

Battle Nations Jump

Current Version: 5.75 (+DLCS)



Continent of Ateria

Introduction

Welcome to the weird world of Battle Nations. A world where the prominent “Empire” simply called in shorthand (or disdain) by its citizens inside its territory and derisively from those opposed in the inside or outside. This Empire rules the majority of the continent named **Ateria**, though it is not the only land mass out there despite how involved the game focuses on the Ateria Continent.

But not all is well for the Empire, because it will collapse in the near future by the "**Rebel Army**" that has been gradually building and building up over the years, thanks to the poor leadership and idiocy of the latest decadent heir in a line of emperors.

However, that really shouldn't matter for someone like you, Jumper. Besides, you may not even be there when it happens. No, chances are you'll be in the Northern Outskirts of the Empire's civilization inside a frontier town, small city, or even a military outpost when it all crumbles down.

Only thing you have to worry about in those parts as an **Aterian Citizen or Soldier** is those weird **Raiders** that live out in the wilderness away from 'Aterian Civilization' and serve a dangerous conquering warlord seeking to oppose all who enter 'his' territory out in said wilderness amongst the natural and unnatural dangers.

Though besides them in the wilderness in what that entails, there are some small critters out there such as **Rats, Boars, Raptors, Mammoths, Sandworms, Bigfoots, and Spiderwasps** roaming the lands acting as their own take on fulfilling nature's roles of being an danger and challenge to humanity.

And unless you went further down south in the Alteria Frontier, those opportunistic gang members taking advantage of the collapse shouldn't bother you. By the way, those guys are called the **Silver Wolves**, probably due to acting or banding together like a pack of vicious wolves that devour any bit of civilization they can reach. So yet another example of the kind of humanity you'll see out there.

But you shouldn't worry about those people and animals anyhow. Though maybe you should worry about those Rebels if they finish tearing down the Capital and killing Emperor Hendrik II and start heading north and find the last bastions of the Ateria Empire, be it town, city, or outpost...

So good luck staying 10 years. And here, have **1500 CP** to help you through those years. Especially when you possibly end up meeting all of the people and critters across that time. And yes, Jumper, you are being given that much due to how creatively dangerous and hostile this world can be on a whim. And remember, don't be the first to enter and the last to exit in a fight.

Background

First things off, let's figure out who exactly you will be in this world, Jumper. Age and Gender are up to you, but it won't be a good idea to be too young or too old for this world, unless you want to make things more difficult and weird for yourself.

And while it would be more advantageous to being human (or able to fake it for however long it lasts), you can also ignore it and have the fun of working out things with your new peers. Especially if you got old peers with their own quirks and oddities to them.

Drop In (Free): Alright, it looks like you'll just be showing up in this world with no past connections. Thankfully, this means anyone will just treat you about as they would treat anyone

else. This also means none of them will be your allies or enemies right out of the gate as well unless you do something to change it right away.

Aterian Imperial (Free): Nevermind what was said, you clearly did have a past that is tied to the Empire. Whether you were just an **Aterian Civilian** trying to live their daily lives, or an **Alterian Soldier** fighting in some way to stay alive, you have a home of sorts in the Empire. Too bad the Empire won't be around for long despite its oddly anarchistic and advanced technological status.

You'll also not be very well liked by the Rebels if you're a Soldier, but don't think for a moment that being a Civilian means they won't touch you either. Depending on who you run into belonging to the Rebel Army, you'll be left alone or you won't be left alone for very long…

Raider (100): Who needs the Empire when you can live outside of it in the wilderness and have that be your home? That'll be you, Jumper, because you're a Raider. Now keep in mind the name is just what those Imperials call the group as a whole due to the image made by a warlord by the name of Gantas. And it is a very well-known one, given their gas masks, hoods, and desert wear making them look possibly inhuman.

In reality, Raiders are human beings like everyone else despite what their attire and odd gas masks may say otherwise. They use more obsolete technology compared to everyone else, but it is used in conjunction with what "Mother Nature" made already. And do recall that they are Raptors and Mammoths out there in said nature, alongside more. However, this also means

their culture developed in an odd way to be very unique. One such example of their uniqueness is that they really like punishments that involve trauma to the eyes for some reason.

While there are Raiders that don't mind the Imperials as long as they do their best to be respectful to Raider traditions and lifestyle, those are far and few compared to those that are under the leadership of 'Warlord Gantas'. And Warlord Gantas does not like Aterians, especially if you do. So good luck if you're not fighting for him, because he'll be making sure as many of your fellow Raiders will be fighting you as well.

Silver Wolf (100): You must be a lucky fellow, Jumper. You're one of those people that belong to that opportunistic group that took advantage of the Empire collapsing called the Silver Wolves. Well, that means there's some good news for you. You're part of a well connected gang of people that now have a means to keep you and everyone in the group safe with all of the weapons, armor, and vehicles they can scrap together.

But some bad news. This is the same gang that takes over frontier towns and cities in the Northern Frontier, Southern Frontier, and even goes further into the Eastern Wastes for some reason. Suffice to say, if you don't end up cutting ties with the Wolves, you'll be stuck being hated by any Aterian Citizen or Soldier that is still out there and kicking.

Oh, and the Silver Wolves don't take kindly to those that aren't them, especially ones that leave the group to join the opposition. So really consider where you are or aren't a Silver Wolf after all and get moving accordingly...

Location

First things off, let's see where you end up. Roll a D8 and see where it places you. Otherwise, you can either match your Background to the Relevant Locations if you don't do dice rolls.

1. **Imperial Outpost, Northern Frontier:** Congratulations, you just got either very lucky or very unlucky depending on who you are when you show up here. This is the most "Official" Northern Outpost in the Empire and probably the last Outpost in the upcoming years.

   It supposedly is said to be the site of a 'Uranium Mine' that gets assigned to the 95th Rifle Company in securing and producing said materials, but chances are they won't find what they are looking for anyway as they build things up slowly and find ways to make use of the entire area.

   It is also going to eventually be the hotspot for Raiders, Critters, Silver Wolves, Rebel Army, and even some stranger people down the line, when they all start gradually coming out of the woodwork or start showing up from the southern portions of the continent.

   Drop Ins and Aterian Imperials can start here as an alternative.

2. **Recoil Ridge, Northern Frontier:** This is the most “Official” Northern civilian settlement in the Empire, much like the ‘95th RC’ Outpost not that far away. But what makes this place special is how nice the town and its inhabitants are once you get to know them. The current leader is Sheriff Colt, a no-nonsense man that is very much aware of the town’s views towards the Aterian Empire. That said, just don’t cause much ruckus, because the various Critters from the wilderness will show up every now and then to cause havoc. Also, there may be eventual riots among the citizens, followed by Rebel and Silver Wolf attacks on the town as the Empire crumbles...

   Altera Imperials can start here as an alternative.

3. **Raider Sanctuary, Northern Frontier:** This small little place is where Eldar Taos of the Raiders claims as a shelter out in the territory of the Warlord. Taos and the others here are about as friendly as they will get for the Raiders with Warlord Gantas still around and in charge. But thankfully if you keep on your best behavior, there should be little trouble besides the Sandworms that show up every now and then. Because you see, it is still out there in the Wilderness.

   Drop Ins and Raiders can start here as an alternative.

4. **Warlord’s Fortress, Northern Frontier:** Well, this is either the exact best/worst place for you if you are/aren’t a Raider. This is Warlord Gantas’ Fortress, where he leads his lieutenants and soldiers in claiming the Northern Frontier for himself with an iron fist and

giant tank cannon clutched in said fists. Expect lots of Raiders that are ready to fight on his behalf inside these tower walls with those cannon towers behind them.

And if you are inside past the walls and cannons as an enemy, better be ready to fight for your life or run as fast as your legs can take you. And hopefully have something to get under or over past the walls. Be careful, the tops are all spikey and there is a lot of layers to it as well.

Raiders can start here as an alternative.

5. **Bernmoth, Southern Frontier:** A small town in the Southern Frontier that has a mayor with a large family that holds positions as other mayors or leaders of a few nearby towns in the region. The current mayor is Judge Pierce, a calm and collected figure trying to do what he can to keep the town and neighboring places in order. And while the town is generally peaceful until the collapse of the Empire, the place will be eventually filled with angry rioting citizens and also get preyed upon by Silver Wolves afterwards.

   Drop Ins and Silver Wolves can start here as an alternative.

6. **New Haven, Southern Frontier:** Out of the Southern Frontier is the largest city in this region. And unfortunately, the Silver Wolves had worked their way into grabbing the clutches of the city before the Empire fell. And once it did, New Haven became the new HQ of the Silver Wolves.

Expect to find that Silver Wolves live in the top of the city while everyone else is stuck in the ruins and whatever place they can live in. And don't think the gang didn't make use of everything, because they made sure to keep it heavily walled and defended on top of how many Wolves hang out there. So unless you plan on digging a way out if you're not for the Silver Wolf lifestyle, it'll be a tough fight to escape from inside.

Silver Wolves can start here as an alternative.

7. **Ancient Ruins, Northern Frontier:** This place is just a set of ruins you found yourself in. The area is not suited for human life at the moment, so it'd be best to not stick around for very long. Especially if the things that do exist here become active...

   Any Background can start here as an alternative.

8. **Underground Spiderwasp Nest, Northern Frontier:** Well, at least there is some form of comfort that it will be warm inside this place compared to other locations out there. Only other things to keep in mind are the oddly adjusted spots of molten rock, the piles of bones and skulls, and the Spiderwasps. Especially their eggs, given how well-guarded they are by their drones and warriors.

   They also have something MUCH larger in their nest than just the big eggs and the man-sized Drones and other 'normal' expected Spiderwasps. And unless you are willing to risk your life in finding a way to tame, pacify, or somehow co-exist with them… ...You better start running and don't look back.

9. **Desolate Territory, Eastern Wastes:** While the appeal of isolation would sound appealing to some people, some would argue ‘said people’ are insane. And given this is the kind of land where being turned into a frozen popsicle is possible, maybe you are crazy. There is also very little in easily acquirable resources and places to grow food and collect non-frozen water out in this place.

    Though oddly, the Silver Wolves will be moving into the region far along the timeline after the Empire falls. Perhaps you can find what they are looking for instead, Jumper? Just be careful, it is cold outside there and it will be a long way back to warmer lands to the west.

10. **Free Choice**: You are very lucky, so to pay off the luck, you can pick any location in the Northern and Southern Frontiers, and even go to the Heartlands or Eastern Wastes to boot. But why would you go to the Heartlands or Wastes with the former full of Rebels and the latter full of snow and ice and loneliness?

Ateria Location Maps



(Barren) 95th RC Outpost



Northern Frontier



Southern Frontier



Heartland



Eastern Wastes



Underground Spiderwasp Nest

Roles

Now since you were dropped off, wherever you ended up, and did whatever to work with whomever they are. Let's talk about what you can possibly be doing out here in this world and to help out (or work on destroying) your friends (or foes). And you aren't actually required to take up a "Role" if you would wish to do so…

...Just make sure to consider the options you do (or do not) have in your (possible) situation at the time. Especially since these may impact the lives around you, and especially yourself, Jumper.

1. **Builder (Free):** Ah yes, one of the many pieces of the backbone of any society. The people who have to make all of the Houses, Hospitals, Defenses, Decorations, and even the various Resources Gathering and Processing Structures.

   Resources by the way consist of *Wood, Stone, Iron, Coal, Lumber, Concrete, Steel, and Oil* to name a few. So expect to make use of them and the other resources past these ones as you make more and more advanced structures.

   Drop Ins and Aterian Imperials get immediate access to all building plans from Empire Designs, **Raiders** get all of the recorded plans and instructions from Raider Society, and **Silver Wolves** get some of the Empire Designs, but also get access to

everything that the Wolves scraped and repurposed into their own style of structures.

(See Notes: Builder Role)

2. **Tradesman (Free):** If there are several things a society needs besides shelter, they need a wide range of food, water, drinks (of various alcoholic and non-alcoholic varieties), clothes, armor, spices, fancy things, and security measures. That's where you come in. You're one of the many people that run the places that make whatever is in demand wherever you live. If there is demand, of course...

    You see, demand can be in anything in those categories up above. But knowing when to stop making construction hats for a day and then start making soldier uniforms the next day is tricky. Thankfully, you'll know when that time comes early and can work it to where you'll be keeping the gold flowing around.

    Drop Ins and Ateria Imperials get training in how to make a wide variety of food, water, and general Imperial equipment, while **Raiders** and **Silver Wolves** get access to similar training, but specialize more in their respective equipment and lifestyle needs in their groups.

    (See Notes: Tradesmen Role)

3. **Veteran (Free):** Simply to say, you're one of the people that will fight for their nation, even if it is a brand new one or fighting for the old one that collapsed not too long ago.

Either way, you got enough guts, wits, talent, and training under your belt that you outshine any rookie out there.

Just keep in mind, what constitutes as a rookie in any army may make you stronger or weaker than other armies in this world. Or in other words, you'll never be the equivalent of Private Perkins in the army you belong to.

Drop Ins and Ateria Imperials get access to ***some*** of the equipment and weapons of the Empire, but only those as **Soldiers** get to pick a ***wider*** arrangement. **Raiders** and **Silver Wolves** do not get access to Empire equipment, but instead get ***almost*** all access to their equipment and weapons.

(See Notes: Veteran Role)

4. **Commander (Free):** While you still fight like the other soldiers, you have a much different approach. That namely being you're the one leading them in the frontlines or ordering them into battle against the enemy among the backlines.

   No matter where on the battlefield you are, you'll be the one everyone takes orders from to do their effort in the tasks involving fighting and winning the battle. However, if the people you are ordering are just fresh troopers with rifles fighting against tanks or anything else like those… … ...Well, better start retreating to get more qualified people and gear ready instead.

   Drop Ins and Ateria Imperials, (specifically those designated as **Citizens**), get a very lower spot in the big chain of command (if you can get yourself into it), but still get

to have some soldiers to lead and order around to start with. **Soldiers** on the other hand, get a much higher spot in the chain of command with more resources allocated to them and more of their other fellow soldiers they lead.

