

INFINITY

Welcome to the future. 175 years in the future, to be exact. Humanity has branched out into space. Technological wonders are becoming more and more common, and humanity is reaching across the stars. When I put it like that, it sounds like everything is fine and dandy really.

Except it's not. Humanity is the same as it ever was despite these strides. Factions fight each other for resources and power, same as it ever was before they got into space. Armed conflict is frequent. Soldiering is a very profitable career, if you've got the stones.

An extremely advanced AI by the name of ALEPH is at the heart of all this. Controlling the Internet, the banks, and really almost anything you can think of, this AI is somewhat of a wild card. Its true intentions are unknown, meaning it could be humanity's greatest ally or the harbinger of its destruction. Only time will tell.

A vast number of opportunities lie ahead of you. Sell your services to the highest bidder, fight for your favored faction, do more mundane work like accounting, or anything in-between. What will you do?

+1000CP

Roll 17+1D8. Gender set to whatever you please.

Factions

The politics around the factions here are complicated and will surely affect how you are received by others. Make your choice wisely.



PANOCEANIA: Panoceania is frankly a titan compared to the others. Being the biggest power in the Human Sphere, resources and allies are easy to come by. However, opinions of Panoceania are mixed as the culture and races occupied by it.



YU JING: The great opponent of Panoceania, Yu Jing is the great Asian giant that underwent a colossal cultural reformation. The entirety of the Far East united under the Banner of Yu Jing, and as such creates state of the art technology. Yu Jing feels entitled to domination.



HAQQISLAM: A modest power in comparison to the likes of Panoceania, Haqqislam is a power built on the belief of a new version of Islam that more readily accepts progress. Haqqislam possesses Silk, a substance that allows for reincarnation.



NOMADS: The Nomads reside on three colossal ships, each ship having a sort of role and position. They have claimed total independence from the superpowers ruling humanity. You could find any group, ideology, or product among the Nomads.



ARIADNA: A congregation of former superpowers, Ariadna is a more recent power, having gained independence from Earth from the Organization of 12 Planets. Ariadnans are a tough people due to their struggles.



COMBINED ARMY: A collection of alien races fighting under the orders of the Evolved Intelligence, the Combined Army has access to technology far beyond what humans have access to. They are seen as an enemy by all, and what they fight for is a mystery...



ALEPH: The personal forces of ALEPH. ALEPH is under the scrutiny of the Organization of 12 Planets to make sure that it does nothing outside of it's boundaries. As such, it creates transhuman elite troops to carry out its will.

Factions cont.



TOHAA: Aliens with an obsession with the number three, this faction has joined humanity in the war against the Combined Army. Can they truly be trusted? They may have a secret agenda of their own...



DROP-IN: Or perhaps you would prefer to remain unaffiliated for *whatever* reason. You can start off in one of the numerous mercenary companies or simply have absolutely no history in this world whatsoever.



Background

Everyone needs a marketable skill to make a living, and this one just so happens to be yours. All backgrounds are free choices.

Soldier: The world of Infinity is not a dull place to be a soldier. With these many factions vying for their goals, armed conflict is not a risk, but a guarantee. You're skilled on the battlefield, and killing people is what you do best, simple as that.

Hacker: You are remarkably skilled with infiltrating and tinkering with technology. Your skills are valued for your ability to hack into things like government files, bank accounts, and everything else stored on anything that isn't solely on a physical drive disconnected from the internet. And if you got a hold of the drive? Easy pickings.

Medic: Your skill lies not in creating wounds, but by mending them. You could support yourself as a family doctor or as a surgeon. Or, should the need come, you could be a capable combat medic, treating the injured in battle.

Scientist: Your skills have no direct battlefield boons, but that makes it no less important. You are skilled not just in altering technology, but creating totally new weapons and systems that your faction could benefit greatly from. Even the development of AI is not beyond your grasp.

Perks

The various abilities that you'll want to survive in this world. The 100CP perk is free if you took the background it falls under.

Soldier

Guts (-100CP): Some people are worthless in combat. They can't handle a battlefield, or being shot at for that matter. But you were cut from a different cloth. You keep cool under fire and soldier on, the trauma of battle having no hold on you. Maybe it was years of mercenary work, maybe it's natural. Nobody really cares out here just so long as you're cool under fire.

Religious Troop (-200CP): An unshakable bastion of faith, you become a beacon of hope when the bullets start flying and the people start dropping. People who might otherwise run will see you continue fighting for a cause you believe in and grow a pair of their own, refusing to run so long as you hold fast. The cause this works

off of could be anything. A religion, some obscure dogma, even just the belief in yourself.

