how many nations exist in the periphery, the most common answer is “yes”, as there are so many hidden or forgotten colonies that it would be impossible to accurately say how many minor nations there are or could be. Truthfully, these nations are mostly single planets that have remained independent due to luck or irrelevance.

- **Alexandrian covenant** [2580 -]
  Still standing (technically), it has suffered several coups in its history and is far away from most places.
- **Aurigan coalition** [2910 - 3028]
  Starting out as a trade federation and originally ignored by the rest of humanity, its end came about as a direct consequence of a civil war that brought the attention of the inner sphere.
- **Coreward Confederacy** [2371 - 3075]
  Born in the colonization boom of the first and second exodus, it was first conquered by the rim worlds republic, regained its independence and was then rediscovered by Comstar explorers in 3034. It then got conquered by pirates.
- **Axumite providence** [2392 -]
  Nearly 1000 light-years spinward from earth, this colony was created by refugees from the Outer reaches rebellion and maintained isolation all the way to 3085.
- **Barony of Strang** [2780 - 3049]
  Conquered by the descendants of the rim worlds republic after its disastrous actions and dissolution, the barony was conquered by the clans in 3049.
- **Calderon protectorate** [3066 -]
  Made up of colonies unsatisfied with the Taurian concordat, this splinter state is made up of the Far looker faction and the colonies that they settled.
- **Nueva Castile** [2392 - 3080]
  Lying in the deep periphery, the nation was founded by people fleeing the perceived tyranny of the Terran Hegemony, lasting through internal strife and development, they were conquered by clan Goliath Scorpion in 3080.

- **Circinus federation** [2784 - 3081]
  Made up of rim worlds remnants and Lyran refugees, this nation is a mix between a pirate-nation and a traditional one. This state lasted throughout external and internal conflicts until the Jihad came, vassalized and then destroyed them.
- **Duchy of Don't** [2890 -]
  A nation that appeared on maps in 2890, not much is known about this nation, but something must have happened, for they lost one of their two planets at some point before 3022.
- **Empire of Zathras** [2899 - 3152]
  A separatist nation of the Magistracy of Canopus, they declared independence due to the attacks of pirates which damaged their planets, causing them to trade their mineral wealth for mercenaries to protect themselves. One failed invasion later and a failing economy due to resource exhaustion, they eventually were unable to beat back the pirate onslaught and were reintegrated into the Magistracy in 3152.
- **Fronc reaches** [3066 -]
  Made up of colonies from the Taurian concordat and the Magistracy of Canopus, they united due to a common dislike of their heavy taxes and lack of representation in the former parent nations.
- **Hanseatic league** [2891 - 3141]
  A trade nation lying in the deep periphery, the league had deep roots in mercantilism and trade. They were the preeminent power of their region of space and controlled much of the trade and military until they were conquered by Clan Goliath Scorpion in 3141.
- **JárnFólk** [2500s -]
  Made up of refugees that left the area of space that was once the Rasalhague league, they live in the deep periphery and are expert deep explorers. Isolated from the rest of humanity for five centuries, they were rediscovered by Comstar explorers sometime in the 30th century.
- **Lothian league** [2691 -]
  A small nation out in the periphery composed mostly of cold and icy worlds, they were made of a group of Taurians fleeing capture from the Star League. Despite their rough start, they discovered great mineral wealth in their colonised planets and now export it to the Magistracy of Canopus and Taurian Concordat in exchange for food.

- **New delphi compact** [2604 -]
  A deep periphery nation made up of refugees from the reunification war, they unfortunately suffer several maladies that have led them to isolate themselves from the rest of the world. Named “the curse”, this highly adaptable and deadly disease wreaks havoc on the human population and farm animals that haven’t been genetically engineered to resist the worst of the disease's afflictions.
- **Niops association** [mid 2700s -]
  Created by the Star League as a research outpost and isolated research facility dedicated to the study of astrological phenomena, they were cut off from the rest of humanity during the Amaris war and the subsequent fall of the Star league. Becoming a technocratic society, they were ravaged by the actions of the Word of Blake and in the 32nd century have become a shadow of what they were before.
- **Oberon confederation** [2795 -]
  Sometimes a micro-nationstate and other times a bandit kingdom, this periphery nation is perhaps one of the most famous pirate nations in existence. Never ceasing to exist as a political entity during its entire existence (even if it did lose its planets during the clan invasion), they have been the launching point of many a pirate raid.
- **Tortuga dominions** [2590s -]
  A collection of pirates and raiders who formed during the later stages of the Reunification war. They are a bandit kingdom which launches raids all around the periphery in search of loot and plunder.
- **Umayyad caliphate** [2830 - 3080]
  A nation that exists in the deep periphery, they have a complicated relationship with Nueva castile, with a lot of warfare also leading to a lot of inter-marrying. They would be conquered by Clan Goliath Scorpion along with their erstwhile fr-enemy.

Profession

Here you must choose the profession that you now find yourself in. Each option will either give you the memories of the previous person who you now inhabit or simply instill you the skills on an instinctive level, depending on if you choose to be a drop-in or reincarnate.

- Civilian [FREE]
  The average civilian of the inner sphere and periphery, making up the majority of people and the fundamental part to any functioning nation.

- Arms-man [FREE]
  The men and women of the armed forces, covering everything from the regular infantry, the armoured core and the artillery all the way up to the pilots and sailors of the navy.

- Mechpilot [FREE]
  The knight of the Battletech world; highly trained people that are the main focus of most military planners and warfare.

- Industrialist [FREE]
  The owners and captains of industry and profit in this world, they own the machines that make mechs, guns and civilian goods for the rest of humanity.

- Scientist [FREE]
  A dying profession that has lost much of its luster after the destruction and dissolution of the Star League; trying desperately to recreate those lost miracles of a golden age.

- Noble [100 cp]
  The movers and shakers of most places, they are the ones who rule the worlds that make up the nations of the inner sphere and periphery.

- Royal [200 cp]
  The heads of governments, both major and minor, ruling over the vastness that is human occupied space and guiding the future of their nations.

General Perks

While General Perks aren't discounted, Faction Perks and Profession Perks are discounted for their specific Faction and Profession with the 100cp Perk discounted to free.

- Competency [FREE]

  This perk grants you a great competency in your chosen profession: an armsman would be adequate in their work and skill at arms, a mechpilot would be average in skill and compatibility, while a noble would be seen as neither bad nor good at their position. You won't be the best, but you will know what it is you are doing.

- Reputation [100 cp]

  Reputation is everything in this world; it's what fuels mercenaries and their ability to get contracts, while an important part of noble and royal life. Now you have a reputation appropriate to your profession; if you're a mechpilot you will be known as a skilled individual, as an industrialist you'll be known as an honest businessman and so on. Reputation is everything in this world and yours is known as being a good one.

- Statistical improbability [200 cp]

  You are lucky, not just a little like "finding a quarter on the ground" lucky, but a "making a shot-in-a-million" lucky. Whenever you are in a situation where luck is the deciding factor for making something possible, the odds will nearly always fall in your favour. Now, important to note is that this doesn't just make things happen for you, it just gives you the edge you need when taking a chance. So taking a shot that you could technically do would be tilted your way, but trying to fight a mech with a laspistol? Well, they'll have to make your funeral a closed-casket one after scrapping you off the ground.

- Exemplar [600 cp, Capstone Booster]

  Honestly, you are just better than other people. Doesn't matter what it is, you are just in the top 1% of what is humanly possible, with a body like an olympic athlete and a mind both flexible and intelligent enough to keep up with geniuses. You learn skills quicker and become able to apply them much better than most, and could easily gain proficiency in any endeavour which you can find teachers for. Truly, you are an exemplar of what it means to be human.

Faction Perks

Major Inner sphere

- Veteran of Succession [100 cp]
  Your faction has been at war for as long as you can remember, either during the tumultuous era known as the Age of War or the devastating set of conflicts known as the Succession wars. Your nation knows conflict on an intimate level and so do you, for you have a natural instinct when it comes to war. Be it finding angles of approach that can deal the most damage or how to beat the living shit out of someone with the tools you have. So long as it comes to violence, then you are a natural-born prodigy.

