

DRAGONMECH

by Sivartius



This is a world of Sorcery and Steam. A land experiencing a brief reprieve in the end of the world. A land where the very gods fight for their lives in a war they seem to be loosing. A world in need of heroes.



But where divine magic has been humbled, and arcane magic has been over matched, hope has come to mortals in the form of mortal grit and ingenuity, and long forgotten technology. So grab your steam gun, strap on your tool belt, and buckle yourself into your mech, because this is going to be the ride of a lifetime.

The world of Highpoint, whatever it's many other estimable qualities, has a moon that was a bit too large and a bit too close. However, to the people who live there that's just the way it had always been. They were much too busy living their lives to spend their time gazing up at the moon for long periods. Which is why (almost) no-one noticed when it started gradually get closer and closer.

Until the Lunar Rain started. Eventually the moon got close enough for Highpoint's gravity to start shredding it and bringing parts of down in flaming ruin. This quickly escalated from spectacular nightly meteor showers, through abrasive sandstorms, rocky hail, and into full on bombardment as boulders and even hill sized chunks fell from the sky at night more and more.

It was around this time that the people of Highpoint learned that the moon had always been something more than an object for lycanthropes to howl at and for poets to compare unfavorably to their lovers' eyes. The moon was inhabited. While many lunar creatures were killed, some, whether

from the ability to fly, luck, or sheer toughness, managed to survive. Lunar life is twisted, aberrant, nearly universally evil, and vaguely Lovecraftian, but they are certainly powerful, and often resistant to the weapons and abilities of natives.

The surface dwellers of Highpoint never really had a chance. Survivors were generally driven underground, where the squeeze led to inevitable conflicts with each other and the residents of the Underdark, which rippled deeper and deeper, till it reached even to the Abyssal Depths, a region that had previously been nothing but myth, even to the upper Underdark residents.

Approximately the same time, divine magic became unreliable as the gods of Highpoint came under assault by the Lunar Gods, forcing them to focus nearly all their attention closer to home.

During this time when all seemed lost, a white haired aged dwarf named Parilus came through the Underdark with a few apprentices to the besieged dwarven nation of Deurok, claiming to be the eldest elder of the Gearwrights Guild. Even the most learned of the most ancient of dwarves could only say that the Gearwright's Guild had been mentioned in footnotes in the most ancient books of legends, but Parilus promised a solution, and enough of the dwarven leaders were desperate enough to grant him what resources could be spared.

By this time the Lunar Rain had somewhat abated, but the lunar creatures, and especially the Lunar Dragons were rampant upon the face of Highpoint. Parilus directed the construction of the first mechs, and in them brave dwarven pioneers went forth to do battle with them, and to clear a safer zone around the still held entrances to Deurok. In the meantime, Parilus directed others of his apprentices and supplied labor pool to build the first City Mech; a mech big enough to dwarf (no pun intended,) the great lunar dragons, and tough enough to survive almost anything the lunar rain could throw at it. Then, he disappeared, leaving behind his apprentices to lead a revived surface world Gearwright's Guild to build the tools to guarantee, or at least promote, survival.

Since that time, more city mechs have been built, not all of the dwarven, and the land has seen a new type of polity: the Mechdom; a land ruled by those who build and operate mechs based on their ability to provide shelter from the lunar rain and the many other dangers of the world today.

So now you come in. It has been approximately 100 years since the lunar rain started and things seem to be stabilizing into a new order. The lunar rain doesn't come every night anymore, and most times it does come it is 'merely' a sandblasting of everything in the open. A mortal of ambition and skill can make a powerful place for themselves, and many have. Even tyrannies are often appealing if they provide the security of living till dawn. Be aware however, that the relative stability has led many more than you to have the time to look at the belongings of their neighbor, and covet them.



+1,000 cp

Location:

Choose where you start or roll 1d8 for an extra 50cp. Roll again for the specifics of your location for another 50cp.

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|-----------------------------|---------------------------------|----------------------------|
| 1) The Steinian Confederacy | the Wisp Tribe | Town |
| 1. City Mech Durgan Lok | 3. Gelgarin Highlands | 6. Chemak, the Walled Town |
| 2. City Mech Nedderpick | 4. Ruined City Bessemer | 7. Stilt City |
| 3. City Mech Lokag | 5. Ruined City Lebra | 8. Free Choice |
| 4. City Mech Thuron | 6. Shadow Congress Hideout | 6) No Man's Land |
| 5. City Mech Gorla | 7. The Rentaril Inn | 1. The Roughlands |
| 6. Dwarven City of Deurock | 8. Free Choice | 2. The Boundary Peaks |
| 7. Steinian Patrol | 4) The Legion | 3. The Wet Desert |
| 8. Free Pick | 1. City Mech Rebirth | 4. The Underdark |
| 2) The Irontooth Clans | 2. 'City Mech Haven | 5. Rook, the Lost City |
| 1. Clan Battleaxe | 3. 'Strength' chapter | 6. Large Ork Tribe |
| 2. Clan Hawk | 4. 'Ferocity' chapter | 7. Another Continent |
| 3. North Star Clan | 5. 'Friendship' chapter | 8. Free Choice |
| 4. Clan of the Middle Pass | 6. 'Loyalty' chapter | 7) The Moon |
| 5. Righteous Lancers Clan | 7. Wood-cutting patrol | 1. Lunar 'Forest' |
| 6. Iron Maiden Clan | 8. Free Choice | 2. Lunar Temple |
| 7. Ronin | 5) The Unaligned | 3. Lunar 'Town' |
| 8. Free Choice | 1. Rust Rider Band | 4. Bare Rock |
| 3) The L'arile Nation | 2. Mech Tribe | 5. Falling |
| 1. City Mech Tannanliel | 3. Edge the Last City | 6. Fallen Lunar Ruin |
| 2. Wistholiel village of | 4. Vermil the Worm Farmers Town | 7. Lunar god's plane |
| | 5. Glatek the Tunneled | 8. Free Choice |
| | | 8) Free Choice |

Background:

Stranger in a Strange Land (Drop-In)

This should be pretty familiar by now. You appear without any background or history. Given all the disruption the past century no-one is all that worried about a stranger's background... unless that stranger is somewhere they aren't supposed to be. It's a big world out there, so go and make something of yourself.

Gearwright:

You have mastered the new old technology of steam and metal. Your joy is in building and understanding things. You know how to build and maintain steam technology, although you still have a ways to go before you can truly call yourself a master. Just about every faction needs more Gearwrights than they have. A lone wandering Gearwright that encounters a Mech Tribe (as distinct from a Mechdom,) is nearly guaranteed to get an offer of marriage and adoption into the tribe.

Mech Jockey:

Who wants to build, you want to drive! It was learned pretty early on that the skills necessary to be a good mech pilot are not the same skills required to build good mechs. Over the years a class of individuals has developed, with a unique culture that transcends race, and often even faction. You know how to pilot a mech, although without any perks you can generally do one thing at a time, such as move the mech, aim a weapon, or fire that weapon. In the eyes of the common people a certain degree of glamour attaches to the profession of Mech Jockey, somewhat like that of Airplane Pilot in the late 1800s and early 1900s.

Tradition Keeper:

Many people are forsaking the old ways, in favor of putting their trust in mechs and steam. You know better. It's the old ways that allowed mortals to survive this long, and they are what will allow them to prosper from here on out. You may welcome steam power and mechs as a useful tool or hate them for the way they've stolen the trust of others, but your life is defined by a path that was followed by your predecessors before the lunar rain began. You may be a Barbarian, Bard, Cleric, Druid, Fighter, Paladin, Psion, Ranger, Rogue, Sorcerer, or Wizard. There are still a lot of fellows around, but the eyes of the people now look to the Mech Jockeys and Gearwrights to lead the way forward. Still many others have found a place in this new world. Serving along or aboard one of the mechs. Of note the elves use Magic mechs, so they have many more Wizards and Sorcerers and many fewer Gearwrights. All groups make extensive use of every traditional class, but they have lost their prominence to the steam powered classes.

Faction:

The Steinian Confederacy:

The Steinian Confederacy is the oldest, largest, and strongest mechdom, with more than half of all city mechs in existence being members. The Steinian Confederacy retains links to the Dwarven nation and city of Deurok, but is technically a separate entity. The Confederacy was founded by dwarves, and all major leadership position is taken by dwarves, but members of almost any race can be citizens. Steinian territory is the safest on Highpoint, however the Steinians value The Law above and beyond anything else. The Law is never written down and officially delineated, it is more of a philosophy. They also have a very efficient Secret Police force, with secret trials, and an elite cadre of secret judges who can do almost anything at will, so long as their fellow secret judges don't decide they've betrayed The Law. Individuals or settlements inside areas the Steinian Confederacy has chosen to claim and patrol are usually (depending on the character of the Steinian military commander making the offer,) given a friendly offer to join the Confederacy. If that is rebuffed there may be one or more increasingly unfriendly offers. If these are still rebuffed, and the individual or group remains in the now Steinien territory, the Confederacy may decide the attempt to wipe them out as a parasite and a threat to the

Confederacy and The Law. Still, as the largest, most powerful, most prosperous, and especially the safest place on Highpoint the numbers of people applying is always increasing, and communities on the borders are more likely to send an envoy asking to be included than to encounter an unfriendly patrol.

