General Major Benefactor's Automated Military Supplement



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Good morning jumpers! It would appear it's time again for another supplement! This time, I'm taking you around the facility to ensure greater leeway for your more militaristic needs. From simple mass printing stations, to various cloning arrays, and even some incredibly advanced designer tech, you too can create your own "Instant" army!

To start this supplement off, I'm offering you **1000 points** to spend on this supplement!

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Perks

1. Cloning Reinforcements(Costs: 100 Points):

A simple and rather improved sequence of genetic blueprints that are applied to any new batch of personnel or developing clones you happen to use, mechanical or otherwise. This increases the power of any of your cloned creations by two times and increases their lifespan to the standard of their species by default.

2. Cloning Stability(Costs: 100 Points):

Cloning blueprint stabilization is one of the most important factors for mass production, from simple genetic defects being removed to various limitations placed upon the body during development, none of these plague you while you produce your creations, nor will those whom work for you, or are allied to you.

3. Replication technology(Costs: 100 Points):

Replication Tech is one of the many methods you jumpers utilize to mass produce, copy, and even paste different blueprints and other various creations. With this perk, you now can easily replicate anything you create by twice its efficiency, and only half as much material.

4. Guarded Designs(Costs: 100 Points):

Sometimes it's an easy job to remove the defects and general weaknesses of a design, and other times, it's a pain. For you jumper... No this was easier than breathing. When removing defects and general weak points from your design, you will always find them and know a way to remove them in an efficient

manner.

5. Protected Boxing(Costs: 100 Points):

Sometimes when your creations exit their containment units, they can be underdeveloped or caught up in a firefight during an emergency evacuation, such things are beyond you. From now on with this perk in hand, every creation that's removed from its container shall be of peak health and fortitude, combat ready the moment they are released from captivity and never at detriment to you or those allied to you.

6. Designer Tweaks(Costs: 200 Points):

Feeling up for some improvements? Well with this additional perk, everything you have ever made now can be tailored with minor tweaks and edits to improve and overall perform better, these tweaks can even occur naturally as the creation develops, is used, or however you wish to tailor it.

7. Specialized Tailoring(Costs: 200 Points):

This is an efficiency perk that allows specialization improvements and design factors to be far easier to design, roughly 4 times faster, and with only half the needed materials.

8. Streamlined Builds(Costs: 200 Points):

Sometimes creating things takes a lot of time, and other times those same people making things are working for you. Regardless of the design, anything you tailor will be only 1/4th the total price to make and create in only 1/4th the time.

9. Guardian Programming(Costs: 200 Points):

Classic story time, so there was a scientist whom tailored for the military, their asset was rushed and pushed out without safety protocols, just to kill the military unit stationed there and escape captivity killing hundreds before being put down. This story will never happen to you, as any creation you design will be programmed to never harm anything you don't permit, so long as that thing wasn't hostile to it, your allies, or you.

10. Selfish Design(Costs: 200 Points):

Things can be a little heated in the designer room over the specifics of a creations appearance, some want it dangerous, others want it horny, and dear lord help you if they have a fetish, however, these issues never plague you. Any person designing a creation with you, or something designed just by you will now forever carry your selfish design philosophy, regardless of the generations of change your creations experience they will be to your designer tastes.

11. Internal Capacity(Costs: 300 Points):

Something that always had me interested in RTS games was simply that their structures would generate additional capacity seemingly from little to no space, how does a simple personnel carrier fit for 6 have the capacity to carry 20 men? Well now these issues won't bother you either, as anything you create with a storage capacity can now carry eight times the amount.

12. Custom Fitting(Costs: 300 Points):

Did you know tailoring and genetic engineering is often looked at in a similar way? Artistically speaking DNA is just 2 strands of woven thread that connect between each other with different

patterned scaffolding. Well now your designs are custom fitted to be the best and most comfortable you can tailor, that 4 weapon mounted super soldier armor that weighs over 3000 lb? Now you can fit everything inside a 200 lb suit and feel and work perfectly and even tailor it for a normal human if desired.

13. Parasitic Deterrence(Costs: 300 Points):

Ever found yourself thinking that if something infected my perfect creations, like with a gene-tailored super virus you would go mad? Well with this nothing can infect them! All of your creations have built in deterrence to fend off anything from the common cold, computer viruses, the flood, you name it, it can be deterred!

14. Time Management(Costs: 300 Points):

Are you dealing with an annoying client that demands everything be timely, but you're so overwhelmed to your ears in problems that you simply can't keep to the deadline? Well with this simple perk all those issues go away, as you will find everything you create will meet the expected deadline with ease, as though everything was specifically made to fulfill their deadline, even if they rush it or ask for it ahead of time, it will always be ready in the best possible manner.

15. Reliable Updates(Costs: 300 Points):

When your creations happen to need an update, doesn't it suck when they refuse to do it themselves? Well now they can as anything you've made can now update to your latest specs whenever you need it, best part is that if anything gets captured, it will revert to its oldest model, oftentimes the unusable prototypes you started with.

16. Heartless Judge(Costs: 400 Points):

Ever worried that your gun or sword will develop sentience and morals? How absurd is that!? Well anyways this perk keeps them from growing a conscience and will obey its purpose and design without question. Anything built with your allies and or yourself in mind is now four times better in every way, to your benefit.

17. Boosters (Costs: 400 Points):

Hey jumper, have you been collecting a lot of abilities with cooldowns and other nonsense that keeps them from being permanent? Well now they automatically apply to all of your creations, and can proc for you, your allies, and those you designate them to... just think of these as hidden features for a later date would you?

