



Mercenaries Series Jump

Version 1.0 (Burkess & Tri-Sevon Edition)

Welcome to the modern day...of the very late 2000-2010 period. Things may look normal to anyone around here, but it will not stay that way. Especially for those who took the opportunities to become 'Soldiers of Fortune', or *Mercenaries* as some would call them.

Conflicts will arise over the world, with you having the chance to join in if you wish for a variety of reasons. So take these **1000 Mayhem Points** to get yourself ready...especially if you want that paycheck with your contract work.

Destinations In Fire (Starting Location)

These are a selection of various locations around this setting you find yourself in. And in case you wish, you can roll some dice to determine where you start instead. Take your time to pick where you wish to arrive.

Song Initiative: North Korea, Korea Peninsula

Well, you find yourself in North Korea during the major events in 2009. As in, the ones pertaining to the Song Coup in North Korea and its subsequent conflicts with the other factions (such as the Allies and China) that will arrive to meddle in the region...

...And not to mention the bounties out there, for those daring types to claim them.

Venezuelan War: Venezuela, South America

Set within the year of 2010 following the conflict with North Korea, this chunk of South America will end up in the control of Roman Solano. However, due to events that may or may not occur...

...Expect to see a lot of destruction and two of the largest power players to eventually arrive for their own means. And hey, there's bound to be a lot of money to make.

Wide World (Other)

In case any of the options do not suit what you want, you can use this to designate where you wish to end up very specific in the locations. Or if you want, anywhere else in the world to perhaps try avoiding getting caught up in things...

(In other words, in case any of the above are not what you are looking for as a choice or you wish to go somewhere very specific in general, this is for you.)

Mercenary Portfolio (Backgrounds)

While you are initially given a challenge to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Personal Details (Species/Origin)

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your career.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Human

While you may or may not hail from Earth, this one has Humans as the ones running the show on this world. And with all of the fighting to be going on, it is a good time to make money with all of the various players getting involved in the conflicts if you play your cards right.

Other

In case you wish to be anything else, this is for you. Just do be aware that this is still a dangerous world to be in and not fitting in will bring its own form of trouble and attention.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

MercChain Market: Perks

*You gain **5 Supply Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 800 MP to use.*

Thematic Underscore [Free]

You can, at will, make bombastic background music that will automatically play when the action is on and also adapt to the developing situation. And yes, you can control who gets to hear it as well in case you want to be sneaky or covert.

Before You Were A Mercenary [100]

Are you ex-Army? Former CIA or FBI? Pick a career, and you'll gain 10 years worth of experience and memories in that job. This comes with updating credentials, if applicable, for whatever you selected that'll let you practice it in future settings.

Not Your First Rodeo [100]

Each purchase gives you 10 years worth of memories and experience in surviving heavy combat deployments while working as a mercenary.

Hidden Linguist Specialist [Free-100]

Pick any language used on Earth (like English, Korean, Chinese, and Russian for example), and you will be able to fully understand and fluently speak it as it was your first language.

And while you can get more languages under your belt (for **100** each), you will find that you will also radiate this aura around you that makes it seem like to others that you don't know their language and be more open to talk amongst themselves...

...While you can easily understand them, allowing you to help get more info than they may expect at first if you have a good poker face and non-hostile reputation with them.

Non-Lethal Striking [100]

You have a peculiar talent, namely by making any of your melee attacks/moves able to stun and disorient targets if you manage to hit them. And even better is that this can also apply to any weapons you are carrying as well, such as swords, blades, and even the heaviest of rifles and guns being used as bludgeons.

And yes, you will find that this will carry onward to future worlds and settings with being able to work with multiple forms of life, if you got the talent and strength to go with it.

Non-Lethal Capture Specialist [100]

You're an expert at non-lethal take-downs and keeping prisoners secure and contained while transporting them. Against anyone but an expert martial artist, you could rush and subdue them within seconds in a flurry of action.

Minimap, Stats, And HUD [100]

You have a toggleable heads up display that feeds you information. It includes how many bullets you're carrying in your guns, has a small internal map of the area that marks allies and hostile forces, and gives you a constantly updated status report on your health and wellbeing.