- Master of Chevauchée [200 cp]
  Waging war is a very costly and dangerous affair, especially when your opponents are very willing to use the canned sunshine if ever you stay in one place for too long. This mixture of pressures and realities of conflict in the Inner sphere caused the rise of a very special kind of warfare, one that not only sought to deal as much damage as possible, but also the most industrial and economic benefit possible. You are a master at this kind of warfare, able to loot an entire factory while fighting off a lance of assault mechs while on a strict timetable. Your forces hit lightning fast and disappear just as quickly, taking everything of worth with them without damaging what they loot.

- Inheritor of the stars [400 cp, Capstone]
  You are the inheritors of a legacy spanning the beginning of humanity's ventures into space and throughout the history of colonization and war that came after. You have the history to back up who you are and what you stand for, the legacy of a nation that has survived time and shown itself as a survivor. Whenever you do something, you will have a powerful force behind you to back up your actions. If you build a warship, then it becomes better than other similar examples, same goes for building factories, cementing societies and colonizing worlds. All you do is just better than everyone else's attempts. If bought alongside **Exemplar**, then your actions would be even grander than before, like the Terran Hegemony compared to a Periphery nation.

Minor Inner sphere

- Ant amongst giants [100 cp]
  It is hard to survive in the Inner sphere if your nation isn't a part of the major houses sphere of influence. Most places either get raided to oblivion or invaded by forces from multiple factions until all that remains is a war-torn world. One of the only ways to survive as a minor is to either be too small to notice or to have too little of worth to take. Now you are good at hiding your faction in the shadows of others and appearing unnoticed when needed, hiding your worth under a veil of poverty or your strategic importance with the threat of invasion by their opponents. You are like an ant, of too little worth and size to consciously step on, but there is still the threat of that changing if ever you were to grow.

- Defense in-depth [200 cp]
  One way to survive is to be as invisible and worthless as possible, another way is to make you more trouble than you are worth taking. Now you are incredibly skilled in turning planets and nations into quagmires of traps, killzones and fortifications that slow down and kill anyone who tries to invade them. You could turn a peaceful agricultural planet into a fortress-world that could rival the ones under the Hegemony and do it much faster than most. This will not enhance your ability to attack others who do the same, but you will know how to rebuild the defences after you tear them down.

- Death before dishonor [400 cp, Capstone]
  A nation isn't just a part of space or a singular planet, a nation is its people and so long as they resist, then the nation persists. You can invoke in the people who live in your faction the inviolable spirit of resistance to oppressors and invaders, willing to give their lives to deny them any gain from your subjugation. Yet not only can you do this, you are also an excellent guerrilla fighter, you can also train people under you to be just as good. If you buy this alongside **Exemplar**, then the people under you won't just resist the invaders, they will actively fight them every step of the way and never give up doing so. No matter if it would take them generations to throw off the yoke, they will do it and still hold the same values and ideas as when they were first invaded; the spirit of their nation having persisted through them all this time.

Major Periphery

- Black frontiers [100 cp]
  It takes a certain kind of character to willingly brave out in the deep unknown, to go beyond explored space and travel further than anyone else has. Now you possess that type of character; with balls of steel, patience to handle the long travel and a fortitude that can handle the sanity grinding isolation. Not only that, you also have a great sense of planning and logistics, able to make supplies last as long as possible.

- A home of our own [200 cp]
  It's all fine and good at being able to handle the exploration part, but the hardest part is making the most out of what you find out in the unknown parts of space. You now have several decades worth of experience in terraforming uninhabitable rocks into habitable ones. Knowing when to introduce certain atmospheric changing bacteria and when to introduce heavy-metal leeching lichen. Even better than that, you have also had an equal amount of experience as a spacer, knowing how to set up orbital infrastructure with the resources you have on hand. It may not be top-quality or automated in any sense of the word, but it'll work and work well, ensuring you have easy access to the resources of the system you now inhabit.

- Hippity hoppity- [400 cp, Capstone]
  "Get the fuck off my property" is the most common saying whenever the Inner sphere factions try to assert their influence in the Periphery and by God have you embodied this saying. It doesn't matter how shitty your home may be or how little value it has on a strategic level, it's yours and you ain't letting anyone take it from you! Your skill and abilities are massively boosted whenever you protect your home and this also counts for your followers and companions. Along with this is also a willingness to use more excessive force to halt the enemy, such as using artillery on your own occupied cities or kamikaze runs on their dropships. With the **Exemplar** perk on top, then your people are totally willing to commit war crimes if it means the expulsion of the invaders. So what if you nuked your own cities, you'll just build them again!

Minor Periphery

- A pirate's life for me [100 cp]
  Honestly, this place ain't a great place to live in; what with all them lords and ladies hoarding all the good shit for themselves and leaving only the scraps to their subjects. And is that any fair? Of course it ain't! Now you are an experienced pirate and "liberator" of goods and resources, having a sense of just where the best loot is and where it's going. Even more than that, you are also good at taking that loot without having to fight for it; able to intimidate or bargain your way into the holds of any merchant or colony you raid. Now, this does rely on you having a fearsome reputation, so sometimes you'll have to make an example to others.

- The deep black void [200 cp]
  There is a lot of space out there and even more places where that space has never been explored; unknown to humanity at large and hidden from the gazes of the authorities. Now you are really good at emulating those places, able to hide the approach of your fleets or the movements of your troops. Most times this is simply good strategy and tactics working in congress to hide your approach, but sometimes it borders on the.. unnatural. Even more concerning is that this manifests much stronger when you're traveling on your ship, arriving and disappearing like a shadow in the woods; unseen by all.

- Memories of Terra [400 cp, Capstone]
  Many people go out into the void either seeking something out, be it opportunity or a home to call their own, but even more seek out the void to escape something. Be it persecution by the authorities or political exile due to disagreements with the powers that be; many a would-be colonist come from these roots and so do you. You remember the yoke that was nearly forced upon you and the sacrifice you had to pay to escape it and you'll never forget it. You would do anything to resist against that tyranny and so your mind, body and soul follow along; resisting anything that might try to control you. If you have this along with **Exemplar**, then not only will it spread amongst your followers and companions, it will also spread amongst the regular people. Like a sudden epiphany, they will come to see the world more clearly and know when they must resist and rise up against tyranny, both foreign and domestic.

Profession Perks

Civilian

- A regular profession [100 cp]
  You've got an education! Not anything groundbreaking or mindshattering, just a regular profession for the work and functioning of society in general. This could be experience as a salesman and the charm to make it work or it could be the engineering knowledge and practice to work as an electrical engineer. It's nothing much, but it's an honest profession.

- Don't shoot! [200 cp]
  "Honestly, what kind of madman goes around shooting all those innocent civilians with guns? Swords are much better." - Every Kuritan General

  It's not always easy being a civilian; first is the unfortunate dilemma that you are an unarmed person in a galaxy full of armed ones and secondly, is that those armed people have an unfortunate tendency to embody the words "acceptable casualties". Luckily for you, you have a certain kind of aura around you that makes it much less likely for anyone to go out of their way to shoot you. It won't work on something large-scale, like a bombing run, but you can be sure that no infantry or mechpilot is going to target you.

- Your local politician [400 cp]
  Seems you've gone into the political scene, because you are now a valued part of your local government. Not anything truly grand, like being the ruler of a planet, rather you are a seasoned member of the political machine necessary for a system to work, be it a city or a planet. This could come in the form of being the adviser to the ministry that handles energy or food. It could also come as being one of the party members that help vote new local laws into being and who decides the political landscape of their community. Whatever it is, you are a part of it in some way and valued by your associates for your ability to do it competently.

- VIP [600 cp]

  You are quite an important person. Not because of who your father was or from which lineage you descended from, instead you are important because of what you can do. You see, you are the best person at your job on the entirety of the planet that you are on. Are you a salesman? Then you could charm barons and mercenary captains to buy your goods, to say nothing of the average person. Are you an industrial engineer? Then your experience and knowledge in making factories more efficient is so valued that you'll be booked for meetings several months in advance. If you buy this along with **Exemplar**, then your skills would be some of the best in the nation you're in, while being in the top percentile of your faction.

Arms-man

- Experienced trooper[100 cp]
  You aren't just the common grunt; inexperienced and stupid. No, you are a veteran of several years of backbreaking work in all fields of your job. You know every piece of equipment used in your job; be it naming every part to service a tank, which parts goes where in your rifle or where the fuel goes in your very big spaceship. Much more than that, you are trusted by your command to not fuck things up and so aren't always hounded by your officer to "do something productive" like sweeping water off the airstrip while it's raining.

