

Prince Roger / Empire of Man Gauntlet

By SJ-Chan

v.1.1

Welcome to sunny Marduk... not really. Marduk is a jungle hell world, a distant outpost of the Empire of Man (no, not that one... or the other one. This one is ruled by the MacClintock Dynasty.) where it rains five times a day and practically every living thing is out to kill you. Some of the inanimate stuff too. From killerpillars to vampire moths, from apex predators to stinging insect analogues, from flood, sea-monsters, cannibals, barbarians, and faulty equipment, this is a world that, in the canon, winnowed 300 of the best, of the best, of the Imperial Marines down to a scarce few. And now you get to join them... from the beginning.

You start this Gauntlet just as the shuttles touch down on the dry lakebed near Q'Nkok, stripped of all your powers and abilities, without access to your warehouse or any other equipment more advanced than 20th century weaponry and gear. You are reduced to your body mod, or 80% of human peak ability. Even Household Staff are chosen from the very best. You start with **Zero CP**, and may be any age between 22 and 80 (Life extension is a thing here), and either gender.

Changelog: Added a few items and notes.

ORIGINS

Household Staff [+300]: Like Matsugi or Eleonora, you're a normal, everyday member of the Imperial Household, a staff member, an unaugmented human. This is (optionally) the Drop-In Option. Warning, You are not Mission Essential. If Roger or You die, you've failed this gauntlet.

- **Out of Shape [+200]:** You're overweight and out of shape. Adjusting to Marduk is going to be a bitch and a half.
- **Household Toot [Optional & Free]:** You have, if you take this, a computer installed in your brain. This is no civilian model, but rather something designed to deal with the high security aspects of being allowed to serve in the Imperial Household. While not as utterly paranoid as the Toots of the Imperial Family, it is harder to hack than a Military Toot and better at storing information and running translation software. Your physical stats are reduced to human average until you get back into shape and capped at 60% until you can get someplace that has advanced medical technology... like Earth or Mars or the Althane Alliance.

Naval Officer [+100]: Like Doc Dobrescu, you're one of the Navy Pilots (or maybe an Engineer) who was deemed vital to the mission to protect Prince Roger and so you've been rescued from the destruction of Deglopper and forced to march across the planet. Better prove yourself to be invaluable. If Roger or You die, you've failed this gauntlet.

- **Sedentary [+100]:** While not as bad as some desk jockey, not all pilots need to be in what might be considered fighting trim. This will mean you're carrying a few extra pounds and aren't as up on your PT as you should be. Not exactly out of shape, but don't expect to be breezing through
- **Military Toot & Nanites [Mandatory]:** All members of the imperial military have military grade Tutorial Machines installed inside their brains. While these are better than Civilian models, especially for combat and training purposes, they are still 'Off the Shelf' and can be suborned, transforming you into a Toombie (Toot-Zombie)... but don't worry about that. That takes high tech means and first you should worry about getting off Marduk... or surviving long enough to get to the first city. You also have military grade nanites which give you limited regeneration, the ability to process some toxins, the ability to synthesize some needed nutrients, and keep you from getting sick with... well... pretty much anything biological. They aren't as good as Marine Nanites, so they don't offer combat boosting or defense against dehydration, nor will they regrow lost limbs.

Bronze Barbarian [0]: Bronze Battalion of the Empress's Own are the formal bodyguard of Prince Roger Ramius Sergei Alexander Chiang MacClintock, Heir Tertiary to the Throne of Man, and Empress Alexandra's youngest child. The Empress's Own are absolutely fanatically loyal to the Empire and the Imperial Family and, even though they may view their current charge as a spoiled dandy with better looks than sense, they're going to get him home to his Mother or die trying.

- **Combat Toot & Nanites [Mandatory]:** The Imperial Marines that form Prince Roger's bodyguard are chosen from the very best humanity has to offer, and have the best equipment (in theory) as well. As such, you have a top of the line Toot implanted in your brain, one that pushes combat science and advanced tactical awareness to its limits. While not great for more technical details, only the Imperial Family itself have better Toots. Your Nanites are also top of the line, able to fix pretty much anything that doesn't kill you outright given enough time. They protect against dehydration and push you very close to superhuman in stamina and toxin resistance.
- **Your Life For His [Mandatory]:** You have one Job. You must insure that Prince Roger survives to get off Marduk and back to his mother on Earth. If you do that, it doesn't matter if it costs you your life. His success is all that matters. If he falls, you fail this jump. If you give your life to save him and he succeeds, you pass. If you both survive, you get a very special prize.

Mardukan [Variable]: Well, would you look at that. I guess you don't start on that dry lakebed. You are a three meter tall, mucus-covered, exothermic, four-armed native of Marduk. While you might not know much about technology... or geography... or humans... you do know loads and loads about your native environment and, more importantly, how to survive in it. Mardukans need only survive for a decade on Marduk to complete this gauntlet. No one knows how old Mardukans can get.

