

Unreal Tournament 2003 & 2004

V1.0 by Songless

New round in... Five! Four! Three! Two! One!

Welcome to the Tournament, Jumper. Hosted by the Liandri Corporation, the *Liandri Grand Tournament* is the largest, most popular, most brutal and overall most successful of all broadcast combat events today. Hosting hundreds of fighters from the so-called Professional League, the Tournament consists of a lengthy series of brutal fights and other challenges, where competitors live, fight, and die in fast-paced combat for the entertainment of the masses.

From miniguns ripping targets apart in a hail of bullets to explosive rockets and grenades ending lives in a shower of body parts, each competitor will accrue a body count in the thousands... if they're good. If not, all they find is death - again and again. Linked to a vast system of cloning facilities, workshops, and other supporting technologies, competitors are brought back to life mere seconds after each violent end, ready for more combat and payback to whoever killed them the last time.

No rules exist to bar cybernetic augmentation, (ab)use of combat stimulants, or simply being a complete and utter psychopath. All that matters is the kill... and the viewer ratings.

The current year is 2302. Malcolm, the reigning Grand Champion, has stood undefeated for nine years since his victory over the infamous Xan Krieger. But his position is precarious - though highly skilled and experienced, more than a few challengers will make themselves known in the coming years, and the Tournament becomes more brutal year after year. In particular, a team of violent, genetically augmented 'Juggernauts' has set its sights on him and his teammates - their leader, Gorge, being a particularly dangerous contender.

You've signed on to the Tournament, seeking fame and fortune, or simply a way to legally sate your bloodlust and need for carnage. For the next ten years, Liandri's arenas will be your home, the echoing drumbeat of machine gun fire and energy beams the sound you announce yourself with. Do you have what it takes to climb the ladder, besting all those who stand in your way? Do you have what it takes to lead a team to glory in some of the most dangerous and fast-paced battles seen to date?

Do you have what it takes to be a *champion*?

Let's find out.

You have **1000CP** to get started.

BACKGROUNDS

Your age and gender are largely meaningless - buff six-packs and curvy busts are equally welcome in the Tournament - and can be chosen freely should you choose to be a person for whom that's an actual concern. Likewise, your actual *race* is also up for choice.

Though many competitors in this year's Tournament are human as usual, there's quite some variety to be found.

Aside from the common mercs and a sizable number of entrants from the Nahkti (or 'Egyptians'), there are also numerous gene-boosted 'juggernauts' and the twisted medical experiments of the Homo Sapiens Medusae, or 'Nightmares' to fill out the still-mostly-human roster. Teams of Gen Mo'Kai, numerous robotic combat platforms and even a band of Skaarj are all expected to participate in the Tournament, be it this year's or in the near future. There are even rumors that Xan Krieger will once more join the Tournament with his own team of cyborgs, and that several of the ominous Necris may make an appearance as well.

Each race has its own advantages and disadvantages, though most are relatively minor. Compared to standard humans, the Nahkti, Gen Mo'Kai and Skaarj are faster and more agile but also slightly less resilient. Nightmares are similarly well-balanced but are slightly more defensively oriented, sacrificing firepower for slightly above average speed and resilience. Juggernauts are much tougher but lack any kind of finesse and mobility, while Droids are offensively powerful but also more fragile than their rivals.

Beyond that though, you have a choice to make. What kind of creative mayhem are you likely to unleash during your time in the arenas?

If you're a **Brawler**, you're the kind of close quarters attacker who thrives in the chaotic, cramped anarchy of a pitched indoors battle. Heavy firepower, bloodlust and killing up close are your 'cup of tea', and you're unmatched in terms of overall damage (collateral or otherwise) once you've had the chance to close the distance.

Alternatively, as a **Skirmisher** you tend to favor speed, mobility, and defensive tactics over a Brawler's more offensive style. Harrying foes, victory through attrition, and long-term survival are your forte. A talented Skirmisher can bog down half a team on their own, darting between rockets and flak shells and tying up enemies to the point their superior numbers count for *nothing*.

Choosing to be a **Marksman** means dealing damage from afar. Whether it's sniping enemy heads in the larger, open arenas or simply providing ranged support for your team, you are death incarnate... so long as you've got the space to work and the time to line up a shot. Get your hands on a Shock Rifle or a Lightning Gun, and your rivals will curse your name by the end of a match.

Finally, each team needs a **Leader**, and it might just be you. Your specialty lies in tactics, planning, and providing all the various core skills necessary to command a team during the Tournament. You might not be the most talented fighter outright, but you can turn a band of mediocre soldiers into a well oiled machine... or a group of veterans into the beginning of a legend.

THE TOURNAMENT

Hosted by the Liandri Mining Corporation, the *Grand Tournament* is the largest, most popular, and most profitable combat tournament in the galaxy. With participants numbering in the hundreds, everyone from convicted criminals to elite mercenaries to prototype combat robots and genetic experiments are enrolled to do battle - to live, fight and die on countless battlefields across the galaxy for the entertainment of the masses.

You are now enrolled in this Tournament, though you'll need to be aware of the rules.

First, and most importantly: as mentioned before, the Grand Tournament operates on *partial Gauntlet* rules. You are expected to fight, and you are expected to *die*, so any deaths in the Tournament will be at worst a minor setback for you. Upon your inevitable and violent demise, your consciousness is simply transferred to an exact copy (typically a vat-grown clone for living contestants, or a replica for robotic fighters) which is transported into the battle upon your previous self's death. As such, dying while you participate in the Grand Tournament will neither end your chain nor otherwise cause any deleterious effects to your overall well-being (aside from the experience being potentially rather *unpleasant* given the weapons involved, of course). The various psychoses and other mental issues other contestants have found themselves with as a result of rapid and repeated dismemberment, reconstruction and so on will not affect you.

Second, the same rules that guarantee your continued survival (in a way) also limit what you bring to the matches. You are expected to *compete*, not simply overwhelm the opposition without even the illusion of a contest, as the most entertaining and profitable matches are those where *both* sides have a chance... even if only a small one.

You will be restricted to the use of the Tournament's weapons and abilities - any combat-suitable advantages you might have brought from other jumps will be *inactive* while you are engaged in a match. Leave your laser eyes, flight, bulletproof skin and magical artifacts at your quarters, because they will not work during the fight - use a Link Gun or Rocket Launcher instead. You can bring your own outfit, even power armor such as those worn by the Juggernauts, though this will likely have little impact on your fights. A Shock beam will hurt the same no matter if you're fighting in nothing but a T-Shirt or you hide behind a solid inch of ceramo-metallic armor plating.

Non-supernatural skills are unaffected, as are non-combat abilities that will not have an impact on your combat prowess (such as enhanced memory, a lovely singing voice, or the ability to talk

to animals). Regardless, combat-wise you are effectively reduced to nothing but your Body Mod and whatever purchases you've made in this jump.

Beyond that, you start with a decent bit of money, some (or even all) of which you'll have to wager every time you enter a fight. Win, and you can come away a good deal richer. Lose, and you forfeit your fee. So long as you have enough credits remaining to enter more matches, you'll not be forced to retire from the Tournament... though obviously, you'll want to win sooner rather than later - the Tournament *does* end eventually.

Finally, there's the obvious legal bits about not blackmailing or coercing Liandri's employees or otherwise interfering with Tournament business aside from violently massacring the opposition in the arena, but that should go without saying. I'm sure you can figure out the details yourself.

