

Just Cause 3 Jumpchain v1.0
By: Ovid

You can go home again, and Blow It Up!

Welcome To Medici! This Mediterranean archipelago has crystal blue waters, a vibrant people, vineyards all over the place, and a bit of a dictator problem. It also has a unique mineral called Bavarium that's going to be all sorts of interesting. Most importantly though, this is Rico Rodriguez's homeland, and he's about to pop in to visit his old friend Mario Frigo. Good thing he knows what to do with dictators.

And now, you get to visit Medici yourself. Try the wines, try not to eat a bullet, and watch out for the explosions. Here's **1000CP** for your visit here.

It's currently 2015, and it's been 20 years since Sebastiano Di Ravello used a coup to seize power. It's also been 20 years since Di Ravello personally ordered the burning of Rico's family's home, leaving him an orphan, so Rico's got a bit of a bone to pick with him. Rico's old friend Mario is asking for help. The Rebels fighting against Di Ravello's tyranny are the weakest they've ever been, and need some help in order to change the tide. Fortunately, Rico has left the Agency and is now a free agent. He's accompanied by his "old pal" Tom Sheldon, and will

shortly meet back up with scatter-minded and scarred genius Dimah Al-Masri, who is the single most knowledgeable person about Bavarium and its assorted technologies.

But enough about them, let's talk about you.

Age: Your age is 30+2d8, or pay 50CP to pick any age over 18.

Gender: You stay your current gender, or can pay 50CP to change to whatever gender you prefer.

What kind of **Background** do you have? You will receive 20 years worth of appropriate memories.

-**Ex-Agent:** Just like Rico, you've spent the past 20 years as an Agency-backed "dictator removal" specialist. You've left the Agency though, so your resources are your own, and you've decided to vacation in Medici. It has good tourism PR, so why not?

-**Rebel:** You are a native child of Medici. You either grew up just in time to watch Di Ravello take power, or have only known his harsh grip on your people. You know this isn't right, and have decided to sign up with the Rebels. Anything is better than being another of Di Ravello's victims.

-**Soldier:** You are a native child of Medici, and have signed up with the Di Ravello Militia. Where as others hide away in caves and ruins, you choose to protect Medici from all threats, foreign and domestic. You look upon Sebastiano Di Ravello's exploits and see him as an inspiration, whichever way you wish to interpret that.

-**Mercenary:** You look at those who pledge loyalty to countries and states, and scoff. Your loyalty is to the highest bidder, and you will do whatever you need to get ahead. You are either an operative of the Black Hand private military company, or a smuggler in Medici.

Perks

Who's Dizzy? (Free): Some folks have a sensitive inner ear. However, you don't get lightheaded, or thrown off by being upside down/any other direction. And you are just as comfortable as you would be standing right side up. It helps when you are hanging onto the underside of an attack chopper and need to shoot at other choppers. And your balance is good enough that you could stand on a flying ballistic missile, with only a single grapple point holding you on.

Action-Hero Physique (100CP): The average citizen of Medici is fragile, but not you. You can take all kinds of damage, but if you are able to prevent incoming damage for a few seconds, you will start to regenerate. You'll also gain a boost to your durability, and be able to take quite a few bullets, a few missiles, maybe even a cannon strike or two. But you better hide quick when you get that feeling that you are critically injured, otherwise you could easily die.

Finder (100CP): You have a knack for getting into an opponent's mind. You will get an indication how close you are to some sort of collectible that would give you insight into the mind of an opponent. Not necessarily intel related. Frequently takes the form of some sort of diary/log.

Traversal Artist (100CP): You have internalized the rule of "always stay moving". You have enhanced skills with your movement based equipment, from the grapple, parachute and wingsuit. You can shoot while reeling yourself in with the grapple, can choose to abandon a reel-in to reel in a different direction, and have much more control over a wingsuit. You can both slow down while falling in a wingsuit, and in fact safely land without having to use your parachute. You can also use a parachute directly from a vehicle and not have to worry about being tangled up or dragged along.

One-Liners & Puns (100CP): You are able to quickly and smoothly think up and deliver appropriate one-liners and puns. Never again, will you suffer from "Oh, I should have said this" syndrome.

No Weapon Goes Unused (100CP, Free Ex-Agent): Your training as an agent has given you the skill to adapt to whatever weapons are available. You have enough skill to be able adequately use just about any sort of weapon that you can hold. You'll be able to use, maintain, and lightly repair any weapon. To become an expert on that weapon, you'll have to practice with it. Which, as an ex-agent, you also know what the best practices to improve your skills with a given weapon would end up being.

Know When to Hold Fast (100CP, Free Rebel): You've got a knack for knowing when and where an ally is attacking an enemy and is on the brink of victory. When they've cleared the way for you, you can come in and ensure victory. This also works in larger battles, in that you know who to reinforce for the most effect on the overall war.

