# Jumpchain: Metro 2033

Oh look, typos! Edition

Short Version: Nuclear War happened in 2013, the planet is hyper-fucked; ~250,000 people in Moscow managed to survive by ducking into the Metro tunnels. Problem is war and killer mutants and… other things are trimming those numbers pretty quickly, and the surface isn't going to be habitable any time soon.

Have Fun!

Age Roll: 18+1d10, 50cp to change age and gender freely

Jump begins on 2030

## Locations

1) Independent Station: Exactly what they sound like. Most Independent Stations lie in the outskirts of the Metro, or otherwise less accessible areas. This mean less risk of getting caught up in factional conflict, but these stations often have a much greater problem with mutants.

2) Hansa: Short for Hanseatic League, these guys are the Capitalists. Their heavy focus on trade and control of the Ring Line give them considerable economic power.

3) Reich: Militant Neo-Nazis, pretty much exactly what you would expect. Their soldiers are better armed and trained than most from the Red Line, but they lack numbers. Perhaps because they purge "mutated" humans in a world that's mostly irradiated?

4) Red Line: The Communists. These guys like to duke it out with Reich every now and then, conveniently they have the largest military. They may project an image of unified political will, but all is not as it seems down there.

5) Polis: A small, but powerful cluster of stations acts as the Scientific Capitol of The Metro. Polis is also the de facto patron of the Rangers, an order containing some of the best soldiers alive. Still, these same strengths also make it an exceptional prize for the other factions should an opportunity ever arise.

6) Abandoned station: The Metro has little enough space as it is, and these stations do not help. For one reason or other people have learned to avoid these places. So you'll have no issue finding isolation here, but be cautious, here you are most likely to encounter the stranger aspects of the Metro.

7) Surface: Well, good thing you got that free gasmask. As you might have guessed, Moscow proper is an irradiated hellhole filled with aggressive creatures that could give bears trouble in a fight (except the bears here, which are basically tanks made of meat now). Hopefully you can find an airlock before you die.

8) Free Choice

# Backgrounds

**Drop-in**: No memories, no history, no allegiance; the usual. Still, perhaps being an outsider gives you something in perspective instead.

**STALKER**: Stands for; Scavengers, Trespassers, Adventurers, Loners, Killers, Explorers, Robbers. In real terms, these people venture where most dare not (namely the surface) in search of resources, old-world artifacts, and the like. This may well be the most dangerous job in all the Metro, but fame and fortune await those who can manage. Who knows? You might be the one to discover wonders like D6, or the rumored Metro 2.

**Soldier**: Yep, even after mankind nearly wiped itself out and pretty much took the planet with it, they're still killing each other. Still, as long as there are flags to fight for or bandits that need fending off, there will be people to do it, and right now you are one of those people. Perhaps if you manage to become a ranger, you can focus on killing mutants instead?

**Survivor**: Never mind fame and fortune, never mind higher causes, what about **staying alive**? Since the known world has less than a quarter-million people in it, doing so seems more important to some than usual. Still, how people go about that can vary, whether by keeping to themselves or taking advantage of others, the choice is, as always, up to you here.

# Skills

As always, skills are 50% off for matching background, with 100cp skills being free

## Unsorted

**Tunnel Adapted** 150cp: You've taken to life underground better than most. Your eyes adapt to changes in lighting almost immediately (within prior limits), you can navigate tunnels and cave systems much easier, and living in constant darkness is no issue psychologically.

- **Commuter** 50cp: Even before the war, you seemed to spend most of your time in the Metro. You know the publicly accessible tunnels and stations in the Moscow Metro like the back of your hand. Post-jump you'll have no trouble navigating public transport even in the most hectic of cities.

**The Blacksmith** 300cp: You have the training to repair and maintain most of the tech that appears in the Metro, aside from things like Nuclear reactor or that VR simulator from Tower pack.

- **Gunsmith** 100cp: In addition to the right materials, you can now manufacture and modify just about any weapon and ammunition type used in the Metro. Post-jump this allows you to improvise weapons using local tech (given at least a layman's understanding of it). In addition any weapons bought with CP will start fully customized (suppressors, stocks, sights, etc.).

**Chosen** 600cp: The Dark Ones, *Homo Novus* for the dramatic. These beings are capable of communicating via telepathy. Unfortunately doing so on humans can be likened to wiring a car battery to a lightbulb. Pop! Thankfully you are not most people. This ability is still not on the level of Artyom's connection, so no remote communication or visions, but post-jump you can eavesdrop on telepathic messages without either party knowing.