The Irontooth Clans

When the Steinien Confederacy was being formed, not all dwarves thought it was a good idea. Many thought it was far too rigid to survive. Heavily influenced by a dwarven monk named Bader Irontooth who led a group of dwarven monks to build the first privately owned mech, the Irontooth Clans are not a unified polity but rather an alliance of clans each following their personal interpretation of the pursuit of personal power & self-actualization through the use of mechs. Somewhere between barbarian raiders, Japanese samurai (somehow,) and freewheeling drag racing pilots, they generally make their living through a mix of raiding, protection rackets, and “protection” rackets. The Irontooth clans do not own any city mechs (though one of the clans has one under construction, and every other faction is likely to freak out when they find out,) but produce by far the best mech pilots in the world. While officially forbidden, many other groups' best pilots have a habit of taking a few years off to train with the Irontooth Clans before coming back to for the top elites of their factions. There are currently around 50 clans, and their natures are widely different. While most clans are led by dwarves, a person of any race and gender is welcome provided they can impress the clan and adapt to the clan's way of doing things. Occasionally an individual or mech crew will leave their clan, whether because they were dishonored or for some other reason, and live the life of a ronin. What that means to them is as individual as the the individual or group in that position.

The L'arile Nation:

The elves of the L'arile Nation (and it contains very few non-elves indeed,) are in some ways the most traumatized of a traumatized land. The elves way of life had always revolved around the forest and growing things, and given elven life spans most elves can describe the time before the lunar rain from personal memory. Now their forests are largely blasted, their lands are filled with monstrous aberrations, their cities are open ruins, and their numbers have dwindled. However, as a whole they have come together with a vision and a path to preserve themselves and as much of their culture as possible. When the elves heard of the dwarven mechs, a few wizards decided it was an idea that had value. Working together, replacing coal and steam with magic, they created the plans for giant magical constructs that could do the same for them as the steam mechs had done for the dwarves. Most elven mechs are small, the better to hide, blend in, and run from anything they can't easily defeat, but each one contains the sapling of the great tree that was the center of their community before the lunar rain, and they preserve what they can of their culture and history. However, not all elven mechs are small. The elves only have one city mech, but it is the largest and most powerful of all.

The Legion:

The legion began as the dream of Shar Tezdic, a human man who could fairly be described as a genius, a visionary, a madman, and a racist. Originally a shepherd from the area around the city of Rook, when the notables of that city abandoned it, he led it's defense which killed an adult lunar dragon with nothing but some peasants and miners, some nets and hooks, and improvised hand weapons. He also found that the lunar dragon had killed every member of his family. After Rook was destroyed he wandered for quite a while spending time with most of the nomadic human tribes, trying to gather support for an alliance, until he heard about mechs. Through cunning, perseverance, and the enslavement of some dwarven engineers he managed to get a few mechs built, and even 2 city mechs.

The Legion is humans first, last, and only. If you want a clearer idea of him and the Legion, but don't have the books, think Hitler and Nazi Germany pre-WWII. That said, the Legion and the Confederacy are the only 2 groups with forces dedicated to hunting lunar dragons. The Legion's first city mech Rebirth is a poorly designed kludge that is constantly breaking down, but their second mech Haven is significantly more powerful, and sports a powerful anti-city mech cannon which some in other faction see as a *cassus beli* all by itself. They also operate a number of slave muscle powered Penal Mechs, seeing it as a criminal's duty to make restitution before dying.

Orcs:

Calling this a faction is more than a bit of a stretch. Less organized and less technically developed even than the criminal raiders known as the Rust Raiders, until recently the orcs didn't have any mechs at all. That changed when a captured dwarf traded direction building their own mechs and training of their own gearwrights for his life. Most orc mechs are powered by slave muscle, and they are undoubtedly crude, yet their improvement in such a short period of time is remarkable. While other mortal races hate the lunar rain, the orcs welcomed it. They believe in a Darwinian ethic of culling the weak and the unfit so that the strong may flourish, and they see the lunar rain and the monsters that came with it as the perfect expression of their ideal.

Perks:

General

Feat (50)

You gain a feat. Ignore any prerequisites. Most characters only get 7 over the course of the normal 20 level maximum, not including ones granted by race or class. There are feats out there for nearly everything. This doesn't include Leadership which is available further down. You can pick any feat that is not exclusive to a different setting.

Skills (50)

You gain 10 skill levels to allocate to skills as you wish. This can break the maximum skills per level. Not including feats and ability scores and other effects that can increase the effective skill level, the maximum skill level for a 20th lvl character is 24.

Level Up (50/100/150etc)

Don't want to start as a 1st level character? No problem. Just spend the cp and you can start at whatever level you like. The 1st time this is purchased it costs 50 cp, and each additional purchase increases in price by 50 cp. So to start at 2nd lvl is 50, 3rd is 50+100, 3rd is 50+100+150, etc.

Eye for Treasure (100)

When looking at something, you can naturally tell it's value, and what special circumstances will increase or reduce that value. Know at a glance if that old brass lamp is simply old junk, or a world class treasure.

Leadership (100)

You gain the Leadership feat. You have a number of followers based on your personal power and reputation. Most of these are weak 1st level characters, and aside from one particularly powerful follower called a Cohort, the highest level they can reach is 6th, but they are imported for free in future jumps, and there are a lot of things they can do for you. Without any additional feats the most you can have is 164. Using leadership you can also gain monster followers of the correct effective character level, and if you have the ability to understand the insanity inducing lunar mindset you can even recruit lunar followers. However, unless they are insane cultists, terrestrial followers will not follow you if they know you have lunar followers.

Epic:

You have the Epic Leadership feat. The maximum numbers and strength of your followers increases with your level. The maximum at leadership level level 40 (there is a progression to continue it indefinitely,) is (1) 25th lvl cohort, (1) 9th lvl follower, (2) 8th lvl followers, (4) 7th lvl followers, (7) 6th lvl followers, (13) 5th lvl followers, (25) 4th lvl followers, (50) 3rd lvl followers, (100) 2nd lvl followers, and (1,000) 1st lvl followers.

Unforeseen (200)

Precognitive enemies can be very annoying, able to plan for and neutralize your plans before you even have them. With this you will have a degree of defense. This isn't foolproof, and is modified by your and their relative strength, but it does make it much harder to foresee you and yours, and makes anything that is foreseen much vaguer and more symbolic.

Hidden Nooks (200)

Mechs are not designed based on the principles of logical arrangement or ease of use. They are laid out based on the spaces and arrangements necessary to operate the mech. This means that there is a lot of volume in a mech that is unused or underused, based on inconvenient placement, and often simply forgotten. You have a sixth sense for finding hidden or forgotten spaces, whether that is to use to hide yourself, to smuggle cargo, or to find something that is hiding from you.

Seroficitacit's Changes (200)

Seroficitacit is the lunar god of Change, the most unstable and chaotic of this world's chaotic lunar gods, and he has taken an interest in you. Normally, this would be a majorly bad thing, but in this case his interest is relatively benign. You suffer random, uncontrollable, but temporary mutations in response to situations you face. These changes are small, generally modifying an existing ability, such as slightly increasing your reach, speed, or sight, and are not under your control, and they go away when the next mutation surfaces, but in a close situation a small boost can make all the difference. Almost all terrestrial people will react with fear and hatred (so avoid showing it), and followers of other lunar gods will generally be indifferent, but followers of Seroficitacit will regard you as a chosen apostle.

The Slime goes Splat (200)

Some lunar creatures survived the lunar rain, not by flying, or by hiding in particularly sheltered nooks in larger pieces of debris, but by not having a conventional anatomy to be injured. You are now vastly more resistant to falling, such that you could just barely survive a fall from low orbit to an earth mass planet. You would be grievously injured, of course, but in addition, any injuries that you suffer from a fall you survive will heal over time, and you will not die directly from those injuries, or the blood loss

they caused. Did you smash your skull to a paste? Sleep it off and in a while (depending on the severity of your injuries,) you'll be fine again.

Not Worth my Time (200)

You have an aura about you that causes lunar creatures to not be instantly hostile. They will generally ignore you, and if you have the ability to interact with their insanity inducing mindset you may be able to befriend sentient lunar creatures. Also, monster taming perks or abilities you have now extend to lunar creatures.

Craft Reserve (300)

Crafting is one of the most versatile powers in the Dungeons & Dragons 3.5 system, but the required investment of personal power makes it also the most draining. With this purchase you gave a replenishing pool of xp that can only be used for crafting. The pool has a maximum capacity equal to the minimum xp required for the next level, and refills at the rate of 2.5% per day.

