

In the Norvinsk Region, a special economic zone that served as both a bridge between Russia and Europe as well as an excellent location for international companies to do business, a Britain-based corporation called Terra Group began conducting illegal experiments under the guise of creating “new, cutting edge technologies.” When the Russian government began to investigate Terra Group hired a PMC known as USEC (United Security) to act as their proxy private army to disrupt any investigations on their activities. With traditional methods exhausted and their hands legally tied the Russian government took a new approach and secretly created a PMC of their own, known as BEAR, who could successfully combat USEC while keeping their hands clean. It was soon discovered that some elements of the local government also had a hand in Terra Group’s activities by hiding their facilities and officially slating the new USEC forces as being used for “agricultural and mining security”. The Russian government began to believe that these activities were a genuine threat to national security and therefore invested a great deal of resources into BEAR.

USEC and BEAR soon came to blows all across the region, the fighting intensifying to the point where a six month political scandal resulted in the involvement of the UN, who soon proved to be ineffective against either side. Eventually, the Norvinsk Region was evacuated by the majority of the civilians who had made their homes there due to the incredible danger that resulted from these battles. Yes, just ***most*** of them. Some were unable to leave in time, but some willingly stayed behind in the now mostly lawless area. Most of these people are shady individuals, most of them being criminals and thugs who realized how profitable the looting of abandoned areas as well as the corpses of PMC soldiers was. Violent gangs of individuals known as Scavs soon totally

gained control of the isolated region, cutting both BEAR and USEC from any sort of command. The soldiers who fought so bitterly against one another were now left to fend for themselves against a population who will happily murder them for the promise of loot as well as revenge for what they did to their homes. Some members of both PMCs banded together in desperation, others struck out on their own in an attempt to flee the city. Some soon became like the locals, staying behind for the promise of profit that could be made in a place where the law could no longer be enforced.

You will be one of the unfortunate individuals trapped in the Norvinsk Region. Will you stay to find some of your former comrades, try to gather evidence to expose Terra Group for their crimes, or just try to get the fuck out like any sane person would? You're on your own now, so you'd better make up your mind. Fast.

+1000CP. Doesn't exactly look like the Roubles, Dollars or Euros everyone is taking, but don't worry. I've got a few people willing to let you make some purchases with it. Just make sure you spent it well. You'll be here until this whole thing blows over.



Backgrounds:

All backgrounds may be treated as a Drop-In option. You may opt to be male or female, as well as any age.



Scav (+400CP):

As one of the many former citizens within the Norvinsk Region, your world came crashing down when mysterious soldiers began fighting in your own home. There were signs of it before - isolated incidents of local authorities coming under fire from unknown assailants and other phenomenon...but no one could have guessed that things would get this bad. You've been forced to take up arms and search for supplies just to stay alive since there's no contact with the outside world. That, or you're some shady prick who's practically jumping for joy at the prospect of shooting people for their stuff. Doesn't matter much anymore - you're all one and the same to the people who ruined everything by fighting their little war.

You aren't really formally trained for real combat and your arsenal probably leaves...something to be desired, but there's at least a silent code of honor among the Scavs. You don't shoot each other over the loot. You grab what you find and fuck off. Most people follow the rule. *Most.*



PMC (0CP):

After fighting hard against one another the entire operation has crumbled under USEC and BEAR's feet. You're one of the poor bastards left behind in this lawless shithole thanks to the machinations of Terra Group. Whether you were a member of USEC or BEAR isn't really too important now, friendlies are shooting friendlies out of desperation and the lines that were drawn between you and them have blurred. What's worse, the supply lines you came to rely on are cut and now you've got to scavenge up food and ammo just like the asshole locals that are taking shots at you. Despite this absolutely awful situation you've all found yourselves in, you at least have some advantages over the locals.

You're actually trained well and can handle weapons very competently, and you've got several avenues through which you could get some very flashy gear which is gonna do wonders against the garbage the Scavs are toting. The only bad part is that you aren't guaranteed to have any friends out here. You might be truly on your own. Who can you truly trust in a place where *everyone's* backs are against the wall?

Skills:

“Huh?” You ask? “Not perks?”

I’m afraid not. This isn’t exactly a place of superhuman abilities. In fact, this is practically the world you left behind in every way. The only difference is that you’re now stuck in one of the biggest political disasters in recent history. The skills on offer are within human limitations, but don’t scoff. When it comes to people fighting people, every little extra bit of know-how can mean the difference between survival and an untimely death. They say it's better to be a soldier in a garden than a gardener at war, and not having many of the skills below is going to make you find out how true that is.

On offer are various skills that are going to help you immensely in this place. You may pay ***100 CP*** to increase each skill up by one level. There are three levels of expertise, from having only a very basic level of knowledge at level one to being a high-speed expert at level 3. If you have already acquired the skill set in your travels, each level adds a reasonable amount of experience to your already existing knowledge according to the skill level purchased. ***PMCs begin at level two for all marked* skills. Otherwise, all skills begin at level one.*** Got it? Good, let’s get started.

Physical Skills



Physical Endurance*

Quite simply reflects your level of physical conditioning. You tire less easily, run farther, and can control your breathing more easily.

Level One	*Level Two*	*Level Three*
You’re not in Army shape - not necessarily fat or super out of shape but running for miles is gonna be miserable. Go run some laps or something.	You’ve done plenty of PT and can keep up with the rigors of the battlefield. In reasonably good physical condition.	Your endurance is impressive to your peers - you can run miles to your objective, complete it, then run miles to the next with seemingly no trouble.



Health*

Reflects your body's ability to recover from injuries as well as the ability to go without food and water.

Level One	*Level Two*	*Level Three*
Your body reacts to extreme damage quite poorly, bullet wounds causing serious long term injuries as it would most people. You can also be a bit gluttonous with food and drink.	You've certainly been through some fights in your life, and you're no stranger to pain. You can withstand serious injuries for some time, getting back into the field after some medical attention and R&R.	You are one seriously tough son of a bitch. You'll take a round through the leg and be back out there safely before any doctor is comfortable with the idea. You also eat sparingly - perhaps the result of some intense training regimen. Spetsnaz, maybe?



Strength*

The ability to pick up heavy things and put them down. Also affects your ability to sprint quickly and jump higher.

Level One	*Level Two*	*Level Three*
Having to lug around heavy ammunition and gear is a bit alien to you. Add some heavy loot in a backpack and you're going to be a little strained out there.	You've had a lot of time to get used to a plate carrier and a rucksack. You feel right at home with some weight on your back and something heavy in your hands.	Damn bro, you LIFT. As a result of either weight lifting in your free time or having to move around heavy weapons you have muscles anyone would envy. Wearing heavy armor is much easier.



Stress Resistance*

Reflects your pain tolerance as well as your ability to ignore the physical symptoms of drugs or injuries.

Level One	*Level Two*	*Level Three*
The moment you get shot you'll probably scream, cry, and do all sorts of other not so pretty things. Don't be embarrassed, I'm pretty sure most people are right there with you.	Getting hurt is a bitch, but you're not going to just lie down and die like a dog. Even in serious agony you'll still find it in you to fight back, but even *you* have your limits.	Holy shit, you are absolutely crazy. Your insides could outsides and you're bleeding all over the floor and you'll leave your enemies astonished at the fact you're still talking shit and shooting back. *Die already, damn it!*

Mental Skills



Charisma

Shows your ability to haggle prices with merchants and convince others.

Level One	*Level Two*	*Level Three*
You aren't terribly persuasive at all. You could still make some friends and get some better prices just from a good knowledge of the market but it's not gonna be from your charms.	I wouldn't quite call you silver tongued but you can safely get some solid discounts on some items and maybe even have a few others doing your bidding. Maybe get a squad going?	You could outright build a network of associates and people to act as your ears. You're the first to hear about anything and getting other people to do what you say is child's play..



Attention

This is your ability to quickly notice small details. Primarily good for spotting good loot where others might not see anything, as well as remembering how much items are worth.

Level One	*Level Two*	*Level Three*
You're pretty inexperienced with this whole looting thing - you've never been able to just take whatever you want like this! You're not really sure what to grab barring guns, money and ammo. What the hell is a AKM dust cover worth?	You've got a solid idea of what's worth taking and what you shouldn't bother with. Most people don't think that graphics cards are worth anything, but they are so you thought to rip that damn thing out! It'll fetch a very pretty penny.	You have a keen eye and could make a small fortune just walking through an abandoned warehouse where people wouldn't think twice about leaving all those goodies behind. You know what almost everything in Tarkov is worth down to obscure keys.



Intellect

An extremely useful skill that allows you to quickly grasp the function of new items and retain skills that you have learned.