## Drop In Skills

**Mentor** 100cp: You have a solid understanding of both the methods and demeanor to pass on knowledge, this won't make you a groundbreaking educator, but you can handle an apprentice commendably.

- **A Walk to Remember** 300cp: The effects of Mentor are increased notably, not only would you be considered and exemplary teacher by modern standards, but a team of three or less can grow at an astonishing rate under your guidance. In addition, by having a person tag along with you on a job for a few hours and providing occasional advice, your "pupil" will gain a sudden burst of experience; not only months' worth of skills and competence, but they will grow by years in wisdom and maturity.
  However, this kind of connection cannot be created lightly, it will be at least a year before you can impart such a lesson again, and a single pupil is unlikely to benefit from this more than twice in a typical jump.

**Crazy old man** 200cp: People are less likely to consider you a threat, even if you wander into their secret base (it helps if you have a good reputation). Intentional hostility will still be met in kind, but if your transgression was based in good intentions (or a plausible lie), you may be let off without harm.

**Mysticism** 400cp: Solid expertise with the supernatural aspects of the Metro, such as ghosts and anomalies. Post-jump such matters will be easier to understand and learn about, from observation or otherwise.

**Waters of Destiny** 600cp: Focus on your one thing you need above all else and submerge yourself in standing water once per year. The ensuing vision quest will leave you washing up approximately where you need to be to obtain that goal. Failure to stay focused during the journey or trying to reach an unattainable goal will leave you washing up Jumpchan-knows-where, even if there's no water for miles.

## STALKER Skills

**Stealth** 100cp: You know the basics of moving around unseen. This alone won't have you passing through densely populated stations without a trace, but you can at least enter a tunnel without announcing your presence to everyone in the vicinity.

- **Ghost Run** 300cp: Move through guarded areas undetected, stalk a target for extended periods, maybe sneak through the frontlines of a war with planning and luck.

**Dead City-dweller** 200cp: Part of the reason STALKERs are as well regarded as they are is because they can survive in places no one can. Now so can you, mainly this covers knowing how to survive on the irradiated Moscow surface. Post-jump, you'll have an intuitive grasp of staying alive in other kinds of hostile terrain.

**Every shot counts** 400cp: In a world without a steady flow of resources (IE this one), making use of what you have is key; thankfully something you are exceptionally good at. Batteries, filters, fuel, water, any supply you use that doesn't come in discrete quantities (namely bullets) seems to last longer in your hands. Keep in mind you will still run dry eventually, to keep living the (relatively) good life, sooner or later you'll need…

**The Big Score** 600cp: It's what every STALKER dreams of finding, a secret government bunker, a map of the rumored "Metro 2", a database of old-world technology. So long as you keep searching, clues as to the whereabouts of such treasures will be made known to you, trials and tribulations will block your path, but if you keep pushing incredible wonders will be yours for the taking.

## Soldier Skills

**Gunner** 100cp: You have enough accuracy to make it into most modern infantry forces and can operate 20th century (or technically equivalent) firearms competently.

- **Strelok** 300cp: Clear a kill house with perfect accuracy on the first attempt, do nearly the same thing in actual CQB, or snipe a target from 2 miles away.

**Cold Blooded** 200cp: The ability to stay cool under pressure is a hard-earned skill, and one not everyone fully appreciates. Regardless, you can now stay calm and focused even in heavy combat.

**You see Ivan...** 400cp: Carry a minigun, a heavy shotgun, a railgun, and enough gear for an extended romp on the surface while wearing heavy armor, move unimpeded (provided you can move with that weight at all).

**Spartan** 600cp: There's being hardy, then there's this. Your body will slowly regenerate back to perfect condition from any damage you take (provided it doesn't kill you, obviously). The upside is that this works regardless of damage source, be it bullets, a train wreck, or radiation exposure. The downside is that this isn't terribly fast, taking the better part of a month for a limb to regrow.

## Survivor Skills

**World's Last Art Critic** 100cp: As long as you can reliably demonstrate expertise at a skill, you can find a way to make at least a meagre living off of it, even if that skill has no practical application in the current setting (IE a programmer in a medieval setting can be paid to write code on parchment).

- **Apocalypse Man** 300cp: When the end came, some found their skills more in demand than ever. But the average Metro-dweller had to adapt to the new world and learn new skills to survive. You took to this task with either great talent or great gusto. This won't make you a better soldier or engineer, but you are guaranteed at least competence at jobs like Farming, Trade, and Construction work. Post-jump this will apply the same effect to whatever the setting would consider to be "blue-collar" work.