Psychic Static (300)

Like lunar creatures, your mind operates in a different way, and on a different wavelength than terrestrial creatures. Any non-lunar creature who attempts to read your mind will find only madness and horror, and your very presence acts as a low level psychic jammer, making non-lunar psychic powers more difficult to use in your presence.

Crafting Cost Reduction (400)

You are expert on making do with less. Anything you make has the monetary costs cut in half, down to a minimum of the mass of the item being crafted, as this doesn't create material out of no-where. In essence, you are an expert at making use of materials which others think of a worthless junk, as well as commonly available natural materials, and which you can thus get extremely cheaply or for free.

Epic (600)

Most people live and die, and are quickly forgotten, but some work deeds that will be remembered in myth long after the last true detail has been forgotten by the most knowledgeable sage. This does not make you a level 21 character, but you have the potential. Should you continue to survive and to thrive gaining that exalted state will be merely a matter of time and effort, rather than a dream. Epic levels have no limit, and this perk acts as a limit breaker. In addition, it enhances the other perks you have chosen, acting as a capstone booster.

Background:

Drop-in:

Sense the Unnatural: (100 Free Drop-in)

This world has been infested by things who's very presence perverts the natural order. What's more, many of these have ways of hiding themselves from the senses of those who would oppose them. However, you have a sense, always able to tell when they are near. This will start out as a subtle feeling of wrongness, but with time and exposure will become more developed letting you know where, what,

how many, and how strong they are. It also comes with increased resistance to aberrations. In future jumps this would apply to other types of unnatural creatures.

Mech Rider: (200 Discount Drop-in)

What do you do if you have more fighters than can fit in your mechs? Why not have them ride on the outside? It sounds crazy, but the Rust Riders turned it into a viable tactic. Now you have the same ability they boast. You have a frankly impossible sense of balance, able to stand on a lurching fighting mech and fight at the same time. This doesn't have to be a mech on your own side either, the Rust Riders are famous for swarming up a mech and taking it down by boarding actions

The Bigger they Are: (400 Discount Drop-in)

Many would tell you that in order to take down a mech, or another gigantic foe, you need an equally gigantic force of your own. Those people are fools. There are entire groups solely dedicated on taking down much larger foes, and now you know their tricks. Trips, Traps, weak spots, you not only know them, you know exactly how to use them for maximum effect. You are an "Ankle Biter" beyond compare. In fact, you even get a boost in your abilities based on how much bigger or more powerful than you an enemy is.

Planes-walker: (600 Discount Drop-in)

When the lunar rain started, a number of mages looked at the situation, said "nope", and bugged out to other planes. Some even brought whole buildings with them, and could shift them back and forth at will. Now share the abilities that made that possible. You can see the flaws and fractures in the fabric of reality, and can force one of them open long enough to move through. At first you will only be able to move yourself, and only to the closest planes, but with time and effort you will be able to expand both your carrying capacity and the 'distance' you can reach. You will also be able to use this as a weapon, opening a rift to the plane of fire to cause a jet of flame to shoot out at your enemy, or even push them through a rift to strand them on another plane. In future jumps pre-spark you will only be able to reach the D&D planes and whatever planes are present in the setting cosmology, and the world the jump is set in will be considered the Prime Material plane.

Epic:

You get your own demiplane, which can have any of the standard demiplane traits. It starts out as a sphere with a radius of 200 feet plus 10 feet per jump you have already completed, and grows at the rate of 2.5 feet radius per year. In addition, any other cp backed properties you own or gain also gain that same growth rate, (or add it to their own growth rate, if they can already grow.) Once per property per jump you may change it's location without anyone noticing. You can train this ability to eventually gain the ability to move properties more often, but the SEP field won't protect these additional moves.

Gearwright:

Impossible Precision (100 Free Gearwright)

All of a Gearwright's abilities come from phenomenal craftsmanship (admittedly occasionally using magical materials.) They can build steam engines the size of a fist capable of running a weapon, using only hand tools, and that's without getting into any Steam Powers. You now have this same ability. Anything you can build can be shrunk way down. Your hands or tools always move exactly as much as you want them to and no further.

Brotherhood of the Wrench (200 Discount Gearwright)

You know what it means to get your hands dirty, to be one of the ones who make things work. What's more, others who also build, fix, or maintain things know it. You know just how to speak with them, and they know you understand them. You automatically get a degree of reputation with them, and find it much easier to build more. Even members of other factions, provided they fall into the aforementioned brotherhood, will have to admit a grudging respect for you and what you can do. This also provides a boost to your craftsmanship. Also, you find it easier to convince craftspeople to share their knowledge or cooperate with you on a project. Finally, in order to maintain your reputation your ability to make or repair things is improved.

Foreman (400 Discount Gearwright)

A master craftsman can make some wonderful things, but by himself he can only do so much. To truly transform the world, you need to work through others. Fortunately, you have the skills of a world class foreman. When leading people to build or repair something you know exactly what to say and what to do, where the mistakes are likely to be made, where slipping is likely to happen, and where slacking is likely to occur. Projects you lead will be complete not just on time and on budget, but ahead of time, beyond expectation, and under budget, and that's in the worst case. The real benefit is that people you are leading in a project get watered down version of any intelligence or crafting perk you possess.

Non-Magical Magic (600 Discount Gearwright)

Throwing cones of fire and lightning bolts, flying or creating breathable air. Gearwrights can create some seemingly magical effects, without any magic. You have that ability and can take it a step further. You can craft magic items without using magic. In addition, you can train your abilities, even those from outside this jump, in order to lessen and remove some of their requirements and restrictions. Each one will take time to train, you will have to train each spell or effect separately, and will take a cut in effectiveness while operating without restrictions, and in the beginning it will be restricted to removing magic requirements, but from there on it's up to you.

Epic:

You can go beyond removing the in setting restrictions on abilities. From now on you will be able to choose perks you've purchased with a total undiscounted cp value equal to the undiscounted value of this perk, and from that point forward it will be considered part of your body mod. If you choose you can spend additional points to sacrifice in that jump to be able to add that cp to the restriction. None of this covers the cost of buying those perks, which must be done separately. For this free perks are considered to be worth 50 cp.

Mech Jockey

Omni-dexterity (100 Free Mech Jockey)

Piloting a mech in this setting is not something where you sit serenely in place or play footsie or use your hands to make rude gestures. Most people who can drive a mech have to use all 4 limbs just to make the mech walk in the direction they want. Part of this is a reflection of the controls and can be remedied, but part of it is a result of few people being able to do two widely different things at once. For you that is not a problem. Within the limits of physical possibility you can make every limb do something completely different and devote the full normal attention to each one of them at the same

time.

Brotherhood of Pilots (200 Discount Mech Jockey)

Since as long as there have been vehicles there have been people who have devoted themselves to making them move the way they want. You understand them and have a natural “in” with them, since you are a pilot yourself. You have cred with those who make their living or hobby directing vehicles, and even those of opposing factions respect your skill. Allied pilots are more likely to follow your plans, and opponent pilots are more likely to accept a challenge to a duel.

Natural Pilot (400 Discount Mech Jockey)

Some people are simply naturals at different endeavors. You are a natural pilot. You can easily pilot any machine you are familiar with or trained for with skill rivaling some of the greatest, and when you encounter a vehicle you are unfamiliar with you get an intuitive understanding of how to operate it, and learn it's quirks and tricks at an incredible speed. What's more, you are almost as good of a piloting teacher as you are a pilot.

Mech Dancer (600 Discount Mech Jockey)

Among the Irontooth Clans they have a discipline called Mech Fu, and an activity of Mech Dancing. The strike with their mech as if both it and it's opponent were natural being, dodge the strikes of their enemies, bob and weave their way through combat, and can actually make something as large, clumsy, and fundamentally awkward as a mech dance. Now, their skill is yours, and more. Anything that would be possible for an ordinary person, you can do with a mech. You can make a mech walk, run, tiptoe, or hop on one foot. You can make your mech climb, crawl, or do a handstand. You can pick your footing to walk safely even through the Roughlands, and can apply your martial arts techniques to your mech fighting.

Epic:

Anything you can do with your body, you can now do with any vehicle you pilot. This includes perks. All abilities are scaled up to the size of your mech. In order to take advantage of this perk you must be the one to operate the relevant controls, so if you want to take advantage of an amazing aiming perk, you would have to be the one to aim and fire the weapon. If you want to use your ability to teleport at will on your mech and everything in it you would have to be at the movement controls. Just sitting on the Emperor's throne on the second Death Star and giving the orders isn't enough. Also, it specifically applies to perks that let you DO things, so if you have a perk that lets you dodge bullets or lift 1000x your own weight those are good, but something that says your skin is now made of adamantium is not, unless it gives you the ability to change it back and forth.