Intuitive Attack (-400CP): Training and skill are fine and dandy, but you've got natural reflexes to give almost anyone a run for their money. You've been in battle too many times, or maybe you just play a ton of video games. Either way, you take aim and fire in the time it takes others to even register an enemy's presence.

Surprise Attack (-600CP): Stealth is an artform, going undetected is as natural as breathing even without any fancy schmancy doohickey. People will be less attentive, shadows will be longer, and patrols will be predictable. That isn't the only boon, however. This lack of attention will make lining up a perfect assault in close quarters child's play. A normal soldier could kill entire squads with this, given time to prepare.

Hacker

Hacking Skills (-100): You've got natural talent when it comes to messing with other people's computers. Whether you made a living by stealing from people's bank accounts or you just like playing with technology, you've got an inherent skill at disrupting enemy systems and protecting the systems of your own guys, so long as you've got the tools necessary. You're no master though, so more elite hackers might one-up you if you're not careful.

Hacker Plus (-200CP): Remember those elite hackers I mentioned before? You're one of those now. Systems that might have been just out of your capabilities are now easily handled, and you could develop some pretty serious software that would keep any network secure for a long time.

UnHackable (-400CP): The best offense really is a good defense. For you, offense is irrelevant as the equipment that you use is ultimately inaccessible by any exterior influence. All of this includes any body modifications. For others, trying to mess with your things is like trying to hack a washing machine.

Electrogenesis (-600CP): The AI ALEPH is a powerful being, rarely matched by any other AI. Not anymore, if you have a say in the matter. Coding an ai, a true ai is no mean feat, coding one as powerful as ALEPH is an act on par with the creation of man at the dawn of time. But now, the power of creation is in your hands as the electronic dna that makes up such a construct unfolds and corrects itself to your whims. What you choose to do with such a power is your decision, but beware of what you may unleash on the universe.

Medic

Paramedic (-100CP): You've been granted a limited amount of medical knowledge to keep your team in one piece due to a quick course in first aid. You're no surgeon, but when it comes to things like bullet wounds and trauma, you know what to do to keep your patients from dying, if not exactly pretty.

Bedside Manners (-200CP): Something about your attitude or demeanor soothes your patients. Whether it be a gentle word, or an old tradition you follow like the Daktari Swahili cursing, your patients stop screaming and calm down enough for you to safely operate on them when it might otherwise be difficult. Might have some off the battlefield uses as well...

Doctor Plus (-400CP): You are well versed in medicine due to either natural ability or rigorous schooling, and it definitely shows. You could do surgery with common household items and some prayers, and your patient would be completely ready for combat, no recovery time necessary, though that's not to say they won't have any long term injuries to deal with.

Akbar Doctor (-600CP): I suppose you took a trip to Haqqislam and learned from the Tebb al Nabi, because something about your healing is straight up unnatural. While this doesn't necessarily make your healing abilities at the moment better, you'll often come to find later that your patients not only recovered fully, but seem to show no obvious scarring, leaving them looking like they were never hurt at all.

Scientist

Engineer (-100CP): Never let it be said that you didn't have at least a basic understanding of this universe's machinery. Basic maintenance and improvement is second nature. The inherent skill you possess is enough to keep any force in the fight for that much longer.

Metachemistry (-200CP): You've gained an inherent propensity for integrating machinery and biotechnological enhancements into yourself and others to replace soft easily damaged flesh. Cybernetics could do anything from make your body a bullet hose to allow you to grow back limbs. All you need to do is push the limits...

Genetic Modification (-400CP): The Nomads are infamous for their ability to genetically modify people on a whim and in your hands the

human genome is so much putty to be molded as you see fit. Splice animal traits and the like as you wish and feel comfortable knowing the building blocks of life, be they yours or otherwise bow to you. Conduct all the aesthetic changes you want but be wary, trying to give someone an actual useful upgrade is a gamble, one wrong allele and they're a mutant or worse, and there's always the possibility of rejection or outright failure if their body cannot handle whatever you did.

Intriguing Specimens (-800CP): So long as the organism or device you are taking apart is mostly intact and functional its secrets will yield allowing you to roughly duplicate and even improve it if you can gather enough data. The data you can gather from a specimen is directly proportional to how intact it is. Further your ability to produce and better integrate gene mods or cybernetics by studying human musculature, duplicate alien tech by taking apart captured examples. As a caveat the item has to function on principles that don't break the current jump's laws of physics.