Level One	*Level Two*	*Level Three*
If you pick up a weapon you've never seen before you're going to be lost on its functions for a while. Best to stick to what you know for a while, right?	A wide skillset means you quickly take knowledge you have and apply it to new things. Someone familiar with an AK will get used to an M4 quickly.	You can pick up something truly foreign to you and have it totally figured out within seconds. Lends itself to the variety of weapons in Tarkov well.



Perception

Affects how good your hearing is as well as how quickly you identify enemies and other important information.

Level One	*Level Two*	*Level Three*
Hard of hearing? Not quite, but you aren't terribly more observant than anyone else and in a place where death can come quickly that can be a very, very scary thing.	You're well aware of how many important things sound and might be the first to notice the cracking glass in the next room. Furthermore, you spot movement easily and rarely get caught off-guard.	You're astonishingly aware of even the smallest sounds and how they all fit together. While others find the distant gunfire to be random you can accurately use this to build a mental idea of everything happening around you.

Technical Skills



Firearms*

Gauges your competency with the weapons you will inevitably be using.

Level One	*Level Two*	*Level Three*
You know the very basics of firearm safety and can figure out how to load the gun before pulling the trigger. That's about it. You probably won't give your buddy the Dick Cheney treatment. Probably.	You are reasonably competent in the use and maintenance of many weapons and have shot plenty of guns in your lifetime. You can be trusted to shoot most guns reasonably accurately.	You have an intimate understanding of a wide selection of firearms and handle them extremely quickly. You're a damn good shot and would probably be wanted as the designated marksman for any team.



Field Medicine

The ability to treat wounds with the various first aid kits and other items you will have access to in the Region.

Level One	*Level Two*	*Level Three*
You could put a bandage on a wound and stop bleeding, but accurately gauging the severity of wounds is difficult and the aid of severe wounds is lost on you.	You can quickly stabilize serious wounds in a combat situation and keep it that way. You cant do anything as serious as proper surgery but you can throw some fucking stiches.	You must have taken some serious courses, because you're able to treat extreme wounds and even perform some surgery with some of the survival kits out there, restoring limb function.



Covert Movement

Affects your ability to move silently on various surfaces, avoiding making unnecessary noise and giving away your position.

Level One	*Level Two*	*Level Three*
You have a very basic idea of how not to run everywhere at full speed like a total idiot. You will sometimes accidentally step on things that make noise which will give you and the enemy quite a fright.	You possibly have some experience with spec ops operations and know how to minimize the noise you make moving around. You will catch enemies off guard more frequently as you are less likely to be heard.	Some people might jokingly call you a fucking ninja because you almost unconciously seem to move in such a way that keeps you totally silent unless you're intentionally moving quickly. People might check just to see if you're still there!

Dealers

In the Norvinsk Region, it's not just criminals and soldiers who decided to stick around. There's a few relatively honest people who are still happy to help the common folk any way they can...or just realized how profitable all this could be. I'm going to get you in contact with some VERY helpful people who are happy to scratch your back if you scratch theirs. If you're fair with them they'll be fair with you. They are going to be your primary method of acquiring your supplies, ignoring simply taking it from the dead of course. On top of that, these individuals all could use a hand with some various tasks all across the Region. Some need specific items to keep certain aspects of their business running, and sometimes they just could use someone to do them a personal favor. If you're willing to go out of your way and accomplish these ***Quests*** for them you will be handsomely rewarded. It could be very dangerous, but this preferential treatment could end up being VERY helpful for your long term survival since they're willing to part with some very useful supplies and weapons for their new buddy and associate…

Just be a little mindful of what quests you do, and for whom. Each dealer is out to further their own interests, and sometimes what they want conflicts with the interests of another. They might not be too happy to find out your actions wound up hurting their business.





“Prapor”, Pavel Yegorovich Romanenko

“*What's up, warrior? What's your interest? Cash? Goods? The right place for both, but who are you and what are you made of? It's the first time I see you and no offense, but I've lived too long to trust people right away, so you'll have to prove how tough you are in the field.”*

“Prapor” is a warrant officer responsible for distributing the supplies of the local Russian troops in the area, but during the combat between the two PMCs he sold various weapons and ammunition to BEAR under the table. He primarily deals in the native Russian kit, meaning he deals in Kalashnikovs and Kalashnikov accessories first and foremost, but he also deals in surplus weapons so if needed you can purchase Mosin-Nagants and SKSs as well. He also runs an Insurance gig, where you pay him an upfront charge and if that piece of kit ever gets lost in the field, just let him know and he’ll send out some of his Scav associates to go get it...if it hasn’t already been stolen. If found he’ll cough up the goods no problem - he’s an honest guy. Just remember: No Refunds.

If you’re willing to do some work for him he’ll start selling you some seriously rare and expensive pieces of Russian kit, and hand over some bits of it for free for the trouble.



“Therapist”, Elvira Khabibullina

“Hello, mercenary. Are you interested in a job, by any chance? Very well. Work is not hard for a gritty man like you, and won't end up in losing. I can always provide food and drinks, and, most importantly - skilled medical care, in cases of almost any complexity. And for my loyal clients, who do not mind helping me with my business, I offer preferential terms for goods and services.”

As the head of the Trauma Care section of the main hospital in Tarkov City, “Therapist” has access to a wide variety of medical supplies as well as the food and water you might need to survive more than a week. She is perhaps one of the most benevolent traders you will meet, as she works to salvage the quality of life for the people trapped in the Norvinsk Region, but unfortunately she must charge her clients in order to keep her operation afloat. You will see her for serious medical emergencies, and purchase the majority of the first aid kits that you will need from her as well.

Doing some tasks for her means that you will gain the opportunity to purchase more advanced and elaborate pieces of medical supplies, including the huge, life-saving Grizzly Kit.



“Fence”, Real Name Unknown

“*Ah, it's you. Local troubleshooter, huh? Yeah, I know about you. And you'd better learn one thing. You are not the only one. There are some other serious people out there, perhaps they could be even more skilled than you are. They're walking around, minding their own business, and from to time leave some stuff behind. And the thing is - I need those items. I know it's a hard find, but the reward won't disappoint you.”*

A mysterious figure that began expanding his crime network into Tarkov the moment trouble began, “Fence” deals in literally anything of value. Guns, ammo, supplies, somewhat esoteric loot, even total fucking junk. He’s a man who can turn a profit from nearly everything, so he does just that. If you’re on the hunt for something rare and need to buy it at something resembling a reasonable price, he’s the first person you should see.

For those inclined, he’s looking for Scavs to hunt down specific items that some of his customers are looking for. Everything from keycards to antique vases are on the menu.



“Skier”, Alexander Fyodorovich Kiselyov

“Hello to you too. What do you need? Job? Ha! You only need official with transparent wages and care package, or the shades of gray are acceptable as well? Looking for a job, look at him! Whatever. Jobs come up all the time, of a different nature, but people expire fast these days. So, I have starting job for you. Payment will be fair. And if you do fine, we can talk employment then.”

A former worker at the Tarkov port, “Skier” took to selling the supplies of the port when shit hit the fan, but his influence grew to the area around it as he became successful. He deals in a mix of Russian and western weapons taken from the Scavs and PMCs alike. He also has access to a few specific attachments and pieces of equipment others have difficulty acquiring, such as a handful of high-caliber bolt action rifles and DMRs. He is willing to accept Euros for some of his equipment, and is one of the few traders in the Region to do so.

Doing work for him will earn you access to some rather rare weapons, as well as valuable pieces of loot that will be highly tradable or fetch a fair sum from other merchants.



“Peacekeeper”, Tadeusz Pilsudski

“Good afternoon. My name is Peacekeeper, and you were recommended by Skier, as a man who knows his value and the value of loyalty too. Let's not waste time and get straight to business. I have a job for you, and if you do well, I will be happy to work with you again.”

For a bunch of peacekeepers, the boys in blue don’t seem to be doing a whole lot of peacekeeping around here anymore. That suits the polish “Peacekeeper” just fine, who seems more than happy to use them to sell off the various western arms and ammunition at his disposal as the supplies officer, using those interested as a middle-man. He used to do USEC favors before everything went to shit, but now he’ll happily sell to anyone who can pay. You’ll likely be seeing him for various parts for the M4 system, as well as other fun pieces of kit like the MP5. He primarily deals with US dollars, which he’ll exchange for Rubles at a fair rate.

He still has a job to do around here, so if you’re going to be doing jobs for him you’ll likely be dropping off cargo and helping snag some of the heavy duty Russian equipment lying around. In exchange, you’ll get paid in hard cash and get some imported weapons on top of that.