Tradition Keeper

Unshakable (100 Free Tradition Keeper)

These are unsettling times. Times that make a person question everything they have ever known or believed. Aberrations the size of towers wander the landscape, and the god's are often unresponsive. Many have been driven to madness, suicide, or despair. Others have abandoned nearly everything about themselves in order to follow new and untried paths, hoping to find meaning and purpose. You are beyond that. Your confidence in yourself and the paths you have chosen is unassailable. You are just as capable of reconsidering if you choose to, but no one and no thing can force changes of mind or will

upon you.

Unrestricted Access (200 Discount Tradition Keeper)

You know what sucks? Devoting and developing yourself to gain access to powers beyond mortal ken, only to have them become unreliable or worse, unavailable due to circumstances beyond your control. Fortunately for you, your powers come from Jump-chan, and she is beyond even divine limitations. So long as you maintain your connection to Jump-chan, outside effects cannot interfere with your powers. You can cast normally inside dead, limited, or wild magic zones, and your powers are not limited by the attentions of unreliable deities.

True Inheritor (400 Discount Tradition Keeper)

Are you the long lost heir to one of the fallen kingdoms of Highpoint? You have an air that tells people around you that you are something special. If there is some prize, or treasure, or technique that could have more than one rightful inheritors you are guaranteed to be one of them. What's more, if you learn some technique, the limitations on your mastery are the maximum potential of the technique itself and the amount of effort you are willing to put in to it. You will never have to worry about not having whatever it takes to demonstrate the technique's full power.

Paragon Potential (600 Discount Tradition Keeper)

There is the best that a person could be, and then there's you. If everyone's abilities were on a scale of 1 to 20, you would be a 22. Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Beauty, Speed, anything that could be considered part of your basic nature or abilities is just beyond the highest natural base of any member of your race. This includes any racial special abilities.

Epic:

You can combine the abilities of all of your alt-forms into each other. You get to choose which abilities are carried over, and in what way. If you had previously been a dragon, and didn't want your current human form to have scales and wings, it could still have a dragon's innate strength, resilience, breath, magic resistance, and lifespan.

Faction:

Steinian Confederacy:

Law and Order (100 Free Steinian)

If there is one thing the Steinians revere, it is The Law. You have become it's natural paragon. You have an innate understanding of laws, rules, and traditions, knowing how they are applied, and how to make them work for you. This won't help you if you're actually breaking the law, but if there is a loophole that can be stretched to fit you will know it, before you take action. Followers and subordinates have a greater respect for you and your ideals, and will be more likely to follow them, even when they feel they could get away with something else.

Dedicated Labor (200 Discount Steinian)

One of the primary advantages the Steinians have over the other mechsdoms is the their large pool of

experienced and organized workers. No one person builds any but the smallest mechs, and even smaller mundane goods are not much use unless they can be produced in numbers enough to make a difference. You are excellent at organizing people to accomplish a goal, and naturally see the most efficient (though best is much more subjective,) way of accomplishing your goals. Your subordinates and followers are more productive when building or repairing things, making almost half again as much progress in the same amount of time as might be expected.

Vault Ties: (400 Discount Steinian)

Parilus claimed to come from an underground repository of all steam and mechanical lore called The Vault. To this day, the apprentices he brought with him lead the Gearwright's guild on the surface world. While they are less known for innovation than other factions, the Steinians have access to far more refined designs than anything the others can boast. You share the friendly relations the Steinians have with The Vault, and this extends to repositories of knowledge in other jumps. In addition, your followers and subordinates are more technically savvy than they otherwise might be.

Irontooth Clans

Strive for Self-Betterment: (100 Free Irontooth)

The Irontooth Clans are all about becoming the best that each person individually can. You, your followers, and subordinates find this easier, as each improvement comes more easily, and leads naturally into the next one. This also means that if you have or gain a follower or group that cannot be improved it now can. You just have to do it the hard way, without any cp to hurry things along.

Monastic: (200 Discount Irontooth)

The Irontooth Clans are heavily influenced by the monastic order that birthed the first one. Apparently some of that monastic thought has rubbed off on you and those under you. You have a great deal of discipline and self-control, able to sacrifice desires, pleasures, and convenience in the short term for a greater long term payoff. Your followers and subordinates need less resources, as less is 'wasted'.

Ingenius: (400 Discount Irontooth)

Where the Steinians are the mass producers of Highpoint, the Irontooth clans are known to be the greatest innovators, always seeking new and ingenious ways of solving potential problems. You have the same qualities, finding it easier to see connections, even between seemingly unrelated items. Your followers and subordinates are likewise more creative, sometimes finding answers that even you never thought of.

L'arile Nation

The Forest Endures (100 Free L'arile)

Whether it be fire, or drought, or storm, once the disaster is passed the forest naturally recovers, and returns to it's natural state. In the same way, your works and ways leave seeds. Even if they are broken or destroyed, the embers of the idea will smolder until the time is right and new people can rebuild it.

Hit and Run (200 Discount L'arile)

The elves of modern Highpoint do not generally engage in pitched battles. Their numbers are few, their people scattered, and any battle will cause additional damage to what remains of their beloved forests. In battle, the elf's motto is "Meet Hard with Soft and Soft with Hard." You have thoroughly imbibed this philosophy becoming a master at Guerrilla warfare, and those under you have followed your lead. You also have become adept at hiding mechs, which by rights should be next to impossible.

Magical Engineering (400 Discount L'arile)

Where the Dwarves and Humans and Orcs rely on Steam and Clockwork and Manpower, the elves turned back to their standby of magic, and have made it fill the role and in many ways excell. You two know how to make magic and technology work together, and can design magic to take the place of technology. Your followers are similarly skilled, and if you or a companion will provide the training they could learn to make different systems work together.

The Legion

Boundless Drive (100 Free Legion)

The entirety of the Legion is the product of the vision and effort of one man. Humanity can't beat the technology of the dwarves, the magic of the elves, or the ferocity of the orcs, but they do posses a drive that sends them (as a species) *through* any obstacles they can't find their way over, under or around. You never need to worry about complacency or being intimidated by the scope of a problem, and those you lead will always seek to improve themselves and the organization as a whole.

Many Becoming 1 (200 Discount Legion)

The Legion is made up of the people of many different nomadic tribes, with their own customs histories, and feuds. Still, whatever tensions exist under the surface, the Legion stands together as one of the strongest forces on Highpoint. In a like way, your followers and subordinates work together, no matter how much they might hate each other in other circumstances. Even people in a blood feud will know not to allow it to affect the groups work.

Work in Progress (400 Discount Legion)

The Legion, like it's first city mech, is still unfinished. While each functions, more or less, both are a long way from where they intend one day to be. For you and those you lead, nothing is ever complete. There is always more improvement to be made.



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Orcs

Battle Armor Training (100 Free Orc)

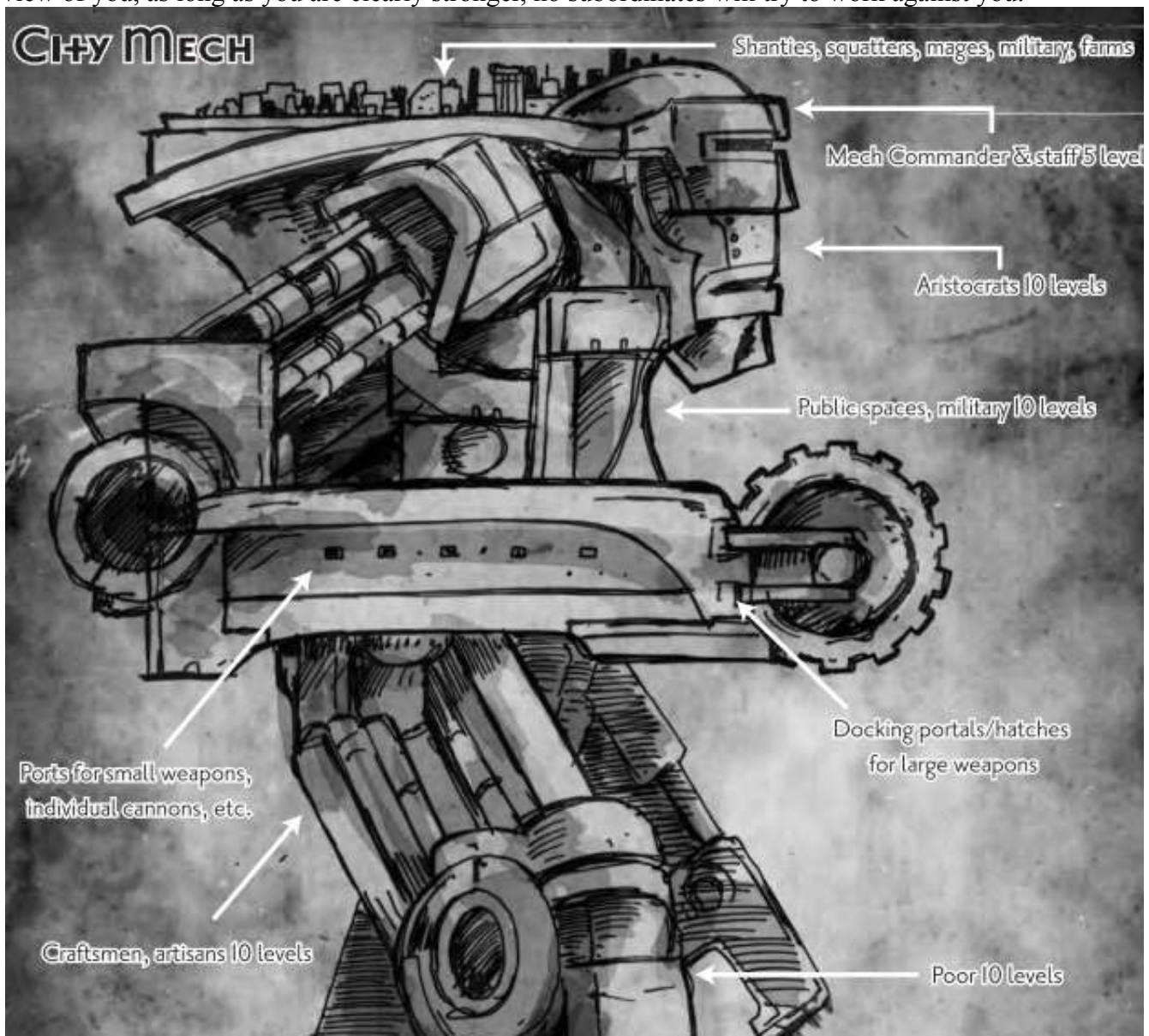
Even more than the Irontooth Clans, the Orcs believe that the purpose of mechs is to augment the personal power of the strong. They have put the most effort relative to their rather small tech base into turning steam power into the creation of power armor. You know how to use all the powered armors of the setting, how to move in them, and how to get them to do what you want. Feel free to laugh in delight as your foes bones are ground into powder beneath your feet.