Any time you are not participating in the Grand Tournament, be it between matches or in the downtime from one year's Tournament to the next, the restrictions and benefits described above are inactive. You are free to explore the galaxy, pursue your dreams, cause chaos and mayhem or whatever else you feel like doing. There's no shortage of violence if you still have a thirst for killing to satisfy, and more than a few veterans of the Tournament are mercenaries in service of the megacorps.

Just remember: each year, a new Grand Tournament will be held, and each year, you will be expected to participate. You're guaranteed to get the chance to do so, assuming you're still alive, though the details might vary - not all competitors are *volunteers*, after all...

PERKS

- Liandri Certified (Free)

Joining the Tournament when you don't know which way the shooty bit of the gun goes would be an embarrassment for all involved, so all newcomers have to meet at least *some* basic competency requirements before being allowed into even the lowest-level entry matches. This Perk ensures you have at least a basic level of weapon skills, and know how to use all the various bits of mayhem you'll encounter during the coming fights... if just barely. It's enough to prevent the worst beginner's mistakes, but there's still plenty of room for you to grow and improve. You'll have to, for that matter, if you ever hope to claim the title of Tournament Champion.

- Going Out With A Bang (Free)

Looking good while murdering the opposition is easy. Looking good while *getting murdered* in turn? That's considerably more difficult, but you're surprisingly good at it. You have a great talent at making your violent death look badass, entertaining, or just plain hilarious. Whether it's falling to your death in DM-Orbital and giving your killer the finger or getting exploded into tiny bloody chunks only to have your foot 'ragdoll' straight in someone else's crotch, even your frequent

untimely demise can be used for popularity. Somehow. As long as the camera's running, people will be cheering for your death - though you'd do well to make sure they're cheering for your victory at least as much, it's better to be a popular winner than a memetic loser, after all. This doesn't give you any actual benefits other than appearances though - suicidal tactics won't suddenly do more damage or anything like that. That said, you *yourself* are also quite fine, and possibly entertained, whenever you get horrifically eviscerated. Well, at least as long as you know you'll come back, this Perk doesn't suddenly make you suicidal. Still, as a result of this acceptance of your own mortality, you are wholly immune to the kind of mental traumas that would ordinarily accompany the hundreds or even thousands of violent deaths, murders, murder-deaths and other such feats of violence you'll get to experience during the average Grand Tournament. PTSD is a thing of the past, turning into (more of) a violently psychotic, mass-murdering lunatic is for *other* people, and overall you'll be as chipper and sane coming out of the Tournament as you were going in.

- Living For The Rush (100CP)

One of the few ways in which Tournament competitors can truly surpass the limits on physical ability, the 'Adrenaline' system grants access to a handful of immensely powerful advantages... if you're badass enough. Ordinarily, this system requires a competitor to fight and kill and otherwise show their worth, with each action granting a small amount of Adrenaline, with only a fully filled stockpile allowing for a single ability to be activated. For you, however... the thrill of combat is so very sweet indeed, and these limitations simply will not do. You'll find that the Adrenaline cost of all these abilities is reduced by half - potentially allowing you to combine two at once if you're completely 'topped up' - and, even more amazingly, you no longer need to fight to recover your Adrenaline. Instead, you will slowly regain Adrenaline, completely filling up your reserves over about five minutes tops.

The Adrenaline powers allowed in the current Tournament rules are Berserk (increasing your firing rate and impact force of all attacks), Speed (enhancing the user's movement speed, reflexes and jump height), Booster (gain a small amount of health or shields each second), Invisibility (almost completely hiding the user from sight), Camouflage (disguising the user as an inanimate object) and Pint-Sized (reducing the user's overall height to about half the normal). Each of these powers has its own visual cues to show they are active (aside from Invisibility, of course), and last about half a minute - though Speed runs out a bit faster and Camouflage lasts a bit longer.

- Tournament Collector (Free or 200CP)

The Tournament's about fast-paced action, screaming flak shells pulverizing hapless opponents and the thrill of the fight. Putting a stop to the fight so you can put on some protective armor or fumble around your half dozen guns for that rocket launcher you'd really like *right about now*... well, it just wouldn't be good for the broadcasts. As such, the entire Tournament has been built in such a way that nothing delays the action - including picking up and equipping the various items you'll be using. Everything you touch simply slots into place instantly, ready for use as fast as you can decide to make it happen.

For an additional 200CP, you'll be able to keep this advantage even outside the Tournament, including the ability to keep about a dozen handheld guns on you without them showing up on your physical form or taking more than a moment to switch between them (be it the Unreal Tournament guns or other weapons you might prefer).

- Unburdened (Free or 200CP)

Bullets tearing through flesh, energy beams slicing to the bone... it's a harsh world, but you don't want to pass out the instant you get hit. The Liandri corporation provides a free supply of heavy-duty pain medication and nerve suppressants, which you can use to ensure you'll stay in peak performance, unhindered by crippling pain and lesser injuries, until the moment you truly drop dead. Which is usually right after you get hurt at all, but that's the Tournament for you. You'll still be aware of it, of course (if only so you know which direction someone's shooting you from), but the pain itself simply doesn't have any impact anymore. By paying 200CP, you'll retain this form of pain immunity even outside of the Tournament, and are no longer reliant on the use of Liandri's medication.

- Godlike! (200CP)

An announcement few are described as and all fear to hear about an enemy combatant, the *Godlike* award is usually the point where a single combatant proves themselves powerful and skilled enough they can win matches on their own - usually after single-handedly wiping out an entire team (and then some). You are not there, *yet*, but you're determined to reach those lofty heights and at the very least you've got the potential for it. This Perk acts as an uncapper for any of your combat skills, ensuring that you'll always find ways to improve or become more effective in a fight. You'll likewise improve more quickly than you otherwise would have, be it by learning from your fights or through training, incorporating new ways of combat in days instead of weeks or months.

- M - M - M - Monster Kill !!! (200CP)

Hope you hear this in your name, competitor, because it means you've single-handedly wiped out an entire team - or at least enough enemies to *fill* a team, since sometimes you might murder the same guy over and over - with barely any pause in between. Hope it with all your heart, because this Perk makes it so that every time you take a life or otherwise defeat an opponent in personal combat, you'll receive a brief but decent increase to your combat skill, situational awareness and just plain luck. It's not enough to immediately make you good enough to take on an entire team and win... at first. But though the effect lasts maybe ten seconds or so, each further victory will enhance the effect *and* add on to the combined duration, with no upper limit. So long as you can keep your momentum up, you can truly become the kind of one-man-army only veterans like Xan and Malcolm are seen as.

- Last Second Save (300CP)

Sometimes all the skill and experience in the world fails you, sometimes all your talents amount to nothing, and it all comes down to plain, simple *luck*. But the crowd loves a good come-back, and you're here to deliver. Once per match, or once per jump outside of the Tournament, events

can line up *just right* to prevent your death and allow you to survive, escape an otherwise insurmountable obstacle, stop a Capture The Flag score or a Bombing Run goal, or some other such event that would otherwise spell disaster for you. Luck alone won't bring you victory, of course, but it might just buy you enough time to turn the tide and emerge victorious. Or perhaps it just delays your inevitable demise, who knows?

- Aggression (100CP, free for Brawlers)

A certain amount of bloodlust is inevitable - you wouldn't be taking part in the Tournament if you had any particular objections to violently dismembering your enemies for money and the enjoyment of the masses. But it's also useful - and you've internalized this lesson well. Whether you're a berserker still foaming at the mouth or a cold and pragmatic killer, you know the first one to fire is often the one to survive... and you're more likely than most to be that first shooter. Through a mix of well-honed reflexes and long training, you'll find you're just that bit faster on the draw, getting the enemy in your crosshairs and your finger pulling on the trigger those few tenths of a second sooner that it can make all the difference.