18. Temperament Improvement(Costs: 400 Points):

Need your creations to chill the fu** out even though they were just made yesterday and are still screaming in agony? Well this perk does it for you! Now anything you create will have a temperament you designate, allowing you to make them anything from sheepish to arrogant if wanted. Your allies will never suffer negatively from your projects either, and will even improve your workflow by an additional four times just by being nearby, and double that if providing you aid.

19. Environmental Factors(Costs: 400 Points):

Did you know that the environment has a serious effect on your designs? A simple batch of creatures grown from an egg can die if kept in unsanitary and unsafe conditions after all. Now regardless of environmental factors, everything you design

and tailor shall only benefit around twice as much as it should, even if those factors would be detrimental instead.

20. Consistency(Costs: 400 Points):

Production lines are amazing, they speed things up and make manufacturing complex creations easy... now if only they didn't have printing errors, occasional faults, need for maintenance, and so on... oh hey jumper you thinking that too? Well you're in luck cause this perk removes maintenance needs, stops errors, faults, and general limitations from effecting anything you make in bulk! Why it's even better because if you can time your productions to a beat or pace reliably, it triples the overall condition of your creations and ensures they are more reliable, sturdy, and scratchless than they would be otherwise.

21. Synchronous Productions (Costs: 500 Points):

Timing is everything, from making certain adjustments on a printer that stabilize your prints, to making sine waves that produce a comfortable tune, anything that benefits from consistent and constant movement is now at your beck and call. Your creations now have perfect timing, can react and interact at the same time, and even produce data parallel to each other with ease, increasing their overall effectiveness in everything by a factor of five.

22. Factory Setting(Costs: 500 Points):

Accidents can occur at any time during working hours at the factory, from various faults made by people themselves, to the machines losing their settings, and sometimes physical faults can happen. Thats why you bought this perk jumper cause accidents won't ever happen in your facilities, and even more so,

all settings, files, firmware ect, will never fail to work properly, with a serious improvement of five times their total capabilities being standard, and their internal assets always functioning perfectly even on new firmware/software/hardware.

23. Compliant Design(Costs: 500 Points):

Hey jumper, have you ever wanted to make something but every little f***ing problem keeps bothering you, like the spring load on your vehicle shocks suddenly springing out and smacking you or jamming your fingers in a door that shouldn't have closed? Well now that bulls**t can't bother you anymore! From now on everything you create will obey you, will never act disloyal or engage you in hostilities and even better, anything you work on, your allies work on, or those you designate will always experience comfortable returns and ease of maintenance on everything worked on.

24. Needed Bearings(Costs: 500 Points):

Sometimes working on your projects can be tedious at best, many different failures, a bunch of issues suddenly arising that takes you time away, or even just general personal fault and failure... well these issues are no more with this Perk! Additionally, any creation that needs joints will now flow seamlessly, with everything from their machining, to their timings being perfected and always timed properly once installed.

25. Imposing Capacity(Costs: 500 Points):

Very consistently, I've found the need for more space within my devices, storage room for components and various other machinery for my compacted designs, but most often there just is never enough. With consideration for more advanced compact

designs on my mind, I designed this perk to act similarly British, as everything is now massive on the inside. From here on per 3ft (1m) of room available in your creations, there is now a 15ftx15ftx15ft (5mx5mx5m) space of room instead.

26. Forged Joint(Costs: 600 Points):

Considering the current need for advanced industry, is it any wonder that people just don't trust anything flimsy, thin, or even just chunky? Well now everything you create is ROBUST, but not just robust, they are durable and reliable, a simple blade made from aluminum would be even more effective than a 50lb sword made from tungsten carbide, and still outlast it while cutting through it. This perk applies to anyone you designate, but often to yourself and allies by default.

27. Thunderous Beat(Costs: 600 Points):

Your creations are just not enough for your tastes? Do your creations lack an AURA jumper? This perk is for you then! Everything you create, or is created by those designated will have the aura and general vibe you desire, their design exactly to your fit and taste, and benefits those it's equipped to with up to 3 concepts you can design. Want one with a concept of toughness, endurance, and sheer Fu**ing Terror like doomguy? Well now it's exactly that way just by being designated with those concepts in mind, or refitted if you want it in a different style entirely.

28. Self Improvement(Costs: 600 Points):

Progress can be a pain to maintain, often being a giant circle where the most mundane of technologies are redesigned with more expensive and less effective means to produce or reliably maintain... but when has that stopped anything from improving

over time? With this perk, everything you design for production will slowly get better, their blueprints subtly improving, reducing costs, and increasing capabilities without a loss in quality, all the while maintaining those blueprints of information for you, ready for you when you desire to call upon them and all the improvements and general performance information you could desire.

29. Hull Print (Costs: 600 Points):

Complex designs can be a very difficult thing to design and mass produce at the same time, having many separate functions, parts, and machinery. Your designs however, will always print as a single piece, just like with how boat hulls are made through one casting, so too are your creations, and they only take half the time and resources to complete, with bulk batches only needing one fourth the time and resources.

30. Fulfilled Requirements(Costs: 600 Points):

Products take time, resources, and some even need nutrition to function, oil to maintain, or some similar factor. Issues like those faced by external products will never plague yours, as now all of their requirements will be fulfilled passively over every 24 hour period allowing low maintenance or repair needs and higher recovery rates. Additionally, this makes anything your breakdown, recycle, upcycle, or salvage provide full yield for what its worth in materials, and will always be at least twice the quality they were in their prime.

31. Universal Construction(Costs: 700 Points):

Designing new and improved productions can take a lot of time out of your day, and can even slow an entire production chain down months after its expected due date if parts are not

available. Your creations however, now follow a template that's simplified, with threads that are designed for removal and application without failure, simplified frames, and most importantly, universal parts that are blackboxed and unable to be mimicked regardless of the methods used to obtain them.

