

KILLZONE

In the year 2055, mankind waged war against one another once more, this time over the resources of the world, resources that had diminished over the course of mankind's long and bloody history. For nearly five long years, war ravaged the Earth as nuclear weapons were launched, condemning the world into a state far beyond repair.

When the war was over, when the dust had cleared, it was clear to all who survived what had to be done in order for mankind to live and for society itself to continue on. And so, mankind took to the stars.

For man to live on, new worlds had to be colonized and so a coalition, one made from the richest governments and companies, was formed from the ashes of the old world. Known as the United Colonial Nations, they began their plans for the future. By 2095, ships filled to the brim with a colony's worth of people were sent out into the stars, ready to colonize worlds for the future of all mankind.

By the year 2128, the colony ships of the Helghan Corporation had arrived at Alpha Centauri. The first planet they found was rich in resources but deemed inhabitable due to the storms and dust ravaging the surface. They named the planet Helghan after their corporation and many of the colonists left it behind in search of greener pastures, leaving only an orbital space station and a few facilities on the surface to extract the resources within.

In 2129, the rest of the colonists finally reached a planet worth living on, a veritable Garden of Eden. They named the planet Vekta, in honor of the CEO of the Helghast Corporation.

As time passed, it became clear that handling the colonies was going to be a difficult affair. And so, in order to administer and safeguard the new colonies, the UCN created the Interplanetary Strategic Alliance, a military organization that partnered with the colonies to better protect them.

And so for a time, mankind entered a new golden age of growth and prosperity. Unfortunately, this could not last and by the year 2199, the First Extrasolar War began over conflicts between Helghan and the UCN. This was not a war the Helghan could win.

Now, over a hundred years later, the Helghan people, now known as the Helghast have taken charge of Helghan. The Second Extrasolar War is about to begin.

You will be dropped off in this world on the first day of the year 2357. Now, before you go, take this. I'm sure it will be useful.

+1000 CP

BACKGROUND

You will be free to choose your own gender and age before your arrival.



DROP-IN

You know the drill. You'll be arriving in this universe with no background and no memories to help you out. It's up to you how you want to spend time here.

You could join the ISA, the Helghast or just stay independent. You have a lot of options after all.

SOLDIER



"The soldier does not speak. The soldier acts and that is why it is the soldier who wins the war."

You are a soldier and you are well-versed in the art of war, whether it be as a commander or on the frontlines. With war on the horizon, we will see how good you truly are.



SCIENTIST

Over the course of mankind's illustrious history, mankind's knowledge and understanding of science has grown by leaps and bounds. And as a scientist, you can see what will happen next.

With the tensions high, it is clear that science will leap forward once more. But will it be worth it?

POLITICIAN



Politics is a profession that has existed almost as long as human history itself. It is a deadly game, fortunately, you are quite the adept.

Now however, your skills will be put to the test as the dangers of politics rise ever higher in these uncertain times.

FACTION

INDEPENDENT

Even in times like this, there will always be people who wish to remain separate, uninvolved in the war. At the very least, they do not wish to be tied down to one side or the other, especially when a war is brewing.

You are one such person. You've decided not to ally yourself with the ISA or the Helghan Empire. Perhaps you're a mercenary for hire or maybe just someone looking for their fortune in these troubled times.

Regardless, it is best for you to prepare. Even the uninvolved can be burnt by the fires of war.





INTERPLANETARY STRATEGIC ALLIANCE

The ISA has existed since 2133 and it has performed its duties admirably ever since. As a proud member of the ISA, it is your responsibility to uphold that tradition.

With tensions between the Helghan Empire and the ISA heating up, it is clear that war is inching closer and closer to Alpha Centauri. Sooner or later, you will be involved in war.

Unlike the rest of your people, you should be well aware that this is no time for complacency. If history has shown you anything, the coming war will be far worse than the last.

HELGHAN EMPIRE

For decades, Helghan has suffered underneath the tyrannical oppression of the ISA and the UCN, her people pushed to the brink. No more! Helghan will suffer underneath their tyranny no more! Helghan shall fight back!

You are a proud child of Helghan and you will gladly fight for your homeland, fight for a future where the Helghan Empire is beaten down no longer. With your comrades at arms, Helghan shall strike the fires of war and be free from the tyranny of oppression.

Helghan shall stand triumphant!



LOCATION

You may freely decide your starting location or you may roll for it to receive +100 CP.

VEKTA CITY



The capital of Vekta and its largest city, this metropolis was founded by the Helghan Corporation and named after its CEO, Philip Vekta. Built to connect Vekta's two largest landmasses, the city has grown over the years and now, this veritable metropolis home to over 150 million people.

As the capital of Vekta, this place is a tourist trap as much as it is a home for the Vektans. There is plenty for you to do here and many places to explore.



PYRRHUS DEEP

The capital of Helghan and its largest city, Pyrrhus Deep, otherwise referred to as simply Pyrrhus, is one of the few cities dotting the surface of the Helghan. Boasting a population of around 12 million people, Pyrrhus is not a very pretty sight.

Run-down housing complexes dot the cityscape alongside a vast stretch of slums and factories. Despite this, there are many secrets to be discovered here. Just make sure you can fit in. Helghan isn't too kind to outsiders.