- Non-commissioned officer [200 cp, incompatible with Officer training]
  Congratulations! All the hard work and effort you put into your job has finally given fruit, for you are now counted amongst the senior NCO core important for every armed force. You have a decade or more experience in your job, not only knowing what to do, but how to do it better than you were taught. Duty and hard work has been your teacher and you have learned well, giving you the ability to teach your level of skill to your troops with sufficient "Group exercises" and "Training operations". Those poor, poor bastards…

- Officer training [400 cp, incompatible with Non-commissioned officer]
  Well now, look who just got out of school. You are an officer trained in whatever military academy your nation has and now have the rank (or equivalent) of lieutenant. You know all the theoretical knowledge needed to lead not only an army, but keep it well supplied and ready for battle. Even better, you were in the top percentile for personal combat and are therefore a deadly combatant in all schools of engagement, be it CQB or long distance sniping. You don't have much field experience yet, but that can be learned easily when compared to all that theory you have in your head, right?

- Actual badass [600 cp]

  Truly, being in the armed forces of your nation is quite a treat, but there is a reason why it's the BattleMech that rules the field of battle and not the infantry. Aptly named "Squishies", anything that isn't a BattleMech is usually treated as being lesser than them and something to squish. Not you though, you are actually skilled enough to be a danger to a mechpilot if they ever think to underestimate you or see you as a non-threat. Not only can you destroy them through prodigious use of mech-scaled traps and anti-armor missiles, you also know every common weak point and vulnerability inherent to the BattleMech design. With **Exemplar**, then you are not only a threat to mechs; you're a threat to everyone. To give an example of the difference; you are Solid Snake and everyone else is not.

Mechpilot

- Multi compatible pilot [100 cp]
  You are one of the many (sometimes few) people who can use a neurohelmet without any compatibility issues. Even better than that, your neural structure is flexible enough to quicken the learning process most pilots have to go through, ensuring you can use every mech perfectly, even if it is your first time. This also extends to future neuro-using tech in other jumps, giving you a perfect compatibility with them with no chance of dangerous feedback/other issues.

- Seasoned MechWarrior [200 cp]
  You are quite skilled in using your mech, making it move in just the way you want it to and with the tactical knowledge to make use of this fact. You've gone through several training exercises and a couple of live battles, honing your skills into something that could be seen as the standard for what is expected of a MechWarrior. More than that though, you've earned yourself the spirit of a true MechWarrior and are able to challenge other pilots to duels most other MechWarriors will honour.

- The Few, the Proud [400 cp]
  You are now one of the veterans of your faction's MechWarriors, having participated in several campaigns and earned a good score of kills to your name. You now have the skill and knowledge to use your mech in ways most wouldn't be able to comprehend. An example of this could be executing a Death from Above while also twisting your torso about so that you can core out a BattleMech with your AC/20 just before you land on another mech. This compounds with **Seasoned MechWarrior**, turning you into an Elite MechWarrior and able to outduel most other pilots without breaking a sweat.

- Phantom Warrior [600 cp]

  You are incredibly stealthy in your mech, moving up against walls while making sure your shadow doesn't fall where it can be seen. More than that, you are able to blend in with your surroundings when in low-power mode, being silently ignored like you were another part of the scenery; the background-noise drowning you out. This will only work when you are actively trying to hide your mech's signature, so you will be easily seen if you simply charge into the enemy head-on. However, if you buy this with **Exemplar**, then your ability will rise to supernatural heights if ever you suffer some catastrophic event. Your very presence will be clad in the shape of your disgrace and all the enemies' sensors will become numb to your presence. You will simply fade away, unseen and unheard by all except the foes you fall upon.

Industrialist

- Business tycoon [100 cp]
  You are a business man with a business plan, knowing all the ways to make the economy bend to your whims. Or at least that's the impression that others get of you whenever you show yourself to them. You are quite an able economist and industrialist, but where you truly shine is in the presentation of both yourself and your products. They may not be accurate presentations, but they will be good enough to lure in customers and admirers.

- Hammer of industry [200 cp]
  It's all good and games at being able to present products, but if you don't have any factories to make them, then what do you do? No need to worry though, for you have several years of experience in setting up factories and creating the supply lines that makes them run smoothly in day-to-day operations. Not only that, you're also very skilled in getting able and qualified people to work for you; can't run the factory alone after all.

- MultiMedia mogul [400 cp]
  Business doesn't just reside in the physical world, it also resides in the immaterial one; A fact you know very well. Not only are you a PR master beyond most others, you are also able to spread your company in ways that benefit the whole of your company. Make a charity for war-orphans? You're able to turn the PR profits of that into sales of weapons you've manufactured. Create a radio station for pre-space flight Terran music? You would make a minor cultural boom and spike interest in old songs and art that you so luckily sell in bulk. Whatever it is, you can probably turn it to benefit your bottom-line, though take care; bad publicity is never good in the long-run, no matter what anyone else says.

- MegaCorp [600 cp]

  Most companies are content with what they can get from one planet's worth of people, not really seeking to expand beyond those delicate spheres of interest. Not you though, you know that for a company to survive in this world, then it must become a multi-planetary one. You are extremely skilled in both soft and hard takeovers of other companies' assets and turning them into yours. Not only that, you are also a master in making the internal culture of your company adapt to the companies you take over and the planets you branch to. However, if you take this along with **Exemplar** then you will take note of one the most profitable companies in history: Starcorps industries. You've learned the greatest business strategy that exists; wait and see what the consumer makes, then make it better and cheaper. A power which you have not yet mastered, but which will make you great amounts of money if you try to.

Scientist

- Professor [100 cp]
  Congratulations, you have a Ph.d in one academic subject of your choice and a decade of practical experience and theoretical experience in using that knowledge. Now what does this mean? That varies in accordance to the field you chose, but if you took something like material sciences, then you would know the theoretical and practical applications to make the various super-materials that go into making a BattleMech. As an example, you would know of the aluminium-foam, silicon-carbide fibers and titanium-steel that makes up a BattleMech chassis, but not the way to make the chassis itself. That's the job of an engineer, not a scientist.

- LosTech archeologist [200 cp]
  You have a nose for finding and digging up lost places and artifacts. Not only do you have the technical knowledge to find out what era an artefact comes from, but you'd also have a pretty good guess at what it does and how it was used. You are also experienced in finding the best places for where a potential site filled with LosTech might be; using pure intuition to lead you to the biggest haul possible. This intuition isn't perfect, but if you supplement it with research, then you are near-guaranteed to meet success in your digging endeavors.

- Reverse-engineering miracle [400 cp]
  Actual reverse-engineering isn't as simple as many people would think or what fiction would let you believe. For a real world example: "Fogbank" is a material that is used in thermo-nuclear warheads, which stopped production 1989 and restarted in the early 2000s. It was a material they had several samples of, but because they had lost the institutional knowledge of its production, they spent nearly a decade remaking it.

  You don't face these same kinds of hurdles as others do when trying to remake a lost-technology or material. You can intuit the most likely processes used in the making of a material or the thought pattern that went into a piece of technology. You can then extrapolate the necessary steps to take in remaking it and then narrow it down through repeat trial-and-error. All in all, this makes it one magnitude easier for you to succeed than it does others, so long as you put in the necessary work and time.

- Genius in the making [600 cp]

  You are a very smart individual, able to soak up knowledge like a sponge and use its intended role. You could learn astro-physics on your off-time, while studying bio-mechanics as your primary focus, and not burn out or become overloaded by the process. More than that, the more you learn, the greater you are at extrapolating common patterns and processes in the fields; making links that would seem linkless at first glance. If you also have **Exemplar** then you are a true polymath. To put it plainly; if you took enough time into studying several interconnected subjects, you could create theories and technology that could change the world like K-F drives did.

Noble

- Blue Blood [FREE, Exclusive to Noble and Royal]
  You are the descendant of a long and storied lineage with countless deeds to your family name. Your bloodline has honed itself in the fires of natural selection that being a ruling figure brings, to put it plainly, you are simply better than most other people. Your body is lean and well formed, soft to the eyes yet still hard enough for the burdens of war and leadership. Your mind too is better than your lessers; able to think of solutions and compromises in matters of statecraft and diplomacy like you were a seasoned politician, even if you have no such experience.