32. Comforting Purr(Costs: 700 Points):

Some like their machines loud, requiring them to chime in on their functions and general ability to maintain, others require them to be simple but understandable by design, and there are others whom just want a quiet hum or purr from their works. That's where this perk comes in, no matter the condition of an item, it will always maintain its built in emitters of noise, from the roar of an engine, a simple knock for when it fails, or even just a long windup to intimidate your foes. Additionally, all effects on morale are removed, with only the ones positively affecting you or those allied to you, and all negative morale being offloaded with full reset timers upon your foes.

33. Universal Fuels(Costs: 700 Points):

This one can be misleading, but to simplify, everything you design, create, or fashion in some form now will never need to worry for fuel, anything can supply them. However, that's not all this perk does, as anything using fuel still will gain an additional multiplier to its efficiency, overall quality, and general throughput by eight times its expected output with a passive effect that comfortably extends timings and function to ease the ramp up this perk has as well as other booster effects you and your allies utilize.

34. Glorious Returns(Costs: 700 Points):

Expenses pile up during a long war, especially when facing a foe on par or better than you. Those resources expended can sometimes be salvaged or recovered depending on their state of condition, but that doesn't mean that you should have to spend even more time recovering them. From now on everything "Wasted" during your wars shall be recovered upon conquering that territory. Resources recovered from conquered territory will be fully usable, in a state you can use it in the nearest reliably accessible storage medium for your allies as well as your personal stockpiles to use. Additionally, you recover about a quarter of all materials used in your production chains, as well as allies, regardless of its state as free resources in your storage containers.

35. Revealing Sensors(Costs: 700 Points):

Sensorware can be particular in their ability to pick up certain conditions, depending on its purpose. Wouldn't it be amazing if there was a way to utilize them in a more available sense? Well now every type of sensorware you create or design shall have the ability to pick up anyone, anything, or any oddity that would normally evade your sensors as a black static-like smudge that moves with the thing in question. Most importantly, if they are tuned for a specific resource, their sensors cause an abnormal growth of those resources in quantity if desired, making resource seams spring out into massive wells of renewable ores and the like.

36. Free Relief(Costs: 800 Points):

A relief is a hang of excess resources that could be used to reinforce the structure but often serve a purpose like keeping water off sensitive equipment, providing walking or storage

space, or even just for design touches. However, reliefs put unnecessary stress on structures they are applied to. That's why from now on, reliefs will never cost anything, not even mass to maintain, will always be structurally sound, and provide additional armor, protection, and general defense by ten times what the whole structure could take, across the whole structure the relief is applied to.

37. Freedom Drive(Costs: 800 Points):

Something stuck in your tire jumper? Decided to drive across LV-423 and your wheels got caught in its craggy surface? Well no longer will anything impede or damage your mobility drives, from hover tech to anything with the means to self-propel, everything you create shall move regardless of terrain. Yes this means you could drive across space in a limo if you wanted to. Do what you want with this information.

38. Deathwatch(Costs: 800 Points):

A massive difficulty in maintaining personnel is that death can come from anything, especially from a fault in their equipment. That's why everything that happens to the equipment assigned to you or your allies shall now provide you with information on how they failed, what did it, and what could have stopped the damage entirely. Additionally, there are new inbuilt systems self-installed in everything you've created as a measure of safety that prevents user death due to hubris, danger, or fault in the work produced. Most importantly, this protects all of your allies, as well as yourself from instant death, healing even a headshot wound the size of their entire skull at least once a week, but if your enemies are clever, they will just double tap you.

39. Blight Containment(Costs: 800 Points):

Computer viruses bogging down your machine jumper? Don't worry as this perk keeps any means of blighting your creations, items, equipment... even your allies' assets from ever being affected by contaminants. Of course that effect isn't everything, as anything you design will function as if latched within a perfect set of conditions, increasing the quality of everything you own or your allies own by about eight times what should have been produced.

40. Utility Slots(Costs: 800 Points):

Needing huge quantities of space for things can leave little room for extra utilities like a simple mug holder, a radio, or even simple hygiene needs. That's why now every creation you design has a special set of eight slots that can fulfill the utility needed, like adding a smoke launcher next to your tanks main gun and adding a Point defense system next to each escape hatch as well. What's even better, is that all slots utilized are twice as effective as they should be, and for every slot empty, as thrice as good as before.

41. Fitted Tools(Costs: 900 Points):

Sometimes tools need a custom adjustment to make them work with foreign designs, and those adjustments can be costly to produce if not prepared ahead of time... in some cases they might not even be available anymore. That's why all toolkits you possess now come with a handy refitter, that adjusts your tools to correctly remove all foreign designs they weren't originally meant for, and not only that, but even the most rusted and unusable pile of junk can now be made usable as this cleans the parts worked on making them factory new. Lastly, everything finished will be easier for you and your tools to work with as

the project will be refitted to work with your tools once completed.

42. Poised Purpose(Costs: 900 Points):

Keeping form over function can be a terrible thing when you need over four times the armor and about half as much additional weight in utilities and other sensor equipment. That's why regardless of the design it will now be able to maintain its regal and poised form to your intent, regardless of the material investment or adjustments made to it, maintaining its physical appearance with purpose. Additionally, they will always be exactly as tailored to appear, with extra adjustments being completed without your intervention while retrofits and/or adjustments are made.

43. Debuff Flipper(Costs: 900 Points):

Tired of getting debuffed all the time by some jerk who kept hitting you with slow and lethargy? Well now those debuffs are just a direct buff to you. A simple slow spell that slows you by 50% now makes you hastened with 50% better movement speed. Additionally, all debuffs are reset when converted to a buff, and once they expire they provide you a permanent buff for the effect they applied.