SD DEFENSE NETWORK



Built by ISA Alpha Centauri, the SD Defense Network is a series of space facilities high above the surface of planet Vekta. The network is tasked with the duty of guarding the planet below from Helghan aggression and was built as a less expensive alternative to maintaining the ISA Navy.

Because of this, there are a few who see the defense network as nothing more than a showpiece. Nevertheless, the network has done its duty admirably for over fifty years.



STAHL ARMS – DEEP SOUTH

Located deep within the artic regions of Helghan, this factory serves as the main headquarters for Stahl Arms, the largest Helghan corporation and responsible for producing the bulk of the weaponry for the Helghast Empire.

Primarily a weapons research and development center, this place holds a tremendous amount of experimental weaponry and other secrets. Just keep in mind that this place is packed to the brim with Helghan armed forces.

DIORTEM

Located in Southern Vekta, Diortem is its crowning jewel. Diortem is truly a wondrous place, one treasured by the Vektans for its beauty and splendor. Of course, every city holds secrets and not all of those secrets are as wondrous to behold as Diortem itself.

As a place dedicated to the growth of knowledge and technology, is it any wonder that rumors of weapons testing are prevalent within the city.





SULJEVA VILLAGE

A small settlement, no more than a thousand people, that can be found deep within the Maelstra Barrens. Many refineries and factories dot the village itself and more than a fair few of them have reclaimed by Helghan sandstorms.

The people of this small village are mostly miners employed by the Helghan Empire, working in one of the many refineries near the settlement. They share one thing in common with each other. They are brave sons and daughters of Helghan and they are ferociously loyal to the Helghan Empire.

VSA HEADQUARTERS

Constructed in 2344, the VSA Headquarters is a skyscraper towering 73 stories high into the air. For now, the building serves no purpose other than to serve as a monument of Vektan might.

In case of attack however, the building can serve as a worthy defense. Capable of withstanding an 8.0 earthquake and a 1 kiloton explosion and housing a thousand people for two years, should the worst occur, this monument shall stay standing.





KAZNAN JUNGLE

Helghan is truly an alien planet and no other place on the planet demonstrates that more than the Kaznan Jungle. The environment here more closely resembles the bottom of an ocean then the forests that once covered the Earth.

Even the plants that dot this jungle are hostile, easily capable of snuffing out human life should mistakes be made. This place is a testament to the enduring nature of the Helghasts. If they could conquer this harsh jungle, they could conquer anything.

PERKS/ABILITIES

Perks are discounted to their respective backgrounds/factions. Discounted 100 CP perks are free.

PERKS: INDEPENDENT



Half-Breed [100 CP]

Despite the bloody history and heightening tensions between the Helghasts and the Vektans, love can find a way. You are the product of one such union.

As a half-breed, you hold the same advantages of both Vektans and Helghasts but not to the same extent. Perhaps if there were more like you, this war would not come to fruition.

Playing Both Sides [200 CP]

The tricky part about being independent is that, sooner or later, you will be caught in the crossfire. War is like that. It doesn't care whether your involved or not. You'll suffer either way.

At least, that's how war is normally supposed to work. But you're not like other people. You're special.

Now, so long as you aren't involved in any side of a war or conflict, you'll never be dragged into it or be involved in anyway. You need not fear war anymore. Of course, this only applies for as long as you have not publicly chosen a side. If you have, you can say goodbye to this protection.

Sought After [400 CP]

War, despite its brutality, provides many opportunities for growth. It provides these opportunities to many but those who are truly skilled are often the most sought after, by one side or the other. Much like the skilled, you find yourself wanted by many factions. They'll offer you quite a bit in order to get you to join their side, even if you haven't actually shown anything noteworthy. When you do perform something of note, they'll start offering you even more. Even if you're on the opposing side, they'll still try to make offers to you, even in the midst of battle, their efforts to kill you weakened while they make their offers.

You may turn this perk off if you wish.

The Business of War [600 CP]

Just because you're an independent doesn't mean you can't take advantage of any of the ongoings wars or conflicts in the universe. As such, you've learned how to more than survive in times like these. You've learned to thrive.

You are a master in the art of war profiteering. You know how to handle and operate the black market like you've dealt with it your whole life, you know how to hide from the government and their wanderings, and most importantly, you know how to make a wondrous profit.

So long as it pertains to the criminal underground, you are a master at it.

PERKS: INTERPLANETARY STRATEGIC ALLIANCE



Vektan [100 CP]

You were born and raised on Vekta and it shows. There may not be much of a physical difference between you and ordinary humans but there are differences all the same.

Compared to the average human, you are calmer, more patient, more strategic, and generally smarter. These traits of yours are what allowed your people to thrive far away from the rest of humanity.

Fighting Raiders [200 CP]

Guerilla warfare is a tried and true tactic across all of human history. After all, if someone finds themselves in the backfoot, they can't exactly be expected to fight normally if they want to survive, let alone win. As such, much like Vektan soldiers, you are quite an expert in this sort of battle.

You know how to hide amongst jungle bushes, concrete towers and many more. You're also adept at spotting the weaknesses of any group you come across, allowing you to best exploit your advantages over them and weaken their structure. If you get good enough, you could very well learn how to fight a one-man war.

Forming Raiders [400 CP]

You can't do everything by your lonesome. Humanity is well aware of this problem and as such, have solutions for it. Mankind formed organizations, ones dedicated to their mission so that civilization itself would not come undone beneath its own overbearing weight and pressure.

