

By TheStranger12

Welcome to the archipelago nation of Panau, somewhere between Indonesia, Malaysia, and Singapore.

Origins

All Origins are Free

Drop In - You simply appear in the world one day. Age is 23+2d4

Operative - You are a CIA agent on vacation in Panau during the time when the CIA began to send Operatives in to take down the Panau Government. Now you're on the run. Age is 25+2d8

Autocrat - You can either be in charge of one of Panau's many government run companies, or be the Mayor of one of Panau's cities (excluding the capital, Panau city). Age is 30+3d6

Rebel - You are a rebel leader in one of the three rebel factions, either the Ular Boys (native traditionalists) or Reapers (Communists). Not the total leader of the faction, but one of the highest ranking, and you control your own small piece of the country along with several hundred troops spread through three to four bases.

Alternatively, you can start your own faction and get everything described above, except you won't have an organization or other countries backing you, like the other factions do. Age is 20+4d5

Criminal - You're a high ranking member of the Roaches, a gang devoted to taking control of the nation of Panau. You have access to the troops and land as described in the Rebel Origin, but your troops aren't in it for ideals: they are in it for the cash. Age is 20+4d5

Soldier - You're the fifty-first Colonel of Panau. You have excellent pay and have a private bodyguard force of over two dozen of Panau's most highly trained and armed soldiers when you are at home. Not only that, but you have the most advanced body armor in the world. And let's not even get into how much your government is paying you. Age is 30+4d5

Alternatively, you are the Japanese Soldier in charge of the Japanese Fortress at Hantu Island, where the nation of Imperial Japan is still functioning. You have a surprising number of soldiers, and have access to secret weapons developed World War 2, including a constant EMP generating weapon that keeps planes from flying overhead. Age is 40+4d7

Location

Location depends entirely on your origin. You can pay 100 CP to change it.

You can look at maps of Panau:
http://vignette2.wikia.nocookie.net/justcause/images/e/e4/Just_Cause_2_Territories.png/revision/latest?cb=20150204113846
And a list of cities in Panau:
http://justcause.wikia.com/wiki/List_of_cities_in_Panau

Drop Ins and Operatives roll 1d9 below.
1: You start in the Park or Financial District of Panau City.
2: You start in the Residential, Docks, or Outer Districts of Panau City.
3: You start in the city of Pekan Kasuma, in the city park.
4: You start on the beach in the city of Kota Pantai Koala.
5: You start in Kampung Nur Cahaya, a city in the desert.
6: You start in Pekan Buah Melambak, a medium sized city known for its shops.
7:You start in Pekan Teluk Tengah, a more residential city near Pekan Buah Melambak.
8: You start in Bandar Baru Nipah, where the HQ of the Panau Broadcasting company is.
9: You start in Pekan Lalang Liar, a city similar to Kotan Pantai Koala.
10: Free Pick. Pick any city in Panau to start.

Autocrat: Autocrats who chose to be in charge of a government run business start in the office building of their company in the economic district of Panau City, the capital. (Exception: If you choose to be in charge of the Panau Broadcasting Company, you appear in Bandar Baru Nipah, where it's headquarters and broadcasting tower is) Autocrats who are choosing to be a mayor role the Drop In/Operative dice, except they reroll if they land a start in Panau City. Otherwise, they become the Mayor of the city they rolled, and appear in his office. If they pay 100CP to change their starting location, they become mayor of the city they paid for.

Rebel: If an original rebel faction, roll 1d6:

Roll 1d3 for Reapers:
1: You have your territory in the Lautan Lama Desert
2: You have your territory in the Berawan Basan Desert
3: You have your territory in the Panau Tengah Bay
Roll 1d3 for Ular Boys, then add 3.
4: You have your territory in the West Tanah Raya
5: You have your territory in the East Tanah Raya
6: You have your territory in the Senjakala Islands

Criminal:
1: You have your territory in the Pelaut Archipelago
2: You have your territory in the Ramai Rakyat Islands
3: You have your territory in the Selatan Archipelago

Soldier:
If you are a Colonel, you roll the Operative/Drop In dice. You become the Colonel in charge of Security for that area, replacing any other Colonels there.