Knowing the Terms (100CP, Free Soldier): When you make a deal, you know exactly what was said. You know what you promised, you know what the other side promised, and when you call them out on not delivering their end of the bargain, they aren't able to argue with you. What you do with that bargaining position is then up to you.

Knowing What People Want (100CP, Free Mercenary): You know what people want, and what they are willing to pay for it. Whether that means weaponized MECHs, or portable bavarium shields, or even just illicitly-provided goods. You also get good ideas for when someone doesn't

know they want something, like a EMP weapon to handle bavarium shields. After all, selling the cure as well as the disease just means it's at least twice as profitable, right?

"Not these people" (200CP, discount Ex-Agent): When you need more people, find the ones that your enemies have imprisoned. When you free them, they will be immediately ready to fight back against their oppressors. They will be combat ready, despite anything that was done to them while in captivity. While some people would need time to recover from their ordeal, not these people.

Hiding in the Past (200CP, discount Rebel): When one is part of a resource-stricken rebellion, one learns to take advantage of those who came before. You can easily find locations that would be great hideouts, from smuggler caves on the outskirts of the islands, to old WW2 hideouts with an integrated landing strip, to old ruins that still provide shelter. These locations will also stay hidden from your enemies longer than they should, and you'll usually have an idea if someone is looking for your base.

Discipline in the Ranks (200CP, discount Soldier): You have managed to instill intense discipline into your subordinates. Enough so that you can hand a pistol to one and they will shoot themselves in failure, or beat one of them to death with your bare hands, and the rest will stay at attention.

Open Contract (200CP, discount Mercenary): When it comes to business, always be advertising yourself to the people that matter. That way, when someone needs something down, your name will come up, and you'll also get referred the job. Maybe a employment contract that was rejected decades previous will be brought up by a change in management, or your name is recommended by a past client. Either way, you've got the job, now it's time to earn your pay. This ensures that the various means of spreading your name around for employment or referral will always eventually have some effect.

"Something...Subtle" (400CP, discount Ex-Agent): As an old "Dictator Removal Specialist", you know that sometime you just have to be stealthy. It's good news for you though! Now, you can be as loud as you want, and until an enemy gets eyes on you, they won't know you are there. Yes, they somehow managed to ignore all the explosions, death screams, bullets whizzing around, etc. This benefit can be lost if the enemy succeeds in calling reinforcements, so in addition, you'll also know who to kill to stop them from calling it in.

Hiding in Plain Sight (400CP, discount Rebel): When you're told to lay low, you know exactly what to do. Time to break out the begging hat, and do some dancing street performances! You are perfectly average in your moves, and while some folks will tip you, most will ignore you, even you are wearing bright clothing and have a distinctive face or body type.

This includes the hostile enemies across the street who you know would put a couple clips of ammo into you if they realized who you were. And since they are ignoring your existence, what a great opportunity to watch their routines and learn their weaknesses.

The Equal of Your Men (400CP, discount Soldier): Di Ravello may be general now, but he first started out as infantry, then tricked his way into officer training. Sure, he used trickery to further ascend the ranks, but he started out doing the same work as those he sought to lead. As a result of undergoing the same training as your subordinates, your skills will at least match theirs. Keep in mind that this applies to skill, and not necessarily knowledge.

Enemy of my Enemy (400CP, discount Mercenary): When the authorities start cracking down on you, you don't want to be the only one pushing back. Thankfully, you know who else would be a good ally against your opponent, and how to best contact them. The enemy of my enemy is my friend, at least once you reach out and reveal you have a common foe, and wouldn't it be nice to team up?

The Art of the Hijack (600CP, discount Ex-Agent): When you need a vehicle, sometimes you just have to steal one that's already being used. Assuming you can get on such a vehicle, you can bypass any countermeasures, hijack and take over any vehicle that's being piloted/driven/controlled by another person. The vehicle will stay in motion and somehow will avoid catastrophically crashing in the seconds between you ejecting the former occupant, and you taking control. In addition, you have adequate skills in controlling any vehicle that can be feasibly controlled by a single person. You look better in their ride than they do anyway.

We will Rebuild (600CP, discount Rebel): Sometimes to win a war, you've got to blow stuff up. Sometimes, that stuff just happens to be critical infrastructure. Don't worry, now you have the ability to make sure you can fix it. If you are involved in a conflict/war that destroys something, once that conflict/war is over, you can rebuild it much faster than it took to build it in the first place, and the rebuild will be just as good as before it was destroyed. However, this only extends to things that can be rebuilt or repaired. Lives lost are still lost.

"I Do Not Burn" (600CP, discount Soldier): Your loyalty to the flame has rewarded you. You are immune to heat based damage. Crashing a ruined helicopter will give you all the appropriate cuts and bruises, but the flames of the wreck won't hurt you. Taking a swan dive into a lake of lava will still hurt/kill you, but that's more the fact you leapt off a cliff, not that the lava burned you.

Be advised, just because you are immune to heat damage, doesn't mean the other effects of fire/explosions won't apply. Be cautious of oxygen deprivation or smoke inhalation when standing in a fire, and of shrapnel/concussive force when near explosions.

