



A Jumpchain Compliant Document
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It's the future. That time far off past the horizon where dozens of races wander between the stars in ships that would make Einstein roll over in his grave. Technology only barely imagined in the twentieth century has become commonplace. Outposts are built at the edges of known space, expanding the maps ever farther with each day. Soon the distances between galaxies won't be out of the question.

But life rarely changes, even if the times do. People have bills to pay, spaceships to refuel, food to buy, and usually a few creditors on their ass. So people have to get jobs and use whatever marketable skills they were blessed with by genetics, had grafted onto them with science, or learned through sheer stubborn-mindedness.

Of course, there's one place that's always hiring. The lucrative, but dangerous, career of shipwreck salvage. These small crews are generally teams of four, each a private entity contracted out on a by-need basis for the larger corporations. A Pilot, a Scientist, an Engineer, and a Captain, each with a job to do and each absolutely vital to the mission.

There are larger teams, naturally, but each job only pays so much and costs are high even when the pilot hasn't wrecked their second Pioneer Suit, the engineer is reporting that the flak cannons are online and pointing in your direction, and the captain is stubbornly refusing to leave the wreck unsalvaged because it would mean bankruptcy.

See, the thing is, these shipwrecks in need of salvaging aren't complete wrecks. Who would pay money for scrap metal floating around in space? No, the ones that bring in the real fat wads of dosh are the ones still up and running, the ones that try to fix themselves with technology far beyond our current understanding.

Alien spaceships, discovered at the edge of known space, represent the ultimate cash cow. Technology unlike anything anyone has ever seen before. Ships that cannibalize themselves to stay running, systems that straddle the line between biological and mechanical, and combat drones created from the scavenged remains of a long dead species. By raiding these, one could easily earn more than some make in a decade in a few short months.

And then there's the Cryptark. A legendary alien mothership lost in the darkness of space. It is said to hold secrets far beyond the mere scraps already revolutionizing science that come out of the thousands of lesser wrecks floating around. The Corporation has offered an insane bounty for the team that can find and tame it. But thousands have tried and never been heard from again. The few rumors that leak out say the defenses of the Cryptark are unlike anything ever imagined. Redundant shields. Multiple repair systems. Drones in waves thick enough to blot out every star in the sky.

But you want to go look for it, don't you?

Well, strap in, grab a free console, pick up your tools, or warm up the engines on your spaceship and get ready for the most violent career this side of Betelgeuse. There's four seats on this crazy train and one of them is waiting for your asscheeks.

Oh, and don't worry. You can totally trust the lizard people from the galactic corporation. We promise.

As a signing bonus, you gain 1000 CP.



Origin

*You may choose your gender and age within the given range for **Free**.*

You may also choose any Origin to function as a normal Drop-In would.

Pilot: [Age 18-40] Part soldier, part fighter pilot, part insane idiot, 100% badass. The Pilot is the one who straps themselves into the Pioneer Suit and dives into the wreck itself to batter down the defenses and destroy a ship's core. A simple enough job on any standard wreck, but not so much against these alien bastards. A pilot will be faced with hails of gunfire, exotic defense systems, and confusing, winding passageways as they attempt to track down the alien ship's systems and disable them one by one. All to reveal the core. A high octane job fit for any adrenaline junkie, but one with a high mortality rate. On the plus side, your duties between missions will be laughably light.

Scientist: [Age 20-50] Pilots dig out all sorts of trash and treasure no matter who made the wreck. It's the Scientist's job to sort between the two, find the interesting bits, and figure out what needs to be passed off to better minds. Half merchant, half researcher, those who find themselves attached to crews like this are usually eccentric geniuses or tin foil wearing loonies. And it's often hard to tell which is which. A scientist will also be tasked with scanning each wreck before the mission, identifying vital and still active systems so the pilot isn't forced to stumble around in the dark. Cracking under pressure is not an option as many times the survival of a pilot depends on sudden ingenious solutions to problems encountered inside. But at least you're not required to actually go inside the wrecks. Usually.

Engineer: [Age 20-50] Scientists handle theory and Pilots deal with danger. But if you've got a practical problem you're going to want to call an Engineer. The master of the mechanical stuff and the man in charge of keeping the pilot's Pioneer Suit in working order. No matter how many holes they manage to put in it. Grease monkeys, black thumbs, whatever you call them, they're vital to keeping the ship moving and guns firing. Between retrofits and rearms, the engineer is also responsible for deploying the emergency resupply and repair pods around the wrecks. Just in case things get a little too hot inside. They're also responsible for keeping the spaceship itself up and running. Thankfully that part is a relatively light duty with the way they are built these days.

Captain: [Age 30-60] The Captain has the most diverse position of the four, but it boils down quite simply. Money. The captain is the one managing the payroll, negotiating the contracts, bartering for supplies, and ensuring the crew stays far enough in the black that they can afford to reach the next mission. The captain also tends to own, or at least be responsible for the lease on, the spaceship itself. Hence the title. In addition, they need to keep the other three crewmates focused and on task. Which can be hard when the pilot is refusing to equip anything other than thermal javelins, the scientist has been up for three days straight, and the engineer is doing something immoral with machinery again.

Perks

*All Origins get a **50% discount** on their Perks and their **100 CP Perk** for **Free**.*

Pilot

Ask No Questions, Tell No Lies (100 CP): Pilots tend to run the gamut from chatty to stoically silent, but they all seem to cultivate an aura of mystery about themselves. They are that quiet, stoic individual who sits in the shadowed corner and sips his drinks alone. They are that brash, bold, talkative fellow buying rounds for everyone like it's their last day on to live. But these are just acts designed to draw the eye, no matter what form the performance takes. One you've learned to adopt as well. Now, whether it's on the battlefield or in the club, you subtly draw all eyes in your direction. Enemies will target you more often than your allies and you will be the first thing people notice when they walk in a room. You may disable this for a time, if you like.



“Getting a little hot in here!” (200 CP): Weaving between balls of plasma, a few energy grenades, and still managing to dodge the laser tripwires littered along a wreck’s hallway is just one of a hundred dangerous moments a pilot survives each and every alien wreck. Which is all the more impressive when one considers some of these Pioneer Suits handle like flying bricks. You have managed, through long training, to give your reflexes a substantial upgrade. Whether in or out of your exosuit, you’ll be able to duck, dodge, dip, dive, and dodge with the best of them.

“I can pilot that!” (400 CP): Most pilots have a certain style of exosuit they favor. Some like lots of armor and firepower. Others like sleek lines and cloaking systems. Then there are those that prefer to burn everything down and let the clean up crews sort it all out. There is a practical reason for this. Learning to drive a different style of exosuit requires weeks of practice to figure out how the controls react. Even an experienced pilot stumbles pretty hard when not in control of an exosuit he is familiar with. But you’re something of a natural genius. Given an hour to acclimatize yourself with an exosuit, mecha, or similar style vehicle, you’ll be able to drive it like a seasoned pro. Who needs a tutorial anyways?

Critical Condition (600 CP): There is one fact that all pilots, no matter how skilled, eventually have to admit. They are still flying machines. Machines with material tolerances, electrical conductivity, and other such limitations rigidly defined by the physics of the universe. An unflagging spirit is great, but shouting at your machine isn’t going to get it to move any faster or revive that failing life support system. Except, that’s exactly what you have learned how to do. In times of extreme stress, or when you are critically injured, you can pour out your fighting spirit to keep your tools working just a little while longer. Piloting a mech? You’ll find it will be able to limp along just long enough to get you to safety. In a firefight with an empty clip? Your gun will have actually have just enough bullets to finish your foes. Shield generator down and a bunch of space debris is barreling towards your spaceship? One well placed kick will be enough for it to sputter back to life just long enough to see you out the other side.

Of course, there will always be a price to pay for bending plausibility. Machinery pushed in this manner will need repairs afterwards, which will always take longer and be more expensive than normal.

Scientist

Mad Science (100 CP): You don't have to be crazy to work here, but it sure helps! As someone on the cutting edge of xenotechnology and xenobiology research you know it takes two things to be great. Unrelenting passion and being a few bolts short of a tight ship. You might not have all those fancy degrees but you produce results. And that's what matters. So long as you keep yourself useful, those around you will ignore your less than normal personality quirks. Or at least tolerate. Look, they won't put you off the ship in a leaky spacesuit.

Tech Licenses (200 CP): The downside to working on the edges of the known galaxy and chasing after alien wrecks is the lack of a proper lab. There's only so much you can do with a cargo bay and a few basic tools. Thankfully, you know people. People with labs and expensive equipment and who want in on this wave of new technology. Whenever you collaborate with others in scientific endeavors you tend to made advancements noticeably faster than you would on your own. They do have to actually help in the research. You can't just claim that intern you hired to get you coffee is doing anything but caffeinating your genius.

"Fascinating!" (400 CP): Of course, the other trouble with working on unknown, alien technology is sometimes it's just entirely too foreign for you to figure out what it was for. Is it a fancy kind of blaster you haven't found the battery for yet? Or is it just an alien burrito holder? Thankfully, you've got an inventive mind and aren't afraid to flex it. You now have a talent for discovering useful, practical applications to strange or unusual technology you find, even if you don't know how it works or what it was initially meant for. Sure, that miniature fusion engine might be the key to unlocking the secrets of travel between the galaxies, but it also makes for a great coffee cup warmer. This perk will not help you discover what an item was originally used for, just what you can use it for.

"It could offer untold advancements!" (600 CP): But we all know the real reason you're out here, braving almost certain doom and a truly barbaric lack of quality coffee. The alien fleet and the legendary Cryptark. Their secrets call to you. Their blending of technological and biological in systems and drones. The sheer automation of their production plants and self-repair systems. The subtle way they blended AIs, circuit pathways, and neural tissue. You desire to crack open their secrets and become the new face of science for the next millennia.

You have studied what bits you can and unlocked countless secrets to you already. You are already scratching the basics of melding metal and flesh in a way that makes cybernetics looks like tinkertoys. But there is more to come. With study you will learn how to integrate these kinds of systems into entire spaceships. Smart shielding, redundant systems that automatically reconfigure themselves to take over for a destroyed one, self-contained turrets that use brain matter as targeting computers. It could all be yours if you take the time to study the alien fleet. Should you manage to get your hands on the Cryptark itself, there's no telling how far you could take what you learned here. It might take you millenia to parse through all the knowledge and come to understand it. But in time, you could build a Cryptark yourself, if you can find the materials... and enough bodies.