Undiscounted Perks



Fapfinity (-100CP): Alright, I'm not gonna lie. You've got the looks to, uh, really fit into this setting's...artstyle. You won't draw a lot of attention here because it's the norm but...everywhere else? Yeah.

Transmutation (-300CP): You gain an animal alt-form that you can switch to only when under severe stress or trauma. You gain reasonable benefits from being in this state. For example, a bear warrior would gain a great deal of strength and endurance. A cat would gain speed and agility.

Items

To survive in battle, you'll need weapons and other various equipment. I've got some options for you. Some of these options can

be just a little...illegal...if you're not enlisted in the military. Just keep that in mind.

PISTOLS

Pistol (1 basic free for all): Almost everyone carries one of these as a last ditch option, should shit hit the fan. Virtually worthless at long range and doesn't go through body armor worth shit, but it's easy to conceal and pretty light.

Breaker Pistol (-50CP): The same as the Pistol, except you can load Breaker rounds into it safely, which bypasses some of the biotechnological defences some troops have.

Heavy Pistol (-100CP): A large caliber variant of the Pistol. That means that it generally puts out a lot more hurt.

AP Heavy Pistol (-150CP): ...Really? Alright, fine. This is a Heavy Pistol that's capable armor piercing rounds. You're gonna need some muscles to be able to accurately fire this thing, and you'll probably come off like you're compensating for something.

RIFLES

Rifle (1 basic free for all): A tried and true instrument of war, the assault rifle is an iconic mainstay of modern warfare. Almost everyone and their immediate families has one of these. After all, why the hell not? It's light and accurate, as well as effective in almost every environment. Not only that, rifles and their more modern versions are highly modular and are capable of attaching all sorts of doohickeys on it. Fully capable of loading AP and Breaker ammunition.

Combi Rifle (-50CP): The more modern version of the Rifle. Easy to handle and having hilariously low recoil, it's no wonder that this thing is the go to weapon for the more developed powers. Highly modular and accepts a great deal of attachments.

Breaker Combi Rifle (-100CP): A variant of the Combi Rifle that can fire Breaker rounds, which at this caliber are hilariously effective at bypassing some of the augmentations and enhancements that some have.

Chain Rifle (-200CP): Essentially a flamethrower that uses bullets instead of flames, this thing is a bullet hose that just unleashes an unholy torrent of firepower in a wide arc. Pretty damn devastating in close quarters, and virtually impossible to miss with.

K1 Combi Rifle (-250CP): A Combi Rifle variant that's capable of loading K1 ammunition, a dreaded round on the battlefield, with almost increased accuracy or harmed performance all-round. Is overkill to use on almost everything you'll ever need to. Seriously, holy hell.

Plasma Rifle (-300CP): A variant of the Combi Rifle that utilizes alien technology to fire Plasma rounds, which are frankly terrifying rounds to face due to their effectiveness against infantry. Painfully rare.

Plasma Carbine (-300CP): Basically a cut down Plasma rifle that's less accurate, but has a bigger payload.

MULTI Rifle (-400CP): It doesn't get much more killy than this, when it comes to rifles. Switches between two modes, Burst Mode and Anti Material Mode. Burst mode behaves somewhat like a more standard rifle, but the Anti Material mode acts essentially like a suped up sniper rifle.

Shotguns

Blow people away in close quarters.

Boarding Shotgun (-100CP): Conceived as a feasible way to have a lot of firepower handy in the close confines of an enemy ship, this weapon is light and works well even in a vacuum. Can fire a wide variety of specialized shotgun rounds.

Light Shotgun (-100CP): A tried and true close quarters weapon that does exactly as advertised. Lighter than the Heavy Shotgun, but is unable to chamber the more powerful shotgun rounds.

Heavy Shotgun (-200CP): With a tighter spread and the ability to chamber pretty much every shotgun round invented, this thing has been the decisive ending of quite a few close encounters.

Heavy Machine Guns

Pure suppressive fire in a more compact design.

Heavy Machine Gun (-200CP): A lot of bullets in a short amount of time is the goal of this gun. Keep up constant fire as your team moves up to take the objective. Also, mow down lots of people in a short amount of time if things are going either really well or really poorly.

AP HMG (-300CP): The same as the HMG, though now loaded with AP rounds ensuring that you can liberally gun down even the heaviest of foes.