First In Line (600CP, discount Mercenary): You do your job well, but sometimes that just isn't enough to keep your employer or ally afloat. When that happens, and they go defunct in some way, you'll be the best placed to salvage what you can from their wreckage. A government failing means you are free to pillage their rare material reserves, an advanced research company that hired you for guard duty will have all their doors open to you, etc. At the very least, you will find enough to pay what is owed you. Be careful though, the thing about

scavengers is there will be other scavengers on the way to pick through your feast. Make sure to take all the choice bits, and defend your claim.

Items

You may choose to import matching items into any item offered here for no additional cost. You still have to buy whatever you are importing it in to.

CommLink (Free): You are offered a free hands-free communications device by a suspicious American with a cowboy hat and a texan accent. It will allow you to coordinate with your allies, even if your hands are occupied. It also is very clear, enough so that you can clearly hear and communicate with others even if explosions are going in the background (yours or theirs).

Your Own Flag (Free): Di Ravello has a flag with Red-white-green horizontal stripes, with 3 stars on the center white stripe. The rebels have a flag with vertical stripes of Orange-White-Light Blue, with a bull's head over crossed laurels (or some other plant branch thing). You can now take this opportunity to create your own flag design that will immediately tell others that this is your territory.

Grappler (Free): Have a free Grappler. It's a bit of a relic, but it works well for connecting objects together, or reeling yourself towards somewhere/one/thing. This is the model with the weird looking double scorpion tail. [This is identical to the Grapple from Just Cause 2].

> -**Upgraded Grapple** (+100CP): You've stumbled across an upgraded Grapple, originally designed by Dimah Al-Masri. It does everything the old one did, but allows you to retract a tether connecting two things together. Great for pulling explosive barrels towards fuel bladders, and you can have several tethers active at once for added pulling power. It also has an integrated screen on the inner arm that works with whatever apps you may have. For buying this with CP, you get a fully upgraded Grapple, which gives you a large amount of tethers you can have active at one time, and drastically increases the force needed to break the tether, as well as the strength when retracting a tether.

Parachute & Harness (Free): This is a combat harness. Visually, it has two straps that go around your shoulders, then gun under your armpits to connect to the back, and then over the top. The under-arm portion also has a part that goes down your ribs, and connects to a belt. . It has holsters on the left hip and right thigh for a single-handed gun each, and has two attachment points for carrying two two-handed weapons. Lastly, it has a integrated parachute that you can open at any time. It opens perfectly every time, and when you no longer want the parachute out, you can retract in a split second.

By default, the coloring of the harness and parachute is black with red trim, but if you purchase the Bavarium Wingsuit upgrade, you can switch to a black with bavarium-blue trim. Feel free to

adjust the colors whatever you like, assuming you can do it yourself, or find someone else who can do it for you.

Wingsuit (100CP): Parachutes are nice, but you've got a need for speed. Luckily, you know a guy who has a wingsuit that "fell off the back of a truck", and would give it to you. These two pieces of underarm-mounted fabric integrate with a Parachute & Harness set, and lets you pull it out quickly. Somehow, it works perfectly, despite the fact that a normal wingsuit would need a section for the legs. You also gain the ability to not die immediately if you fly head first into something, just be be badly injured.

> -**Bavarium Wingsuit** (+200CP): It bears repeating, Dimah Al-Masri is a freaking genius. She made this for Rico before she went on her mission to Falco Maxime, and it's a doozy. And now, you have a copy of it. This is a harness upgrade for the wingsuit that consists of a bavarium booster/bavarium homing missile launcher mounted on the upper spine, and a three barreled bavarium machine gun that is mounted on the right shoulder.
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> What this means is, you gain the ability to fly independently of any vehicle, have equivalent firepower to most of the combat choppers in Medici, and are far more maneuverable. The missiles and machine gun are angled parallel to your flight angle, and the booster only needs to periodically cool off to prevent it from exploding.
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> Lastly, your Harness switches to be much more secure. The front straps connect with each other in a sort of locking device, and the top straps over your shoulders are reinforced with a ammo compartment on the right shoulder strap, and a wire leading to the left shoulder strap.

Grenades (100CP): Here's your chance to pick up throwable explosives. These fragmentation grenades are fairly common in armed forces everywhere, and you could find a decent amount just in jump. Buying them with CP however gets you a set of individually toggleable upgrades, that can also apply to any other grenade type you pick up/acquire in the future.

You have the "Glass Grenade" feature, which lets you decide if your grenades explode on impact, on impact with a person or vehicle, or as soon as they hit an enemy. The "Homing Grenades" feature lets your grenades seek out enemies, even if you threw it in the complete opposite direction. The "Smart Fuse" will shorten the fuse timer when a grenade is near enemies. And finally, the "Long Fuse" will let your grenades take longer to explode, which is handy when you are dropping them from a parachute glide.

You can carry as many grenades as you physically can, and you will have an infinite supply in your warehouse.