If you choose to be the leader of the remnants of Imperial Japan in Hantu Island, you start on Hantu Island.

Perks

100CP Perks are free for their origin
All others are 50% discounted

Drop In

Guided Travel - 100 CP - You have an odd sixth sense for travel. You always know the right direction to go in to get to your Destination, the fastest way by road. It's like you have a GPS in your brain.

This only works if you have at least an idea of where the place you're trying to get to is.

Knowledgeable Tourist - 200 CP - You know a lot about everywhere. Not kidding either. Wherever you go, you gain knowledge on the local area. If you go to a village, city, or country, you know about as much as a responsible ten year old would - which is more helpful than it sounds.

Lucky Aim - 400 CP - Not just with guns either. Lucky hits, lucky fireballs, whatever. You're *much* more likely to randomly hit weak spots, critical places (or old injuries) than normal.

Experienced - 600 CP - That's the one word to describe you. You are quite experienced in pretty much everything a person could specialize in; you'd make a competent lawyer, or doctor, or forensics expert, or actor, or soldier, or florist, or author. It's as though you've lived a thousand lives and been a thousand things.

Operator

CIA Training - 100 CP - You've been extensively trained by the CIA. You know three languages, are competent at three forms of martial arts, have experience dealing with all manner of weapons, and have at least three weeks of field experience doing relatively low risk missions.

Explosions!!! - 200 CP - You can make things explode by shooting them enough, even if they aren't suppose to explode. This only applies to things like ships, cars, tanks, gas stations, oil tankers, etc. You also have a sense for how much damage you need to do to get something to explode.

Grappling - 400 CP - No, not the method of combat. You have a grappling hook on your right hand, but it's no ordinary grappling hook. It's the same sort of grappling hook device used by Rico Rodriguez. You can use it to attach to basically anything- moving cars, buildings, *planes* - and then it will reel you in (or, if the objects are light enough, like people, reel them in). In addition, you get insane resistance to fall damage and damage from hitting other objects at high speed.

You also do, in fact, get skilled at grappling.

A Just Cause - 600 CP - You are now a one man army. You're one of the CIA's best, if not their very best, and you have incredible fighting skill and capability. You can drive with expertise every vehicle currently known to man, you can jump out of a plane at three kilometers without a parachute and survive with just your trust grappling hook, you can walk off a fall straight from ten stories, and you can tank machine gun fire (but only for a short time). You are perfectly capable of taking down a single - albeit quite small - country, all by yourself.

Autocrat

The Blame Game - 100 CP - You're an expert at blaming others. You have no difficulty in framing others, or in convincing your superiors that you, of course, at not at fault; it's someone else's fault! You're also very good at lying.

Respect my Authority! - 200 CP - People under you just tend to respect you. Generally, if a person is under your authority, as in you have been appointed over them, they tend to both trust you and consider you competent enough to lead them, thus respecting you. This makes it much less likely for you to be betrayed by your subordinates.

Master Manipulator - 400 CP - You can make all the plots. You're a master of manipulating others, even your equals and thus stronger than you, to do your bidden, even if they don't realize it. As an example, you could, as a politician, convince a president to start an unpopular war that would be good for the economy… setting things up to take his place in the next election, just when the positive economic effects of the war began to be felt. Other people are simply pawns in your hands.

Universal Translator - 600 CP - You're skill in understanding people is massive. You can read a person's character by their appearance, and a five minute conversation with a person will give you their ideals and motivations, along with how gullible, trustworthy, dangerous, intelligent, etc. they are. You also have a great skill for learning languages; you could pick up knowledge of another language in a day, and speak it like a native in a week. You also have complete knowledge of all body tells and can recognize them with ease.