**The Mushroom Treatment** 200cp: Remain perfectly healthy regardless of diet, so long as it's edible and you have enough. (Does not protect against spoiled or irradiated food)

**Like Rats** 400cp: Maybe your base is hard to find, maybe people didn't catch a good look at you. Regardless, provided you don't actively reveal your identity, people you piss off will have a harder time retaliating against you.

**...And the Strong do eat** 600cp: So long as you keep finding enough prey and maintain the force to prey upon them, you will find enough supplies from raiding for you and yours to live a reasonable (if not necessarily comfortable) existence. This also improves yields from any animals you hunt. Note that forces actively seeking your demise aren't affected by this, only innocents and neutral parties.

# Items

Discounts are 50% off, with 100cp items being free for matched background.

**The Basics (free)**: 1 Head-mounted flashlight, 1 Hand-Charger, 1 Gas mask with enough filters for 2 hours on the surface, 1 Trench knife, your choice of a medium-sized backpack or tactical webbing, and a set of rugged clothing. Standard issue post-apocalyptic survival gear.

**Sidearm** (1 Free all, both Free Drop-in, 50cp): Choose either the Revolver or Ashot.

The revolver is largely what you'd expect, small, reliable, and fairly powerful, but slow to reload. Unlike most revolvers, this gun has a tight enough seal on the cylinder to allow for a suppressor. Comes with 18 rounds per month.

The Ashot is a single-round shotgun based on the design of flare guns. The capacity makes this ill-suited to long firefights, but this weapon can put out massive damage in a pinch. Comes with 4 Shells per month.

## Unsorted Items

**Military Grade Round** 1cp: 1 high-quality pre-war bullet per year, can be loaded into the gun of your choice or traded for a decent meal.

**Medkit** 100cp: 1 Syrette of military stimulant per year. This stuff will enhance your rate of healing wounds considerably and relieve fatigue for ~90 seconds per shot.

**Mushrooms** 200cp: A special species of mushroom specially made and bred for use in agriculture. Once you release the (hypoallergenic) spores in this container, these things will start to grow damn near anywhere and everywhere. In addition, they are resistant to blight and are both filling and nutritious for humans when fully grown. The container replenishes each jump.

**"Tower" Module** 250cp: A virtual-reality simulator programmed with combat scenarios based on weapons and enemies from the Metro. Due to the nature of the interface, it cannot provide physical training, but it will work with people who are too injured to fight.

**Throwing Knives** 100cp: Surprisingly sharp knives, perfectly balanced for throwing, 10 Per Month.

**Duplet** 100cp: Your classic double barrel shotgun, remade with the finest quality junk the Metro has to offer. 20 Shells per month.

**Shambler/Bigun** 200cp: 6 shot shotguns, the Bigun fires faster, but the Shambler hits harder. 20 Shells per month.

**Valve** 200cp: The Metro's take on the classic bolt-action rifle. 10 rounds per month.

**Clapper** 400cp: Quiet enough for stealth, powerful enough to pop light vehicles. Yikes. 4 Rounds per month.

**Heavy Armor** 300cp: For when you really need to make an impression. For protection this is the next best thing to a Tank, protecting against bullets, bombs, and blades alike. The downside to becoming a walking fortress is that this probably as cumbersome as an EOD suit, if not more so.

**Basic Railcar** 200cp: 1 lever-powered railcar. Can carry a decent load of people and cargo quickly through the Metro, comes with floodlights and enough metal plates for basic cover. You can import any ground vehicle you own with this option to give it a rail compatible alt-form.

- **Military Railcar** 200cp: An upgraded version of the railcar has superior armor, and a machine-gun turret with attached spotlight. Turret gets 100 rounds per month. Not too unusual in the metro, but people don't bring this kind of firepower around without a good reason.
    - **Railtank** 200cp: A serious weapon of war used by the Reich and Redline. This contraption only carries 3 people and ammunition, but is impervious to anything short of specialist weaponry. Comes with an additional 2 cannon shells and 6 rockets per month. Anyone who sees this will expect war.
        - **Siege Train** 400cp: A vehicle based on the armored train used by the Redline against D6, this thing is a superweapon by Metro standards. With enough armor to shrug off anything short of artillery shells and bring a whole station's worth of firepower to bear. Double all ammo stipends, you'll need it when people discover this.