Guns, Guns, Guns (100CP, first purchase free for all origins): Here's your chance to pick up any one-handed, two-handed, or dual wielded weapon that is on Medici. Special weapons are not available here. You will have a supply of infinite ammo for that weapon(s) available in your

warehouse. And if you misplace your weapon, it will reappear in your warehouse the next time you visit it.

Bavarium Supply (100CP): Bavarium is a high energy element that is seemingly unique to Medici. You've been able to secure a small supply for your own needs. You've got a 24x24 inch box that restocks monthly. That should be enough for you to experiment with, maybe even make a decent amount of bavarium shield devices, or enhanced explosives.

GE-64 Explosives (100CP, free Ex-Agent): You're good enough to take out a base with just your grapple. Admit it though, you love explosions. For those occasions, there's this. The GE-64 explosives are a unlimited source of palm-sized bavarium-enhanced explosives. You can only have a few active at a time, though it's possible to upgrade the capacity as you gain access to better detonator/communications technology.

Because you are spending CP for these (or taking for free for Ex-Agents), these are fully upgraded. They have toggleable booster engines for wacky hijinks, have proximity triggers keyed towards enemies, and a safety so that they will not detonate if you are in the blast radius.

Di Ravello's Wine (100CP, free Rebel): The best tasting booze is the stuff you steal from a hated enemy. You've managed to steal a good couple hundred gallons of high end-booze from your enemy's reserve. When you are down to the last bottle, that bottle will then continue to refill itself once a week. Anytime you get a new enemy, you will have another collection of several hundred gallons of their best booze, and the last bottle of that collection will refill weekly. Go on Jumper! Build up the Jumper's Vanquished Enemies collection, because we all know victory tastes delicious.

Fire & Saganaki (100CP, free Soldier): Di Ravello is a big fan of fire, and using fire-related phrases. You have emulated him, and have a bowl of never ending flame that helps you stay focused and calm.

Also, as a child of the Mediterranean, you have secured a supply of ingredients for Saganaki, and specialize in the flaming version that lights it on fire. You will always have enough cheese(s), lemons, pepper, and brandy or ouzo to make it, as well as some form of bread.

Code Fuschia (100CP, free Mercenary): When you are on deployment, sometimes you just need something more entertaining to read than eDEN Corporation lab reports from more than 2 decades ago. Thankfully, you'll always have a Code Fuschia ready for you, giving you entertaining and interesting material to read. What ends up being delivered will be a bit random in selection, but don't worry, it will always end up being any and/or every definition of the word "entertaining".

Vehicle (200CP, discount on repeat purchases): You can choose to pick up any vehicle that is present in Medici, from the lowly Stria Sussuro moped, to a combat vehicle, to even the "Loochador" rocket boat. However, all bavarium shielded vehicles are not available here. Any

vehicles bought or imported here will benefit from unlimited fuel, ammunition, and will be totally repaired within an hour after you stop using them (or blow them up, either or).

> **-Bavarium Shields** (+100CP): For a base price of (200+100CP), you can buy any bavarium shielded vehicle, with the exception of MECHs. You can also apply bavarium shielding to any vehicle, either bought here, or brought in elsewhere. If you are bringing something in from elsewhere and just want the shields, you only have to pay the 100cp. Please note that Bavarium shields currently do not function in water.

Special Weapons (200CP, undiscounted): Here's your chance for the fun stuff. Take your pick from the rocket launchers, grenade launchers, sniper rifles, FOWs, and exotic special weapons. You can even pick up the Urga Vulkan minigun here. You can purchase this option as many times as you like. As with the other weapons, you get an infinite supply of ammo for your new toy in your warehouse. And if you misplace your weapon, it will reappear in your warehouse the next time you visit it.

Fast-Travel (200CP, discount Ex-Agent): You've been all over Medici, but sometimes you just want to let someone else drive. When you do, you can get an ally to give you a lift from point A to B. They won't be stopped or shot down, and you can use the time to decompress or something. Time will seem to speed by as you wait to arrive. Maybe you can use the time to take a nap? While in vehicles driven by allies, you'll be able to rest without being disturbed.

"Frigo & Etcetera Fine Automobiles" (200CP, discount Rebel): You own a bunch of garages all over the place. When you are in a conflict, these serve as chop shops for civilian vehicles. Bring a civilian vehicle here, and your employees will break it down and learn how to build it, and you'll be able to call in copies of it whenever you like using a app called "Rebel Drop".

In peacetime, these garages serve as automobile dealerships and car part vendors. Everyone has to move on from war time, and you'll do it by providing the finest automobiles at revolutionary prices! Any vehicles gained from "Rebel Drop" are not fiat backed by default, and military vehicles cannot be gained via the chopshop.