Rebel

An Inspiration - 100 CP - You're an inspiration. You find it easy to inspire others through your words or actions, being naturally charismatic. You could walk into a village of a hundred and walk out with twenty to forty reinforcements, easily.

Crime for a Cause - 200 CP - Sometimes, when in great need, it is important to do wrong things for the good of many. You know this, and now everyone else around you does too. As long as you are working for what could be seen as a good cause, people will tend to not blame you as much for any crimes you commit.

A Country in Arms - 400 CP - You are an expert in propaganda and inflammation. You can turn a minor scandal of an enemy into an event that has that enemies own people rioting in the streets, and your propaganda can easily be used to turn soldiers into defectors and citizens into insurgents.

Viva la Revolution! - 600 CP - You have a cause that simply cannot die. Whenever you devote yourself to something completely, no matter what it is you are attempting, you will always find a (moderately appropriate) number of people to help you. You might get a dozen people to help you get elected as school President, but you could get tens of thousands to help you get elected as POTUS.

Criminal

Guide to the Underworld - 100 CP - You know your way around the Crime Scene. Somehow, no matter where you go, you can easily identify and find representatives of criminal organizations to negotiate or buy supplies from.

Guide to the Jungle - 200 CP - You could easily be a drug runner or smuggler. You can, at a glance, tell if a road is safe or practical to travel on (provided you have a basic idea of the terrain, biome, and where it goes). You could at a glance discover government patrols by looking at tire tracks on jungle roads, and you find it easy to avoid border agents.

Crime Always Pays - 400 CP - Regardless of where you go, as long as you'll work hard, you'll find that any criminal operations or organizations you run will always stay in the green in regards to income versus expenses.

Criminals are Everywhere - 600 CP - You can easily recruit people as criminals; it's as though you have an aura around you that corrupts people and makes them more willing to join criminal organizations. This aura even works on police officers and government officials. Better yet, it only works for you-- a morally upstanding Senator that you have bribed would still be morally upstanding when dealing with a different criminal.

Soldier

Boot Camp Training - 100 CP - You've gone through four years of intense military training, and are highly athletic. You have training in melee combat, are a highly skilled shot

Ultimate Attention Span - 200 CP - You could stare all day at a brick wall and note every change when the day was over, without getting bored. You'll rarely get confused, or be surprised, as you'll always be highly attentive. Someone sneaking around at the corner of your vision? You notice them immediately. Been bored for hours? You still won't miss the fact that the man over there looks suspicion and shouldn't be on this base.

Aim is Everything - 400 CP - Pretty simple--you have excellent aim. You could take a sniper shot with a pistol. You have absurdly good aim.

A Born Leader - 600 CP - You were a born leader. You could easily motivate your men to die for you, and any men you have under you will, over even a short period of time, become extremely loyal to you. You are charismatic, charming, and appear caring and considerate of your men, unless you take great pains to appear otherwise. The men under your command will look up to you.

Items

100CP items are free for their origin.
All others are discounted by 50%.
All places follow you to other jumps

Drop In

Money (free first for Drop In, Autocrats get ten times amount of money) - 100CP - $1,000,000 in US dollars, and $1,000,000 worth of US dollars in Panau equivalent.

An Oil Rig - 200CP - An oil rig. No one will question how you own it, but it should bring in a good amount of cash for you.

A Nuke - 200CP - A nuclear weapon. Be careful with it, jumper. It's not an extremely powerful one, but it could waste a town, and the fallout would be devastating.

Flying Brothel - 400CP - You are now the proud owner of the Mile High Club, a modified ship being carried in the air by two blimps. It serves as a brothel, strip club, and bar. You also get a ground base that it uses to refuel, and also contains living quarters for your employees when they aren't "working." No one will question you owning a flying brothel in other worlds.