44. Buff Extensions(Costs: 900 Points):

Ever wondered why buffs are unable to be stacked? Like I get that without an uncapper that would be too OP, but isn't life full of blatantly OP things in general? Exactly my thinking jumper, cause now they can infinitely stack for you! Even better if the benefit is correlated with a similar one, like movement speed with general terrain speed buffs, they now both multiply one another by the current number of similarly related stacks!

Enjoy your OP adventures jumper.

45. Self Installation(Costs: 900 Points):

Tired of installing everything yourself? Want them to literally crawl their way into the slots they were designed for without the need to cable them? Dang right you do! That's why everything you create is designed with self-installation in mind, as they will never need manpower again to apply themselves to whatever they were meant to be applied to. Additionally, anything installed this way is perfectly seamless, cannot fail or fault without extensive damage, and increase the durability to anything they are installed into by double its current HP or equivalent.

46. Renewed Intelligence(Costs: 1000 Points):

Feel your designs are not intelligent enough? Want them to carry with them a form of identity or personality? What if your creations came with that type of function the moment it was made? Exactly, cause they do now! Anything you create will have an innate intelligence capable of being to a personality and design of your choosing, additionally it will never be affected by intelligence identifying methods, or any means of data collection involving it, like they were sealed outside the universe they were in, but still where they should be and cannot be targeted specifically. Lastly, they will never be disloyal to you or your allies, and will never harm you or your allies, only providing passive assistance where you or they need it.

47. Beneficial Connections(Costs: 1000 Points):

Daydreaming about the perfect world where delivery drivers actually bring you your food before it gets cold, or simply not taking forever because of traffic? Well that's kinda what this

perk does. Anything you or your allies are connected to can never be a debuff or general negative and will only be beneficial to you. Additionally, every contact you or your allies possess will always be timely, always arrive to aid you when needed, and most importantly, help cover the things in your life that tend to suffer without their aid. Lastly, Your connections will never fail to maintain loyalty to you, will never sell your information without your permission, and will never place you in any danger you didn't already put yourself into.

48. Retained Spirit(Costs: 1000 Points):

You a divine jumper? Maybe using some aid from the heavens or some supernatural benefactor to provide you with your abilities and strengths? Well now those abilities can be carried in everything you create or design, as well as functioning as a natural amplifier to those abilities. Any ability involving a connection to or from your benefactor will now be amplified by double every item you've created on your person, this benefit also applies to allies wearing and/or carrying your creations.

49. Hard Won Victory(Costs: 1000 Points):

Hey jumper, kinda a tough question but does your benefactor love repeating villains? Do they love to throw at you an old rival you had back during your first jump? Do they love to send random armies of a**holes that frankly don't even fit the setting but they wanted you to suffer? Well now any hard won victory, even if a simple exit from a scene for you will guarantee you never face them again. If you managed to defeat them, or even permanently kill them, those assets regardless of distance or separation are now yours as well.

50. Endless Feedstock(Costs: 1000 Points):

The factory must grow jumpers! That's kinda a problem though because resources are not unlimited. Of course that and any threats currently breaking down your facilities can bog down production in general... That's why you purchased this jumper! Because every production line you own or your allies own will now self-feed the best quality resources you could obtain normally into every single one free of charge! Why that's absolutely BS to some, but an important and powerful tool in your hands... Now go have fun before your benefactor notices.

Items

Items have a Standard discount of (2) 100-point options being free, and (4) options being discounted at half their cost.

1. Simple Resource Starter Box(Costs: 100 Points):

A simple box about the size of a 3ft cube that produces about 50 tonnes of material per day, the materials are always *raw*, like logs, ores, scrap, etc. And can be literally any *raw* resource so long as you've encountered it already.

2. Hedge Fund(Costs: 100 Points):

Need a fund jumper? This provides a resourceful bank account in any setting you are in, and can be accessed by accessing a pocket on your person in which a small console will plop into your hand with your information. It provides dividends of 100k-$ yearly. This alters to any accepted currency and can be pulled from the console at any time like a mobile atm, often via a bag, wallet, or case.

3. Simple Productions Line(Costs: 100 Points):

A small 15ft cubed shed that produces any resource you may need, so long as it's fed by *raw* materials. It's always manned even at odd hours, and the workers will slowly trickle funds into the economy for you. Additionally, the machines used are self maintained by those personnel and never need you to pay them.

4. Handy Tool Bag(Costs: 100 Points):

Need a bag of tools *wherever*? Need them right now and in the set you need right there? Cool, that's *what* this bag provides, any tool set, any configuration, but it has to fit in a standard U.S. 10L Backpack.

5. Medical Lifeline(Costs: 100 Points):

A teleporting medical unit *with* a total of 3 persons trained in surgery, combat medical, CPR, and standard first aid, they are equipped *with* post modern medical kits and *will* attempt to patch up you and anyone you designate at any time they get called.

6. Cloning Facility Module(Costs: 200 Points):

An advanced self compacting module that can be installed in any structure and self-power, its designed *with* pre-programmed species that the jumper has already unlocked as an alt-form, each cloning facility can produce a total of 5 people per 10ft^2 provided, and can be made to cover the *walls* and ceilings if preferred for additional coverage area. Can be installed *with* additional modules for alternate design needs.

