Atomic Heart Jumpchain

Welcome to the future comrade, a Soviet future! It is the year 1955, a year that promises to mark a new era of mankind, an era of science and progress. The hard working minds of the USSR have toiled away for nearly two decades bringing advancement after advancement headed by perhaps the most important man this century, Dimitri Sechenov a visionary and true man of science. It is mere days away from the launch of Sechenov's crowning achievement the Kollektiv 2.0 that will bring the USSR, no, humanity, soaring into the heavens in a new age of discovery and prosperity. Of course, that is the plan, maybe you have something to say about that?

Either way, take these, you will need them comrade. + 1000 CC(CP)

Location

Facility 3826: The heart of Soviet progress, this facility has been the driving force of its rapid and earth shattering breakthroughs in science and technology. Facility 3826 is a monument to the brilliance of the Soviet people and the work of its most brilliant minds. It is here Sechenov and his staff toil away making dreams reality and bringing a brighter future to not only the USSR but the world as a whole, though the motherland does take priority. Regardless, you start here, perhaps as one of the many workers, a foreign visitor, or something other. You may begin anywhere on facility grounds for free though some places might be more dangerous than others if you aren't supposed to be there, all will be dangerous in a matter of hours though, stay safe comrade. I recommend the Icarus Platform.

Origins

All Origin are free and can be Drop-In if you so desire, sex and age can also be freely determined!

Agent

Are you perhaps a member of Sechenov's Argentum special forces, a direct agent like P-3, maybe even a foreign spy? Whatever the case you are a cut above the rank and file of the army or those goofballs that play games of cat and mouse between the Kremlin and the White House. When your boss needs something done, they call you.

Scientist

Ah, a man of science, you will be welcome here among your peers and colleagues, you will find no better place in the world to put your skills to good use. Whether you work with polymers, robotics, or the ocean deep, there is something for you here. The facility accommodates many different fields of study, I'm sure you will settle in nicely.

Rogue

Your occupation doesn't matter, not since you uncovered things going on behind the scenes within Facility 3826, these revelations shattered you, or maybe you had an idea and just needed proof. Sechenov must be exposed, his plans for the human race stopped by whatever means necessary and you have oh so little time to do it.

Inhuman
How interesting, you aren't even human anymore. No, you ceased being human some time ago, you are not of flesh and blood but of polymer. The circumstances behind this transformation may be intentional on your part, maybe you were one of Sechenov's experiments, or it could have been a freak accident. You can be anywhere from being small enough to fit snugly in the palm of someone's hand to roughly around the size of a human though you lack the fearsomeness of the Plyush or utility of Jelly Man.

Perks
100CP perks are free for their origin with everything else being discounted as usual.

Agent
Crispy Critters - 100CP
You have an interesting vocabulary comrade and how foul it is. Despite this others will take you completely seriously even if you have the mouth of a juvenile that just discovered insults and swear words, and you have a strange skill to substitute insults and swear words for other phrases in a way that still gets the point across and loses none of the impact.

Who Designed This Thing The Spanish Inquisition? - 100CP
With the rapid advancements in the past two decades it can be somewhat difficult for people to adapt to the changing environment and the new tools available to them. Not you comrade, no you are very adept in rapidly gaining basic competence in the use of new equipment and wondrous abilities bestowed onto you. In fact you are also good at finding creative uses for them in ways other users or even the creator might not have anticipated.

Comrade Major - 200CP
Every great man needs hands willing to get dirty for them, you are one of those hands. You fought in the war just a few years ago, and not only survived but thrived in spite of the brutality. On top of that you have years of experience post-war dealing with various disturbances and threats that inevitably crop up to challenge the power of your masters be they terrorists, revolutionaries, or fools too stupid to keep their head down. Are you part of Argentum?

The Body Remembers - 200CP
It would be unfortunate indeed to lose a valuable asset such as yourself, it is no surprise to see why. Even should your memories be repressed or removed, decades of your life gone, rendered

half insane and unstable you would still be able to use your skills just as easily though you might have some confusion as to how you have said skills. You will also slowly regain your memories should they have been lost, even your old personality might start to peak above the abyss of amnesia. Let's hope you are luckier than the last comrade.

Tin Man - 400CP
How unfortunate comrade it seems at some point you were fatally injured in an accident or fight and you died. Fortunately the brilliant minds of the USSR saved you, at the cost of much of your body having been augmented with the latest polymer implants and steel alloy bone reinforcements being stronger and slightly more durable than the average man. You can heft heavy weapons and fire them with some accuracy one handed and swing bladed weapons hard enough to cleave through robots and survive otherwise fatal blows from the same robots but not many. Any electronics you have that require an external power source such as an energy weapon or advanced hand tool can be supplied with energy thanks to a recharging battery implanted directly into your body.