- **The People (Cord's Village) [+200]:** The most primitive of all the Mardukans encountered, you're one of Cord's Nephews. While tough and strong, and a skilled hunter, you have no knowledge of anything more technologically advanced than fire. Seriously. Your people don't even have metallurgy yet.
- **Q'Nkok or Mahout [+100]:** Q'Nkok is the first 'city' the Bronze Barbarians come to and it is an iron age civilization. You are one of the warriors of the city. Alternatively, you may be one of the Mahouts hired by Pahner and Company.
- **Marshad or Rantai [0]:** These are the next two (non-ruined) cities the BB's come to. Marshad is a city of intrigue and extreme poverty (you may also be from Pasul if you like, or an exile from Voitan). These are steel age technology cities and somewhat sophisticated.
- **Diaspora or Kvern's Cove [100]:** The two most technologically advanced Mardukan cities on the Continent. Both cities have fairly advanced metallurgy and firearms.
- **League of the North [200]:** A Sivan-Riding Cavalry-Mardukan of the north! You are a follower of Prince Rastar. Comes with a free Sivan! Aren't you lucky? (Warning, even trained Sivan are mean, vicious, and borderline psychotic. They're riding Velociraptors, what do you expect?)
- **A Little Gender Confusion between Friends [+200]:** Mmm... well, that's interesting. You're now a Male Mardukan... that would be 'technically male'. You are of the 'Brooder Male' gender... the smaller, meaker, and much weaker gender. This means you will be a second class citizen everywhere on Marduk, with some societies barely tolerating your attempts to stand out in any way. The humans are much more reasonable.

Cher Cousin [200]: Congratulations! You're now 15th in the Imperial Succession, a cousin of Rogers sent along as a 'Companion of the Blood' to keep the wayward Prince out of trouble. It is your choice if your last name is Chang or MacClintock. If Roger dies or you die, you have failed this Gauntlet.

- **Paranoid Imperial Toot & Nanites [Mandatory]:** The Imperial Family has, hands down, the best internal cybertech available in this setting. Their Toots are incredibly powerful internal computers, equipped with all manner of combat and survival aides (including a very nasty Assassin Program) and Nanites that are even better than those found in the Empress's Own. However, your Toot is hyper paranoid and designed to be unsubornable. This means it is capable of (in theory) killing you rather than letting you be taken prisoner and too much mental stress might cause it to shut down until it can be adjusted by the Imperial Techs back on Earth. You also cannot connect directly to other systems very easily and must use a secure pad to upload data safely.

PERKS

Unless otherwise noted, perks listed under a particular origin are discounted 50% to that origin

Naval Officer

Naval Officers can choose between Pilot or the first level of Engineer for Free.

Pilot [100]: You're one of the best pilots in human space, picked for your excellence to shuttle the Crown Prince and his bodyguards around. You could deadstick an overloaded interplanetary shuttle onto a dry lake bed 4 times out of 4. Seriously, all the pilots managed this feat. That's impressive as fuuuuuck. If you're a Mardukan, this costs 200 and you'll have to wait to get off planet before you discover this talent.

Engineer [100/200]: Like Julian or Portena, you know how to fix things. Mechanical Things. At the lower level, this allows you to maintain and repair most if not all Marine Equipment. At the upper level, this allows you to maintain and repair almost any technological device known to mankind. In future jumps, this will give you an intuitive sense of what is causing any malfunction in any technological device you understand the basic principles of. If taken by a Mardukan, this costs 400 CP and makes you the equivalent of a D'Vinci or a Taketi. You're absolutely brilliant when it comes to all practical applications of any technology you understand and your ability to innovate new technologies borders on the supernatural.

Toot Mechanics [100]: You know the ins and outs of your gear, including the small information processor that is your Toot. You can make your own special adjustments, providing defense against those who might try to poison you against your own or optimizing it for different kinds of operations. You can also design apps for it or for other peoples' toots.

Spherical Tactician [200]: Three dimensional combat at c-fractional speeds spread across an entire solar system? Easy peasy. While you might not be the match for Admiral Helmut, you're easily among the top 10% of humanity's spacefighters. Attacks from unexpected angles never surprise you.

Raider Medic [200/300]: Good thing you're here! You are a fully trained field medic with a working understanding of operations in hostile environments and a smattering of Xenobiology thrown in for good measure. For the higher price, this makes you a full military field doctor, trained in trauma surgery and xenobiology. This cannot be taken by Mardukans. You gain an intuitive sense of how various newly discovered biological agents might be used medically.

Intelligent Naval [400]: You are a brilliant military strategist, able to synthesize your knowledge of allies and enemies to create a detailed and comprehensive tactical analysis of what your enemies are likely to do. Taking this and Spherical Tactician makes you the equal of Dark Helmut, Lord of the Sixth. If you take this, you're automatically bumped up to the Naval rank of Commander.

Bronze Barbarian

Special Talent [50] (Free Bronze Barbarian): Every Barbarian has a special talent. One is a master knitter, one is a car thief, one is an olympic class swimmer, one is a high priestess of satan with a wide understanding of theosophy. Any mundane skill you could have you may be a master of, so long as it is not directly related to marine combat. So yes, archery or fencing are fine, sharpshooting isn't. Multiple purchases are allowed.

Deadliest & Best Looking [100] (Free Bronze Barbarian): You are a veteran of one of the most extreme combat units in the Empire of Man, special operations or raider insertion teams or hostage rescue or something similar. You're also extremely attractive. You know how to survive in combat and you know how to protect your charge like a feral wolf protects a bone. You are also quite physically attractive, since you must appear in public with the Imperial Family.

The Best of the Best of the Best [200] (Free Bronze Barbarian): The Bronze Barbarians are all combat veterans, usually from Raider Insertion Teams. They have been through RIP and are incredibly dedicated, loyal, and with nearly unshakable morale. As one of their number, you cannot be suborned against your will. Any attempt to do so will either bounce off your loyalty if too weak or render you unconscious if so powerful it would otherwise succeed. Not only that, but you are never less than perfectly vigilant when guarding your primary, no matter how stressed, fatigued, or in danger you yourself might be. Wherever you go, you will always have proof that you are a qualified bodyguard.