- War college graduate [200 cp]
  The first and most important duty of a noble is the protection and safety of their people and land. To that end, you have received schooling in the matters of warfare and its related fields in one of the most prestigious colleges in your faction. Not only are you now an excellent field marshall and adequate fighter, you have also learned valuable lessons in command and control. Able to deal with conflicting personalities and egos of higher ranking commanders and peers, ensuring that your army runs smoothly and in congress with your fellows.

- Courtly intrigue [400 cp]
  To be a noble is a very valued position and legacy, for it is power invested not only in one man or woman, but in their entire family to come. It is because of this inherited power that many people clamor to become nobles themselves, be it through meritorious deeds or villainous plots. Now you have gained the power to deal with these plotters and backstabbers, outwitting and outplanning them every step of the way. You are an avid gossiper, able to gather intrigue and information like a fish swims the seas, while using it to devastating effect against your competitors and enemies. More than that, you are naturally inclined to see the things in-between; the plots and small things that all point to the greater currents of the court and the people in it. By your skill and talent shall you never be caught off-guard by betrayal or ill-placed loyalty.

- Noblesse oblige [600 cp]

  To be a noble is not something you are simply born to or given, it is something to be strived for with every day and with every action. To be a noble means to act nobly; not only in deed and authority, but in spirit and ideals. You have now internalised this realisation and can perform much better when you are acting like a noble should. When protecting your people, not only will their spirits never falter in adversity, but your talents and wit will rise to the occasion and produce results you never could have imagined. Even more than that, if you also have **Exemplar**, then your entire being will be uplifted to a higher state as long as you act nobly, your skills, perks and so much more elevated beyond what they once were. Yet be careful, for if ever you act ill-hearted or maliciously, then your elevated state shall disappear at your foul debasement of true nobility.

Royal

- Blue Blood [FREE, Exclusive to Noble and Royal]
  You are the descendant of a long and storied lineage with countless deeds to your family name. Your bloodline has honed itself in the fires of natural selection that being a ruling figure brings, to put it plainly, you are simply better than most other people. Your body is lean and well formed, soft to the eyes yet still hard enough for the burdens of war and leadership. Your mind too is better than your lessers; able to think of solutions and compromises in matters of statecraft and diplomacy like you were a seasoned politician, even if you have no such experience.

- Prince-in-waiting [200 cp, incompatible with Heir-apparent]
  You may not be in line for the throne, but the people around you look up to you and see you fondly as a just and kind person who they would find worthy to follow. Not only do you have a natural physique beyond most, its qualities enhanced beyond what it already is, you exude a natural charisma that endears you to people quickly and easily. Most importantly of all though is your mind, which grasps concepts of royalty and the meaning of the crown with a preternatural instinct that would make others believe you were born to lead. Though for now you may not have the learning of a king or prince, you are able to assume and learn the burdens of that position if ever it came to be necessary.

- Heir-apparent [400 cp, incompatible with Prince-in-waiting]
  You have been trained your whole life to do this, your every waking moment spent to shape the ruler that your people need you to be. You are like authority writ unto the world, needing simply the vestments of majesty to clad yourself in to announce yourself king. Your mind is filled with the proper way to act, to speak and to walk, your skills in the arts of appearance beyond even the most skilled of actors. Not only that, you also have a mind much more adjusted to the burdens of leadership, made of a solid foundation of the teachings of your ancestors and your tutors. Whatever the crown would command of you to do, your heart and soul is ready to give; not for selfish promises and greed, but for the future and betterment of your people. You may not have been born ready, but by hard work and knowledge have you made yourself able and ready.

- Philosopher King [600 cp]

  To be king is a heavy thing. It is a duty and a burden that can never go away on its own and must be dealt with care and solemn level-headedness; that the commandments of a moment of frustration not lead to pain and suffering of one's nation. Being a king is a powerful and dangerous thing; a thing you are now able and ready to handle. Never will there be a chance for power to corrupt you, for you know its price and the burden it creates. Never will you act with negligence or ill-thought out plans, for your mind is filled with the lessons and tutorings of the past and present. You are a consummate scholar, philosopher, statesman, diplomat and much more, all so that you may be the king that your people deserve to have. Yet, if you also have **Exemplar**, then you have gained a trait that eludes most others. You are humble, in spirit and ideal, and this humbleness brings you great loyalty and service from your people. For how could they ever abandon someone who treats them with the tenderness that a father shows his newborn child?

General Items

- Mercenary license [200 cp]
  You hold here in your hands a license that states you are a trusted and reputable mercenary and are allowed by all governments in the Inner sphere and beyond to hold, recruit and utilize your own company of mercenaries and its necessary support functions. This also includes several legal documents for every possible situation you could run into, detailing in specific what your client are allowed to do towards you (i.e. not fuck you over) and how much loot you are to be given for every battle or engagement you find yourself in (100% salvage is near-baked in and can only be circumvented in specific situations). Even better, you also get the phone number of some very "interesting" people that will act as legal liaisons when needed.

- Datacore [600/1000 cp]
  What you have here is a genuine database of every level of technology that its era could make; everything from warships and their armaments down to the type of bolts nuts were in common production at that time.

  With the first level purchase, you'll get a datacore that holds all the scientific knowledge and its practical applications from just the beginning of the age of war. Holding the knowledge of how to make IndustrialMechs, but just before the Mackie was created. This would allow any nation to rapidly reach the same level of sophistication as the Inner sphere once had, just before the Hegemony stopped their blacklist policy and before the Star League was even a glimmer in their eyes.

  With the second level purchase, you'll instead get a datacore holding the absolute peak of what the Star League could accomplish, along with the upgrades that the clans made on their achievements. This means that not only will you have functional BattleMechs, you'll also have the enhanced Iron Womb technology of the clans along with their centuries of research and development. While an upgrade to most aspects when compared to the Age of War datacore, the real progress lies in their weapons development and material sciences; creating wonder weapons like the ER-PPC, the enhanced protection of Ferro-Fibrous armor and the exotic regeneration of HarJel.

Profession Items

Profession Items are discounted for their specific Profession with the 100cp Item being discounted to Free.

Civilian

- A regular job [100 cp]
  It's hard being a civilian if you don't have any job that can support you, so here is a job offering of your choice of work. It could be anything from working in a grocery store to working in a factory as a manager or as an electrical engineer fixing peoples wires. Whatever kind of job it is, it will pay well and support you quite easily, so long as you actually know how to work at the job.

- A home [200 cp]
  You have a place to call your own, bought and paid for long ago by either your own hard work or with the inheritance you gained from some relative. Whatever the case, this place (be it an apartment or small house) is in your name and will never be taken by the state or greedy business men. Even better that that, you don't have to pay for water or electricity!

- Connections [400 cp]
  You have gained a lot of connections over the years with the people you have worked with or worked for. This sprawling net of associates and friends can bring you assistance in various things, be it getting good prices on parts for your car or a spot for a job you might be interested in taking. These won't be massive things and you can't rely on them to simply give up everything to you, but they will be there if you need help.

- Frontier peace [600 cp]

  Maybe the civilized space of humanity just wasn't to your taste or maybe you are trying to run away from some kind of sin you committed in your past life. No matter what it is, it has led you to this place far away from everywhere else on a planet that doesn't even have a name. It is a barren and bleak place, only barely made habitable and still many years of terraforming before it could be considered valuable, but it is yours to call home. The deed may not be in your name and only a few dozen people also live here, but you made the first colony on it, so everyone respects that it is yours, so long as the big factions don't come in and take it.

Arms-man

- Regulation gear [100 cp]
  You have here your regulation issued gear; a backpack of stuff filled with all you need, several sets of skivvies and your trusted rifle; be it ballistic or laser. They won't be anything exceptional or unique in quality, but they will work when you need it to and keep you warm when you want it to.

- Heavy vehicle license [200 cp]
  Congratulations soldier, you just got handed yourself the opportunity to stop walking everywhere and instead drive. With this license you are able to take the position of driver for any type of vehicle your faction has and not be questioned about it. It goes from everything to the average supply truck, armored fighting vehicles or tanks, but not aircraft.