7. Arsenal Self-Assembly Module(Costs: 200 Points):

A complex designer module tailored for the production of non-fiat backed designs that have been preprogrammed into its computation systems. This arsenal can produce up to 30 crates of *weapons*, ammunition, as *well* as ordinance of multiple *varieties* as needed per 10ft^2 of space

provided, and can be placed upon the walls and ceilings as well for additional coverage area. The arsenal can be installed with other modules, including the cloning module for rapid rearmament and deployment or for other weapon based production needs.

8. Armory Deployment Module(Costs: 200 Points):

A rapid deployment module designed for the creation, preparement, and adaption of any military grade armor and equipment pre-programmed within its data storage. Each module requires 10ft^2 per 4 stations deployed for equipment design and production, as well as rearmament and augmentation. Each module is capable of being extended upon the ceilings and walls of a structure for additional coverage area. This module can be deployed with other modules for any armor based refitting and utilizations as well as general equipment maintenance and production.

9. Vehicle Deployment Module(Costs: 200 Points):

This is a larger module roughly the size of a human torso, it is carried like a briefcase and can be deployed in any structure or module room. This module requires 20ft^2 of space and can deploy on walls and ceiling for better coverage area. The Vehicle Deployment Module is tailored for rapid vehicle construction, repair, refit, and salvage, allowing it to function as a mobile scrapyard that can be carried in your offhand. This module like all other modules can be attached to another to support its production needs, but can function as a rapid deployer of vehicles on

its own.

10. Recruitment Center Module(Costs: 200 Points):

The Recruitment Center Module is designed for the gentler conversion of any non-friendly personnel or prisoners currently available, designed for retrofitting them into a usable and reliable source of labor and slaves if desired. This module requires 15ft^2 of room to utilize up to 6 bays, with walls and ceilings being possible to utilize for additional coverage area. The Recruitment Center Module can be paired with other modules if desired based on your current needs, and be aware this module when deployed also subtly calms prisoners, slaves, and other "non-friendly" assets making them relax while being converted or moved to an available module.

11. Upcycling Center(Costs: 300 Points):

This Center is tailored for collecting all older assets from your various forces, followers, ect. And turning them into usable assets for reutilization. This can include upgrading them, breaking them down into usable sub-resources like textiles, and so on. The center is self-powered and comes in a large cargo crate roughly 4ft^3, designed for vehicle transport. It unfolds into a 150ftx150ftx180ft structure that fits your design tastes. Lastly, this center isn't manned and will never need personnel to operate it. Comes with a handy teleportation chute that sends left-over assets for reutilization.

12. Augmentation Suite(Costs: 300 Points):

A simplified complex structure fitted into a small pouch the size of a human hand, it can be deployed rapidly at any location *where* there is space. The structure unfolds into an augmentation laboratory roughly 10ft^3, and can host up to 5 people at a time. Each suite is capable of manufacturing state of the art pre-programmed productions of any augmentic or biotic (Mechanical or biological augmentation or bionics if prefered). The structure is tailored to the jumpers tastes during deployment and can rapidly be undeployed as desired. Comes in any style bag the size of a human hand for desired appearance. Compatible *with* Modules.

13. Research Deployment Module(Costs: 300 Points):

A complex module designed for rapid creation and sustainment of *advanced* technologies, this one module is the size of a human torso carried in a briefcase like crate. This deployment module is designed for a space of 15ft^3 and requires the *walls* and ceiling for maximized output but can be placed in any larger structure for additional coverage area. The Research Deployment Module is designed to replicate any *new* technology it develops and test it in live conditions on site, it can produce up to 5 production modules of any design or tailoring roughly *every* 24 hours. Each module can be connected to other modules for additional production capability, from the cloning facility being able to rapidly modify the clones for advanced troop production or rapid environmental redesign and so on, to the humble arsenal replicating and reproducing any *new* designs on site.

14. Rapid Land-Sea Deployment Vehicle or RL-DV(Costs: 300 Points):

Stolen originally from the Command and Conquer series, this module has been adjusted to deploy in any liquid medium as well as a stable land location. This vehicle is roughly the size of a box-truck with more advanced mobility options being available, allowing it to move across ocean floors, glide across the water's surface, or even crawl up mountains similar to AT-TE from star wars. This vehicle can deploy in under 15 seconds and begin construction from an internal fabrication and resource production module that sustains its energy and material needs. The RL-DV can produce 1 structure within the time frame of 10 minutes, and can be undeployed even during construction. This model can be tailored to the jumpers tastes as its modular design allows for any variant refitting as desired, and can be deployed with inbuilt defense and offensive weapons.

15. Resourceful Distillery and Refinery Module(Costs: 300 Points):

An advanced module that comes in a crate that's 2Ft^3, it must be moved by multiple personnel due to its wait. This module unfolds into an advanced resource production facility that breaks down salvage and raw materials and turns them into usable materials. Additionally, this module produces food and water for up to 150 individuals per 10ft^2 surface available, if placed in a structure, the walls and ceiling can be used for more coverage area and the module will rapidly deploy itself to fill all available space if desired. The food produced is a mixture of fruits, vegetables, algae, and nuts, the water is collected via a form of zero-point energy to liquid conversion. This module

is less compatible with other modules as it is designed for covering basic needs, but can be linked to other modules if needed.

16. Advanced Logistics Module(Costs: 400 Points):

A small hand held module that can fit in the palm of a human hand. This module is capable of rapidly deploying into a facility that maintains all logistics needs, and utilizes any blueprinted vehicle or structure for ease of mobility. This module only takes up a 5ft^2 surface area, but can be expanded slowly over a few hours to cover a larger work area, and if deployed in a structure, slowly turns it into a storage warehouse with its equal internal volume for room. This module is less compatible with other modules but pairs well with the "Resourceful Distillery and Refining Module" when placed nearby, as it eases movement of available food and water supplies, reducing general supply lag.