Veteran of a Thousand Firefights [300]: There is no part of combat you don't understand on an instinctive level. Having been in more battles and seen more death than any human should, you've gotten to the point where you barely have to aim consciously any more and instinctively know when there is a weapon aimed at your location. You never hesitate when the chips are down, not even for a second. If you are a Marine and take this, you are either a LT or Sergeant Major.

Perfect Specimen [400]: There are marines and there are marines... and then there's you. You are the best of the best. While not superhuman, you are in every way the absolute best a human being can be. You are as smart as the smartest natural human, as tough as the toughest, as fast as the fastest, and as wise as the wisest. Your memory and accuracy are similarly perfect and you're extremely likable. If you take this, and Veteran, you're Pahner's second in command. If you're Mardukan and take this, you're as strong as Ercum, as accurate as Rastar, as charismatic as Krindy, and as wise as Cord.

Household Staff

Trusted Above All Others [100] (Free Staff): You're a good listener and those who trust you will come to you for help. Those who don't know you will be more willing than normal to open up to you. Those you are loyal to will never doubt your loyalty to them. When you're sent as an Envoy, as long as you mean no harm directly, you'll always be treated fairly.

Sage Advisor [200]: People tend to listen when you speak. You project an aura of knowing what the fuck you're talking about, at least when you want people to listen. You have three specialties you are world (galaxy?) famous for and one where you might be the best there is. Pick any four loosely related fields of study. It could be housekeeping, fashion, sociology, history, mechanical engineering, information security, you name it. Multi-purchase allowed.

Alien Adaptability [300]: Everyone underestimates the help. People underestimate you too. And it's not just in matters of combat. You are able to hide a remarkable amount of weaponry and small items upon your person. Even if you walk through passages designed to identify such weaponry or hidden information caches, you will be able to walk free and clear, with no one the wiser, unless you should choose to willingly disarm.

Lucky Stars [400]: As long as you're not actively wielding a weapon, and someone isn't specifically targeting you, you will never be the target of an attack. Wild animals will target others nearby, barbarians will go after your allies. Even transports you're on will be targeted last. If you would be targeted for some reason, you'll receive a minimal amount of damage. Even in a giant furrball you'll find that the bullets never seem to do more than graze you. Even when your side is defeated, you'll more likely be captured and imprisoned than executed. All this goes out the window the moment you fight back however. Sorry.

Cher Cousin

Understated Elegance [100]: You are something of a clothes horse, and know how to look your best at all times. Clothes just look better on you than they do on others and you know what to wear to impress, to intimidate, to seduce, and to make others think of you however you want them to think of you.

Laser Stare, Blinding Smile [100]: You are incredibly charismatic, so much so that people tend to be staggered when you smile at them and quake in fear when you glare at them.

Blastproof [200]: Explosions will toss you about a bit more than normal, but you'll find that you're more bumped and bruised, rather than having your internal organs splattered. Either by accident or design, you'll find that you'll survive practically all explosions, somehow. The bigger the blast, the more injured you'll be, however.

Big Game Hunter [300]: Your family knows how to get what it wants. Miranda the First fooled the Dagger Lords into thinking she was utterly loyal until she wrested control of Earth from them. Alexandra has a reputation for being brilliant in politics. Roger... is Roger. The family MacClintock, when it sets its sights on something will always find a way to get it, if that is at all practical. Your ability to plan for eventualities, to see your way through to your goals no matter what obstacles might be in your way verges on precognition, and your luck in getting your way eventually is second to none... if only you didn't burn through so many allies along the way.

Companion of the Blood [400] (Free for Cher Cousin): You are a child of the nobility of Man, of a similar genetic line to the Imperial Family. For centuries your family has... let's call it tweaked... your genetic code. This has made you just about as healthy as it is possible to be, with incredible endurance, a drastically reduced need for sleep, incredible reflexes, and spooky ass aim. Even without nanites, you heal rapidly and with them you heal faster still. You are incredibly resistant to both physical and emotional stress and you can remain cool even in a firefight. You are utterly immune to PTSD.

Mardukan

Coldblooded Predator [100] (Free The People): When you move through terrain you're familiar with, you do so like the mist, barely perceptible to even the most highly trained observers and even mechanical devices have trouble isolating you from the background.

Dinshan Master [200] (Free The People): By use of rigorous meditative practices, you can regulate your own internal biological processes, keeping yourself from going into heat at inconvenient times or boosting your internal body temperature to deal with incredible cold. You can ignore pain and hardship as well, and your fighting skill improves as your total body awareness makes you a master of hand to hand combat.

Wanderer [100] (Free Mahout): You are remarkably durable. As long as you have worthy goal in mind (or just survival) you can trek the longest of distances with some flair. Watch out for alien vampires though, they'll suck you dry no matter how hardy you are.

Animal Kinship [200] (Free Mahout): For some reason, not only are you able to befriend more intelligent forms of animal life a bit more easily, but hostile animal-life will somehow never attack you. From Kolfish to Atulgrak, from ant-analogues to vampire moths, somehow you'll always be overlooked as a viable target unless you're actively attacking them.