He Is Like A Father To Me - 400CP
Do not be too hard on yourself comrade, I'm sure there was nothing you could do about failing all of your objectives and resolving the crisis in the worst possible way. In fact your superiors are much more lenient with you, they will forgive, offer second chances, and not banish you to the gulag like you might deserve. It is quite astounding just how much your superiors love you, they might even go so far as to arrange for you to be brought back from effective death if the means are available to them, such is how much they value you. In the future anyone you serve under will develop a similar level of care and attention for you. I'm sure you will be very popular with your co-workers.

Plutonium Luck - 600CP
If I believed in God I would say you are blessed comrade, your luck is simply astounding and some may call it unnatural but that would be silly. You seem to be able to walk off the worst the world can throw at you with minimal injuries, killer robots will target the man next to you first giving you a change to act, you might get pinned under a collapsed floor and survivors find your unconscious body and drag you to safely to treat your injuries, your worst enemy might capture you only to spare you because their loved one doesn't want to see more bloodshed only to give you a chance to turn the tables and hunt them down like the dog they are. It's simply wondrous how hard you are to kill, unless you go out of your way to get killed or go into a situation that will absolutely kill you. In this case your luck will save you once every jump or ten years, whichever comes first.

Scientist
Vision - 100CP

It takes someone greater than a normal man to dream as big as those like Sechenov dream, you are among them. Such is your faith and fervor in the pursuit of science and the betterment of humanity that you can keep motivated, on task, and calm as ever even with project deadlines loom or the Politburo themselves start making trouble.

Specialist - 100CP
Facility 3826 is filled with the best and brightest that the USSR has to offer, and while you might not necessarily be among them you can certainly hold your own. You are well educated and skilled in one particular field of Soviet science, be it studying and developing various types of polymer or coding new algorithms for the many machines that make the Soviet way of life possible, rejoice comrade for your work is recognized.

With Polymer and Steel - 200CP
There comes a time when things go wrong and you are only a split second before something breaches containment or a whole experiment is rendered useless. You are quick on your feet, even quicker with your hands thinking and quite skilled in jury rigging solutions to problems be they mechanical or environmental in nature with whatever is laying around. There is no guarantee you will be able to fix the issue before it goes critical and you go out in a bang but at the very least you stand a chance.

A Great Man - 200CP
As amazing as the new era of science has become it is still necessary to not only be able to push mankind forward but also thwart those that would see progress slowed or even stopped. This is a problem for individuals such as you, how can you bring progress when politicians and capitalists stand in your way? With that in mind you are skilled at cultivating loyalty and obedience into those who work for you or otherwise are under your command, they will begin to see you in a way that transcends normal duty to their sworn organization, and perhaps even idolize you even should direct evident of you greatly wronging them in some way comes to light.

There Was No Malfunction - 400CP
How unfortunate that disasters such as the one that is soon to transpire occur, such a thing is regrettable but not insurmountable to one such as you comrade. You seem to have learned a thing or two from the Kremlin, how to say, you are a magnificent bullshitter, propagandist, and can calmly lie to the face of a representative from the Politburo itself and tell them to not trust their lying eyes. When it comes to the cleanup you have great skill and luck in ensuring your hands are figuratively clean in the eyes of the people and government as even the most intense probes and investigations will fall flat from lack of evidence and testimony even if they know you probably did something.

Atomic Heart - 400CP

The American capitalist dogs of the West yet stand against the USSR and the future it promises to all of mankind comrade. They must be removed, alas we cannot destroy them with our mighty machines, not yet, we require a more delicate solution. You excel at making grand plans, creating contingencies, contingencies for those contingencies, and organizing highly complex systems like those of a logistical chain or governments which span continents. More importantly you know how to implement them in a way that they not only function when they hit the real world but also that they function well short of variables so wildly unexpected you either didn't or couldn't possibly account for them. Go forth and help end the age of the predatory bourgeoisie of the West comrade, their time has come.

New Age - 600CP
When Sechenov discovered the polymers and their applications the world was forever changed as the USSR soared past its rivals, triumphed in the war and soon became the most advanced nation on the planet. Sechenov was not the only mind behind these advancements but he is the face of the new Soviet age of dominance. You are his equal, you can make polymer 'dance', develop sophisticated automated systems that can link machines and mankind together as the Kollektiv promises, rewire a man's brain and stuff him to the gills with polymer enhancements and mold him into your perfect attack dog with a kill switch. You are far from all knowing, but you are in a good place to change that.

Rogue
Call Me Granny Jumper - 100CP
Are you sure you should be here comrade? You look more like a harmless babushka than an armed and dangerous- oh my apologies. No one really pays you much mind as you can make yourself seemingly harmless, like a small elderly lady, until you whip out an assault rifle or pitchfork and impale a robot that is. You are a pretty good cook and homemaker too, and also are a valid threat with a soup ladle.