- Up Close And Personal (200CP, discounted for Brawlers)

Leave distant combat to others - you've got better things to do than huddle in some corner with a sniper rifle. You're a master of close-quarters combat, knowing just how to get close to enemies and take advantage of the cramped confines of many of the Tournament's indoors arenas. From the glint of a reflection on a window letting you set up an ambush with your flak cannon or bio rifle to simple tracking of some dodgy Gen Mo'Kai to blow their head off when they land - it's all the same to you. Keep your friends close, your enemies closer, and you're more likely than most to be the last one standing.

- Devastator (400CP, discounted for Brawlers)

Leave the shock beams and sniper rifles to more timid fighters - you're too busy to sit still and calmly line up a shot. No, your talents lie with altogether more *destructive* feats, and any nearby will know to be wary. You are a natural at using explosives and 'arcing' projectiles like those fired by the Flak Cannon or Grenade Launcher, and you'll find that any weapon meant for area-of-effect attacks is substantially deadlier in your hands. Explosions are larger, shrapnel ricochets just into the path of an enemy's unprotected flesh, and those trying to shoot down your AVRIL or Redeemer rockets will find their efforts much less effective. Why bother aiming when you could just hit *everywhere*?

- Legendary (600CP, discounted for Brawlers)

One of the most terrifying things you could encounter in the Tournament - or anywhere else, for that matter - is a superior opponent willing to get right in your face to ruin your day. Now, you're that opponent, and your enemies will know fear when they face you. Whether it's through a far-reaching reputation or your enemies listening to that voice in the back of their head saying they're completely, utterly *screwed*, you'll find that those you face in combat are far more likely to break under the pressure, getting distracted, twitchy, or simply making mistakes they

otherwise wouldn't have. You can't kill someone with intimidation alone, of course... but with the number of guns you'll have access to, I'm sure you can find a solution to that little problem.

- Agility (100CP, free for Skirmishers)

Get shot, and you die. The easiest solution, therefore, is to not get hit in the first place. Your musculature and reflexes have been honed by long hours of practice (and possibly a great number of times getting blown up), and by this point you're damn frustrating to hit by anyone else. Staying out of harm's way, evading vehicles trying to pancake you, zig-zagging to deny snipers an easy target... it's all second nature to you. It's not enough to dodge a point-blank flak shell, perhaps, but any enemy trying to tag you with a rocket launcher from medium range or father will run out of rockets (or their life) before they give you more than a graze.

- Hit And Run (200CP, discounted for Skirmishers)

Giving your competitors a chance to line up a shot is a good way to die, but often the only way to do damage is to get close... or take your time. You're an expert at harassing and disengaging from enemies, tying them up as they run after you until you get the chance you need to finish them off. Strike and retreat, launch a volley and duck back behind cover, it's a dance you're well accustomed to. And if need be, you're likewise quite capable of maximizing your short-term damage, be it because staying longer would see you killed or because you need to 'go out with a bang'.

- Hostile Maneuvers (400CP, discounted for Skirmishers)

The arena itself can be as dangerous as your foes, and many Tournament veterans know to watch their step - those who don't might just find themselves falling into lava-filled chasms, knocked off towering highrises, or left to float in deep space. Yet keeping your feet under you in the middle of a fight can be difficult... especially when the one they're facing is you. You're a master of maneuvering your opponents into hazardous situations, forcing them to choose between exposing themselves to hostile fire or taking more indirect risks. Beyond that, should you get your hands on some decently powerful explosives or a Shock Rifle... well, you could probably get a decent number of kills just by knocking your targets off ledges and the like. The only way to stay safe from your 'indirect' approach to murder is to stand still, but that just means you can shoot them the old-fashioned way, instead.

- Eye Of The Storm (600CP, discounted for Skirmishers)

In the chaos of the free-for-all, only one can emerge victorious. The more rivals enter the arena together, the more violent and unpredictable the fights become... and this is especially true when *you* get involved. You are supremely gifted at using your opponents' numbers against them, and the more foes are coming after you at any given time, the more they will find themselves in each other's way. Blobs of Bio Rifle sludge meant for you become a hazard to those chasing after you instead, rockets and flak shells arc dangerously close to those you're tangling with, and anyone trying to catch you with a vehicle had better keep their eyes open - more than one combatant has had their life ended in a teammate's tank treads.

- Accuracy (100CP, free for Marksmen)

What good is the power of a rocket launcher or flak cannon if you can't even hit your enemy with it? Accuracy remains as important in combat as ever, and although this is perhaps most obvious in the high-power shots of the lightning gun, sniper rifle or shock rifle, it equally matters for larger and slower weapons. Your weapon accuracy is top-notch against stationary targets, and you'll find it slightly easier to get moving foes in your crosshairs as well.

- Trigger Talent (200CP, discounted for Marksmen)

Lining up a shot is easy if you've got the time for it, but in the fast-paced battles of the Tournament, time is a luxury few can afford. Thanks to your reflexes, natural talent, and probably more than a few long hours practicing, your aiming skills are about as fast as you can get them. Indeed, you'll find that you have an equal level of aiming precision regardless of how fast you move or react - be it by running or by turning your gun in a new direction. You could literally turn a full hundred and eighty degrees in a split second, then still hit a distant target as effectively as you normally could without overcompensating or struggling to get your gun lined up.

- No Escape (400CP, discounted for Marksmen)

It can be so frustrating to have a bead on your target, only to pull the trigger and see them dodge *just* as they were about to die. It's not as bad with weapons that hit near-instantaneously, like the beams fired by the Shock Rifle or the Link Gun's alternate setting, but for the larger and heavier weapons it's just... bothersome. No more.

With this Perk, your ability to engage targets from long range is no longer dependent on the distance you fight at, at least when it comes to your opponent predicting or countering your attacks. This doesn't eliminate the need to lead your target, obviously, but it *does* mean that you'll have a near-impossible level of insight into *where* to lead your shots to compensate for the distances involved. You could fire from all the way across the Facing Worlds asteroid, and your enemy would be as likely to avoid your attack as they would have been if you shot them from a mere thirty feet away.

Well, as long as the shot actually makes it all the way there - you're not going to melt someone into goop with a Biorifle from half a mile away, no matter how good your aim.

- Headhunter (600CP, discounted for Marksmen)

One shot. One kill. The marksman's dream, and the pinnacle of the rifleman's craft. It's not always a possibility, but you're about as close to that ideal of perfection as it's possible to get. Every shot you fire that hits an enemy has a far greater chance of striking something vital - usually the head - and even if such punishing impact zones aren't available your supernatural skill still manages to guide your shots through whatever weak points in your target's armor or defenses you can reach.

- Tactics (100CP, free for Leaders)

Though personal ability is important, few contestants make it far in the Tournament if they can't work well in a team - the lone wolf *dies* alone, after all. Perhaps most important is the ability to

predict where you need to go and understand how to best make use of your team, be it for positioning or to take advantage of superior numbers. You're a talented tactician, and you can easily keep track of both your teammates as well as enemy sightings. Assuming you can get your allies to listen to you, you and your allies should work together quite a bit more smoothly.

- Grandeur (200CP, discounted for Leaders)

Anyone can pick up a gun and blow someone's head off, but to be a successful Tournament competitor means knowing how to work the crowd and putting your team on the screen in a good way. You're gifted with a substantial amount of natural charisma, especially when it comes to inspiring your allies and followers to present their best sides. As such, you'll find that you're not merely more likely to be seen with respect or admiration by others, but also that those who follow in your stead are similarly more well-liked... and less likely to become jealous of *your* reputation. You'd be surprised how relevant that last bit can be - more than one Tournament team has come to an end by its various members deciding to settle internal disputes with some plasma rounds and a flak shell or two.