“Mechanic”, Sergey Arsenyevich Samoylov

“*Yes, I am the Mechanic. I have a lot of work to do. Get to the point, did you want to help? It's a shame there's so little time and the programmer unit for PLC100 is out of order. And those orders to boot. Whatever, why am I even telling you this?”*

As you can tell, the “Mechanic” doesn’t exactly have the greatest people skills as he admires precision more than any pointless gesture like “manners”, but if you can look past that he is an extremely talented man who you will come to rely on for many technological things. The Mechanic does not use middle-man unlike many of the other traders, but instead relies on his own skills - he does not trust others with his own work frequently. He is talented at modifying weapons and deals in quite a few attachments, but he is also well versed with computers. He values tech junk greatly for his work so if you find any he will buy it for a good price and come to rely on you when he does so very rarely when it comes to others. He deals in many currencies, including one that you might not expect...*Bit-Coin.*

Having associates is a bit new for him, but I put in a good word for you and he will ultimately use your help to its fullest extent. His work is complicated and challenging, but if you do well he will reward you with exceedingly rare attachments as well as help you with various technological help. What kind? How does *very lucrative bitcoin mining* sound?



“Ragman”, Abramyan Arshavir Sarkisivich

“Good adventurous day out! Intense skin, brother, who are you hailing from, nikes? Or military? Well, whatever, I don't care. Don't think I'm against PMCs or even mercenaries, it's just the situation we have on our hands, in our city, is total shit. So I get it, you want to do business with me? Well, first I have to figure out who you are, get used to you around, you know?”

Before everything went to hell, “Ragman” was just a small-time store manager if you can believe that, but now he’s turned his business talents to selling tactical gear to those who need it. He’s a tough son of a bitch who doesn’t tolerate people who fuck with his business, but he is more than fair with his customers and associates. He’s always looking for more guys to supplement his already respectable number of Scav goons, but the help of a hard and trained soldier is going to be very tempting for him indeed.

Expect to be asked to wipe out Scavs unaligned with him around various parts of the Region, as well as searching through various abandoned shopping districts. Dangerous work in these times, but do it well and Ragman will grant you access to high tier plate carriers as well as helmets and backpacks.



“Jaeger”, Kharitonov Ivan Egorovich

“Well hello there! I’ve been watching you for a long time - I’ve heard about your good and bad deeds. In our difficult time, it is hard to remain the same person - you have to choose a side. So here I am on the side of those who clean our land from various infections, the ones that drag us further into the dark abyss. If you would like to join, I will be glad of any help.”

A man who chose to live in the wilderness in solitude, “Jaeger” is an alias that not too many have heard. He has a subtle form of power in his wisdom and understanding of the world...oh, also his supplies of shotguns and rifles. He does not place the blame of what has happened at the PMCs feet, but rather those who took advantage of a shaky situation and made it so, so much worse. Jaeger, like the Mechanic, has an appreciation of precision but refers to a precise destruction of those who make the world a worse place for everyone. He will rely on your help to slowly destroy the people that have made the Norvinsk Region the shithole it is - the Scav Bosses who turned it into a glorified gang war.

Jaeger’s tasks are among the most difficult and precise tasks that any of the traders will ask of you. In time, he may ask you to eliminate the powerful Scav Bosses that roam the region and make life hell for everyone - a fight that should not be picked lightly. In return, he will grant you access to the most powerful rifles a true *“Shooter Born in Heaven”* could ask for…

The Hideout

That was a lot of meeting and greeting, huh? You'd better get used to them, they're gonna be some of the few friendly faces around here. Since that's over, let's go over your new ***Hideout,*** conveniently placed in the Region in a place where all the major regions are accessible but out of the way enough to not attract attention. Right now, your Hideout is an abandoned bomb shelter that has trash all over the place and frankly looks like a dirty hobo cave. It has absolutely nothing to sustain you and at the moment only serves to sleep in uncomfortably and store the stuff you find on the outside.

Here is +1000 Hideout Points to change that.

The first thing you should start with is a basic generator to get any amenities up and running - you'll get a basic one for free. **All of the following upgrades are totally absent barring the Generator, Illumination, Lavatory and Security until an initial charge of 50HP is made. After that, an additional 50HP will upgrade that Module up a Level. CP can be exchanged for HP at a 1:1 rate.**

Hideout Modules

Generator

What most of the Modules in the Hideout will require to be functional.

Level One (FREE)	*Level Two*	*Level Three*
A basic generator that doesn't hold a great deal of fuel. Useful for powering a few Modules, but will burn through fuel quickly and leave you in the dark.	A superior generator that can reliably power more modules with a lower fuel cost. Very cost effective but might struggle if all Modules are maxed out.	A highly advanced and expensive generator which minimizes fuel usage and maximizes the energy produced for your Hideout. Can fuel basically anything installed in your Hideout without a single worry. Will never malfunction barring actual physical damage.

Security

The front door of the Hideout. The higher the tier, the more secure it is.

Level One (FREE)	*Level Two*	*Level Three*
Just some flimsy old door that Ivan could just kick open with a bit of force. If you don't give a single shit about anything inside, keep it as it is.	A reinforced metal door kept secure with a strong lock. Can't be kicked open anymore and anyone looking to get inside is gonna have to get ahold of some proper power tools.	A special security system including a solid metal bunker door, an intercom system and security cameras. You can now laugh at anyone trying to get in, and they can hear it, too!

Vents

Regulates the air inside of the Hideout and keeps you from dying from stupid shit like carbon monoxide poisoning.

Level One	*Level Two*	*Level Three*
A ventilation duct which moves air through the Hideout naturally and makes cooking inside far safer. Still feels stale inside since no fresh air comes *in.*	The ventilation system now has an emergency system which both removes any combustion but also brings fresh air inside of the Hideout. Makes the Hideout much more comfortable.	The ventilation system is now a complete air circulation system which will allow you to safely produce some products and use some chemicals indoors.



Indoor Shooting Range

A compact but serviceable indoor firing range will allow you to test your weapons without drawing undue attention from the outside.

Level One
An excellent space to test out weapon modifications and evaluate new optics at close to mid-range. Comes with a few metal growth targets for closer shooting and paper targets against the far wall.

Workbench

A place to modify your weapons and create or reload ammunition.

Level One	*Level Two*	*Level Three*
A basic workspace with enough tools to safely install aftermarket accessories on weapons as well as other technical tasks. No tools for ammo reloading, sadly.	Your space now has the tools to produce basic ammunition as well as perform more complicated work on electronics and other objects of interest.	Fully stocked with advanced and specific tools, you can now create highly advanced ammunition with the right materials and even outright produce some weapons and electronics.

Illumination

Refers to the complexity of lighting within the Hideout.

Level One (FREE)	*Level Two*	*Level Three*
Candles give you a dim, uneven light through the Hideout. It's not great but it's better than pitch black.	Lightbulbs give a much more even light through the entire Hideout and make it easier on the eyes.	Fluorescent lights give a strong and even light through the Hideout and give it a very clean atmosphere.

Stash

A space to store your loot. Higher tiers represent the more optimal use of space and storage containers to keep it all in.

Level One	*Level Two*	*Level Three*
Some wooden crates to hold a decent chunk of loot, but not enough space to really hoard some serious stuff.	You've got access to some secure containers which allow you to cram some more stuff inside as well as keep it locked up in case any intruders come about.	Secure containers as well as lockers and metal shelving give more than enough space for any compulsive hoarder to store their goods.

Medstation

A place to patch up your wounds means a greater chance of survival of the wounds you may receive.

Level One	*Level Two*	*Level Three*
You've got some storage crates for your medical supplies and enough space to do some basic first-aid.	A proper little medical unit with some supplies, a table and chair, and a dropper! Now you're starting to feel a bit like a doctor! Lets you do more complex care.	You've got a full-fledged miniature laboratory! Not only can you do some pretty complex medical work here, you can even start to make your own drugs and combat stims!

Water Collector

Perhaps the most important addition to sustaining life here. Collects rainwater and filters it to make it safe to use for everyday needs.

Level One	*Level Two*	*Level Three*
A basic water collection system that filters rainwater and automatically puts it in containers for future use.	A more advanced system that more thoroughly filters incoming water as well as provides a basic supply system through the Hideout.	A highly advanced system with a multitude of filters, automatic pumps and a comprehensive water system through the entire hideout. Results in very clean and high quality water for routine use. (Requires Level Three Generator.)

Heating

Necessary for warding off the cold and maintaining your health.

Level One	*Level Two*	*Level Three*
A fire in a goddamn barrel. Usable in bad situations but possibly dangerous without ventilation since the Hideout is an enclosed space.	A potbelly stove connected to the ventilation system keeps you from breathing in fumes and gives you a much safer and more effective form of heating.	Electric heaters through the entire Hideout in addition to the stove allows for excellent temperature regulation. (Requires Level Two Generator and Level Two Workbench.)