- That's a tank [400 cp]
  Now that's some serious firepower right there! Tanks may not be the king of the battlefield as it once used to be, but that doesn't mean it isn't still a threat to everyone it points its gun at. Your tank here could be anywhere from 40 to 100 tons and carry either a variety of Autocannon, PPC, Artillery or Flamer as its main gun, with a couple of machine guns as secondary weapons. However you make the tank it is recognised as being yours, even if on paper it belongs to your faction.

- Aerospace fighter [600 cp]
  Well I'll be damned, but you've got the paperwork and licenses to work and operate this fighter craft here. Able to fly in both atmosphere and out-of atmosphere, they are the modern battlefields response to the threat that is dropships. With enough of these one could halt any type of orbital landing or heavily contest the superiority of orbiting Warships. There are a variety of these fighters, so you can choose whichever one you want. (Pick a fighter class HERE)

Mechpilot

- SLDF Gear [100 cp]
  You have here in your possession actual SLDF quality gear for piloting a Mech. Sure the helmet is a bit old and has a slight bump on the side and sure, the cooling suit isn't as fresh smelling as it once was, but damn if it still doesn't work excellently!

- Lance comrades [200 cp]
  The fellow members of your lance; the people you fight, eat and sleep with while out on the field or at home resting. These 3 skilled mechpilots have a varied and eccentric set of personality traits, yet all of them are excellent at doing their job. Though you may not always agree with them, they will always recognise your authority as their leader and have your back when you need them.

- Bunch of miracle workers [400 cp]
  That's what this group of a dozen MechTechs are. They are able to take even the most savagely beaten up mech and fix it such that you would question if it has ever even seen combat. Now that does take time to reach such results, several months in fact, so if you just want them to fix it to something workable, they could do it in a couple of days instead. Won't be pretty or very armored, but you'll be able to shoot and walk even if your mech was a ruin the day before.

- SLDF Mech parts [600 cp]
  How the hell did you get this? 'Cause what you have here is an entire cache filled with spare parts for every type of mech produced by the SLDF stacked in bulk. You've got actuators for Highlanders and spare cockpits for Marauders and is that an honest to god full compliment of parts to a Devastator?! You've got everything in here except parts for Royal Mechs and the more advanced components like XL fusion engines.

Industrialist

- Superb secretary [100 cp]
  You honestly can't be bothered to do all the paperwork everyday, so that's why you have this handy secretary with you wherever you go. Able to handle immense workloads without a complaint, she is good at her job and able to manage your day without a drop of sweat on her brow.

- Economic solutions [200 cp]
  What you have here is the ground floor for the best business in the entire sphere! Or that's at least what you tell your investors whenever you invite them over to see you and your head offices. This massive office building is the center of your corporation that spans several local nations on a planet of your choice. What they sell is entirely up to your discretion, but whatever it is, they sell it well.

- Industrial-military complex [400 cp]
  This is a factory, refinery, toolshop and much more, all amalgamated into one giant industrial complex able to produce whatever you have plans for. Covering several acres of land, though that is due to the size of some of the machines, this factory can pump out dozens to hundreds of battlemechs a year if given the blueprints, resources and staff to do so. Even better, it also has its own security system in the form of multiple bio-metric locks, turrets on the perimeter and a massive 30 meter high, 7 meter thick wall surrounding it entirely.

- Planetary branch offices [600 cp, requires Economic solutions]
  Now your company isn't just bound to one planet, it covers several dozen of them. Every one of them has a head office just as grand as the one you started with and are filled with workers and specialists just ready to rake the money in for you. Though with greater reach also comes greater problems, as with this you now also have to deal with a board of investors that are very keen to make money.

Scientist

- Diploma [100 cp]
  Without this, no one would take you seriously as a scientist, so it's good you have several copies of it so you never lose it. This diploma, of an institution of your choice, shows that you have the knowledge of your area of expertise and are a reliable scientist.

- The old bone-picker [200 cp]
  A collection of archeological tools and machines used for field work and when digging out highly valuable and sensitive materials. It ranges from the simple such as shovels, brushes and other hand equipment, to power tools and high-energy scanners that can penetrate deep into the earth. With this toolset, a small group could excavate an incredibly large area and do it very thoroughly, so long as they made sure of the quality of their work.

- Lab of your own [400 cp]
  Here you have a laboratory facility all of your own, staffed with competent and well paid people (so no burden on your wallet), with all the materials you could need in your research. More than that, this facility also increases the odds that you will be able to accidentally chance across discoveries that could hasten your research or make new inventions you hadn’t thought about.

- Ruins of a lost age [600 cp]
  Well now, this is a surprise. What you have here is an archeological digsite where you have full and total control of what goes on and what is focused on. Filled with buildings seemingly from both the Terran Hegemony and the Star League that followed, it also has facilities that could be from the Terran Alliance, which fell so long ago. No matter who built it or has built upon it, this place is covered with examples of LosTech that has never been seen before or which no longer exists. Here you could find mainframes holding the digital blueprint to create SDS or old prosthetics made of advanced materials that rival or surpass any imagined. More than that, it also seems to hold clues for further technological advances that were never made, such as practical applications for nanites or self-assembling systems.

Noble

- Trust Fund [100 cp, can be bought multiple times]
  Just like any proper noble, you need some money to fund your endeavours. Every year you get 100,000 C-Bills (converted: 500,000 USD (2025 USD) in future Jumps).

- Skilled advisors [200 cp]
  You have here in your service a group of 5 skilled advisors from several disparate fields of knowledge and experience. One could be an old and grizzled mercenary with knowledge on how to conduct military operations, while another could be a young lady skilled in bureaucracy and the cohesion of the state. Whatever their skills or personality, one thing is common to them all and that is their loyalty to you on a personal level. No matter what you ask of them or how hard the times become, they are willing to stand with you until the end, no matter what.

- Hereditary Estate [400 cp]
  Another thing that nobles are known for is that they have huge mansions. As such you also have your own 12,000 square foot mansion (about 1,100 square meters). You get this mansion and all of its amenities and staff for free and without any upkeep (money, energy as well as ammo). Should any accessories (organic or mechanical) be rendered unusable, you get a replacement a month later. The amenities include: 12 acres of land, fortified walls surrounding the estate, a couple dozen turrets along the walls, a couple dozen VTOLs to survey the surrounding area as well as a company (aka 3 lances or 12 mechs) of mixed middle- and heavyweight mechs. All vehicles are manned by loyal pilots with average experience. You also get 50 butlers/maids which also double as security.

- Markgraf [600 cp, exclusive to Noble]
  You now hold land in the disputed regions of your faction. The size of this land could vary from anywhere between a couple of inhabited moons or continents, to an entire planet and its accompanying system (scale as appropriate to your faction). These holdings of yours are more militarized than most, due to the fact that they are some of the first to be invaded or raided whenever pirates or other factions try to invade. They can usually hold their most valuable settlements and factories without issues against small raiding bands, but will need assistance if ever a greater force appeared. Yet despite this they always seem to have some valuable goods to offer you as tithe, be it agricultural stuff, experienced soldiers or advanced manufactured products.

Royal

- Childhood tutors [100 cp]

  The man that shaped you and the woman who nursed you; not only from when you were born, but throughout all your years of learning and growth. These two people are some of your most loyal and skilled friends in your entire life. The man is a graduate from the finest colleges of the realm, having earned degrees in all fields related to war, intrigue and the economy. The woman was a former noble and is herself even more learned than her companion, being a master diplomat, cunning statesman and avid philosopher.

- Count palatine [200 cp]

  A trusted noble of yours and a multi-disciplinary in every endeavor one might care to mention. Though they may not have a formal hereditary nobility as most others have, their skill and abilities caught your eye and you gave them the opportunity to join your entourage. While able to achieve at least some measure of success in every challenge they are put against, they are only loyal to you and not your nation.

- Royal Guard [400 cp]

  In case you didn't notice - being a royal means constant danger. As such you could really use some bodyguards. While you won't get entire brigades of Mechpilots, you will get your very own competent guard to protect you. You get your choice of either two Lances of Assault Mechs or a Company (three Lances) of Heavy Mechs. Their pilots are some of the best out there and should any of them perish, new pilots and mechs will be given to you within a week. Aside from being different people, they will be just as skilled and resourceful as the people that perished in battle.