Raiders and **Silver Wolves** also get rather high up on the chain of command, but they get to respectfully work and manage their own more unique resources with other Raiders and Silver Wolves instead.

Perks

Perks will have discounts associated with their Role (in some cases) or Background, unless otherwise stated that it is free with the conditions it may impose. You are allowed to pick outside of the Role or Background, but will not be eligible for the discount that is offered.

General Perks

Health/Armor Bar (Free: Everyone/All): To help give a slight advantage to you, Jumper, you have been given a way to visualize on the corner of your vision where your physical health and armor, (if you have any), is at. Do note that if your health is depleted, you may not necessarily die, but will for sure be unable to continue fighting. And if that's the case, with no immediate treatment or further attacks coming your way…

This can be toggled on and off at your discretion, for those that don't want to see it.

Resistance Status (Free: Everyone/All): You know what, I'll go one more step in helping you out, Jumper.

You gain an additional element akin to your Health/Armor Bar that tells you what resistances you may have to certain types of attacks. And well, the ones for here in this world generally boil down to 4 main **Damage Types** in this setting.

They are ***Fire, Piercing, Explosive, and Crushing***. Though to fairly warn you, not every attack may count as what you may expect it to be and there are some not as common additional types out there…

And yes, this can be toggled on and off at your discretion, for those that don't want to see it. Though why would you turn this one off…?

(See Notes: Resistance Types)

Background Perks

Drop In

Quick Luck (100 CP: Free to Drop Ins/Builders): There are times where things can get bad, so with this Perk, your luck will help make things a bit easier in mitigating the ensuing mess.

Like if you manage to poke a boar with a sharp stick, you'll just get a few more seconds to run away before it hits you with its tucks. Or if you got the attention of a sandworm, you can just barely get out of range of its painful acid spit before it then goes to tunnel over towards your location.

Just don't rely on it too much, lest you insult a Raider or Silver Wolf with their weapons directed at you in point blank range. And in future Jumps, this little bit of luck will offer what little help it can.. ...

Hearty (200 CP: 50% Off to Drop Ins/Veterans): Something about you makes you different from the others around you. Maybe it has to do with how strong your body is, or maybe it is just the willpower you have to keep going through pain. Either which way, you're tougher all around in terms of physical health and defense against various attacks that do land on you.

Do keep in mind, the small boost given will not stop a tank shell dead in its tracks if it hits you. And unless you also have armor, don't expect to be walking very far without your insides screaming in pain if you survive.

Natural Resistance (200 CP: 50% Off to Drop Ins/Veterans): Well, chances are you won't have much armor with you when you show up. So why not do something to give you a slight edge in staying alive when your armor isn't on or has been broken apart?

This here is a small damage reduction for your natural resistances (as in, without any armor or protected clothing) to any of the four **Damage Types** as discussed above.

You can also buy the other types as well, for an additional undiscounted 100 CP as well. However, you cannot stack multiple damage reductions onto one Type, so do pick your choices wisely.

In future jumps, the **Damage Types** you do pick to resist will apply to the kinds and types you face out there, so long as they are on some decent level, relevant or close in similarity.

Grazed (400 CP: 50% Off to Drop Ins/Veterans): Taking a direct hit from almost anything will hurt like hell, so why not do everything you can to take as little of that direct hit as you can?

That's where this Perk comes in. With this Perk, you have better reflexes and evasion to help give you the chance to avoid taking a direct hit from most types of attacks. Enemy soldier shooting at you with a rifle or shotgun? Just get grazed by the bullets. An enemy Tank firing a shell at you? You just barely scrape past the shell as it goes on to hit something else.

However, do be careful against enemies with melee weapons and very accurate opponents like Snipers. The former tend to be relentless with making sure you get smacked or slashed, while the latter make sure to aim for whatever the center lands on your head or torso.

Ancient Knowledge (600 CP: 50% to Drop Ins): The Ancients in this world were like a lot of other ancient civilizations out there that had super advanced tech compared to the modern day stuff. This is important because you, Jumper, have gotten access to some of this knowledge.

To briefly go over the smallest bits of the bottom of the barrel you can expect from the metaphorical barrel you just got, you namely know how to make Laser Weapons, Railgun Weapons, Plasma Weapons, small robots like the Ancient Sentry, Dexter and Sinister Fragments, to behemoths like the Ancient Construct and Ancient Sentinel.

However, while this does give the knowledge and info to build functional copies of the above examples and much, much more… ...Good luck getting enough materials that will go into making those things a reality.

And in future jumps, any particular ancient or long-extinct society with its own takes on tech are just that little bit easy to get a grasp on. Not enough to open the door, but more like painfully getting your foot in to start wedging it, especially if you lack any talents...

Ateria Imperials

Imperial Combat Training (100 CP: Free to Ateria Imperials): Whether it was self defense training for being paranoid about the rebels, or you being sent through boot camp quickly, you know how to operate and use most modern and standard Imperial equipment.

This generally covers bolt action rifles, shotguns, pistols, revolvers, frag grenades, mortars and mortar shells, knives, and anything else unspecialized troopers need to know to make do with the above, like wearing and adjusting your armor (if you do have any.)

This also extends to getting a quicker handle on figuring out, breaking in, and stress testing new armors of various kinds in future jumps, but only so much. Though this mainly applies to body armor and attire akin to the designs you see around here.

Imperial Riot Control Training (200 CP: 50% Off to Ateria Imperials): Yes, most soldiers do get trained to deal with Riots, which will be very common when the Empire collapses. And thankfully, you get to know how they do it as well.

Main thing with taking control of rioters is to whittle them down before you throw handcuffs or any other types of resistance to stop them. And in case they do actively fight you or start throwing anything they can at you, you know how to make sure to non-lethally disrupt them in their efforts.

You also know how to make armor, gear, and simple items and devices that will either work for whittling down rioters, apprehending them, or just disrupting them from whatever they do to harm you and others.

Just keep in mind, not ***everything*** can be made non-lethal and also using apprehending tools against Raiders, Silver Wolves, and Critters may or may not work depending on how burly or resistive they may be.

You can also extend this to other living beings and creatures outside this jump, but don't chew off more you can chew as well.

Artificial Resistance (200 CP: 50% Off to Ateria Imperials/Veterans): As good as it is fighting with what you got, perhaps your armor or clothing needs that extra bit of support? Here, you can give your armor (as in, only the armor being used by you) an extra damage reduction akin to the "***Natural Resistance***" Perk.

And yes, the costs for additional purchases and rules for those purchases apply to this Perk as well, so still pick your choices wisely. And the same conditions above in its related extensions for future jumps.

Suppression (400 CP: 50% Off to Ateria Imperials/Veterans): One major theory on winning a battle is having a far greater offense than your opponents. And while this theory can be true or false depending on the circumstances…

...What matters more to the people in the battles is surviving. And one way to do this is to make sure that your enemy can't land a hit on you or your buddies. So with this Perk, you gain the chance with any weapon you have to cause any opponents hit by your attacks to take a big hit on their accuracy.

This effect can be applied to more than one target, depending on the weapon being used and can even be stacked if additional fire is being applied in a timely manner.

However, if the enemy has enough time to regain their focus or stop being suppressed by your attacks…

...They may be gunning for you next.

Nanopods & You (600 CP: 50% to Ateria Imperials): Ah yes, Nanopods. The most valuable Imperial resource amongst others, that they even outshine the power of gold due to how much they can influence flesh and metal through a process not many know of.

See, the thing about Nanopods is that they can be used to make much better physical attributes and equipment for soldiers, but also vehicles and tanks with their metal, armor, and weaponry. It can even work on others, like the Raiders, Silver Wolves, and Critters if applied adequately.

And you know how to make more, with various levels of efficiency depending on what resources you have on you. Sadly, this does not come with Nanopods, since this is just the gift of knowing how to make use of these wonderful little green items.

Though perhaps with additional time, knowledge and resources, you could also use Nanopods that work in conjunction with other exotic or rare materials out there to improve things across the board. Or maybe not that extreme...

Oh, and one last note. Just make sure to not eat one in case you get curious or hungry somehow… ...The pain you'll feel as you try to vomit it up will make you wish that you perished instead...

(See Notes: Nanopods & You Perk)

Raider

Raider Tradition (100: Free to Raiders): The Imperials know how to make cities and towns, but struggle to survive outside of them. You, on the other hand, know how to make do far better than them out in the wilderness.

You have easier times with hunting, gathering, and making things out of animals, plants, and the environment with much simpler tools and technology. That said, maybe the wisdom of tradition can be mixed with newer thoughts and ideas…

This same wisdom follows you into future jumps, albeit giving you a small leg up in case getting stranded out in the middle of nowhere happens to you, Jumper. But then again, just because you got wisdom doesn't mean you got the strength or guts to survive...

Raider Combat Training (200: 50% Off to Raiders): The weapons and armor that Raiders have do look outdated compared to the Imperials and Silver Wolves, especially the former. But despite their appearance, Raiders know how to make effective use of them.

And that's where this Perk comes in, to reflect the knowledge in making due with what they have among muskets, cannons, dynamite, torches, outdated shotguns, outdated sniper rifles, knives, and… ..even their own fists if need be.

Also, any other older weapons in future jumps, albeit explicitly those that are vastly outdated will be a bit more easier to understand and use. And no, if outdated is the last generation's laser gun, this doesn't count.

Flowing Like The Wind (200 CP: 50% Off to Raiders/Veterans): ...That is what you do as a Raider sometimes. Even if you are the biggest guy in the room, you got to know how to move to attack effectively on your enemies.

With this, you gain a quicker speed to your movements. In case you need to punch two men with your big meaty fists as they flank you from both sides or stab the back of a sniper with a knife then stab the guy next to them with a different knife.

Just fair warning, moving like the wind doesn't help when the wind gets blocked by something it can't get past… ...Like a giant tank that ran over your legs…

...Or well, anything else large out there that ain't a tank, that still stomped on your wind-like legs in any future jumps...

Deadly Nature (400: 50% Off to Raiders/Commanders): Besides making sure to take care of their equipment, Raiders also do take care of the animals, or 'Critters' as some people call them, out in the wilderness when they aren't being hunted for resources.

This care also applies to you, Jumper. But with much bigger benefits from the Critters. Namely in the sense that you can tame them and have them fight alongside

you… ...Or take it a step further and apply yourself and your Raider equipment on them with your knowledge on pulling that off.

Do keep in mind, some Critters are harder to tame than others and some… ...may or may not be rideable without something to help out with that matter.

This same application of talent with critters can be done in future jumps.. ...Just keep in mind that taming a baby raptor is vastly easier than taming, like say, an even bigger reptile or some really big and nasty monster out there.

Relical Effectiveness (600: 50% to Raiders): Or in other words, it may be outdated or inferior to other more technologically advanced equipment. But it doesn't change that these weapons and gear are still just as useful, if not more effective against their advanced counterparts with how they are specifically made and cared for.

Perhaps the Raiders really know how to make the most of their gear with what nature can provide? Perhaps the Imperials and Silver Wolves don’t know how to fight them with the tactics Raiders employ? Perhaps, they are using the scraps of ‘Ancient Tech' as ingredients for their bullets, explosives, and bits of metal armor in their leather armor and coats?

It may be either of those, or even all of them. But no matter what the big secret is, you know what that secret is and have applied it to yourself and your equipment. So be ready to use that when you fight…

… ...Since it may be possible now to make an easier attempt to dethrone or overtake a certain Warlord depending on the circumstances.

And yes, you can apply this to future jumps as well. Just keep in mind, maybe you should also consider applying the secret, alongside some actual crafting skills and especially combat competency.

Silver Wolf

Silver Fashion (100: Free to Silver Wolves): While Imperials and Raiders have their own taste in attire, Silver Wolves have a more… ...specific mindset with their own. And this mainly has to do with the fact that these attire show the person wearing them belongs to the Silver Wolves and is able to identify themselves easily (for both good and bad) as such.

Also… ...They have strong resistances to the freezing temperatures of any possible cold environment out there, plus doing a decent job in other environments as well. So you can also share this mindset in anything clothing, attire, or armor that you may make going forward.

This resistance also follows along with you in future jumps, but make sure you can also survive the other factors of being out in the cold, like water, food, and air…

Silver Wolf Training (200: 50% Off to Silver Wolves): Like the Imperials, Silver Wolves know how to use modern firearms and weapons. But unlike the Imperials, Silver Wolves… ...tend to heavily improvise in other equipment that Imperials or Raiders don't normally use.

While you still get training in the use of rifles, pistols, mortars, grenades, and such… ...You also get training in using car doors as shields, leaf blowers and pipe bombs as mortar cannons and grenades, and even spiked baseball bats and machetes as melee weapons.

You also get some intrinsic ability to learn and adapt to jury-rigged or kit-bashed weapons a bit more quickly as well in future jumps. Just make sure, you know, the weapons actually work. And not on the power of belief, otherwise… ...Well, better hope you are good at bluffing under live fire.

Blue Wolf Bravery (200: 50% Off to Silver Wolves/Veterans): Yeah, the Silver Wolves are either incredibly insane to some degree or they have an incredible sense of bravery in fighting like the way they do. In your case, you definitely have the latter with this Perk.

With this, you do gain a small chance in avoiding secondary effects of attacks from applying to you. Whether that means you somehow don't catch on fire, get frozen over, shocked into a stunned state, or something else altogether as often as your comrades...

...This does not actually help you in weathering when those effects do actually apply. So good luck looking like a brave man when your outfit is on fire and you do need to stop, drop, and roll to avoid becoming a burnt Wolf…

...This also carries over to future jumps, albeit the chance is now a smidge better. But just a smidge and even then, good luck.

Wolf Intimidation (400: 50% Off to Silver Wolves/Commanders): One thing about being a Silver Wolf is that you know how to scare people and make them listen to what you want them to do. This is partially due to the Wolves' reputation as an organized force and also partly because they carry a lot of pain-causing gear on hand.

