



“Reactivating Team Rainbow was the right choice. The only choice in these uncertain times.”

You will be entering another world very much like your own, jumper. There's only one difference: It is under siege. It is being attacked by terrorist cells all over the world, some quiet and methodical, others anarchistic and brutal. Before, people were protected by Team Rainbow, an elite counter-terrorist organization that quelled some of the most dangerous groups in recent history. However, Team Rainbow was deemed redundant when all went quiet. Team Rainbow was disbanded, a sign of a job well done. However, new threats are starting to reveal themselves, and small scale attacks all across the world spark the recruitment and training of select operators from different nations and backgrounds.

Rainbow is back.

Starting location

1. United States
2. United Kingdom
3. France
4. Germany
5. Japan
6. Russia
7. Brazil
8. Free choice

Backgrounds

All backgrounds come with around 10-15 years of experience in the field and a lot of natural talent. Even drop-in, though that means you have no credentials.

Drop-In (0CP)

You come in with nothing but the memories you already had and the things you already did. You aren't going to be in the selection pool for the reactivation of Rainbow due to pre-existing exploits, but you might catch their eye in...other ways.

Team Rainbow (0CP)

The operators chosen to serve in Team Rainbow are nothing short of extraordinary. Some of them possess very strange tendencies, sketchy backgrounds and a lot of odd tools, but I'd be lying if I told you they didn't get the job done no matter the odds. You are one of these operators, selected from one of the police or military forces across the world. Perhaps you are from the Spetsnaz, ruthlessness exuded in every action and motion, or from a less renowned organization like Japan's Special Assault Force.

Terrorist (0CP)

Let's face it, there's a lot of people who have a ravenous hatred of society. Islamic extremists, nazis, anarchists, you name it. Whatever crazy ass group you're involved in now, you can expect to do everything from car/virus bombing to plane takeovers to school shootings. You and your friends have your own vision of the future, one without the bullshit that comes with modern society.

Perks

100CP perks free for the respective background.

Drop-In

The Gimmick (-100CP, Free for Drop-In)

Team Rainbow is nothing if not an extremely varied and colorful group with a vast array of different skills and gadgets. That being said, some of those skills are more than a little out of line with what other operators would consider normal, or even acceptable. However, Team Rainbow wants skills, and your skills they will get. From now on any armed forces you work with will, as long as you can actually get results, let you use whatever crazy, esoteric pieces of kit you damn well please. Want to use some untested, outdated, or even magical equipment? Sure, whatever.

The Lord (-200CP)

People love to come up with titles of endearment for you. You'll be jokingly treated as the greatest there ever was by people who know you personally. The in-joke might spread, and you might find yourself being a walking meme at the office. Can be turned on and off at your discretion when you are tired of it.

200 Ping (-400CP)

Oh my god are you annoying as can be in a firefight. Every 30 seconds, you can essentially simulate typical video game lag that lets you get a massive peekers advantage, teleport short distances and behind people, and have a few bullets just not hit you. Only lasts for a few seconds and can be kind of unpredictable, but used at the right moment it can easily save your life.

Patch Notes (-800CP)

Some places and people are just complete bullshit. Magic powers that can instantly kill pretty much anything, people who can basically crush the universe with ease, and other complete insanity. Well, the team at Ubisoft agree, and they think they can manage these powers a bit for a much better gameplay experience. Upon entry of a new jump, you may pick one non-martial thing to make all but inert against you. That means an immensely powerful spell or ability. Think a Noble Phantasm or a Stand. However, this only works against that specific ability, not the magic as a whole, so you won't be untouchable by EVERY stand, just the one. The only catch? The owner of said ability gets a message from Ubisoft, calmly and politely explaining the new, small balancing of their power.

Rainbow

Press Space to Rappel (-100CP, Free for Rainbow)

Equipment you use works flawlessly and EXACTLY as intended. The hook keeping you from falling on your ass won't break or come off during use, guns don't jam and explosives are never duds. Things will still break from being shot or otherwise damaged but you'll never have to worry about mundane equipment failures,

Is it too late to go to the bathroom? (-200CP)

You're a pretty funny guy, though entirely unpredictably and spontaneously. With this perk, even if you're the most gruff, relentless, intimidating individual in the room, you'll end up just saying things that break any tension and get people to laugh. You'll be generally more liked and appreciated by the team thanks to these little quips that take off the edge when needed.