Engineer

“Close enough.” (100 CP): Diving between alien wrecks in search of the mythical Cryptark leaves little time to stop and resupply between missions. So you’ve gotten used to working with what you’ve got on hand. 10mm socket gone missing? Time to cut the end off a wrench and weld it to a tube. Out of hull plates for the pilot’s Pioneer Suit? You could always steal one from the spaceship. You’ll usually find a way to make what tools and materials you have on hand work, though it might not always be the best idea. Naturally, you understand the ins and outs of most Pioneer Suits fairly well.

A Little Duct Tape (200 CP): Pilots are rough on machines. But that’s not always their fault. Between turrets, alien drones, flak cannons, and nuclear defense systems, sometimes they’re just lucky to limp their Pioneer Suit home at all. Hull Repair Kits keep everything together for a little while but they’re not permanent fixes by any means. Thankfully, you’re more than capable of bringing Pioneer Suits back from the trash heap, given a little time and materials. Given a decade of practice, you might even be able to start designing your own. Assuming you have any time for that between repairs and refits to experiment.

Dynamite and a Laser Beam (400 CP): While the resident scientist tends to hog a lot of the best artifacts to come out of the wreck, sometimes he misses the point. These aliens were clearly able to defend themselves with advanced weaponry. So why shouldn’t you get to have a little fun with it? You have a talent for discovering useful ways to adapt strange, unusual, or alien technology that you do not understand into weapons, even if they were never meant to be used that way. Sure, they probably used that laser for mining, but it cuts through steel and flesh just as well. And that massive sawblade would make a great melee weapon. Powering these odd weapons can sometimes be a problem, but you’ll find a way to get it to squeeze off a few shots at least.

Scavenged Parts (600 CP): The Cryptark and the wrecked alien fleet hold so many secrets that scientists will be pouring over them for decades to come. Assuming they find the mothership at all. But it’s not the future that concerns you. Engineers live in the the now. And the now is filled with broken targeting computers and a rapidly depleting store of ammunition. So you’ve crossed the line to keep up. By studying the melding of biological and technological of the alien fleet, you’ve managed to learn how to apply these secrets to other mechanical systems. Namely weapons and Pioneer Suits.

Upgrading a Pioneer Suit’s targeting system with pieces of semi-organic brain tissue might look a little grizzly, but the spike in accuracy is going to have Pilots kicking down your door for a kit of their own. Some artificial plasma and a mechanical heart can make for a truly efficient coolant system. Combined with an energy weapon, you’ll be astounded how long it takes to overheat.

So long as one doesn’t care about aesthetics and pushing a few moral boundaries, there’s no telling how far you could push this kind of technology. Maybe even a Pioneer Suit without a pilot one day.

Captain

Get In (100 CP): Keeping your little privateering outfit profitable is always a struggle. Between ammunition, spare parts, accidental damage, food, fuel, bribes, and a hundred other minor expenses, many slip into the red before finishing their first salvage operation. And the best way to ensure that doesn't happen is to sniff out the real high paying jobs. You have a talent for hunting down the most profitable jobs available and finding the ones your people are capable of handling. The jobs tend to be of the dangerous variety, but that's often where the best contracts can be found.



Get Out (200 CP): It's bound to happen. You'll agree to a job only to find things are not as they appeared. There's way more security than your pilot can handle or all the doors are locked beyond your scientist's ability to hack. Or perhaps your employer set you up to fail in the hopes of cashing in on the hidden penalty fees. Whatever the case, you've developed a knack for wiggling out of pesky legal contracts by exploiting loopholes and vague clauses. Of course, if there aren't any, you might be out of luck.

Get Paid (400 CP): And then there are the employers who are less than eager to pay when the job is done. They'll invent reasons, excuses, put you off on technicalities, or maybe even try to force you to pay for wasting their time. But no captain worth their hat would take being jerked around like that without a fight. Whether you manage it with finesse and diplomacy, a well placed show of strength, or even with a gun hidden under the table, you are now quite talented at making other people hold up their end of a bargain. Even technicalities won't provide any wiggle room with your agreements.

The Only Difference... (600 CP): ...between a privateer and a pirate is the paperwork. And like any good pirate, you excel at inspiring loyalty in those who put themselves under your command. A few words over the comms and a commanding presence is all it will take to inspire the pilot to brave truly terrifying storms of bullets and energy beams. A stern command coupled with a fierce look is enough to keep the maddest of scientists on track. Even a joke and a slap on the back would be adequate to turn a frustrated engineering into a laughing comrade once again.

Quite simply, you are an exemplary, highly charismatic leader capable of leading others into missions most would deem suicidal. Your new talents work best on smaller crews and on a personal basis, but even if you extend it to a crew of several hundred you will find them working and fighting harder after a rousing speech.

Pioneer Suit

*Anyone may buy into this section for **200 CP**. **Pilots** only need to pay **100 CP**.*

*If you do, you gain **1000 PP**.*

Pioneer Suits are single person spacecraft with the ability to unfold into platforms that can be used for a variety of purposes. They are used across the galaxy for mining asteroids, repairing spaceships, and even for simply recreation. There are civilian models made specifically for vacationing tourists to explore more dangerous environments in perfect safety. And more than one racing league features versions of Pioneer Suits with massive engines and overclocked cores.

As one could imagine, they are also turned to more violent uses and are heavily represented in most militaries, police forces, and even among assassins. There are so many variations and customization options that, outside of the mass produced civilian models, it is quite easy to identify an individual by their exosuit.

The internals of these exosuits vary almost as much as the exteriors. Some contain basic cameras fitted on the head linked to display goggles, while others include extensive sensor arrays for a virtual 360 degree view. They can be comfy or practical, roomy or cramped, high-tech or low, all of which depends on your budget.

Finding your “second skin”, as the slang in some parts of the galaxy call them, is all about figuring out what you want to get out of it. There’s options and customization suitable for every personality. Though those who seek to scavenge from the alien fleets are going to be interested in something a little more battle worthy.

While exosuits as a whole come in all shapes and sizes, those preferred by scavengers tend to be smaller, personal-sized models. They stand roughly eight feet tall and have just enough room inside to fit the pilot. This allows them to squeeze into narrow corridors and maneuver through debris choked corridors without damaging their suit. Each of the Base Exosuits presented below fit into this size category, give or take a little extra bulk.

As a final note, all Pioneer Suits (save JENNET), begin with four Weapon hardpoints and four subsystem slots. Each is a location on the Pioneer Suit where a system can be easily attached and integrated into use. Weapon hardpoints are used for all the categories of weapons, as well as shields, while subsystem slots are used for passive systems and “items”. A skilled engineer could tamper with the hardpoint configurations, of course, and they often do to fit the suit to a specific Pilot’s temperament and style. But we’ll leave the aftermarket modding to you.

Larger Investment (200 CP): The greatest thing about Pioneer Suits is the sheer customization allowed. The only limit is generally what you’re willing to spend. For your extra investment, you gain two benefits. First, you now have an additional **500 PP** to spend in the following section. Secondly, whichever Pioneer Suit you pick as your Base will come with an extra weapon hardpoint or subsystem slot, at your choice.

Bring A Spare (200 CP): While most people can barely afford the upkeep on a single exosuit, you somehow scraped together enough to grab a second one. Maybe you repaired it from nearly slag yourself or just got really lucky on your last contract. Whatever the case it, you may purchase a second Pioneer Suit. It gains **1000 PP** of its own to spend on the following section. Please note, you may not share points between multiple exosuits. Though, if you choose to strip a gun off one later and move it over, that’s your choice.

Base Exosuit

Your Base Exosuit will determine which specialized subsystems are included as well as which Discounts you will receive.

GUNHEAD (FREE [If you buy no other Base Exosuit])



This dependable military combat exosuit has served with distinction for decades. Though newer models have consistently outshone it, the Gunhead is still favored by mercenary and pirate organizations for its modular components and large catalogue of aftermarket parts. Cheap to buy and easy to repair are both terms those on a budget like to hear.

Armor Strength: Heavy

Active Ability: BOOST JET: Activate strategically placed point thrusters to quickly dodge out of the way of incoming enemy fire. Repeated use in quick succession will cause the safety systems to disable use until they can cool.

Discounts: Medium Machine Gun (MG), Ram Spike (ML), Basic Shield (SH), High Explosive Grenades (GR), and FIX-10 Repair Kit (IT)

ROOK (100 PP)

This heavy law enforcement exosuit was developed to assist boarding teams in busting armed smuggling ships. After a streak of ill-fated police raids, captured suits started appearing regularly on the black market. In addition to its sturdy frame, the Rook features a powerful shield generator.

Armor Strength: Extreme

Active Ability: BLOCKADE SHIELD: A full coverage energy shield capable of standing up to a substantial beating before being battered down. It operates by redirecting energy from the weapons system and maneuvering thrusters, shutting down the former entirely and causing a severe reduction in agility while in use. Like most shields, once fully depleted it will take several moments to recharge.

Discounts: Assault Shotgun (EN), Tractor Beam (ML), Medium Machine Gun (MG), Sticky Grenade Launcher (GR), FIX-10 Repair Kit (IT), and EMP Field Generator (IT)

Free: Kinetic Buffer (IT)



JENNET (100 PP)

This was originally a civilian recreational chassis, but it proved popular among certain types once a few modifications were added. It can be easily modified for combat operations and are commonly seen in insurgent forces that cannot afford more advanced suits. While it lacks the number of weapon hardpoints available on military models, the robust frame is able to carry additional equipment with ease.

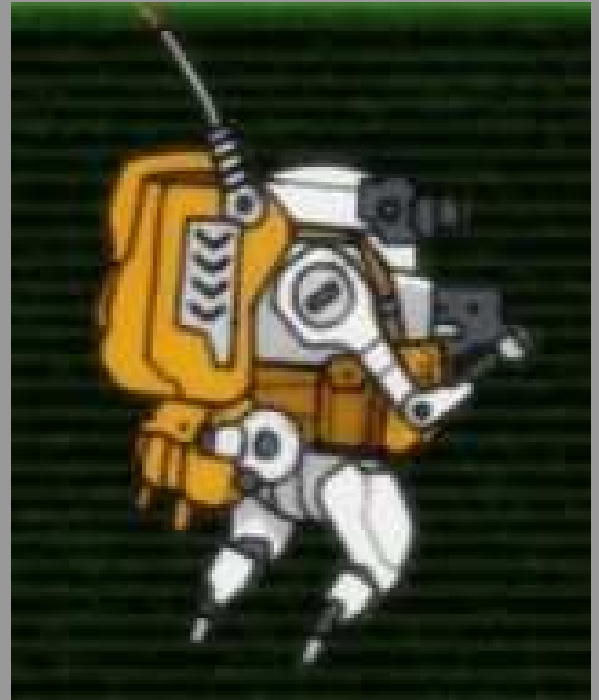
Armor Strength: Moderate

Active Ability: KNOCKBACK PULSE: An energy system that uses compressed gas and a micro EMP pulse to unleash a shockwave at the push of a button. It is strong enough to push away incoming missiles and deflect energy bolts and can even push away large enemies a short distance. This system takes a moment to recharge to full effect between uses, but the truly skilled learn to trigger micro-bursts as a last minute defense.