- Map Command (400CP, discounted for Leaders)

The Tournament arenas are hectic, chaotic, and confusing at the best of times, to say nothing of the various psychopaths running around making a mess of things. Even so, you're in your element in this kind of environment, and are a master of combat tactics, planning, and command. You can easily predict not just where enemies might go, but how to best maneuver your team to take advantage of this - timing your attacks just right so your enemies' assault is disrupted, catching foes in pincer attacks or ambushes, and generally getting your team in the right place at the right time. Play your cards (and bullets) right, and it won't be long before your competitors will be wary of approaching you at all, convinced you're ready for any eventuality.

- Lead By Example (600CP, discounted for Leaders)

You're probably the biggest, baddest murderer-slash-entertainer around, and if you're not you should damn well do what you can to become so. But your own talents aren't always enough - especially in the more tactical team-based matches like the larger Capture The Flag and Assault maps, having a team as good as you is critical. Fortunately, you're more than just a good set of brains, you're a good *teacher* too. In fact, anyone you work closely beside will automatically begin to improve to your level (assuming you're actually better than them), learning from your every move without either of you having to put in any additional effort. You'll see some minor improvements after even a single match or a few days of practice, but work together for long enough, and your entire team will become as badass as you are.

ITEMS AND EQUIPMENT

All items can be purchased multiple times, though duplicates may provide little or no additional benefit in some situations. Use your best judgement. Unless specifically stated otherwise, all

items are replaced in one week if ever lost or destroyed, with replacements delivered to your Warehouse or another suitable location of your choosing.

- Old School Tournament (Free)

Before Liandri made the Tournament, people had to get their entertainment in tamer ways. How? Well, with things like video games, of course. You receive a complete collection of all Unreal games, including both the Unreal Tournament series and the Unreal games they were based on, complete with supporting materials and other related items. Sure, it's not as good as painting the floor, walls, ceiling and your armor with a *real* competitor's innards... but it's still entertaining, wouldn't you say?

- Team Logo (Free)

It's good for being recognizable, it's good for selling merchandise, it's occasionally even good for enemies needing somewhere to aim - and all teams have one. This logo, which can be any reasonably simple design of your choosing, is guaranteed to be recognizably 'you' whenever you stamp it onto a weapon, a suit of armor, or even just a can of your proprietary energy drink. It doesn't do much more than that, though if nothing else it's more likely to remain visible or at least identifiable even when splattered with blood (yours or someone else's), when scorched by a few rocket launcher hits, or otherwise rendered into slightly more bits and pieces than it was designed for.

- Tournament Arsenal (Variable Cost)

Although you'll likely have to rely on a wide variety of guns to sate your appetite for firepower during the tournament, you might find yourself favoring a specific weapon for your time here. Buying a gun will guarantee you can find one near your starting location, usually sooner than any other competitor might be able to get their hands on one, and coming with a full stock of ammunition rather than the more limited supply normally included. Having early access to something better than just your basic Assault Rifle could be exactly what you need to get an edge in the competition. This benefit will continue after your (inevitable) death and 'respawn', so each time you jump back into the fight you'll find such a gun waiting for you.

Outside of the Tournament, you will receive a copy as well, and any weapons you purchase will be automatically replaced in your Warehouse if they are ever lost or destroyed. These versions come with an unlimited supply of ammunition - but only in your hands.

The various weapons available in the current iteration of Liandri's Tournament are provided below. There is no limit on how many times you may buy each of these weapons, though each purchase only provides you with a single weapon type (for purchases where multiple weapon types are offered). Getting multiple types requires multiple purchases.

Happy shopping, and happy shooting.

- Deadly Barrier (25CP, first free for everyone)

Mainly used as an emergency backup weapon, the *Shield Gun* is one of the few primarily defensive guns in the Tournament. The primary fire allows it to charge up a lethally powerful shockwave, though the extremely short range effectively makes this a 'melee range only'

weapon. The secondary fire gives the weapon its name - the Shield Gun will generate a robust energy shield in front of the gun, blunting the impact of ballistic weapons and dispersing energy projectiles. While not sufficient to block incoming shots entirely, it provides a noticeable reduction in incoming damage.

All Tournament participants receive a Shield Gun by default, though this starting weapon does not gain the normal benefits of 'Tournament Arsenal' outlined above and does not follow you through the rest of your chain. The Shield Gun automatically recharges by default and, hence, already possesses unlimited ammunition. Instead, a CP-bought Shield Gun never drains its energy supply, allowing it to operate indefinitely without the need to recharge.

- Basic Bulletry (25CP, first free for everyone)

The standard starting weapon for the Tournament, the one-handed *Assault Rifle* is a light automatic weapon that riddles targets with small-caliber bullets. It also comes with an underslung grenade launcher, which fires explosive rounds that bounce off the environment but detonate on impact with a target. These weapons are also sufficiently lightweight they can be 'dual wielded' by skilled combatants

All Tournament participants receive an Assault Rifle by default, though this starting weapon does not gain the normal benefits of 'Tournament Arsenal' outlined above and does not follow you through the rest of your chain.

- Dangerous Ground (50CP)

Situational but potentially very powerful, this option allows you to purchase either the *Bio Rifle* or the *Minelayer*. Launching either concentrated globs of toxic goop or 'spider mines' that can chase down enemies over short distances, both of these weapons excel at booby-trapping terrain against anyone who might try to cross it. Of course, they are equally effective in a more *direct* approach, and there are plenty of Tournament deaths caused by contestants' heads being melted off by a sizzling green mass of acid or a hug from an armor-piercing demo charge on legs. The Bio Rifle can charge its shots for larger blobs and greater damage, while the Minelayer can employ a targeting laser to direct its mines to relocate to a new position (either a new patch of ground to trap or an unlucky victim caught in the crosshairs).

- Light Up Your Heart (50CP)

Difficult to master but arguably the most dangerous weapon in the hands of a veteran, the *Shock Rifle* is a pinpoint accurate weapon that fires concentrated beams of energy to both injure and 'push' enemies on impact. The secondary fire instead fires a 'Shock Core', a slow-moving sphere of condensed energy that deals solid damage on impact. However, this weapon's most iconic use involves combining these modes: if the Shock Core is struck by the energy beam of the weapon's primary fire, it causes the Shock Core to detonate in an immense and devastating explosion of lethal energies. Hard to use and somewhat risky (as anyone can set off anyone else's Shock Core), this 'combo' is often sufficient to cripple or kill multiple targets at once.

- The Green Dream (50CP)

One of the more popular weapons both for its effectiveness and 'flashy' use, the *Link Gun* is a potent plasma rifle that is deadly in the hands of a skilled fighter. Firing plasma bolts that travel at a good speed and sporting a high rate of fire, the Link Gun is a solid mid-range weapon that works well in most circumstances. The alternate fire projects a continuous stream of plasma, creating something not unlike an accurate, long-range 'cutting laser'. However, this beam also provides the effect that gives this weapon its name; by firing on an ally with the beam, this ally will have their own Link Gun supercharged for additional damage. The beam can also be reconfigured as a repair tool, though this is usually only relevant in Tournament matches where vehicles or static defenses play a significant role.

- Lead Hurricane (50CP)

The favorite weapon of those who enjoy high-speed, visceral combat, the *Minigun* has remained largely unchanged from its initial creation in the twentieth century. Multiple barrels in a rotating assembly send a stream of bullets downrange, providing excellent stopping power and reasonable accuracy in a robust package. This style of Minigun can also be used to fire more potent, armor-piercing rounds, which substantially improve damage per hit at the cost of a lowered rate of fire.