You're able to adjust the HUD to give more details about your life, such as how many bullets you've shot, the total amount of money you've made in your life, and more details and statistics that it started retroactively tracking the moment you obtained this ability.

Two Taps [200]

Grants massively increased melee ability. The humans in this world would take two strikes from a gun to kill with your impressive strength and skill, even when wearing armor. Using a dedicated melee weapon would make you even more deadly.

Projectile Stun [200]

In case you do not want to get up close and personal with your foes in fear of getting turned into swiss cheese by machine guns, you can instead use this.

This allows you to make any bullet or explosive sent out by you or via a weapon you have on hand, convert all lethal damage into stun-based damage. This will allow you, of course, to also take care of foes without having to kill them and make it easier for capture.

And you'll find in future worlds and settings, this will work on even machines, monsters, and creatures that aren't of human origin or association.

Major In Weaponology [200]

This grants you the talents needed to be among the top-most experts in the studies of Chemical, Biological, and Nuclear related fields...Albeit, with a hard leaning towards making use of them in researching and developing them into weapons.

(You can, of course, use your talents for non-destructive purposes...But where is the fun in that?)

Multi-Pilot [200]

You find that you can easily drive, fly, and even coast on just about anything as a vehicle. And even better is that you know how to do all of that and still use the weapons attached to them (if they have any)...

...And even if they don't or run out of ammo, you would know how to get out of there if needed by putting the pedal to the metal.

Off Road Driver [200]

You're a highly talented and skilled driver and pilot and an expert at maneuvering your vehicle, in and out of combat. You're able to exert much more control over a vehicle than you should, letting you keep it from rolling and greatly improving the handling.

Faction Marker System [200]

A marker will appear over the heads of anyone nearby. It shows what faction, if any, they're affiliated with. You can make these visible for everyone to see.

Daredevil Machine [200]

...And in case you are putting the pedal to the metal, especially by wheels or treads, this allows you to do the kind of things that can cause mayhem by just being on the road or going through the country.

This also will help you stabilize your balance, in case you manage to hang some major air time or go driving down some deep hills or inclines. And in case there are any dings or minor crashes, they won't slow you down either.

Mercenary Buddies [200]

Build good relationships with people and learn their measure the longer you spend around them. Anyone serious about befriending you will gradually open up and share details about their life, and will grow closer to you when you reciprocate. The ones who don't are the ones you have to watch out for. It's a sign that they don't want to be your friend.

Gallows Humor [200]

Grants you a togglable quality that amplifies quick and witty charm and endearing indifference. You'll always have comebacks and one-liners for anything someone says, and not much can bother you emotionally.

You're able to emotionally separate yourself from any situation to the point where it has no effect on you. To you, it's just business.

Famous Mercenary [200]

Fortune smiles upon you and gives you frequent chances to become rich and famous. Word of your deeds will spread far and wide, people will be willing to hire you based on your reputation, and you'll constantly be in the right place at the right time to seize opportunities.

Self Stabilization [300]

Wounds you receive self stabilize. They don't get worse overtime. If you were to get shot, the wound would bleed briefly, but not cause any more issues until you get it treated. A stab wound would function similarly.

Bribery [300]

Simply pay fines to excuse loss of life and destruction. You'll become aware of who you can pay to get back in a group or faction's good graces, and by handing over bribes, can erase your crimes. While this works to get you out of legal hot water for what you did, there may be some people who will seek revenge, not caring that you're technically "innocent."

Smart Investing [300]

Investments you put money into have a way of paying out big time. You're drawn to things that will become big in the future and have your finger on the pulse of the market, able to predict trends two out of three times.

Rarely, you'll feel a very strong drive to get into an opportunity that crosses your desk. This is a warning that it's a guaranteed hit, and that you'll profit greatly from it.

Disguise System [300]

You're a master of disguise and fooling people by pretending you're meant to be there. If you steal a vehicle or wear a disguise, as long as no one saw you put it on or get into the vehicle, your disguise will pass. You'll only be discovered if you run across someone who definitely knows you're not supposed to be there, such as a high ranking officer. Or if you act too out of character for the role you're playing.

Hijack Anything [300]

You can steal or drive any vehicle. The only requirement is that you have to remove any gunners from the vehicle first, so no one is shooting at you as you steal it. You can then steal the vehicle, regardless of what kind it is. The knowledge of how to hijack it and pilot it will be pushed into your mind.