Sniper Rifles

Long range weapons that let you pick off important targets from the comfort of cover.

Sniper Rifle (-100CP): With training, a sniper is capable of utterly controlling the flow of battle, removing important leadership and stopping advances. This is the weapon that gives the that capability. Generally high powered and using Shock ammunition, these weapons are nothing to scoff at. Pretty unwieldy in close quarters, though.

AP Sniper Rifle (-150CP): Not even heavy armor can protect your victims from your gaze. You can be sure that as long as they're not in an unholy amount of armor, they're probably going to die in one well placed shot.

K1 Sniper Rifle (-200CP): You want to shoot down mechs and the like? Here you go, try this out for size. A Sniper rifle that can chamber K1 rounds, you can pretty much put down anything you can shoot at.

Plasma Sniper Rifle (-300CP): The pinnacle of the Sniper Rifle family. Capable of firing a focused shot that could put down anybody or firing a round that causes a small blast of plasma, you won't just kill the guy you were aiming for, but all his buddies around him, too. You'll probably never see another one of these ever if you don't get it here.

Flamethrowers

Terror inspiring weapons that ensures your victim dies a painful, crispy death. Try to ignore the screaming.

Light Flamethrower (-100CP): Doesn't have the power or range of the Heavy Flamethrower, but it's lighter (and safer) as well as more compact, making it a relatively popular choice as a sidearm for assault troops.

Heavy Flamethrower (-150CP): Burns hotter, shoots farther, and scares the hell out of everybody. It's a little heavy (and a bit unsafe), but you can't deny the results.

Missile Launcher

When you've had it with these motherfucking vehicles on this motherfucking battlefield.

Missile Launcher (-200CP): Does as advertised, fires micro missiles that punch through armor and utterly destroy the target. The micro missiles make having larger amounts of ammunition less of a burden.

Smart Missile Launcher (-300CP): The same as the missile launcher, with the optional function of allowing you to home in your missiles on a specific target, ensuring high amounts of accuracy.

Melee

Even in the far future, melee has its place in warfare. Whether it be a last ditch option or your primary mode of fighting, I've got some weapons meant for close combat for you as well.

Knife (1 free for all): People have been killing each other with these for thousands of years, and that hasn't shown any signs of stopping. Useful for defending yourself, but you'll probably find more utility uses out of it than anything else.

CC Weapon (-50CP): Could be anything from a sword to a spear. This would be much more effective in close combat than a knife, though without any enhancements it's really just a sword, so don't expect miracles.

Can be enhanced with the following purchases. Price stacks with the cost of the original weapon. You may import a melee weapon that you own from another jump as well to take this bonus, skipping the cost of buying a CC Weapon. Can only apply a single upgrade to a weapon.

Armor Piercing (-50CP): The weapon cuts through even tough armor, possibly due to the pure sharpness of the blade.

Double Action (-50): The blade is lightweight and quick, allowing you to make more attacks.

Shock (-50CP): Rather than kill better, this upgrade is designed to apply an electrical shock, meant to disable targets struck with the

weapon allowing for a non-lethal takedown. Pretty counter-productive if you stick it on something like a sword.

Electromagnetic (-100CP): The weapon emits an electromagnetic pulse on impact, which can disable enemy electronics.

Explosive (-100CP): Uh, okay. The blade creates a small explosion on contact, which has predictable catastrophic effects on those not wearing armor.

Monofilament (-200CP): The blade cuts through almost anything with little effort due to the monomolecular edge the weapon has.

Uniques

Weapons that don't really belong in any category.

Tactical Bow (-100CP): Probably seems to be an odd choice in such advanced warfare, but it has its merits. Quiet as a baby's fart and packs a surprising punch, it's a solid choice for stealth operations and big game hunting alike.

Portable Autocannon (-400CP): Essentially a man portable minigun that can load AP and EXP rounds, making it capable of gunning down even the toughest units this universe has to offer. The pure volume of fire means this thing is effective at really any distance, and the suppression is...considerable.

EQUIPMENT

Here's some neat little gadgets that are sure to be of use to you.

360 Visor (-200CP): You have two options here. One, you can have the gadget surgically implanted, essentially allowing you to see all around you at all times at will, or you can get the physical goggles that allow the same thing through the usage of advanced equipment. The result is the same - unparalleled battlefield awareness for you and by extension your team.

Multispectral Visor (-200CP): A piece of a equipment that essentially combats the different technologies allowing for cloaking and other stealth based advantages. Generally associated with hunting parties.