17. Self-Expanding Defense Module or S.E.D.(Costs: 400 Points):

Well jumper, this one is a doozy, around the size of an assault pack, and carried just as easily, this module is designed for rapid and self-propelled deployment and entrenchment of any region or surface you need, not limited but including, space, the ocean, the marianas trench, the inside of an active volcano, etc. This module when deployed only needs a small 2ft square of area to begin, and once deployed can be sculpted by the one carrying its module deployer. Once the structure has been molded as desired, it can safely supply and sustain up to 5 people per 10ft of coverage area, and covers ammunition, food, water, and shelter. The module is currently rated for low-grade

nuclear armaments but can be upgraded by the jumper with more advanced blueprints if available. This module is exclusive but can be molded to produce structures that fulfill requirements for other modules on its own.

18. Information Battlenet Module(Costs: 400 Points):

A simple radio in appearance, this module is tailored for rapid deployment and utilization as a wide array sensornet and information collection and dispersion tool. It's designed for the purpose of information warfare against your opponents' jumper, what more could you need? This module can expand from its hand-radio scale into a 3ft^3 space, in which any surface can be expanded upon up to 30ft^3. This area becomes an information collection shelter that's designed to stand against planetcracking super-weapons on its own, and sustains a battlenet of around 350mi. Compatible with other modules, and once integrated increases general information and environmental data collection, per module connected, with any module producing equipment or personnel benefitting the most just before the logistics module.

19. Anti-War Propaganda Station(Costs: 400 Points):

A small wagon attachable to any vehicle, its designed for rapid transport to and from the frontline to blast your enemies with anti-war propaganda and its dalm good at it! There is a 35% per day that at least a squad of troops from the enemy's embattlement will stand down, abandon their station, or decide to take their chances joining you directly. Otherwise the A.W.P.S. can be temporarily

deployed to increase its range from 10mi, to 125mi.

20. Stealth Field Generator(Costs: 400 Points):

This one is really easy to understand, deploy a pylon around the size of a small truck, and extend it, then watch as everything in 30ft is blanketed in an active camouflage field that cannot be revealed without destroying the pylon! Works really well in groups, and comes with the blueprint to make more! This Generator can easily be upgraded by being stationed near or being installed with a Information battlenet module to increase information decryption and encryption as well as extending its range by another 25ft per 10ft^3 of coverage it has.

21. Orbital Deployer Assembler(Costs: 500 Points):

A large orbital station that can be placed into orbit at any point the jumper wills it, stations itself in a beneficial orbit to you, and will produce any deployable orbital option you possess. Obtained abilities from my other supplements that allow you to drop squads of reinforcements? Got the deployers from helldivers for killing them bugs? Well where else will your assets come from but from this self-perpetuating deployer-assembler? Yes this deployer self-assembles anything you call in and the cooldown is from getting it down to you after a 30 second assembly time. Compatible with any module.

22. Data Synthesizer(Costs: 500 Points):

This large installation around 3 miles in size in each length is designed to break down enemy technology and

synthesize new equivalents with your available resources. Additionally, this structure acts as a research facility and comes with every plausible lab type for your personal needs, its current containment is rated for nuclear armageddon so even if the world was scarred black it would still remain unbreached. Compatible with any module.

23. Autonomous Motion Engine(Costs: 500 Points):

A large and simple device the size of a v6-engine, it is made for endless and constant energy production from a stable and continuous self-propelled motion converter that produces any currently needed energy medium. It comes with a universal adapter and a blueprint so you can make more! It produces 180 MWH per minute.

24. Sentry Drone Deployer(Costs: 500 Points):

Need drones? Need A LOT of drones? This autofabricator is designed to produce a large quantity of pre-made designs that can cover an area of 150 miles. These drones need little fuel, and can rearm at any arsenal, or S.E.D. Module, or this deployer. Each drone can be produced at 15 per minute, and stationed within a 15ft tower. This tower self-produces all energy, fuel, and material costs for the drones as well as refits them as needed. Can be customized to your needs. Compatible with the Arsenal Module.

25. Self-Constructing Rail line(Costs: 500 Points):

Ever wanted a whole train network active while you're fighting on the frontlines but can't deploy enough staff to

get it constructed before the line is overtaken by enemy forces cutting you off? Well this handy dandy deployer is the size of a compressed sleeping bag and can be deployed in as little as 10 seconds. Also self-excavates any terrain in the way, meaning tunnels or underground railways are easy to maintain and make! Compatible with the Logistics and Cloning modules, as well as the Distillery and Refinery Module.

26. Simplified Fuzer(Costs: 600 Points):

Ever wanted to import items into another item without paying attention to every single manufacturing line? Well I did, cause that's what this device does, a cheap and effective mass import feature that can combine items together into a single better version of both. Got an old sword of flame+2 and want it to merge with your automatic rifle +1? Well now it's an Automatic Rifle +3 with a flame enchanted bayonet with natural incendiary effects on each round! Compatible with any module.

27. Shatter Proofer(Costs: 600 Points):

Got sick of your items hitting a specific frequency that either causes your friend's head to explode or the item itself literally shattering from it? Well that's what this does, it harmonizes the item to such a degree that anything that would resonate it in a bad way only makes it better, and even more encouraging it can produce the effects of vibranium or other similar mono/vibro effects on anything you want it to, make mass production of the most OP items an option for yourself jumper, you deserve it. Compatible with any module.