Man-Tracker [300]

When you seek to find a target, you'll consistently discover clues to their location. No one is truly impossible to search for, as it's an inevitability that you'll find them. The

speed at which you do so is determined by how aggressively you search and how much effort you put into looking.

Modern Day Brutus [400]

When preparing to betray someone, you have an internal timer that gradually ticks down. Said timer is an indicator of the best opportunity to stick a knife in someone's back, and a moment where you'll catch them at their most vulnerable. You're also a very skilled actor and can make yourself express whatever emotions you need to sell your deception.

You Get Results [400]

You're able to earn massive respect by displaying competence. You'll be drawn to situations and people that will reward someone who takes decisive action and can achieve what they said they could. As long as you're able to keep winning and succeeding, you'll keep being introduced to more and more people who will help you achieve your goals and get what you want. While being handsomely rewarded along the way for your effort.

Quick Time Event [400]

You're able to briefly enter a state of "bullet time" where time moves slower for you, and you move slightly faster. During this time, you're able to react quicker and seize brief moments of opportunity that will let you turn the tide in a conflict.

Gearhead & Techhead [500]

You've become a masterful engineer and can maintain, create, and upgrade military weapons and arms. Anything used on a battlefield in this world is firmly in your wheelhouse. And even if it is not used in a traditional battlefield, you can find a way to make it work, even if it means turning a motorcycle or sports car into machine gun firing and missile shooting vehicles.

You're also equally good at hacking and cyber warfare. Your skills in technology will always scale to equal your abilities in any form of mechanical engineering.

Intuitive Flow [500]

Causes instinctive and automatic knowledge to flow into you when attempting a task. You'll receive prompts on how you can accomplish something, but it's up to you to have a body capable of following those suggestions and the skill to pull it off. This ability would tell you how to use a grappling hook to hoist yourself up to a helicopter, disable the pilot, and then fly it before it crashes. But it won't help you do any of that or guarantee success if you can't execute the moves properly.

One-Merc Army [600]

As far as combat will go, you can be the one that will handle all of that while still being able to reap the benefits of having any form of support from the sidelines that isn't directly involved with what you do best.

In short, you can go on for several days and nights to get your contracts done while fighting multiple factions, each with their own tactics, tech, and military equipment. Heck, you could do that with just one person assisting you with the logistical and financial sides of things (or four of them helping with transporting gear, vehicles, and offensive ordinance)...

...And that isn't to say you aren't smart. In fact, you actually can quickly factor in every variable with your equipment (in person and in stockpile) and personal capability to keep ahead of your foes. Even then, you can even account for creative solutions, such as using Helicopter winches for offensive and defensive measures that no one may even see coming.

Lastly, you find your body is also far more *innately resistant to all* sorts of damages that can come from explosives, ranging from the shrapnel and concussive forces and everything in between. And this *also will apply to all* of your Alt-Forms as well.

Now, go out there and enjoy making easy money.

The Greatest Leader [600]

Your mere presence creates panic and fear within the hearts of your fellow man, as you trigger their primal instincts and they recognize you as a superior predator. It requires exceptional courage to defy you, let alone fight you. In battle, you create a

miasma of dread and terror that scales proportionately to the amount of harm you've caused to sentient beings.

You have a brilliant mind for strategy and a mix of courage and willingness to do violence that will earn you military recognition on the battlefield. Other candidates who were just as brave and effective as you will be passed over in favor of elevating you.

You possess an extra sense that can sense discontent and smell mutiny. When speaking to a malcontent, you're able to earn their trust by empathizing with their plights. And if you get enough unhappy people together? A coup is easily within your capabilities. This same sense can tell who is content with their lives and won't turn or support you.

Lastly, your organizational skills allow you to arrange resources in the most efficient way possible. This includes any humans or other beings in your employ. You're able to suss out someone's true worth at a glance and tell precisely what their talents and potential are most suited for, and give them a job in your employ that will allow them to thrive.

And if there is anyone trying to stop you (if that could happen), you will also have the option of the right mindset needed to make your enemies pay the price for interfering...especially so if they happen to be mercenaries out for a bounty on your head.