Over Paranoid [100] (Free Q'Nkok): You're paranoid... but in a good way. You will never be lulled into a perfect acceptance of the way things are. You'll always have plans in place just in case your allies betray you and never assume your allies haven't been suborned. Most miraculous of all, however, is that all your real allies will find your paranoia endearing rather than offputting.

Techno Shock [200] (Free Q'Nkok): The people of Q'Nkok adapted to alien technology faster and more completely than any other group on Marduk (especially when you consider they were the second most primitive 'friendly' group encountered). Never more will you be flabbergasted at new technologies or methods, and you will almost instantly understand how you can make use of any new thing you encounter, even if you don't understand exactly how it works, as long as you understand what it does.

Inured to Suffering [100] (Free Marshad): To be from Marshad is to know extreme poverty. It is also to have survived deprivation and suffering. Physical discomfort no longer hampers you in any way and even the worst smells are nothing more than information to you. You can work longer hours on less food than you'd otherwise need, and need only half as much sleep to function, though you won't feel your best if you only get that much.

Hidden Identities [200] (Free Marshad): It seems like everyone in Marshad has more than one identity, and now so do you. You find it child's play to maintain as many separate legal and mental identities as you like. You'll never slip and accidentally respond to the wrong name or use the wrong accent when you are in one of your roles. More importantly, however, you'll never make the mistake of believing you're actually any of those other people... unless someone is checking to see if you believe it.

High & Dry [100] (Free Rantai): As a resident of the least pleasant city on Marduk (for Mardukans... it's the most pleasant for Humans), you are highly resistant to the extreme cold, to the effects of dehydration and moisture deprivation, and to thin atmosphere. You are also more resistant to the effects of UV light.

No Worries [200] (Free Rantai): Far and away, the most peaceful place on all of Marduk is the Rantai Valley. Barely any predators, the only 'threat' was a bunch of rowdy mercenaries. It is the only place no one was attacking, plotting to overthrow, or full of cannibal slavers... on the entire planet! Now this too applies to you. As long as you stay out of other people's business, they'll stay out of yours. As long as you present no threat to them, they won't threaten you, even if you have stuff they might want.

Anti-Villainy Intuition [100] (Free Diaspora): You have an eye for villainy. You recognize villains and plotters and their ways sufficiently well to plan useful and effective counters to some of their bad behavior. The more effort you put into a plan, the more effective it will be of course.

To Defy the Wrath [200] (Free Diaspora): No one can plan defenses like a Diasporan Water Priest. The term layered defenses could have been coined to describe the Diasporan anti-flooding system. Whenever you put your mind to stopping any particular enemy, even inanimate ones, you will find your mind overflowing with ever more effective and expensive methods of stymieing that foe. There is no limit to this, but every additional layer of defenses will cost more time and effort to construct than the last, and someone has to maintain it all.

The Sound of Bells [100] (Free Kvern's Cove): The Bells of Kvern's Cove sound to signal the defiance of fate, the resolution of the people of the Cove to stand, undefeated, on their own two feet. Whenever bells sound you will feel your will bolstered and your creativity spurred to new heights. After this jump ends, you may, one time, change the sound that triggers this to any one other sound. You can teach this perk to others over time.

I Refuse to Die Today [200] (Free Kvern's Cove): The story of Kvern's Cove is one of overcoming adversity at every step along the way. Kvern wrecked his ship and without a way to support himself began charging others to tie up their ships at his wreck. From there a town grew and then a city. You have embraced the lesson of Kvern, and within every setback you can now find the seed of progress, the will to push yourself forward, a way to make the setback work to your advantage. Of course, you have to live through it first. Once per decade, something that should have killed you will somehow fail to do so. You might be horribly injured, you might escape unscathed, but somehow you'll survive, even if it's only by refusing to die that day.

Sivan Cavalry [100] (Free Northern League): Not only are you a master Sivan Rider, but you're a master of hit and run tactics, trained to strike the enemy then fade into the darkness only to harry them again and again and again. You'll never find yourself accidentally stuck in unless ambushed; there will always be a way for you to retreat. Your mounts have twice as much stamina as normal.

Four Gun Mojo [200] (Free Northern League): You can use as many handheld weapons as you have hands without losing any accuracy or speed.

Big Boy [200] (Mardukan Only, Not discounted): You are as big and strong and tough as Ercum. That's 4 meters of Mardukan. You are not as stupid as Ercum.

LOADOUT

Marine Loadout [Free for Marine]: This is the complete kit of backpack, uniform, supplies, rations, ect for a Raider Insertion Team on prolonged deployment. It includes six spare pairs of socks, a spare uniform, personal hygiene equipment, five kilos of proteins and vitamin supplements, rations, additional ammunition and power packs for their weapons, additional ammunition for squad and company level weaponry, a bivy tent, a multitool, a rucksack fluid pouch with six kilos of water, and up to ten kilos of personal gear. The load will total out at between fifty and sixty kilos. In addition, the entire Company will be switching off carrying powered armor and additional trade goods, ammunition, and powerpacks. Comes with a Non-CP backed Marine Helmet, Bead Rifle, and Cameleon Suit.

Basic Loadout [Free for Non-Marine Humans]: Change of clothes, rations, hygiene equipment, and some personal gear in a rucksack. Weighs twenty to thirty kilos.

Firelighter [50]: A lighter that works in all conditions and never runs out of fuel.