You have the same ability to successfully create such organizations along with the ability to lead them. You'll have no problem finding the funding necessary to form and maintain it along with the necessary people needed for said organizations. When all is said and done, the organizations you create will last practically forever. Only a dedicated scheme against them could truly erase them.

Operation Archangel [600 CP]

Even if you didn't start the fight, you're gonna be damn sure that you're gonna finish it.

This is a philosophy the people of Vekta held and it is a philosophy that would come to light after the Helghast Empire's invasion of Vekta. You hold this very same philosophy.

Should you ever be the victim of a battle you did not initiate, your response will become far more powerful and devasting than it would originally be. At the very minimum, you and any organizations under you will be half again more powerful than before and this will only grow the more damage is done in the initial attack. This boost will not last long, vanishing in about a month. Make them regret not killing you the first chance they had.

PERKS: HELGHAN EMPIRE

Helghast [100 CP]



You are not human. You are a Helghast, a descendant of the colonists of Helghan after their disastrous loss in the First Extrasolar War. In appearance, you are not so different from the ordinary humans, bar the unusually pale skin.

But when it comes to the physical, the difference becomes quite clear. You are stronger, faster, and more enduring than a human. You are capable of surviving Helghan's environment, both pollution and radiation, with barely any protection.

Duty. Obedience. Loyalty [200 CP]

The Helghan Empire may have been the dream of one man in particular, but it could not have been born by his hand alone. The Helghan Empire rose because of its people, people who worked together to overcome all odds, to build a society on a world that mere humans could never endure.

Now, you bear the same trait that the Helghasts possessed that allowed them to rise above humanity. You stand united with all those you call allies. You work with all your allies as if you have known and worked with them for decades.

When you stand united, there is nothing you and your people cannot do.

Changed by the World [400 CP]

When people first settled on Helghan, countless settlers died due to the dangerous and hostile nature of the planet, as if the world itself was rejecting them. In time, however, the settlers adapted to their environment and became proper people of Helghan. They grew stronger, until eventually, they became the Helghasts, the proud children of Helghan.

Now, you too will adapt to wherever you go. If you could survive in an environment for at least a week, your body will start adapting to said environment, developing traits that would make you suited to it. By the end of the week, your body would be perfectly suited to your new surroundings. It's time for you to make the best of it.

The Visions He Showed Me [600 CP]

Traitor. It is a dirty word. It means one who has betrayed their own, be it their friends, their country, or their principles. Traitors are hated by those they betrayed, as it should be. To break one's trust is truly a vile deed. And yet, traitors are very, very useful tools, especially those higher up in the chain of command.

As such, you've learned how to turn people into traitors. If given the chance to have some one-on-one time with anyone, you'll figure out just what you need to do and say to convince them to betray their people and side with you. Some will be easy to turn, others may take you years, maybe even decades, but eventually, there will be no one you cannot turn to your side.

PERKS: DROP-IN

PMC Woes [100 CP]

Without an identity or a background, it can be difficult to find ways to make a living. Most jobs offered to people without a background are usually illegal, not worth it, or both.

It's a good thing then that you don't have that problem. Now, whenever you're looking or applying for a job, background checks are no longer required. Those things are only for other people, not you. No one will care if you have a background or not. All that matters is that you can do the job.

Not only that, it's even easier for you to find the jobs that you prefer and get hired for them. It's as if the requirements for the job were loosened just for you.

Shadow Marshal [200 CP]

The Shadow Marshals are the covert assassins and special operatives trained and employed by the ISA. They are one of the two separate divisions of the ISA Special Forces, specializing in assassination and sabotage.

Now, you have all the skills necessary to become one of the Shadow Marshals. Your stealth is practically unmatched, letting you infiltrate even the most heavily guarded of locations. Once you do so, you'll also be able to quickly learn which areas are most vulnerable to sabotage and the people most vulnerable to assassination. Anyone would be lucky to have you on their team.

"But when has that ever stopped us before?" [400 CP]

Resilient. That would be one word to describe you. You have to be if you want to be a proper soldier. After all, a soldier will find themselves in places or situations where help from others is practically non-existent.

Even when all hope seems lost, you can and will keep on fighting. You could be fighting on your own for months on end and yet, the thought of giving up, of surrendering, would not even cross your mind. This trait of yours even spreads to those who follow you, making sure they too will be able to keep on fighting to the bitter end.

One Crazy Son of a Bitch [600 CP]

When bullets are flying all around you, when your friends and allies are dropping one by one, and when all hope seems lost, the crazier plans start to look more and more appealing with every passing second. In any other case, these plans would be insane, practically suicide.

But not for you. Now, you're quite a bit luckier. Bullets miss you by mere inches, explosions just push you away instead of maiming you, and more. This luck isn't perfect and enough focus against you will overcome it. But this isn't the main focus.

Against overwhelming odds, your plans will now always have a chance to succeed, no matter how crazy. It may be a fraction of a fraction of a percent but there is always a chance for you.

PERKS: SOLDIER

The Dress Code [100 CP]

It is the foundation of discipline. What is a building without a foundation? A failure doomed to collapse. And you are no failure.

You are a true and proper soldier, capable of fitting into any army, in this world or the next. You will always know the rules you need to follow, how you would be expected to act, and how you should face the army's foes.