Discounts: Heavy Machine Gun (MG), Mortar (CN), FIX-5 Repair Kit (IT), Nuclear Demolition Charge (IT), and Boomslang Drones (IT)

Free: Quality Ammo (IT)

Note: This exosuit only has two weapon hardpoints but can has six subsystem slots.



SALAMANDER (100 PP)



Invented by disgruntled corporate workers, this aggressive suit type was widely used by rioters for its heavy firepower and mobility in labyrinthine asteroid mines. While not the toughest suit around, the exterior has been coated with special reactive gels that render it immune to even the toughest corrosive acids. This also lets it plunge through flames without the worry of overheating systems.

Armor Strength: Moderate

Active Ability: AFTERBURNER: A volatile tank of compressed incendiary ore strapped to the back, which it is able to dump and ignite as a crudely effective afterburner. The flaming trail also doubles as a weapon to those with a little creativity... or the desperate.

Discounts: Flamethrower (PJ), Ripper Saw (ML), Basic Shield (SH), Mine Rack (GR), FIX-5 Repair Kit (IT)

Free: Hazard Coating (IT)

INTRUDER (200 PP)

This slim infiltration unit has found underground success with warring corporations for its clandestine abilities. Though not armored for prolonged combat, it is equipped with stealth gadgets and a short ranged teleporter, allowing canny pilots to slip through weak spots in defences.

Armor Strength: Very Light

Active Ability: TRANSLOCATOR: A small beacon is loaded into a specialized launcher built right into the chest cavity of this exosuit. It can be launched a short distance or carefully placed at the pilot's discretion. When active, the beacon will emit a homing signal for the suit's teleportation system to home in on. While not made for long distance travel, the system is remarkably efficient, automatically stowing to beacon away after teleportation and quickly recharges for rapid use.

Active Ability: LOCKPICK: Advanced hacking subsystems have been added onto this unit, allowing it to hack through locked doors if given a moment uninterrupted.

Discounts: Hushpuppy (MG), Gauntlet (ML), Reflector Shield (SH), Mine Rack (GN), FIX-5 Repair Kit (IT), and Cloaking Weave (IT)



PDX-40 (200 PP)



This prototype unit is made to overwhelm the enemy with superior firepower and thick armor but never made it to full production due to safety concerns. The experimental subsystem it comes equipped with offers pilots a supreme advantage on the battlefield, but there were concerns. Prolonged usage lead to temporal dissociation in many of the test pilots. So these units were sold to collectors and the black market, who are always less concerned about such issues.

Armor Strength: Light

Active Ability: REFLEX ARRAY: An advanced computational array has been designed that feeds combat information directly to the pilot via neural plugs. This had the effect of greatly increasing the pilots reflexes while active. "Bullet Time" is the common slang for this effect. It comes with a built in limiter that forces the system to turn off and wait for a short period of time before it can be used again. This is to keep the pilot from experiencing temporal lag over the long term. The safety can be overridden, if needed, but doing such is highly ill-advised.

Discounts: Cycle Rifle (CN), Thermal Lance (ML), Quick Shield (SH), High Explosive Rocket Launcher (RK), FIX-5x3 Repair Kits (IT)

WEEVIL (200 PP)



A favored chassis for hyperlane racers and bank jackers, this exosuit features lighter armor to make space for the wormhole-based teleporter it packs. This model has been weaponized for combat by replacing most of its hot-rodded power plant for weapon bays. It will still run circles around any of the other models on offer, but has noticeably traded armor for speed.

Armor Strength: Very Light

Active Ability: PHASE TUNNELER: Designed for use without a beacon, this teleporter system instead has advanced scanners capable of punching through feet of armored plating to detect a safe place to land. The use of wormholes is more risky, as far as already risky teleporting systems go, but allows for a skilled pilot to leap through walls and past security systems. It is only meant for short range teleports. Attempting to push the system too far or jump too quickly will likely have... messy results.

Discounts: Pulsar (EN), Taser (ML), Rail Cannon (CN), Frag Grenades (GR), and FIX-5 Repair Kit (IT)

Free: FIX-5 Repair Kit (One purchase) (IT)

IMPORT (300 PP)

So you've got an experimental model you picked up somewhere else? Fair enough. We can make it work, but the conversion kit isn't cheap. You may use this option to import a suit of powered armor you already own as your Base Exosuit. It gains up to four weapon hardpoints and four subsystem slots. We'll even size it up a little for you if you want. You can convert any number of weapon hardpoints into a subsystem slot instead. If your powered armor did not have a system that allowed you to survive in the vacuum of space, it now has a full complement of atmospheric hardware. And maneuvering thrusters, of course.

You gain the following Discounts for your Import:

50 PP Weapon System of your choice.

50 PP Weapon System of your choice.

100 PP or less Weapon System of your choice.

FIX-5x3 Repair Kits.

Any one Subsystem of your choice.



Weapon Systems

Having a **Discount** for a Weapon System give you 50% off your first **(2)** purchases.

Additional purchases may be made at the undiscounted price.

If a Discount would reduce a Weapon System to **less than 50 pp**, it becomes **Free**.

Machine Guns (MG)

Upgrades for each machine gun must be purchased separately.

Applicable upgrades for each model is listed in [Brackets].

Zipgun (50 PP) [Smart]: A poor quality weapon constructed of discarded parts and hastily assembled, but surprisingly reliable. Cheap and outpaces most other weapons in the amount of lead it can fill the air with. Just don't expect accuracy at the same time.

Damage: Low

Accuracy: Low

Rate of Fire: High

Ammo Cap.: 1000

Medium Machine Gun (50 PP) [Smart, Burst, Ricochet]: An aging workhorse of a weapon that still proves reliable and effective on any battlefield. While unimaginative, the ammo comes cheap and nearly every port across known space has a surplus stockpile just waiting to be sold.

Damage: Moderate

Accuracy: Moderate

Rate of Fire: High

Ammo Cap.: 1000

Heavy Machine Gun (100 PP) [Smart, Burst, Ricochet, Piercing]: These heavy-caliber machine guns are usually mounted on armored military vehicles due to their strong recoil. Auto Stabilizers have been added to help the exosuit compensate, but powering these reduces maneuverability during firing.

Damage: Heavy

Accuracy: Moderate

Rate of Fire: Moderate

Ammo Cap.: 750

Hushpuppy (100 PP) [Ricochet, Piercing]: This sniper rifle was designed with an efficient sound suppression system and comes loaded with disabling shock-rounds. It is a rifle perfect for stealthy infiltrations and picking off isolated targets before they can react.

Damage: Extreme

Accuracy: Pinpoint

Rate of Fire: Very Slow

Ammo Cap.: 50

Chaingun (200 PP) [Ricochet]: A powerful rotary-style firearm that is slow to react initially, but once spun up to speed it can rip apart even well armored targets with a hailstorm of bullet. Advanced cooling systems have been attached to keep the gun from turning itself to slag in the vacuum of space.

Damage: Moderate

Accuracy: Moderate

Rate of Fire: Low - Extreme

Ammo Capacity: 1500



Machine Gun Upgrades

Machine Guns are the most common weapon system, not just among salvagers but the galaxy as a whole, in no small part due to the versatility of the modifications that can be tacked on. Modifying other weapons tends to be a time-consuming process, but with machine guns a few simple, mostly standard parts is all it takes.

Machine gun upgrades are not discounted and must be purchased in addition to the weapon system, even if the weapon system was free due to discounts. You may buy multiple upgrades for a single machine gun if it has more and one applicable upgrade.

Burst (50 PP): A simple enough upgrade, common among professional soldiers who prefer accuracy over the ability to rapid-fire. It trades out the normal auto-fire mode for a tight five-shot burst, decreasing rate of fire but increasing accuracy.

Piercing (100 PP): These high strength rounds are made to punch through enemies and just keep on going. Anything short of a few inches of hardened steel isn't going to do much to slow these guys down.

Ricochet (100 PP): An unusual bullet that gives a whole new meaning to spray and pray. A high velocity round designed to be dangerous even when they miss, ricochet rounds will bounce off nearly any kind of wall to blindly search for a new target. Due to their specialized construction, these rounds tend to do less damage than normal.

Smart (150 PP): An experimental, military-grade round that has somehow made it onto the black market. Their expensive price tag is due to the fact that each bullet is linked to a targeting system, which allows for the bullets to spin and curve in flight, sometimes dramatically, to home in on the intended target. Even if they are moving. Needless to say, this boosts a gun's accuracy dramatically.



Shotguns (SG)

Shotgun (50 PP): A time tested, heavy-gauge shotgun used in boarding actions. Capable of delivering a powerful spread of tungsten pellets at close range, this gun is sure to make a mess of anyone caught in its spread.

Damage: Heavy Accuracy: Narrow Spread Rate of Fire: Moderate Ammo: 50

EMP Shotgun (50 PP): Pirates discovered that by swapping out the tungsten pellets for advanced EMP shells they could turn an ordinary boarding gun into a truly dangerous weapon. Meant for disabling other Pioneer Suits, this weapon disables a wide range of electronics and robotics temporarily.

Damage: Light Accuracy: Narrow Spread Rate of Fire: Moderate Ammo: 50

Trench Gun (50 PP): Harkening back to the age before fancy laser weapons and Pioneer Suits, this sawn-off, double-barrelled shotgun has a long history spent in the hands of bandits. While admittedly slow to reload in the bulky suits, there's not much that can beat the one-two punch in terms of brutality at close range.

Damage: Extreme Accuracy: Wide Spread Rate of Fire: High
Ammo: 50 Clip: 2 Reload Time: Long

Assault Shotgun (100 PP): These military-grade combat shotgun have slowly made their way onto the black market thanks to several unscrupulous supply officers. They are prized among freelancers for their unrelenting firepower and merciless firing speed.

Damage: Heavy Accuracy: Narrow Spread Rate of Fire: High Ammo: 50

Sluggun (100 PP): A variation on the standard shotgun that not only increases the barrel size, but swaps out shells for massive slug rounds. These slug rounds are highly accurate and even explode on impact to deal destruction like a miniature frag grenade.

Damage: Heavy Accuracy: High Rate of Fire: Low Ammo: 50

Frag Gun (150 PP): This monstrously upscaled scattergun not only fires sharpened triangles of shrapnel, but heats those projectiles into molten-hot shrapnel. Needless to say, this kind of projectile is horrifyingly lethal against soft targets and can even cut through armored targets quite easily.