Water Supply [Free for Humans/100]: A 6 liter camelbak canteen with built in chiller. You will need this. Yours makes water that's just a little cooler than others and never breaks down. You lucky dog. For an additional 100 CP, it will refill itself once a day and makes actually cold water. If anyone notices, they will think you have a special prototype that absorbs ambient humidity and has a tiny nuclear power supply.

Vitamin Supplement [50]: All the vitamins and trace nutrients you need to keep yourself healthy. You receive one a day.

Functional Combat Helmet [50]: Marine Helmets interface with their Toots to give them all kinds of advantages in combat... like IR and UV, like HUD targeting and enhanced hearing... and most of them are vulnerable to water and humidity. Yours isn't. It always works correctly and never gets lost or damaged. Somehow can pick up Mardukan fauna's lifesigns.

Self-Repairing Chameleon Suit [100] (Discount Human): You have an upgraded set of the color-blending kinetic reactive armor that Imperial Marines call "Chameleon Suits". Yours is tailored to fit you, self cleaning, and self-repairing. It is guaranteed to start each day in perfect condition. This armor is good enough to stop any projectile going more than 150 mph and less than mach 30, though repeated impacts in the same area will overwhelm it. It's not very good against slower projectiles however and impacts it stops still hurt.

Healing Salve [100] (Free w/ Raider Medic): A pot of skin salve that cures rashes and burns (not instantly, but over a couple days or so). It is an auger jelly and can be replenished by adding protein rich cold broth to the pot. It weighs 1 kilo. After the jump, it works in a matter of minutes and replenishes itself once a week automatically without the broth.

Nanite Upgrade [50 per level]: If you want to upgrade your Nanites (or get any if you're a Drop-in), this is for you. No Nanites upgrades to Military, Military to Combat, Combat to Imperial. Imperial Nanites upgrade to Perfect Nanites. Perfect Nanites will repair anything short of brain-death and are perfectly capable of keeping you functioning at least a little even if you have a javelin through your heart. It won't be pleasant, but neither is bleeding out. Your blood is about 60% nanites however, so you're quite a bit heavier than normal. Buying Nanites costs an extra 100 CP upfront if you're a Mardukan.

Bead Pistol [50] (Free Marine Officer): A fully functional Marine Bead Pistol that is guaranteed not to break down as long as you keep it clean. After this jump, it will begin each combat with a full load out of beads.

Bead Rifle [100] (Free Bronze Barbarian): A fully functional Marine Bead Rifle that is guaranteed not to break down as long as you keep it clean. After this jump, it will begin each combat with a full load out of beads.

Functional Power Armor [300/400]: This is a completely functional suit of Cromsten power armor, complete with enough power cells to use it for 100 operational hours. The connectors are guaranteed not to go bad. By taking this, if you're Bronze Barbarian, you are now in Julian's Squad. If bought by a Mardukan, this only costs 100 CP, but you can only gain access to it once you get off Marduk. Once off this planet, your suit gains functionally limitless power supplies when used as normal. Buying this gets you a discount on a Plasma or Bead Cannon to be mounted on the suit. For 100 CP more, your armor has a special coating that keeps One-Shots from locking on.

Functional Plasma Rifle [200]: This is a Marine Plasma Rifle that was not made by the lowest bidder. It comes with 40 reloads, all guaranteed to work and not to cause a titanic explosion when you fire it. Not only that, but somehow, when you fire it, it is guaranteed not to cause friendly fire incidents. As long as you keep it maintained, it will not break down. Post jump, it has unlimited ammo. The ammo for this weighs half as much as normal but no one ever seems to notice. You also get one new reload every week... they just show up in your pack. No one questions this.

Plasma Cannon [200]: A squad level Heavy Weapon, the Plasma Cannon is the upgrade of the Plasma Rifle and is seriously bad news for anyone down-range... especially Mardukans. Although the Battalion has its own, this one is yours to keep and is guaranteed not to break down as long as you keep it maintained. After this jump, it will have infinite charges. It can be set up in manjack mode, but it might fire on friendlies or cause massive fires. Plasma is no joke.

Bead Cannon [200]: A squad level Heavy Weapon, the Bead Cannon is the upgrade of the Bead Rifle and its hypervelocity beads can smash through all but the hardiest of armored vehicles and structures. Although the Battalion has its own, this one is yours to keep and is guaranteed not to break down as long as you keep it maintained. After this jump, it will have unlimited rounds. It can be set up in manjack mode and will never accidentally fire on friendlies.

Smoke Pole [300] (Discount Cher Cousin): A Parkins and Spencer eleven-millimeter magnum given to you by the Prince. It is a gem among heavy caliber rifles. True, it's a "smoke-pole" rather than a bead gun, but it is also a selectable action weapon (it can be fired in either bolt-action or semi-automatic mode) and the end product of over a millennia of development. The big, chemical-propelled round has excellent penetration and muzzle energy, and in the hands of an expert, it is deadly out to nearly two kilometers with the Intervalle 50x variable hologram scope mounted on it. Of course, it's also incredibly heavy, weighing nearly 15 kilos and uses non-standard brass-cartridge rounds. This comes with 1200 rounds and a reload kit. As long as you keep it maintained, it is guaranteed not to break down. The shells are almost infinitely reloadable if you police them up.

Zuiko Tri-Cam [100]: This nigh indestructible camera has functionally unlimited recording capacity and dozens of visual and audio modes. Yours can be linked to a helmet or weapon to provide shots even when you're in combat. Records in full 3D and has all the gigapixels.