- Monkey Mayhem (100CP)

In the olden days of yore, humanity's ancestors already learned that one of the safer ways to fight a rival was to stay at a distance and throw things at them. Today, that principle holds true, though rather than rocks or excrement the Tournament favors rather more *explosive* projectiles. With each purchase, you receive either a *Flak Cannon* or a *Grenade Launcher*, perfect for ruining someone's day.

The Flak Cannon can send explosive flak shells in an arc, which detonate on impact to send super-heated, ionized shrapnel in every direction. It can also be used more directly, by detonating a shell within the weapon's hardened firing chamber and spraying a blast of shrapnel forwards not unlike a shotgun's pellets. The shrapnel created in either method of attack will ricochet off walls and other obstacles, and although it can be difficult to lead distant targets, the shrapnel travels a deceptively long distance before finally burning out.

The Grenade Launcher likewise fires its projectiles in an arc, but instead of the Flak Cannon's contact detonation, these grenades are remotely-detonated bombs instead. Capable of sticking to just about any surface, they allow for both lethally explosive ambushes when combined with the detonation signal. Of course, they will also detonate on contact with an enemy, making this weapon a good source of direct firepower as well.

- One Person Space Program (100CP)

If there's one thing the crowd loves, it's explosions, and you're more than willing to provide. This purchase offers you access to one of two dedicated launcher weapons - either the classic *Rocket Launcher* or the more specialized *AVRiL*.

The Rocket Launcher features a three-barreled launch system that can either rapidly fire rockets one at a time, or load up to three rockets at once to fire in a tight spiral or a broader spread. The

rockets can 'home in' on targets if you keep the crosshairs on your target for a few moments, though most combatants prefer to just launch more rockets instead.

The AVRiL is rarely seen outside vehicle-heavy matches, and is an immensely powerful weapon that fires a single, guided rocket capable of dealing grievous damage to anything it hits. Easily locking on to vehicles, the AVRiL rocket is fast and very nimble, and can make sharp turns to 'catch' even dodging enemies. Unfortunately, the rocket is large enough that a lucky shot can destroy it mid-flight, and the firing speed is quite low.

- Long-distance Cranial Surgery (100CP)

Reach out and touch someone. High-damage, long-range weaponry have been a staple of the Tournament since the very beginning, and with this purchase you gain your pick of one of the two main marksman weapons in use today. The *Lightning Gun* fires a powerful blast of electrical energy, impaling the target on an artificial lightning bolt. Though powerful and accurate, the bolt is easily visible and can result in enemies more easily tracking down a sniper. The *Sniper Rifle*, in contrast, is slightly less powerful than the Lightning Gun, but also harder to detect when firing. It sports a higher rate of fire, though the smoke released by each shot can obstruct the wielder's vision - especially if the weapon is fired repeatedly in a short time frame.

- The Tournament Express (50CP, first free for everyone)

Not a weapon so much as a mobility and escape tool, the *Translocator* is a common addition to Tournament matches. Originally developed as a means to allow miners and equipment to be safely recovered from collapsed tunnels and other such emergencies, this device's rapid teleportation effect proved perfect for fast-paced arena battles as well. The primary fire launches the target beacon, a small electronic device the main tool can then target. Once a beacon is launched, the secondary fire teleports the user to the target beacon with most of their belongings - though critical items such as the teams' flags in Capture The Flag matches are (intentionally) not brought along to maintain combat tension. Teleporting into a space already occupied by a rival combatant will result in the (in)famous 'telefrag', obliterating the offending squatter as you appear at your destination. However, sharp-eyed rivals can damage the beacon, at which point trying to teleport to it will result in the user's somewhat messy demise. Each beacon comes with a built-in camera, allowing users to spy on the destination area - or at least verify if the beacon is still in one piece at all.

All Tournament participants receive a Translocator for free, but if bought for CP yours is provided a number of additional upgrades. This variant offers better control over the beacon's trajectory to allow for precision movement, and grants the beacon improved armor and a simple camouflage system to prevent enemies from damaging the beacon. Since the Translocator already possesses unlimited ammunition (though it only recovers slowly by default), the CP-bought variant allows the weapon to instantly replenish beacon disks instead. This variant is also guaranteed to never cause the various deleterious physical and mental effects, such as Translocator Related Dementia, if used in excess.

- Weapons Of Mass Destruction (300CP)

The largest and most terrifying weapons used in the Tournament, these apocalyptic guns are feared for very good reasons.

The first and most famous of these weapons is the *Redeemer*, a man-portable launcher firing a single, massive missile carrying a small nuclear warhead. Though the missile can be shot down by someone with quick reflexes (destroying it and preventing a successful detonation), the Redeemer's explosive power will pulverize anyone caught in the enormous blast with ease. The missile can be piloted remotely by using the built-in camera system if firing in a straight line is not an option, but doing so may leave the operator distracted and vulnerable if they are not careful.

The second option available is the *Ion Painter*. A sophisticated but ultimately harmless laser pointer, the Ion Painter designates a target for a strike by the secondary weapon system - an anti-surface bombardment satellite in orbit over the battlefield. Within a few seconds, a marked area is blasted by a devastating Ion Cannon strike, vaporizing targets in a wide area and leaving little more than smoldering bones in its wake.

The third and final option is the *Target Painter*. Similar in overall design as the Ion Painter, the Target Painter stands out for being substantially slower to strike. When a target is marked with the laser beam, a heavy bomber is directed to the battlefield, which can take a short amount of time before it reaches the target. Once it arrives, however, it will drop a payload of multiple low-yield warheads, raining down an amount of devastation and death that not even the Redeemer and Ion Painter can match, be it in raw damage or the size of the affected area.

Normally, each of these three superweapons only allows for a single shot to be fired. As such, even the CP-bought variants need a bit of time between firing - the Redeemer simply isn't built to carry more than one round at a time (or be reloaded in the first place), the satellite needs time to recharge its capacitors for a new attack, and the bomber must restock its supply of bombs between attack runs (or a replacement bomber needs to be readied, if the first is shot down). Bought for CP, each of these weapons has unlimited ammunition - but each can be fired only once every three minutes. Both the Ion Painter and Target Painter function even in locations where the satellite or bomber are normally unavailable, though they will still require some degree of open space and remain unsuited for underground use.

- Healthy Glow (50CP or 100CP)

This is the Tournament - you're going to get hurt, whether you like it or not. But injuries need not be the end of your fight, because medical support *is* available to anyone who manages to dodge the initial volley of Shock Cores, Flak shells, and occasional Redeemer and come out (mostly) intact. With this purchase, you are guaranteed easy access to a number of emergency healing pickups, giving you an edge over the competition (which can't access these items like you can). Both types of healing item can heal beyond the 'uninjured' level, maxing out at approximately twice the normal human limit.

The first level gives you ten Health Vials, or equivalent to about fifty 'health', which you'll be able to collect from the arena at any point - though only a single time, resetting only when you die. Each vial only provides a small benefit, though this also makes them less likely to be 'wasted' -

especially if you've already boosted your health with the regular vials found in the arenas, a Booster adrenaline power, or some other such method.

The second tier instead gives you a Super Health Pack, which provides an instantaneous boost of one hundred 'health', enough to completely heal someone at death's door or push an uninjured user to double their original resilience. The swift result makes them better during pitched battles, though the drawback is, obviously, that it can be used only once and any excess health beyond two hundred is lost. Like the vials, the Super Health Pack can be found and used once between each death in the arena - Liandri wants to keep things at least somewhat close, after all.