- Dukedom [600 cp, exclusive to Royal]
  To prepare you for the struggles of rulership, you have been given a piece of your faction to rule over as you see fit and gain experience from it. Consisting of either one inhabited planet and its system or several planets and their accompanying systems (scales as appropriate to faction), these are not very developed. Primarily being frontier worlds that have just been settled or are in the process of making their colony habitable, they are the perfect testing grounds for any new ruler to sharpen themselves. More than that, this dukedom is isolated from most avenues of attack and therefore experiences much less raiding than might be common for other places.

BattleMech Creator

While there exists a great amount of Battlemechs already, sometimes you just wanna go the extra effort and make something even better… or even worse, if that's your kinda thing. No matter what though, if you simply deposit a small one-time sum of **100 cp** then you'll get to make your own custom BattleMech. Now, this will be based on the honour system, so while you could make an unreasonable mess (like a super fast, super armored medium mech with 8 gauss rifles), do try to make something that could be seen as "possible" inside the universe

BattleMech class:

- Ultralight: consisting of anything from 20 tons or under, these are some of the lightest mechs in use.
- Light: Covering a range from 20 tons to 35, they are light on their feet and can be dangerous in groups.
- Medium: The bread and butter of the BattleMech world, going from 40 to 55 tons, they are the all-rounders of the battlefield.
- Heavy: Going from 60 to 75 tons, the Heavy type is the go-to for any assault against fortified positions and the wall that defends from most attacks.
- Assault: Having anywhere from 80 to 100 tons, these are the spearhead for any army and the ones that bring in the heaviest of arms and armour.
- Superheavy: Anything beyond 100 tons is classified as such, because there just aren't many like them. Heavy and slow, most of these things are castles on legs and just as fast, but damn if they can't take a beating and give it back.

BattleMech type:

There are a lot of different kinds of mechs and here you will get to choose how your mech is built and what limbs/locomotion it has. All of the options have their uses and none of them are inherently better than another, though some are better at some things than others.

Humanoid: The standard configuration of BattleMech and the one that is most intuitive to use for most pilots.

Reverse joint: Also commonly called 'Chicken walkers', it's slightly less common but still intuitive to use for most.

Digitigrade bipedal: The rarest of the bipedal class of mech, while still somewhat intuitive to use, there can be some teething issues at first.
Tripodal: More of an obscurity than anything else, these mechs use three legs for movement and therefore are relatively slow, but stable.
Quadrapedal: Slightly rarer than the bipedal's and with a bit of a bias against it, the quadrupedal design is good for added stability, but have reliability issues.
Land-Air: A BattleMech that can transform into a plane, very rare and highly unusual, these types usually suffer immensely due to over-stressed parts and finicky maintenance.
QuadVee: A Quadrapedal with tracks pre-installed! Somehow, this conversion made it actually viable and improved its functions, giving it more durability and survivability than before. Requires two people though.

Arms: Yes or No?
Not all mechs have arms, sometimes because they are being used as weapon sponsons (Like the Warhammer and Marauder mechs) while some have them due to their added usability to pick up things or hit things with (like the Hunchback).

Chassis: Standard, Experimental or Endo-Steel
Now, most mechs throughout history have been made of the standard type of material and it is a very usable and known type of chassis. No one throughout history is gonna question a Standard type of chassis and it will do just as well as the other types in most situations. The Experimental type is a very specific Solaris modification that introduces some experimental construction techniques and materials (such as some Endo-Steel) to make a chassis that is more durable than the Standard variety. Very unusual and most mech-techs won't know what the hell they're looking at when they see it. The Endo-Steel chassis is very rare and heavily valued due to one aspect of its strengths; weighing nearly half as less than a Standard type while being just as strong. Very period specific to the Star League or after the Clan invasion, if anyone sees you have this, they'll either think your mech is a Royal variant or a very fucking weird FrankenMech.

Jumpjets: Yes or No?

A quite unique thing to the battlefield as it gives a lot of tactical value to have, but does also slightly weaken the defenses of the mech. While a lot of modern BattleMechs have it, it's not ubiquitous or required for the field of battle, just a nice advantage to have over the enemy.

Weapons Loadout:

Now, this is a vast (not comprehensive) selection of all the weapons that you can find in the Battletech universe and some of them are from vastly different eras. You can choose however many you want, though do try to make it somewhat reasonable to the weight class of your mech (As an example; the urban mech (30 ton light mech) at its deadliest wields a single Autocannon/20 OR an Arrow IV system with potential to use a Davy Crockett nuclear missile. It is also as fast as a trashcan with wheels, so checks and balances.)

- Machine gun
- Light machine gun
- Heavy machine gun
- LB 2-X AC
- LB 5-X AC
- LB 10-X AC
- LB 20-X AC
- Rotary/2 AC
- Rotary/5 AC
- Ultra AC/2
- Ultra AC/5
- Ultra AC/10
- Ultra AC/20
- Autocannon/2
- Autocannon/5
- Autocannon/10
- Autocannon/20
- Hyper-velocity autocannon/2
- Hyper-velocity autocannon/5
- Hyper-velocity autocannon/10
- Gauss rifle
- Heavy gauss rifle
- Improved gauss rifle
- Improved heavy gauss rifle
- Long tom artillery
- Sniper artillery
- Thumper artillery
- Arrov IV artillery
- Plasma rifle
- Large laser
- Medium laser
- Small laser
- Heavy large laser
- Heavy small laser
- Large pulse laser
- Medium pulse laser
- Small pulse laser
- Micro pulse laser
- Extended range Large laser
- Extended range Medium laser
- Extended range Small laser
- Extended range Large pulse laser

- Extended range Medium pulse laser
- PPC
- Snub-nose PPC
- Heavy PPC
- Light PPC
- Extended range PPC
- Flamer
- Heavy flamer
- Advanced point defence system
- Anti-missile system
- Laser anti-missile system
- Fluid gun
- ATM 3 - 6 - 9 - 12
- LRM 5 - 10 - 15 - 20
- MML 3 - 5 - 7 - 9:
- MRM 10 - 20 - 30 - 40
- SRM 2 - 4 - 6
- Rocket launcher 10 - 15 - 2

Heatsink System:
Now, while the mechs in the universe have a special heat system to take into consideration when in combat, here you will simply choose which type of heatsink it has and how "generally" hot it runs. Again, it's the honor system.

Single Heatsink: The first type of heatsink ever developed and the most commonly used type throughout the entire history of Battletech. It is the most available type and the easiest one to justify that a mech has.
Double Heatsink: A straight upgrade to the single type, the double heatsink offers twice as much heat dispersion with only a slight increase in bulk per ton of heatsink. Much rarer and much more limited than the single type, only especially deadly or rare mechs have these kinds of sinks or you have some very resource rich faction backing you.

Runs hot: It is extremely easy to overheat this mech and firing all the weapons at once can very easily overload the whole mech, sending it into an automated shutdown.
Runs warm: Warmer than is comfortable, it can run hotter for much longer before having to shutdown and cool off, meaning it can fire all its guns without immediately burning out, though selective usage is much better.
Runs tepid: Takes quite a lot to heat this mech up. This mech has a good amount of heatsinks to its weapons loadout and could easily sprint around while firing without worrying about having to suddenly shutdown and vent heat.

Runs cold: Either has an overengineered heatsink system or a weapons loadout that doesn't generate much heat, this mech is very comfortable to pilot and very rarely gets hot enough to sweat in.

Engine type and speed:
Now, while it is standard for most mechs to have a fusion engine, there are some exceptions to this. Either due to having an upgraded variant or because it uses some other engine system, these energy systems are the hearts of every mech and without it they wouldn't be the force of nature that they are. While not necessarily deciding the speed of the mech, an engine does decide how fast an engine can be when at full sprint and when going at walking speed. Here, the speed will be class specific; so a fast Assault mech probably won't beat an average Light mech in a race.