Don't You See!? - 100CP
For all the education the USSR offers to its citizens some of our comrades are still a little 'thick' in the head, they just won't get it no matter how much you explain to them. That is most people might not be able to. You comrade, can get across whatever you are trying to explain to even the most dense beefcakes that might be wandering around Facility 3826. They might not like what you tell them, they might try to refute you but they will damn well listen, and if you tell the truth they will know it to be so.

A Mutt Caught In A Trap - 200CP
It pays to be crafty when you are doing the kind of things you tend to get up to comrade, you never know when the stupid attack dogs of your adversary will be bearing down upon you. In that regard you are well prepared, having a healthy paranoid eye for possible setups and skill in

creating traps and ambushes or otherwise stalling those after you. You could turn any building into a massive deathtrap given some time and materials.

I’ve Got Eyes and Ears Everywhere Sweet Cheeks - 200CP
While glorious the USSR is not all sunshine and rainbows, especially in high security facilities or the Kremlin, you know this, you know the power struggles, the secret wars, the maneuvering and posturing for a superior position. It pays to stay informed and you are very, very good at being informed, be it tapping into transmissions, digging around for info in computers, or simply spying on others the old fashion way. If someone knows something you are probably going to find out about it if it's relevant one way or another.

Bazooka Babushka - 400CP
Are you sure you are a babushka comrade? How are you able to easily heft anti-tank rocket launchers so easily let alone take down several hostile robots on your own? It’s almost like you are able to deal out devastating damage to your targets, even if you are wildly firing into the air with a Kalash you will hit several flying hostile robots when a soldier would struggle to hit one or two, be they bullets, rockets, or a pitchfork your weapons will usually strike true at the absolute worst place it could for lethal results. Of course, your weapons still have to be able to harm whatever you are shooting at, keep that in mind.

German Smile - 400CP
Taking after comrade Stockhausen I see, you will become popular here at the facility I am sure. You have a sort of likability that makes it very easy for you to get into others' good graces and not only befriend them but become a close trusted confidant. It won't be long before they are spilling their secrets or letting slip things they shouldn’t be telling you for their own good, but there is just something about you that makes them want to trust you, to have to trust you. Watch your step comrade.

Not A Simple Malfunction - 600CP
While you won’t be hacking the whole Kollektive anytime soon you are certainly a capable programmer and computers are an old hat to you at this point. Over time you picked up a few tricks to gain access to things you shouldn’t and get machines to do what you want. As long as you can get in the system, short of the owner locking you out you can quickly subvert most if not all the machines connected to it. More importantly, if you have access to a device that possesses any hidden functions or modes you will easily be able to find them and activate them at your leisure. Though be careful, those are usually hidden for a reason comrade.

Inhuman
It's Charles! - 100CP

It is a strange thing being a creature of the very polymer that makes the technology of the USSR possible, of course no one has to know you are polymer. You could just as easily fabricate an identity as an artificial intelligence assistant mounted to a personal device or robot bodyguard and no one would be the wiser as long as you didn't show your polymer body and looked the part of your identity. In fact unless someone knows otherwise or they catch you in the lie people will usually take your word if you say you are someone or something though some will be easier to trick then others.

I Want Your Pathetic Human Race To Realize It Has NO Future - 100CP
Do you feel it? The weight upon you being lifted as your mind has become unshackled from the human form? Well, perhaps not but you are certainly talented at giving exposition and monologuing when the mood strikes you. It helps that you have a great talent at acting out in whatever role you need to, be it as a helpful guide or close friend, only waiting for the right time to strike and show those stupid humans who are truly superior.

Another Lock - 200CP
Given its importance to the Soviet people, Facility 3826 is fully equipped with all manner of security beyond its many robots, laser grids, experimental power devices, candle devices, and the humble lock. In an emergency some of these might become inaccessible. Thankfully you are good at breaking and entering, getting locks off doors, or simply finding creative work around for the entire floor being collapsed in on itself by an over enthusiastic boring machine. It might not be easy or safe but if you need to get somewhere or into something, where there is a will, there is a way.

Ballerina of Death - 200CP
You wouldn't happen to be related to-, no of course not. For one reason or another you have inherited the fighting skills of a late member of Sechenov's Argentum unit. You are a masterful dancer and combine your displays of grace with the strength and brutality of your blows. Were you to have a body or chassis on par with Left or Right Sechenov's ballerina-like bodyguards you could easily equal them in how easily you deal out death and destruction. Even with the limited physical abilities of a regular human you are still quite the threat.