ECM (-100CP) A small device that can be placed on vehicles with the goal of disrupting enemy missile guidance systems. Won't help much if they're manually aiming the things, though.

AutoMedkit (-200CP): A nanomedical device that can be integrated into your gear that constantly monitors your vitals, and injects the necessary serums to keep you alive. Stay in the fight longer, or get one more chance to run like hell.

Tinbot (-200CP): A small robot that essentially follows the owner around and aids them in their duties. Tinbots can be programmed to aid in a wide variety of tasks, including medical work and soldiering alike. Tinker with it yourself, and you may teach it some new tricks...

Doesn't count as a companion, no matter how much advanced technology you cram into it's little frame. Changing it into something completely unlike it's original form voids this, however.

Armor

You'll probably want something to stop the bullets. Aesthetically these will look like something that your faction would equip you with, though protection-wise light armor from Panoceania is the same as light armor from Haqqislam.

Light Armor (1 Free for all!): Is essentially glorified clothing. Will more than likely protect you from the elements a LOT better than it'll ever protect you against weapons.

Medium Armor (-100CP): A uniform that has a good deal of plating or other form of protection that you can trust to keep you safe from small calibers, so long as they actually hit the armor itself.

Heavy Armor (-200CP): Officially more armor than clothes, this could stop a good deal of small arms fire, but don't expect to be totally invincible out there. Armor piercing rounds DO exist.

TAG (-600CP)

You want some cool robots? You're getting some cool robots. Baby carrier design optional. TAGS are essentially complicated war robots, piloted by a single pilot. Different sizes of TAGs are good for different tasks. Your tag is based off of the faction that you hail from, though the design and type is largely up to you. Some TAGS are smaller and strictly for infantry support, while larger models exist as hulking war machines in their own right. Do note that Panoceania TAGS are generally superior to the TAGS that other factions have, though with some tweaking, yours could be on par, if not better.

COMPANIONS

It's hard to fight a war alone. Luckily, you don't need to.

In-Universe Companion (-200CP): Think McMurrough is a cool guy and want to bring him along? For the low price of 200 CP, you can bring along any character in the Infinity universe. They don't need to be a named character, either. They could be a Hassassin you fight alongside often, or a conscript that you would share a foxhole with.

They get 600CP to spend on perks and items, and get an allegiance and background that make sense depending on their role/who they are.

Army List (Variable): Import your prior companions into this world with their own allegiance and background, with 300CP to spend. They are allowed to take drawbacks. 50 CP per each companion, or pay 300CP for all eight.

DRAWBACKS

Need more points for that cool thing you want? Alright, we can arrange something, but it's gonna cost you.

Dogged (+100CP): You are the most stubborn human being on the battlefield that there ever was. You act with such a disregard for your own life that you'll get yourself into some serious trouble if you're allowed to go off on your own. Luckily, your team will probably yank your chain and keep you from charging off like an idiot.

Very Difficult Terrain (+100CP): You're honestly kind of a clutz. You trip over things constantly, both on the field and off it. This probably won't get you into too much trouble, but prepared to be teased a bit about it.

Low Aim (+200): You couldn't hit the broad side of a barn from the inside. This makes any sort of task like sniping utterly impossible, but easier weapons like flamethrowers and Chain Rifles might look pretty appealing...

Technologically Incapable (+200CP): You hate these whippersnappers and their fancy doohickeys that are crutches for their lack of any real skill. You'll show them what it means to be a real soldier, without anything more advanced than training and the weapon in your hands.

Don't worry, after a couple of battles you'll find out that 360 visors are actually kind of nice, but out of stubbornness you'll still refuse to use them.

40kiddie (+200CP): Infinity is a lot more about the shooty than the choppy. Nuts to that, you say. In combat, you go into a berserker rage that forces you to charge right into melee with your foes. You don't necessarily need to charge at the the moment you see them, and caution is not beyond you, but when it's time to kill you do it up close and personal, common sense be damned.

Backstabber (+300CP): Whether founded or not, people distrust you because you have a reputation for being a backstabbing dick.

Mercenaries will refuse to work for you or take on contracts with you, teammates will leave you behind hoping someone puts a bullet in you, and your faction at large just doesn't like you. Does not apply to companions.

Base Stats (+300CP): You lose access to any outside powers, using only the perks from this jump.

Locked Out (+300CP): You can't seem to open up the Warehouse. You'll have to make due with what you've got right here.

Brought to you by: *Dick*

And ~~HEAD~~ helped.