Rest Space

A small recreational area to relax after a long, hard day.

Level One	*Level Two*	*Level Three*
A mattress tossed over a pallet. It's not exactly the definition of luxury but it's better than sleeping on the rock hard floor. Probably kind of bad for your back.	A proper bed that lets you get a much better sleep as well as a bedside table. Also comes with an old TV for something to watch when you've got nothing to do. (Requires Level Two Generator.)	A full lounge area with a comfortable bed, sofa, and an LCD TV complete with a gaming system of your choice! You're living in luxury, bro. (Requires Level Three Generator and Level Three Heating.)

Lavatory

A space to maintain your hygiene and...you know, do your business.

Level One (FREE)	*Level Two*	*Level Three*
You have a bucket to shit in and a litter box. No, really, that's it.	A basic bathroom with a wooden toilet and a washstand that is connected to the Hideout water supply. (Requires Level One Water Collector.)	A full bathroom with a shower, toilet and dry closet. Requires a substantial amount of water but is worth it for the hygiene improvement. (Requires Level Two Water Collector.)



Nutrition Unit

An area to eat and store your edibles. Higher levels denote better conditions and storage.

Level One	*Level Two*	*Level Three*
You've got an old fridge to store any food that will spoil and a small wooden table and chair to eat at. Beats sitting on the floor, right?	You've got a nicer fridge to keep your food in as well as an actual stove and sink to clean at! Certainly more comfortable, and you can now thoroughly cook your foods safely.	You've got a full fledged kitchen with a bigger stove and sink, a microwave, and even an electric kettle! Results in a vastly improved diet and better foods. (Requires Level Two Generator.)

Solar Power

A method of passively acquiring power through an alternate, eco-friendly source - the goddamn sun.

Level One
This is some seriously high speed shit. Discreet solar panels outside of the Hideout will allow you to supplement the fuel in your Generator, meaning that you cut fuel usage dramatically and even have an alternate source of gathering energy, although I wouldn't rely on the panels alone in the long term. (Requires Level Three Generator and Level Three Workbench.)

Intelligence Center

A small place to store secret documents as well as a place to go over intel and battle plans.

Level One	*Level Two*	*Level Three*
A table with a couple of drawers you can lock away some documents in and toss a couple of maps on or something.	An old computer with some useful software installed allows you to break into secure hard drives and flash drives as well as access digital intelligence. (Requires Level 3 Generator.)	You've got a high-speed computer with dual monitors and a powerful CPU to quickly go over information as well as advanced software to break into any secure drive you could ever find. (Requires Level 3 Generator)

Bitcoin Farm

No, come back, I'm serious. Racks that accept most GPUs that are hooked up to a computer that will allow you to mine for bitcoins - basically printing money. Thank the Mechanic for this one.

Level One	*Level Two*	*Level Three*
A small rack that can hold up to 25 GPUs, making this a slow but steady earner. (Requires Level Two Intelligence Center.)	An expanded rack that can accept 50 GPUs makes the process of making money a lot quicker. (Requires Level Two Intelligence Center.)	A rack that holds 75 GPUs requires a beefy computer, but is worth the investment as you can essentially make bank for free. (Requires Level Three Intelligence Center.)

Booze Generator

Allows you to brew valuable moonshine in the comfort of your own home.

Level One

Tired of the fact that living in a warzone basically makes any sort of alcohol price wildly inconsistent and inflated? Make your own, then! This station will allow you to brew some seriously strong spirits, which you can then sell to the locals for a pretty penny or drink yourself! Don't let an economic collapse stop you from indulging your unhealthy habits.

Air Filtering Unit

A filtering system that filters the air in the Hideout thoroughly.

Level One

With this connected to your ventilation system, your Hideout now has 100% clean air, with any impurities fully removed. It is now a fully livable space despite all of the crazy things you might get up to in here regarding guns, chemicals and electric work. (Requires Level Three Generator and Level Three Vents.)

Library

A bookshelf stocked with various books for learning and recreation.

Level One

Stocked with all sorts of books from non-fiction titles that will help you brush up on your practical knowledge to science-fiction novels that will keep you entertained when you're not feeling like messing with a video game. Might also be stocked with other genres, depending on personal taste. (Requires Rest Space Level Two.)



Equipment

Now that you hopefully have a roof over your head, or at least have somewhere semi-decent to store your stuff, we're gonna get to the good stuff - the guns, ammo, and armor you'll need to take the fight to the enemy, or at the very least something to defend yourself with so you can stay alive just one more day. Be very picky about your gear, because even the smallest faults may come back and bite you in the ass.

No discounts. Not much comes cheap in Tarkov anymore.

+400CP for all backgrounds for the sections below ***only.***

Secure Containers (PMCs Only)

During the Contract Wars, those in the thick of it received the impressive Alpha Containers to secure personal belongings - a case which only seemed to open from the touch of its original owner. No one is sure if it scans your fingerprint or some other crazy shit like that, but the end result is a box that could be trusted to even hold top secret, sensitive documents. Such roles were given to the Beta, Epsilon and Gamma containers entrusted to only to squad leaders and other significant operators. There were rumors of a final, massive case - but very few claim to have even seen such a thing.

These Secure Containers not only refuse to open at any touch but yours, but seem to make their way back to you from seemingly dumb luck. You can feel free to put some of the most valuable things you own in them...they'll stay with you forever.



Alpha Container (Free!): These small cases were handed out to nearly everyone, and if you didn't get one it was relatively easy to acquire one. Frequently used to store small bits of loot and medical supplies.



Beta Container (50CP): You were entrusted with a slightly larger container in the event that you ever bumped into the critical info that PMCs either sought to acquire or hide from their enemies. Slightly improved storage space.



Epsilon Container (100CP): A step up yet from the Beta container in space, this was given only to some of the most trusted individuals. This box can can easily fit several hard drives inside, or a multitude of secure flash drives - the most frequent source of secret information on Terra Group.



Gamma Container (150CP): A massive container seemingly bigger than a pistol case that can fit a not insubstantial amount of loot inside. These were only ever supposed to go to the big shots, but a few common operators have managed to get their hands on these, whether from a corpse or huge sums of money under the table.



Kappa Container (200CP): A Secure Container that, through some kind of insane technofuckery, seems to outright hold a little bit more loot than the size should suggest. A secret invention of Terra Group that's worth a king's ransom if you ever bothered to sell it - which you really shouldn't. Where the hell else would you find one?

Helmets

You might want a little protection for your head - there's a reason that soldiers started wearing them, what with all the shrapnel flying around when things start exploding. Most won't really stop bullets from a proper rifle caliber, but something is better than nothing. Remember that many helmets were created with different uses in mind, so some will unfortunately block the use of headsets or lack the ability to attach tactical accessories or facemasks. **You may pay 50CP on top of the original price to add a ballistic face shield or other accessories that are compatible with the helmet, such as a helmet that can mount night vision goggles. One thing to note is that superior helmets will have superior attachments. Cheaper ones have worse.**



A Hat (Free!): This level 6 ballistic weave super-Ushanka will protect you against - Pfffff. Just kidding. It's a hat. A Ushanka or some kind of cowboy hat or whatever you want. Protects you against the elements, probably. That's it. It's a fucking hat, what else do you want from me?



Head Mount (50CP): A cheap skull mount that accepts many adaptors for NVGs while also freeing you from needing to use a bulky helmet, whether because you didn't want to use one or, well, *couldn't afford one.* It might be possible to wear something light over it, but that's it.



Level One (50CP): A helmet not even really rated for handgun rounds, these helmets were probably meant to protect you from concussions and *maybe* shrapnel. *Maybe.* That being said, these are all very light and could potentially save your life from a stray handgun round or something to that effect. Better than nothing!



Level Two (100CP): Helmets of this grade are usually intended for either police use or the civilian market and are usually useful against weapons you might find in the hands of civilian belligerents such as handguns. That being said, the Scavs of Tarkov are getting their hands on military gear, so this might feel a little anemic against 7.62.



Level Three (150CP): Now we're getting somewhere. These are helmets usually on par with the equipment used by the Russian military and can be trusted to reliably stop handgun rounds and shrapnel. They may even stop some smaller rifle rounds, which will still hurt like hell and might knock you the hell out.



Level 4 (200CP): Highly protective helmets that can routinely protect your head from lower grade rifle rounds and practically negate pistol rounds. This is the "typical" level of high-grade protection, as any helmets you find that are more durable are niche in use and are used in assault units only due to their weight.