So with this Perk, you gain the intimidation skills in order to frighten people into doing what you say. And in case your words aren't enough, showing some strength via close demonstrations of melee weapon attacks, spraying a few bullets, or throwing a few explosives their way…That may or may not do damage, depending on how you feel...

...Either way, they will listen to you. And if they still don't… ...Well, it'd be time to show them why you are called a Silver Wolf. Also, this can be turned on or off at will, in case you don't feel like going the route of intimidation to get people to listen.

Scavenger Warfare (600: 50% to Silver Wolves): So here's the big dirty secret in case you can't tell what makes the Silver Wolves so effective. They just about steal anything they can get their hands on to make it into new weapons and armor.

One such example is taking garbage trucks and compact vans before then outfitting them with stolen RPGs and Gatling Guns that they use to fire on other people. And for another example, albeit a bit in the future in this world's timeline, there will eventually be Silver Wolves armed with stolen laser technology to make "***Laser Wolves***".

Now for your part, Jumper. This Perk allows you that same bit of "creative drive" (or rampant urge and skills) to "collect" (steal) things from battlefields and environments that you

can get your “talented” (gruby) hands on without much worry. It also lets you take the same philosophy of making (stolen) things into new things, even going as far to work out more advanced technology like laser weapons and so on if they already exist or are possible to make down the line…Though preferably made by someone else you can steal from.

Another example of a possible use of this perk (that you can steal by reading) is making a reinforced Pickup Truck that is carrying a Railgun Cannon on its flatbed. Or you could do something bold (and stupid) like outfitting chemical sprayers on a armored and gas sealed steamroller to crush enemy vehicles and fill them with whatever the chemicals are.

That said… ...You still need to do the research into things if you don’t know and understand how to make them. But thankfully, if you’re “resourceful” (or persistant) enough, you can probably bring back the plans or blueprints to speed up that research you may need to do.

And in any future jumps, any projects or designs made by you that are ‘fueled by scavenged’ materials are now made a decent smidge better when made by your hands. Just make sure you don’t lose your hands.. ...Or well, whatever you got for such, Jumper.

Gear

The ***Gear*** in this section will have discounts associated with their respective Background or Role, unless otherwise stated that it is free with the conditions it may impose. You are allowed to pick outside of the Background or Role, but will not be eligible for the discount.

And no, you do not get more… ...Okay, fine. You get **500 CP** to spend on top of what you have left in this section ***only.***

Drop In

Bundle of Supplies (100 CP: Free to Drop Ins/Tradesmen): Quite simply, it is a crate carrying a week's supply of *food and water, plus a stash of gold, stone, wood, iron, and coal*. Just enough to get you started, though anything you take out will refill and replace what was taken every week.

In future jumps, this bundle will also include other very basic resources as well. And if in this case, the basic supplies are way beyond such common things as gold, stone, iron, or wood, you will get just ***barely a sample*** of said resource included. And these samples ***may not*** possibly be refilled or replaced, depending on circumstances.

Region Maps (200 CP: 50% Off to Drop Ins/Tradesmen): A collection of physical maps to help you figure out where to go in the Northern and Southern Frontier and any other related areas. Can be folded up and stored away quickly and also just as easy to get out as well.

And in future jumps, you may receive additional maps giving you an idea of the regions (if any) in the settings you arrive at. Though these same maps may come in various forms, depending on the art of cartography wherever you go.. ...Or tech level, whichever sounds better.

Experimental Wimp "Juice" (400 CP: 50% Off to Drop Ins): Best to keep quiet about this stuff, Jumper. These are injectable chemicals that can cause a sudden transformation into a hulking mass of a man that can crush man and vehicles. And no, these are not addictive or can cause harmful side effects from overuse since you got them here with CP.

Unfortunately, this form can only last for so long and hitting things in the air in this state is very difficult. Comes with a set of three injectable containers that refill daily after being used. And no sharing, unless you want to take a risk and cause a "Wimp Apocalypse".

You could also use them in future jumps with other chemicals, solutions, or whatever you have in other terminology related to these specific places, though test carefully and slowly…

...Or not, depending on your questionable morality, Jumper. And as a last reminder, no sharing unless you WANT to risk a "Wimp Apocalypse."

Ancient Fragment (600 CP: 50% Off to Drop Ins): How did you find this? And more importantly, why is it not trying to kill you and instead looking at you?

This is a Fragment from the Ancient Construct and it will actively follow you with its limited AI. This does not count as a companion, but a mobile weapon that will follow your orders. And in so, it has the ability to strike with its deadly metal claws and fire lasers at opponents from its armored form and protect those you wish to protect.

You can choose if it is a Dexter, Sinister, or even a Flying Fragment. If you want more however…

...You can spend an additional 300 CP regardless of the Discount to upgrade to a Melee Sentinel Fragment or a Ranged Sentinel Fragment. Both are far stronger in damage and armor and come with the same limited AI that makes it your commandable weapon and protector of your allies (if you have any).

And yes, it will reappear in your Warehouse in a day if it manages to get lost, stolen, or even blown up to smitterents. Though the Fragments may look sad somehow at first until they see you again if they got destroyed for some inexplicable reason...



Ateria Imperials

Imperial Attire (100 CP: Free to Ateria Imperials/Tradesmen): If there is one thing that can be said about Imperial Clothes and Armor, it's that they make a certain impression. Whether that's a good or bad one depends on taste and circumstance.

But either way, here is some more than comfy attire. **Citizens** get access to two sets of clothing that can be mixed and matched from what civilians tend to wear in the cities and frontier to claim as their own. And yes, they are made to fit you just exactly right as well.

Soldiers on the other hand, get a free suit of Imperial Trooper Armor. And despite any visible issues you may have given the design of the entire armor, it is able to fit you just fine and not impede you in any way.

Regardless of you being a Soldier or Citizen, you can also import clothing and armor from your travels to get these qualities as well. That said, this works best with human forms and some humanoid forms…

Imperial Riot Equipment (200 CP: 50% Off to Ateria Imperials): Not exactly the best armor and weapons to have in active warfare, but it is better than just having nothing. That said, a good sturdy baton with Tear Gas and EMP grenades can make work on anyone not really prepared.

For **Citizens**, they get an ***upgraded set*** of ***Peace Keeper Armor***, alongside a stronger baton and customized canister launcher, along with plenty of canisters as backup ammo.

However, for **Soldiers**, they get an ***upgraded set*** of ***Peacemonger*** Equipment. See, Peacemongers are like the elites of Peace Keepers. But the main difference besides having much

stronger armor is that almost all of their weapons have lethal options and Peacemongers have a strong reputation of being very capable of apprehending rioters due to their large gloved metal gauntlets and shoulder mounted taser guns.

Peacemongers use poisonous mustard gas instead of tear gas grenades alongside carrying strong concussion grenades. With those alongside their heavy electrified batons and taser guns on the armor's shoulders that can shock a tank into stopping in its tracks, the Peacemongers are a terrifying sight on and off the battlefield…

...If an Imperial Citizen would rather get the Peacemonger Equipment, they can at the cost of only getting the standard, non-upgraded version. Sorry, but it's the price to pay to be a Civilian in this case.

Imperial Exotic Equipment (200 CP: 50% Off to Ateria Imperials): Ah yeah, here is what we are talking about in terms of what made the Empire an formidable entity… ...before it collapsed.. You got your choice of selecting from three choices, which are Fire, Electricity, and Chemical.

You may think what so fun about that last one there, but it is where you'll be able to make stuff that can poison your enemies and eat away through personnel and tank armor rather quickly. And the other two have their own ways in doing their own respective work with burning metal and flesh and zapping nerves and machines…

For **Citizens**, you get your choice from getting an upgraded equipment set of an Imperial Arsonist or an Imperial Dragoon. The Arsonist has Fire Bombs with accompanying armor and a

small Submachine Gun, while the Dragoon has an electrically charged lance perfect for smacking and shocking targets with the small power backpack and armor to go with the lance.

For **Soldiers** however, you get your choice of using a set of fully upgraded equipment for an Imperial Flame Trooper, Imperial Lighting Trooper, Imperial Lighting Dragoon, Imperial Chem (Thrower) Trooper, or even an Imperial Bio-Grenader.

Yes, Citizens don't get easy access to Chemical Weapons, because those things are incredibly dangerous and require a lot of resources to make more of them. Also, there is the issues of these being illegal in civilized times...

As for the related gear, Flame Troopers get armor and a Flamethrower, while Chem (Thrower) Troopers get a Chemical version of a flamethrower and Bio-Grenadiers get tossable chemical vials and explosives as their weapons with their respective green tinted armors.

As for Lighting Troopers and Dragoons, they get their armor and equipment which are a rifle that shoots forked beams of lighting and a vastly improved electric lance that can be swung and fire forked arcs of lighting respectfully.

Each additional set costs 100 CP regardless of discounts, past the first once you can acquire. But if you want to spend an undiscounted 200 CP for something just a little bit more than those choices…

… ...**Soldiers** can get a fully ***upgraded set*** of Salamander Armor. This set includes stronger armor than a Flame Trooper, along with two sets of dual flamethrower nozzles attached to specialized gauntlets that come with the armor that allow for horizontal sweeps and long

vertical bursts of fire. And to sweeten the deal even further, you could even use the nozzles to create a sort of flame punch that will melt armor off a tank with the strike if it lands…

...And Civilians who spent the additional CP will somehow get a standard, non-upgraded version… ...Though be careful, lest you set yourself on fire somehow...

Mini-Tank (400 CP: 50% Off to Ateria Imperials): Okay, this may or may not be a tank in your eyes, Jumper. But give it a chance, you may end up liking this brave little hunk of metal and treads with its small cannon.

Civilians get access to the standard Mini-Tank, which comes with free tank shells and unlimited gas to drive it around to their heart's contents. It also has some decent armor and some speed given its size, so it can be taken into battle if you are careful.

Soldiers get access to an upgraded Mini-Tank, which has the same qualities as the standard version, but with everything souped up to the point you may actually be a threat to everything that is as strong as an Imperial Light Tank.

Regardless of which version you get, if the Mini-Tank is destroyed, it will reappear in your Warehouse in tip-top shape a day later. And be ready and eager to go back into battle once again…

It also can be modified further past the 'upgraded' parameters its design allows, but that's on you to figure out how to do that, Jumper…

Nanopod Vial (600 CP: 50% Off to Ateria Imperials): An entire large containment vial filled with Nanopods is now in your hands. While not exactly overflowing with Nanopods (since the vial contains about 35 of them), it does have a major advantage being bought here.

If the vial is emptied, it will slowly refill itself over the course of a week until it is full again. For the math on that, it means it can restock 5 Nanopods per day. And yes, the refill time will be shorter if there are Nanopods still in the vial if you don't take everything out at once.

Just one big warning, Jumper. What you have is very dangerous due to how much those things are worth. So be very careful who you let know of having this vial. There may be weirdos out there that may actually want to eat one of those Nanopods…

...And yes, these Nanopods can be useful in other settings. All it takes is a lot of experimenting and creativity. And not eating them unless you are eldritch or something else altogether that can handle that...

Super/Mega Tank (600 CP: 50% Off to Ateria Imperials): These monsters of a tank are quite possibly overkill. And you know what, that is what your enemies will think when either of them roll into the battlefield.

Civilians get access to the standard Super Tank, (somehow). with its dual tank cannon and attached machine guns. The tank also comes with free unlimited tank shells, machine gun rounds, and gas to drive it toward and out of the battlefield. Its armor is vastly stronger than an Imperial Heavy Tank and is surprisingly agile for something of its size and weight.

Soldiers get access to an upgraded Mega Tank, which is quite possibly the next dangerous step from the Imperial Heavier Tank. This metal monster comes with a massive tank cannon, attached machine guns, and even dual rocket launchers on its sides. The armor on this thing is nothing to scoff at as it can take a beating that even a Super Tank couldn't handle.

And yes, it gets the free stock of ammo and unlimited gas, so you can possibly even wage war from inside it all day. Though, it was never meant to be a mobile apartment due to being a tank and all…

Regardless of which Tank you get, if either of them are destroyed, the respective tank will reappear in your Warehouse in proper shape the following day. And it will cause some carnage....

...And yes, both of these also can be modified further past the ‘upgraded’ parameters their design allows, but good luck with that. Especially on the new names or designations they get (if at all)...



Raiders

Skulls and Teeth Collection (100 CP: Free to Raiders): A collection of 10 Skulls and 10 Teeth from Critters that the Raiders find to be very valuable. And now you have a collection of these as well

See, the thing about these items is that Raiders know that in order to get most of these is from fighting dangerous Critters. So having these means you may earn the respect and attention of your fellow Raiders and all that they may lead to, depending on things.

And also with this collection are notes on how to make use of these items in other ways… ...Especially if you have other settings down the line where stuff like this is useful. But then again, why would you need these anyhow?

Dustwalker Equipment (200 CP: 50% Off to Raiders/Veterans): Dust Walkers are known around Raider society as the experts in hunting and tracking any living creature. And given that humans count as one…

...You can get their equipment, which mainly include their well-known outfits to other Raiders, plus their traditional stab knives that they use and detailed plans on how to make more knives if you run out somehow.

But for you, you also get a knife that seems to be coated in poison (which you cannot get poisoned or affected by, no matter how much you rub your hands on the blade), a knife with extra metal on it that seems suited for armor (and maybe tanks as well), and also one knife with engravings showing a knife piercing a sniper scope.

Make good use of this stuff, because if you do.. ...Any opponents you may meet on the battlefield will fear seeing you… ..before they don't see you again until you have your knife to their backs….

(And yes, the special knives are covered as well in the plans, alongside notes on being able to modify and make new special knives… ...somehow.)

Raider Expert Equipment (200 CP: 50% Off to Raiders/Veterans): Besides Dustwalkers, there are other experts among their ranks. Two such cases are the Brawler and Outcast.

The Raider Brawler specialises on slugging it out with their big meaty fists, which while you may not resemble the big guys yourself, you can make due with wearing and using their

equipment with notes that can make more backups. Said equipment is the Brawler Attire, along with metal covered bindings that are perfectly able to adjust to the shape of your hands for punching people and critters alike.