Operative

PDA - 100CP - A PDA, with a few caveats. First, it will never run out of storage space or battery. Second, it will automatically keep track of all important or interesting locations you find, and has a built in GPS that acts as a tracker for any “missions” (or quests) you reserve. Three, it will always be in your pocket when you need it; if it breaks, simply reach into your pocket and you will find it there. You may import a phone or tablet you already have to get the benefits of this item for free.

CIA Position - 200CP - You have a well paying job for the CIA, which will put around $200,000 dollars into your account each year. This follows you in other jumps, with the CIA being replaced with a different organization as you like. Even better: if you simply never contact the CIA, they’ll never even assign you any work. If you’re bored, though, you can ask for missions.

Secret Caches - 200CP - Wherever you go, there a small, secret caches of some gear and a few quality weapons, with the gear and weapons themselves being something that would be found in that world. No one else would find them, and you have all their locations memorized. (To give an idea: someplace the size of Panau might have six, someplace like Rhode Island fifteen, whereas the whole United States would have around two thousand.)

Black Market Account - 400CP - You have an account with the Interjump Black Market. This allows you to directly purchase weapons from the Black Market, which you alone can access from any computer (or the PDA you purchased here). Not only can you purchase all the weapons and vehicles in the game, every jump the Black Market will be updated to your world. (Yes, that includes things like magic weapons from worlds with magic; even cybernetics from worlds that have them will be available.) These updates will continue permanently (IE, if you got to Warhammer, then leave, you will still be able to buy weapons from Warhammer from the black market). Each month, you’ll get $1,000,000 credit to the Black Market, both in this jump and future jumps. It’s also very easy to transfer money from your bank account to your Black Market account.

Autocrat

Money (free first for Drop In and Autocrat, Autocrats get ten times amount of money) - 100CP - $1,000,000 in US dollars, and $1,000,000 worth of US dollars in Panau equivalent.

Trust Fund - 200CP - A trust fund on the American stock market follows you from jump to jump. It'll pay you $5,000 dollars a month for each jump you've had it. In this jump, it'll pay you $5,000 each month; next jump, $10,000 a month. After ten jumps? $50,000 a month.

After a hundred jumps? $500,000.

Jumper Tower - 200CP - Your own personal forty story skyscraper. You can run practically any business out of this place. Also has ten levels of basements, for secret stuff.

Panau Corp - 400CP - A corporation of your choice, within reason. However, it's not quite multinational, though it is influential and prosperous within an area. It will initially provide you with a few million dollars of income a year, but as you jump and the company ages, it will become more influential, prosperous, and wider reaching--and provide you with more cash.

Rebel

Food and Military Supplies - 100CP - Two crates. One is an infinite supply of highly nutritious MRA's, and the other is an infinite supply of a variety of rifles, SMGs, shotguns, and pistols.

Secret Base - 200CP - A secret base hidden in a cave filled with fifty revolutionaries loyal to you and your cause.

Outsider Help - 200CP - Because you can't do everything by yourself. Every year, you can request up to $2,000,000 in supplies (medical, electronic, etc.) from an "unknown benefactor", and they will be quickly delivered (within an hour).

Hidden Village - 400CP - You're own hidden village. Comes with about two hundred men and their families. Their quite loyal to you and your cause, and will give their lives for you if need be. Their not quite well trained, but they will get better over time, even learning new techniques and abilities as you go through your jumps. The village is also quite self-sufficient.

Criminal

Opium Farm - 100CP - A twenty acre farm for drugs (not necessarily opium), hidden somewhere in dense woods. Makes you a pretty nice amount of money, depending on drug prices. Highly unlikely to be found by police or other government agencies. Men loyal to you will appear to manage the farm in future jumps, though they aren't very good for fighting.