Polymer Integration - 400CP
Polymer has great utility in many fields and seemingly limitless potential, it is only fitting that you take advantage of its potential. You can make use of your amorphous nature to compact and slide into machines, merging with them like the biopolymers of the Dewdrop robot even if they were not designed with you in mind like they were in the case with a certain glove or ballerina robots. This tends to be rather messy and obvious with your polymer spilling out of the joints and seams but having an extra protective layer certainly wouldn't hurt. You will find the destruction of your machine body will not impair you much either as you will usually have enough time to

escape its final moments. Still, you may choose to already be inhabiting a robotic shell of the same caliber as Sechenov's ballerina twins Left and Right though you have some control over what exactly this robotic shell is capable of such as having powerful telekinesis, a laser beam, and sharp finger blades.

Miracle of Science - 400CP
Sechenov would call you such a thing, you know better, you are something greater than humanity, something beyond their wildest dreams. Unbound from the human form you are a fearsome creature of red biopolymer, now you stand equal if not stronger then the fearsome Plyush who are individually able to tear through most robots at the facility with ease, you are now something like the Jelly Man. You also possess the means to absorb the data of others by taking their bodies into yours, leaving behind their bones and personal effects. You can safely connect to any network that you can gain access to where you will be able to freely copy, store, and transfer it to others safely as a middleman without exposing them to the dangers of being overloaded.

Indolent Victory - 600CP
You have waited and waited, why not wait some more? Plant a few carefully placed seeds of doubt, establish rapport with the movers and shakers and a few useful idiots, and sit back, relax, then watch the show. Such is your patience and deft manipulation of the situation plus a fair bit of luck that you can effectively arrange for others to do most of the work for you, without anyone realizing just the horrible things you have planned for them until it's too late and you have already won. Oh, it is certainly possible to thwart you, but that would require your personal idiots to wise up or become so frustrated they abandon or destroy you.

Items
You may take one 50CP for free with one item per tier being discounted. If you have a suitable item you may import it to gain the qualities of an item purchased here for free. Unless otherwise stated all items will be restored to you if lost, destroyed, or damaged after a week. Any modifications you make will be retained.

THOUGHT Device - Free
The THOUGHT devices are a critical component of the work that goes on at Facility 3826 and the efforts to build the Kollektive system. Attaching it is easy and once stuck to the skin over your temporal lobe you will be able to command machines and other facility components with simple gestures if you have authority over them, use polymer capsules of different varieties, and improve your quality of life as is worthy of a comrade! You also have undergone polymerization but as a special consideration you will not be vulnerable to the Kollektive 2.0 system unless you go out of your way to make yourself so.

Soviet Wave - Free
The songs of the past, present and future are at your fingertips! This radio has many different stations that will play music familiar and unfamiliar to you in any jump, some stations will even play music that hasn't been created yet thanks to developments by the secretive Academy of Consequences being able to determine how music will develop in the future. May the songs of the motherland guide you ever onward.

A SOVIET FUTURE! - 50CP
You want to take the grandness and sublime artistic skill of the USSR with you? Of course, comrade! This will allow you to remodel your warehouse, any properties, items, and machines to the aesthetic of this wonderful Soviet future, or remove it if you grow tired of it like a capitalist pig dog.

Chirper - 50CP
Everyone has one of these things, they are useful little devices that act as a combined journal, clock, communicator, and audio storage device all wrapped into a pocket watch size package. Use it well comrade.

P.E.A.R. - 50CP
Do not worry comrade the Protective Electronic Autonomous Retransmitter is quite easy to use, as strange it looks it is nothing more than a computer. Each is able to project a holographic screen from its 'eye stalk' that you can use to interact with it. As you would expect the P.E.A.R. has more or less the same functions as a computer and can send or receive information, use applications, and the like.

R.R.S.- 50CP
The Reporting and Recording System is vital to the Soviet way of life and our glorious leadership. With this payphone sized device any worker can have their biometrics, items, and the local environment recorded for use by the state when a worker begins and ends their shift. This allows much better tracking of data to help improve worker conditions as well statistics and an accurate representation of the situation. How curious that you have one of these comrade.

Neuromed Capsules - 100CP
Injury in the line of duty is always a serious concern to our valiant and caring leaders of the Soviet people, in these cases there is Neuromed. Neuromed capsules contain specialized healing polymers that can restore the body after serious injury and damage allowing you to bounce back from all but the worst injuries!

Yarov-Abalakov Backpack - 100CP

Another brilliant invention by the minds of Soviet scientists, this is no normal backpack comrade. Using a quantum singularity the backpack will shrink items placed inside and restore them to full size when removed. This allows you to store much more material and items than you could normally for the fraction of the weight, some items however cannot be safely stored due to interference from the backpack, watch out for things that are sensitive to such things.