Damage: Extreme Accuracy: Wide Spread Rate of Fire: Low Ammo: 20



Energy Weapons (EN)

Energy Weapons are unique in that they can replenish their own ammunition supplies without the need for a Supply Pod. The Recharge Delay is the amount of time the gun must not be fired to begin regenerating its energy. The Recharge Rate is how quickly it does so. Due to the extreme energy draw of the recharging system, Pioneer Suits can typically only equip one Energy Weapon at a time.

Blaster (50 PP): A common firearm packed into most micro survival kits due to its extreme reliability. With almost no moving parts maintenance on this energy rifle is minimal at best. That said, it is cheap for a reason and offers only minimal damage against armored targets.

Damage: Light	Accuracy: Moderate	Rate of Fire: Moderate
Recharge Rate: Moderate	Recharge Delay: Low	Max Ammo: 20

EMP Blaster (50 PP): A variant on the standard survival Blaster, designed by those who desired stealth of lethality. This version projects bolts of energy that temporarily disable electronics but does no damage. As a side effect, this weapon is entirely silent and can be fired inches from foes without their noticing.

Damage: None	Accuracy: High	Rate of Fire: High
Recharge Rate: High	Recharge Delay: Low	Max Ammo: 50

Helix Caster (100 PP): Using advanced twin-linked wave projectors, this weapon's unusual firing pattern allows it to curve around corners with careful aiming. It can also be used by eagle eyed sharpshooters to hit a target twice by maintaining an optimal distance from the target. A favorite among hot-shots who care more about style than practicality, so it finds use in this crowd.

Damage: Light	Accuracy: Wave pattern	Rate of fire: High
Recharge Rate: High	Recharge Delay: High	Max Ammo: 100

Pulsar (100 PP): Designed as a next-generation military service weapon, this powerful pulse rifle fires a rapid stream of burning plasma in short bursts. As an additional safety measure, its rate of fire decreases as the power cell drains to prevent an explosive blow-out.

Damage: Moderate	Accuracy: Moderate	Rate of Fire: High
Recharge Rate: High	Recharge Delay: Moderate	Max Ammo: 20 (5-shot bursts)

Lightning Spindle (100 PP): A unique weapon typically designed for crowd suppression in riots. However, the black market has disabled a number of the safety features and turned it into something much more lethal. It uses static electricity to build up a massive charge, then unleash it upon anyone unlucky enough to be in front of it. Despite its short range, its ability to arc between nearby enemies makes it quite effective.

Damage: Light	Range: Short	Rate of Fire: High
Recharge Rate: High	Recharge Delay: Low	Max Ammo: 100

Recycler (150 PP): This electronic weapon does nothing on its own except "paint" a target for a few moments. But if the target is destroyed while "painted", swarms of micro-drones will latch onto the bits of debris and use them to make repairs to the "host" Pioneer Suit. If a pilot is quick and carefully times their use, they would need Repair Kits for only the most extreme damage.

Damage: None	Accuracy: Pinpoint	Rate of Fire: Glacial
Recharge Rate: Glacial	Recharge Delay: Moderate	Max Ammo: 4

Laser (150 PP): While originally this was an industrial cutting laser, the black market has a funny way of turning anything into a weapon. It's able to slice through most materials with ease thanks to its continuous beam, provided the user can sustain focus on the chosen target.

Damage: Light

Accuracy: Pinpoint

Rate of Fire: Continuous

Recharge Rate: Extreme

Recharge Delay: High

Max Ammo: 10 (Seconds)



Prism Laser (200 PP): Because the old question, “What would happen if I mixed this weapon with a shotgun?”, never gets less fun to explore as technology advances. Thus was the case here. A laser beam shotgun. For use. In space. Heavy metal music not included.

Damage: High (x5)

Accuracy: Narrow Spread

Rate of Fire: Moderate

Recharge Rate: Slow

Recharge Delay: High

Max Ammo: 8

Vulcan Laser (200 PP): A repeating assault laser weapon that has consistently proven to be one of the more complex weapons to maintain and service. But it remains a favorite among those who demand an energy weapon that can keep up with modern machine guns while also laying down enough covering fire to classify as an act of war. Watch for the recoil on this bad boy. It kicks.

Damage: Moderate

Accuracy: High

Rate of Fire: Low to High

Recharge Rate: Slow

Recharge Delay: High

Max Ammo: 200

Experimental

Galvanic Fission Bombard 9000 (300 PP): This absurdly overpowered and highly experimental weapon is the result of a scientist and an engineer’s drunken bender together. It purposefully overloads and then ejects a compact fission reactor, which then bursts into a ball of plasma and electricity powerful enough to vaporize even alien technology. Even more terrifying, the bursts of massive electrical charge radiating from the plasma ball arc between anything caught in its path. Even the user if they do not find cover quickly enough.

Damage: Unparalleled

Accuracy: Floating Ball of Death

Rate of Fire: Glacial

Duration: 15 Seconds

Ammo: 3

Projector (PJ)

Flamethrower (50 PP): A weapon that remains as simple as when it was first created. But in the tight spaces of ship corridors it is an undeniably effective and brutal weapon. Spraying flammable liquid out into space is just as lethal, if not more so, than it is under the effects of gravity. The gouts of flame will linger in globules in zero gravity, continuing to burn until all the fuel is used up.

Damage: High

Accuracy: Constant, Wide Stream

Rate of Fire: Very High

Ammo: 750 mL (25 seconds of constant spraying)

Gas Diffuser (50 PP): For those who desire something a little more subtle, these gas canisters come with no firing mechanism. Instead they simply vent large clouds of the corrosive gas contained within. Assassins are quite fond of sneaking up behind targets, venting this gas, and making their escape while their targets are still gasping through the blood in their throat. Just be careful, your own Pioneer Suit is not automatically immune.

Damage: Moderate

Accuracy: Lingering Cloud (5 seconds)

Rate of Fire: Low

Ammo: 10 Dispersals

Napalm Projector (50 PP): This highly flammable and unstable gel is not entirely legal in the civilized parts of the galaxy. It is often classified as “demolition equipment” to get around a number of laws and tariffs designed to keep tight control, and watch, over who keeps a supply on hand. The gel is sticky and the dispersal system completely silent. Just don't expect it to do much but annoy people until it is hit by a bullet or other incendiary. But when it does go off, watch out! Fire spreads! Comes with a free Napalm scented air freshener.

Damage: None or High

Accuracy: Constant, Wide Stream

Rate of Fire: High

Ammo: 250 mL (15 seconds of constant spraying)

Slime Projector (50 PP): Like most weapons found on the black market, this corrosive gel was originally used for a much more mundane purpose. But some mad engineer realized that if it can dissolve scrap metal in junk yards, it could eat holes in spaceships just as easily. It is not something you want to spill accidentally. Combined with an adhesive agent, this sticky, corrosive gel can eat holes in just about anything that isn't its tank. Even you.

Damage: Moderate

Accuracy: Constant, Wide Stream

Rate of Fire: High

Ammo: 750 mL (25 seconds of constant spraying)



Rocket (RK)

Drunk Rocket (25 PP): These unpredictable missiles actually have advanced guidance systems inside. However, a fault in the programming process has made them wildly inaccurate and erratic flyers while supercharging the engines. They were officially recalled, but the black market finds a use for everything.

Damage: High	Accuracy: Laughable	Rate of Fire: Moderate
Ammo: 25	Speed: Very Fast	Explosion Size: Moderate

Remote Rocket (50 PP): This mid-sized rocket has very little in the way of frills but packs a lot of punch. It is a dumbfire, lacking any kind of guidance smarter than a small rocket engine. Instead it comes with a remote control trigger so the pilot can set it off exactly where they wish. Or when the engine runs out of fuel.

Damage: Very High	Accuracy: Straight Line	Rate of Fire: Low
Ammo: 10	Speed: Fast	Explosion Size: Large

Guided Rocket (100 PP): Similar in design to the Remote Rocket, the Guided Rocket has been modified for even greater accuracy. The engine has been dialed back a pace to allow for more controlled maneuvering. These rockets are linked to a manual remote control system that allows the pilot to drive it around corners. Really skilled ones are even capable of squeezing it through twisting mazes. Comes with a remote detonation trigger.

Damage: Very High	Accuracy: Wireless Guidance	Rate of Fire: Low
Ammo: 10	Speed: Moderate	Explosion Size: Large

Homing Rocket (100 PP): The next step in the Rocket arsenal is to take the pilot out of the equation entirely. These missiles come with an advanced auto-targeting system capable of tracking targets even around corners and through doorways. While not exactly cheap, Pilots love the ability to fire and forget.

Damage: Very High	Accuracy: Computer Guided	Rate of Fire: Low
Ammo: 10	Speed: Fast	Explosion Size: Large

Submunition Rocket (150 PP): Because a certain engineer was a little too enthusiastic about his love for rockets, we have this little beauty. Which asked the question, "What if I put missiles inside of my missile?". Fire this little beauty then press the detonator to watch it explode into eight smaller rockets, each with advanced targeting systems. Side effects may include the desire to laugh maniacally with glee as the rockets chase down your foes.

Damage: Moderate [x8]	Accuracy: Straight Line	Rate of Fire: Low
Ammo: 10	Speed: Moderate/Fast	Explosion Size: Small [x8]

Stinger Pod (150 PP): This pods are normally mounted on larger vessels and designed to track high speed fighter Pilot Suits during intense gun battles. The military quickly lost several shipments early in their production run and now half the galaxy has access to these pods of tightly packed, miniature smart missiles. Just don't expect them to be cheap.

Damage: Moderate	Accuracy: Computer Guided	Rate of Fire: Very High
Ammo: 50	Speed: Very Fast	Explosion Size: Small

Nuke Rocket (200 PP): This missile may look like any other you could choose to arm yourself with, but it packs a lot more punch to justify the large price tag. Each rocket is a miniaturized nuclear warhead that is more than capable of burning anything caught in its blast radius to radioactive dust.

Damage: Extreme	Accuracy: Straight Line	Rate of Fire: Low
Ammo: 5	Speed: Fast	Explosive Size: Massive

Melee (ML)

Cutting Beam (50 PP): While this device was also previously an industrial cutting laser, clever engineers have heavily limited its range to a dozen feet. This allows it to use smaller batteries and still have room for a built-in charging station. If you don't mind getting up close and personal you can slice even heavily armored foes apart.

Damage: Light

Accuracy: Pinpoint

Fire Rate: Continuous

Recharge Rate: Extreme

Recharge Delay: High

Max Ammo: 10 (Seconds)

Gauntlet (50 PP): Despite this weapon having a rather misleading nickname, this energized flail still provides a brutal answer to close encounters with your enemies. Daring pilots with quick reflexes have found it useful for knocking away incoming missiles or grenades as well.