The Raider Outcast, is the opposite by staying very far away and sniping with an antiquated, but much cared for bolt-action rifle with spikes on the end of the metal barrel. These snipers are considered Outcasts by most Raiders due to their solitude and breaking from usual Raider traditions, but they are still connected due to their heavy skill with the rifle when battling their enemies.

You get an entire Outcast set of attire, plus the signature rifle they use. And to throw in a bonus, a bonus set of ammo specifically designed to scatter apart and possibly strike more than one target with the sharpnel. The bonus ammo also comes with notes on how to make more as well.

Champion Shotgun (400 CP: 50% Off to Raiders): This is a Raider Champion Shotgun, which has been taken care of through countless battles and has dealt the final blow to a large number of arena opponents and deadly critters.

So for this gun, it comes with plenty of backup ammo for firing off multiple shots into your target, it comes with a free bayonet to charge or attack anyone up close, and is relatively light and not bad on recoil. It also can be modified further if you wish, but that requires skill you may or may not have.

There is also another set of ammo, but its main purpose is to set things on fire and deal pain with the special batch of rocksalt that was added into the shells. You know how to make this batch as well, along with a copy of plans on how to do so.

So go out there and fight, like the Champion you are, Jumper...If you got the skills to prove it as well.

Fortress Bombard Cannon (600 CP: 50% Off to Raiders): This is one of Warlord Gantas' Bombard Cannons, which are infamous for being able to wipe out many a foe with its cannon shots that can hit a pretty far range and taking tons of damage that the cannon itself can still function afterwards…

...The same could not be said for the people operating it, but still…

Thankfully, you got one of them in your hands, Jumper. Compared to Gantas' version, this one is a lot less heavier and takes less people and resources to prepare a cannon shot. It also comes with free ammo for it as well, which you can easily make more of.

However, with the sheer size of the cannon and how much weight it still has… ...This cannon is much better used for defending bases and homes instead of being hauled around a battlefield, lest it fall into enemy hands.

There are also backup blueprints for making more of these cannons and alongside possible methods to convert these destructive cannons into more advanced forms if given enough materials and research.



Silver Wolves

Bars, Merits, and Gears (100 CP: Free to Silver Wolves): If there's one thing Silver Wolves like to have, it is anything they can take for themselves. So naturally, they like taking the insignia off of dead soldiers, their merit awards, and even going as far to steal gears out of broken vehicles and tanks.

You now have a collection of those items in the quantity of 10 each, which will make some Silver Wolves envious and curious as to how you got them. But while you can respond back with a (possibly fabricated) story on how and why you have them…

...You can also make the Bars and Gears into something else with some notes and paper plans that come with the collection. These also can possibly be used elsewhere for other things in more esoteric ways for improving things, assuming these things are… ...Well, useful for those matters.

Wolf Punisher and Chopper Equipment (200 CP: 50% Off to Silver Wolves): While these can be seen as much more mundane equipment with some tweaks, these are still effective sets of gear.

The Punisher Nail Bat was lovingly crafted with a lot of sharp sharpnel to crack some skulls and cut through armor and torsos, while the Chopper Machete was made to slash and damage anyone that lost their armor.

As for their clothes, they had been padded out with bits of clothing and any scrap of non-broken armor (meaning not a lot) to help make sure they can take a bullet or two while remaining agile enough to pick out targets in fights.

The Bat and Machete also can be built easily out of their common parts, in case you need to have more than one of each. They also can be modified past their ‘parameters’, though that that point, it would be best to make them out of good metals and alloys then just junk.

Silver Explosive Equipment (200 CP: 50% Off to Silver Wolves): If there is one thing most Silver Wolves love using, it has to be explosives. But while there is a Silver Wolf Grenadier that does throw pipe bombs around…

...What we are talking about is the Wolf Bombardier and Wolf Slinger. The former specializes in launching grenades via a leaf blower cannon, while the latter uses a large and mobile slingshot structure made from junk and rocks to send damage to the enemy.

The Wolf Bombardier has its padded clothing and white backpack fitted to allow for movement, on top of coming with ammo for the leaf blower cannon. Said cannon can also be

modified further to improve past its kitbashed origins. And lastly, it also comes with a set of spare fragmentation and incendiary bombs as well, with notes to make more.

The Wolf Slinger, on the other hand, has the same sort of protected clothing, but instead has a brown backpack full of standard pipe bombs and molotov grenades. There are also additional plans for making improvised flashbang grenades for single targets and clusters for multiple targets. And the giant sling can be made mobile and modified more deeply, to make sure you aren't just stuck to the ranges of a giant junk letter "Y" structure planted on the ground for every single battle.

Judge Assault Rifle and Howler Machine Guns (400 CP: 50% Off to Silver Wolves): Quite simply, these are stolen Imperial Guns that were modified to work with the Silver Wolves' combat style and acestic. Both sets of weapons come with plenty of backup ammo, plus their own modifications.

The Judge Assault Rifle can quickly change between two firing modes to go from a well aimed single shot to a rapid full auto burst while in combat. And the rifle is decently sturdy enough to bash someone with if they get too close and personal.

The Howler Machine Guns, on the other hand, are small enough that you could dual wield them both in order to maximize spending a lot of bullets if you switch from semi-auto to full-auto mode. And with how many bullets you'd be firing, you may even be able to hit low flying aircraft if you get lucky enough. (Yes, this is possible.)

And since you bought them here, both sets of guns come with their own special collection of armor piercing rounds, plus notes on how to make more of them.

Armored Snow Crusher (600 CP: 50% Off to Silver Wolves): This is a fine example of what Silver Wolves can make if they put their mind to it and want something that can fight and move around as well.

A heavily armored and reinforced Snow Plow machine, outfitted with Tank Cannons and strong hydraulics on the plow that allow it to extend and slam into other people and machines. It's also heavily resistant to cold environments and keeps the pilots inside protected as well as you fire upon your enemies.

This particular version is fully upgraded than the standard version (and is further modifiable if you want), on top of having plenty of ammo and unlimited fuel to burn through as it easily goes over plenty of terrain. Yes, even that pesky snow as well.

With this baby, you could get around the Eastern Wastes fairly quickly if you wanted to as well...And possibly find the secrets in the Eastern Wastes, if those rumors are actually-

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Companions

Preset OC Companions

Peacemonger Captain Alex Irons (200 CP): Captain Alex Irons is an intriguing fellow. Despite the fact they have been trained to be a Peacemonger with what that entails, the Captain is rather friendly and sociable both before and after retirement. It even goes as far as to how they operate, with Irons having a record of stopping riots not by intimidation, but by charisma and decency.

That said, Irons does still know how to fight with their equipment and how to shut down enemies in the battlefield with years of training and experience. And they think it would be best if they worked with you, to use their talent in protecting or making a home to belong to.

Irons effectively has **Hearty, Grazed, Imperial Combat Training, Imperial Riot Combat Training, Suppression, Artificial Resistance (Piercing, Crushing) and a modified version of Wolf Intimidation** as Perks. For Gear, it would be the **upgraded set** of **Peacemonger Equipment**.

Dustwalker Zeyen (200 CP): Behind the outfit and knives lies a somewhat quiet person by the name of Zeyen. When they feel like talking, they are rather elegant and familiar with the Imperial vocabulary for someone that is wearing Raider attire.

As for skills, they do know how to live in the wilderness and have a sixth sense in taking care of Critters if they don't need to hunt for food. And when it comes time to defend against or attack the enemy, Zeyen has a knife for almost any occasion and then some…

...So despite whatever other Raiders may think, Zeyen sees something within you that made them want to follow you wherever you go and to offer their talents, with your approval being the deciding factor.

Zeyen effectively has **Quick Luck, Grazed, Raider Tradition, Raider Combat Training, Flow Like The Wind, Deadly Nature, and Relical Effectiveness** as Perks. Strangely, they have in their possessions what look to be Imperial Civilian clothing (**Imperial Attire)**, alongside their **Dustwalker Equipment.**

Wolf Bombardier Riley Sawyer (200 CP): An oddball in the Silver Wolves, despite the fact that Riley's extended family is heavily tied to the group. And the Bombardier doesn't

actually want to be in the Silver Wolves, but got forced into it despite their difference in morals with the Silver Wolves.

Riley is a bit shy, but is nice enough to talk and work alongside compared to the more gruff members of the Silver Wolves. They also do know several things or two about machinery and weapons, given that their tasks have been to cobble or build things from what the Silver Wolves bring to them to work on (with some possible threats as motivation to boot).

It should also be no surprise that when they had the chance to escape from the Silver Wolves, they bolted and began searching for someone else to work with, which ended up being you, Jumper.

Riley effectively has **Quick Luck, Hearty, Grazed, Silver Fashion, Silver Wolf Training, and a stronger version of Scavenger Warfare** as Perks. Their gear, on the other hand, partly consists of an equivalent of one **Bundle of Supplies, a full set of Region Maps, and two collections of Bars, Merits, and Gears**. They also carry around their customized Wolf Bombardier Equipment and a modified **Judge Assault Rifle** for their weapons and armor.

Mysterious Technician Robin (400 CP): Suffice to say, this world ain't exactly kind to those who don't know how to fight. Yet, this strange individual in what looks to be winterized-adapted attire in white and a visor/hood setup that masks their face, is able to fight.

Their actual name is Robin Miles. Or Dr. Miles, if they ever admit to later after crossing paths with you at some point, Jumper. Their goal is kept quiet, but survival is a bit more

important than finding resources out in Ateria at the moment. Also, it helps out a lot that the weapon they carry can keep things trying to kill them quiet.

Robin effectively has **Quick Luck, Grazed, Silver Fashion, and modified versions of Ancient Knowledge and Nanopods & You** as Perks. Their main focus is on non-traditional ballistic guns, alongside other related fields like laser and plasma applications. Their Gear is an extremely modified version of **Imperial Exotic Equipment**, thanks to them carrying what is effectively a portable laser gun on them that especially pierces well through armor.

And if you play your cards right, Robin may provide a lead on where the actual truth of what is out there in the Eastern Wastes. Or so they say for now…

(See Notes: Robin Companion)

Non-Preset Companions

Critter Friend (300 CP): There are a lot of animals out there that don't really like people, but here you can find one that will like you for some reason or another that wants to be your friend.

You can pick from ***Rats, Raptors, Boars, Mammoths, Sandworms, Bigfoots, and Spiderwasps*** to have one be that friend that wants to join you. And for no additional cost, any *applicable* species that has a "**Young**" type can be used. These '**Young Critters**' will eventually grow up into their "**Adult**" type, but will still be just as friendly to you like always.

For an additional 100 CP if you picked a Raptor, Boar, Mammoth, or Sandworm, you can make them into the ***Legendary Version*** of their species. And if you do, they will have much

more experience in combat due to their status and the fact many have tried to kill them, but failed.

For those that picked Bigfoots and Spiderwasps, you can spend the 100 CP to get a Bigfoot Shaman and Royal Spiderwasps instead of just the normal ones. And for Spiderwaps, you can't get a Spiderwasp Queen here, just to make sure to answer that possible question.

For those that want a better Rat… ...Sorry, this Jump and World doesn't have them. But maybe you make a Rat into something else in an entirely different place instead...

The Wimp (400 CP): Yes, this is the Wimp. That is all you need to know, Jumper.

(See Notes: The Wimp Companion)

Canon Cast (100-400 CP): Sure, why go with those plain Janes and Joes when you do something better, like take an actual somebody with your adventure on your Jumps? Maybe you think Lt. Morgan could be your best drinking buddy, Private Perkins or Sgt. Ramsey are your brothers in arms, or perhaps someone like Zoey or Floyd would be better working with you? Or maybe you don't want those former Empire guys and want someone like Warlord Gantas or one of his lieutenants like Tronk, Sarin, and Crazy Blades. Same goes for the Silver Wolves with the Silver Wolf Leaders Doug and Bronson.

Anyone who can be considered to be the equivalent of a Civilian or Builder (Zoey, Floyd, Percival, Pierce Family, etc) is worth 100 CP. Soldiers like Perkins or Ramsey cost 200 CP.

Higher Ups like Morgan, Sarin, and Bronson are 300 CP. Anyone like Gantas, Elder Taos, Doug, and Bronson or any other major leaders (with combat and leadership capability) are 400 CP.

Your Own Company (Free): You may import up to 8 companions for free. They will receive **500 CP** to spend on Perks and Gear each. They are also free to pick their own Background, but they can only pick one Background and Role.

Drawbacks

Since you may want more CP to buy more stuff, here are some Drawbacks to place on yourself in exchange. And you know what, there is no CP Limit, but only the limit of how far you want to set yourself back for CP, Jumper.

Just make sure you don't, you know, make it impossible for yourself.

Stop Making Fun Of Everything! (0 CP): In case you feel like this world is a bit too weird or just not serious enough, you can use this Drawback to sap the humor and charm out of this place and make it gritty and dark instead. Though if you do this, Jumper, you'll miss out on what makes this world, you know, "fun"....

Quit Making Everything Serious! (0 CP): ...Or you can do the inverse, where you amp up the absurd factor. Like having a Flames Of Love Archer come around to spread around love in what would be the equivalent of a Raider's 'Valentine's Day', or meeting Ruddock The Red Nosed Raptor during the Annual Jubilee Charity Drive during what would be 'Christsmas'...

… ...Or you know, just keep things as normal and never get to meet the ***Mystical*** Unicorn Trooper. (Yes, that did exist at one point.) Your call, Jumper.

Strong Odor (+100): For some inexplicable reason, there's a strong odor coming from somewhere and you are the only one that can smell it. It's not that bad, but it may throw you off-guard if you smell it at the wrong time. And no, wearing a gas mask with fresh or clean filters will not make it easier to block the smell.

Ignorable (+100): Quite simply, something about you just makes people who aren't your companions or allies notice you as often. Not that you can take advantage of this to your advantage, of course. This is more… ...of a possible ego or reputational issue on you not getting your due credit, where you aren't being treated like you are somebody important, despite you possibly being so.