Dirt - 200CP - No, not that dirt. It's the sort of dirt that lets you bribe politicians. Each jump, you get a briefcase full of dirty important information on local military leaders and politicians to use against them, information that they don't want released.
Just try not pushing too hard Jumper, lest they decide trying to kill you is easier

Secret Hideout - 200CP - On the outside, it looks like three or four homes on the beach, or in the forest. Underground, though, they are connected by tunnels. Also comes with a large armory and massive supply of food; both restock each jumpy. There are sixteen bodyguards, who live there with their families, with the wives and older children in those families serving as servants in the hideout.

International Criminal Organization - 400CP - Before you get too excited, Jumper, just because it's international doesn't mean it's too powerful. Sure, you have operations in a dozen countries, but none of them are too huge, and you're only going to be a major power if you're in quite a small country, like Panau. It'll grow as time passes though, and growth will continue over through your jumps.

Soldier (Imperial Japan)

(Imperial Japanese and Panau Soldier have separate item lines.)
(They only get discounts for their own item lines)

Gear - 100CP - A backpack containing an extremely wide variety of gear that restocks daily. This gear is varied enough to let you survive extremely harsh places.

Protected Island - 200CP - This island exists around a rather difficult and rocky coast; it's around four acres. On it is a lighthouse, and a tower. This tower shorts out any planes that fly within a mile of the island. This island is also highly unlikely to be found by anyone else; it's safe here. The house has a decent supply of food that restocks every week (enough for ten people), though it is relatively spartan in furnishings.

Knowledge of the Imperium - 200CP - No, not that Imperium. You now have a wide variety of experimental blueprints from Imperial Japanese researchers that were well beyond their time. In future jumps, you'll get a single blueprint of tech that is a good ten years more advanced than the setting.

A Proper Navy - 400CP - A harbor. Comes with two Minekaze class destroyers (and a half dozen smaller patrol boats), still in good shape, along with a proper bay and maintenance facilities for the ships. There are one hundred sailors and one hundred soldiers living around the bay in their homes; all are loyal to you.

Soldier (Panau Colonel)
(Imperial Japanese and Panau Soldier have separate item lines.)
(They only get discounts for their own item lines)

Super Body Armor - 100CP - Nothing short of vehicle mounted machine guns or an RPG could damage this armor. Doesn't have a helmet, though, so watch out for snipers.

Military Base - 200CP - A military base on several dozen acres, and patrolled by a personal force of a hundred soldiers, all loyal to you. Comes with two modern jet planes with runway and hangars, two attack helicopters, a well stocked armory, three tanks, and six armored jeeps and Humvees, each. The Military Base is located in a relatively remote location, and is only a few miles away from the Mansion or Mountain Fortress if you bought them.

Mansion - 200CP - Your own mansion, with a kitchen, hall, dining room, study, library, pool, six rooms, three full bathrooms, two half bathrooms, three stories, and a garden. Patrolled by sixteen loyal (to you) and highly skilled Panau paramilitary troops, who have their own dorms. All refrigerators magically restock regularly. Land is four acres total, and completely surrounded by six foot high walls. The Mansion is located in a relatively remote location, and is only a few miles away from the Military Base or Mountain Fortress if you bought them.

Mountain Fortress - 400CP - Comes with a good sized lake right next to it. This fortress has everything you need. It's staffed by three hundred trained soldiers and forty highly trained ninjas, all loyal to you. There is a massive armory, along with an underground nuclear bunker. In the lake is your own personal nuclear submarine. The Mountain Fortress is located in a relatively remote location, and is only a few miles away from the Military Base or Mansion if you bought them.

Companions

Import - 50CP Each - Bring a companion with you for 50CP each! They get 600CP for perks. No items.

Scenario: President of Panau (+500CP)

What do you see, Jumper, when you look across these Islands?
You see your rightful land, your country--and if you want to continue your chain, you've got to make it yours (alternatively, you can take this scenario without risking chain failure, but you only get 200CP for taking this scenario then). You must eliminate not only the Panau government, but all the other factions in Panau, and in return, you can take the country of Panau with you to future worlds.. If you really wish, you can skip taking control of Hantu Island (if you aren't Japanese), but obviously you won't get to take the island with you if you do.