MercChain Market: Supplies (Gear & Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Contact Card [Free]

A simple card that you can freely design as you see fit, that will provide a quick and easy method to contact you. Though this card also has a small effect of being more effective for those searching for independent or mercenary-like lines of work if given to the right people.

Mayhem Media Collection [Free]

A collection of the games (and ports) with accompanying consoles, controllers, and televisions for solo and co-op play (if available). And in case you want, there is also a universal Console and universal PC that will accept any controller and adapt to any television or monitor.

Besides the hardware, this collection also comes with all of the OSTs in any audio format you wish to play them in and with multiple copies to give out.

The Devastator [Free]

Perhaps the most dangerous thing on two wheels to exist on Earth. This moped ...doesn't actually offer any protection to the driver, nor comes with any weapons on it.

In fact, it doesn't even have much beyond a basket full of flowers and a custom modified engine to make it go fast. However, it is at the very least...Useful as a bit of a hazing ritual if you want to spring this on someone.

(And in case you do want to own it for some reason, it is fully modifiable and customizable. So have fun with that...)

Mercenary Operative Attire [100]

A custom set of protective clothing that can easily adapt to any form of environment, such as the coldest mountains or the most humid jungles out in the world. And they will clean and repair themselves over time if it is ever needed...

...That said, while you don't have to worry about being slowed down by wearing these, this won't keep you alive against really heavy gunfire or direct hits from explosions or airstrikes.

Mercenary PDA [100]

A special PDA with enough technology to act as a high-res map, plenty of memory for accepting Emails and data, and with enough secure encryption and speed to allow for fast uplinks with anyone you need to get in touch with.

Even better, this version is both explosive and bullet resistant while being as light as a normal PDA, so it won't be likely to break in the middle of multiple battlefields. That said, if it does break or get stolen...You'll have a new copy in either your pocket or any storage gear in about a day.

Merc Grappling Hook [100-200]

This is perhaps...one of the most useful tools for a Merc. An extremely sturdy special grappling hook that can attach to many objects and things, allowing you to easily jump down or climb things...

...And in a more exciting manner, this one can automatically home in any flying aircraft like Helicopters, Transports, and Gunships and latch onto them. Once that happens, you can use the momentum of the craft's movement to get onto the exterior, where you can try hijacking them.

For an extra **100**, you will find this special grappling hook will never break from any bullets, explosives, or even the forces of wind and gravity.

Reinforced Panzercycle [200]

A modified version of a custom hybrid vehicle, that was the combination of a sports bike, tank tread, and two machine guns on its side. Surprisingly, this is a very fast all-terrain vehicle with plenty of ammo to use in combat if you do find yourself in it.

However, unlike the normal version...This one does have unlimited ammo to fire to your heart's content with the main guns and its armor was reinforced with heavy tank-grade armor with no impact on its weight and speed.

(And yes, it can be further modified if you wish to make it even better or used as the basis for a new design.)

Unbreakable Restraint Kit [200]

A full kit of restocking restraining handcuffs and other improvisational versions, that will not be broken easily by the target. Meaning, this is also extremely handy in keeping any Bounties or HVTs from getting any weapons or means to re-arm themselves if you didn't knock them out cold.

You'll also find that these will easily adapt to account for the size and make of the target's body, while also making it easier for you to lug them around in case you decide to transport them around or extract them.

J-C4 Supply Bag [200]

A renewing bag full of ready to deploy C4, with accompanying remote detonator. And with the C4 produced from the bag, it actually has a special function of being able to produce smaller, bigger, or somewhat paradoxically, quiet explosions.

You'll also find that these will stay where they are placed, even in the most turbulent of locations and will only explode when you want them to in case the detonator got smashed or destroyed.

Health And Ammo Crates [200]

When you're engaged in battle, inconspicuous crates of ammo and health will periodically spawn nearby for you to collect. Running into one will regenerate your

wounds and give you ammo for the weapons you're using. They'll be hidden in tucked away places, but you'll always know when one is near.

You'll also find them in any of your properties you own or imported as well, though they will also be tucked away in places to avoid being easily used by any intruders or enemies.

L-Range Smoke Beacon [200]

This is a special set of canistered smoke grenades, that offer precise signals for any artillery, airstrikes, or bombing attacks you need done in a general area. What is special about these is that the grenades are very light and easy to throw...