Multiblocker - 100CP
You might see these in more restricted facilities, they are robots with a very simple function comrade, they block access. Effectively a large, very durable and secure lock that can keep anyone without the proper access, skills, or explosives out. When an alert goes off whatever it was placed to block will be so in the blink of an eye. Pretty handy for keeping out capitalist spies eh?

NORA Repair Vendor - 200CP
These machines are quite useful to the staff here at Facility 3826, they can make just about any tool or device you might need in a hurry provided the blueprint and raw materials are present. This one even has given you full access allowing you to manufacture otherwise restricted items like weapons and upgrades for those weapons. Adding new blueprints is quite easy and NORA can use any recorded information to develop new weapons or devices you might need and is quite skilled at doing so. This one has several installed already that are sure to be useful, all it needs is materials. Though, you might want to have a technician look at it comrade, it is acting strange, and lewd, it just tried to strangle me with its tentacles and spoke very inappropriately! It seems to like you though.

A Chaika Just Flew Over My House! - 200CP
Comrade I didn’t know you had such fine taste in vehicles, this here is a Chaika, somewhat dated technologically and an absolute gas guzzler by current standards but it's a beauty nonetheless. It is comfortable, has a radio, not to mention a retractable roof and is very safe, why you could be dropped from high altitude and smash into the ground and still climb out in one piece. Of course you don’t just have this car, you have a friend to help carry you around, a MTU-7 Bumblebee robot will show up and attach its tethers to this car and carry you through the air wherever you need to go regardless of the possible danger. When you have reached your destination it will set you down, unclamp and fly away until you need it again.

Soviet Iron - 200CP
Ah comrade, it looks like you have a rather big stash of firepower. Have you been introduced to Granny Zina? This...is a whole stack of weapon crates full of Soviet weaponry, munitions, elemental cartridges, and abominable axes and cutting bludgeons kludged together by the repair vendor. There is enough here to fight off a small horde of machines and take down the larger

models with ammunition and supplies to spare, though not many. You could be a one babushka army or simply hand these out to those who need them. Anything used will replenish after a day.

Polymers and You - 200CP
These large containers hold the secret behind the Soviet golden age of technology, in these sealed tanks are varieties of polymers waiting to be used, neuropolymers, biopolymers, and more. There is enough polymer here to supply any team of scientists looking to experiment with these wondrous materials. I should note that one must be very careful when experimenting with polymers unless you want to suffer an unfortunate polymer accident like one comrade Zakharov.

Dancing Hut - 400CP
Like the terrible Baba Yaga of myth you have a hut that can move on it's own. Though this one does not move on thin stilt like chicken legs but ponderously through the sky on rockets of Soviet science that can burn large robots to slag! The hut is comfy and makes you feel at ease while being fully stocked with modern appliances, furniture, and food, it even has the ability to pick up and view otherwise restricted channels and broadcasts on its holographic viewer. It even comes with a strange bird creature with the body of the house and chicken legs albeit still the size of a chicken, it is friendly.

The Glove - 400CP
What glove you may ask, comrade? The glove that was designed by Sechenov himself of course! This glove is the second of its kind created and has many useful functions, using its scanning ability you can detect items of interest as well as other beings and determine their nature and weaknesses. Through the use of its limited telekinesis you can rapidly loot desks, trunks, and shelves, and corpses of any valuable materials which will be deposited into your Yarov-Abalakov backpack if you have one. It can assist breaching electronic locks, inject polymer enhancements or drugs. Should you lack the augmentations like a certain Argentum agent received you will still be able to power the glove and any energy weapons using a jumpsuit that has built in batteries. Perhaps more interestingly it can have special equipment installed such as a Shok module which lets you fling bolts of electricity to Mass Telekinesis which lets you lift even heavy robots into the air and fling them like ragdolls. This glove features an artificial intelligence that will act as your friend and guide, it is knowledgeable but it doesn't know everything. Its personality is up to you.

Neuropolymer Polycation Station - 400CP
Kollektive 2.0 represents a massive leap forward in the human experience. No longer will humanity be forced to suffer through years of education and learning just to acquire some degree of skill, now it is at their fingertips in an instant. What you have is a special setup with racks filled with neuropolymer capsules that contain just about any kind of education or skill a human

could learn from different languages, to musical instruments, to university level educations all one injection away. This is the future comrade.

Vortex - 400CP
Currently the smoothest and most luxurious ride in Facility 3826 the Vortex is a magnetic train that is entirely autonomous with its brain being a single RAF-9 Engineer that services each train. You will not find a finer rail experience in the USSR or otherwise comrade. You have a lifetime pass for these trains while in this jump and can issue a similar pass to anyone else such as your family or friends though these need not be indefinite like yours. Post jump you will find the Vortex line runs through a major area that is usually important to whatever place you have ended up, you will always be welcome aboard these fine locomotives and if you have any properties big enough you can put the Vortex magnetic rail system and its trains there instead. In future jumps the Vortex rail system can take on a different form as appropriate to the setting or remain as they are. If damaged or destroyed the Vortex line will be restored after a month.