Rusty Metal (+200): Something about the armor and the machines is a bit off. It doesn't look very clean. Everything is still functional, but no matter where your equipment came from, you have a desire to spend time making sure things are clean. It will eat up your time, but you

also won't fret about cleaning things during a battle, since staying alive means you can clean it afterwards anyway.

Restricted Diet (+200): If there's one thing about this world, the food and drinks are not always the best. But now you have a different problem regarding that situation. You either have a self-imposed diet that you want to personally stick to, you have medical problems with consuming some things over others, or some other sane or insane reason that limits your choice.

Pick any choice from Meats, Vegetables, or Grains. The one you pick is something you cannot stomach or will refuse to eat until your Jump here is over. And no, you cannot pick another to get more CP. It is just too cruel to let you do that, Jumper…

Waiting And Waiting **(+300 CP):** No matter what you do, things always feel like they take forever. Well, they don't actually take forever, but it doesn't help. It just takes a few more seconds or minutes to get something done around the area you live in. Need to make food? 2 mins more. Need to clean out the Rat Nest in your squad's bunkhouse? 1 or 2 more minutes to get it done.

Thankfully, in matters that are involving actual life and death consequences, time is flowing normally as usual. And at least you can actually speed things up, if only by using it by complaining about how much time is being wasted… ...

Drinking Problem (+300 CP): No, you don't have an issue with getting any drink or cup to your mouth. You have the other nastier problem, which is keeping alcoholic liquids out of your body.

For every day till your Jump is over, you will have a compulsive need to drink anything that has alcohol in it. And if you don't, you'll be suffering a very terrible hangover feeling until you do. However, to make it a bit easier, you can and will be able to handle any drink and will have your body set automatically to the legal drinking age of the Empire.

Also, if you do manage to work with the Imperials somehow, you may be able to meet Lt. Morgan who may or may not depending on how he is, help you with coping with your drinking problem or be a very good drinking buddy during your time here.

Nano-Hungry (+400 CP): Remember those warnings about not eating Nanopods? Guess you didn't take those seriously or you somehow have gotten a strong craving to eat those little green resources after you break them out of their containers.

You can fight against eating one, but it'll be a strong test of willpower in order to stop yourself. Or maybe you should just make sure you surround yourself with people or friends to stop you from doing so.

And in the case you do manage to eat one, you probably won't die. That said, you may actually want to until the Nanopod is safely or quickly removed out of your body. And no, if it does happen once and you swear to yourself and everyone that you won't do it again…

...It won't be too long till you start reaching for another one to eat. And will stay that way until your Jump here is over.

Angry Animals (+400 CP): Did you do something to tick off the animals in the area? Perhaps your presence is the cause? Some smell you have on you is driving them mad? No matter what it is, critters in this world will be a bit more likely to single you out over others.

Thankfully, any critters you got as Companions will trust you all the same and won't be angry at you. Though the other critters may be mad at them too in that case...

#1 Target (+500 CP): What did you do!? Now an entire faction wants you gone and out of here for something that you have done, be it minor or major in some way.

You can have Warlord Gantas or Silver Wolves Leader Doug be the ones gunning for you if they catch wind of your name or even general description. But be warned...They will throw everything and then some at you in order to eliminate you and your companions.

Going Full Perkins (+600 CP): Simple and to the point. No access to your Warehouse, no outside Perks or Gear, except what you and your companions get in terms of Perks and Gear from this Jump. Good Luck!

Ending

It has been 10 years and your Jump is over…

Saying Goodbye To Ateria: It's time to go home, Jumper. You choose to end the chain with this Jump with all of the Perks, Gear, and Companions you got across your journey that you want to bring back with you.

Ateria Is Your Home: Instead of leaving to go home or continue on your way, you choose to stay here. Well, if that's the case, all of your Drawbacks are dropped and you are free to do what you want in this world.

Maybe you'll make sure there is a new Nation out of the ashes of the world, or maybe not…

Next Destination Away From Ateria: Well, you did your time here and did what you could. But you choose to just head out to see what awaits you next. So make sure to take what you want as you leave for the next destination, Jumper...

DLC 1: Infected



So funny thing about the Nanopods…

… ...They can be modified into something else as proven by an experimental Imperial Project. One major problem with the project, however, is the fact the subjects experimented on changed into…

… ...Well, better to not say right now. Can't give you the whole story right here without at least giving you a chance to learn for yourself, if you wanted to, Jumper.

And in regards to the rest of the Jump, this DLC can be **Ignored or Implemented** into your Jump. If you do **Implement the DLC**, you will get an additional **1000 CP** to cover getting these new Perks and Gear…

… ...Just keep in mind, adding this in will make things much, much, more dangerous and interesting...

DLC 1: Background

Important Note: *These Backgrounds can be added as a secondary one to your background on the Main Section of the Jump.*

Zombie Slayer/Researcher (200 CP): You look ready to face the mutants, Jumper. Good luck with that.

As a **Zombie Slayer**, you've taken it upon yourself to deal with the Infected by slaughtering and removing as many as them as you can. And given what skills you may have at this point.. ...That may or may not be possible.

As a **Zombie Researcher,** on the other hand, you've taken a different approach on the Infected. Namely by trying to look into what exactly is causing them to exist, why they are so aggressive, and possibly…

...A way to cure them or a way to make even more of them, but for yourself.

Infected (400 CP): Looking a bit ghoulish there, Jumper. Maybe you need some time to clean off… ...Oh.

So to tell it plainly, you have become one of the Infected. That said, there are several major problems with being one. First off, you're not really good looking with all of that new skin color you got going on through what remains of your attire at the moment.

Second off, your body is mutated and has taken on new traits that may or may not creep you out. And lastly, Infected have a major problem with their 'Serotonin' levels in their body being basically drained, leading to the aggressive and seemingly mindless nature.

Thankfully, since you got infected here, you instead gain these mutations that occupy the body as an Alt-Form. And you don't have to worry about the Serotonin levels because the Infected Alt-Form will have plenty of it to avoid causing madness.

Unless you want to go mad or already are mad… …

(Please refer to the Infected DLC Section: Infected Class and Type for more info...)

DLC 1: Perks

Zombie Slayer

Fighting The Dead (100 CP: Free to Zombie Slayer): You get the major thing that helps set you apart from everyone else. You just do more damage against the Infected with any type of weapon you have one hand. Yes, even your own hands if need be.

Just keep in mind, you only do more damage with this perk, especially out there in future jumps...

Slaying and Staying Alive (200 CP: 50% Off to Zombie Slayer): No, you do not hear that song. Instead, what you hear is the sound of Infected dying while you laugh (or scream in terror) at them.

With this Perk, you are able to adapt and learn about the combat styles of the Infected in order to be able to more effectively dodge their attacks. This will also apply for any other Undead or similar types in future Jumps as well.

Just for note, this is for dodging and avoiding damage. Not tanking or reducing damage against Infected...

Plague Proof (400 CP: 50% Off to Zombie Slayer): Ah, that's right. The hidden problem with any of the Infected is that they carry what is basically a plague of pain. However, you don't have to worry about it anymore as you are now immune to their Plague.

So go out there and chop off some heads, will ya? Oh, and any other Plagues (and specifically meaning ***ONLY*** Plagues) you run across in future Jumps, you now gain a stronger resistance against them.

Groovy Blades (600 CP: 50% Off to Zombie Slayer): Being a Zombie Slayer is such hard work when you have to reload your ranged weapons while getting swarmed with Infected.

Thankfully, you have a simple solution to chop some heads off. You now have innate skills with any type of blade, whether it is an actual metal sword like a Katana or a heavier motorized tool like a Chainsaw.

These skills translate into being able to deal more damage with bladed melee weapons against Infected, along with being able to move and strike much faster with said type of weapons in hand. Especially on future jumps with their own versions of blades (if you like using said weapons)...

...And don't let these skills cause you to lose your life, Jumper. Know when to swing and when to shoot.

Zombie Researcher

Study The Dead (100 CP: Free to Zombie Researcher): So instead of directly fighting them, you decide to instead do research on them. Well, here's a way to help that out, Jumper.

You get knowledge and insight on how to study on Infected bodies, but also to really look into what is there and how to translate what is there into layman terms for those unqualified or uneducated that aren't you, Jumper. This also applies in future jumps, albeit to a lesser degree depending on circumstances, technicalities, and so on for the dead, undead, or living impaired.

Also, probably best make sure the body is actually dead first...

Protected Endeavors (200 CP: 50% Off to Zombie Researcher): While making breakthroughs in research on the Infected with enough time and intact corpses is possible, it is much easier and fruitful to get a live one to speed along.

Problem is that if an Infected is still alive, it will try to kill you. So this Perk in hand, you can keep yourself alive by not being able to die as quickly to the Infected. Yes, even if they do try to claw, slash, shoot, smash, or hurl acid and many other attacks at you.

Just a reminder, this is purely defensive and not offensive. This also works for taking less damage from any type of Undead in future Jumps, just to note as well.

Acid Away (400 CP: 50% Off to Zombie Researcher): If there's one thing you don't want when you deal with these Infected, it would have to be replacing all of your clothes and armor when you get corrosive acid splashed on you. And of course, when the acid starts working on your skin afterwards…

… ...Thankfully, with this Perk, you are now heavily resistant to acid getting on you and your equipment. In fact, acid seems to take a really long time to actually start doing any damage, even if you do have exposed skin,

That said, do make sure to get rid of it before, you know, it actually starts doing its function. And in case you are too slow or unable to get it off quickly, the acid damage will be significantly weakened depending on how much and how potent the acid is.

This will also carry over into future Jumps as well...

Black Nanopods & You (600 CP: 50% Off to Zombie Researcher): So recall how this world has Nanopods? The green glowy spheres that you shouldn't eat?

Here's some more info on them and how they are the secret to understanding the Infected. So as it turns out, Nanopods can be used to heal soldiers and machines if applied correctly to the respective subject. The healing is potent, but it could be better if it was somehow improved…

...Unfortunately, this is where the Black Nanopods come in. See, Black Nanopods were an experiment on how modifying a Nanopod via top secret methods would work on test subjects. And given the test subjects were wounded soldiers…

… ...Well, you can see where that led to. So with this Perk, you now understand the full lengths of the Black Nanopod project. This means that if you have the available resources and if you have a subject ready to go…

...Depending on the subject and your intentions, you may actually find the cure for the Infected or start turning Non-Infected beings into Infected beings…Maybe even apply some of this to other fields of related study or mad science with other groundbreaking materials and resources...

...Also, if you already have **Nanopods & You Perk**, you can (with enough resources) convert Nanopods into Black Nanopods and vice versa. You can also use (Normal) Nanopods to heal soldiers and machines, with a much stronger healing boost as well.

DLC 1: Gear

Zombie Slayer

Zombie Hunter/Slayer Equipment (200 CP: 50% off to Zombie Slayer): If you are going to fight Infected, you need some attire to protect yourself and the weapons to do the job. Thankfully, we have two sets ready to go…

The first one is the **Zombie Hunter Gear**. It mainly consists of a Blue Imperial Helmet, Gas Mask, and a full-on reinforced trench coat with slots for shotgun ammo, a medical kit on the side, a powerful boomstick and chainsaw…

...And one cuddly, yet deadly Young Raptor with a chain and chain collar connected to your outfit. The Raptor will not harm you or your friends and will avoid tripping you by only

appearing when you order it to attack. Don't ask where it goes, because that's not important. (And yes, it does not need food or water, but you can still give it some if you want.)

The second one is **Zombie Slayer Gear**. This is a much different outfit given that it is made of a brown cloak and hood, a full face obscuring mask, a backpack with spare ammo, a nuclear material container box, and long black pants with brown hiking boots.

As for weapons, the Set includes a modified crossbow with Fire and Explosive Arrows, alongside a modified Katana attached to a metal chain that can be used for close and ranged combat.

You can get either set for the CP you'll spend. But if you want both, it will cost you 100 CP (regardless of Discounts) to acquire them...

Zombie Researcher

Black Nanopod Modification / Injection Test Facility*: (200 CP: 50% Off to Zombie Researcher): Depending on intentions, either of these Buildings will be worth the CP for the work you'll be doing, Jumper.

The first choice is the **Black Nanopod Modification Facility**. This small building is secured to ensure that no Infected will breach its walls as they contain the Black Nanopods stored inside.

As for what you can do besides storing them, you can use the facility to easily modify Black Nanopads into Normal Nanopads. And if you know how to...You can make one Black Nanopad into multiple Nanopads…

And the last feature is that you can make a cure for the Infected with this building if you dedicate your efforts into doing that. Which by the way, said cure will work and restore the subject back into what they once were…

Perhaps even other cures can be found in future jumps and settings, as long as you bring this along and have the time to do so.

The second choice is the **Injection Test Facility**. This small building is made to secure willing (or possibly unwilling) test subjects as they get made into Infected. And since you got it here, you do have control over which Infected you will produce…

That said, making Infected via the Facility will require Black Nanopods, but by using the Facility and its resources, the process will take about an hour. And once the hour is up…

...The subject will have transformed into an Infected that retains their individualism and free will or just becomes a mindless, yet fully obedient Infected. (You can determine the results via case by case basis/preference.)

And as a major warning, by taking one of the buildings over the other… ...You are unable to buy the other one here and easily acquire its upgraded functions.

Instead, you must find and build either structure you didn't get and then upgrade them via resources to be able to use both versions provided here.

(*See Notes:* Black Nanopod Modification / Injection Test Facility*)

DLC: Infected Class and Type



Here is the exclusive section for Infected…

Infected

Infected Classification (0-400 CP: No Discounts or Free): First off, let's get to the Classifications.

Infected are scaled in power and ability, along with physical colorations in a ranking system. The System goes as follows from weakest to strongest: ***Prototype, Standard, Advanced, Archetype, and Apex.***

At default, you'll be placed at Prototype Class. If you want to upgrade to Standard, you must pay 100 CP. And if you want to go to Advanced, Archetype, or Apex, you will pay 100 CP to upgrade to the corresponding tier. (Adv = 200, Arch = 300, Apex = 400)

Infection Specimen Type* (0-400 CP: No Discounts or Free): Now for the Types. See, the Infected come in various forms and sizes and are further categorized via unofficial names.