Slave Driver (200 Discount Orcs)

For the Orcs, slavery has been a way of life and a tenant of religion for longer than their oral tradition stretches. To this day, most orc mechs are powered not by an engine, but by the sweat of slaves. You have the talents of a master slave driver, able to use threats and pain to push someone beyond what they believe possible, without impairing their future usefulness or resale value.

Rule of the Strong (400 Discount Orcs)

An orc rules only so long as he can convince the other orcs that he is the strongest and could kill them easily. Now you also share the benefits of such straightforward loyalty. No matter what their personal view of you, as long as you are clearly stronger, no subordinates will try to work against you.



Gear

Please note that all item purchases can be an import option at no additional cost.

General

Mech Salvage (Varies)

A pile of mech junk. For every point that you spend here, you get 2 to spend in the mech builder section, but not on size increases, unless you buy an entire mech this way. Unfortunately, these points are not immediately available immediately. Instead you get a giant pile of scrapped or destroyed mech hulks, and all those purchases are somewhere inside, waiting to be found, excavated, repaired, and installed in your own mech(s).

Magic Item (Varies)

Any non-weapon or armor magic item that is given a price in a 3.5 book (or one for whatever edition you're using, see drawbacks,) that isn't specifically from another setting. The price is 50 CP per 10,000 gold, rounded up to the nearest 10,000 gold.

Worm Mush (25)

You get a refilling 5 gallon bucket of worm mush. Worm Farmers live by herding giant worms, which instead of eating plants, eat elemental earth, leaving all the organic matter behind in a mush that is extremely nutritious, despite tasting about as bad as one would think. It is also an amazing, but strictly non-magical fertilizer, especially for fungi.

Everfull Mug (25)

A large silver stein engraved with a picture of a wizard with a wand in one hand and a wand in the other, and with a small gem set in the handle. Pressing the button fills the stein. It starts able to produce a cheap and rather thin beer. Mundane drinks can be added by allowing it to absorb a full gallon of it, after which a tiny gem appears near the base with the name of the drink, and it can be selected by pressing that gem.

Whisp Cloak (50)

The Whisps are a human nomad tribe, known for their ability to travel without leaving a trace, and being able to appear, seemingly from nowhere. One part of the source of this well deserved reputation is these 'cloaks'. This is, essentially, an extremely well made, hand crafted ghille suit. In any natural, semi-natural, or originally natural terrain, this allows you to blend in like the very best scout or sniper. This one naturally adapts to different areas, obviating the need for you to re-trim it for each specific location.

Magic Weapon/Armor (50/+1)

A weapon crafted by magic. The d20 system has a huge listing of potential enhancements. Each magic weapon has a base enhancement running from +1 to +5. Then there are special effects, each of which has a +_ equivalent. The max bonus is +10 equivalent, unless you also purchase the Epic perk, in which case it is uncapped. You can apply any ability that has is not exclusive to a different setting. Every magic weapon must have at least a +1 enhancement before any special effects can be added.

Buzz-Axe/Chattersword (100)

Want a steam powered chainsword? How about a chain-axe? For unmatched gory steampunk mayhem. Since you're buying it here, you don't need to worry about fueling it with coal and water, or replacing or sharpening the teeth.

Steam Gun (100)

Gunpowder hasn't been discovered yet on Highpoint, but guns are alive and well. Instead of bullets being driven by burning powder, the artisans of Highpoint have constructed projectile weapons powered by expanding steam. On the plus side, this device needs nothing beyond water, lead projectiles, and something to burn, and buying it here obviates the need even for those. On the down side, the need to build up pressure means that every shot within 6 seconds beyond the first suffer from reduced power and range.

Flame-breather/Steam-breather (100)

A steam powered flamethrower to light a bonfire in the darkness. If you want, you can replace it with a Steam-breather, shooting a cone of super-heated steam, in case you wanted to loot their gear, rather than looking at charred remnants.

Mensight (100)

For the price of a measly 100cp, you get a small chest which will produce 1 lb of Mensight per week. Mensight is a special material that fell from the moon, which is actually welcome to the people of Highpoint. In fact, it is so welcome that to magic crafters of Highpoint it is worth twice it's weight in gold. That's because adding it to the materials when brewing a potion or crafting a magic item made at least in large part from metal, in the amount of 10% by weight of the amount of metal, or the weight of the potion liquid, it reduces material and personal energy costs to create it by 25%.

Lunar Bait (100)

So I hear you want to go hunting lunar creatures. If that's your thing, then good for you. Go be the Mighty Hunter to your heart's content. However, it would really suck if the lunar creatures weren't in the mood to come out and 'play' when you come looking for them. Well here's your answer. When it's heated above the boiling point of water, this strange, fist sized purple crystal draws ravening lunar creatures to it's location, looking to eat anything there. This essentially gives a trigger-able version of the Oh So Tasty drawback.

Iron Shambler (100)

In a world of mechs, mech battles, and even a nascent mechanical god, perhaps it shouldn't be surprising to find mechanical zombies. This clumsy humanoid shaped and sized collection of ruined mechanical junk is as strong as the strongest 1st lvl human, and follows



your orders without hesitation or thought.

Barrel of Holy Water (100)

How holy are you? This gives you a refilling 300 gallon barrel of holy water. D&D holy water is primarily a weapon to use against undead and evil outsiders (demons, devils, daemons, etc), but perhaps you can come up with additional uses. It refills at the rate of 1 gallon per hour.

Alchemist's Box (150)

This 2 foot by 2 foot by 3 foot case with six 1 foot cube cubbies on top and a 1 foot by 2 foot by 3 foot drawer on the bottom. Each cubby may be opened once per 24 hour period to pull out any D&D non-magical alchemical item which could fit inside. The bottom drawer contains a full set of general equipment for alchemy.

Poisoner's Box (150)

The darker cousin of the Alchemist's Box, I would recommend you not advertising that you posses this. This is a simple 1 foot cube, with six small hatches. Each one can be opened once in a 24 hour period to pull out a single dose of a non-magical D&D poison.

Turtle Mail (200)

How do you get things delivered in an only semi-post apocalyptic world beset by monsters, and now meteor showers and unnatural creatures from the dark side of the moon? If you've got enough money, you could send it as part of some mech caravan and hope the caravan doesn't attract something even bigger, but for letter and small packages? It's better to trust it to Turtle Mail (which isn't the actual name, but it's been so common that it's the only name many people know it by.) The Tortogs are a race of people who look like humanoid tortoises, and they've carved out a niche carrying packages long distances at night, when most creatures, even lunar creatures are hiding from the lunar rain and/or sleeping, and their tough hide and shells grant them protection against the sandblasting of the most common level of lunar rain. They aren't particularly fast, but they are very reliable, and in a time like this reliability is rarer than gold. No, you don't get the Turtle Mail. This is a 200 cp item. You get a mailbox. By default it's placed just inside the entrance of your Warehouse, but you can place it wherever you want. The inside is 6"x6"x12". If you put a (wrapped) item inside that is light enough to be carried by a single fit individual, with an address or at least basic directions on it, it will be delivered. The delivery isn't particularly fast. On an earth sized planet the time it takes is equivalent to a fast walking pace, and it scales with the size of the setting. In a setting with multiple planets the time would be equivalent to the slowest FTL drive available (though in those cases it will always still be FTL, and wouldn't just disappear to turn up a thousand years later, even if it has to cross the galaxy). The benefit is that it will ALWAYS arrive. With the dedication to follow the old "Neither rain, nor snow, nor gloom of night" line in a world where it rains burning rocks, it WILL get there. Anything you send this way is impossible to intercept in any way, and it completely ignores anything that would prevent it from reaching it's destination.