Level 5 (250CP): Helmets such as these are almost the maximum of how protective a helmet can get. Successfully deflecting mid-grade ammo and quite durable to boot, these helmets will deflect the vast majority of weapons that the Scavs in Tarkov have to offer. Should make you feel a little more safe, right?



Level 6 (300CP): Holy hell, is this really necessary? These pieces of headgear will stop basically anything that isn't armor-piercing ammunition. Probably rather heavy, but who gives a damn! You're a juggernaut wearing this thing! Unless they shoot you in the legs or something...

Headsets

You won't find too many guys who can afford it running around without some headsets on anymore. Why? For one, too many gunshots and explosions without any is gonna damage your hearing. Take it from me - Tinnitus SUCKS and you only get one chance to cover your ears. Another good reason however is that many modern tactical headsets not only muffle loud noises but amplify quiet ones allowing you to hear things that might just save your life. The cracking of glass in the next room might just be a Scav with a shotgun waiting to end your life, and without a good headset you might not hear that.



GSSh-01 "Ratnik" Active Headset (50CP): Cheap, does the job pretty well but doesn't exactly look pretty doing it. Yup, it's a Russian headset alright. It's sound amplification is pretty good and doesn't leave you feeling deaf but other models are generally superior in that department. These primarily protect your hearing, which it does exceedingly well.



MSA Sordin Supreme (50CP): This sporting headset offers excellent protection and amplification for a civilian piece, fitting snugly under many helmets. However, the Sordins sound boosting is more "bassy" than other headsets, giving sounds an extra thump to them and making them more obvious at the cost of a bit of detail.



Peltor ComTac 2 (100CP): Quite expensive in the West, but thankfully you got them a good deal cheaper here. Succeeds at preserving your hearing and also boasts superior sound boosting compared to other models, as sound remains crisp and clear while also not being too loud. Can be hooked up to various communications devices but that's probably not terribly useful since all your buddies are gone. Water-resistant, too!

Armored Vests

Armor is an extremely valuable commodity - a direct lifesaver in combat. Technology has moved past the bulky and ineffective armor of the past and any soldier has likely directly seen armor plates save the life of a comrade. Going naked is possible. After all, the warriors of the recent past did it. But why trust your fate to chance when you can skew the odds in your favor? Don't be like some of the unlucky Scavs with no armor desperately hoping no rounds come their way.

The following armor will vary both in protection and weight. While a light vest may be much more comfortable and easier to move in, your chances of surviving a bullet are lower than if you were wearing the heavy, expensive vests. The opposite is true for the bulky sets of armor, which can slow down the user drastically and leave them exposed in the open. Some choose an extreme, others seek to strike a balance between mobility and protection. Time to make your own choice. **If you choose, you may buy either a regular Armor Vest *or* an armored Chest Rig - a plate carrier and rig all in one. Armored Rigs block the usage of normal Armored Vests. Normal rigs usually have a more capable carrying capacity and Armor Vests are usually more protective but the appeal of having armor and a rig in one pack is obvious.**



Level Two (100CP): Light vests that can reliably stop pistol rounds and shrapnel while also remaining quite light and non-restrictive. Frequently used by the civilians and Scavs still in Tarkov as they are relatively easy to acquire and repair. In fact, these vests seem to be where Ragman makes most of his profits...



Level Three (150CP): These pieces of armor are still somewhat on the light side, but are more protective than level twos quite noticeably. While still deflecting pistol rounds and buckshot competently, level three vests can do it more reliably and can even stop cheaper rounds you might see used by Scavs. These vests were usually used by police forces or well-equipped journalists.



Level Four (200CP): We're getting to the good stuff now. Level Four encompasses many vests used both by the Russian military but some of the vests used by both PMCs before the Contract Wars. They've proven their effectiveness both in tests and in battle time and time again, and you can rely on them to stop mid-grade rifle rounds and most of the calibers that you could run into in Tarkov. Be wary of armor-piercing rounds, however.



Level Five (250CP): Armor frequently used by assault units and some of the PMCs still running around, level five vests are approaching that end of the spectrum that leans towards protection over mobility, but they aren't necessarily overly cumbersome. Capable of stopping the vast majority of rounds while likely providing extra protection to the arms and neck, Level five is seen by many as the ideal armor.



Level Six (300CP): End of the line - this armor is the absolute highest grade armor you could ever hope to find here. Capable of turning aside virtually any round, level six armor is gonna make you feel like a walking fucking tank. While it's hard to move around in over long distances, who gives a damn when you can take a burst of armor-piercing 5.56 and reasonably expect to actually live?

Chest Rigs

When you've got a firearm, you're gonna need somewhere to store all of your ammunition and magazines. Even if you're just firing loose rounds with a bolt action rifle or a shotgun, it'll be quite handy to keep your rounds somewhere that isn't your pockets. A bigger rig means not only being able to carry more ammunition in the field, but also means that you can stick spare bits of loot in there if your backpack is full or just want to keep something easy to access, like bandages or a knife.



Scav Vest (Free, for Scavs ONLY): A fisherman's vest used by Scavs who have yet to purchase a proper rig or find one themselves. Frequently used to carry loose ammo and smaller magazines such as pistol or hunting rifle magazines. While not exactly the best thing to be carrying your spare supplies in the long run, this is probably good enough until you can get something better.



Small Rig (50CP): These are the small vests that prioritize comfort and ease of movement over pouch numbers and sizes but still allow for a few magazines to be carried. Some see these as having insufficient storage for weapons with larger magazines and for looting in Tarkov, but they will do the trick if you aren't frequently in firefights.



Medium Rigs (100CP): Larger rigs that allow for the retention of several magazines, making them more useful in long term engagements. This amount of storage is usually more than sufficient as far as ammunition is concerned to most in Tarkov. If you go through more than eight magazines, You're either one crazy son of a bitch or something is very very wrong.



Large Rigs (150CP): Rigs that prioritize storage space over anything else. You can hold your own ammo, the ammo of the guy you just killed and looted and probably some of his stuff too! These probably aren't very pleasant to your back and shoulders but with one of these on you'll have much more space to make sure that you don't leave any stuff behind.

Backpacks

Last piece of personal equipment, I swear. If you hope to make any kind of money in Tarkov, you're gonna need something to keep that loot in. Sure, you could find some old backpack and just shove stuff in there, but think about what happens when it gets full. You have to either stop and ditch loot in favor of better stuff or just walk past wondering how much you could have gotten for it. Bigger bags means more money and that's a fact. Silly as it sounds to spend precious resources on a bag it's not as dumb as you'd think.



Small Bags (50CP): This is where all the stuff like messenger bags, duffle bags and slings go. These are pretty light and let you carry around a little bit of of the various items you'll hopefully be acquiring as you go through Tarkov. It's usually enough to get the key loot that you need and not a whole lot else. Their low profile can be very useful if you are trying to remain undetected, however!



Medium Bags (100CP): Bigger bags that can usually hold a good deal more loot, these bags are gonna let you more reliably carry stuff around like any guns that you find, spare meds, loot, whatever the hell you feel like. They're still light enough to be pretty unobtrusive while ultimately getting more mileage out of them. The more "balanced" option for those who don't plan on carrying a massive bag full of junk.



Large Bags (150CP): For those who don't plan on leaving a single damn thing behind, you have various civilian hiking bags as well as some military backpacks intended for carrying large and heavy support equipment. While you're probably not going to be sticking a mortar in there...probably...you'll have more than enough room to stick large firearms, ammunition, loot, grenades and whatever crazy things you'll be lugging around in Tarkov. How else are you going to carry a tank battery - in your arms?

Misc. Items

Aside from your equipment, you're going to need a lot of other various things to keep you going in such a hostile place. From medical supplies to goods for trading, people are looking for all kinds of resources and you will be no exception.



AI-2 First Aid Kit (x3 Free for all, 50CP for x3 more): A Russian personal medkit originally intended for harsh environments, these small medkits were to be used by various police forces as well as distributed to the populace in the aftermath of massively destructive events. While it mostly contains small capsules with anti-radiation and bacterial infections, it also contains an analgesic which is very useful for treating injuries.



Basic First Aid Items (x1 of each Free for all, 50CP for x1 more): Many are the injuries that can be sustained in the Region. Bullet wounds, cuts, scrapes, and burns are just some of the common ones. As a result many have made a habit of keeping medical supplies on them at all times to deal with injuries as they inevitably come. You'll get a set of cheap painkillers, a splint and an aseptic bandage for when that time comes for you too.



Food! (x1 Free for all, 50CP for another set): You've got to keep fed to keep fighting, and with the only new sources of food currently coming from the outside, you'll have to scrape together what you can get. You've got enough cans of beef, peas and other goods to last you about, oh, a month. Better get looking like the others.