The known Types are as follows: ***Creepers, Cannoneers, Stalkers, Bullfrogs, Crawlers, Flyers, and Colossi.***

Creepers are set as the Default, so if you want to change into any of the other types you have to pay with 100 CP or more depending on the type.

Cannoneers and Stalkers cost 100 CP, Bullfrogs cost 200 CP, Crawlers and Flyers cost 300 CP, and the Colossus (or Colossi) will cost 400 CP.

(*See Notes: Infection Type)

Infected Perks

Infected

Adaptive Adjustment (Free: Exclusive to All Infected): The thing about some of the Infected types is that a few of them will really make major changes on your spine. The most

notable ones would be the Bullfrog and Crawler, by the way, given how they move along the ground.

Thankfully, with this Perk, you don't have to worry about the back pain or even the posture wrecking your back. Same applies for the rest of the body with whatever mutations occur for those parts.

And also, if you are missing a normal arm or leg and would rather have them to live and fight normally, you are covered there. If you focus enough, you will be able to change them back into a (discolored), yet normal limb so you can do various things like eat with utensils and fire a gun. You can also revert those limbs back into the mutated limbs, in case you need to slash someone with your blade arm if you are a Stalker.



Radical Mutation Control I (Exclusive to Infected: Apex Class): For those that spent the CP to become an Apex Class Infected, you get this Perk.

See, the thing about Apex Class Infected is that they are really, really rare among the Infected and their forms really show it.. One such example is the Apex Bullfrog, whose entire body changed from a still mostly human-ish body into a full on mobile walking acid boil on arms and legs.

Or the Apex Stalker, which instead of just a blade arm, instead has tentacles and an even sharper blade that can generate burning heat, freezing air, or even shocking electricity on top of their agility and power.

Or as a last example, the Apex Colossus. Their entire exposed body is filled with sharp spikes protruding from the armored flesh. And if they wish, the Apex Colossus can fire out said spikes in an entire 360 degree area to impale man and metal, with new spikes quickly forming out again in a short bit of time to fire another entire set again.

As for the Perk regardless if you are or are not like the three examples above, you gain enhanced control over those mutations and can shift them on and off at your leisure. So you don't have to worry about acid spilling everywhere, along with spikes and tentacles scraping against walls and the floor if you don't want to.

Radical Mutation Control II (Exclusive to Infected: Apex Class): And this is the Perk to handle and allow you within limitations, to apply and create Apex Versions of Creepers, Cannoners, Crawlers and Flyers.

Do keep in mind which mutations work with the corresponding types (Creepers: Claws, Cannoners: Chest Cannon, Crawlers: Spider Body, Flyers: Talon Feet and Wings) and work out via your own methods and creativity on how further mutations would work out.

And for a suggested guide or suggestion, general Apex Infected gain stronger normal attacks, plus special attacks (ranging 1-3 additional) that are tied to their new mutations. That said, that is just a suggestion and it is up to you, Jumper, if you want to keep things in order...

Infected Drawbacks

Yes, there is a required drawback here. But it's tied to one major thing. That being…

Weaknesses to Fire (Mandatory for All Infected): Yes, the Infected are weak to Fire. Some take more damage than others, but it remains true across all of them that Fire is their bane and a very good way to kill them.

So as long as you are in this Jump during your 10 Years as an Infected (and you didn't cure yourself), you will have to deal with the fact that you take more damage from Fire-based attacks. And yes, this does mean the **Natural Resistance Perk**, if used for gaining resistance to Fire is now negated.

You can try to mitigate this using additional exterior armor that is Fire-Resistive or by having the **Artificial Resistance Perk**, but depending on your Infected Type… ...That may be a challenge in actually getting it to work 100% effectively and coating your entire body as well…

DLC 2: The Sky Life



Of course there is always more to combat than just being stuck on the ground. And while there are some people who can find a way to zip across a battlefield on their feet, treads, or equipment…

You know what works better? Not even touching the ground and dropping bombs, machine gun fire, missiles, and anything else you got as you soar or hover on by. But don't think being in the air is totally safe…

...After all, if they made and only focused on Anti-Ground, surely they forgot about Anti-Air? They totally don't have ways to shoot your aircraft down with turrets, explosives, and maybe even with aircraft of their own.

...Yeah, they didn't. But that's war for you. So let's see how you can add a whole new layer of tactics and danger to your life by joining the sky. Take **1000 CP** to cover getting ready for it.

(And yes, like the First DLC, in regards to the rest of the Jump, this DLC can be **Ignored or Implemented** into your Jump.)

DLC 2: Background

Important Note: *This Background can be added as a secondary one to your background on the Main Section of the Jump.*

Multi-Talent Pilot (200 CP): Thing about flying is that you need to know how to fly, otherwise the best case scenario is crashing right as you take off, log roll to the ground and lose your breath in your lungs, and the aircraft's explosion doesn't send the shrapnel into you or anything important.

Thankfully, no matter where you hail from in the Altera Regions, be it an Altera Imperial, Raider, or Silver Wolf, you somehow had enough time to know how to fly just about anything. Save for the Spiderwasp that do fly on their own. You may have not done that yet without getting stung repeatedly…

DLC 2: Perks

Multi-Talent Pilot

Piloting Maneuvers (100 CP: Free to Multi-Talent Pilot): Simple and straight to the point. You know how to fly, but also how to do it while getting shot at in the sky or down below from the ground.

This effectively gives you a higher chance to dodge the attacks sent towards you and your aircraft. Though only a better chance and if that engine or whatever is keeping the thing going goes down…

...Good luck landing.

Comfort In The Sky (200 CP: (200 CP: 50% Off to Multi-Talent Pilot): Part of the fun thing about in the air is how cold it can get up there. Or the lack of oxygen in the air. Or the pull of gravity pulling a force on you that could make you faint as you fly.

Needless to say, this perk does everything you would want to make the sky like a second home, except if it was more like a wide open pit and you had a platform-

-Anyway, every possible general issue a Pilot could have from natural or biological matters don't need to be worried about as much. No airsickness, no easy fainting from gravity, etc…

...Though it doesn't stop bullets or a hunk of concrete smacking into you any easier from messing up and crashing into something. That's on you and what remains of your equipment, if there was any left.

Air Superiority (400 CP: (200 CP: 50% Off to Multi-Talent Pilot): Look at all of those things down below you. They can probably see you, they probably can't hit you, but you can hit them almost anytime you want.

However that gets done, you just do more damage with fly-by shootings, bomb drops, aimed or guided missile launching, you name it. You also get more accurate as well with those things as well, to sweeten the deal.

Problem is, you need to be in the air with any equipment or craft that at least make you 'Lighter-Than-Air'. And 'LTA' is still about roughly high enough that any trained soldier with good aim can still shoot you down if you ain't cautious…

...So good luck figuring that out.

Sky Baron (600 CP: (200 CP: 50% Off to Multi-Talent Pilot): As good as it is being able to pick on the little people and critters on the ground, a true pilot will always keep their eyes peeled out in all directions. Yes, even above them.

For you see, dodging anything from the ground is one thing. It's a whole different thing dodging from those in the same or even higher elevation as you. Not to also mention, fighting in the air against other pilots can be a rather quick or very drawn out battle.

But you, Jumper, are no mere talented pilot. You are a Baron of the Sky. No matter what it is you are flying, you will know how to keep yourself in the sky and make sure all competition will crash into the ground below before you do.

Your attacks will pierce through whatever armor is there and strike the core parts keeping things in the air, while also having your defenses against said attacks from the enemy being a big bit less effective than it should be…

… ...Now go out there and claim your kingdom in the sky. But just be on the watchout for any other 'Barons' to challenge your claim.

DLC 2: Gear

Multi-Talent Pilot

Starting Wings (100 CP: Free to Multi-Talent Pilot): You saw the "**Sopwith Spiderwasp**" up above? That ***was*** the most famous of all aircraft (as far as Altera records and history books would say) to ever grace the sky.

Of course, times have changed. The Sopwith is not the only aircraft in the sky anymore. But this special one you have is ready to go into the air and relive the glory days in the clouds.

The Sopwith comes with unlimited fuel and ammo, along with the colorful taste and (possibly scrapped) parts of your possible identity. Altera Imperials get the Imperial Colors of green and orange, Raiders get the brown, and Silver Wolves get the blue.

If you don't like any of the colors offered, the Sopwith can be repainted to whatever tastes you may have, Jumper. (And is also modifiable, if you want to make your first 'Wings' be your only 'Wings'…)

Universal Escape System (200 CP: 50% off to Multi-Talent Pilot): Otherwise known colloquially as a 'Parachute'. Yes, no matter what kind of aircraft or equipment you may be using to travel high in the air, you have this prepared parachute that can be easily put on in the middle of a dogfight, jump, or plummeting to the deadly ground below.

The parachute will not get jammed or caught by your aircraft or equipment when it is time to bail, and when it is fully pulled to get the chute open, it will slow your descent as much as it will be needed to make sure you can land on the ground with nary an injury. At least, in terms of landing property or as best you can get to that.

In the case the chute doesn't open or gets destroyed mid-fall, you will have at least two more backup chutes to save yourself with. And if you ever lose this special parachute device, it'll appear back in your Warehouse in about a day, ready to do its job again.

Just make sure when you do land, that it is with allies and not enemies...

Advanced Wings (400 CP: 50% off to Multi-Talent Pilot): As good as the Sopwith is, there are a lot more Aircraft out there. So quite simply, if there is anything better than the Sopwith, feel free to almost have the keys to everything.

As far as Altera Imperials go, have your choice from the helicopters to the bombers and fighter jets. However, anything that strays heavily from planes, jets, and dirigibles is out of your grasp for now.

Raiders get access to the **Falcon's Nest**, a pure Raider style aircraft with enough firepower to make Imperial and Silver Wolf Planes feel scared of this monster with its cannons and fire arrows. And Silver Wolves get access to the **Crop Buster** and **Chunook Helicopter**. The former being their bomber analogue, while the latter is their surprisingly deadly attack (gyro)copter.

Each purchase after the first one, regardless of Background and/or Discounts will cost 200 additional CP. (And all craft bought can be modified as one would wish.)

Ditching The Wings (600 CP: 50% off to Multi-Talent Pilot): The Aerial Frontier is ripe for experimenting, especially with all of the possible competition out there. So why not show off and shock your enemies?

An example of what to expect in terms of experimental designs is the **Aero Jetpack Trooper** for the Alteria Imperials. Combining the use of an experimental jetpack, outfitted with two rocket cannons, a single soldier could wipe out squads of ground units with multiple missiles at once or obliterate the area with 'Big Bertha'...

Or for Raiders, you get the "**Eagle's Den**." The Eagle's Den is a much larger Falcon's Nest, except with more cannons, more arrow launchers, and they also have tamed Spiderwasp Drones attached with metal and chains to send their poisoned stingers into enemy pilots.

And not forgetting the Silver Wolves, they have the "**SW-18 Destroyer**", a massively modified Z2-18 Bomber with anti-air and anti-ground machine guns stolen from various sources. And since it was a bomber, the SW-18 also drops large cluster bombs full of incendiary, flashbangs, and even corrosive chemical bombs. After all, it was built (stolen) and modified (haphazardly) to be a **Destroyer**.

Anything shown in the examples is available for purchase (and post-acquisition modification to one's contents) and those that fit the criteria of being heavily experimental or unorthodox aircraft/equipment can be purchased for 300 CP, regardless of Background or Discounts.

(*See Notes: Air Units)

Sky Life Drawbacks

Oxymoronic Condition (+300 CP): Acrophobia is a phobia of heights. And you'd be the first person to be listed as an example in the dictionary.

Yes, despite being a possible pilot or some other type of person or inhuman monster (via Infected DLC), you have that fear now instilled into you.

It is not all bad news, with all of the things to consider, but you have to be mentally and physically ready to engage in air combat. And as long as you can keep your mind focused on the battle, you can still possibly be a Sky Baron.

Once the jump is over, the phobia will go away. But till then, maybe stick to the familiar and safe earth below you. Unless a Sandworm is nearby, then get out of there.

DLC 3: Heart of Ocean



You know, it's one thing to be a master on the battlefield, especially when it is dealing with the good old thing called ground. But you know what’s another thing to master besides said ground?

How about the mighty ‘Ocean’? The one place where it's a whole new ball game for those on the ground and those in the air. After all, there’s water in the ocean and it moves around a lot, alongside the weather, winds, and so on...

It is also not the same things moving out there, especially in this world. With the Empire gone, one of its former competitors in an entirely different continent called by the shorthand of the 'Sovereign' deployed their 'Navy' to begin a coastal invasion…

...Oh yeah, and there is bound to be some trouble with the creatures and 'Reef Bandits' out there. Including a very, very infamous creature of the deep. So here is **1000 CP** to help turn the… ...wave… ...in your favor, Jumper.

(And in regards to the rest of the Jump, this DLC can be **Ignored or Implemented** into your Jump.)

DLC 3: Background

Important Note: *This Background can be added as a secondary one to your background on the Main Section of the Jump.*

Nautical Expert (200 CP): First things first, you aren't an expert at all...Well, compared to just anyone with no knowledge or insight on how to float on water, you are definitely an expert. Those who do have some ideas, you do outclass them just a bit. But if someone is like, say, like a Captain or a member of an established Navy…

...At least you know how to swim, stay alive on the surface, and have enough luck to avoid being Grouper food...

DLC 3: Perks

Nautical Expert

The Waves & You (100 CP: Free to Nautical Expert): One of the first hurdles in fighting on the water is being able to move while in it. Especially on the surface and down below as well.

Thankfully for you, Jumper, you know how to move in the water with your body and whatever small craft or submersible you are clinging onto. In fact, as long as you are in a sizable body of water, your movement is not impeded as heavily as it would be for anyone else.

Just remember, you do need to breathe air… ...Well, if you do need to breathe air. Or worry about depth pressure and the bends… ...And Groupers, Sea Mines, Torpedoes, and so on for future escapades in aquatic matters in Jumps down the line.