You may not always stand out but rest assured. You will always be at better than the average soldier of whatever army you become part of.

Brutal Melee [200 CP]

A soldier should never be caught fighting their foes in melee. But what should be is very different from what is. Sooner or later, you will have to engage in melee, whether through your own will or that of others. That is why you have training for occasions such as this.

Now, whenever you face anything in melee, you will have an instinctual knowledge of all their physical weak spots and what types of attacks would be best suited for them. Even after disengaging from melee, you'll retain all the knowledge you've gained from your close encounter, ensuring you know how to best put them down.

"What planet do you think you're on?" [400 CP]

There are many deeds that are necessary in order to win a war. These deeds may be brutal, horrific, or unforgiving, and yet these deeds are necessary all the same. But, after the war, the people are so quick to condemn these acts, to declare them unnecessary, to punish those who committed them, regardless of their reasons, calling such acts war crimes.

That is no longer the case for you. Whenever you commit such acts of brutality and violence, people will no longer judge you for it, if those acts were necessary, if they even find out about them, given your skill in hiding such deeds. You will also find that such desperate and violent acts become more effective when you commit them, as if universe itself is on your side.

Teachings of Radec [600 CP]

A good soldier is one who others can rely on, one who can be trusted when the time is right. And yet, an army does not merely rely on good soldiers. An army needs great soldiers, those who can turn people into good soldiers and beyond. And you? You are a great soldier indeed.

You now have the ability to teach people any of your skills and abilities, regardless of their pesky requirements. By teaching them for around a year or so, you will be able to earn their undying loyalty. They will follow you to the depths of hell and beyond, even if you were to execute them for the slightest offenses, such as not following the dress code.

PERKS: SCIENTIST

Well-Educated [100 CP]

You've spent a long time studying and you have plenty to show for that time. Choose one subject or field. You now have a PhD's worth of knowledge in that field, proof of the years of study you've committed in that subject.

In the beginning of future Jumps, you will be able to choose another subject for you to earn a PhD's worth of knowledge in, further proof of your well-educated mind.

Mass Production [200 CP]

What use are prototypes if they cannot be reproduced? No matter how powerful it is, a single prototype cannot win a war. Sooner or later, the prototype will fall, whether it be in battle or through simple mechanical failures. Thankfully, you no longer need to worry about that.

Anything you own or create can now be mass produced, the processes involved in their creation now capable of being automated, regardless of what they were before. The only problem you'll have is setting up the infrastructure required to do so.

Bring to war the power of your creations. Show them that you wield more than mere prototypes.

Killzone Engineering [400 CP]

The technology in this universe is truly fascinating. Spaceships spanning over a kilometer in length, turrets capable of striking down said spaceships from planet side, and so much more. Even now, new inventions are being created with every passing day, to be used by citizens and soldiers alike.

Now, you have access to all that technology at your fingertips. You will know how to build such devasting weapons, such capable spaceships and so many more. Every piece of technology in this universe is known to you. You only have to build them.

The Brightest Mind [600 CP]

To call you intelligent would be a massive understatement. You are more than just intelligent. You are one worthy of being called the brightest mind of Vekta, maybe even in the entirety of humanity's colonies.

Your intelligence has allowed you to learn far faster than others, learning in mere weeks what would take other people years, both in knowledge and in skill. You are also quite capable of applying what you've learned and combining them with each other with ease.

In time, you will be able to use all that you know to bring about creations far beyond any other.

PERKS: POLITICIAN

Hidden Secrets [100 CP]

Scandals are the bane of every politician. Depending on the severity of the scandal, they can absolutely be used to ruin one's career. While scandals can be caused by many things, an all too common cause for career-ruining scandals are secrets, especially secrets hidden from the public view for far too long.

Luckily for you, you don't have any problems keeping your secrets hidden. You know how to keep them hidden in such a way that they will never be revealed unless you do it yourself or there is a protracted months-long effort to reveal them. And should your secrets be only days away from being revealed, you will always have an opportunity to stop the attempt.

Blackmail [200 CP]

As said before, scandals are a politician's worst nightmare. And while you hopefully won't have to worry much about those, you can make sure that your enemies will.

You have the uncanny ability to, in the span of a single conversation, figure out whether a person has secrets. Once you know they have secrets, you'll be able to figure out ways to find those secrets and use them however you please. It might take you years for some secrets but rest assured. No one can ever keep secrets from you anymore.

Eternally Loving Father [400 CP]

If one wishes to excel in the deadly game that is politics, they must do more than merely face off against their fellow politicians. They must face the public as well. Politicians spend millions to endear themselves to the public eye and even then, they aren't always successful.

Not for you. The public absolutely adores you. They love you and any action you take is generally seen in a positive light. The public will even be quite forgiving of your faults and mistakes. Of course, this adoration is not absolute. A terrible enough crime or betrayal will drive them away from you. Nevertheless, with the public on your side, perhaps you could form an empire of your own one day.

The Equal of Visari [600 CP]

Scolar Visari is a man with **presence**, **charisma**, and the skill to use them in order to gather a following of over a billion people. Without him, the Helghan Empire would have never been formed. And you can rightfully be called his equal.