Water! (x1 Free for all, 50CP for another set): Oh, you'll be needing some of this too. You'll find that pure bottles of water can be a bitch to come by for a while. Sure, you could just gather rain in a bucket but that's not exactly going to be the healthiest thing for you in the long term. Pure water will keep you hydrated and serve other purposes besides. Several cases of these bottles should keep you around for a month. After that, you're on your own.



Cigarettes (50CP for x4): Extremely valuable to many people in Tarkov, many of these cartons can be rather lucrative trading items. Especially for those desperate for specific brands. Maybe you just want to smoke them yourself? Hey, anything to take the edge off in this shithole.



GP Coin (100CP): A mysterious coin that was supposedly used to pay both sides of the conflict during the Contract Wars which was then used to exchange for various weapons. Worth a pretty penny, but it's real use is to be traded to certain interested parties for specific variations of weapons found nowhere else. Maybe look for a few more around the Region and ask the Traders what they might give for them…



Gold Skull Ring (100CP): A golden ring often worn on the fingers of the various influential thugs, gangsters and gopniks in the Region before shit hit the fan. Assuming you're actually speaking to a Scav on peaceful terms, being seen with this on your person will earn you some extra respect. After all, you probably had to fuck up some hardcore motherfucker to get one.



Terragroup Labs Access Keycard (100CP): A single-use access keycard used to gain entry into the most sensitive areas under Terragroup's control - primarily the labs that they have hidden away in Tarkov that contains valuable items, weapons and intelligence which will all be invaluable to you. Unfortunately, many of the PMCs also have an interest in these areas as they try to accomplish their own agendas or clear their names, so enter with caution.



Folder of Intelligence (200CP): A single folder of highly sensitive information on Terragroup and their actions both in the Region and across the globe. **Very** valuable, and while it would sell to specific people for a small fortune, it can also help you locate areas of interest for Terragroup. A useful asset if you're looking to discover the truth...



Weapons

Now here's what you've probably been waiting for. There are oh so many ways to deal death in Tarkov, but not all are created equal. Some PMCs are lugging around M4s decked out with sights, tactical devices, grips and whatever crazy things they can stick on there. Others are stuck with an SKS that they found on the ground. Not all weapons are created equal, but neither are the ones using them. While your choices here will matter a great deal, never underestimate the most humble weapon in the right hands loaded with good ammo.

Regarding Modifications

Any of the following firearms can be modded on a basic level for **50CP on top of the original price.** Depending on the weapon this could be anything from a flashlight on a rail to a new handguard and a grip to go with it. For **an extra 100CP, you can mod the gun to your heart's content.** Just remember that not all firearms are as accepting of modifications and you can be limited to what you can do.



Mid Tier Ammunition (x3 Free for all, 50CP for more stacks): 300 rounds of common ammunition of a caliber of your choice. It is likely simple ammunition that is serviceable but not quite the "top tier" ammunition.



High Tier Ammunition (x1 Free for PMCs, 100CP for more stacks): Sure, you could just fire any old rounds you find out of your weapon, but that means you have no clue if your weapon can successfully penetrate body armor - the bane of the broke in the Region. With AP rounds, however, you'll feel that much more secure when you fire. 300 rounds of the "best" ammunition of any caliber - likely costing a small fortune from any trader. Truth is, the round you're firing is more important than any gun you're wielding.



Smoke/Stun Grenades (x3 of one 50CP): Grenades are used for more than just killing. Other types of hand grenades will serve you well in Tarkov. Your first option are stun grenades useful for disorienting and blinding which allows you a considerable advantage in engagements, and your second option is smoke grenades which allow you to conceal your movements and position.



Fragmentation Grenade (x3 for 100CP): The primary uses of a hand grenade are clearing rooms of hostiles and forcing them out of advantageous positions. Potentially dangerous to use in some situations, but what isn't?



Melee Weapons (x1 Free for All, 50CP for another): While guns totally rule all conflict in Tarkov and quite frankly on the *planet* the uses of a melee weapon to fall back on are many. Whether as a last ditch option if you run out of ammunition or for dispatching wounded enemies, you can't go wrong with an extra little light surprise to shove between someone's ribs.

Firearms

The vast majority of firearms will be purchased according to their "tier". They are sorted according to their category and overall general usefulness in comparison to weapons in the same general category. Tiers don't necessarily imply the quality of the weapon, but "high" tier weapons usually have distinct advantages over "low" tier ones. **You are not limited to firearms currently shown in Escape from Tarkov - any firearm that can reasonably fit in these categories can be purchased so long as it is at the price from a category that most resembles the weapon you want.** The examples from each category simply give an example of what is reasonable for each category. Scavs get one "Low Tier" weapon for free.



PM "Makarov" 9x18mm Pistol (1 Free for all, 50CP for another): A somewhat archaic handgun that is commonly found all over the Region as a backup weapon or as a primary for the desperate. Reliable, and has easily acquired ammunition but the 9x18mm round is considered by many to be anemic at times. Certainly better than nothing in any case. Is not threaded for a suppressor unlike another mythical variant and is only semi-automatic.



Yarygin MP-443 Grach *OR* SIG Sauer P226R (1 Free for PMCs ONLY, 50CP for another): The most common sidearms of BEAR and USEC. These can be found relatively easily, as many of these weapins were either illegally sold with other weapons being used in their stead or simply found on the bodies of fallen operators. Not that that's a strike against these solid handguns. Both are chambered in 9x19mm which isn't great against armor but serviceable against bare flesh. Against Scavs, you could do worse.

Low Tier Pistols (50CP)



These are common sidearms usually chambered in 9x18 or 9x19 - not usually powerful enough against armor in most situations but useful as a secondary or fallback option. The vast majority of handguns with no automatic firing mode or special features otherwise fall into this category. This can include:

- M9A3
- Glock 17
- SR-1MP Gyurza
- PB Silenced Pistol

High Tier Pistols (100CP)



Sidearms such as these are an uncommon sight in the Region. Chambered in very unusual calibers or possessing useful features such as an automatic firing mode, these handguns usually have noticeable advantages in practical performance over other handguns. These can include:

- FN Five-Seven
- Glock-18C
- Automatic PB Silenced Pistol



Low Tier Submachine Guns (100CP)



Automatic weapons firing handgun calibers that can prove very handy in CQB, though the fact they are chambered in these rounds can make armor penetration an afterthought. Aiming for unarmored parts of the body can help alleviate the issue. These weapons include:

- MP5
- MP9
- MPX
- PP-9
- PP-9-01

High Tier Submachine Guns (150CP)



Small, portable automatic weapons that are either chambered in a somewhat more powerful caliber than usual to alleviate their weakness in penetrating armor or have some other useful features. Excellent in CQB and can occasionally hold their own even at mid-range. This includes:

- P90
- MP7A1
- MP7A2



Low Tier Shotguns (50CP)



Very common civilian weapons frequently found in the hands of Scavs and PMCs alike, shotguns have a nearly unmatched amount of stopping power which can prove to be a tremendous asset in CQB, but pellets are rarely a match for armor or range and as a result these can occasionally be as much of a liability as much as an aid if shots are poorly aimed. These include pump action, bolt action and semi-automatic shotguns such as:

- M870
- MP-133
- MP-153
- TOZ-106
- Semi-Automatic Saiga-12s

High Tier Shotguns (100CP)



Slightly more uncommon, but collectors and black market trades have resulted in a somewhat healthy injection of shotguns that boast fully automatic fire. These can include:

- AA-12
- Automatic Saiga-12s
- USAS 12



Low Tier Assault Rifles (100CP)



Usually civilian rifles and carbines used and collected by enthusiasts, these rifles are usually styled after military rifles but lack their automatic firing mode while still being chambered in the same rounds allowing them to remain effective at similar ranges. These weapons include:

- Vepr KM and AKM
- ADAR 2-15
- SKS

Mid Tier Assault Rifles (150CP)



Assault rifles frequently used by militaries across the globe, these weapons retain their automatic firing modes and are commonly seen in the hands of PMCs and lucky Scavs all through Tarkov. This massive category includes:

- All AKM Variants
- All AK74 Variants
- All M4 Variants
- SA-58
-

High Tier Assault Rifles (200CP)



Somewhat unique rifles that boast being chambered in very *interesting* rounds or are otherwise very difficult to come across. Finding ammo for these is probably going to be a bitch and a half, but the result may be very well worth it. These include:

- ASh-12

Low Tier Sniper Rifles (100CP)



One of the most common types of civilian firearms frequently used for hunting and plinking, these bolt action rifles are widespread in Tarkov and despite being relatively cheap they can pack an outstanding punch. Patient shooters may find these to be surprisingly adequate. These include:

- Mosin-Nagant
- Remington M700
- VPO-215

High Tier Sniper Rifles (150CP)



These bolt-action rifles designed with military shooters in mind are some of the most precise weapons you will find. Eliminating distant targets with be a breeze when in the hands of an accurate and practiced shooter. Make the glint of a scope the most frightening thing anyone can imagine. These are:

- SV-98
- DVL-10
- T-5000



High Tier Assault Carbines (150CP)



Special rifles created for a specific purpose such as special operations, these weapons are usually highly effective for their intended use but can fall a little flat when used outside of their intended purpose. This includes:

- AS VAL
- VSS Vintorez
- 9A-91
- OTS-14 Groza
- SR-3

High Tier Designated Marksman Rifles (150CP)



Rifles intended to bridge that gap between assault rifles and sniper rifles, these semi-automatic rifles are solid for mid to long range engagements while maintaining a respectable firing rate. These are:

- SR-25
- SVDS
- RSAAS
- M1A



High Tier Light Machine Guns (200CP)



LMGs exist for one primary purpose - suppressing fire on infantry. In layman's terms, shooting a lot of goddamn bullets at people to make them keep their heads down. With some practice, you can use these to make them keep their heads down forever.