All About the Hulls (200 CP: 50% Off to Nautical Expert): If there is one thing you do need to consider next in fighting on the ocean, it is worrying about sinking from the inside. You know, taking on water and earning a watery grave at the bottom of the ocean?

Thankfully, this is a good problem solver for you via the form of a Perk. You gain knowledge on how to treat breaches, holes, and anything else that would sink your craft quickly and reliably. Heck, you could even make the hulls stronger if you invest some time in making modifications.

This does extend to future jumps as well, though if you consider the vacuum of space to be an ocean… ...Well, this won't help. But at least you can be sure you'll be fine as long as it is just water. Maybe salt water as well…

Naval Superiority (400 CP: 50% Off to Nautical Expert): No, you aren't hauclincaitng from sea sickness. You are, in fact, somewhat superior when on water. Well, not 'you', exactly.

When in control or acting under the authority of such a craft on the water, you provide that critical edge needed to attack foes. Especially those that are flying above you in aircraft or those stuck on the coast with its dry land. This also covers the water in both its surface and depth, meaning great news for those fighting in the front, the back, or hidden just below the enemy.

Do keep in mind, however, that just because you attack well while inside a small submarine, does not mean you should be in the front. Nor should the tiny unarmed and unarmored boat you do have be out there as well…

Ocean Lord (600 CP: 50% Off to Nautical Expert): Recall when you weren't an expert, Jumper? The statement is taken back thanks to this Perk.

With this, you clearly know how to maneuver ships of any kind across any body of water. And even then, you can fight an entire chunk of 'Navy Forces' with your own cannons, machine guns, torpedos, depth charges, and anything else your nautical arsenal carries as weapons.

And to sweeten the deal, if for any reason you need to abandon ship, you will have all of your escapring skills enhanced and abilities in treading water enhanced to ensure your chances of returning to that old thing called land. Just you know, make sure you don't have enemies there when you are…

...This form of escaping, alongside nautical combat also translates over to future Jumps as well, in the form of expertise to rely on.Just make sure to actually study up, especially if they don't follow the rules you use (or abuse)...

DLC 3: Gear

Nautical Expert

Universal Escape System II (100 CP: Free to Nautical Expert): You must be getting seasick, Jumper. Anyway, this here is a colloquial thing called a Life Preserver. Meant to help you keep on staying above the water while someone goes to fish or pick you out of the water.

The fun thing about this one, is how the item will help you in either getting back to the ship you fell off, a new one nearby allied with you, or in the case your ships are gone, it will help get you to dry land…

If used and left behind, it will reappear in your Warehouse or on the next ship you own, in a spot where it will be seen easily, but not obtrusive for any matters or tasks you may be focusing on.

Starting Boats (200 CP: 50% Off to Nautical Expert): Okay, let's get this out of the way. The proud ownership of this Imperial Gunboat belongs to you, Jumper. It has a Rocket Launcher, Machine Gun, and a Depth Charge Launcher on it.

This boat doesn't cost you anything extra, or well, in this current state. But you kinda expect something more than just that, right?

Well, okay. For 200 CP, you can get a fully upgraded (and modifiable) Gunboat with all of its armor, weapons, and engine treated to do the very best job it can. And as a bonus, it comes with free unlimited ammo and fuel, so you can keep going for as long as the boat stays floating.

And if it does end up destroyed, you can find it at the nearest Dry Dock or your Warehouse depending on circumstances in about a day or so. And once it is there, it will be ready to rebel against the ocean and the waves with you again...

Dry Dock & Ship Repair Bay (400 CP: 50% Off to Nautical Expert): Cutting to the point, the first one is where you build ships and the second one is where you fix them after battles, especially if they broke apart before you recovered them.

The Dry Dock, when purchased here, will allow you to build multiple ships at one time instead of just focusing on one ship the entire time. Especially when placed next to water for ease of transportation. In fact, you probably could produce a lot of ships given enough time and resources…

As for the Ship Repair Bay, it also shares the same properties as its counterpart. Except it fixes ships instead of making them. And as an additional bonus, albeit at the cost of an additional 100 CP…

...You can get an ***Advanced Ship Repair Bay,*** which improves the bay by vastly reducing the downtime in fixing ships AND reducing the amount of resources needed while doing such a task.

Ditching The Sails (600 CP: 50% Off to Nautical Expert): Sea Sickness is a thing, Jumper. It may make you see things out there in the waves…

...Anyhow, this is where you can get the really nice ships. In fact, the first one offered here is the 'Battleship R-1' or 'Raptor Class 1'. This is a fantastic ship to have in your arsenal because of its duo frontside cannons. And said cannons can blast apart any ship in 'relative' close range, or lay down some ranged angled shots with a lot of power behind it. Its armor can also take a beating, giving it survivability that other ships wished they had.

If that ain't to your liking, for an additional 200 CP, you can get a 'Battleship M-10' or 'Mammoth Class 10'. This monster of a ship is armed with a large trio set of cannons, alongside a nest of Machine Guns for the pesky aircraft. It is also very strong in conflicts due to the firepower and armor contained on the ship, so don't expect it to sink. Instead look out for it doing the deed instead.

Regardless of purchase, either ship will come with unlimited ammo and fuel to keep them going all day and all night on the water (especially if you do modifications on dry land or sea).

And if by chance or freak event, they will reappear in the Dry Dock or Warehouse a day later, ready to tear the waters aparts...

Ocean Of Heart: Drawbacks

Oxymoronic Condition II: The Revenge (+300 CP): Aquaphobia is the fear of water. Well, not drinking water or that kind of 'drinking' problem, really. It has to do more with being around very large bodies of water…

...And yes, that dictionary page will show you as the first example on this page as well. However, you will be able to stay on any raft, craft, or well, any boat or submarine as long as you don't look out into the water for too long. Or end up in it…

...You also won't end up dead upon getting in water, but you'll be shaken up in some way once you get back to the boat on dry land. And you know what, you can still be a 'Ocean Lord' as long as you can control where you go…

… ...Oh, and you can get sea sick, but only if you want to. But why would you?

Scenarios

Still here, Jumper? Good, because now there are challenges your Benefactor has placed on the table for this Jump. (If you have one that is… ...Or if not, something did this, somehow).

So what's the deal, you may ask? Simple. Complete the scenarios before your time is up on the Jump.

Scenario 1: Boss Rush Nations



First off, let's begin with the **Ancient Construct**. The machine that possesses the Sinister and Dexter Fragments. The machine is technically the equivalent of a 'Garbage Disposer' for what its intended purpose was WAY back in its prime. Of course, now in the 'Modern World', it is the guardian of the Ancient Ruins in the Northern Frontier.

This is being brought up, because this is the first 'Boss' in a series of 'Bosses' you will have to defeat, Jumper. And here's the kicker…

...ALL of the Bosses will try to scale in power to what you have, in terms of health, armor, and damage across you AND your forces. These fights will be tough, there will be pain, and there may be death and destruction. But it will remain doable…

… ...As for the rest of the Bosses, you will also face the ***Ancient Sentinel, Spiderwasp Queen***, and the ***Kraken***, respectfully. At least in terms of fighting 'Ancient Machinery and Critter' kind of bosses. Oh, and the 'Rebel Army' and 'Sovereign Navy'? You'll be facing them as well, except with the former… ...You'd be fighting the '***Goliath Tank***'. And the latter would be the '***Dreadnought***'.

(See Notes: Bosses)

Reward:

For rising to the challenge and defeating every single boss, your hard fought battles will pay off massively for the trouble you faced.

The first set of rewards is simple. Every boss you defeat will give you a ***fully upgraded version*** of the '**Exclusive Units**' they are related to in some form or fashion. This means they have reached their full potential as far as they will go in this world, but can go on further in future jumps if you bring them along.

The second set of rewards is a bit more complex. Each of the defeated bosses will, in some form or fashion, be added to your army. All of their weapons, armor, and might will be available to you, alongside the possibility of improving or modifying them further with relevant skills and knowledge.

And lastly, the final reward is a **Shiny Trophy** commemorating your achievement. In terms of the quality and types of material that make up said award, that will be up to you, Jumper, but it will be either very shiny or very nice looking. And as a bonus effect besides the sheer vanity, it will bring a strong nostalgic memory that can give you some much needed perspective, reflection, ego boost, or whatever uplifting feeling you may or may not need when in its presence.

However, if you do end up failing to complete this scenario by the end of your Jump here, you will at least get a runner up reward for the effort (or lack thereof). A **Small Wooden Trophy** that inspires you to push yourself further in some way or form when in the presence of it (in a non-mocking sense, unless you want for some reason.)

Scenario 2: Arena Nations



For note, you are meant to be the only one here, Jumper. Or well, as far as it can be assumed. Not so if you take this Scenario. Quite simply, there are more armies out there scattered amongst Ateria that are made up from the various groups. And here at the Arena, it is to see who is the best of the best.

The setup is simple, enter in your best team and emerge as the champions. The problem is, that building up said team has a few regulations. You can only bring in 13 ‘Fighters’ (And what constitutes as an ‘Fighter’ is a bit fast and loose as one can expect) to represent your team.

They must also not fall under being more than 2 of the same ‘identity, association, or class’. Or in less official words, if you think to just make your entire team be a squad of Mega

Tanks. Congratulations, you are breaking the rules and can only have two Mega Tanks instead as you have to replace the other 11 with something else.

Lastly, good luck pulling this off. Especially if you put yourself in there, Jumper. The fights may only have 13 opponents, but expect the cream of the crop among the foes or formations arranged out in meticulous detail meant to pick apart anything you throw at them.

(See Notes: Arena)

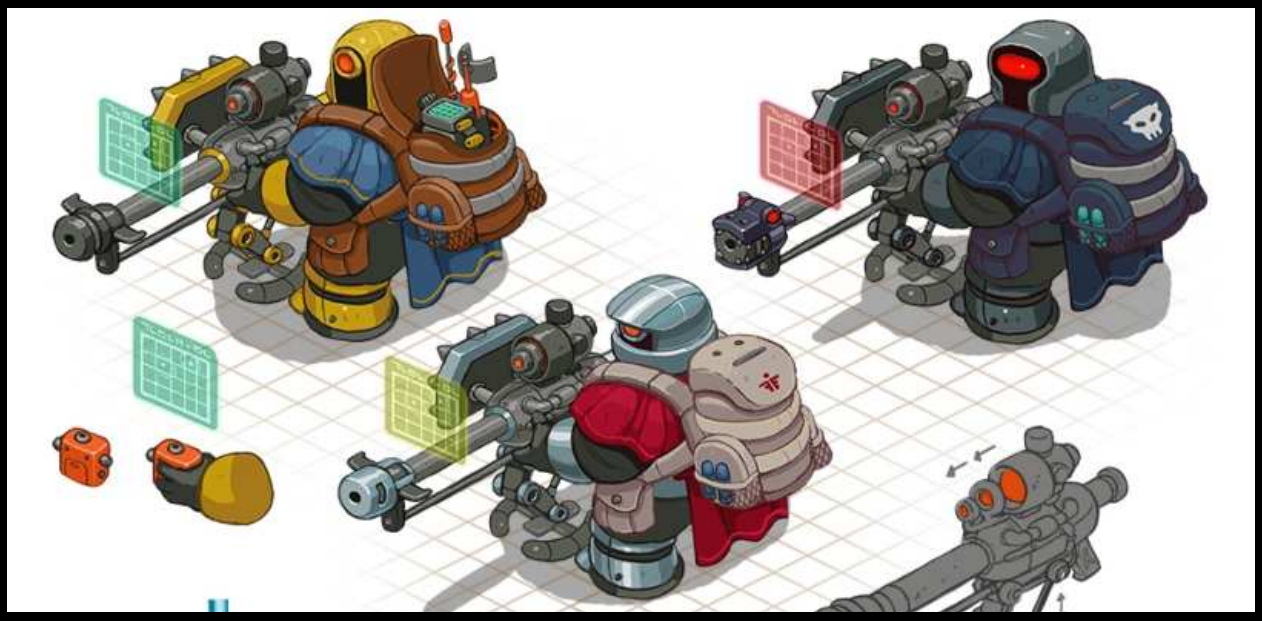
Reward:

Having emerged as the champion against all the odds and everything thrown at your team, you deserve a few rewards befitting the honor and title you now hold.

Your first reward comes in two sets. The Arena "**Mongers**" and "**Codenames**", entirely under your command and those you deem worthy to wield it as well.



Warmonger, Painmonger, Deathmonger (L To R)



Codename: Killshot, Deadshot, Hellshot (L To R)

The Mongers are specialized in close quarters combat with their Quad-Shotgun weapons and massive riot shields. And their armor is nothing to sneeze at either. And on the opposite end are the Codenames. Their main weapons are the BN-80 Sniper Rifles, which can fire through multiple targets… ...And if need be, call down the awe-emitting power of a Laser Satellite their guns have with said systems' targeting protocols. Their armor, while not as impressive as the Mongers, are surely still able to keep them alive to pick off any who oppose them.

Your second reward is the **Arena** itself, where you own the entirety of its properties and the fight zone in its middle. And by owning it, any money profited from the spectators or onlookers is yours to keep. Not to mention, any modification made to it will be kept or discarded at your discretion as it can also be brought along with you if so desired.

And your third and last reward is a special commemorative item to round things out. The one and only, "Arena **Victor Statue"**. A very ornate (and possibly exaggerated) golden statue dedicated to you, Jumper. Beyond its ego-gratifying pressense, it also comes with an innate aura

that brings good fortune to acquiring monetary items and inspiration boosts to all forms of combat training to those in its presence. And to top it off, it will be displayed in the most fitting matter you see put. After all, you and your team are the best (if you had one at all).

Scenario 3: Strike Nations



As befitting the namesake, if you wish to build a “Nation”, it must be able to endure what is thrown at it. And while there are faces and threats that are known already…

...Prepare to meet the new ones on the block. Among the commanding ranks from various factions are ***Lt. Dorian, Sergeant Ludlow, Evaline Acehart, Shaman Kuros, Raptor Tamer Yuzul, Enforcer Shrow, and Dr. Vogel***. All of them are respectfully in order from the Rebel Army, Raiders, and Silver Wolves.