Potioner's Box (200)

Potions. Everybody loves them. This box looks nearly identical to the Alchemist's box except for the mithril reinforcement. Each cubby can be opened once per 24 hours to withdraw a 1st through 4th level D&D potion. The equipment from the bottom drawer, combined with an alchemy kit (or the equipment from the Alchemist's Box,) allows a crafter to make any potion they have the knowledge and power to

craft.

Holy Symbol of Dotrak (200)

A small wrench made from hundreds of toothed gears, this device represents the will of the nascent god Dotrak, and for those who honor the spirit of mechanisms and engineering it is a powerful tool. First, it allows you to speak to the spirit of any sufficiently complex machine. Secondly, when used as part of an attempt to maintain or repair a machine the work goes somewhat easier as the pieces of the machine almost seem to work with you to get back into position. Finally, a sufficiently devout engineer is able to use it to rebuke or command machines as an evil cleric of equivalent experience can rebuke or command undead.

Belt of Vials (200)

Potions of all sorts are all well and good, the question becomes how to carry them. This belt contains 12 small pouches, just the right size to hold a vial or potion bottle. Each one can hold an unlimited number of a single potion or other substance held it approximately the same sized vials. It starts empty, of course. To change the type that can be held in a specific pouch all you need to do is remove all the ones currently in that pouch and then you can start putting different ones in.

Gear-wright Maintenance (200)

Do you think it's a pain to bother changing the oil, replacing worn gears and seals, and in general do all the behind-the-scenes grunge work that goes into making sure a device or vehicle is running at it's best? Now you don't need to worry about it. Everything you own is maintained in perfect condition, so long as you leave it alone long enough that it could possibly take place, even if you're stranded alone in an undiscovered desert planet in the back end of nowhere. This doesn't prevent you from doing the work yourself, or having someone else do it, perhaps as a parent-child bonding exercise or punishment chore.

Spirit Transfer Biers (300)

Resurrection is a standard part of the DnD system, and in the DnD system it is a clear monopoly of the divine spell-casting classes. But in Highpoint, a group of wizards have come up with a spell to bring a person back to life, but not in a body of flesh. Instead, he is brought back in the body of a specially built construct. This item does the same thing. Place a dead body on the tablet and run the wires to the construct, then throw the big lever, and provided 1) the person was killed within the last 7 24 hour days, 2) The person's soul still exists and is free, 3) the soul is willing, and 4) the target construct is compatible, it will rise under the control of the deceased's spirit. It is possible to transfer the soul into control of a mech by building the construct into the mech. This bier also works with appropriate robot bodies, so those of you looking for an android waifu.... I was never here.

Lyre of Building (300)

An often overlooked magic item, the Lyre of Building's usefulness is limited only by the user's creativity. The Lyre of Building is a stringed musical instrument, and for the case of this purchase you can choose whatever stringed instrument you want, though I'd suggest something portable. You may also import any stringed instrument to gain it's powers. The Lyre of Building has 2 magic powers. First of all, once per day, the player may play a specific chord, which makes all inanimate constructions within 300 feet completely immune to attacks and effects for 30 minutes. Secondly, once per week the Lyre can be played to effect magical construction work. Each 30 minutes of playing is equal to the labor of 100 humans working for 3 days. Every hour after the 1st, the player

must make a performance, with a difficulty class of 18. Whenever the playing is stopped, whether by choosing to stop, or by failing the performance, the construction stops, and the lyre cannot produce this effect until 168 hours have passed.

Lunar Cult (400)

You are the leader of a larger lunar cult, with an inner circle of approximately 20 members. Lunar cults resemble a Jim Jones doomsday cult, and a cult from HP Lovecraft, performing dark rituals of human sacrifice to eldritch beings in madness. That being said, most of the members have iron-clad identities as upstanding members of society, they are fanatically devoted and willing to do ANYTHING to further the cults goals, and they have become exceptionally good at moving and acting unnoticed. Every society on Highpoint (except a mad dwarf sub-race in the Underdark,) mandate an automatic death penalty for knowing lunar cult members.

Background

Drop-In

Faded Maps (100 Free Drop-In)

Somewhere along your travels, you came across a battered oilskin pouch containing a series of maps of a land that looks very different from the current Highpoint. In fact, these maps show the surface of Highpoint prior to the beginning of the lunar rain, depicting towns, cities, castles, mines, groves, and secluded locations. While the ruins left today are not guaranteed to be uninhabited or safe, if you're in the mood for some lost treasure hunting this would be an excellent place to start. The maps will update for future jumps.



Lunar Rain Detector (200 Discount Drop-in)

If you're going to be traveling, and you could be out in the open at night, you need to know what to expect of the lunar rain. This slate offers a 10 day forecast of the lunar rain, as well as other weather or natural disasters. It isn't foolproof, but offers a 95% accuracy for the 1st day, 90% for the 2nd day, 85% for the 3rd, 80% for the 4th, 75% for the 5th, 70% for the 6th, 65% on the 7th, 60% on the 8th, 55% for the 9th, and 50% for the 10th. If you have an ability that would allow you to predict these things, you can use this slate with your ability to halve the ability's chance of being wrong.

Greenhouse (400 Discount Drop-in)

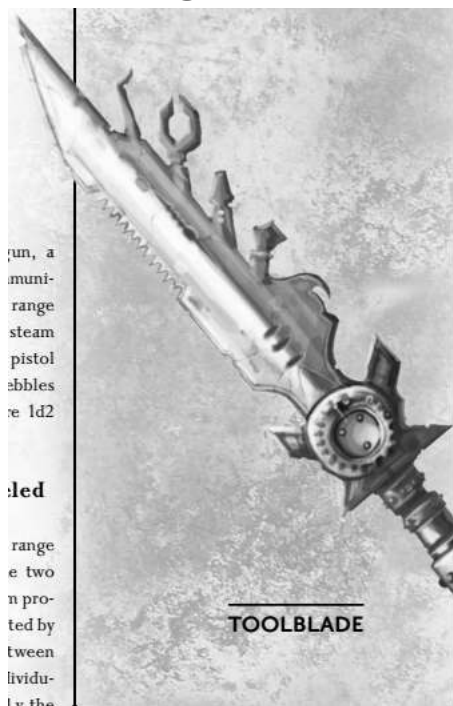
The lunar rain has really done a number on the ecosystem of Highpoint. That doesn't mean that it couldn't theoretically recover. Someday. However, till then the place is really a mess. Many species are

at best severely endangered, and some of the rarer breeds may have been lost forever. This purchase grants you a greenhouse the size of your warehouse, attached to your warehouse. If that wasn't enough, it also contains a seed of every D&D plant, (but not plant creature,) that is not specific to a different setting.

Steamborg Parts (600 Discount Drop-in)

Who has ever wanted to be a steampunk cyborg? You, that's who. With this purchase you get 1000 points to spend in the Steamborg section.

Gearwright



used to grab a target
hydraulic engines.

weapons among a
due to their usefulness
Steam rippers are
forearm of the pe
and reach a full
wielder's hand.

A steam ripper
rip (slashing damage
damage) during a
the steam ripper
using the same r
Using the steam r
a full-round action
target is halved
damage. If use
grapple attack, the
bonus to the

steam ripper
requires
20, +
the

Masterwork Toolblade (100 Free Gearwright)

No craftsman wants to be far
from his tools, however in a
land as dangerous as

Highpoint few people are

happy going without a

weapon. Fortunately,

someone had an answer. A

toolblade is a weapon,

generally a sword or an ax,

that has all kinds of tools

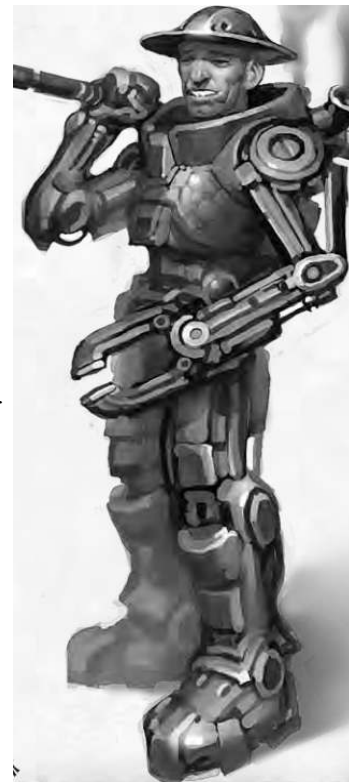
built into it. So here you go;

a weapon/toolkit for all your mechanical needs. Since

you're buying it with cp, this will include any handheld

unpowered tool for any mechanical work you might

want to do.