Rare in the Region, these are:

- RPK-16
- PKM
- PKP Pecheneg



NSV "Utes" (200CP): A heavy machine gun frequently found abandoned at military installations and areas used by the military before they essentially bugged out. Essentially impossible to be carried and used by just one person, but I imagine someone creative can get some use out of a 12.7x108 machine gun.



AGS 30x29mm (300CP): Rarely found even on military property, this automatic grenade launcher is used for quite simply blasting the absolute shit out of a particular location. Whether you want to defend the hell out of your property or clear somewhere out before you go to loot it, this handy "little" grenade launcher will sure as shit do the job.

Companions



Duo (One imported Companion free!): Luckily you've managed to make a good friend in Tarkov...or at least someone you can trust enough not to shoot you in the back. You may import one companion to receive **1000CP** who may also take the Scav background for even more. If you don't have any companions, you may create a new one. Whether they be another PMC from the same side or a shaky ally from the opposite one in trying times, you'll at least be able to watch each other's backs.



Squad (50CP for further imports): But maybe you had plenty of friends before everything went to shit and you all decided it was better together instead of alone. You may import any further companions or create new ones who have access to **600CP** as well as the Scav background.

Drawbacks

If everything provided just isn't enough for your tastes, some extra challenges can be arranged. Just keep in mind that your time in the Norvinsk Region is already going to be challenging enough - do you really want more problems on top of being trapped here?

Pure Slavic Jank, Mild (+100CP): You'll swear that Tarkov is haunted, because you're going to see all kinds of weird stuff in your time here. Nothing's actually haunted, you'll just see things like doors opening and shutting on their own, somehow getting stuck in place for a couple of seconds...stuff like that. Rarely is it terribly dangerous, but these little things can be extremely annoying at the bare minimum.

Hey, Imported! Fuck! Off! Got it? (+100CP): Whether you're a USEC or even an American who wound up trapped here by sheer chance, you have no clue how to read or speak the Russian language and never will. This isn't as unfortunate as it might originally sound, as there's still plenty of people here that speak English - all of the important traders can at least speak broken English - but there's probably going to be times where you really wish you could tell what some people were saying.

Hatchlings (+200CP): There's a few strange people running around with melee weapons, Secure Containers and the clothes on their backs trying to grab all the loot that they can and shove it inside their Containers. They're not usually dangerous - if you're well armed and catch them they'll usually wordlessly wiggle at you to declare their peaceful intent but some are willing to try to bop you over the head for *your* stuff too. What's worse, if these hatchlings get to the loot first they really will shove it in their Containers and you will never see that piece of loot ever again. Even if you kill the hatchling you simply cannot get inside of their container no matter what you try. All you can do is try to beat them to it.



MY LEG! (+200CP): You fucking hate these fucking Scavs and their tendency to shoot you in one of your legs. Occasionally, only happening when you're out in the field and never guaranteed, a Sniper Scav will happen to spot you hundreds of meters away and pop you in the legs. He won't hit a single shot after that, but you'll have to use a surgery kit or something to fix that leg to fully operational condition. If not? Take some painkillers and hobble along you unlucky bastard.



Mosin Man (+400CP): There is a dangerous creature hunting geared PMCs all throughout Tarkov. A single man of pure focus, commitment and sheer fucking willpower. A man armed with nothing but a Mosin-Nagant with cheap ammo and absolutely nothing to lose. But do not underestimate him, for many trained soldiers have been found dead by the hands of this beast and soon he will turn his attention to you. Even should you kill him, he will return only more determined. Even should he die hundreds of times he will never give up on his hunt.

Pure Slavic Jank, Severe (+400CP): What might have been mild little quirks before are now “game”breaking, nightmarish problems that if not dealt with quickly may very well get you killed. Your gun may stop firing for seemingly no reason at all, or your grenades simply won’t go off when you absolutely need them to. If you can think of something absolutely horrible happening at crucial times, there’s a small chance of that very thing happening to you. Be very, very careful out there.

Solo (+600CP): Unfortunately whether it be a result of your very unlikable tendencies or just your antisocial nature, you will never seem to be able to make any friends willing to follow you into the field. You may be able to make temporary alliances but the next time you meet that person it is unlikely to be under friendly terms. You’ll have to do everything yourself - barring only the trades you can make with traders. What’s worse, you are **banned** from importing companions. Be careful, because with no one watching your back death can come quickly.

Nerfed (+600CP): Ah yes, the powers that you came into the world with. Those ones. Your superhuman or even outright magic powers. Yup. Uh, I hate to be the bearer of bad news, but those are gone now. You are now limited to peak human ability at best and can be killed by bullets, explosions, shrapnel and other fun things you’ll encounter here just like everyone else. Enjoy playing by the rules in a place where you REALLY wish you didn’t have to.



Scenarios

The Truth



The actions of Terragroup have caused hell on earth for the people of Tarkov and has caused a very sensitive political scandal across the globe which may very well intensify past a point of no return if something is not done about it. Unfortunately, the outside world is quite simply unwilling to enter the Region and fix it due to the roaming Scav gangs armed with military hardware. The only people in a position to do something about who have the balls are the PMCs who themselves are just trying to save their own asses.

Maybe you'll be different.

To unfuck this situation, you'll have to accomplish an objective that the entirety of BEAR could not do - gather up enough evidence on Terragroup that would have them successfully found guilty of their many crimes. This isn't going to be easy as Terragroup is well regarded across the world due to the various humanitarian efforts they have funded to help cover up their deeds, but in their own labs and facilities in the Norvinsk Region evidence exists that could successfully prove their ill intentions beyond a shadow of a doubt. You'll have to contend with an army of Scavs and various PMCs searching for loot and just enough info to clear their names, but should you succeed in this herculean task you'll reap the rewards from many interested parties. Your reward will vary depending on your background and the PMC you worked with before this whole affair.



BEAR: Alone, you've managed to accomplish your mission and save the Motherland from a great crisis, and it's people thank you for it. The Russian Government will handle the case as it had originally intended and debate within itself what to do with the tattered remnants of the organization they created to accomplish this task. Eventually, they will arrive at the conclusion that it deserves a chance at life beyond their control, with *you* at the helm. You are now essentially in command of the rebuilt BEAR PMC - able to take contracts for the 1,000 new veterans looking for work under a national hero. You biggest employees are former Russian Army soldiers, Spetsnaz and maybe some of the former BEAR or even USEC who may be spared from retaliation.



USEC: After providing the evidence of USEC's dealings with Terragroup a series of trials will result in the unusual rewarding of the ruined remains of USEC to you. The former leaders of the PMC are found guilty of various crimes but many of the common mercenaries working for them are all but forgotten in the scandal. Various international parties however will reward you with enough money to successfully rebuild the PMC and hire many soldiers from western countries as well as some of the veterans of the Tarkov conflict. In the end, you'll be left with 1,000 soldiers under your command. Many companies and nations across the globe are, despite the publicity of the events in the Norvinsk Region impressed by your actions and are likely interested in your talents and the skills of the men you've found worthy of employment.



Scavs: Getting ahold of this valuable information makes you a rich man quickly, as the Russian Government quickly offers to buy it off of your hands for a literal fortune. You're pardoned for any actions you took in the Region - they can't prove jack shit even if they didn't - and you'll be left to your own devices with your ill-gotten gains. Things won't be quiet, though. Many of the thugs you may have associated with will quickly come to you for employment and leadership due to your reputation, so in the end you'll be left with a crime network that plays to your tune numbering 2,000 individuals. They'll continue their criminal activities and give you a slice which will fund your activities for years to come.