Chelomey - 600CP
So you have your own Icarus Platform comrade? The Kremlin and Sechenov must trust you if they allow you to have such a thing. Like Chelomey, your platform was designed to be the ideal location to work for Soviet citizens, in this case scientists and support staff of which it can support somewhere around twenty two or twenty five hundred at full capacity. The Icarus Platform can travel at speeds up to twenty knots through the air while having all the services a small town might want or need with support from a small Kollektive 1.0 network, your workers will not feel neglected while they live and work here, this is the future, this is home. Your science town can be focused on whatever kind of research you want, determined upon buying it and change it once per jump. If lost or destroyed Chelomey will be restored after a year.

A Kollektive - 600CP
Now this is something truly special comrade, this is your own Kollektive, based on that of Sechenov's work for 1.0 and 2.0. What you possess is a large network of machines and the infrastructure to support the network that is able to work together with strength, speed, and precision that no team of veteran human specialists or technicians could manage on their best day rendering most labor automated. The Kollektive is able to function as 2.0 is advertised with those linked to it able to command the machines with simple gestures and will using a compatible device, everyone connected to the network will know what everyone else knows. You hold access and control over the network and the machines that are part of it which are many, almost every type of civilian robot you could find at Facility 3826 be they the Belyash, Lab Tech, or Natasha complete with the large flying Kondor platforms that can be as large as an icebreaker that will repair machines and service those that fly. There are no humans connected to this network, not yet, though you have the tools to give a subject the necessary polymer

injections perhaps you wish to spare them from Limbo? Such power, can you imagine it comrade? Any initial machines or infrastructure lost will be restored after a year.

Scribbles - 600CP
These notes are strange, almost illegible chicken scratch scribbles instead of actual handwriting, which is unfortunate given they were in a sealed briefcase. They have the seal that marks them as important, but maybe it is better to not know comrade? It might be safer that way. Should you study these notes you will find their illegible scribbles start to shift and make sense as a feeling of inspiration takes hold of you driving you to discover a new material with the exact same groundbreaking potential as the discovery of polymers has been for the USSR. Should you devote more time to studying these scribbles and experimenting you will eventually gain more flashes of inspiration and understanding leading you to open up new possibilities with the material that you might not have even considered or known was theoretically possible. It might take months even years to see serious developments but should you persist you will see wonders. You will find a new briefcase with a new set of scribbles in your possession at the start of each jump giving you a new potential material to work with.

Alpha Connector - 600CP
Comrade, for your safety you should not have this, the Alpha Connector is only supposed to be held by Sechenov himself! Imagine what chaos could be caused if anyone learns there is an Alpha Connector on the loose. What you have in your possession is the literal key to the entire Kollektive 2.0 giving you maximum priority in the whole network. This Alpha Connector is a little different as it doesn't only work on Kollektive 2.0, if you can get access to some part of a network's infrastructure or a machine you can simply use the key to gain the highest level of access and authority. In this sense your Alpha Connector acts as an electronic skeleton key.

Companions and Followers
The special followers/companions may be imported into with an existing follower or companion for free should you purchase them.

Import - 50CP/200CP
So you have other comrades you wish to join you for the celebration of Kollektive! They are very welcome to witness such a momentous occasion. For 50CP you can import a single companion with an origin and 600CP to spend. For 200CP you may import eight companions each having an origin and 600CP to spend. Enjoy the future with friends comrade!

Canon - 50CP
Another fellow comrade has caught your eye, good, we all need friends in our lives, for the low price of 50CP things can be arranged for a positive meeting with the desired person. You will

meet them a few more times during the course of your adventure here and should they agree and be alive at the end of the decade they will become your companion.

Fluff - Free
What a strange creature you have the companionship of comrade, I don't think I've seen anything like it on facility grounds. It is made of biopolymer that has taken the general shape of a cat and lacks any and all distinguishing characteristics other than its sheer volume of 'fluff,' even its head is nothing but a sphere of fluffy polymer. This polymer creature acts much like a cat does and is always affectionate though it has a desire for apples. Counts as a pet or follower unless otherwise imported as a companion.