Mech Schematics (200 Discount Gearwright)

The mech building section is coming up, but for those do-it-yourselfers out there, here is a full set of plans for any muscle powered, steam, clockwork, or magic (but not undead) mech that has ever been published for the Dragonmech setting. Provided you have the skills, you can use these to build any of these mechs for yourself or your friends. They also provide a good starting point if you decide to design a mech in setting. Please be careful of these, since some, like the drow spider mech or the aboleth walking fish tank, are either heavily classified or unknown outside their users.

Construction Yard (400 Discount Gearwright)

If you are going to build a mech, it'd be handy to have a place to build it. Here is a construction yard set up to build things that are no more than 2,000 feet in any one direction. It is one big bay, so to start you can only build one thing at a time. In each future jump you gain an equal volume to add to it, which can be split up however you want.

Steam Powers (600 Discount Gearwright)

How does a Gearwright manage to throw fireballs, or breath underwater, or any other seemingly supernatural thing, when they don't have any magic? Steam powers are the answer. The result of incredible craftsmanship and sometimes some magical materials, these devices accomplish remarkable effects. Take 1,000 points to spend in the Steam Powers section.

Mech Jockey

Pilot Armor (100 Free Mech Jockey)

Highpoint is a dangerous place, as I believe I've mentioned previously. Many people wear armor to protect them. However, piloting a mech is not exactly a comfortable job at the best of times, and wearing any medium, or especially heavy armor is pure torture. Even those with the willpower to endure it find themselves quickly exhausted. Still, a dead pilot pretty thoroughly disables a mech, so obviously a solution was needed. Armor-smiths of Highpoint created a type of armor specifically designed to be easy and comfortable to sit and move in, even for extended periods. This outfit goes a step further than that, providing a set of armor that provides a reasonable degree of protection, and is no more restrictive than a leotard.

Skeleton Key (200 Discount Mech Jockey)

Isn't it such a shame when other people lock their vehicles? It's so rude. Almost as if they didn't want you take it for a ride. Well worry no more. This key will open and start any vehicle. It doesn't give any skill operating the vehicle, but you can at least get it started.

Refueling Station (400 Discount Mech Jockey)

Fill-er up! This small station run by non-companion NPCs always seems to have the required fuels, no matter what vehicle pulls up. From coal and water to antimatter to unobtainium, this place can safely refuel your vehicles, provided the vehicles can safely be refueled. If you decide to make it available to others it will also produce a small but steady profit.

Mech Upgrade (600 Discount Mech Jockey)

What kind of Mech Jockey could you be without a mech. Take 1,000 points to spend on the Mech section. Whether you are a steam knight or a speed freak, go and make a name for yourself.

Tradition Keeper

Soul Box (100 Free Tradition Keeper)

With the planes so messed up and resurrection magic so unreliable, the mages and clerics of Highpoint have come up with a solution. This is a small pendant set with a large diamond (large in the sense of normal jewelry.) It has a curious effect that if the person wearing it is killed, and their soul is genuinely willing, that soul will be pulled into the pendent instead of moving on to the afterlife. There the soul can stay for up to 20 days before passing on. It is not compelled to stay and can leave at any time. Now

be aware, this doesn't work if the person's soul is somehow lost, captured, or destroyed. This one is Jumper Grade, so it can hold a jumper's over-sized soul, and as long as your soul is in the pendant or is resurrected before the end of the jump it doesn't count as a failure. What? It's not good enough? This is a really high class item! ... Quit it with the puppy-dog eyes! ... Sigh. Fine. The limit is now extended to 40 days, and you can now *somehow* see and hear around the pendant, and can exert 25 pound telekinesis within 30 feet. If you still don't like it go buy something else. Stupid stacking charisma perks.

Ancient Spellbook (200 Discount Tradition Keeper)

Perhaps it's the last legacy of your master. Perhaps you simply found it in a ruined tower. Whatever the case, this large and heavy tome contains every spell that has ever been published for the version of D&D that your are using, only excluding those that are specific to a different setting. Yes that includes any published epic spells. It also contains an endless supply of additional pages to write more spells onto. I can't stress enough the absolute necessity of not letting people know the extent of this treasure. Countless mages through the ages have plotted bloody murder just for the chance of acquiring one or two spells they don't already know, and entire invasions and crusades have been driven by desire for less than 1 percent of what you hold in your hands.

Underground Marketplace (400 Discount Tradition Keeper)

A wretched hive of scum and villainy, this is an underground marketplace both literally and figuratively, being located in a series of GianWorm tunnels. Anything that would be restricted or unavailable in regular markets can be found here. You can even find (non cp) items from previous jumps for sale (at vastly inflated prices, I'm afraid.) Finally, once you become sufficiently familiar with the marketplace you will learn of a merchant known only as "The Hooded Traveler", who will sell cp items from previous jumps at half again their original cp cost, with no discounts or bargaining allowed, although they will buy previous cp items for half the original undiscounted cost.

Artifact (600 Discount Tradition Keeper)

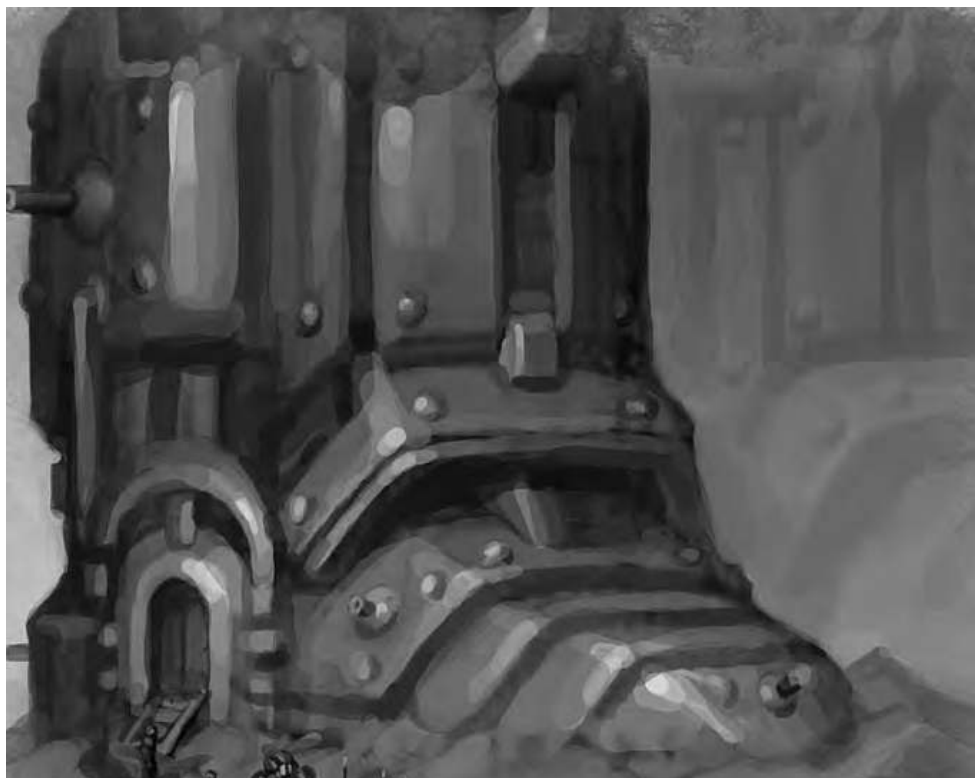
A treasure of truly legendary proportions. You may take any artifact that is not specific to a different setting. Just remember, power always comes with a price, and many times an artifact will use you as much as you use it.

Faction

Steinian Confederacy

Officer's Blade (100 Free Steinian)

The Steinians have a practice of their officers buying special masterwork rapiers to use as their primary melee weapon.



Now you have one as well. Beyond being an excellently crafted perfectly balanced rapier customized exactly for you, every one is unique, and so they serve as an identifier of sorts. You now have one. In addition, because of it's ceremonial role, and because to many used to longswords and greataxes they look more like a toy than a tool of mayhem, you can be sure, that even when you enter a secure area and are required to disarm, no-one who isn't looking to humiliate you will demand you leave it behind.

Citizenship Token (200 Discount Steinian)

Nearly anyone who wants to can become a member of the Steinian Confederacy, but living on a city mech is a different matter altogether. Even the largest city mech has strictly limited space, and most of the limited space is taken up by the crew. However you came to posses it, you have a legitimate token listing you as part of the less essential complement of one of your faction's city mechs, along with a long term lease of a (very small) apartment on said mech. In future settings this will update to a restricted area that contains at least a few civilians.