Reinforcements (200CP, discount Soldier): You are one of the best in the military, but you are a part of a larger entity. When you need to, you and your subordinates can call for additional reinforcements. The longer the battle goes on, the higher the quality of the reinforcements you'll get. It'll start out as some off-road vehicles filled with soldiers, then some combat choppers, then the tanks and paratroopers will show up. This will cap out at whatever you have command of. Unless you have command of a base with a FOW, you can't use it to support your troops.

Full Body Armor (200CP, discount Mercenary): You work in a dangerous career field, so you have some of the best armor money can buy. You have a set of full body armor. It lets you take more damage, so that at the end of the day, you will be alive to spend your ill-gotten gains. If you have a Harness/Parachute or wingsuit, this armor will integrate them, and won't restrict your movement or prevent you from using your other gear. It also won't prevent you from floating in water, so you can still sink or swim as desired. There is a free helmet/mask with integrated voice

modulator included as well. Any damage taken will be repaired within the hour, and if it is lost, will reappear in your warehouse the next time you visit.

Build Your Own Mech (300CP): These fun little vehicles are formally known as the "Mechanized eDEN Corporation Helper". They are on 4 legs with omni-directional wheels, have two arms ending in a GRIP (Gravitational Remote Influence Projector) on the left arm, and a weapon system on the right. They can be quite speedy, can jump, and their little gravity manipulator can lead to lots of chaos. You can use the GRIP to grab essentially anything, hold it up in front of the mech, and repulse it away. Yes, it works on aircraft. You can also overpower the repulse function and cause everything in front of you to go flying away. It can be quite fun to combine the GRIP with the mech's jump function, which lets you use the GRIP in a uppercut if used when the mech is rising, or a ground pound when the mech is descending. And lastly, since you are buying this with CP, the Mech will have its own Bavarium shield, and unlike the other models in Medici, this version will cover the entirety of the unit, not just the cockpit and torso.

Finally, at any time, you may choose to switch the right arm's weapon system for a vehicle-scaled version of any man-portable weapon you can get your hands on. The regular models in Medici can have Bavarium Spitters (a bavarium enhanced machine gun), an autocannon, or a Fire Leech, which is a missile launcher that fires a single round that then splits into 4 sub-missiles that will home onto targets. Let's see what crazy weapon combinations you can come up with.

Resupply (400CP, discount Ex-Agent): When you're in the middle of a campaign of destruction and your ammo has run out, or your equipment is no longer appropriate, you can get an ally to drop off some new gear for you. Any non-unique piece of gear that is available to your local allies, or any of your personal equipment can be delivered to you, exactly where you designate. You'll also get some food and water so you can refuel yourself too. You can use this twice a day. Unless you are calling up your own gear, nothing gained through this method is fiat-backed.

Rebel Cove (400CP, discount Rebel): You have a well-hidden base. It's not as well defended or as thoroughly equipped as a Military Base, but being undetected can be a game changer as well. You'll have a decent assortment of base defenses, vehicle depots, weapons and ammo stockpiles, and depending on location, a hidden airstrip or dock. You'll also have a fair amount of rebellion troops to hold and maintain the cove. Supplies will steadily replenish when used. Post-Jump, you can select a location and establish the Rebel Cove in the closest suitable hidden position. All rebel personnel will become equivalent versions in each setting. Upgrades done to the Cove will be retained in each following jump.

Military Base (400CP, discount Soldier): You command a large military base. Barracks, armories, anti-air, radar, fuel bunkers, generators, etc, vehicle depots. Wherever it is also determines if you have integrated a port or airstrip. You have all the personnel you need to staff

the base and all its roles. Your base's supply of food,water, fuel, ammunition, vehicles, and maintenance parts will steadily replenish. The base will retain what upgrades you give it. Post-Jump, you will be able to select a location in each following jump for the base to be established, or hold off on using it if you want. All personnel will become equivalent versions in each setting.

Vehicle Requisition (400CP, discount Mercenary): You've got the paperwork to requisition a vehicle from your employer, or to help you steal it from an enemy. The papers are fully valid if it's for an employer, or completely undetectable fakes if stealing from an enemy. No one will give you a second thought. After all, all the paperwork is in order. Just don't attract any attention before presenting this to your foe. This item self-updates each time you decide to use it.

Agency Intel Database (600CP, discount Ex-Agent): The good thing about being an Ex-Agent is that you've built up a network of contacts and favors over your career. You've got access to a representative of the Agency with access to the Agency's intel database. Whenever you need a critical piece of intel, they will slowly dribble it out to you. However, sudden and great threats will light a fire under their butt, and they'll go over the entirety of the Agency's historical archives to find clues about this new problem.

After this jump, your contact and their intel access will update to whatever intelligence service is most appropriate for where you are.

Support Network (600CP, discount Rebel): Being part of a rebellion against tyranny means you may not have all the resources you need, since tyranny probably controls those. But tyrants have a much more difficult time controlling rebellious people. You have a bunch of people who will come out of the woodwork to support you and the rebellion, whether it's smugglers wanting to join up, escaped prisoners who are certifiable geniuses, or exiled politicians who can inspire the people to support you. Viva La Revolution!