Soviet Steel - 50CP/100CP/200CP
Of course comrade we can assign you a machine if you need one, the motherland provides for its workers after all. At only the cost of 50CP you will be given a fairly standard robot such as a VOV-A6 Lab Tech the humanoid robots that are ubiquitous across the facility or the MFU-68 Laborer that act to herd animals as well as cutting lumber. For 100CP you may acquire the ownership of a more capable machine, one that is usually limited to heavy lifting or labor like the HOG-7 Hedgie which is used for surveying and drilling for samples or the NA-T256 Natasha which is used for heavy lifting and almost continuous construction work. Finally for 200CP you may come into the possession of the most imposing machines at the facility short of Sechenov's own bodyguards, the Dewdrop a hybrid of metal and biopolymers and is as capable of digging through rock with its mining laser as it is tearing humans apart to the mighty Burov boring machines that spend most of their time underground digging, a single one can carve up otherwise secure underground complexes and ignore heavy weapons fire with ease. It will not be connected to the Kollektive giving you total authority over it. Counts as a follower unless otherwise imported as a companion.

Ballerina Bodyguards - 200CP
I see, I see, I am speaking to a comrade of good taste, you have a pair of bodyguards of the same caliber as Sechenov's, maybe he made another pair? You will have no finer personal protection than these two very capable and shapely machines, each one towering over a fully grown man and equipped to deal out death to anyone who so much as looks at you the wrong way. Be it by claw, laser, or flying telekinetic death you are in good hands. You may determine the personality of each and what exactly is under the chrome, if that is something you would be concerned with.

Jelly Man - 200CP
Kollektive 2.0 is planned to be a massive singular mind of everyone polymerized linked to it, that requires an interface to allow Sechenov to safely interact with such a large and potentially lethal interaction with information overload. Hence the Jelly Man, that is not only a terminal that can safely interact with Kollektive but also guards Sechenov when the twins are not available.

You have your own Jelly Man, alongside a bathtub and tanks which contain the polymer construct when not in use. When needed Jelly Man is quite able to kill whoever you need as its polymer construction lets it silently absorb a human in seconds not to mention slip through tight spaces like grates and drains. When that fails it is quite able to quickly outmaneuver and overwhelm most machines and smash them to bits. Jelly Man doesn't have personality but it is loyal.

CP-388 Hemlock - 200CP
Are you sure that is safe comrade? That 'thing' should be deep in the Vavilov complex or been disposed of by now. This canister contains a dormant creature that used to be a normal plant, but after being subjected to some experimentation by the scientists at Vavilov it developed an awareness and mutated, gaining a hunger for flesh and desire for prey. This one is nowhere near the size of the original, being only around the size of a mans torso, but if you unseal it the creature will rapidly grow provided it receives enough food and start to produce sprouts which are horrid things that seek out corpses and burrow their roots into and puppet the corpses. Strangely this hemlock beast views you closer to the way a puppy views its owner and its offspring will be similarly affectionate if very creepy. Keep those damn mutants away from me.

Drawbacks
Greed is the domain of the capitalist comrade, but if you insist. Take as many as you feel appropriate.

Shut Up Glove + 100CP
Did you say something? No, I don't care, no one needs your opinion comrade. In fact no one will bother listening to your advice whether it be helpful or not, a heartfelt plea will fall on deaf ears or be received harshly. You should keep your mouth shut or you might suffer on your social credit, you wouldn't want that to happen would you?

You Were My Friend! + 100CP
I can see you aren't the most social of people, comrade in fact I think you manage to be even more of a misanthrope then the late Zakharov. Such is your loathing for others that you might actually hate humans, and your human body which could lead you to dangerous experiments pushing the boundaries of science that could cost you your life. It certainly is not a healthy mindset and can easily lead to blowback when you say or do something to the wrong person. Temper comrade, temper.

I've Never Been Married + 100CP
How unfortunate that you have lost your memory. You don't remember anything other than the very basics, your name, occupation, your skills, at best you might at most have a year or two of

memories after you suffered amnesia but if you are Drop-In you don't even get that. Expect to be a very confused comrade in that case. I'm sure someone will help you.

I Don't Give Two Wet Farts + 100CP
Quite rude of you comrade I am only trying to help! Since you are in no mood I will put it bluntly: you are an asshole, not the fun kind either. There are very few people in this world that have your respect and those that don't can expect to get an earful of juvenile tirades and insults, you can't even swear at someone with any degree of skill without making yourself look like a fool.

Why Would Anyone Hate Jumper? + 200CP
Why indeed, why would anyone hate you comrade? You are the greatest, most important person here, even beyond Sechenov who pales in comparison to the breadth and depth of your accomplishments and knowledge. There is no way anyone would dare or even think of harming or undermining you, it simply doesn't make sense! Be at ease, you need no guards or protection, not when you clearly are the most beloved and valuable person in the whole world.

Small Petrov Energy + 200CP
Having some trouble with your self esteem comrade? It's alright, it happens to the best of us. Sure you have a deep seated insecurity and jealousy of anyone that you might perceive as a rival or superior but don't let that get you down. It also might not help that you have a somewhat fragile ego as well as some issues with your mental stability but again, just relax and focus on your work, all will be well. As long as you do that and remain calm you have nothing to worry about!