Outside of the Tournament, any consumed vials or SHPs will be replaced on a daily basis.

- Golden Armor (50CP or 100CP)

A plate mail for the knight of the future, these potent energy shields are some of the most desired 'pickups' in the Tournament. There are two variants of this protective item available in the Tournament: a basic option and a 'super shield' variant.

The basic shield costs 50CP, and provides you with 50 'armor', enough defensive power to block a short burst of fire from an Assault Rifle or Minigun, about two hits from a Link Gun, or one Shock Rifle beam. The super shield costs 100CP, and not only provides twice the protections of a standard shield (100 'armor', sufficient to stop a direct hit from a rocket launcher), but also allows the user to combine shields for up to 150 extra 'armor' total. Unlike the shields used in the Tournament, these devices will slowly recharge over time and don't need to be replaced entirely... assuming that waiting about five minutes doesn't just lead to your death anyway.

- Murder On Wheels (Variable Cost)

Though less commonly seen than the standard weapons, the use of vehicles is becoming increasingly popular during the Tournament, be it as part of the newly-revived 'Assault' match type, the larger Onslaught arenas, or more bizarre competitions yet to come. A variety of interesting (and deadly) vehicles are available for purchase below, all of which share certain advantages over their 'stock' variants found in this setting.

First, buying a vehicle ensures you can find one near your starting location in any match where such vehicles are (or could be) present. Any vehicle that is lost or destroyed is replaced after five minutes in a match, or after a week outside of the Tournament. Furthermore, each vehicle purchased here comes with unlimited ammunition while you're using it, and it slowly repairs itself over time without the need for a Link Gun's repair beam or similar treatment. Finally, vehicles meant to be used by multiple people at the same time (such as the Hellbender or Leviathan) are modified to allow a single user to handle all systems... though doing so effectively may be difficult, and using them all at once is likely impossible without some *serious* multitasking skills on your part.

There is no limit on how many times you may buy each of these vehicles, though each purchase only provides you with a single vehicle type (for purchases where multiple vehicle types are offered). Getting multiple types requires multiple purchases.

- Swift Death (50CP)

Light vehicles don't last long under sustained fire, but their speed often makes up for it, and they carry enough firepower that ignoring them can be a fatal mistake. With this purchase, you gain your choice of either a *Manta* or a *Scorpion*.

The Manta is a hovering one-person scout vehicle with unmatched speed, equipped with a pair of plasma cannons. The magnetically connected rotors of the twin turbines it uses for propulsion can be angled instantaneously, allowing this small vehicle to 'leap' into the air with zero warning, passing dozens of feet over targets or obstacles while maintaining its incredible speed.

The Scorpion is a more conventional wheeled vehicle, a lightly armored buggy of sorts designed for a single driver. Armed with a unique plasma weapon on its back, it fires somewhat slow-moving chains of connected plasma strands, which tangle around targets or obstacles and can potentially strike enemies behind cover. Its secondary weapons complete the image: two large 'pincers' can unfold from the vehicle's sides, the monomolecular edges enough to slice through unprotected targets with zero resistance. However, if blocked by obstacles or armored targets such as vehicles, the pincers are designed to break off rather than risk the Scorpion getting trapped.

- Classic Mayhem (100CP)

More powerful than the light vehicles above but still fairly common, these two vehicles can be expected in most Onslaught fights - and to remain in the middle of a fight for some time, as well. Your first option, the *Hellbender*, is a heavily armored jeep capable of seating three. A gunner can use the heavy turret on the back, raining down energy blasts on targets from long range. A second passenger can be put in control of a potent energy cannon not unlike the Shock Rifle, blasting anyone daring to get close. The driver, finally, is usually focused entirely on driving the vehicle - though its size, weight and comparatively high speed mean the driver can often rack up a kill count as high as their gunners, grinding enemies to paste without firing a single shot. Your second option gives you a *Raptor*, a nimble but powerful aircraft perfect for high-speed high-damage tactics. Using a collection of anti-gravity panels instead of conventional engines, the Raptor can rapidly accelerate in any direction the pilot desires and allows for an unmatched level of 'reflexes' on the battlefield. Carrying a pair of potent plasma cannons as its primary armament, the Raptor can pour a stream of volatile blasts downrange at a high rate of fire. A guided missile launcher further complements its arsenal, and allows the Raptor to engage more heavily armored targets. However, the craft is fairly fragile, making it vulnerable to heavy fire - especially groundside fighters using the AVRiL.

- Screaming Skies (150CP)

Airpower can be vital for fast-paced combat and large arenas, but the Raptor doesn't always provide the kind of raw power you need to be successful. With this purchase, you gain your choice of either a *Cicada* or a *Space Fighter*.

The Cicada is a large, heavily armored gunship equipped with heavy rocket packs, which can be fired continuously or sent out as a large 'volley' of explosive ordnance. A second occupant can use the bottom-mounted laser turret, and also controls the anti-missile flares the Cicada

employs for protection. It is slower than the Raptor, but carries impressive firepower - though it's somewhat weak against nimble targets.

The Space Fighter comes in either Human or Skaarj design, though they are otherwise equivalent. Equipped with rapid-fire plasma cannons and fairly effective shielding, these nimble fighters can reach incredible speeds - strafing enemy targets from long range while avoiding most hostile fire. A homing missile launcher complements its arsenal, and allows the Space Fighter to engage even elusive targets with success.

- The Big Guns (200CP)

The heavier vehicles seen during the Tournament, these machines can turn the tide of a battle if used effectively thanks to their immense firepower.

The first, and most commonly seen, option is the *Goliath*. Heavy armor, tracked locomotion and a powerful 140mm cannon gives it everything you'd expect when hearing the word 'tank'.

Although slow to move and aim, even a single round can instantly wreck lighter vehicles or pulverize unarmored targets near the impact site, and few targets can get close enough to engage the Goliath effectively without staying out of its crosshairs. A light machine gun can be used by a passenger to ward off targets on foot, though both weapons have one major weakness: the Goliath is effectively incapable of firing upwards, making it especially vulnerable to air attack.

Your second option, the *Paladin*, is a more defensively focused vehicle. Heavily armored but somewhat slow, this eight-wheeled ATV carries a turret with both a powerful energy weapon and a directional shield generator. Slow-firing but powerful, the main cannon launches a plasma core that detonates with considerable destructive power. The shield, on the other hand, is potent enough to stop nearly all projectiles (though not vehicles or infantry), and allows the Paladin to cut off effectively all attacks from a single direction. The shield lasts only a limited duration, however, and cannot be maintained indefinitely. Both the cannon and shield are aligned in the same direction, and firing the cannon into the shield causes the shot to detonate point-blank, creating a powerful 'shockwave' effect to ward off nearby attackers.

Finally, your third option is the *Self-Propelled Mobile Artillery*. Completely lacking in defensive power, this truck is little more than a driver's cabin and a massive cannon. Capable of firing over extreme range and dealing massive damage, even a single SPMA can devastate entire areas. The weapon can also fire a camera drone, which can hover over the target area and allow the driver to aim more precisely rather than 'firing blind'. Do note that an observant enemy can try to destroy the floating camera drone after it's deployed, and locating the vehicle usually becomes a big priority once you begin bombardment. A passenger can use a short-ranged energy weapon similar to the Hellbender's backup turret, though this vehicle is not meant for direct combat and should be kept away from any fighting if possible.