28. Genetic Stabilizing Array(Costs: 600 Points):

The name isn't quite all there is, but this complex scanning array bombards individuals with altered genetics from their origin, for instance, a mutant human, and stabilizes their genome to something akin to an Abhuman from 40k, a genetically stable and self-reproducing variant. This also allows the rapid deployment of genetic alterations that you program into it, for instance, an advanced sublayer of plates, cartilage, and regenerative synaptic webbing being "installed" in your republic clone troopers from star wars! Go nuts jumper. Compatible with the cloning module.

29. Quality Stabilizer(Costs: 600 Points):

A simplistic machine that adds a unique function to any production line, it makes any design or device have a set quality, one that you set at any time with a physical copy, and it will make any similar item it scans to that exact quality. Sometimes this machine can even produce an added benefit like a flame effect on your armor for close attackers, or something similar but they only happen roughly 5% of the time per scan. I hear there are people who combine my items like this one, maybe it can go even further beyond? Compatible with any module.

30. Inhibitor Blocker(Costs: 600 Points):

Ever encountered a universe or similar structure that just refuses to let you do something cool like piloting a mecha in a generic fantasy trope anime? Well this thing blocks all those nasty annoying little inhibitors while worn or equipped, and can maintain indefinitely. Additionally, anything that inhibits your immunities or attempts to

bypass them entirely fails by default, depending on luck I hear it can be quite deadly for the affected jerk.

31. Socket Designer(Costs: 700 Points):

So I had seen a few RPGs that utilize a system known as socketing, where that applies a magically influenced item and it provides your main equipment or stored item a unique benefit. This designer makes slots for sockets and can tailor their design to make them in any way you desire, the only limit being how small you can make the socketted item, or if it can be shrunk when applied to the socket due to a unique effect on your part. Best of luck jumper, im going to be experimenting with this one for a long time. Compatible with any module.

32. Mutagenic Chamber(Costs: 700 Points):

Sometimes I get a jumper who demands that I provide them with something a little less... predictable. That's where this Mutagenic Chamber comes in, because it's designed to mutate semi-randomly, with a dial installed on its front for rapid production. The modes of the Dial are; Perfectly Safe, Semi-Safe, Maybe, and lastly a wojack with a I dunno face. Why is the dial designed with those modes? Because anything below perfectly safe will produce more extreme but more powerful changes, while perfectly safe barely changes them. Compatible with any module.

33. Downsizer(Costs: 700 Points):

A simple structure that can be applied to any assembly line, it is designed to shrink anything to your set parameters. Got the sword from guts but want its mass maintained while it's the size of a simple short sword? Well

now you can! Regardless, it can restore the size of any item as long as default is selected. Compatible with any module.

34. Curse Imbuer(Costs: 700 Points):

Need a curse really badly for that one dalm punk who keeps stealing all your dalm gold? Want a vampire to drown in the blood they tried to feed on from your neck? Well any curse you know, or can apply to this imbuer will apply it to anything on its assembly line, and best part? It can remove curses so long as it's set to default. Compatible with any module.

35. Advanced Primitive Intelligence Simulator(Costs: 700 Points):

Need a super complex AI without the downsides of it being sentient and aware of you? Need a computer that obeys but can reduce any lesser program without needing to alert you to its presence? Well this handy little simulator is designed to make "Machine Spirits" or Dumb AI that can actually do their job and can be programmed either with a specific purpose in mind or for anything generally needed with its current installation. Best of all it's got a designer so you can tailor them for any personality you want and can have it react in any way you want so long as you program it in. Compatible with any module.

36. Modular Enemy Counter(Costs: 800 Points):

The M.E.C. for short, is a simple device that can be refitted into any equipment you have, it's designed to act like a counter ability, or inhibitor designed specifically to remove

the powerful or dangerous abilities of those around it. The delivery system can be anything, from the bullets from a rifle, to the slashing of a sword, a bubble barrier, and more! Just program it in and it will do the rest.

37. Rejuvenator(Costs: 800 Points):

Need a rejuvenation therapy treatment but can't find a spa anywhere? Got a whole crew of clones that are slowly dying because their bodies have aged well past their prime? Well this might as well be the Lazarus Pit with how effective it is regenerating and restoring tissue to its prime! The only difference is that this one is fiat backed and can be carried around in 1 hand as it's the size of a half-dollar. It can also be universally adapted into any design or equipment you have, it can recover a 90 year old on his death bed to a 25 year old prime candidate in less than 30 minutes. The Rejuvenator can recover injuries like lost limbs or organs within the same time, keeping them from dying from grievous wounds so long as the soul is still in their body.

38. Denocrotizer(Costs: 800 Points):

The Denecrotizer is a very powerful tool, it stops any necrotizing effect, disables and restores dead tissue into fully regenerating and healthy tissue, and most importantly, can reverse vampirism or similar necrotic effects like lichification. Need to get some healthy skin and meaty limbs but you have been dried bones for over several centuries? Well now you can with the Denecrotizer! Times are roughly 15 minutes for a simple restoration across a living body, or to recover a fully dead body like a zombie around 2 hours. It can take up to 48 hours to restore a skeleton however, so please plan ahead. Lastly, it's only the size of a 0.5L water bottle, so it's easy

to transport!

39. Combat Form Module(Costs: 800 Points):

This module is a complex one, it's the size of a human thumb, requires around 25ft^2 of room, with walls and ceilings adding to total coverage area, and can produce nearly any machine you could need. Additionally, the C.F.M. is designed to produce intelligences simple enough to mass manufacture for cheap, but intelligent enough not to walk into ambushes or fall for your enemies' tactics without your say. Most importantly, it can do this without materials, using the space it has to self-power and produce all that it needs, just program what you want and it will manufacture it for you as soon as possible.