We Are Not Afraid (-400CP)

At this point it's pretty unlikely that you're afraid of gunfights or terrorists, but that doesn't mean that your friends have the same mental constitution. After all, even the most diehard operators feel a bit of fear when shit hits the fan. That won't be a problem for your merry band, though. As long as you can keep your shit together, everyone looks to you as an example and keeps their head in the game. Doesn't help with the long term psychological effects of combat, but you can count on your friends to not panic or break down while under fire.

No Other Team in the World (-600CP)

...Could have done what you did today. Because let's be honest, sending five guys to fight off upwards of 40-50 terrorists is pretty much asking for failure. Not for you, though. When working in a small group, you and your mates essentially quintuple your efficiency. In a firefight each member can be counted on to eliminate upwards of at least 20 hostiles even if they just got out of training, and even something as mundane as a group project gets done in a fraction of the time it would have taken otherwise. Even group studying becomes a breeze. However, this perk starts losing its strength once the group gets larger than 5 people, including yourself. Once you hit 12 it's basically been rendered inert.

Terrorist

Animals Call It Survival (-100CP)

Humans call it...business. You're pretty good at navigating the inevitable politics involved with managing an armed and dangerous group like yours. Step on the wrong toes and you might end up having an unfortunate accident, you see. Well, you're a little more accident proof than your peers.

Anarchist's Cookbook, Special Edition (-200CP)

You've become extremely good at producing and dispersing all kinds of chemical weapons and general explosives efficient at attacking wide areas such as malls, office buildings or even universities. An up and coming group, the White Masks, may be interested in your talents for an up and coming job.

You may die (but that is a sacrifice I am willing to make) (-400CP)

For most the idea of killing, and especially killing *themselves* is unthinkable. And those for whom it isn't it usually requires some catalyst, a cause, a religious fervor. But these men, they die not for any dogma, nor money nor god himself. They die and kill, for *you*. For **you** they are willing to strap on an explosive vest and rush the enemy. Words drip from your mouth like honey and silk to bring out the animal in men and whip them into a fervor. If you command their loyalty their lives will follow.

Their Motive is Unknown (-600CP)

When you are at the head of a large group, the group you are involved with becomes immensely unpredictable. The best intel teams in the world just can't seem to figure out why you blew up the eiffel tower or crashed a jumbo jet into the pentagon. Intel on your organization crumbles and operations against you quickly and regularly go awry. If your exploits were made into a movie or book, critics might say the writing was just really lazy...

Items and Companions

Standard gear (free to all)

A standard set of web gear and gas mask, a small host of grenades, ammo pouches, rapidly deployable wooden barricades, spools of razor wire and standard breaching charges.

Weapons

Primary/Secondary (-100CP, Free for Rainbow/Terrorist)

Pick a primary and secondary weapon appropriate for your organization and background to acquire for your own regular use. These weapons include regenerating stocks of ammo, and you'll find while using them that you can reach down on your person and grab a new magazine when you need to reload.

Non-Standard Issue (-100CP)

But perhaps you'd like a little more variety or something different for your clandestine operations. Choose from any real life shotgun, assault rifle, pdw, or smg for a primary, and any pistol or revolver type weapon for a secondary. Machine pistols are also acceptable.

Weapon Gadget (-100CP)

Do you want a weapon you want to bring along that doesn't fit into any of the above categories like, say, a tripod mounted early soviet light machine gun? Or perhaps some sort of special accessory like an attachable rifle shield? Under barreled shotgun? Here you go, spitball it within reason. There's all kinds of crazy stuff here.

Medical Pistol (-100CP)

While not a weapon in the traditional sense, it is nevertheless a gun. This dart pistol fires hypodermic syringes containing a vague cocktail of stimulants and accelerants, stabilizing the victim and getting them back on their feet for another go.

Gadgets

Shields (-Variable)

Bring the defense of choice from the time of knights to the modern age with these! While they're more combat utilities than weapons, they nevertheless take up a lot of space and tend to make use of a primary weapon difficult. Are you willing to potentially trade some damage for unparalleled frontal defense?

- Ballistic shield (-100CP)

A basic bullet resistant ballistic shield. Watch your ankles.

- Flash shield (-200CP)

And improved shield based on strobe riot shields instead packing rows of cells packed with the same type of charge as a stun grenade

- Le'Rock (-200CP)

The finest in heavy protection, this is essentially a slab of vehicle grade armor complete with bullet proof window. It features an extendable flap at the bottom to cover the legs when fully deployed and an overhead angled piece of armor to provide greater defense from odd angles. Become the living wall with this. Do note that it takes some serious strength to use this properly and immense stamina to continue using it for any length of time.