...Meaning, you can easily throw them quite a distance from yourself to ensure you also have more time to get out of the blast zone. And in case you want these to go further, they also come with a modified grenade launcher that can fire them further and faster as an alternative option.

Lastly, the smoke emitted by these will be extremely faint for any foes or targets, but transparent enough for you and any allies to see through it just fine as well.

Enemy Alarms [300]

A dozen deployable alarms that restock over time. When you place it near a building, it will sound to alert people when there's intruders nearby. If the intruder is still in the area when the alarm is turned on, a number of follower soldiers will spawn from nearby buildings. They'll attempt to defend the area and will keep coming as long as the alarms are up. Your alarms will respawn for you if destroyed or lost.

Prototype Rifle Type-J [300]

This is a prototype weapon seen being used in North Korea and Venezuela that has qualities of a Carbine, Sniper Rifle, and Light Machine Gun. However, you have an even odd version on offer...

...The rifle you find here is fully modifiable and customizable, but also comes with some pre-built options. Namely, that you have special firing modes with this gun that

truly makes it able to perform multiple roles such as an accurate, fast-firing assault rifle. Or a highly powerful Sniper Rifle with precision and penetration...

...And if you want, a fully-automatic Machine Gun to mow down infantry and armor that carries the weight of a light rifle.

(Oh, and yes...This one does have room for being able to carry infinite ammo if you can find a way to make it happen.)

J-ADV Satellite Targeter [300]

This special device allows you to use a connected satellite targeting system to aim any airstrikes or bombing items with extreme precision and speed. And compared to other methods, this is also very difficult to disrupt by any outside influence...

...Especially those used by the enemy or any untimely environmental factors such as the weather and climate.

(And in case you wish, both the device and Satellite can be easily modifiable as you see fit to make them either more specialized or carry much more utility than one may expect.)

Stealth Laser Designator [400]

This is a portable Laser Designator device, whose main function is to act as the 'guiding point' for a coordinated strike or bombing. And while this can do that job very well, this version is also able to become completely undetectable by any infrared sensors and other more sophisticated means of tech.

It can also be used to easily mark targets for any form of homing attacks or projectiles you and your companions and allies have available to use, if you wish to pursue such a thing.

Type-07 Supergun [400]

This is an intact and fully working replication of the NK Artillery Cannon seen on Kirin-Do Island. However, this replication carries some special features with it...

...Namely, that it can emit a field of special radioactive energy that will act as a defensive barrier and deterrent to any outsiders that lack means to shield and protect themselves, while not harming yourself or your companions.

It also, despite its large size and weight, is very easy to transport around and deploy as needed in a multitude of environments. It will even work in the harshest of weather conditions seen across Earth, while offering the same protective qualities to the one manning the weapon.

And the last detail to share is that it is fully modifiable, while retaining its capability to fire any kind of custom ammo, no matter if it was magical or super-science like in origin.

Self-Owned Market [500]

This is a special tech device that allows you to access your very own digital black market space, with accompanying equipment and resources to store, transport, and sell the merchandise to whoever wants to pay and deliver in a quick, efficient manner.

You can also easily invest any money you have into automatically acquiring things that people may not be able to easily get and have them in stock. And when they are in stock, you get first dibs on them if you wish.

And the special deal about this, is that the more worlds and places you visit...The more various items, equipment, and merchandise will become part of your vast inventory. Of course, you can also actively add to them if you wish with the things you've personally acquired or created...

(And yes, in case you do want to offer things that aren't illegal, weapons, or something dangerous...You can do that. But where is the fun in that?)

Nuclear Bunker Buster [600]

A truly special piece of heavy ordinance. This differs from a normal bunker buster by being amplified with the power and impact of nuclear energy. And even better about this is that it'll produce a mushroom cloud when it goes off and not spread any radiation (unless you want it to).

Of course, getting it from here means you also get a little bit more as well. This modifiable explosive buster will pierce even the most advanced and reinforced structures out there and make sure they get blown up into smithy.

...And it'll do the same to even the most magical or esoterically weird stuff as well. Because this is frankly overkill...and sometimes a bit of overkill is just what you may need.