Bead Maker 3000 [200]: Well, would you look at that! What a useful object! This is a 10 kilo box that can synthesize up to 100 Rifle or Pistol Beads an hour! It uses heat (so place it in a fire... don't worry, it's fireproof) to convert carbon, iron, silica, and trace chemicals into beads. It can also make 4 Bead Cannon Rounds an hour instead. See Note at End of Jump.

Marine Multitool [50] (Free for Bronze Barbarian): This useful item is made of memory plastic and comes with four 'standard' configurations: shovel, ax, pick-mattock, and boma-knife. And you can add two configurations. The knife edge is monomolecular. Julian's multitool has an 'out-of-tune Lute' configuration, while Portena's has a 'pig poking pag' configuration (an oversized rucksack).

Pig Pocking Wrench [50] (Free w/ Engineer): A large wrench that can be used to dismantle power armor. During this jump, the wrench requires the power armor to be powered down to use this ability. After this jump, a solid blow from the Wrench will cause power armor limbs to fall off even if they are powered up. It weighs a good 4 kilos.

Fruits and Spices [100]: Kate Fruit, Yachinni, Peruse... all manner of fruits and spices from Marduk. Your warehouse gains an unlimited supply after this jump is over.

Rare Meats [100]: Fresh Suckling Damn-Beast anyone? You get a selection of Mardukan meats (guaranteed, no actual Mardukan Meat) delivered fresh to your Warehouse every Month, enough for 300 meals.

Marduk House [300]: A copy of Marduk House will follow you on your adventures, serving dishes from Marduk, bringing in money, and attracting shakedowns from local gangs if you like. It's a great place for a covert meeting and no amount of scrutiny will ever be able to prove you own it. The employees are all hyper-deadly in defense of the heavily reinforced structure. If you have this, you don't need Fruits and Spices or Rare Meats, but they'll allow you to franchise if you have all three. You can either buy this outright, or win it by securing a Gauntlet Victory in which more than a quarter of the Bronze Barbarians (75) survive to see Roger victorious. Regardless of how you get this, you only get it at the start of your next jump.

Grumbly Oil [50]: An unlimited supply of Grumbly Oil, which is vile and noxious in its pure form, but makes an incredible musk base for all manner of perfumes, among any number of other uses. Delivered only once you leave Marduk, though you start with 5 kilos of it as a trade good.

Diablo Spider Silk [100]: once a month you'll receive 5 bolts of the most expensive and luxurious silk from the planet Diablo. The silk is protected by giant acid spitting spiders. Delivered once you leave Marduk, though you start with two bolts (5 kilos) of it as a trade good.

Dianda [50]: A silk-like plant-fiber fabric native to the region around Marshad. Once the Barbarians reach Marshad, you'll get 500 kilos (100 bolts of it) free, and once you leave this jump you'll gain an unlimited supply of it.

The Perfect Toot [300]: A Jump-Chan Guaranteed Toot. This is a super-computer in your head, with processing power equivalent to a super-computer and defenses that cannot be breached by any form of cyber-hacking, technopathy, magic, or memetic effects. It provides near perfect situational awareness by tapping into all your senses and analyzing them for all the information they can provide, then feeding you important details. It provides HUD for targeting and interfaces with your nanites to provide instant health and statistical data. Not only that, but it can safely link with other allied Toots to provide you with information on your allies' condition and coordinate on a squad level.

Fire Gems [100]: The Gems of Marduk are said to be lovely and they are certainly valuable. Buying this means you start with 2 kilos of high quality gemstones, and post jump you'll gain a supply of small (no larger than thumb-sized) high quality gemstones at the rate of 2 kilos/week.

Miranda Protocols [500]: The Miranda Protocols are an incredibly in-depth counter-strike plan maintained over centuries in case anyone ever tried to usurp the MacClintock Dynasty. They include maps of the Imperial Palace (including all secret passages), security codes, mostly up-to-date threat analysis and info packets supplied by the Imperial Bureau of Investigation, and hidden arsenals dotted all around the capital, full of power armor, sting-ships, ground vehicles, and weaponry. They are all linked via a concealed communication network. And following this jump, they're all yours. They'll follow you from jump to jump, updating with setting relevant (if slightly dated) technology and be placed around the national capital of your starting nation by default (you can change this to your own properties if you like, but if you move it the map of the local equivalent of the Imperial Palace will change to your headquarters instead). You can either buy this outright, or win it by securing a Gauntlet Victory in which more than half the Bronze Barbarians (150) survive to see Roger victorious. Regardless of how you get this, you only get it at the start of your next jump.

Deep Cover Generator [200]: Spies in the Imperium of Man and its rivals have some pretty fancy deep cover technology, including complete body-resculpting and skin-deep genetic recoding. Once you leave Marduk, you'll gain access to a bio-med vat that can regrow lost limbs, resequence your skin's genetic code, change your hair, skintone, eye color, and (to a limited degree) reshape your face and body (can't make you taller or shorter, but can add or subtract soft-tissue. In addition, this device will give you a fairly complete cover identity that will appear valid as long as others don't look too deeply. After the jump it will be installed in your warehouse.

Three Shots [100]: A One-Shot is a device designed to disable power armor and kill the passenger. It's also pretty much a suicide device. It's a tube of chromsten with a magclamp on the open end and a high explosive on the closed end. You lock it onto the surface of power armor and it blasts a scab of the armor lining off inside the armor, turning the driver to paste... in theory. In practice? You're trying to kill a guy in power armor with a zero range grenade. You get three of these. After this jump, you get a replacement the next day any time you use one and they can be upgraded if you have proper tech skills.