## Drop-in Items

**Lighter and Journal** 200cp: This handheld lighter, shaped like a rifle cartridge, always lights when you open it, illuminates out to ~10 feet, and stays lit indefinitely (no you can't drain infinite lighter fluid from it).

The journal is roughly the size of a clipboard, the paper on it automatically updates to give the holder an itemized "to-do list", and the embedded compass gives a route to the nearest active settlement (you may have it ignore the last settlement you departed from).

**Volt Driver** 300cp: Who knew railguns were so simple? Also known as the "Hellbreath", this weapon uses magnetism to fire ball bearings semi-automatically with all the power of a sniper rifle. The downside is that the firing mechanism must be recharged manually and it discharges with all the noise of a conventional firearm (suppressors won't help here). Comes with 30 ball bearings per month.

## STALKER Items

**Tikhar** 100cp: A real man's pop-gun. This pneumatic rifle fires cheap ball bearings at medium to long range. It requires regular pumping to remain effective, and is less effective against armor, but the Tikhar is also perhaps the quietest weapon in The Metro. Comes with 30 ball bearings per month.

**Environment Gear** 200cp: This improvised HAZMAT suit used in many surface expeditions provides respectable protection against radiation and toxin exposure, giving you more time to get out alive. The suit will retain this protection even when covered in bullet holes.

In addition, your watch is upgraded with a visibility indicator, which keeps track of illumination and factors like camouflage, and a timer that automatically keeps track of mask filters, oxygen tanks, and the like.

**Kalash 2012** 300cp: This rare assault rifle had just entered production for the Russian army when the war started. It advances on prior Kalashnikov models by providing reduced size and weight, improved

recoil control, and a 45-round top mounted magazine, all while maintaining the robust build quality of the classic AKM. Comes with 60 rounds per month.

### Soldier Items

**Bastard SMG** 100cp: The quintessential Metro gun. Probably the cheapest automatic available down here. The Bastard isn't known for its accuracy or reliability (if anything, quite the opposite), but this gun shines as a bullet hose, even beating out the Kalash and RPK in terms of effective firepower. That replacement parts are commonplace doesn't hurt either. Comes with 60 rounds per month.

**Ranger Approved** 200cp (discount on one): Your clothing (or environment gear, if you have it) has either a stealth or combat modification.

The Stealth Modification reduces the noise you make from moving around and makes it somewhat harder for people to spot you regardless of environment.

The Combat Modification armors key locations on your body without reducing range of movement. These won't do much against sniper rounds but they can take Shotgun and Lolife rounds like a champ. Repairing plates is as simple as knocking them back into place.

**Heavy Ordinance** 300cp (discount on one): Pick either the Abzats, Flamethrower, or Gatling

The Abzats is a cut-down Machine Gun modified to fire Shotgun Shells. Trading off practicality for clouds of buckshot nets you 50 Shells per month.

Flamethrower does exactly what is says. The main difference is that, instead of napalm, these typically load propane or other liquid fuels; leading to less of a stream and more of a spray. This gets 30 seconds of fuel per month which should be kept away from humans lest you make certain people rather cross.

Yes, the Gatling is basically a man-portable minigun. Keep in mind the barrels need either a wound spring or a motor to keep spinning. Gets 250 rounds per month.

### Survivor Items

**Lolife Carbine** 100cp: Lolife Automatic Pistol with Stock, foregrip, and select fire. 30 rounds per month.

**Explosives** 200cp: 5 Pipe bombs, 5 sticky (or incendiary) bombs, and 5 trip mines per month.

**Hellsing** 300cp: Essentially a 6-shot pneumatic crossbow, silent but requires pumping like the Tikhar. Superior penetration and reusable ammo help counteract the rarity of suitable ammunition. 4 Arrows per month.

## Companions:

**Team** (2 Free) 50cp: Import a companion with a background or add a generic OC to your group. They get the 100 and 200cp perks for their background, The Basics, 1 Sidearm, their 1st discounted item, and 300cp for perks only.

**Canon Companion** 50cp: You may pick 1 character you meet during the jump to become a companion, they must have (somewhat) informed consent for doing so, and they must be alive at the end of your jump.

**Little One** 400cp: It appears one of your companions has become a young dark one. They will have access to psychic powers at the level of the Dark One from Metro: Last Light: including Telepathy, Invisibility, and enhanced senses. They also get a safe connection to communicate with you and other companions. That being said, they will be stuck in the form of juvenile Dark One for the duration of the jump and the powers gained here cannot grow naturally.