You possess the same qualities that made Visari a hero amongst his people. With only your words and your presence, you could invigorate over a billion people and create a new nation, a nation where you are the supreme leader and they are loyal to you above all else. You will have all the skills necessary to lead such a nation and such is your greatness that even long after you are gone, they will follow the tenets and principles you left behind.

ITEMS/EQUIPMENT

Items are discounted to their respective backgrounds/factions. Discounted 100 CP items are free. Any lost items will be returned by the end of the month unless otherwise stated. Damaged items will be repaired at the end of the day.

ITEMS: INDEPENDENT

VAN-Guard [100 CP]

People need ways to stay in touch and this nifty little device will help you do just that. Mounted on your wrist, this device is capable of acting as a video communicator, even across interplanetary distances. You'll never be out of touch from your companions with this by your side, especially when your version is practically indestructible and can never run out of power.

Of course, that isn't the only function this device has. The VAN-Guard is capable of accessing computers, letting you hack into them and it functions as a control for any other devices you may possess, allowing you to pilot them remotely. This is, all in all, a very useful communicator.

Mercenary Arsenal [200 CP]

Being a mercenary takes a lot of work, especially when you work solo. In that case, you have to be responsible for your equipment, spending your own hard-earned cash so that you can actually make a living. It's almost enough to make you want to quit.

That's why you have this. You are now the proud owner of an arsenal of weaponry large enough to equip a dozen soldiers. The weapons might not be anything special but that isn't the best part. The best parts are the horde of drones you have at your disposal and the ammo box. The ammo box can even provide infinite ammunition for any weapons you possess.

Blackjack Armories [400 CP]

To be a successful independent, you need to be well-armed and well-informed. Missing either one of these qualities is practically a death sentence. Thankfully, you have a way to fulfill both these conditions. You have the contact information of your favorite arms dealer, Blackjack.

Through Blackjack, you will be able to purchase various pieces of equipment from all the worlds you've been to. Rarer items aren't always going to be available and they will be very expensive. In regard to information, Blackjack will be able to sell you insider information, obtained from deep within secret organizations, and he'll even provide you with free info every few weeks or so.

Jumper's PMC [600 CP]

There comes a point in time where a mercenary will find themselves tired of fighting or just want to do something else for a time. In such instances, the mercenaries can either retire from the business or outsource their work to others. By buying this, it's clear what option you chose.

You are now the proud owner of a private military company of your own. For now, the company has employed a thousand soldiers, each of them trained by the UCN to the best of their capabilities. The PMC will follow you into future Jumps, its members bolstered by a thousand for each Jump, each member worthy of being in the highest echelon of soldiers from their worlds.

ITEMS: INTERPLANETARY STRATEGIC ALLIANCE

The Porcupine [100 CP]

This here is a prototype weapon created by the ISA. And this is a very useful weapon indeed, capable of being used in almost any situation. What it actually is a portable homing rocket launcher, one small enough that it can be comfortably mounted on your shoulder. It'll barely even take up space.

In combat, the missile launcher will automatically lock to any targets on sight and, upon your command, it will fire off. This makes it quite a good anti-aircraft weapon, capable of bringing down helicraft and drones alike. Of course, it'll be just as effective on infantry. As a bonus, this version of the Porcupine has unlimited ammunition, regardless of what missiles you put in.

X3-JMR [200 CP]

This device is interesting indeed. Used by independents, ISA, and Helghasts alike, this device is something very useful to all of them. This device is a deployable electronics jammer that can function anywhere.

All you have to do is to plop it down and activate it. Once activated, it'll stop your enemies' electronic communication, reveal any cloaked enemies, shut down all of your enemies' autonomous machines, and deactivate any of your enemies' explosives for as long as it's deployed, all in a kilometer radius. Once deployed, the only way to put it down is if you shut it down or it is destroyed. You get a new one every month.

Colony Ship [400 CP]

After the destruction wreaked on Earth, mankind had to leave their world behind and set sail for newer pastures if they were to survive as a species. To do so, they had ships much like the one you now possess.

This ship is very large, capable of holding thousands of people alongside the supplies and machinery they needed, a decade's worth of them to be precise. It might not be very fast, taking a decade to reach the Alpha Centauri System for instance, but it is sturdy and strong, despite its lack of weaponry. Use it well.

Eschaton Virus [600 CP]

Biological warfare has been used by humanity throughout its long history. It is no wonder why even now, viruses are being developed in order to put an end to one's foes.

The Eschaton Virus is one such example of a biological weapon. As a virus, it is highly contagious, spreading through almost any vector, and extremely lethal, causing complete organ shutdown in only seconds. It is estimated that it would only three months for the virus to wipe out over 70% of the Helghan population. Your version of the virus is considerably more useful, and it'll only spread for as long you want it to spread. You won't have to worry about killing any planetary populations by accident.

ITEMS: HELGHAN EMPIRE

Capture Trooper Armor Set [100 CP]

Specializing in melee combat, the Capture Troopers are some of the most capable units in the Helghan Empire. To aid in their specialization, the Capture Troopers are equipped with some of the best armor available to the Helghasts. And so do you.

The armor you now possess is truly great. In terms of defense, it is capable of withstanding sustained fire from assault rifles with nary a scratch, allowing you to perform charges that would be seemingly insane. To help in that endeavor, a blade has also been mounted onto the armor's forearm, one capable of piercing through almost any armor here and coated with poison to ensure even glancing cuts are deadly. No doubt that this will be quite useful.