- ICE engine: An internal combustion engine, these types of engines only really exist in very specific low technology MilitiaMechs or in some very hillbilly FrankenMechs. A novelty more than anything else, it is usable to a mech, but don't expect it to go very fast.
- Standard fusion engine: The standard type of engine for most mechs, this fusion reactor is based upon the basic designs and principles made possible in the 2020s at General Motors. This type of engine powers everything from mechs to tanks, ships and much more, using Protium fusion to create energy without relying on heavier Hydrogen isotopes.
- Compact engine: A variant of the Standard fusion engine, it is much more compact than the standard variant while weighing a bit more. Great for minimizing the profile of the engine and therefore making engine damage less of a risk than normal.
- Light fusion engine: An imitation of the Extra-light engine and actually invented after it, this engine is 25% lighter than the Standard variant and therefore offers more power per ton. Rare to see after the clan invasion and basically unheard off before it, due to it not having been invented then.
- Extra-light engine: Very heavily guarded by the Star League, this type of engine, while very bulky due to the materials used in its construction, also weighs 50% less than the Standard type. That's right, this engine weighs half as much and offers just as much power. Very rare in all eras and heavily valued for its properties.

Extremely fast: Your mech is extremely quick for its class, easily outrunning others of its weight class and able to keep up with lighter types.

Fast: Very fast and able to outrun or out-maneover any similar weight mechs, but don't expect to outrun any lighter mechs.

Quick: Quick for its weight class, but nothing exceptional. Might be more agile than expected.

Sluggish: A bit slower and chunkier than similar mechs, either due to the mechs design or something similar. Probably less agile than expected.

Slow: Your mech is slow. Not terribly slow, but you can definitely see the other mechs around you catch up and then outpace you.

Snail paced: So. Very. Slow. To. Move. Maybe your mech is more armor than engine, maybe its locomotion system is just sub-optimal, but whatever it is, it makes you very slow.

Armour type/amount:

Every type of mech has armor. It may not be fantastic armor, but all of them have some and here you will be able to choose which type of armor your mech uses. Next up, you will have to choose how armored it is, which will be based on the weight class you're in, so a light mech won't out-armor a SuperHeavy.

- Primitive armor: The armor of Terra before the introduction of the BattleMech. This type hasn't been in wide use for a long time, but there are some old museum mechs that still have it.
- Commercial armor: The armor used in most commercial vehicles and ships. Half as effective as Standard armor, but still, it's something.
- Industrial armor: The armor used in industrial settings and a little bit better than the typical commercial variant. It has the same type of hardness as the Standard armor in use, but not the same kind of coverage or protection per ton.
- Standard armor: The standard for all vessels of war, be it tanks or BattleMechs, this protects from anything like lasers to tank cannons and machine guns. Tough, but not invincible and very common.
- Hardened armor: A bit of a funny variety, this armor type originated during the Clan invasions and follows the idea of "More is better". Thicker and overlapping when

compared to the Standard type, it offers more protection while weighing more. Not completely unheard of, most mech-techs might be itching their heads on how someone made this, before shrugging their shoulders and repairing it as well as they can.

- Reactive armor: Much like modern reactive armor, this armor variant uses explosives to halve the damage that ballistics weapons can inflict upon the mech armored with it. Beyond that it protects as well as the Standard type, though it will probably be hard for any mech-tech to replace this armor, seeing as it explodes.
- Ferro fibrous armor: The very advanced and very coveted armor of the Star League's best mechs, stronger than Standard armor per ton, but being more bulky than the Standard variant. Any mech armored in this will have an edge towards similar weight classes, but trying to repair any damage will be very difficult or very expensive, depending upon the time period.
- Laser reflective armor: An accidental innovation, offering 50% more energy protection than normal Ferro Fibrous armor, but only protecting half as well against physical attacks, like ballistics weapons or rocks. Only created after the Clan invasion, it would be highly unusual and unique outside this time period.
- Ferro lamellor armor: An upgrade to Ferro fibrous, though offering slightly less armor coverage than Standard, it is very effective at protecting any mech it is equipped to. Created by the Clans in the 3070s, any mech outside the Clans or outside the time period will be highly scrutinized for its apparently highly effective and protective armor. May acquire more interest than wanted.

Lightly armored: Just enough armor to protect against infantry weapons and squad based ones, it won't offer much protection against most mech-scale weapons. Most commonly seen on scouts or very maneuverable mechs, useful for mechs that use speed as armor.

Well armored: well covered in armor for its weight class, this is what most pilots would expect of a mech of that type. Good for the average pilot wary of being shot out of their cockpit, but still wants to be light on their feet.

Heavily armored: More armored than expected and able to handle more wear and tear before having to repair its armor. This would be a good advantage for most brawlers and mechpilots that like to go into the thick of it.

Over armored: A tank compared to other mechs of its weight class. To give an example, then this would be the Atlas of their class; enough armor to laugh at most guns, but not invincible to some weapons like the autocannon/20 or a well placed gauss rifle shot.

If you want an example on how a custom mech could look like, then simple look down below:

Name: Tyrant King
Class: Assault
Type: Reverse joint, no hands, no jump jets
Weapons:
1 Long Tom artillery
2 Machine guns
1 LRM/5
1 Medium laser
Heatsinks: Double, runs warm
Engine: Standard, Fast
Armor: Standard, Heavily armored

(Yes, it is indeed just a Metal Gear)



Companions

- Insert companion [50 cp per purchase]
  If you have any previous companions you wish to import into the jump, then you can do so for the small price of 50 cp for each one you want to accompany you. They will get a one time budget of 600 cp to buy what they want to in this jump, with the points not carrying over if you leave the jump and don't use them all.

- Canon companion [100cp per purchase]
  Here you get the opportunity to bring a canon person from this jump into your jumpchain. Important to note is that you can’t force them to join you, they will have to do so willingly.

- Merc company [FREE, requires Mercenary license]
  This allows you to recruit any person you meet during this jump and treat them as followers, so long as they agree to be a part of your mercenary company. This effect also applies to other jumps, but if anyone wants to leave your company, they will disappear from your chain and return to their original setting.

- Fellow Co-worker [100cp; FREE for Civilian]
  This person is one of your co-workers whom you have grown a bond of friendship with. They are highly skilled in their area of expertise and are treated as an authority figure on that subject, but they take your input seriously whenever you give it. (Has the equivalent of the 100, 200 and 600cp perk in the Civilian tree)

- Brother in Arms [100cp; FREE for Arms-men]
  You met them when you first joined boot camp and forged a bond of brotherhood in the misery and agony that is the field of battle. You have been together for several campaigns and battles, protecting each other as best as you were able and honing your skills to unbelievable lengths. (Has the equivalent of 100 and 600cp perk in the Arms-men tree and the Heavy vehicle license item)

- Veteran Mechpilot [100cp; FREE for Mechpilot]
  You met this pilot as they were transferred over to your lance after theirs were destroyed by the actions of a hostile merc company. Their skills are that of a veteran and the traumatic event that killed their friends have awakened in them an ability spoken only of in legend. (Has the equivalent of 100, 200 and 600cp perk in the Mechpilot tree)

- Old Investor [100cp; FREE for Industrialist]
  This old bastard has had your back since the very beginning of your industrial ventures, giving you the starting capital that made your company flourish. While they aren't a magician with numbers, they are one when it comes to presenting themselves and creating relations with all members of society. (Has the equivalent of 100 and 400cp perk in the Industrialist tree, along with x15 purchases of the Trust Fund item)

- Woman of Science [100cp; FREE for Scientist]
  A highly skilled and talented member of the Intelligentsia, this woman is an expert in the biological sciences and could create innovations in the fields of medicine and genetics. They consider you a close friend and equal in life, due to believing you are the only one who will support them in the search for progress and innovation. (Has the equivalent of 100 and 600cp perk in the Scientist tree, along with a Lab of Their own item.)

- Childhood Knight [100cp; FREE for Noble]
  Your friend since childhood, introduced to you by your parents to foster noble relations, they have become a steady companion of yours. They are a skilled duelist and marshal, with a cunning that can see through most plots and conspiracies with but a single glance. (Has the equivalent of the Blue Blood, 200 and 400cp perk in the Noble tree)

- Displaced Lord [100cp; FREE for Royal]
  They were once the ruler of a fiefdom far away from your realm, but they were overthrown by the actions of jealous members of their family and had to seek refuge among the stars. While they don't expect to ever see their home again, they are willing to support you in any endeavor that will ensure you will not meet the same lonely fate as they did. (Has the equivalent of the Noble Blood and 600cp perk in the Noble tree and the 400cp perk in the Royal tree)

Drawbacks

Fanfic Toggle (+0cp) - Choose your favorite BT fanfic or alternate continuity to visit instead

Supplement Mode (+0) - Want to combine Big Stompy Robots with cyberpunk, magic or alien species? You're well aware of how this works, just keep your cp pools seperate …
Self-insert toggle (+0cp) - Choose a canon person in Battletech and merge yourself with them; they are now you and your memories amalgamate. I wouldn't recommend this if you don't have a perk that ensures your personality doesn't get overwritten during the process.