- Armageddon (300CP)

The biggest, baddest, toughest and nastiest vehicle on the battlefield at just about any given time, the *Leviathan* is an absolutely monstrous tank with unmatched firepower. Though very slow, this vehicle can demolish fortifications and rip apart enemy vehicles in seconds with a combination of a powerful, rapid-fire guided missile launcher and four smaller plasma turrets.

Furthermore, the Leviathan can deploy, immobilizing itself to present the ultimate in vehicular weaponry: an Ion Cannon. Though slow to fire, this massive energy weapon will instantly obliterate unprotected targets across its massive impact zone, and deals enough damage even the heavily armored Goliath is turned into nothing more than superheated slag with a single hit. That said, one should be cautious when driving this behemoth - a Leviathan is practically guaranteed to be *the* juiciest target on a battlefield, and though its heavy armor allows it to shrug off attacks that would core a Paladin, sustained attacks *will* bring it down eventually... if usually at massive cost to the attacking force.

COMPANIONS AND ALLIES

- The Team (variable cost)

Though each contestant must, by necessity, stand alone to some extent, the forming of teams is a major aspect of the Tournament - indeed, the vast majority of matches simply aren't available to solo combatants. With this option, you may import an existing Companion or create a new one according to your wishes, at a price of 50CP each or 200CP for a group of eight. These may become part of your team, ignoring the normal limit of six applied to normal teams if appropriate, though this is not necessary and they may go it alone if they wish. Note that not all team members are guaranteed to participate in each fight - you'll still have equal numbers in a battle regardless of the size of your team. All Companions start with 300CP and may take additional Drawbacks for further points.

You may also recruit existing individuals from this setting, such as Brock, Malcolm, or Gorge, in which case they will receive their CP at the end of this jump.

- Sponsor (50CP)

Though many competitors enter the tournament on their own merits and with their own money, there are also numerous teams that are sponsored by third parties, or even formed directly by a sponsor to further some goal (such as brand recognition or inter-corporate revenge). You now have such a sponsor yourself, who will bankroll a considerable portion (or even all) of your expenses with no real expectations beyond participating in the Tournament. Both in this jump and any future worlds you visit, each purchase grants you a steady inflow of all-taxes-paid income in cash, bank deposit, solid gold trade bars or whatever other form you desire, starting at about the equivalent of a middle class job's income and doubling with each additional purchase.

SCENARIOS

You can do Scenarios for additional rewards, and may mix-and-match multiple such challenges if you desire. Alternatively, you may also have one or more Companions attempt Scenarios as well, though each Scenario can only be completed once, regardless of how many make the attempt. There is no time limit per se on achieving these goals, though any Scenarios still unfinished by the end of your time here fail automatically and you may abandon (or re-attempt)

Scenarios any time you like. Failing a Scenario will not end your chain, though it also doesn't grant any benefits. Each Scenario you successfully complete grants you (or the Companion who completed it) an additional 200CP. You may, if you wish, leave some of your CP unspent in anticipation of one or more Scenario rewards (in case you'd like to purchase something more costly), though any CP left unspent by the end of this jump is lost forever.

- Undisputed

Malcolm got tantalizingly close, but even he failed in the end, achieving only a nine-year victory streak before Gorge dethroned him... or *will* dethrone him, given when you start your time here. With this Scenario, your goal is to succeed where he failed: by becoming the Grand Champion of the Tournament ten years in a row, achieving first place in each successive Tournament without a single failure to win (or participate at all - no rest for the wicked). Surpass Malcolm, Gorge, Xan, and all others who might seek that elusive title. Show the world what it means to be the greatest, the *undisputed* champion of the arenas.

- Trailblazer

The Tournament has a wide variety of matches to challenge - or annihilate - competitors, from free-for-all battles and team fights to more tactical contests like the Capture The Flag or Assault modes. Yet that doesn't mean you can find *everything* as part of Liandri's murderous games. With this Scenario, your goal is to inspire an entirely new ladder or 'match type', something that thus far hasn't been seen before yet proves popular enough to be profitable for Liandri. At the very minimum, it must be repeated at least a second year after its debut. Perhaps you'll put your efforts towards the creation of a new Bombing Run variant where vehicles are involved, or where the bomb is now on a timer and will devastate whoever holds it for too long? Whatever goal you set for yourself, it's time to get your creative murder skills out there, and show the world a new way to fight.

- Master Of All

So many ways to kill, so many ways to die, so many ways to wreak delicious, profitable havoc. By taking this Scenario, you'll become intimately familiar with every single one of them, that's for sure. To succeed, you need to achieve a success ratio of at least two-to-one on every map, against every rival competitor, and with every weapon and vehicle available. This means that, for example, for every time you've been killed by a Link Gun, you need to have killed two or more enemies with this weapon in return, and every time you've been beaten on a certain map you'd need two wins to compensate. There's no difference between primary and alternative firing modes for this challenge (so a shock core and a standard beam would both count the same way for the Shock Rifle), but you will need to meet this ratio for all criteria simultaneously (if only for a moment) to complete the Scenario.

DRAWBACKS

There is no limit to the number of Drawbacks you or your Companions take. Though primarily focused on your Tournament experience, Drawbacks will also affect the rest of your time in this setting to a comparable amount. Choose wisely.

- Unending Tournament (+0CP)

Ten years of fighting might sound like a lot, but it's not like that's *constant*, either. In most circumstances, you're unlikely to fight more than one match every few days, with the time between being used for repairs to the arenas, downtime for contestants, and so on. Even the most avid fan can only watch so many fights in a day, after all.

This toggle allows you to alter these dynamics, letting you increase the number of matches to the point that there's guaranteed to be at least several arenas (and enemy teams) available at all times. You'll have no need to wait for 'prime time', and the only limit to the number of fights you participate in is what you and your team can handle. Alternatively, you may instead opt to simply skip past most of the time between matches, living life on 'fast forward' until it's time for another fight.

This toggle also acts as a 'stay extender', in case you wish to stay longer than the default ten years (perhaps to finish another Scenario). It doesn't allow you to reduce your time to less than ten years.

- No Rest For The Wicked (+100CP)

Similar yet wholly unlike the toggle above, this Drawback eliminates the downtime between matches... whether you want it or not. You'll be fighting, effectively non-stop, for the entirety of your stay here. At the same time, any abilities you might have had to reduce or eliminate your need for rest or recovery are considerably less effective. Not enough to cripple you outright, but definitely sufficient to make you feel the grueling pace you've set for yourself.

- Fan Favorite (+100CP)

Your fans suck. Sorry, there's no other way to say it. They're stupid, obnoxious, and they tend to get in the way (and in your face) any time they possibly can. Loudly. Even suicidally. Fortunately, nothing's stopping you from resorting to some (slightly more tame) violence and removing them from the premises with a few good punches or maybe a bullet to the kneecap - Gorge can probably share some pointers on the first one. There'll always be new ones ready to take their place, though.

- Rankin, Rankin, Rankin (+100CP)

The Tournament is fought over hundreds of different arenas, from the rusted ramps of Deck17 to the soaring vista of Facing Worlds and from the tranquil quiet of Tokara Forest to the sizzling space action of Mothership. Of course, most of the time you're just going to fight the same arenas over and over and over. And over. And those arenas are all but guaranteed to be boring,

frustrating, or otherwise unpleasant for you. Not *too* much, and you won't be fighting there *all* the time, but often enough to give you a solid amount of frustration. Maybe you can work through the unpleasantness of it all by taking it out on whoever's on the wrong end of your Minigun?

- Free For All (+100CP)

No, your teammates aren't idiots, you just suck at coordination. Your ability to work together with others is substantially reduced, making team fights more challenging and leaving you to pick up the slack fighting 'solo'. Forget trying to pull off pincer attacks, Shock Combos from multiple people, or boosting others with a Link Gun - just head in there and start shooting every enemy you find.