Damage: Moderate (Knock Back)

Ram Spike (50 PP): Another in the glorious tradition of taking tools meant for work and turning them into something a lot more deadly, this magnetically powered spike can easily shatter armor plates as effectively as they do ore. Really makes you wonder just how many worker uprisings there have been in the past.

Damage: Moderate (Armor Piercing)

Ripper Saw (50 PP): This high powered circular saw doesn't cut objects so much as it simply rips them apart with brute force. The energy feeding this saw also trickles out onto the blade thanks to a few "faulty" connections. This tends to short out any electronics it happens to be cutting into.

Damage: Moderate (Stunning)

Taser (50 PP): The name is just about the only thing this weapon has kept from its ancient predecessor. Mainly used by police forces to disable Pioneer Suits, and the pilots inside, without using a whole lot of bullets. But a wide number of markets have found their own uses for this short-ranged EMP projector.

Damage: None (EMP + Stunning)

Tractor Beam (100 PP): This commonplace device can be seen in use at any spaceport or mining yard across the galaxy. By creating a concentrated gravity tunnel, it pulls in targets that can then be catapulted away with tremendous force. Or held onto and used as a shield. Either way, this will have predictably destructive, and gory, consequences when used on organic and robotic targets.

Damage: None

Thermal Javelin (200 PP): Because sometimes all you have on hand are long lengths of conductive rods and a ton of energy, the Thermal Javelin was unleashed upon the universe. The weapon super-heats the rods to a rigid plasma state before firing them at whoever happens to be in the crosshairs. They melt their way through armor and organics rather than punching through. These rods can be recovered and fired over and over again.

Damage: Extreme

Range: Moderate

Max Ammo: 2

Storm Hammer (200 PP): The instruction manual assures the owner of this sledgehammer "truly apocalyptic levels of charged electricity will be unleashed upon your foes". It does not disappoint, devastating large swaths of nearby targets in a single thunderclap of electrical fury that Thor could be proud of. The only notable downside is the long recharge time as the power cell builds up the charge once again.

Damage: Apocalyptic

Recharge Rate: Very Slow

Recharge Delay: Short

Grenades (GR)

EMP Grenades (50 PP): Packed with powerful pulse capacitors, these bombs explode into a lingering EMP field that temporarily disables all electronics caught inside. Originally designed to disable hacked security systems until the owners could take control again, they work equally well against alien technology.

Damage: None Delay: 1.5 seconds Explosion Size: Small Ammo: 10

Frag Grenades (50 PP): A weapon most unchanged since the trenches of World War 2. They are packed with shrapnel and high explosives and guaranteed to make somebody's day much, much worse. They even come with the option to switch between a remote trigger or the standard 1.5 second delay.

Damage: High Delay: Remote or 1.5 seconds Explosion Size: Large Ammo: 10

Cluster Grenades (100 PP): This larger than average grenade hides a deadly secret. More grenades! Yes, just pull the trigger, toss, and watch as your single grenade explodes to disperse eight more miniature grenades. The explosion does disperse them in a wide, random pattern, so don't get caught in the blast yourself.

Damage: Moderate [x8] Delay: 1.5 seconds Explosion Size: Small [x8] Ammo: 10

Mine Rack (100 PP): Of course, some people prefer to take a more subtle route to explosion town. Leaving behind a little treat for anyone following behind you can be fun too. These mines are not only powerful, but possess small thrusters and radar fuses that allow them to detect and then track onto foes in zero gravity. Each press of the trigger spreads out three mines as well. Perfect in tight corridors.

Damage: High [x3] Delay: Proximity Detector Explosion Size: Large Ammo: 10

High Explosive Grenades (100 PP): These large grenades come with a robust, revolver fed launcher to give them a little extra shove. Which is basically required for the Pilot to survive firing them, due to them being crammed with just barely less explosives than is considered a war crime. While expensive, their sheer firepower will ensure you will get the job done.

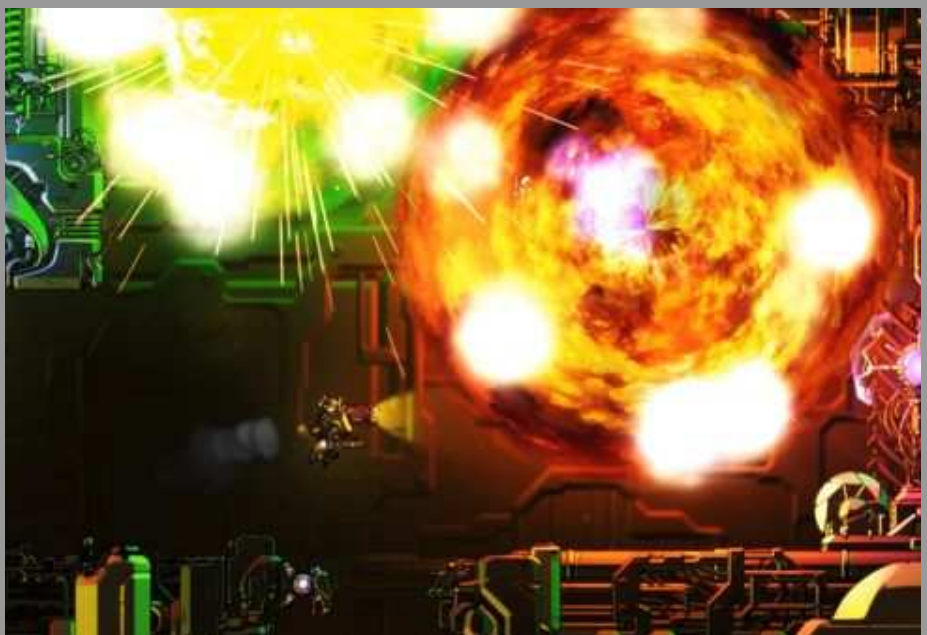
Damage: High Delay: 1.5 seconds Explosion Size: Massive Ammo: 10

Sticky Grenades (100 PP): For those with a keener sense of aim and a morbid sense of humor, these grenades coated in an adhesive gel are just the thing. Once they impact a surface the gel hardened and ensures that your target will always be at point blank range to the fun. Unless you miss.

Damage: High Delay: 1.5 seconds Explosion Size: Large Ammo: 10

Nuke Grenades (200 PP): The fact that using these miniaturized nuclear warheads at such close ranges is tantamount to suicide hasn't deterred the brave and the reckless from tossing them at their foes. Toss them and back away. Very quickly.

Damage: Extreme
Delay: 1.5 seconds
Explosion Size: Massive
Ammo: 5



Cannon (CN)

Gas Cannon (50 PP): Tear gas has long been a standard in non-lethal crowd suppression. By simply using a highly corrosive gas designed to eat metal and flesh alike the Black Market has created something a lot more deadly. A real favorite for taking out crowds of alien drones.

Damage: Light (Continuous)	Fire Rate: Slow	Shell Speed: Moderate
Explosion Size: Moderate	Kickback: Moderate	Ammo: 10

Slime Mortar (50 PP): Lobbing a canister of highly compressed, highly corrosive gel into a room is a good way to reduce everything inside to slag. Which is exactly what you'll get with this weapon. Thankfully the sticky gel turns inert after a few moments as the chemical processes stop. But until then it's going to eat pretty much anything it touches.

Damage: Moderate (Continuous)	Rate of Fire: Slow	Shell Speed: Slow
Explosion Size: Moderate	Kickback: Moderate	Ammo: 10

Mortar (50 PP): A simple weapon, but no less a destructive one. This snub nosed cannon fire low-velocity, high-explosive shells that detonate on impact. The lack of engines or guidance systems leaves lots of room for explosive materials at least.

Damage: High	Rate of Fire: Slow	Shell Speed: Slow
Explosion Size: Large	Kickback: Heavy	Ammo: 10

Autocannon (100 PP): Obsolete anti-aircraft batteries are given new life thanks to the mother of all invention, necessity. These light cannons are devastating weapons when mounted on a Pioneer Suit due to both their accuracy, rate of fire, and pure damage. It kicks like a stubborn mule though.

Damage: High	Rate of Fire: Moderate	Shell Speed: Fast
Explosion Size: Moderate	Kickback: Extreme	Ammo: 50

Canister Cannon (100 PP): A large bore cannon created to fire the highly specialized shells that are the true power behind this weapon. Each shell is equipped with a proximity sensor that detects when they are the perfect distance from a target. Then it explodes, showering the target with high speed shrapnel.

Damage: Light (xLots)	Rate of Fire: Moderate	Shell Speed: Fast
Explosion Size: Point Blank Cone	Kickback: Moderate	Ammo: 75

Cycle Rifle (100 PP): This older model semi-automatic light cannon is still being produced today due to the continuing demand for it in all markets. Prized by marksmen for its accuracy, this weapon is all about speed and precision. Both of which can save lives in firefights.

Damage: Moderate	Rate of Fire: High
Spell Speed: Fast	Explosion Size: None
Kickback: Light	Ammo: 200



Rail Cannon (200 PP): An undeniably high tech weapon that should still be inside a lab. Using charged electromagnetic rails as a propulsion system and solid slugs of metal for ammunition revved up to supersonic speeds, this firearm delivers massive damage with pinpoint accuracy at insane ranges. Even solid walls have a hard time stopping these projectiles.

Damage: Insane	Rate of Fire: Glacial	Spell Speed: Unmatched
Explosion Size: None	Kickback: Minimal	Ammo: 10

Shield (SH)

All Shields use a Weapon Hardpoint, not a Subsystem Hardpoint. Shields use a lot of energy and commonly draw that from the other weapon systems, disabling them while the Shield is in use. Unless noted otherwise.



Basic Shield (50 PP): A tried and true energy shield that has been used by explorers of the unknown for decades. It provides reliable protection in a 180 degree arc and includes an auto-stabilizing subsystem that will ensure only impacts will drain the power cell. You still have to turn it off to recharge it.

Shield Strength: Moderate

Recharge Rate: Moderate

Recharge Delay: Moderate

Hostage Shield (50 PP): A short ranged tractor-clamp usually used to keep spaceships in place when docked turns out to be a great way to use an enemy as a shield. Simply grab them and let their hull absorb the punishment. This is an effective, low-power option that allows a Pioneer Suit's other weapons to stay active.

Shield Strength: Enemy's Hull

Recharge Rate: Slow

Recharge Delay: Minimal

Reflector Shield (50 PP): Some tampering with the energy diffusion matrix allows this shield to reflect projectiles back towards their source. However, this proves very draining on the battery system and the shield is best used in short bursts instead of extended firefights.