(And in case you use it, you'll get a new free copy (with any changes) in about 2 years worth of time, safely stored and deactivated inside your Warehouse.)

Private Military Company Contract [600]

Enables you to found a legal private military company in any setting where the concept isn't outright banned. Working as a mercenary will hone your skills and turn you into a one-person army. Anyone in your company will receive similar growth for as long as they work for you.

Holding the contract and wishing it so will inspire many to become mercenaries, and spread the basics of modern warfare to anyone curious about it. The technologies to create vehicles and weapons of war will also become commonplace, especially the ones focused in various forms of explosive artillery, airstrikes, and bombs.

Private Chain Company (Companions)

Companions can purchase more companions.

Import [200-300]

You can bring along 8 companions for 200 MP. They will each individually get 600 MP to spend for themselves or instead receive 3 Supply Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 MP to bring in as many as you want.

Recruit [100]

If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the MP you spent.

World Hazards (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself...

Extended Contract Time [+100]

You can use this to extend the time in this strange setting here by 10 years each, but any further time extensions past 5 will not give you any additional CP.

Million Dollar Ego Wound [+100]

When you receive injuries, they'll primarily be in embarrassing or otherwise inglorious places. Hypothetically, if someone would have normally shot you in the side, then the bullet would instead be magnetically attracted to your glutes.

It's possible to be wounded in other places, it's just that they'll hit places like this first. And other people are going to hear about it when it does happen. You can expect to be teased about it depending on the company you keep.

Indestructible Trees [+100-200]

When you encounter them, the trees in this world are impervious to damage and can even stop tanks from running them over. For everyone else, they're just normal trees.

And for an additional **100**, you will find there are a lot more trees in the world, which while it would make “Mother Nature” happy to see them...You, however, will not be as likely if you plan on going off-road or off the beaten path to explore or escape.

No Friendly Competition [+200]

The mercenary business has significantly more people in it now, and you'll often encounter other Merc companies hired to do the exact same job you are. This will lead you into conflict with them, especially in the case of hunting for bounties.

Weapon Locked [+200]

Regardless of how strong you are, you're only ever able to carry two weapons at a time. You'll inexplicably end up dropping any other weapons you try to pick up, or will be forced to replace one of your weapons with a new one.

The Other Mercenaries [+300]

Upon entering the jump, a rival group, highly similar to yours, will attempt to enter whatever industry you're in and compete with you. As a mercenary, they'd steal work from you and directly compete for the same jobs.

Every time their company gets a win over you, be it succeeding where you failed or successfully taking an opportunity from your crew, they experience a boost in power and competence. This makes the members of their group permanently stronger and better able to challenge you.

Not So Friendly Fire [+300]

Suspensions go high and any accidental friendly fire incident, even if there are no fatalities, will be responded to with extreme prejudice. You'll need to be very careful about where you're aiming.

They Remember [+400]

It's significantly more costly and difficult to bribe your way back into a faction's good graces after drawing their ire. There will also be a point where your crimes are considered unforgivable if you go too far. It's very possible to burn bridges with people that can't be rebuilt.

An Expected And Inevitable Betrayal [+500]

During your career as a mercenary (or any other high-stakes career), you will eventually be betrayed in an over the top way. There will be many potential suspects, but it will be someone who has a motive and the ability to do so. The quest for revenge, should you take it on, will be a sprawling adventure that will lead you across a country and involve billions of dollars in property damage and a final confrontation with the traitor.

Outsider Destruction Lock [+600]

You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

Final Paycheck (End Results)

So with everything said and done, what do you do next?

New Contract (Next Jump)

Negoational Employment (Stay)

Retirement Package (Home)

Source Section

Mercenaries Wiki: https://mercenaries.fandom.com/wiki/Mercenaries_Wiki

Playground Of Destruction Longplay (Jennifer): <https://youtu.be/5J2ejntrlGw>

-PoD Blueprints List: <https://mercenaries.fandom.com/wiki/Blueprints>

World In Flames (Mattias): <https://youtu.be/AKljJc9d6aY>

WIF (100%, Chris): [Part 1](#) [Part 2](#)

-Spare Parts Rewards: https://mercenaries.fandom.com/wiki/Spare_Parts

Change Log

-First Released Version 1.0