Extended Stay (+100cp) - Extend your stay 5 years for +100cp, can be taken multiple times.

No Indoor Voice (+100/200cp) - Nobody else seems to know the word 'quiet'. Whenever someone wants to speak to you, they make sure to speak in a loud voice which is very annoying in the long run or for secrecy. At least you won't get hearing problems from that. For +200cp all your associates also feel the need to report every little detail to you ASAP. Per call.

The Fine Print (+200cp) - You aren't very good with contracts and other legal obligations. No matter how thorough you and your legal advisors are, the other parties always manage to slip one or two extra clauses in the contract. An extra enemy here, a few hours there, nothing major but it is annoying in the long run.

Skipped the Manual (+200/400cp) - Well, you clearly can't steer a mech. At best you will be able to make one walk in a straight line or fire a few shots (though not at the same time). For everyone's safety you'd better stay out of one. If you have no out-of-Jump powers or items, you get 400cp instead of 200.

Amnesia (+200/400cp) - Well, you win some, you lose some. For +200cp you only lose your prior knowledge from the setting. Luckily you can compensate for some of that loss with your new in-Jump memories. For +400cp though, you are out of luck. You also lose any access to in-Jump memories of the setting as well as of your in-Jump life. Depending on your learning and acting skills (as well as what Profession you have), gaining knowledge and taking control of 'your life' could be anywhere from a semi-decent challenge to nigh impossible.

Schadenfreude (+200/400cp) - It means deriving pleasure from other beings' pain and suffering. Whenever you are in combat (whether a mech, in a fistfight or even a heated argument) you take delight in dismantling the opponent proverbially before finishing them. It also has the side effect of making others fear your wrath. For +400cp it also makes you quite sadistic outside of combat.

Assassination Target (+300/600cp) - A noble and their extended family have decided to make an example out of you for whatever reason. Luckily for you they do it in a 'Battletech fashion' - by sending waves of hired Mercenary Mechs (or their equivalent if they haven't been invented yet) after you bi-annually. Starting with a budget of a mixed Light- and Middleweight Lance it will culminate in a final wave at the ten-year-mark of an entire Company of Heavyweight Mechs. Should you show forces or powers that can effortlessly handle these enemy forces then the nobles will escalate faster and/or beyond the indicated numbers. For +600cp you also have to deal with 'classic' assassination attempts on top of that such as poisoning, 'accidents' and snipers with the enemy getting more and more creative as time goes on.

Pirate Heaven (+400/600cp) - No matter the time period, the pirates just keep coming out of nowhere. There will always be at least two or three roaming pirate gangs out there (and if they are destroyed, another will pop up within a few months). For 400cp they will be restricted to at most one or two companies of (at their best) middleweight mechs. For 600cp they are replaced with proper 'Pirate Kingdoms' instead with two or three Battalions each that love terrorizing the neighbouring territories.

Power-Loss Drawback (+600cp) -no perks, no powers, no items, no warehouse, nothing from outside the Battletech setting.

Clash of Clans (+600cp) - The Clans are invading the Periphery and the Inner Sphere, though unlike the canon invasion they consist of a united front against their opponents and their clans have overcome their differences (and thus won't have any infighting). If you choose to appear in a time period where the Clans don't (yet) exist, 'Ninja Clans' with similar advantages comparable to the original Clan invasions will appear (e.g. 250 years tech advantage, no prior knowledge of their existence…).

Scenarios

The Black Marauder

There are tales that speak of a black Marauder wandering the battlefields of colonized space. Some sort of hidden weapon made by the Star League or a monster masquerading as a normal Battlemech, no one is truly sure. What people are sure about, and what is whispered in quiet moments between the telling, is that there is something fundamentally wrong with the Mech. It scares people on a fundamental level; like a small prey animal being stalked by a much larger and deadlier beast. It terrorizes the people of every place its feet tread and brings ruin and carnage wherever its gaze wanders.

It is a plague upon the galaxy, a plague that has now garnered a substantial bounty for its destruction.

Reward:

If you destroy the Mech, you will get **enough C-Bills to buy a planet** of your very own, the gathered wealth of all the people affected by the carnage that the black Marauder brought with it. You will also become a **Bane against Monsters**, able to find a weapon that is effective against any type of supernatural or seemingly supernatural foe.

If you instead salvage the Mech, then you gain the **Black Marauder** itself…

Haunting of Necromo

It all began as rumor among your fellows in the bar, just the whispers of the drunk as bored, speaking of things that wandered without the guidance of man and sought to achieve unknowable goals. Simple rumor-mongering and tall tales as it always is, but one of the drunkards seemed especially certain that it was the truth, that something wicked and wrong was going on, down on the planet of Necromo. They said that some evil had been found by the Capellans; some project abandoned by the Star League and sealed away due to its unnatural nature. An exaggeration most likely, but the way some of the 'Monsters' were described, reminded you very much of regular BattleMechs, though perhaps enhanced with some sort of Lostech.

Catching him in a smoky corner of the bar, he tells you all that he knows and while it isn't much, it is enough for you to journey to Necromo and most likely find the origin of this rumor. If you do, you will have to enter the space of the Capellan Confederation through either bribery or diplomatic trickery, as they are hesitant to allow anyone to enter the system. If you are able to wiggle your way in, you will find a planet that is much different to what is stated in most star maps, the world lying seemingly dead from an asteroid bombardment and the naval yards hanging above it destroyed beyond easy repair.

Landing down upon the planet, you will be greeted with a great vastness of wilderness and the broken Hab-Dome of the only city that could be called so: Landingplace. As you explore both the wild outside the city and the broken down buildings inside it, you will begin to notice signs of… something… It will happen suddenly and without warning; several heat signatures suddenly appearing among the rubble and moving towards your location. The dead are converging upon you and they will not let any leave their graves alive.

Reward:

If you beat the multiple drone forces attacking you and find the command node ordering them around, you will gain the AI called **"The Broken"**, the technological specs to make more drones, alongside the Dropshuttle that houses the AI's frame.

Jumper's bizarre adventure

It was just supposed to be another regular journey through the stars. You were assigned to one of the several Dropships that were moored to the old Leviathan-class *Joe's Star* as your quarters. There was no indication that anything was going to go wrong or that you were under any circumstances that could be seen as "less than optimal". Sure, the ship was older than most of its class, but it had a proven record and was well-maintained by its crew and captain. None of that mattered when the ship jumped, for one moment you were hanging out in one of the lagrange points of your system, the next moment you were on the outskirts of another, alarms blaring and a deep woozy feeling in your gut.

The captain's voice blared out from speakers across the ship, urging the crew and personnel to head for the lifeboats and dropships. To disengage from their docking collars and abandon the ship as soon as possible, as a meltdown of the ships fusion engine was imminent and the jumpdrive had suffered critical damage. You stand now in the bowls of your Dropship, heading towards a planet that exists on no map and which has the dead hull of another Jumpship hanging in its orbit. Crash-landing down upon the planet, you will quickly come into contact with the natives… the *Alien* natives.

Your mission now is to escape this place, avoid the dangers of its forests and the humans who were stranded on this place before you arrived. More than that, you must work together with the people who came with you, which will be a challenge as they all hold allegiance to different factions and ideas. How you will escape is up to you, but if you wish to leave this place you will have to reach the dead ship in orbit and repair its damaged jumpdrive.

Reward:

If you succeed in this adventure and get off this planet and repair the jumpship in orbit, you will get your very own **Leviathan-class Jumpship**. More than that, you will also get a **small following of the alien bird people** who will follow you to the stars and beyond.

Your journey has reached its end, what will you do now?

- Stay: You wish to stay in this universe? If so, then take another 1000cp for you to spend as you like.
- Continue: You wish to see what else the Chain can bring? Then fare thee well and may you see wonders beyond measure.
- Return: Do you tire of the Chain? Then may your return to Earth be safe and your life upon filled with joy and peace.