Shield Strength: Light (Reflect)

Recharge Rate: Moderate

Recharge Delay: Moderate

Quick Shield (50 PP): By swapping out the large batteries and charging system with rapid-charge micro cells an entirely different kind of shield has been created. It will absorb exactly one direct hit. The shield will disperse when it takes any damage at all. It will then all but immediately recharge and be ready for use again.

Shield Strength: Paper

Recharge Rate: Very Fast

Recharge Delay: Low

Repulsor Shield (100 PP): Unlike other shield projectors, this device pushes objects and projectiles away rather than simply absorbing direct hits. Emitting polarized gravitons as it does means that the shield continually drains energy from the system rather than only on direct impacts. But for those uninterested in messing up their paint job, this is the stylish and powerful shield of choice.

Shield Strength: High

Recharge Rate: Very Fast

Recharge Delay: Moderate

Barricade Shield (100 PP): Any scientist or engineer would tell you that this is not a shield. Instead it is a holo-emitter capable of projecting a temporary force-wall. The practical upshot to this is that it can be tuned to let friendly fire pass through while blocking enemy fire entirely. The barricade can stay active for several moments before the holo-emitters run out of juice and need to recharge. It is an expensive not-shield, but especially useful for those rare crews that field more than one Pioneer Suit at a time, allowing multiple units to take cover behind it at once.

Shield Strength: Unbreakable

Recharge Rate: Slow

Recharge Delay: High

Subsystems (IT) *Please see the Note at the bottom of the Document.*

FIX-IT Repair Kit (50 PP/100 PP/100 PP): These automated field-repair kits quickly deploy pressure-seal foam, nano-platelets, and emergency ribbing designed to hold a Pioneer Suit together until more permanent repairs can be made. Or, if you're any Pilot ever, allow you to get back into the fight against hordes of alien drones and murderous subsystems. **50 PP** buys you the FIX-5 repair kit, which is a smaller kit to repair moderate damage. **100 PP** nets you the same repair kit, but with two extra packed in the same box (FIX-5x3). Or, for the same price, you can pick up a FIX-10. It's guaranteed to put a Pioneer Suit on the verge of total collapse back together enough to finish an extended firefight or four. Each package comes with one use.

Alarm Lure (50 PP): This remotely triggered device mimics an alien distress alarm. Setting it off causes all drones in the area to race towards it in search of something to destroy. It can be an excellent distraction or lovely bait luring them into a deadly trap. Each package comes with three, single-use devices.

Boomslang Drone (50 PP): A lightweight and nimble buddy drone designed to give mobile fire support to their controllers. It comes equipped with an energy blaster and a dogged determination to engage any threat nearby. Each package comes with two drones who can be repackaged if they survive.

Key Code (50 PP): A bit of reverse-engineered alien software turned into a skeleton key for alien wrecks. It acts like a virus, quickly infecting any single locked door or airlock and unlocking it before self-destructing. Each purchase gives a three codes.

Teleport Beacon (50 PP): This local-warp buoy is designed for moderate distance teleports in a hurry. By dropping and activating it in a safe spot, the user can then teleport back to it with the push of a button. A practical option for those looking to backtrack a long distance or trying to escape a deadly situation. Each purchase gives two buoys.

Nuclear Demolition Charge (50/100 PP): These miniaturized nuclear explosives must be manually armed, which requires some dedicated concentration on the part of the pilot, and will detonate after five seconds. They will utterly immolate anything caught within the massive blast radius. For **100 PP** you can instead purchase a version with a remote trigger that can be detonated from a safer distance. Each purchase has two bombs.

Capsule Turret (100 PP): A portable, autonomous defence turret that is a common sight on stations where security manpower is short. They are equipped with a powerful laser and thick armor plating designed to take a lot of punishment before exploding. Each purchase comes with two turrets that can be folded back up if they are not destroyed.

Hazard Coating (100 PP): This specialized undercoating is a mandatory safety feature on most offworld mining facilities. Pilots headed for alien wreckage find the immunity to fire and chemical corrosives an expense well worth the cost. This is a permanent upgrade to a Pioneer Suit.

Kinetic Buffer (100 PP): A favorite of those who expect to find themselves on the receiving end of a punch or at the edge of an explosion in space. This package of compensation thrusters and a predictive controller drastically reduce all manner of attempts to knock around the Pioneer Suit it is installed on. This is a passive system.

Laser Sight (100 PP): A low-power targeting laser designed to aid in long range engagements with a visual beam. Naturally, this allows the pilot to shoot more accurately and ensure each shot hits vital systems on their target more often. This is a passive system.

Knockback Canisters (100 PP): This three-pack of compressed gas canisters can be individually blown out to push away nearby enemies or change the course of incoming projectiles. They can also be all blown out at once to shove even large drones aside. Each canister takes sixty seconds to recharge.

Nitrous-Oxide Fuel (100 PP): This tank of high yield rocket fuel is popular among suicidal skiff racers. Pilots find it perfect for launching themselves out of a tight spot or into them. Not only does double a Pioneer Suit's maneuvering speed for a short time, but the extra energy can be bled off into the weapons systems to increase their rate of fire. The system requires sixty seconds to cool down between uses to not blow out your jets.

Sensor Suite (100 PP): An advanced package of deep-wave radar receptors along with an advanced "mole-bat" tunneling processes allows this sensor package to punch through enemy Jammer systems in a wide range. It will not reveal the entire wreck in a single scan, but the other option is navigating purely visually on those stealthy wrecks. This is a passive system.

Aegis Shell (150 PP): This emergency energy shield uses a quick-shot power cell to encase the user in a 360 degree bubble of protection for ten seconds. It allows absolute protection during those seconds and even allows weapons to be fired out through it. It comes with a trickle-charge system that will not tax a Pioneer Suit's energy systems but takes 120 seconds to recharge.

Precision Barrels (150 PP): Any engineer will tell you that precision tooled gun barrels are better than the trash that comes stock on them. These not only increase the accuracy of any weapons fired through them, but the projectile velocity as well. This is a permanent upgrade for a Pioneer Suit and can be modified to new Weapons.

Speed Loader (150 PP): Aftermarket parts and modifications are the hallmark of a seasoned Pilot. By replacing the receivers and feed-belt parts of your weapons with these higher quality parts, you can significantly increase the rate any of these fire. Does not affect Energy Weapons for obvious weapons. This is a permanent upgrade for a Pioneer Suit and can be modified to new weapons.

Cloaking Weave (200 PP): Similar to the Aegis Shell, this optical camouflage suite uses a quick-shot power cell and trickle-charge system to provide invisibility at a moment's notice. It renders the wearer invisible to most visual and infrared spectrum, which seems to be what most known alien drones use. It recharges in 90 seconds.

EMP Field (200 PP): This combined package of additional shielding and large emitters allow the user to bathe large areas in EMP for several seconds while not feeling the effects themselves. It will disorient other Pioneer Suits, disable alien systems, and even disable weaker drones permanently. It recharges in 120 seconds after use.

Repair Siphon (200 PP): One of the first advancements to come out of experimentation with merging alien technology with our own. Essentially a modified hacking module, this device jacks into the Key Terminals scattered around alien wrecks to trick them into thinking the equipped Pioneer Suit is a damaged drone in need of repair. The ship will then funnel a batch of short-lived nanomachines through the terminal to do minor repairs to the suit. These nanomachines are far from understood, but the benefits are obvious. However, use of this system requires the pilot to navigate without the use of keys. So caution is advised. This is a passive system.

Items

*Each Origin receives a **50% Discount** on their Items and their **100 CP Item** for **Free**.*

Pilot

Recall Suit (100 CP): This snazzy flight suit is a stylish yet practical affair that most Pilots live and die in. Suitable attire for most bars and pubs, or higher class joints if you want to upset the hoity-toities, with a patented Recall system built into it. When connected to a spaceship and a Pioneer Suit, it will detect the moment when total system failure occurs in the latter. It will then blow every circuit and fuse built in to teleport the wearer back to the safety of their spaceship. Normally replacing all the bits and pieces expended would be quite expensive, but this model will regenerate itself given a week on a coat hanger. Or in a pile on the floor. It doesn't judge.

Runnin' On Empty (200 CP): A supply pod is a large, six foot cylinder with a pair of articulating arms and a ton of empty space inside. Normally these are stocked with ammo for the weapons on a pilot's Pioneer Suit and then teleported inside the wreck they are slated to explore. As you can imagine, they're not cheap and recovered after the wreck is safe to enter. However, this supply pod does not need restocking and will come at your command. Simply press the small button we've included, it even snaps to a belt, and you can call it out to wherever you are once per week. It will always have whatever ammunition you need to restock whatever guns, Pioneer Suit or otherwise, you have on hand. It will charge you for the convenience, but only wholesale prices. We have modified it to accept whatever you find in your travels that passes for money in that universe.

Home Sweet Hangar (400 CP): Everyone's got to have a place to hang their suit. Or Pioneer Suit in your case. This lovely metal shack is split into six large rooms. Five of them are already set up to house Pioneer Suits and provide plenty of space to repair them as well. The sixth room has racks and shelves and bins for you to store spare parts, extra weapon systems, or those bolts that you can't seem to remember where they go. This property can attach to your Cosmic Warehouse, be a free-standing unit that plops itself down in each new world you enter, or attach to any property you already own.



Scientist

Science-2-Go (100 CP): Wandering from wreck to wreck in a tiny tub doesn't leave a lot of extra room for science equipment. Thankfully, this small but powerful computer fits right onto your wrist and contains a whole host of basic sensors and analysis software. With it's holographic projector you can easily work in the air or on any surface you wish. Capable of performing chemical, material, and even basic genetic analysis equivalent to a small laboratory even if you're crammed into the back corner of a dimly lit supply closet.

Weapon Licenses (200 CP): Even in the distant future, nobody gives away anything for free. Especially not the blueprints to weapon systems that could allow rival businesses, or worse the Black Market, to start producing knockoffs. Still, you appear to have paid in full and filled out all the correct paperwork, so here you are. Pick any three Weapon Systems from the Pioneer Suit section. You gain detailed blueprints on how to build them from scratch as well as any ammo they require.

Subsystem Licenses (200 CP): Even in the distant- Am I repeating myself? I'll just cut to the chase then. Pick three Subsystems from the Pioneer Suit section. You gain detailed blueprints on how to build them from scratch.

Partially Mad Science (400 CP): Of course, there's no substitution for a real lab when it comes to doing real science. Well now you've got enough test tubes and chemicals to blind a person. These racks, cabinets, and fold-away work tables are enough to turn even a small bedroom aboard a spaceship into a full-fledged lab equal to anything you might find in a more standard setting. While you can't have everything open at once, you'll always seem to have just enough room to grab or use the next tool you need for your science. I just hope you're not claustrophobic. Everything comes packaged in seven cardboard boxes and only needs to be screwed to the walls. Oh, don't lose the instructions if you want to move it somewhere else later.