## Special Scenario (Pick one, or neither)

# J6

The Metro certainly has its share of secrets. You'll now begin your jump in a newly discovered station near your rolled location. Your job for the duration of the jump is to maintain and protect this station. Should the station be destroyed, its population wiped out, or control of the station taken from you and your companions, you will lose the chain.

You will begin with 100 citizens, up to ten of which can be companions (not counting above imports). They will all broadly fit in one of the background choices (doesn't have to be yours), which also affects the setup for your home station. Companions get the first two perks and first free item for that background. Other citizens all start with at least the first perk and may gain more with experience and training.

**Drop-In**: It is here that you find the bones belonging to some of the last members of the Orthodox Church. Their last notable act on this earth being the stockpile of cultural artifacts and records dating back centuries. It might not seem like much, but everyone who enters this station finds themselves in better spirits, and less prone to their baser instincts. In time this quality will draw newcomers to your station in far greater numbers than what you'd see otherwise.

**STALKER**: Frankly there's no clear indication of what this was made for, it looks like a bomb shelter from the inside, but it connects to passages running throughout the city. All you can say for sure is that this station provides safe access to points throughout the surface of Moscow, allowing for covert transport and some easier scavenging.

**Soldier**: It looks like this place used to be a secret hideout for gun runners, or something along those lines. The machining gear here won't let you match Armory Station, but not only you can manufacture enough bullets and Metro guns for some trading, you can ‘distill’, if you will, multiple dirty rounds into a bullet on par with military grade (at roughly standard exchange rate).

**Survivor**: It seems that someone saw the war coming, pity it didn't do them any good. Still, the doomsday cult had the right idea, setting up farms designed to run underground (with mixed results), not to mention the various traps and defensive positions spread around the compound (let's just say it is good you explored here before anyone else).

# Iron Horseman (Requires Siege Train)

It appears things have gone a bit differently in this timeline. A network of STALKERS had the crazy dream of creating an above-ground rail network connected to the Metro, as some act of "retaking the surface world". They're all dead, but far from you to let such an opportunity go to waste. Your Siege train has been expanded even further, and now acts as the sole inheritor of this network. The surface rail doesn't actually connect with the Metro, but it crosses over several access points, determined by your location roll.

Much like J6 your job for the duration of the jump is to maintain and protect this train. Protect the train, keep its passengers alive, and prevent the takeover of the train, or you lose.

You will begin with 100 citizens, up to ten of which can be companions (not counting above imports). They will all broadly fit in one of the background choices (doesn't have to be yours), which determines specialty gear on your train. Companions get the first two perks and first free item for that background. Other citizens all start with at least the first perk and may gain more with experience and training.

**Drop-in**: Some of these cars seem to be set up for luxury transport. Your train will have an easier time supporting a large population and the improved amenities will help with morale.

**STALKER**: The air scrubbing system that keeps air inside the train breathable is rather advanced tech, maybe it can be put to further use? You can now "recharge" gas mask filters to extend their lifespan, like batteries they can only be recharged so many times, but this will allow for more and longer excursions outside.

**Soldier**: It seems the scientists from Polis came up with something interesting, which simply fell off the back of a railcar into your hands. Your train is equipped with gun ports that allow small arms to be fired outside from various positions on the train without letting contaminated air (or return fire) inside. In addition, your train is better equipped to maintain and repair weaponry.

**Survivor**: It is one thing to protect the train from gunfire, protecting from mutant attacks is another matter entirely. Your train is now equipped with various devices to hunt and kill mutants that approach the train. In addition, should you retrieve their bodies, you can treat the carcasses in the train in order to safely harvest meat, bone, hide, etc.

## Drawbacks +600cp Limit

**Too much Gun?!** +100cp per gun purchased (not counting sidearms): You may no longer store weapons from this jump in the warehouse or use any other type of hammerspace/shrink-ray/etc. on them. In addition you must have every weapon bought with CP on your person in order for the jump to end. If a gun is destroyed or rendered genuinely inaccessible, you may purchase a replacement at any populated station, albeit at a heavy markup.

**Op-pa!** +100cp: Like Pavel, your speech is sprinkled to an annoying extent with epithets, exclamations, and verbal tics. Unlike Pavel you have little control over it, and actively suppressing the habit will stress you out, like an itch you can't scratch.

**Breaking... Chickens?** +100cp: It appears Chanson music made a serious surge in the post-apocalypse, and by that I mean it’s the only music you seem to hear now. Pity that, even if you like the genre normally, everything played here will sound like garbage.