Arc Weaponry [200 CP]

The Helghan Empire possesses shockingly advanced technology, technology that the rest of humanity find themselves envious of. Chief amongst these technologies is their Arc weaponry.

Powered by Petrusite, Arc weapons are plasma-based weapons that can come in various forms, ranging from hand-held rifles to anti-orbital weapons platforms. And you have now one example of each hand-held Arc weapons available. Each of them has practically infinite ammo, ammunition always appearing in your hands whenever you need to reload.

You also receive the blueprints for all Arc weapons should you need something bigger.

Empire's Academy [400 CP]

The Radec Academy serves as a major icon to the Helghan Empire's military supremacy. It has produced countless soldiers, those soldiers forming the bulk of the Helghast military. Without it, the Helghan Empire could not be the powerhouse that it is today.

It is only fitting then that you also possess an academy of your own. This academy of yours is a place of learning, one where anyone who is being taught learns their lessons far faster than normal, almost triple their normal learning rate. Not only that, the students themselves will start becoming more and more loyal to their teachers the longer they are thought within this facility. Hopefully you can make good use of this.

Petrusite Mine & Refinery [600 CP]

Petrusite is an element formed from a unique form of Higgs Boson molecules. The only place to find such a thing is in Helghan where it can be found deep within the earth. During the early years of Helghan, it was used to provide both Vekta and Helghan with energy. Now, there are rumors of weaponry designed to function on Petrusite.

You now have your very own mine and refinery, both dedicated to the extraction and refining of Petrusite. Every day, they will produce, at minimum, 2,000 tons of refined Petrusite, ready to be used for whatever you wish. You may choose to have them in either your Warehouse or plopped down wherever you wish. You may change this at the beginning of every Jump.

ITEMS: DROP-IN

OWL Drone [100 CP]

Used exclusively by the Shadow Marshals, the OWL Drone is wondrous example of ISA engineering, providing a variety of tactical options to its owner. It can attack anyone in range and can be directed to attack specific targets in particular. It can release an electrical blast that can shut down any electronic devices and stun any foes in range. It can fire off a zipline to help its owner traverse difficult terrain and it can even generate an energy shield that allows your projectiles to go through but fully stops enemy projectiles from hitting you.

It's most impressive feature, however, is its ability to repair itself. Should it be damaged in any way, it will only take it an hour at most to fix itself, regardless of how severe the damage is.

Light Hover Tank [200 CP]

The Helghast Light Hover Tank is a vehicle created by the Helghan Empire for the Helghan Empire. Through one way or another, you've gotten your hands on one such vehicle.

Armed with a 152mm smoothbore cannon alongside a machine gun with an automatic loader, the tank itself can be piloted by one man. It might not be the most heavily armed vehicle on the battlefield but its agility and maneuverability are more than enough to make up for it. A skilled driver could easily face off against a platoon of soldiers and win.

Any damage the vehicle receives will be fixed by the end of the day and it has infinite ammunition, making it an even bigger threat on the battlefield.

Jumper's Black Hand [400 CP]

Within every world you go to, there will be an organization of people. This organization isn't very large, only a few hundred people at best, and is quite decentralized. Despite that, the organization will no doubt be very useful for you for one reason. Loyalty.

This organization is completely loyal to you and your ideals and to best serve you, the organization is specialized in terrorism. The members may not all be specialists or skilled soldiers but most of them are all proper members of society, blending in as proper citizens.

With you at the helm, this organization can quickly grow and become a proper threat to any government you face against.

JSA [600 CP]

Standing for Jumper Security Agency, the JSA is an organization owned and personally run by you. It acts as both an intelligence organization and a security provider, one embedded within a government of your choice at the beginning of every Jump.

With it, you can gather data regarding almost anything through multiple methods, whether it be through your employees or through the surveillance systems. You can do this all legally, to boot. Not only that, the organization is trusted to provide security to the entire government this organization is embedded within. No doubt, a less scrupulous fellow would have interesting ideas how to use this organization.

ITEMS: SOLDIER

Trusty Grenades [100 CP]

Grenades are quite useful to a soldier. After all, they can be used for so many things. You can use them for demolition, for killing people, and many more. It's no wonder then that so many soldiers carry explosives with them whenever they enter the field of battle.

As such, you too now have an arsenal of grenades, one that would be the envy of any soldier. Inside of your Warehouse, you have a container filled with a never-ending supply of grenades, ensuring that you never run out of such useful equipment (The specific grenades are listed below in the Notes).

LS209 Exoskeleton [200 CP]

It's strange how you have this. By all accounts, this vehicle should not even exist in this time. Nevertheless, you still have it and it is a very useful vehicle indeed.

It comes equipped with two weapons, a 70mm rocket launcher for armored targets and a .50 caliber machine gun for infantry targets, along with enough armor to basically shrug off gunfire from over a dozen soldiers. Just keep a close eye on the glass case in front of you when piloting. When it does get damaged, it'll quickly repair itself to full health within the hour.

Your exoskeleton has infinite ammunition and, unlike the version made in the future, does not have any reliability issues. It'll work in almost any environment practically indefinitely.