Engineer

Tool Box Arm (100 CP): Tools are an absolute must if you're going to be putting together anything more complicated than a peanut butter and jelly sandwich. However, boxes and racks of tools are so outdated. Solving a common evolutionary problem at the same time was just icing on the cake. This cybernetic arm, or metal tentacle if you prefer that look, can be strapped anywhere to your body you like and connects instantly to your nervous system. This allows you to use it and the many, many tools it transforms into as if it were your own limb. Everything from wrenches to hammers to a lovely welding torch is included.

Quality Ammunition (200 CP): While expensive, this contract with a group of monastic bullet farmers has ensured that any ammunition you buy is the real top-of-the-line stuff. All ammunition you buy through this contract will not only never misfire, but will always be more damaging than the standard stock. They can even deliver to different universes. Somehow. They're a really odd group of monks.

Duct Tape (200 CP): Yes. That's right. Regular old duct tape. Turns out that even a few millennia of hard science can't do anything to change the perfection that is duct tape. It is magic and is sometimes worshiped in hushed prayers by engineers from all walks of life. Seriously though, the materials and adhesives have both been upgraded but it is essentially the same. Works even in vacuum or on alien worlds. Except your roll never runs out. Ever. You could duct tape every armor plate on a spaceship back into place without denting your supply.

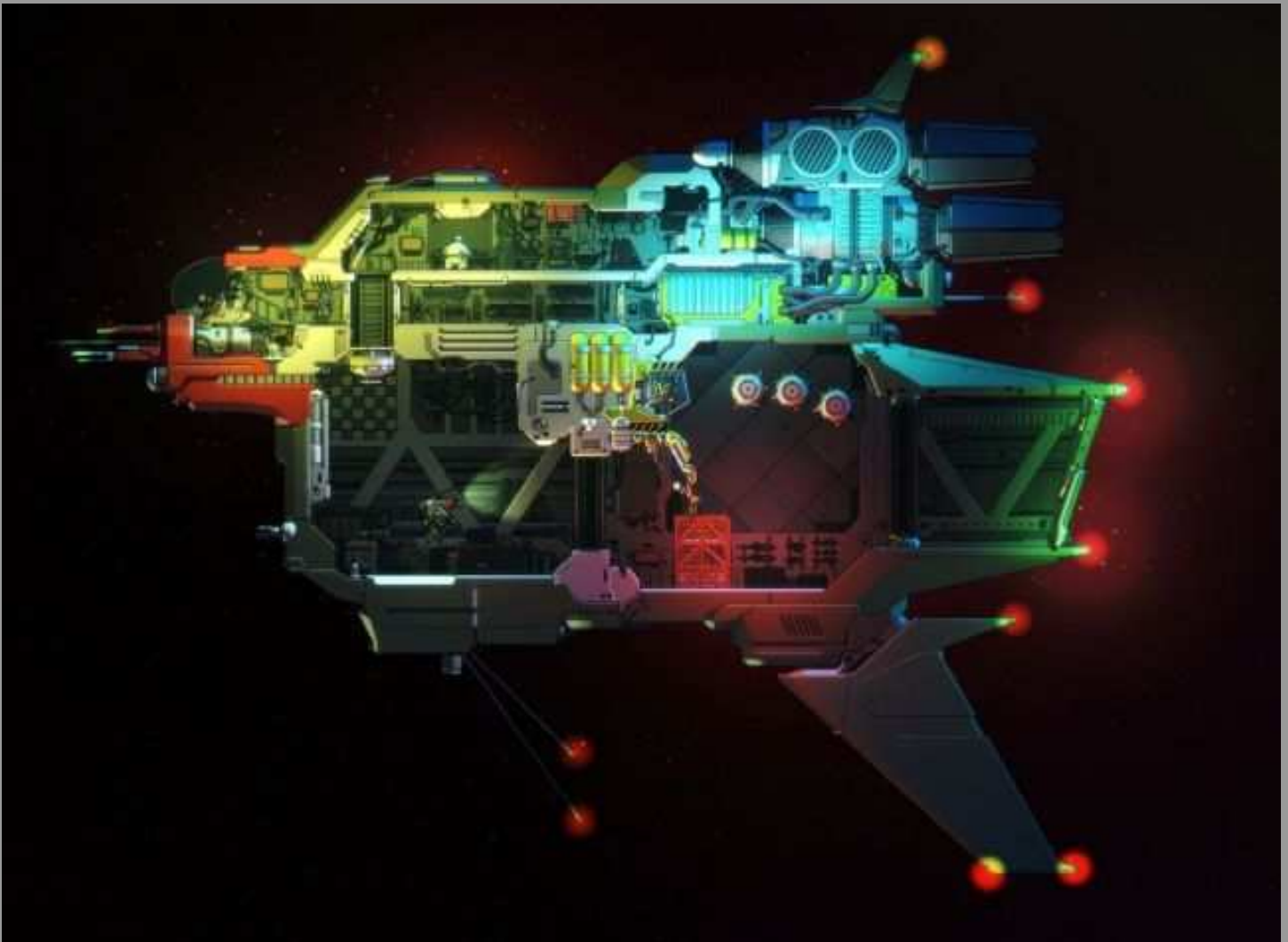
I Can Fix Anything (400 CP): A single cybernetic limb is nice and all, but to really tear into the guts of a Pioneer Suit, or build one up from scratch, you need something more impressive. That's right. Eight cybernetic limbs attached to a wearable vest that allows you to pick yourself entirely off the ground with them. Don't worry, we didn't instal any finicky AI into these things. They will, however, make you a mean, lean, building machine.

Captain

I Think I Know a Guy (100 CP): Contacts are pretty important in this line of work. Especially if you want to skirt around the law and smuggle through that shipment of high explosive warheads you need to punch into an alien wreck. This little black book, which is actually a small black datapad despite the name, will automatically keep track of who owes you favors. As well as who you owe. Each world you visit, including this one, will refresh this list with several new names based around your Origin so you'll always have a few favors to get you started.

Gotta Have the Green (200 CP): It doesn't matter how many favors you have or how lucrative your contract is if you can't afford to pay your docking fees and refuel your ship. Thankfully you have a small nest egg squirreled away from your past. Whatever that happened to be. You will find a credit chip in your pocket with \$200,000 space bucks on it, the standard galactic currency anywhere that matters. Every ten years you'll find a new chip filled with the same amount. If you happen to be in a different world at the time, it will instead be the equivalent amount of the local currency.

Make Mine a Double (600 CP): Normally those who chase after alien wreckage stick to smaller, lighter ships. Both to cut down on fuel costs and because they tend to operate in teams of four. Still, we recognize that you might need a little extra breathing room. So this option gives you a larger version of the ship seen below. Yours comes with eight bunks instead of four, two Pioneer Suit bays, and a spare storage bay for whatever you want to do with it. It also comes equipped with a small VR room that will allow Pilots to test out any new weapons attached to their suit without causing real damage or costing real money. As well as four small workspaces. Strangely, it doesn't seem to use any more fuel than it's smaller brethren does.



Companions

Fill Those Bunks (50/100/200 CP)

For those of you who already have a full crew waiting in the wings, this option will allow you to bring them into this world with you. For **50 CP** you may bring along one friend. **100 CP** nets you three Companions. And for **200 CP** you may bring along up to eight of them. Each of them may choose their **Origin**, gain it's **100 CP Perk** for free, and have 400 CP to spend on whatever they wish. Additionally, if you would rather meet someone new during your time here, you may use one of your slots to design a Companion you would like to meet. Or you can simply leave the slot open and fill it with someone you meet during your time here. But if you choose that route and do not fill the empty slot, you will not be refunded any **CP** at the end.

Hotshot (100 CP)

"Hey there rookie! Let me guess, they gave you the fame and glory speech? You look the type. Don't you worry. I'll teach you a few tricks of the trade before we leave port. Buy your ammo in bulk, never drink moss beer, and always, always blast your music louder than your guns. And no, I won't turn it down. Ever."

Perks: Ask No Questions, Tell No Lies - "Getting a little hot in here!" - "I can pilot that!"

Pioneer Suit: GUNHEAD - One of each discounted system.

Cheshire (100 CP)

"Oh! Sorry, I didn't see you there. Hi. This is where I'm supposed to show up, right? Because the details got a little fuzzy after I spent all night trying to find a new combination of materials that could survive a nuclear fireball without instantly... Sorry. I was rambling again. I'll just... go put my stuff away. Please don't shoot me."

Perks: Mad Science - Tech Licenses - "Fascinating!"

Pioneer Suit: JENNET - [2] Heavy Machine Guns, [2] FIX-5 Repair Kits, and [2] Boomslang Drones

Ironsides (100 CP)

"This is a sweet lookin' ride, idn't it? Nice to meet you! Hope you don't mind I brought my baby along with me. Not like most engineers. They think it's crazy to leave the ship. But how else are you going to investigate these alien wrecks first hand? It's how I know so much. Especially how well everything burns. Say, you wouldn't happen to have a lighter on you, would you?"

Perks: "Close enough." - A Little Duct Tape - Dynamite and a Laser Beam

Pioneer Suit: SALAMANDER - [2] Flamethrower, [2] Napalm Projector, Hazard Coating

Bootstraps (100 CP)

"So this is who that sorry excuse of a fixer recommended? Well, we'll see what you're made of in time. Store your gear, familiarize yourself with the ship, and be ready to head out in two hours. Meet the other members of my crew. Get along. That's an order."

Perks: Get In - Get Out - Get Paid

Pioneer Suit: INTRUDER - Hushpuppy, Gauntlet, Reflector Shield, Mine Rack, Cloaking Weave

The Whole Crew (300 CP)

You sure about this? It's going to be a wild ride alongside that lot. All right then. You will join Hotshot, Cheshire, Ironsides, and Bootstraps on their attempt to not go bankrupt or explode while they attempt the most dangerous career in the universe. Bootstraps will fill the Captain role unless you desire to do so. Otherwise they will serve as a highly competent second in command.

If you did not purchase a spacecraft or bring one with you, you are given the use of a five person spacecraft for your time in this world. You may not keep it but it will belong to you in full while you are here.

Drawbacks

*You may gain a maximum of **800 CP** from Drawbacks. You make take as many as you dare.
Each Drawback has a different effect for Pilots than they do for everyone else.*

Not Precise to Vectors (+100 CP)

Pilot: You just keep getting your hands on suboptimal targeting systems for your weapons. Normally smart rockets and guns simply aren't. They'll continually choose to fire towards less vital or dangerous targets. And that's if you can get them to fire in the right direction at all.