Scav Bosses

Many of the various Scav Bosses call the shots unofficially in Tarkov, or are just so armed to the teeth that everyone flees in terror of them or submits to their will. Truth is though that everyone that isn't a criminal would be happy if they fell over dead. Helping them do just that will be quite lucrative as they are frequently in control of some very alluring treasures…



Reshala, "The Dealmaker": This bastard is running around with his gang killing and robbing whoever he comes across. Many of the scavs in the area steer clear of him or pay tribute to avoid the wrath of him and his goons. Well armed for a group of Scavs and not afraid to use it, no one would cry if someone killed him and took his ill-gotten gains. The rewards you'd get for ending this fuckhead's life are:



Golden TT Pistol**:** The legendary pistol prettied up to Reshala's interesting tastes. It's worth a small fortune and the Mechanic would be happy to pay or make some trades for it, but you could also keep it for yourself if you've taken a bit of a shine to it.



Killa: A former renowned athlete who frequently travels to the main mall in Tarkov to indiscriminately kill anyone that he finds. Going mad with power after finding some extremely impressive military hardware, his study body and his heavy and powerful equipment makes a scary combination for some of the innocent people still stick around the area. Putting this bastard down will get you:



Pristine Adik Tracksuit + Jewelry: A highly sought after article of clothing and seen as the height of fashion by some individuals, this sportswear was one of the few things anyone ever saw Killa wearing. You may have this tracksuit in any color you like although if you plan on frequently wearing this in the conditions of Tarkov black is probably advisable. The tracksuit seems to recover from any damage or dirt when no one is looking. Huh. The suit also comes with a nice gold watch and chain to really gain the respect of some of the scum around here.



Killa's Maska 1Sch Helmet: The former iconic helmet of the deranged lunatic with a custom paint job to resemble the infamous gopnik tracksuit. It is a level 4 helmet that can stop many types of rounds, but the most useful feature is the level 6 facemask which stops virtually everything but the best armor-piercing ammo.



Schturman: The beast of the woods who is holed up in a local sawmill sniping passerby with his gang of snipers, innocent or guilty. Supposedly, he's doing all this to guard a chest filled with goodies like some kind of dragon and his hoard. Putting this son of a bitch down will net you the following:



X4 Terragroup Labs Single Use Keycards: In the box guarded by Schturman and his goons you'll find a small stash of these rare keycards. What was he stockpiling these for? Possibly just to loot those lucrative little areas, but now I guess we'll never know for sure.



Modified SVDS: The rifle personally carried by Schturman. Chambered in 7.62x54R, this weapon has a nice flat trajectory and good power behind it's round making it an excellent choice for sniping over long distances.





Glukhar: A former Russian Marine who developed a taste for crime even before shit hit the fan. He's a much more organized individual than the other Scav Bosses - he's not leading a small group of Scavs, but his own small army of them! Not only has he trained them, he's managed to get them armed with some decent equipment and even has an armored fucking train to get them around! Be very, very careful about this one. If you manage to kill him, you'll get:



ASh-12 Assault Rifle: A beast of a rifle chambered in what is essentially .52 that are natively subsonic, this rifle is a wet dream for someone looking to do some black ops. Not only did Glukhar have this rare rifle, but he even has plenty of spare ammo and mods sitting around for it! Say "Thank you, Glukhar."

But wait...did you get a little excited at that "armored train" from before? Well, it's loaded with some of Glukhar's henchmen, but if you're willing to go above and beyond and outright capture this thing from the massive gang, you'll get…



An Armored Fucking Train: Exactly what it says on the tin, this big bastard will help get you safely to many of the major locations in the Region. It's not exactly the *quietest* thing around, but you know not too many people want to fuck with the guys travelling in this suped up beast that was filled to the brim with ammo, explosives, weapons, whatever the hell Glukhar's gang could get ahold of. *Jackpot.*

Quite The Hired Help

Remember the Dealers that you met earlier, and how they needed someone to do some little chores all through Norvinsk in return for some extra stock and rewards? Normally, that would be the end of it, but they all have quite a list of things to get done and one man doing them all is going to be quite the task. If you do, however, you're going to put them in an excellent position to get their business really going. After the whole Tarkov incident comes to a close, they'll all get into the big leagues and start trading you not only nearly exclusive gear, but check this - *they'll be willing to do bulk orders.*

Completing every task means that the Dealers will be available to purchase from in future jumps, and they will also update their stock with weapons and other items available from any new universes you find yourself in. *The Mechanic always did find artificial limbs to be a fascinating topic…*



Prapor: He's pretty shocked by just how far you've come! He remembers when you were just some guy who wandered in trying to get a basic SKS…
He's going to get his hands on any weapons from any developing factions or nations, or anything which the world might consider "simple and cheap." Weird AK variants, weapons used by Space Jihadists, crazy stuff like that. No discounts, though! History you might have, but he's got to make a profit too! You understand, right?



Therapist: She is thankful for all the good you've done for the helpless citizens of the Region and feels indebted to you in spite of any compensation she gave you before.
She will sell you any medical supplies from jumps you encounter - from futuristic stimpacks and first aid kits to very difficult procedures. While she'll still have to charge you to keep her business going, she will endeavor to give the highest quality care for her number one helper.



Fence: He doesn't see Scavs as resilient as you too often and is *very* open to a more traditional business relationship...
If it's a rare but mundane item like a one of a kind vase, drugs or some other crazy thing like that which no other Dealer will sell, go see Fence.



Skier: Never did he expect someone to come through like you did, or even live for that matter!
Skier will carry more esoteric and weird weapons that only a man who sees it all coming into a country can! If it's got three barrels and whirrs when you fire it, ask Skier.



Peacekeeper: He can't help but admire your ability to deliver in spite of the odds. He's more than happy to build a serious business relationship for the future.
If it's the type of weapon you usually see in the hands of the "good guys" or a faction of order, Peacekeeper is the first to get his hands on it.



Mechanic: Maybe working with you wasn't as bad as he thought. Maybe you'll be tolerable in the future as well?
If you need to get some attachments of a weapon or need something tuned up, Mechanic would be more than happy to take the job. He can't wait to get his hands on all that advanced tech…



Ragman: Well, isn't this a lovely coincidence? All kinds of new product across the multiverse is gonna get him some serious profit…
If it's anything that keeps you from getting your balls blown off, Ragman is gonna deal in it. Body armor, power armor, it's the same just with one word switched around right?



Jaegar: He is pleased with your help in eliminating the scum of this place and would relish the chance to do it for other people in need.
Jaegar will sell you sniper rifles unlike anything you've seen before. Does a world have a new type of railgun you'd live to get your hands on? Jaegar has just the thing for you.

Ending:

I guess that concludes our business here, Jumper. In spite of the adversity you have faced, I hope that to some degree a bit of this place's charm has rubbed off on you just a bit.

- Go Home: This place reminds you of home so much it's hard not to become homesick. Take everything you have earned and go with my blessing.
- Stay Here: Did you have some loose ends you wanted to take care of? Does this really feel like your new home? I can't blame you too much. Take care of yourself out there.
- Move On: It's time to move on to greener pastures. Maybe one that involves less bullets going by your head, or maybe you've got a new addiction to it.

Notes:

- THIS JUMP WAS MADE BY ~~THE MOSIN GANG~~ Karl_Franz
- Everything you buy is **Insured.** No matter what you do to it or how you lose it, you'll get a new exact copy for free should it be rendered missing or useless!
- Your Hideout and the Armored Train retain any modifications that you make to them. The Hideout can be placed anywhere in the world of future jumps and the train can also go anywhere you want as well.
- For those that complete The Truth scenario and get either their own PMC or Criminal Gang, you may hire new members into that group as followers. As far as how this works specifically, you decide for yourself. I really don't give a fuck how you do it.
- All items such as food, water, ammunition and grenades respawn after a week in your hideout. If the item was free, it doesn't respawn.
- Level 2 Intelligence Center in your hideout gives you internet.
- Please don't ask me how the bitcoins here work. They're physical and take up space but you get them from your bitcoin farm. It's pure slav magic.

To Nikita, should he ever read this: REVERT THE MOSIN PRICE NERF YOU FUCK

Ублюдок, мать твою, а ну иди сюда! Говно собачье, решил ко мне лезть, ты, засранец вонючий, мать твою, а? Ну, иди сюда, попробуй меня трахнуть - я тебя сам трахну, ублюдок, онанист чёртов, будь ты проклят! Иди, идиот! Трахай тебя и всю твою семью, говно собачье, жлоб вонючий, дерьмо, сука, падла! Иди сюда, мерзавец, негодяй, гад! Иди сюда, ты, говно, жопа!