MAWLR [400 CP]

Standing at a height of 280 meters, the MAWLR is less of a mech and is more akin to a walking battleship. Just the sight of it alone is enough to demoralize entire regiments battle-hardened soldiers, not even taking into account its armament and construction.

With armor capable of shrugging off even the most powerful attacks and an arsenal designed to take on entire battalions of enemy forces, the MAWLR is a force of nature indeed. Even if heavily damaged, the MAWLR will still be able to keep on fighting.

It doesn't matter where your opponents are with this thing by your side. It can traverse through any terrain, even climbing up sheer cliff faces if need be. Your foes cannot escape this machine.

Red Dust [600 CP]

Ever since the creation of nuclear weapons, man has used them against each other, regardless of the consequences. Nuclear weapons were responsible for the devastation wrought upon the Earth, forcing mankind to reach for the stars. And now, there are rumors of experimental nuclear weapons being developed by the ISA.

You have one such weapon. This here is a nuclear weapon designed to produce a tremendous explosion and little radiation yield. In fact, it produces so little radiation, people can go to ground zero only hours after the explosion with little worries regarding radiation sickness. You get one every five years or after every Jump, whichever comes first.

ITEMS: SCIENTIST

M2 Tranquilizer [100 CP]

It isn't always necessary to kill your enemies. Sometimes, it is very much important that some of your enemies be left alive. They might have information you need, or they might be necessary to continue moving onto a heavily guarded area. Regardless, you will need them alive in some form.

This is where this nifty little gun comes in. This gun fires darts laced with a toxin that ensures it will incapacitate anyone you come across. On ordinary humans, it'll knock them out for a couple of minutes. The toxin will become less effective the more durable the target grows but, at bare minimum, it'll always bring them down for a second or so.

Private Security Force [200 CP]

Normally, a scientist should never find themselves involved in a fight, nor should they ever be thrust into the field of battle. Regardless, these events can still occur no matter how many precautions are taken. Which is why you have this.

You have, under your purview, a standing force of soldiers fifty strong. They are all highly trained in the art of war. They would be the elites in any army in this universe. Each of them are equipped with the best equipment publicly available and they are all completely loyal to you, regardless of how you treat them.

Facility Jumper-01 [400 CP]

A proper scientist needs a proper research facility. Where else would they be able to properly conduct research and experiments? And of course, a bigger facility would be able to provide more space and resources for said experiments. That's you why bought this.

Closer to a floating battleship, this facility is perfectly designed to suit your needs as a scientist. The facility will always have the appropriate storage capabilities for anything hazardous you might possess, capable of storing them indefinitely along with some of the most advanced technology this universe has to offer. Should the facility's defense prove inadequate and it becomes damaged, it will fully repair itself over the course of a week

Prototype Cruiser [600 CP]

Mankind has traversed the stars for hundreds of years now. Throughout that time, their technology has only grown and nowhere is it more evident than in the ships they use to sail the endless void.

Spanning over a thousand meters long, this cruiser might perhaps be the most powerful warship ever devised by man. This is a flagship truly meant for you, one who's equal would not be made until years after your arrival. In terms of combat, this battleship possesses energy shielding and a Petrusite Cannon capable of destroying a pair of cruisers in a single shot.

It is not an exaggeration to say that you could take on an entire planet with this and win.

ITEMS: POLITICIAN

Man in Uniform [100 CP]

A politician's image is quite important. A first impression can easily make or break one's career, regardless of the person's actual capabilities. That's why politicians could easily spend thousands, even millions in order to cultivate the proper image for themselves.

You, on the other hand, have something better. You have a uniform, one of your own design, that has a unique property. Anyone who wears it will always leave a good first impression upon others. While wearing it, people will generally judge you less and look more to your positive qualities. This effect isn't absolute, but it will help you get that very important first impression.

Overlord Dropship [200 CP]

Used exclusively by the Helghan Empire, the Overlord Dropship is an unquestionably useful vehicle. It has enough room to carry over a half a dozen fully armed soldiers along with the capability to drop them off quickly and precisely in almost any location, thanks to the ship's rappelling system.

In terms of combat, the ship itself is quite hardy, capable of taking a few direct hits from rockets before going down. To fight back, it is armed with a pair of missile pods and three triple-barreled autocannons, more than enough to take down a platoon of soldiers by its lonesome. No doubt it would serve as proper protection for one like you.

An Autarch's Palace [400 CP]

A proper politician needs a proper palace, wouldn't you agree? After all, it wouldn't do for one of your stature to live in a place unbefitting of your nature and without the adequate protections.

As such, you are now the proud owner of a wondrous palace, one designed according to your tastes and specifications. You will always know every single inch of this palace and should someone ever enter it without your permission, you will always know where the invaders are. While in this palace, your efficiency is vastly improved. Tasks that would have taken you days would now be done in mere hours.

SD Platform [600 CP]

The planet of Vekta is protected, not by an extensive fleet of warships, but rather by a network of space facilities. Of these facilities, the SD Platform is one of the most important parts. It is a large satellite structure that housed several high-powered lasers and it is quite capable of making pinpoint strikes on cities and cutting through UCN ships.

You now have once such satellite in your possession. At the beginning of every Jump, you may freely decide what planet you want your satellite to be orbiting and, until you actually use it, the satellite will remain functionally invisible and intangible to those who are unaware of it.