Others: Getting from point A to B never seems to be as simple as punching the coordinates into your computer. Faults in your code, unexplained asteroid fields in your path, or unexpected "toll booths" are going to be a thorn in your side from time to time.

Kickback is a Bitch (+100 CP)

Pilot: The first system to go in your suit is always the inertial dampeners. Always. Even if you totally had your shield up, that red warning light will still start flashing. Expect a wild ride if you get hit with any explosives and your accuracy with heavier weapons is sure going to suffer.

Others: Your spaceships, indeed all of them you ride on, have more kick than a bucking bronco. Every time a system has the slightest hiccup the entire thing will shudder and shiver. If anything majorly goes wrong expect a minor earthquake. And don't even get me started on what bandit missiles impacting is going to do.

Acid Bath (+100 CP)

Pilot: The alien wrecks use a lot of corrosive materials that are often stored in large, strangely brittle, tanks. You just keep stumbling across barrels that seem to burst from you looking at them funny. And you're going to run across a lot of these tanks during your time here.

Others: In the far off future, where technology has an answer for everything, even it cannot explain what happens when you step into a shower. First the water is too cold, then too hot, before somehow burning while freezing you out. However you bathe yourself, you're going to struggle with the comfort of it.

Sensitive Alarms (+100 CP)

Pilot: Sounding the alarm on a ship with more holes than hull may seem silly to anyone else, but the aliens take their redundant systems very seriously. You're going to happen across tripwires, ship systems triggered to sound the alarm at the slightest provocation, and even redundant alarm systems on just about every ship you try to scavenge from. Better prioritize unless you want to get swarmed.

Others: Security checkpoints and weapon check-ins are common place in the rougher parts of the galaxy. Even more common at the Black Market, if you can believe it. You're going to be setting these off just about every time you wander through them. Even if you stripped down to your skeleton somehow. There will be additional scans and your time will be wasted.

Locked Doors (+100 CP)

Pilot: You'd think finding a path around all these doors would be easy. But in your case it seems like the aliens locked the place up tight before you left. Get used to hacking doors, tracking down keycodes, and even dealing with multiple door systems during your adventures here.

Others: Now where did you leave those keys? You could have sworn they were on the table just a moment ago. Or were they in your pocket? How on earth did they end up at the bottom of a fruit bowl? You're going to lose your keys a lot during your time here. And you're going to need them too. Doors have a tendency to lock themselves after you shut them.

NO SHIELD! (+100 CP)

Pilot: While most of your brethren fly into wrecks with at least one Shield on their Pioneer Suit, you disdain such safety precautions. After all, that's what armor panels and your exceptional skills are for. And besides, that's a spot where you could strap-on another weapon system. Hope you're good at dodging.

Others: Something about Shield technologies is just a little too shocking for you to want to handle. Literally. Every time you try to fiddle with any kind of force shield, large or small or in between, you're going to get a zap guaranteed to hurt. You might be able to push through the pain. Just ignore that burning smell.

Backups for the Backups (+100 CP)

Pilot: You have to give the aliens some credit. There certainly is a reason these wrecks are functioning so well after all this time. Most wrecks you come across are going to have one, two, or even three hidden redundant systems. They'll only show up on your scans when they activate and start taking over the job of the system you just destroyed.

Others: The same can't be said for the systems you spend time around though. Your data back-ups tend to fail and systems aboard your ship have lots of trouble kicking into auxiliary power. Even your back-up plans are going to have trouble working from time to time.

Cost Overruns (+200 CP, No Pilot)

Others: For one reason or another, you and your crew are constantly going to be on the verge of going bankrupt. Even if you have a multiversal business empire backing you and enough gold to coat a planet. The universe is going to find excuses to remove your access to those funds during your time here. You're going to have enough trouble fielding one Pioneer Suit to salvage a wreck. Hope you weren't counting on eight.

This isn't an Action Movie (+200 CP, Only Pilot)

Pilot: You always seem to run out of ammo at just the wrong moment. Or, at least, you think you do thanks to faulty ammo sensors in your Pioneer Suit. Of course, you could actually be out of ammo too. You'll never know precisely unless you're really good at counting or just pull the trigger and hope.

Friendly Fire Isn't (+200 CP)

Pilot: Normally a Pioneer Suit's systems are intelligent enough to stop firing its weapons automatically if it detects a friendly directly in the path of fire. But you must have gotten yours out of a bargain bin, because no matter how hard you scrub your code, all targets are good targets to your suit. Including itself. Try not to shoot your own foot or or something.

Others: You tend to attract stray bullets. Like a magnet. Stray bits of shrapnel, wild shots, and occasionally the drunkenly thrown dart is going to find some way to twist around to land in your flesh. Don't worry, they won't be lethal unless you ignore your new hole and bleed out or something. But they're going to hurt. Don't expect your fancy pain immunity to save you here.

Strict Timelines (+200 CP)

Pilot: Those holding your contract always tend to be in a hurry. You won't be able to just salvage at your leisure and return back home with the loot when you're done. They've set strict time limits on how long you can spend inside each wreck before they start deducting from your paycheck. You're going to be bolting from system to system and commonly won't have enough time to turn off every security measure before you're out of time. You're going to have to choose between charging headfirst into a much more heavily guarded Core or live with the fact your bottom line is taking a hit.

Others: What is it with people and their deadlines? It seems like everything has to happen right this moment and everyone has an emergency that needs to be solved now. While this isn't exactly true, you're going to find deadlines of all kinds hovering over your head much of the time. You didn't need to sleep, right?

Overproduction (+200 CP)

Pilot: Drone Factories are a common sight inside alien wrecks. These automated factories cobble together all sorts of horrors to defend their ship with out of combinations of dead flesh and machinery stripped from its own corpse. Normally they churn out a couple of drones every few minutes. But now it seems like someone slipped them space age cocaine. They'll produce a lot more enemies for you to face now and there will commonly be two such systems on each wreck you find. Bring lots of ammo. You're going to need it.

Others: Mass production and automation seems bent on making your life miserable. Coffee makers enjoy breaking down just when a cup sounds the tastiest. Vending machines will always steal your money. That's not even counting the computer troubles you're going to have. It will never be anything too dangerous, but you're going to be rebooting your computer a lot. Try not to punch vending machines. They have tasers now.

Shielded Shields (+200 CP, Pilots Only)

Pilot: Normally, most systems inside a wreck are unshielded. That's because making such large, permanent shield is energy intensive and kind of finicky to get working right. Normally they're reserved for protecting the computer cores themselves. If you've been paying attention so far, you can see what's coming. Systems all over the wrecks you find are going to have redundant shielding, with the shields protecting the shields protecting the core commonly on completely different sides of the wreck. Expect to spend a lot of time backtracking and screaming at your sensor package for not telling you sooner.

Maybe this is an Action Movie (+400 CP)

Pilots: Everything seems to explode no matter what you do. Systems go up like small thermonuclear devices, enemies blow up like they're filled with napalm, and you're not sure what these alien ships made their landmines with. But you're going to want to steer clear of them. Worst of all is that you can't even use any of these lovely explosions for collateral damage. They seem to refuse to harm the wrecks or drones in any way.

Others: You always seem to be getting caught in the crossfire of someone else's action scene. Working in your lab? Someone is going to come barreling through clutching something expensive and wrecking the



place. Going to the market? Better hit the deck because that car is rolling down its windows. Resting at home? You'll probably be able to get a good night's rest between the police showdown across the street and the morning domestic dispute boiling over. To be clear, nobody is going to be aiming at you specifically unless you insert yourself into the situation, but the world around you is going to be a lot more bullet filled now. Try not to get hit by a ricochet.

“I’ll Send Every Bounty Hunter And Assassin In The Galaxy After You!” (+800 CP)

Everyone: It seems you picked up a little extra history in this world. The Corporation, a massive, universe spanning business empire run by a race of soulless, unethical, profit minded lizard people, hired you to find the Cryptark at some point in the recent past. It seems you did indeed find it, but instead of disabling the ship and turning it over, you smashed your way inside and stole something insanely valuable before booking it. You’re unsure exactly how The Corporation knows what you did, or what you grabbed, but it seems they do and they are... peeved at your betrayal. Worse still, the Cryptark appears to have warped to a new position after your intrusion.

In short, you have ruined an opportunity they have spend tens of dozens of pilot’s lives and untold sums of money trying to grasp. They’re back to square one if they don’t get their hands on what you have. So they’re going to send pretty much anyone who can be bribed, coerced, or pointed in your direction in an attempt to retrieve the item. Expect the worst sort of cutthroats and bandits to plague the entirety of your ten years here.

So what did you grab? Well, right now it simply looks like a six-foot tall cylinder of solid metal. But of course there’s a much juicier secret inside. If you manage to hack your way past the utterly alien technological safeguard and nearly sentient computer network inside, you’ll be the first to find out. The last member of the alien race that originally built all the wrecks people have been looting for decades, and the Cryptark itself, is inside, held in stasis that will now never be broken without outside help.

If you do manage to survive the constant threat of death, crack the security, ensure the alien inside doesn’t die from any number of factors (including breathing a different atmosphere and having a compromised immune system), and get them to agree to work with you somehow, you will be able to bring them along as a Companion. Treat them as if they have all the Scientist AND Engineer Perks. Just keep in mind, this is a wildly challenging path you’re undertaking.



The Contract Has Been Fulfilled

Your decade in this world, however you spent it, has passed.

All Drawbacks you have taken will be revoked.

You only have one last choice to make.

“Got another job for ya!”

You have decided to stay in this world. Whether it is the secrets you have not yet plumbed that draw your attention or the bonds you made along the way matters little. You will no longer travel between worlds, but may keep everything you have gained so far.

“Time to pack it up boys.”

Your decision to head back home was doubtlessly not an easy one. Still, your desire will be honor. You will be returned to the world you originally left with everything you have gained thus far. You will no longer travel between worlds.

“Hey, what’s that?”

You have decided to keep going on your strange adventure between worlds. You will be allowed to keep whatever you have gained up until this point.



Notes:

1. Official Wiki: https://cryptark.gamepedia.com/Cryptark_Wiki
2. The official wiki is the best place, as of writing this Jump, to obtain information about what one should expect to encounter inside the alien fleet.
3. Pioneer Suit Weapon Systems come with 2 full loads of ammunition, plus 1 in the clip, along with plans on how to make more. They gain no additional ammo over time and are not replenished between worlds.
4. Pioneer Suit Subsystems come with 6 refills (if they are a consumable subsystem) and plans on how to make more. Non-consumable subsystems do not come with plans on how to replicate them.