Recon Drone (1 free for all)

Basically cameras attached to RC cars albeit slightly more sophisticated and purpose built than that. Short range and good for recon before breaching through a doorway. Has a jump function and can even make their way up stairs. Repairs itself after a week if broken. Knowledge is power, always stay informed.

Advanced recon drone (-50CP)

A more advanced if niche device featuring either flight capability or a built in taser than can stun people and overload electronics, deactivating them. Self repairs after a week.

Deployable Shield (-50CP)

Not the kind of armor you wear but useful anyway, this can take form as small deployable walls for cover-on-demand or improved metal barricades that require better explosives to properly breach through.

Traps and explosives (-100CP)

A real hunter always looks where he steps. Keep this in mind when you place down your traps be it a sleek modernized bear trap, trip mines or any other defensive measure. On the flip side, maybe you want to be more proactive. That's an option as well with the variety of breaching charges such as the thermite pack for use in breaching metal barricades or the cluster bomb launcher for fast and messy room clearing. Just be careful with them! You get a small supply that restocks after a week.

Armor (Free for all!)

Every operator generally wears some protection, but the amount tends to vary from person to person. Some prefer plenty of it, willing to sacrifice speed for the assurance. Others prefer a singular vest and nothing else, intent on staying nimble on their feet. The choice is up to you, as you get some gear to get you going that seems to repair any damage done to it when the job is done and the bullets stop flying. Comes in three general flavors, light medium and heavy.

Companion imports (-Variable)

For 50CP each, you may import a companion into any of the backgrounds. They get 300CP to spend on whatever they choose and all the backgrounds assorted freebies. They may not take drawbacks.

Canon companion (-200CP)

After working with some of the new members of Rainbow for so long, you might feel attached enough to some of them to want to bring them along. This can be arranged. For a 200CP price, you may have one of the canon operators join you on your multiversal adventure. They can bring along all their gear, and rest assured that each and every member of Rainbow can pull their weight, in their own way.

Drawbacks



You Have Been Spotted (+100CP)

Anytime you fight it seems like the enemy team has cameras every fucking where, and they will gladly use them to gather as much information as possible. You're going to spend a lot of time finding these stupid fucking things.



CYKA BLYAT/Pro Fuze +200

You will always have an explosives obsessed idiot on your team who, if left unsupervised, will destroy the objective or kill the hostage by accident with uncanny accuracy. You cannot use this to locate the objective as the seemingly magical incompetence wears off when he is observed.



Friendly Fire (+200CP)

You accidentally shoot your teammates in the back and or feet, all the goddamn time. They'll recover just fine after, but prepare to be very unpopular. You won't be fired or dropped from the team but being chewed out 24/7 becomes life.



Realistic Difficulty (+300CP)

Hostiles seem to just randomly figure out that you're behind a piece of cover or even behind a wall or the floor below them, and they will start shooting at you through the floors/walls/ceilings. I am terribly sorry.



Lone Wolf (+400CP)

Your companions are gone, and apparently you're the only one that can be bothered to do anything. You will, without fail, wind up in firefights with groups of 20 or so hostiles all by your lonesome.



Blackbeard'd (+600CP)

All of your powers are gone, and you have fuck all but the abilities and the equipment you got from here.

The End

Looks like you made it through just fine. You know the drill.

- Go Home (As if, right?)
 - Stay Here
 - Move On

LMG, MOUNTED AND LOADED. (+∞CP)

An enthusiast of archaic and outdated weaponry, most regard the man lugging the DP 28 as a fool, a madman. But what casual observers do not see is a simple, incomprehensible power, the ability to destroy all in his path. Including you. The great Lord, Tachanka, has been mildly upset by something you did, and he is now entirely devoted to destroying you, mind, body, and soul. The normally jovial, if slightly crass and rude individual you knew before fades away into the man's true form. No matter how invincible you believe yourself to be, Tachanka's weaponry will always harm you like a mortal, and you will find LMGs mounted and loaded wherever you go. In your bathroom, on your couch, in your secret pocket dimension only you can conceivably access, *everywhere*. Even if you should kill the Lord, he will just come back again, and again, and again. He is even immune to any and all forms of non-martial combat, that means super powers and magic. This IS his domain, after all. You may not fear men, but you will learn to fear God.

(Tachanka is not this powerful normally, obviously, but honestly the Lord is a being even beyond my power. Consider your chain ended, buddy. Have everything in the document as consolidation for your failure. After all, you had no chance of winning.)



My work here is done.