List of Contacts (600CP, discount Soldier): Di Ravello came to power knowing who to threaten, blackmail, entrap, and so on. He also came to power by making contact with the Agency and using them to do his dirty work. Well, now you have a list of people who can do your dirty work for you, and/or people you can blackmail. You'll also know people who want what you can provide, whether that be services or materials, etc. Striving to be a dictator means knowing who to exploit, who to burn and when, and who to cozy up to (for now).

Portable Bavarium Shield (600CP, discount Mercenary): The eDEN corporation and Dimah Al-Masri came up with quite a few technologies. Di Ravello has done his best to use bavarium shield tech, but eDEN has always had the best versions. And this right here is the best version you will see from eDEN. This man portable shield will take incoming weapons fire for you and prevent you from being hurt. However, as with all bavarium shields, take care to watch out for ramming/melee attacks and that they won't work underwater. This palm-sized device is quite valuable, so surely someone will offer you a king's ransom for it.

While Tom Sheldon and the Agency don't want these getting out to the common man, and in fact would steal the vast majority of these devices away from Medici, they have missed the existence of a set of plans for these things. You have the plans and technical notes for making more. However, you'll have to secure the materials on your own.

Companions

No one should have to go alone. Here's your chance to bring/meet some friends!

Import Option (50CP each, 200CP for 8): Bring your friends with you to Medici. You can choose to pay 50CP for each imported companion, or pay 200CP for bringing a bundle of 8. Each companion gets an origin and 600CP. They cannot spend their CP on companions. You may choose to increase your companions CP budget by spending your own CP. For example, if you spend an additional 100CP on this import option, your companions each get another 100CP to their budgets.

Canon Companion (100CP): Have you made a friend? Maybe you like Dimah's unique brand of explosive mad-science? You now have a guaranteed chance to convince a canon character to join you on your jumpchain. Rico is not eligible for this option.

Rico (200CP): Here is where you can get your very own Spanish Rambo. With 20 years of Dictator Removal experience and knowledge, Rico is a one man demolition crew. Also does a fantastic job supporting local rebellions. He has every perk in the Ex-Agent tree as well as all the uncategorized perks, all the free items, all the Ex-Agent items, and the upgraded versions of the wingsuit and grappler.

Drawbacks

No cap to how many drawbacks you can take.

Continue to JC4 (+0CP): After the situation on Medici is over, and you've dealt with everything you wanted to, you can choose to end this jump early and go directly to the Just Cause 4 jump.

Puns & One-liners (+100CP): Your friends, allies, enemies, and random persons will use puns and one-liners to describe your and their actions, from the everyday to the extraordinary. Sadly, they are all groan-worthy, and your face will become very familiar with your palm. "Face-palm"? Get it?

Comm Protocol (+100CP): Your allies are a stickler for proper communications protocol. You are required to always say 'over' at the end of a sentence when using your CommLink. In addition, you constantly forget to do so, and will be constantly reminded by your allies. You'll have to correct yourself before actually getting to whatever they are calling you about.

Always Cover Yourself (+100CP): Don't you just love it how, when you finally see an old friend after being decades apart, one of the first thing they do is smack you in the genitals? Oh sure, they mean it as a joke, but that little "joke" is still going to cause you pain right through your defenses. And what's worse, with this drawback, you're going to have to deal with your friends, allies, and random strangers you walk past just randomly smacking you in the gonads. Smile and bear it Jumper, and keep in mind, nothing is stopping you from getting your sweet sweet revenge and returning the favor. See how *they* like it.

"How the hell did you get CommLinks?" (+100CP): Everyone and anyone seems to be able to tap into your private communications, even if you literally just freed them from a prison. Don't bother asking how they get your frequencies/etc., your "old pal" at the Agency probably gave it to them. Even your enemies will know exactly how to reach you, and will be ready to gloat at you.

Pyromania (+100CP): You have the urge to light things on fire, and have a hard time preventing yourself from doing so. Everyday items, buildings, people. As a combatant, fire is going to be your first and last choice for handling a situation, even if it's a really bad idea. And if you continue to fail to control your impulses, you are going to start having some issues with your allies when you start using fire too close to them.

A Bigger Heat Signature (+100CP, requires Bavarium Wingsuit upgrade): Homing missiles usually can't fire on you if you are using your parachute or wingsuit. But when you are using the Bavarium Wingsuit, any enemy with a homing missile launcher will be able to lock on to you. Hope you are good at doing boost-assisted barrel rolls, it's how you are going to dodge the majority of them.

"What kind of Agent is Acrophobic?" (+200CP): Bad news jumper. You have acrophobia, also known as an extreme or irrational fear of heights. You are going to have severe issues flying anything, using your grapple, parachute or wingsuit, or just being too high up, even if "too high" isn't really that high for anyone else. If you try to risk it, you could very easily trigger a panic attack.