Accurate Schematic of the Saint's Ship [100]: Might not seem like much, but it might save some lives. This schematic will be found in the Spaceport's computer files. After this jump, you'll get a similar schematic for one enemy installation in each subsequent jump.

Encyclopedia Galactica [200]: A complete copy of the Encyclopedia Galactica, with an up to date map of Marduk included for free. Will self update in any culture with a functional information network. Includes the schematics for all Imperial technology, including Tunnel Drive and Chromsten armor.

Bitok & Beer [100]: Somehow, in defiance of all probability, there is now a Bitok joint in Rantai and Kvern's Cove. For those who don't know what Bitok is, it's a russian dish of ground beef (or similar) mixed with onions (or similar) and binder, then covered with sour cream (or similar). Borscht is often part of this meal. This discovery will seriously boost morale. After the jump, your warehouse gains a small Bitok joint run by a little old Russian lady. If you ask nice, she secretly has some Lutefisk for those who like such things.

Prepositioned Cache [300]: As the shuttles were coming in over the planet for landing, they managed to drop a well concealed pod of power cells, ammo, spare chameleon suits, and rations. It landed about 100 klicks from Diaspora. It'll take a bit of effort to get to, but it's guaranteed to be unopened and intact. After this jump, you get a similar cache of equipment that can be hidden anywhere in each new jump. You can store any generic items in it and just find it when you need it.

Alphane Defector [50/100/200] (Not available for Cher Cousin or Mardukan): Instead of being a human, you're an Alphane defector who managed to earn a post in the Imperial Elite. For 50, you're an Altharis male, for 100 you're a female. They're 8 feet tall subterranean highly aggressive koala-bears. For 200 you're a Phaenur, an empathic centauroid lizard with scaly skin.

COMPANIONS & PETS

Squad 8 [100/200]: You can import (or create) up to 8 companions as Bronze Barbarians for Free. They gain 400 CP, but are otherwise reduced to the same level as you are (before any drawbacks you might take. For 100 CP more you can import a second group of 8. For 200 CP, if you are Cher Cousin, you may import up to 32 of your companions as your own private guard. They can be either Bronze Barbarians, Naval Officers, or Household Staff.

Jumper's Own [200]: You can import as many companions as you like as normal Mardukans from any location or locations. They get 500 CP each but must pay for their starting location from their own points. You can create up to 4 new companions as well.

Ticket to Valhalla [50 each]: The sad fact of the matter is that most of the Bronze Barbarians died on the trek and more lives were lost in the aftermath. But those who fail may rise again in the Jump-Chain. You may buy as many of these as you like. Each one allows you to invite one fallen comrade to join you as a companion. They are returned to the prime of life at the end of your stay in this world. If they refuse, you get your ticket back and may use it on another.

Riding Sivan [200]: A vicious, hyper-omnivorous velociraptor-like riding dinosaur used by the Northern Cavalry of the League. Big enough to allow a Mardukan in armor to ride, Sivan are the kind of fighting mount that will try to eat you if you aren't careful. They definitely will try to eat your enemies.

Pack Flarta [300]: An elephant-sized, six legged toad-thing. Most Flarta are fairly placid and they can swim fairly well. They look quite similar to the Flarka and yours has some Flarka blood in it, meaning it won't run from combat, but rather towards the fray to squash all the irritating things throwing spears at it. Flarta can be ridden and have hides thick enough to shrug off bead round impacts.

Dogzard [200]: The local dog-equivalent, Dogzards weigh up to 300 kilos and have incredible reflexes. They are opportunity scavengers, but fiercely loyal.

Tame Atul [400]: the local apex-predator, Atul (also called Damn-Beasts) are tiger-sized and incredibly vicious predators. Somehow, along your travels, you will rescue a suckling and save it from the pot (they're quite tasty). Yours and yours alone will be totally loyal to you. It might still see others as food, so you might want to have Animal Kinship to keep it from attacking others.

Tame-ish Atul-Grak [600]: Oh, sorry, the Atul-Grak (aka Big Beast) is the Apex Apex Predator. Essentially the only thing on the planet big enough and scary enough to predate on Atul, Flarta, and Flarka, the Atul-Grak is a moving tank of angry vicious megafauna. It is, in every way, terrifying. This one likes you. Even as a pup, it's 500 kilos of mean.

DRAWBACKS

We Few [+200]: No longer does this jump end with Roger & Company escaping Marduk. Now you're in it for the long haul. Not just the retaking of Earth. You have to help Roger win the Civil War and guarantee the security of the Empire of Man.

We Happy Few [0]: Requires We Few. For the cost of making all your drawbacks worth 50% of their normal value, you can make the rest of the Jump, the part after you escape Marduk, function as a normal jump where you have full access to your powers and abilities.

We Band of Brothers [+200]: Requires We Few. You now have to see Roger as undisputed ruler of all mankind. That includes Raiden-Winterhow and the Saints.

Noble Sacrifice [+200]: You begin the jump right after DeGlopper's engines get taken down, weeks before the ship manages to limp its way to the Marduk System. It is no longer guaranteed that all the shuttles will make planetfall or that you'll be on one of them. This cannot be taken if you are a Bronze Barbarian or a Mardukan. I hope you can convince Pahner to put you on a shuttle. Better talk fast.