40. Mobile Gestator Module(Costs: 800 Points):

This module is the size of a 10L runnerpack, and doesn't require additional resources, space, or energy to maintain. It can produce anything programmed into it, but sapient lifeforms will take more time. Anything produced inside may suffer cloning sickness if it's rushed out, but anything can be produced so long as it's smaller than a semi-truck within 30 minutes, 5 if rushed. Lastly, it can produce artificial meat on the go, just don't think about it ok? It's not human meat after all... at least I hope you didn't program it to be that is.

41. Mental Faculties Empowerer(Costs: 900 Points):

Need troops with enough intelligence to run stealth operations with little intervention while actively engaging

the enemy with larger scale tactics and not die? Need scientists but only have basic clone fodder? Well this wonderful attachment to any cloning module, or augmentation suite can improve any and all mental faculties to your set parameters, and yes it can increase your intelligence, wisdom and skills. It just needs the knowledge and programming to get it done with a simple check mark box on its terminal.

42. Mass Assembly Array(Costs: 900 Points):

Need something the size of an emperor class titan mecha but can't get the dalm parts for the life of you? Need a dozen in less than a week but all your production docks were bombarded and destroyed? Well this array is designed for interplanetary warfare and can be placed literally anywhere, from the ground, the underground, any liquid or gas medium, space, the inside of a blackhole... You name it, it's designed for it. Best part, it can produce up to 35 "structures" at a time with as little as 3 days of production to make it happen! The space requirements are roughly a 15 mile land strip however, so make sure you have space for it, but it doesn't need materials or energy for anything other than refitting and repair as it doesn't come with those components on its own. Compatible with any module.

43. Minion Printer(Costs: 900 Points):

Need something as elegant as a bruiser but as intelligent as a street mouse? Want a host of minions, but can't hire any due to current recruitment circumstances? Well this handy dandy printer can produce any type of lifeform your heart can dream of, never needs payment, and most importantly will always maintain loyalties to you and your allies without your intervention. The printer is a 350ft^2

installation, that can produce up to 3000 minions every 30 minutes, and all resource needs and energy needs are taken care of automatically. The Minion printer is compatible with any module, and most importantly, doesn't feed or water your minions for you, so maybe getting a canteen/food-shop going would help you a bunch.

44. Universal Extractor(Costs: 900 Points):

Sometimes material needs just can't be met without an extractor, and sometimes... they need something specialized to get it done. That's why this universal extractor is designed to, with minimal damage to the environment, collect any and all resources underneath it as you set within its white and black lists. Most importantly, anything that comes out of the extractor will always be perfect quality, and produce everything 5 times as much, 5 times as efficiently, with zero mess. Enjoy jumper and don't forget it needs a logistics setup to move all that raw resource!

45. The Improver(Costs: 900 Points):

The name of this thing is still pending, but it's the equivalent of an enchanter array that makes anything run through it better by how many times it runs the same item, each time being the equivalent of a +1 bonus. Additionally, it doesn't need energy to do this, doesn't have falloff, and can run infinitely if desired. Anything specific you may want to improve, like a general +100% function bonus and such you will need to program on its terminal. The Improver is roughly the size of a shopping cart but is designed like a data server to stand tall and process anything that goes in. Works with any Automation line or module.

46. Interference Engine(Costs: 1000 Points):

A massive installation only able to be deployed at the edge of a solar system, this massive 1200mi^3 installation is designed to halt and stagnate all information from outside the system and string through it while stealthily maintaining current protections within the system. No information leaves, no information enters, and sensors enter a dead field once within 25 lightyears of the structure. Needs no power, and self maintains without personnel. Collects intel passively around its range of effect.

47. Inter-Transfer Transport Drive(Costs: 1000 Points):

A massive installation that would make the halo rings look small, around the size of jupiters entire surface area shaped into a hollow ring, this transport drive is designed to shunt entire solar systems into alternate realities and perfectly settle it into position. This installation is self-powered, doesn't need maintenance, and is guaranteed to be reliable in all transportation events with little error. This installation can connect directly to that other reality and forms a temporary or permanent gate depending on the jumper's needs. This Transport Drive can only be used once per 10 years for a permanent gate, but temporary ones can be used up to three times a year.

48. Reality Flux Anchor(Costs: 1000 Points):

A strange and rather poorly named structure, capable of being stationed over any planet. The Anchor provides the

amenities needed for an entire population, regardless of size and instantly transports the resources to and from itself as needed. It has unlimited space internally, and cannot house living personnel, although cryo-containment is possible. This structure also provides a simple planetary shield protecting it from anything smaller than a solar system sized craft on its own. Enjoy the mega-wonder Jumper.

49. Freedom Utility Waypoint(Costs: 1000 Points):

An advanced and nearly archeotech design tailored for freeing the movement of any spacecraft allied to your jumper. It stabilizes reality and forces it to curve in a gentle fashion around any craft within its vicinity, increasing its general movement speed while in space by 125 times, and makes it viable for inter-solar systems shunting from its location and back if they carry a waypoint locator. Additionally, this structure covers an entire solar-system and up to 15 light years out, this structure is self-powered, indestructible, and doesn't need personnel but produces a protective army in case of boarding.

50. Wealth Materializer(Costs: 1000 Points):

A serious stroke of a person's ego, long as they own this structure that is. This Materializer is the size of the earth's sun and has enough space within to store an entire reality and a half full of infinite sub-realities which it uses to store an infinitely producing wealth of resources, rare most commonly being produced. This structure is capable of producing an infinite amount of any resource as long as

there is a central sample to use, and will never run out of energy. It can even solidify energy or convert it into fluid or fuel if desired. Lastly, this structure cannot be entered by anyone but you and those you allow, ensuring not even the most stubborn of tax collectors can get their hands on this fiat.