Pyrophobia (+200CP): Pyrophobia is the fear of fire. That's perfectly understandable, considering Di Ravello's love for use fire to burn down towns and torture and/or kill people. Unfortunately, the closer you get to an open flame, the worse you will be. Applies to all open flames. Cooking sources, exploding fuel tanks, vehicles on fire, etc.

There's a Leak (+200CP): When you are part of a major organization like the DRM/Rebels/Blackhand/etc, controlling what your enemy knows can be absolutely vital to the safety of you and yours. Unfortunately, your enemies) have managed to place a spy or two in your group. Vital information will be leaked to the enemy, you are likely to run into traps and ambushes, and your hidden base will be exposed. While you can eventually figure out who the spy is, you will first suspect valued members of your group and will try counterintelligence

methods. If you haven't figured out who the spy is by the time you've nearly beaten your enemy, a new member of your group will have prior experience with the spy and reveal their duplicity.

Homing Bullets (+200CP): Sadly, this doesn't mean you. Your enemies will have near-perfect accuracy with their weapons, from rifles hitting you mid grapple reel-in, to vehicle mounted cannons being enough to hit you in mid-air, to getting hit head on, in mid-air, by bavarium enhanced small-yield nukes that could firebomb a base. You might be able to dodge a little of it, but you will end up getting hit.

Depowered (+300CP): This world is wacky at times, and may play loose with the laws of the universe, but somethings just aren't allowed. You lose access to any supernatural powers from outside this setting.

Only the Shirt on Your Back (+300CP): For the duration of your stay here, you lose access to anything in your warehouse that you did not get in this universe. However, anything in this jump that references the warehouse will still be available.

Al-Masri Special (+300CP): Dimah Al-Masri is a brilliant scientist, but her inventions have the constant habit of exploding, even when they logically shouldn't be remotely possible. Your new grappler, an enhanced booster for your wingsuit, a scanner, a shield device. If it's got power flowing through it, it might explode, and that goes double for anything that is even *near* a bavarium power source. And you will also have to contend with possibly any other technology exploding on you. The silver lining is that you might be able to hear whatever device it is building up a charge, potentially giving you a chance to get away. Hope all the explosions haven't messed with your hearing...

Rico is Coming For You (+300/600CP): Rico Rodriguez is the resident one-man army. He's taken down multiple countries and their attending armies, he's got cojones big enough to consider standing on top of an in-flight nuclear ballistic missile to just be "cool", and now, he's going to come after you will all the passion he would have for Di Ravello. Just a reminder, Di Ravello burned down Rico's family home, with his family still inside. So yeah, you're not going to get him to back down. He will have access to every Ex-Agent perk and item, have friends in the Rebellion who will provide him with the benefit of every Rebel perk and item, and can hijack just about any asset available to the Di Ravello Militia.

For an additional +300CP, you may choose to have Rico be unkillable. Any time you do enough damage to lethally wound him, he will disappear to heal, and you'll have about a week of breathing room before Rico starts pursuing you again.

Lastly, as a silver lining, if you take this drawback of either level, and manage to avoid killing Rico at all (or lethally wounding him if you took the 600CP version), then at the end of the jump, you will have an opportunity to call a cease-fire and sit down with him. At that time, you will have a chance to talk him down, and possibly even get him to accompany you as a Companion for no additional CP cost.

Lightning from a Clear Sky (+600CP): Looks like the Stingray facility is acting up. About once a day or so, you'll start to feel a static charge around you. That'll be your short warning to get under something, because you are about to be struck by lightning. If your physique is top-tier, you probably won't die from being hit, just badly injured. Another alternative is the Black Hand has a field generator that prevents the static charge from building up, but the generator is unstable, has a tendency to explode, and is big enough to be mounted to a gunboat.

Scenarios

Feel free to take as many scenarios as you think you can handle.

War for Medici: Medici is a Mediterranean country with many military bases, many towns and cities, large natural gas reserves, and is the world's only source of Bavarium. It is also in the middle of a civil war. On one side, Di Ravello's Militia and his hired guns, the Black Hand. On the other, the Rebels, the escaped intellectuals of Di Ravello's war machine, and Rico Rodriguez. If you start by working for Di Ravello, the Rebels will have taken Insula Fonte and Insula Dracon, and all their military stockpiles. You must hold Insula Striate, retake both Fonte and Dracon, and wipe out all resistance. You may choose to eliminate Rico or not, but he will be a thorn in the DRM's side until he is removed.

If you are on the side of the Rebels, you start with only the Rebel Cove in Insula Fonte, and must push back all of the DRM until they no longer remain in Medici. Rico will occasionally help out, but he will focus mostly on taking out Di Ravello and his bavarium weapons program, and ignore the DRM. The Rebels must handle that threat themselves.

By accomplishing your task, your faction will take total control over Medici, and it will follow you on your jump chain. In each following jump, you may decide to integrate it into each setting, or have it be in put into a time-locked pocket dimension attached to your warehouse. Each time Medici is brought into a new universe, it's natural resources are replenished.