All of these commanders are out to get you in particular, especially if you own a place to call your own. And even if you somehow don't have one, they'll still be after you. Each of them have their own little speciality compared to each other that manifests in the forces they bring and the strategies they employ. And even if you hold off the offensive "Strikes" they send your way, they will return again someday with more forces at their control to take you out.

The challenge is simple. Repel each "Strike" from all of these commanders (and on a rare, but certain occasion, an entire army of the Infected) until the last "Strike", which will be near the end of your Jump.

By the time the last "Strike" is set to occur, all of these foes will meet at some previous point and form a very unnatural alliance...All of them working together despite their own hostilities outside of their factions… ...To take out you, Jumper.

And in a move that perhaps is either bold or foolish, they will all be there amongst their forces in person instead of far away from the battlefield. All to see you either fall in front of them, or them destroying everything you have and what remains of you, Jumper.

As always, good luck surviving everything and the kitchen sink being thrown at you.

(See Notes: Strikes)

Reward:

No matter how the final fights went, (depending of course, how well you did or didn't do), you ended up defeating all of these commanders and their alliance once and for all. With their forces out of the picture as befitting your style, the enemy commanders all await what

happens next with you, Jumper. Be it either mercy or something else deemed ‘appropriate’ altogether…...You have won. And for that, you deserve the spoils of your victory.

The first reward given is a ‘Special Perk’ called “***Against All Odds***”, which massively boosts all forms of offensive and defensive matters across the board for yourself, your allies and companions, and any army you personally lead. It also scales in power the more opposition you face, especially if you face multiple factions or armies at one time AND if their combined forces manage to outnumber your own. It may sound like it makes the impossible actually be possible, but you still need to pull it off with whatever constitutes' blood and sweat’ for yourself, Jumper. After all, you got to prove the odds were wrong…

The second reward is perhaps the most extensive reward of the bunch. Quite simply, whether all opposing forces led by the enemy commanders were killed, slain, or wiped from existence somehow…

...All of them, even the ones that didn’t end up in a grim fate, are now under your command. Every man, machine, critter (and Infected) are going to be at their peak performance as befitting who they are. And even then, if the Jumper would wish to push them further, they can go further than what they normally could.

If in the case you wish to not face leading everyone, you can instead opt to pick who or whomever you want and leave the rest to act in whatever roles you deem fit outside of being soldiers or for combat. And as a bonus if you were able to show mercy, the enemy commanders you defeated can also be recruited, with a mutual understanding that suits your authority or roles in the second chance you may be giving them.

The last reward is very simple, yet also useful. All of the resources used in defeating and those used by the enemy forces you defeated, be it fully functional weapons, armor, ammo or the full quantitative raw materials (of every kind) that were used, are now in your possession to do as whatever fits your fancy.

After all, you proved that no matter who dares to strike your ‘Nation’, they will know you will never give up, despite the odds they believe are in their favor.

Notes & Changelog

Version 5.75:

-Added Arena Nations & Strike Nations Scenarios with Rewards

-Added Spiderwasp Nest as a Location

-Quality Of Life Changes

Version 5.50:

-Perk And Gear Clarifications/Additions

--All Roles are Free, New Discounts with Builder, Veteran, and Commander

--Outdated Effectiveness is now Relical Effectiveness

-New Location: Eastern Wastes

-New Companion: Mysterious Technician Robin

-Typo and Grammar Fixes

Version 4.75:

-Added **Heart Of Ocean** DLC Section

-Added Scenarios Section

-Updated Functionality with FutureJumps

-Misc Changes

Version 3.5:

-Added **The Sky Life** DLC Section

Version 2.5:

-Replaced **Imperial Citizens/Soldiers** Origin with **Alteria Imperial**.

-Added **Resistance Status, Natural Resistance, Artificial Resistance, Flowing Like The Wind, and Blue Wolf Braver Perks**

-Added **Imperial Exotic Equipment, Super/Mega Tank, Raider Expert Equipment, Silver Explosive Equipment Gear**

-Added **Rusty Metal and Angry Animals Drawbacks**

-Changed Format and added Pictures.

-Fixed Errors.

Version 1.5:

-Fixed small typos and mistakes.

-Added in the Infected DLC Section.

Version 1.0:

-Jump was constructed and made.

Misc Notes/Resources/Setting Info

For anyone looking to get help in seeing and taking notes of everything having to do with Battle Nations, please check out this place:

https://battlenations.fandom.com/wiki/Battle_Nations_Wiki.

It should help cover the bases and explain as much as it can and also be further insight into what the Jump currently has based on Version 1.0

Here are the specific Notes for the Jump, to go into more specific details and fanwank answers for possible questions in the future.

Roles

Builder Role:

Check on the following links for what would be general stuff for:

Housing: ***https://battlenations.fandom.com/wiki/Template:HousingBox***

Military/Healing Structures: ***https://battlenations.fandom.com/wiki/Template:MilitaryBox***

Resources: ***https://battlenations.fandom.com/wiki/Template:ResourcesBox***

Decorations: ***https://battlenations.fandom.com/wiki/Template:DecorationBox***

Tradesmen Role:

Shops**:** *https://battlenations.fandom.com/wiki/Template:ShopsBox*

Note on Demand and Types: There are 7 Types. They are ***Food, Tools, Meat, Drink, Spices, Goods, and Security***. Link below has more in-depth detail.

-https://battlenations.fandom.com/wiki/Demand

Veteran Role: For the Backgrounds in terms of getting the Role in Context of Drop Ins, Imperial Citizens/Soldiers, Raiders, and Silver Wolves.

Drop Ins and Imperial Citizens: Their Training Range consists of everything in between from ***Trooper to Ranger (https://battlenations.fandom.com/wiki/Units#Barracks)***

Imperial Soldiers: Range is from ***Ranger to Veteran***

Raiders: Range is from ***Warrior to Skirmisher (https://battlenations.fandom.com/wiki/Units#Raider_Training_Camp/-/ https://battlenations.fandom.com/wiki/Raiders)***

Silver Wolves: Range is from ***Wolf Defender to Wolf Golden Eagle (https://battlenations.fandom.com/wiki/Units#Mercenary_Vault/-/https://battlenations.fandom.com/wiki/Silver_Wolves***

Perks

-Resistance Types: As discussed on closer to the top of the Doc, there are ***Fire, Piercing, Explosive, and Crushing*** as Damage Types. You can check the wiki on seeing which Units and Vehicles have which kind of resistances to those 4 types.

There is also a 5th Damage Type called ***Cold***, though both Resistance Perks will not cover this Damage Type for now. Maybe in a future update, along with the remaining Damage Types left to discuss.

-Nanopods & You Perk: To come out and say it, the info provided in this Perk is total fanwank. If you can come up with something better for those glowing Nanopods, go ahead.

Companions

-The Wimp Companion: Sorry for the lack of details in the Companion Option up above. The Wimp is a traininable Imperial Unit in Battle Nations. The Unit itself looks to be a rather small and weak looking person in clothes that clearly do not fit them at all and their only attack at first is to fire off three shots without any real strong effort to keep the rifle steady.

So why is this fellow worth 400 CP with how weak he seems? Well, in Battle Nations, a Unit can be promoted to have better stats and even gain new attacks. The Wimp here does get that at R6, or Rank 6, which means he gets access to the “Pick Me Up/Juice” attacks. These

normally do about 230-245 Damage, plus 50% Armor Piercing, on top of having high crits against Soldiers…

...Read more into the Wimp, if you want more details beyond these ones.

-https://battlenations.fandom.com/wiki/The_Wimp

-Robin Companion: To explain their origin, this companion is based off the encounters of the "Mystery Troops" encountered in the game in earlier versions of the game. These would later be the "Laser Technician Units" and also in the game's story, the hidden group belonging to an Imperial Research Facility called '**Installation 17'** in the Eastern Wastes.

Infected DLC

Information (Class/Types): *https://battlenations.fandom.com/wiki/The_Infected*

Black Nanopod Modification / Injection Test Facility Buildings:

-https://battlenations.fandom.com/wiki/Infection_Test_Facility

-https://battlenations.fandom.com/wiki/Black_Nanopod_Facility

Black Nanopod Modification Facility: Otherwise known as the Black Nanopod Facility. For note, the structure in-game allows you to make traps for Infected and make Nanopods out of Black Nanopods.

There was a "Cure" made in one quest, but all that did was make a Creeper into a Hunter. So as far as this Jump is concerned, you **CAN** make an **ACTUAL** Cure with this Facility.

Injection Test Facility: Otherwise known as the Infection Test Facility. For note on this part, the in-game structure took only viable Infection candidates (which were only usually Imperial Units at first) and would take 8 hours to get an Infected unit.

Here on this Jump, it only takes an hour and you can actively decide which Class and Type you'll get based on a case by case basis. That said, a good suggestion on how to work in managing the Black Nanopods being used in the process if you want to is provided below..

Determining the cost as far as the "Class" of Infected could be 1 Black Nanopod per Tier (or more) as it goes from Proto to Apex. For example, if you go straight to Apex, that will cost 5 Black Nanopods because you started with Proto and upgraded 4 times into Apex.

As for "Types", a good rule of thumb of how extensive the mutations go would relate to how many Black Nanopods are being used. For example, a Creeper is low in power due to the fact it only really has claws on their hands. That would mean like it would cost 1 or 2 Black Nanopods.

As for something like a Colossus, given that it has armor, on top of its more bulky and powerful physique, a good estimate would be from 5 to 10 Black Nanopods. The rest of the Types should generally go around 2 to 9, depending on how you want to scale it.

(Keep in mind, this is just a suggestion. And if you have a mathematical formula or idea that can replace this, please notify me if you can.)

Infection Type: Flyers are not the official name of the flying Infected. Their actual names are Hunters. I made sure to change them to reflect and avoid confusion with the Zombie Hunter, which is a different thing altogether in this DLC.

Black Nanopods: Much like Nanopods, we don't know how these fully work or how they got made. But we do know for sure that the Infected will drop these after battles with them. So fanwank if you want in case you want to try to make sense of these things and their normal counterparts.

The Sky Life DLC

Air Units: A lot of Air units take damage from Crushing-type damage, with one notable attack is a crushing attack from the "Zoey's Trebuchet" Unit. So if you have a way to justify a Crushing type attack, go ahead. Just don't expect Wimps to Hulk Jump and smack down planes with their meaty, juiced arms.

Air Units/Related Info:

-https://battlenations.fandom.com/wiki/Template:SPbox

-https://battlenations.fandom.com/wiki/Template:BossDropBox

Eagle's Den and SW-18 Destroyer: Total fanwank, but did try to match the themes and talents shown in the Raider and Silver Wolf Perks. If you can come up with more ideas for experimental aircraft or equipment, do keep the price of 300 CP to them as best you can. If not, then well…

...Not much to say.

Scenarios

Bosses: Yes, the bosses do exist in the game. They were main pains in the neck for many players of Battle Nations. And their 'Exclusive Units', depending on who the Boss was… ...Were very much meta-breaking in PvP when that came out.

-https://battlenations.fandom.com/wiki/Template:RDbox (Look here to find the Bosses/Exclusive Units)

Arena: Yeah, the game has the Arena Battlezone as a grid with 13 Squares arranged in an 3x5 arrangement, with the third row missing the 'corners' on the west and east. And as for the 'Fighters' requirement…

...Please finagle or fanwank responsibly. Especially in the case of using Air or Navy Units.

-https://battlenations.fandom.com/wiki/Template:ArenaChallengeBox (For the Monger and Codename Unit Stats and Info.)



Grid Example

Strikes: As for the origin of this one, these were originally Boss Strikes. If Boss Rush is making a ‘team’ for fighting bosses and Arena was made for making a ‘team’ against other players in the game…

...Then Boss Strikes were making a ‘team’ against waves of enemies, usually around 3 to 5 waves full of specific arrangements and units.

The enemy commanders of Lt. Dorian, Sergeant Ludlow, Evaline Acehart, Shaman Kuros, Raptor Tamer Yuzul, Enforcer Shrow, and Dr. Vogel aren’t actual (story) characters in the game. Just names and artwork to associate for the Boss Strike in particular. Though they DO have some basis on what they would theoretically work on (and even then, if you got them in the Scenario Reward...Fanwank or Finagle how they act accordingly or go nuts as a last resort.)

Themes/Focus:

Lt. Dorian - Rebel Army, No specific focus. All-Rounder.

Sergeant Ludlow - Rebel Army, Vehicle and Defensive Structures Focus

Evaline Acehart - Rebel Army, Air Units Focus

Shaman Kuros - Raiders, No specific focus, All-Rounder

Raptor Tamer Yuzul - Raiders, Critter Focus

Enforcer Shrow - Silver Wolves, All-Rounder

Dr. Vogel - Silver Wolves, Ancient Tech Focus

As for all of their forces, up to you if you count them all collectively as a Follower or Companion slot… ...Though that's just a suggestion at best.

Misc Section

A massive thanks to **Silentcrypt** on Reddit's R/JumpChain, for providing the inspiration and a possible format idea to use for Google Docs. And an extended thank you for whoever shared this Jump out there in the past.

I know I've been posting ***these updated versions a lot of times*** and ***seen them get taken down***, but I do it because ***I thought no one else*** would make a Jump Doc for this obscure game. And it may not mean much to you out there reading this, but ***it was a game*** that impacted my life to a ***very significant degree***.

And for anyone out there that is a '***Battle Nations Fan***' or wants to become one, thank you for taking your time to read this Jump Doc. This game meant a lot to people back when it was online and running. But it may come back one day… ...

-Signed, *MarkMartinMagmaM3/Triple-M*

Future Work Checklist

DLC 1: Infected (Complete)

DLC 2: The Sky Life (Complete)

DLC 3: Heart Of Ocean (Completed)

Scenario 1: Boss Rush Nations (Completed)

Revamp III: Completed

Scenario 2: Arena Nations (Completed)

Scenario 3: Strike Nations (Completed)