- Don't Lose Count (+100CP)

There's a certain catharsis to be found in simply mowing down your foes, rending your opposition with an endless stream of bullets, plasma, and other forms of mayhem. But for you, such moments of joy will be few and far between. All weapon and ammo pickups only provide half as many rounds as before, forcing you to be considerably more conservative with the ammo you have. Either keep your finger off the trigger until you can make your shots count, or risk running out entirely halfway through a fight. Weapons dropped by your enemies are unaffected, though this obviously *does* require you to kill them first.

- Challenging (+100CP)

Though not nearly as common as the standard arena battle - be it the Deathmatch or one of the other types of combat - some teams and their captains also challenge their rivals directly. Whether it's just another brawl to vent some grievances through the time-honored tradition of violent murder or something more esoteric like a duel with only specific types of weapons available, these matches are often more personal... but no less thrilling. Unfortunately for you, it seems that just about everyone and their mother wants to challenge you (or your team) to a fight. Though it'll only happen once per 'normal' battle, or once per day if you're lazy, you'll have an endless supply of such fights to slog your way through. You can't decline such challenges anymore, and where ordinarily you could wager money on any such challenge, the fights demanded by your rivals now no longer permit this - leaving your cash balance at best equal even should you emerge victorious.

- Noob (+200CP)

Have you ever held a gun before? From here, it certainly doesn't look like it. Any combat skills you might have had are lost entirely, and you'll find it much more difficult to get better. You'll recover eventually, but it's going to be a long, arduous process where you'll have to start with the metaphorical broad side of the barn and work your way up from there. You might want to stick to weapons like rocket launchers and flak guns, because if nothing else they're a bit less likely to do *nothing* when you shoot and miss. The sniper rifle... probably ain't gonna work for you for a long time.

- Rising To The Challenge (+200CP)

Did you expect to roll over the opposition with barely any resistance? To make them weep and lament ever standing up to your incredible power and skill? Well, you might get your wish... at first. Each time you kill an opponent, they will gain a small but permanent increase to their skills and overall talent, making them just a bit more dangerous the next time you face them. Maybe they're just that determined to get even? This effect has no upper limit, so do well enough and you *will* have to face down what are basically demigods of violence. That said, dying to them causes a similar *decrease* in their skill, though this never pushes them below their original state.

- Slowpoke (+200CP)

The best way to avoid getting killed is... well, not getting hit. The Tournament matches tend to select for those with the reflexes and body control to stay out of the enemy's crosshairs, but you seem to have been an outlier. Downwards, that is. Your ability to dodge or maneuver, especially while jumping or running, is severely impaired. Nothing's stopping you from venting someone's brain from a distance or anything, but if someone gets a bead on you you'll *probably* end up getting hit.

- Delicate (+200CP)

According to recent studies, data indicates that bullets are bad for one's health. Especially so in your case, unfortunately, as it seems you're overall just more... fragile. Injuries take you down more easily, falls hurt more, and your overall survival time is cut down appropriately. Armor and other protections don't help, being seemingly less effective as well. You're not going to die to a single bullet (well, aside from a headshot by a sniper rifle or overwhelming trauma like that), but you'd better learn to fight in a way that doesn't put you at risk. That, or learn how to dodge real well.

- Muscle And Steel (+300CP)

The Tournament has its limits - if only to maintain the illusion of competitive balance - but the rest of the setting isn't quite so picky. Except it seems you've become a bit *too* focused on just the Tournament. With this Drawback, you lose access to any powers, equipment, or other advantages you might have brought with you from other jumps, even when not fighting in the various arenas. You are effectively reduced to nothing but your Body Mod and your purchases for this jump during your entire time here. Your Companions are likewise limited, and may not take this Drawback themselves.

This Drawback may not be taken with 'No Rest For The Wicked', and prevents you from bypassing any time outside of the Tournament through the use of 'Unending Tournament' (though it doesn't prevent you from extending your stay).

- No Tears Please, It's A Waste Of Good Suffering (+300CP)

Your enemies aren't given some strange new advantages, they're not more powerful or tougher, they're not cheating... they're *just that good*. This Drawback puts you in a Tournament where every opponent you face is considerably more talented and experienced - enough that if this were a game, you'd already get to 'Inhuman' difficulties before you're mid-way through the

ladders. Keep your eyes on the prize, make no mistakes, and push yourself to the very limit... or get used to the bitter taste of defeat.

- Extinction (+300CP)

Death follows you like an ominous shroud, clinging to everything you touch. Less poetically, it seems your rival competitors have gotten their hands on a bit of extra firepower. Every opponent you face in the arenas will, at least once per match, pull out a Redeemer, Ion Painter, Target Painter or even a Leviathan in fights where vehicles are involved. You'll be their 'target number one', so expect to have your flesh boiled off your bones a couple more times than usual. Maybe it'll stop hurting so much after the first hundred times?

- Not Quite Stable (+300CP)

Do you remember earlier in this document, when you were assured you would not suffer the deleterious side effects of the Tournament's cloning system? That you wouldn't experience psychotic breaks, hallucinations, or other such mental issues as your neural tissues are rebuilt again and again? Well, it seems that no longer applies, now. Every death you experience will make you slightly more unhinged, and though the effect is really very small, the number of deaths you'll likely experience means the consequences add up fast. Proper rest and therapy can alleviate some or even all of the problems, but that's about it... and it'll be all but impossible to take that kind of time away from the fights while the Tournament is in full swing.

At least being violently insane is no detriment to your combat skills, and as a consolation prize any mental issues you retain by the end of your time here are fixed as well.

ENDING

Red Team Has Won The Match!

You've been here for ten seasons of the Liandri Grand Tournament - or maybe more - and though the hundreds or even thousands of matches brought violence without end, now it's time to make a choice.

Do you choose to **stay here**, perhaps to enjoy the fruits of your labor as Grand Champion, or because you've otherwise found a home in this setting? Then your Jumping days come to an end, and you will spend the rest of your days in the world of Unreal Tournament with whatever you've collected during your chain.

Or perhaps you're tired of the killing? You can always **go home**, likewise abandoning the journey into the multiverse, and instead returning to your reality of origin. You retain anything you've acquired during your chain, but will never travel to new worlds again. This is the *only* option you may choose if you were killed outside the Tournament.

And finally, there is the ever-popular choice to **move on**, wherein you travel to your next jump like you might have done so many times before. New worlds await, new ways to murder your rivals and make money in the process, and in some ways... the Tournament never ends.

NOTES

When in doubt, fanwank responsibly and have fun. Now go kill someone already.

Lead By Example doesn't grant others any powers or abilities they didn't have before. It's meant for sharing or teaching skills, not suddenly granting someone psychic powers or super strength (although teaching them how to use such powers if they *do* have them could work fine).

Any items or technologies acquired here, such as guns, vehicles, cloning systems or what have you, will continue to work in future settings regardless of whether you acquired them in-setting or bought them with CP. That said, they are *not* guaranteed to be side-effect-free, so you might want to be a little bit careful with your cloning tech, Translocators, and other such devices with... shall we say, deleterious effects on mental acuity, compassion, and 'not being a psycho'.

Drawbacks taken by both yourself *and* one or more Companions stack additively in any circumstance where you are both affected. If both you and one of your allies took 'Extinction', for example, fighting together on the same team means your enemies would get *two* free uses of such superweapons, one for each of the Drawbacks. Drawbacks never give you or your Companions any benefit - for the same example, being on opposite sides would not suddenly give both of you a free Redeemer, for example.