**Ignorant** +100cp (+200cp for Drop-in): Some people are more sensitive to the stranger happenings in the Metro, you didn't exactly luck out there. You might not notice an anomaly or ghost approaching until it's moments away from frying your face off. Unfortunately this doesn't make them any less likely to appear. You should probably avoid abandoned stations when possible.

**Wow, it's nothing!** +100cp (+200cp for STALKER): 20 years post-apocalypse, it's not surprising that much of Moscow has been looted, but you seem to have an especially poor time with retrieving any kind of useful supplies. Even killed enemies often turn out to have been on their last legs.

**War Hero** +100cp (+200cp for Soldier): Well, you'd better be. Conflict won't happen more often with this on per se, but whenever it does, odds are it's right where you're headed.

**Sudden Encounter** +100cp (+200cp for Survivor): I guess a lot of people weren't keen on the idea of being farmers in the post-apocalypse. No matter how many bandits you kill they seem to practically come out of the damned walls, being careful to only hit targets of opportunity. Make sure that isn't you.

**Trash Rounds** +200cp: Due to the poor quality of ammo produced in the Metro, most weapons actually perform well below their true potential. Now the same is true of any weapons you bring from outside the jump, yes this includes energy and melee weapons, furthermore infinite ammo granted from perks and items is now disabled.

**Sensitive** +200cp: Surface exposure tends to be unhealthy for most people, but even they have an easier time than you. Practically glancing at a radiation hotspot is likely to leave you in bad shape. Taking even a small breath of surface air is probably a very bad idea.

**Ranger** +200cp: Any supernatural or superhuman senses you might have are disabled. Scopes, NVGs, and the like will still help you get around, but beyond that it's up to the Mk1 Eyes and Ears for you.

**Spooky** +400cp: Turns out the war kicked up more than just fallout. Even in the normal jump you're likely to encounter such things as ghosts and anomalies. Now there's giant deified worms, people possessed by a dark fog, and... something underneath the Kremlin. Maybe don't keep your eyes too peeled, eh?

**Hardcore** +400cp: Any superhuman resistance or durability is disabled, so bullets will drop you as fast as any normal human.

**Mankind is Obsolete** +600cp: People would say, "God help us," if they thought he was still around. In 2033, the Dark Ones will become genuinely hostile to mankind. Better hope those missiles work, eh?

## Notes:

Unless stated otherwise, ammo refers to "dirty" rounds produced in the Metro. These rounds are typically quieter, but have reduced muzzle velocity and dirty the gun faster compared to MGRs (military grade rounds).

The Hand Charger that comes with your basics can plug into essentially any electrical device, however a normal human is unlikely to get more than 20 watts out of it, and going over 50 will break it in short order. For what it's worth that still beats real world chargers by a good dead.

In the games, MGRs only came in the assault rifle caliber, for the purposes of this jump they can be found for any type of weapon in the Metro (fanwank it for ball bearings and arrows) with equal market value and rarity proportionate to the dirty equivalent.

Using telepathy gained elsewhere to speak with Dark Ones is possible, but without the perk from here, it is analogous to speaking with someone who has a megaphone permanently strapped to their mouth.

Big Scores have to be things that could plausibly exist in that setting, but they do not have to exist in cannon. Barriers to finding these treasures scale in difficulty to the reward, but even smaller Scores Swould require years from an exceptional treasure hunter in that setting.

Post-jump, all weapons bought here with CP will have an infinite supply of Military Grade Ammo for use in those weapons only.

All MGRs in your possession at the end of the jump will become Jumper Grade Rounds. JGRs offer as much of an improvement to standard ammunition as MGRs do to dirty rounds, all without adding stress to the weapon. If you bought MGRs with CP, you will instead get 1 JGR per month for each point spent. JGRs can load into any man-portable weapon, but are not effected by infinite ammunition.

Railcars bought here may be converted into regular vehicles post-jump with steering and tires being added in seamlessly (treads, for the railtank and siege train).

If you buy You See Ivan… and Too Much Gun?!? The effects of the former are notably diminished, but not removed entirely. Other perks that specifically deal with encumbrance, however, are disabled.

Citizens appearing in either scenario may gain or come with perks or items outside their background, in fact this is likely for certain professions. Background choice for them is mostly determines specialization for the settlement as a whole.

Attempting to circumvent the Ranger drawback by grafting the listed gear to your body will only succeed in disabling the gear for the jump.

300cp perks are discounted for backgrounds