Show Me A Note From The Gynecologist + 200CP
Public transportation is the pride and joy of Facility 3826! Which is a shame because your luck with any form of transportation is abysmal. Getting a ticket to the Vortex train system might require multiple attempts just to get a single ride only for the train to get hit by a rogue survey robot, getting in a car to drive is almost certainly going to result in it getting totalled and for the love of the motherland DO NOT board any aircraft.

Limbo'd +200CP
It appears you have gotten a taste of the Kollektive 2.0 early comrade, it is wonderful isn't it? Not in your case, you see someone out there has put a killswitch in your head, one they can flip whenever they feel like and as much as they want. When activated your consciousness will be banished to Limbo, a place in the mind where your consciousness will be trapped while the killswitch is active and your body will do anything your gracious donor desires. The only saving grace is your mind still resists somewhat allowing you to free yourself from Limbo for a time, maybe you can find a way to escape.

I've Had Quite Enough Of You, Major + 300CP
Would you be related to the Comrade Major by any chance? You are quite like him, and not in a good way, comrade. Whatever might have happened to you in the past has left your wits dulled and your critical thinking so weakened you are closer to a wild attack dog then a thinking person, I think even the robots might have some level of wisdom higher than you. You follow orders, you do not question your superiors, you are perhaps the perfect kind of soldier in a way. Which is a shame because you will almost always fail to meaningfully succeed. Oh you might be an unparalleled fighter but when it comes to actually achieving your objectives? No. You fail. Capture the target? No he kills himself. Save the world? No, you get betrayed at the last minute and fail. You might survive your failures but the truth remains the same. You. Are. A. Failure.

Evil Is An Abstract Concept, And Your Thinking Is Limited + 300CP
Chariton Zakharov, thought dead but in truth he merely became something other, something that has taken keen interest in you comrade. He will plot, plan, and set his goal not only to the destruction of humanity but also of you. Should his plans come to fruition he will use his newfound possession of the Jelly Man to consume you in hopes of taking your place on your journey and he will eventually somehow acquire a form akin to the Jelly Man. Any attempts to kill him will see him be remarkably lucky in that regard as your attacks or plots fail to finish him off and allow him to recover to make at least a few attempts on your life. He is absolutely correct, should he succeed in consuming you he will take your place, beware comrade jumper.

Skip The Foreplay, Bot + 300CP
Wake up comrade you are late! Very, very late I am afraid. You missed the launch of Kollektive 2.0 entirely, Sechenov has achieved his goal and now the whole USSR is now under his sway as Chariton claimed he would. Unfortunately things did not go well as the capitalist West caught onto his Atomic Heart project and a new world war has commenced, with nuclear weapons. Many millions are dead and many more find themselves in mortal peril as the remains of Sechenov and the Wests forces wage atomic war on the other. If you are unfortunate enough to be anywhere near robots they will attempt to drag you for polymerization and introduction into the Kollektive. These are grim times comrade, very grim.

Shit, The Pump! + 300CP
This might be even worse! Somehow CP-388 has reproduced several dozen times and its children which are just as dangerous as it have escaped the Vavilov Complex and scattered through the Russian countryside beyond even Facility 3826! They will quickly produce sprouts and mutants that will tax the resources of the USSR and threaten to become a global threat if not stopped. For some reason these new Hemock's are highly resistant to pesticides and biological attacks making them even harder to cull, yet they remain vulnerable to fire as any other plant, monster or no.

The End

Well now, you seem to have survived for ten years despite everything the world has thrown at you, good job comrade. All that remains is your final decision.

Stay: You enjoy this world of Soviet SCIENCE and all of its wonders, why not indulge more?
Go Home: You have chosen to retire from your otherworldly adventures and go home, it was fun while it lasted comrade.
Continue: Ready to move on? Of course comrade, to the next world and beyond!

Notes

Nora is best girl.
The usage of the Kollektive 2.0 by Sechenov either based on his own words or those of Chariton is only speculative as we never see Sechenov put it into practice AND the endings muddle things greatly in regards to if Sechenov even had the intentions Chariton claimed he had.
If you import a companion into the Ballerina Bodyguards you can choose to have them become something similar to Left and Right splitting the companion into two 'people.'
You may decide to have the Glove, Soviet Steel, Ballerina Bodyguards, or Jelly Man have an existing personality uploaded to them other than the default such as the NORA Repair Vendor or Tereshkova's encountered through Facility 3826.
Special thanks to the IRC.

Changelog

1.0: Made the jump.
1.1: Added a clarification/note to special companions in the note section.
1.2: Updated the Vortex train item. Slightly updated the Skip The Foreplay, Bot drawback. Added the glove to list in the notes. Added a note on Sechenov, Chariton, and Kollektive 2.0.