Of course, I recommend that if you take this scenario, take one of the origins that give you an army and some territory, like criminal or rebel. Autocrat or Colonel might be nice, too.

There are several possible ways to conquer the country:

As a Drop In: Yours is the hardest route. You must single handedly recruit and build a force to take over the country of Panau

As a Operative: You have CIA backing to overthrow the country of Panau. They won't help too much, but they'll loan you a few agents. You'll be expected to support the US government, though, and import cheap Oil from Panau's rich oil fields.

As an Autocrat: You'll have to overthrow the control of the Dictator "Baby" Panau from within his own government: no easy task from a guy with only economic power, and not much military influence.

As a Rebel (Ular Boys): A particularly difficult task. Not only will you have to take over Panau, but you'll have to take control of your own faction, supplanting its current leaders.

As a Rebel (Reaper): You will have to overthrow Panau and bring Communism to Panau. You will also still have to take over your own faction; as an added bonus though,

if you manage to succeed in taking over the faction peacefully, you can take Bolo Santosi as a wife/companion.

As a Rebel (Personal Faction): You'll have to lead your own faction, weaker and smaller than the other factions, to victory over the Panau government and the opposing factions.

As a Criminal (Roaches): You must take control of the Roaches criminal organization, and conquer the island of Panau.

As a Soldier (Panauan): You must take control of Panau's military, and then use it to overthrow Dictator "Baby" Panay.

As a Soldier (Japanese): As the leader of the last remaining part of the Japanese Empire, you must take control of the nation of Panau for the glory of Imperial Japan.

Reward: The complete control of the military and economy of Panau, a country rich in oil fields, with impressive military power for its size. And this country will follow you to future jumps; the entire thing, including your Presidential Mansion.

Drawbacks

+100CP Distrusted - You are a foreigner, regardless of background, and people will inherently distrust you. It will take days of consistent contact, at least, for someone to be willing to trust you somewhat, even.

+100CP Unattractive - In this world of super spies and beautiful mysterious woman in a foreign land, you're just...meh. No one will be dating you for your looks.

+200CP "Baby" Jumper - You are unusually short and somewhat chubby, and people will add the word "Baby" before your name.

+200CP Alcoholic - You have an alcohol problem. You'll spend way too much time being wasted.

+200CP Wanted - You're wanted by one of the criminal or rebel factions in Just Cause 2. For 100 additional CP, you're wanted by the Panau government.

+400CP Hunted by Rico - He has the entire Operative perk line, the entire Operative item line, and is convinced that he will finally be able to achieve world peace if he kills you. He will not stop until you are dead.

+200CP The CIA Really Hates You (Required: Hunted by Rico) - In addition, the CIA has sent 20 other agents after you. They possess the first three perks in the Operative line. If you kill them, the CIA will send replacements.

+600CP World War 3 - World War 3 is guaranteed to break out between the United States, Russia, and China. It won't go nuclear, but hundreds of millions **will** die. Is the CP worth their lives on your conscious?

+800CP Rise of Japan (cannot have taken Soldier origin as a Japanese Imperial Soldier) - One month into your jump, somehow tens of thousand of Japanese troops will

begin spawning on Hantu Island. They will continue to spawn throwing your jump, with spawn counts increasing as they take more territory (If they manage to hold all of Panau, one million will spawn every month).

All of them will want to conquer the world, and all other countries will find themselves incapable of stopping this massive, magical Japanese reconquest. You alone must hold them back. You must unite America, Russia, and China together, and personally lead their armies into battle against the mighty Japanese forces.

Notes:

This is version 1.02:

Punctuation and grammatical fixes.

Added companion option.

Changed Soldier - Imperial Japanese item line.