The Relics of eDEN: Dimah Al-Masri is the foremost creator of bavarium technology, and she will kill herself along with Di Ravello's data storage facility in order to put the bavarium genie back into the bottle. But Dimah and Di Ravello are not the only ones with that info.

The eDEN corporation is a scientific thinktank that disappeared several decades ago, and their ghosts are stirring. You are going to have to deal with the eDEN airship and it's attendant flying drone swarms, the Black Hand's attempts to salvage bavarium technology from eDEN's facilities on Isla Lacrima (which you'll have to sneak to, there's a defense that use

gravity to take down non-BlackHand units), and the Stingray platform's rampant lightning storms.

Shut down all three problems, and you'll get a copy of the eDEN corporation's technology and research data, from Bavarium technology and all its uses, to working samples of man-portable bavarium shields, to records on gravity-based manipulation systems, AI development, and even detailed schematics on the eDEN's successful experiments with wormhole based teleportation.

Post-Jump:

Congratulations on surviving your trip to Medici! Is your hearing intact after all those explosions and gunfights? Regardless of if you having hearing damage, have some souvenirs of your time here. Have a free Just Cause 3 Commemorative Bobblehead set, and this Just Cause 3 Commemorative Pez Dispenser Collection. I'll even throw in a existence-supply of Pez in every flavor ever, since we both know how quickly you'd go through the lifetime supply.

Now, time for you to make a decision:

Stay Here: Have you fallen in love with this little archipelago in the Mediterranean? Maybe you want to help the people of Medici recover and grow past the past 2 decades of oppression? Well, you get to keep all your powers, abilities, stuff, etc. All drawbacks are removed, your affairs back home get settled, etc. Enjoy your new life here.

Go Home: Or have you grown tired of fighting for the home of others, and just want to return to yours? Very well. All drawbacks are removed, you get to keep your stuff, so on and so forth.

Move On: Well, it's been fun in Medici, but a visit is just a visit and you have other places to be. Time to move on. Drawbacks disappear, keep your new stuff, head to your next jump.

Notes

-**Fire & Saganaki:** If you buy this here, you don't have to worry about being allergic to any of the ingredients, if you aren't already immune.

-**Bavarium Wingsuit:** The booster allows you to take off from a standing position, and can also be used underwater to propel you in the direction you are facing. The boost exhaust does no harm to you or anyone behind you, and you gain the ability to know exactly where you are flying at and what your missiles/machinegun are aiming at. Which is good, because if you angled your head backwards too far, you'd quite possibly shoot yourself in the back of the head. You'll also have the ability to not have to worry about bug/bird impacts, or the ability to breathe at high altitudes.

-**GE-64 explosives:** These are a literal infinite supply of placeable explosives. They are not in your warehouse, you can pull these out indefinitely, the only limit is how many you can have out at one time.

-**Code Fuschia:** This is just reading material. No, it's not some ass trying to sneak up on you. It's just a constant supply of interesting and/or entertaining reading material. Whatever caters to your taste could show up. You get a new delivery any time you run out of fresh reading material.

-**Bavarium Shields:** There are two types of bavarium shields. Those that offer total invulnerability of the covered parts from incoming weapons fire for a few seconds at a time, and then must shut down to recharge, and those that can take a lot of punishment, but aren't able to recharge in the field. If you purchase anything with bavarium shields, or purchase them as an upgrade, feel free to pick one of the two options. However, bavarium shields do not protect against ramming into other obstacles, or work under water.

-**Special Weapons:** You can get the eDEN Spark with this method, and here's my notes on the weapon. "fully upgraded. Not good against concrete or stone structures, use explosive on those. Best for metal or organic targets. The laser "charges" an area, stunning humans, and attracting smaller metallic items, and then the lightning comes down on the "charged" area."

-**"Frigo & Etcetera Fine Automobiles":** The Rebel Drop app can be used on any portable device, and can call in civilian vehicles you've sent to a chopshop, or military vehicles you've stolen cleanly. Keep in mind that these vehicles are not fiat backed, and if you call in a vehicles that is rare or made with rare parts, it will be quite a while before you can call up another copy of it. You'll also have to get military vehicles on your own, the chopshops will refuse to take them because they don't want official attention coming down on them.

-**Build Your Own Mech:** For the weapon system customization feature, you just need to have a man-portable version. You can have a EMP gun, a Bavarium Nuke missile launcher, even a eDEN spark could be integrated into the weapon arm. And yes, the fiat backing will continue to grant unlimited ammo for the vehicle version of the weapon. Just keep in mind that MECHs have a heat management system, so don't expect to just rapid fire a hundred bavarium nukes at once. Maybe just 2 before needing to cool down, unless you've upgraded the heat sinks.

-**Relics of eDEN Scenario:** Please bare in mind that though the scenario says "Dimah will die…", you can in fact undertake the scenario before Dimah's ill-fated suicide mission. In fact, having proof of other sources of Bavarium technology information will be key to convincing her not to kill herself.

Changelog

-v1.0: Made the Jump.