Her Father Named her Ima [+100]: Your parents were highly abusive assholes. Not only do you have a traumatic childhood, but you have a really stupid name.

Verbal Comma [+100]: You can't help swearing every third or fourth word.

Too Damned Honest [+100]: You have a hard time lying and keep telling people things better kept secrets. If you're a Marine, you're also something of a gullible twit.

Short Timer [+100]: You were weeks away from getting out of Bronze and you're deeply resentful and have a hard time hiding it. Limited to Bronze Barbarians

Bisty Root [+100]: You are addicted to something mostly harmless, like chewing gum... something in short supply. Something you'll run out of and need to find a replacement for. Not having either the substance or the replacement will make you edgy.

Show Him the Picture [+200]: You have a family back home that you can't stop worrying about.

Outrageous Accent [+200]: It might not be Pinopan, but your accent is just as bad as Portena's.

Inveterate Gambler [+200]: You have an incredibly hard time walking past a gaming table

Prankster [+200]: You keep playing pranks on others and it drives them nuts.

Basik Scent [+200]: For some reason, Marduk's Predators and Insects think you smell tasty. They'll target you when they can.

Net Hauling [+300]: You keep being assigned to all the most disagreeable tasks and, for some reason, you can't say no.

The Stench of Grumbly Oil [+300]: Grumbly Oil is the most noxious stuff in the galaxy... or so they say. To you, every inch of Marduk smells ghastly and you can't ever quite manage to ignore the smell.

Mommy is Making Me Angry! [+300]: Why can't you stop saying things that sound like TREASON?!!!!

Spoiled Brat [+300]: Like Roger, you're a whiny, self-indulgent, spoiled brat. Not only can't you help it, it drives you crazy every time you open your mouth and insert your foot. Hopefully, like Roger, you can manage to keep it under control. If you're a Marine, everyone in the company knows nepotism got you into the Regiment.

Hello Ercum [+300]: You're kinda an idiot. Anyone ever tell you that? I mean, sure, you're likable and all that, but you've got ham between your ears / horns.

RIP [+400]: Regimental Inprocessing was hell. Seriously, traumatic hell. Somehow you made it through, but you keep having PTSD flashes of it.

Hold it in [+400]: You can only take a leak once every other day. This does nothing to stop you from feeling the pain of a full bladder.

The Sniffles [+500]: You're mildly allergic to Marduk. You don't know what it is, but the constant damp means your eyes will be itchy and your nose runny for the entire journey across the Planet.

Surprise is a Mental Condition [+600]: And for some reason it's one you can't manage to get over. Every time something surprising happens, you hesitate for a second. It's not a lot, but it adds up.

What's Going On [+400/+600]: You have never heard of Jump-Chain, or of the series of Novels known as Prince Roger. You have no memories of this being a gauntlet, no memory of having a safety net, and no idea what's going to happen. If you're a Drop in, this is worth an extra 200 CP and you find yourself transported from your bedroom on Earth to a seat on one of the Shuttles.

RESOLUTION

Failure!: Either you died or Roger died, or the Empire of Man fell. For whatever reason, you've failed the challenge. Move on with your chain. Feel free to come back and try again, though all your original purchases will be wiped out. You get a free pet Basik to remember your time here. It's afraid of everything.

Success!: You escaped Marduk! Congratulations! As a reward, you may return to Marduk once every decade for a six month vacation. You get a nice little villa in the Rantai Valley. If you did this as a Bronze Barbarian, you get an added bonus. You're officially part of the equivalent of the Empress's Own from now on. That means if you're from the US in a jump, you'll be Secret Service. If you start a jump in the Roman Empire you'll be a member of the Palatine Guard. If you're in Warhammer 40K as a Terran, you'll be a Custodes. This doesn't give you any special powers or guarantee you're in anyway qualified for the job, just that you'll officially have the job. You can toggle this off just prior to the beginning of any jump.

Stay, Go Home, Move On: The Choice is yours!

Drawbacks: All of the drawbacks can be mitigated to a certain degree if you work hard enough at it. The Hellmarch is a heck of a way to work out personal problems.

Item Import: Once this jump is over (or if you took We Happy Few and got off Marduk) you can choose to integrate any object you bought here into something similar you already own.

Pet Import: You may also choose to give any of your pets the alt-form of one of the pets you bought here instead of creating a new pet. If you do, they are form-locked and lose all out of jump abilities until after the jump ends. Enjoy your new Ferret-zard.

Note: The Prince Roger Series (March Upcountry, March to the Sea, March to the Stars, We Few) has been, except for We Few, released by Baen as part of their freeware BaenCD promotion. You can get them free and legal from [Fifth Imperium](#) on the Aldenata CD or read the first one online at [Baen Books](#). They also are available in audiobook (which is what I have, so forgive any spelling mistakes on names. I've never seen them in print).

A Note on Bead Cannon Rounds: Besides the standard ten-millimeter ceramic-cored, steel-coated beads, there were both armor piercing and "special actions" munitions. The armor piercing beads were designed to be effective against any known suit armor, and against most armored vehicles, as well. The "special actions" munitions were mixed. Some were crowd-control devices: sticky balls to coat rioters in glue, knockout gas, or puke gas. And some

of them were for close quarter conditions where the object was pure, unmitigated slaughter...
such as rounds that essentially fill the area with mono-molecular razorwire.