COMPANIONS

Jumper Squad [FREE/100 CP]



This is a deadly world you're entering. Every corner is fraught with danger and if you're not careful, you could quite easily die. This is not a world you want go into by yourself.

That's why you have the chance to bring along or create three companions for free, each with 800 CP to spend on whatever they wish. If you want to have more companions, just pay 100 CP so you can have eight. They all receive the 800 CP stipend, thankfully.



Jumper's Raiders [FREE/200 CP]

Have you made friends in this universe? Are they willing to come along with you in your journey across dimensions? Do you want to bring them along? If so, this option here is perfect for you.

You can now bring along any of the friends you've made here for free, as long as they are willing to join you. If they aren't willing to join you, you can pay 200 CP to bring them along anyways.

Jumper's Best Friend [100 CP]



Dogs are man's best friend and the same is true for the Helghasts. And now you have one such Helghan dog at your side.

Unlike normal dogs, Helghan dogs are hairless, larger and have a denser musculoskeletal system. Your dog's teeth have been mechanically enhanced, allowing it to bite through steel. The dog also comes with armor and a rebreather that changes with it. Take good care of your dog and it'll take good care of you.

DRAWBACKS

You may take as many drawbacks as you believe you can handle.

From the Very Beginning [+100 CP]

There are many tumultuous and important events across the history of this universe. It would be quite unfair if you could not have a chance to experience those times for yourself.

Now, you do. You may freely decide when to start your Jump from any year before 2357. You will still have to stay until your normal ending date unless other Drawbacks modify it. Be careful about picking a date too far into the past.

To the Very End [+100 CP]

Ten years isn't enough to explore this universe in its entirety. Not even close. Thankfully, you have the option to add more years to your time in this universe.

You may add a hundred more years to your time in this world. Keep in mind that you will not necessarily have a way to actually live that long. So, unless you have some way to stay alive for long, you may not necessarily want to add a hundred years to your time here.

Damn Higs. [+200 CP]

The Helghast people, as a general rule, are not very fond of humanity. And this feeling is very much reciprocated by the Vektans. The upcoming war will only serve to stoke these fires even more.

You are not so different from those people. You hold a burning hatred for either the Helghans or the Vektans. Your reason for such hatred is your own. You could hate them because they wronged you before or you could just hate them for no real reason.

All for Money [+200 CP]

For you, everything has a price. You'd even be willing to sell a virus capable of wiping out the population of an entire planet if it meant that you'd make a quick buck.

What this means for you now is that you can easily be hired by anyone with money to spare. You can try to hide this, but word will eventually get out and you'll be bombarded with missions and offers, offers you will accept if you don't have anyone to stop you from doing so.

Hopefully you have a few good companions that can keep you in line.

Priority Target [+300 CP]

Strange. Through one way or another, you've found yourself becoming a priority target of the Helghast, Vektans, or by the UCN. This will likely not bode well for your future here.

As a priority target, you will be beset upon all sides by people very much willing to kill or capture you. At first, your enemies will merely be grunts and civilians, easy enough to deal with. But as time goes on, the threats you face will only grow in danger. In only five years' time, you'll be facing off against the most skilled soldiers in the galaxy with weapons available only to them. Even wiping out the entire faction won't be enough to stop them. They'll keep coming after you for the duration of your time here. You may purchase this multiple times for each faction.

Rico's Recklessness [+300 CP]

Not all soldiers are paragons of discipline. Whether it is through trauma of some sort or they are naturally that way, there are soldiers that are simply undisciplined. You are one such soldier.

You are, in a word, reckless. You butt heads with your superiors and anyone working along with you. It's either your way or the high way. You might have the same goals as them, but you'll barely work with them even if their plans are better than yours. Only when it is absolutely necessary will you actually show some proper teamwork.

Needless to say, you'll probably won't make too many friends.

Old Age [+400 CP]

Old age comes to us all in time. And sadly for you, it will make its presence all too clear for the duration of your time here. Your body will be wracked with the perils of old age. You will be weaker, slower, more fragile, and more. Diseases that could not have found purchase before will now have a chance to strike back, necessitating proper medication.

All these perils and more will come to you with time only serving to make it worse. In fact, by the last two years of your time here, you will be bedridden, incapable of truly interacting with the world without help. Hopefully you will able to handle it.

Elite [+400 CP/+600 CP]

Upon your arrival here, things are sure to become quite difficult for you. Every enemy you face has become stronger, more durable, and more intelligent. Most foes you encounter will be twice as better as they were before, and you may yet come across those who are four times more powerful than they were before.

For an additional +200 CP, you will be dropped into this harsh universe, reduced to your Body Mod, with nothing from your previous adventures besides your memories and what you have purchased here. Can you handle that?

ENDING

You should know how this goes by now.

Will you stay in this world?

Will you go back home?

Or will you move on to the next world?

The choice is yours.

NOTES

1. Any Warehouse attachments can be plopped down on a reasonable location of your choice at the beginning of every Jump.
2. Trusty Grenades
    a. M194 Fragmentation Grenade
    b. M98 Flash
    c. TR-X Teslite Grenade
    d. M113 PROX
    e. C4 Explosive
    f. VC-G11 Gas
    g. StA-G2 Pyro
    h. Spider Mine
    i. D-charge
3. If the dog from Jumper's Best Friend dies, he or she will come back to you by the end of the week, ready to serve you once more.