Vault Pass (400 Discount Steinian)

The Vault is the greatest repository of mechanical knowledge in all of Highpoint, going back all the way to a mythical 1st age of walkers when steam power ruled the world. Even the greatest mechs of the surface are nothing but apprentices works to those of the vault (aside from magic mechs, which were unknown, and are now very controversial.) The Vault is located somewhere just above the Stygian Depths, the deepest levels of the Underdark. Few if any surface dwellers have ever found it an been allowed entrance, and fewer still have been allowed to leave, so that before recent events it was nothing but a legend even to the dwarves. Anyway, this small gear, cast from adamantium, and engraved in ancient dwarven runes, serves as a pass, allowing the owner and his or her companions to enter the Vault and research, and even to be allowed to leave afterward (depending on their behavior, of course). Finding the vault is on you, though. In each future jump it will apply to one restricted location of forgotten or hidden knowledge.

Irontooth Clans

Monk Weapon (100 Free Irontooth)

The Irontooth Clans were founded by monks, and they have taken to experimenting with monkish weapons to gain an edge. You gain access to a monk weapon. If you aren't sure what that is, go for an eastern martial arts weapon. Aside from the general bonuses of having a cp backed item, this has 3 major benefits. First of all, you will see a moderate increase to your speed and fighting ability when wielding it. Secondly, it can change size, from being perfectly sized to fit you, to being perfectly sized to fit any power armor or mech you pilot. Finally, the weapon you choose is considered part of your body for the sake of perks and powers.

Sensei Mech (200 Discount Irontooth)

An important part of Irontooth culture is their mixing of ascetic self improvement, vehicle enthusiasm, and ancestor worship, and the Sensei Mech combines all 3. While called a mech, a Sensei is more a set of power armor. While impressively flexible and maneuverable for a mech, it also isn't primarily designed for combat, sporting blunted weapons. What it is designed for is training the next greats of the clans. Each Sensei is possessed by the spirit of a fallen genius of the Irontooth Clans who was also a

great teacher, able to both teach and show the user who they select. Aside from doubling the wielder's strength and providing a great deal of protection while still being nearly as maneuverable as an unsuited person, it serves as a training booster; doubling the affect of training of physical skills powers and abilities while the Sensei is being worn, as well as providing a wise and experienced adviser.

Spinning Rims (400 Discount Irontooth)

If there's anything the Irontooth clansmen and women love, it's customizing their mech. Take 600 points to spend on your mech.

L'arile Nation

Staff (100 Free L'arile)

The elves of the L'arile Nation are the most magically skilled and also the most magically dependent group on the face of Highpoint today. Even their mechs are magically powered, and rely on magic for much of their offensive ability. This gets you a copy of a published, non-epic non-artifact staff, which can also be used as a +1 bo staff, and can resize to fit you or your mech. Each staff starts with 50 charges, and regains 1 charge each day. Unlike other charged magic items, the spells cast from a staff are at base strength or at your own magical strength whichever is stronger.

Forest Valley (200 Discount L'arile)

For an elf of the L'arile Nation, the forest is something deeply connected to the heart and soul of their people and their culture. This purchase grant's you 1 square mile of forest, which is immune to the lunar rain and to accidental destruction by the creatures of the moon. In future jumps this land will be restored if it is destroyed or changed so that it is no longer a forest, and can either be placed in the new jump's world or become a warehouse attachment.

Magicraft (400 Discount L'arile)

The mechs of the L'arile Nation are not machines, but rather titanic magical constructs. Purchasing this allows you to upgrade your mech to a magically powered one for free, and gain 400 points to spend on magical upgrades to your mech.

The Legion

Tribal Drum (100 Free Legion)

These drums are a treasured relic of your tribe. As long as they are played the player and their allies who can hear the beat can double their overland travel speed. Space seems to slightly compress and their endurance is boosted to help them travel further. Alternatively, they can be played to send a message to anyone on the same planet where the air can reach them.

Grazing Land (200 Discount Legion)

This 1 square mile plot of land has somehow escaped the ravages of the lunar rain. It is generally open

prairie with perhaps a few hills. If it is destroyed or changed such that it no longer is open grassland, it will renew itself at the beginning of each jump. In future jumps it can be a warehouse attachment, or can be imported into the world.

Tribal Totem (400 Discount Legion)

The tribes of the Legion have not completely forsaken their old ways, whatever Shar Thizik would like. This small totem represents the spirit patron of your tribe. While much reduced from before the fall, it is very grateful to still have followers, where many other spirits have been lost. It will gladly aid you, though it's powers are limited by how few followers it has currently. Choose an animal. The spirit has powers related to it's animal, as well as hunting, herding, breeding and nomadic life. At the moment, it can only produce effects equivalent to a 3rd level spell, and that only one at a time and with a cool-down, but if you can gather it more followers who knows how strong it could get.

Orcs

Slaves (100 Free Orc)

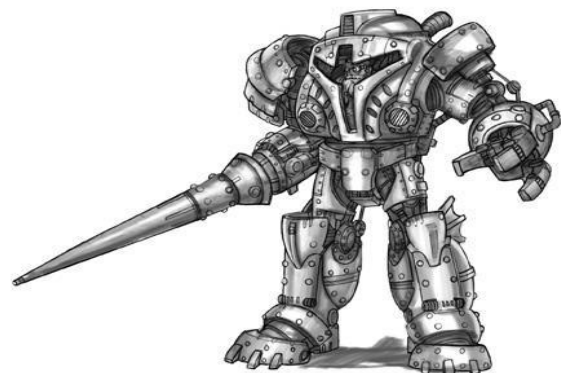
For the Orcs, the keeping and using of slaves is a way of life, a religious observance, a fun amusement, and the source of most of their industry. This purchase grants you 10 slaves who are healthy and capable of a large amount of work (comparable to 1st level NPC commoners or experts,) who are too mentally and emotionally beaten down to consider escape or resistance.

Battle Armor (200 Discount Orc)

Orc see mechs as an extension of the power of the individual, and it is especially embodied in the armor that the strongest and most successful chieftains wear. Whether it is a set of huge but crude orc made Dire Armor, the equally huge and crude orc made Fire Blood (which is usually given to an expendable and desperate tribe member for obvious reasons,) or a captured set of another races' armor like the Hydraulic Armor, Clockwork Armor, dwarven Delving Armor, or the Footman's Guild's Giantkiller Armor, you have a functioning set of steampunk power armor to increase your already devastating might. Let your enemies feel your wrath!

Tribe (400 Discount Orc)

One orc is a threat to an individual, but it is only when they gather in tribes that they are able to threaten whole towns. This group of orcs, plus their slaves, mounts, and beasts, sees you as their leader, and too powerful for them ever to defeat and take your place. They believe that you will lead them to victory and plunder across



many worlds, and will follow you for the chance. They start out numbering 150, but as you prove yourself and word of your power grows so will their numbers. They do not start with mechs (unless you buy them,) or other steam gear, but would be absolutely delighted were you willing and able to provide.

Pets

Dusk Devil (200)

On Highpoint there is a human nomad tribe called the Dusk Runners who live with their mounts. The “mounts” in this case are 15 foot long insects that can move 13 feet per second at a walk. If you want one, you're welcome, but please take care of it. I'll tweak things so any Dusk Runners you meet will see you as a worthy person who was granted one, but in the tribes a person who mistreats a Dusk Devil deserves death automatically.

Clockwork Mender (300)

Clockwork Menders are Tiny (1-2 foot long,) Constructs hailing from from extra-planar realms of Law and mechanisms. They look something like mechanical wasps with faces that look something like Warforged with a poisonous sting, and the supernatural ability to repair machines and constructs with a touch. This makes them a popular choice as an advanced familiar for Constructors and Steam Mages. Mages with the appropriate feats can even create them. There is a limit to the amount of damage they can repair every day, but they are also skilled mechanics and while their use in major large repairs is limited by their size and strength, they are excellent at small and delicate work.

Gray Render (400)

Gray Renders are hunched bipedal aberrations that stand approximately 9 feet tall. When they attack, they attack to kill, attempting to tear their opponents to pieces in the move which gave them their name. It's as strong as a Troll, almost as ugly, but only half as smart. One of the most notable aspect of this type of monster is their tendency to occasionally bond with another creature, and defend it with even more ferocity than it's own life. One of them has bonded with you, and will follow your orders to the best of it's ability (it's intelligence is about that of a toddler,) so long as it doesn't think you are in danger. When it's outside of your presence for extended periods it is miserable, and has a hard time remembering orders.



Tunnel Worm (400)

If you haven't figured it out yet, Highpoint is a strange place. Totally apart from the Lunar creatures and giant



mechs, it has it's own, per-existing weirdness. Weirdness like 40 foot long 5 foot diameter worms that eat dirt and poop out any plant matter and valuable minerals. Now you too can have one of these monstrosities. This one seems to be some sort of cross of a Deep Diver, able to dig tunnels further below the surface, and a Shaker, using sonic vibration to loosen the soil in front of it and able to emit a sonic blast for self defense. It is even capable of using it's sonic blast to (slowly) tunnel through rock, although it will not do that on it's own without training except in an emergency, as it gains very little nutrition from rock.

Companions

Import

You can import companions for 50 CP each, or 200 CP for 8. Each companion gets a free race, class, origin, and faction, with all associated discounts, and 600cp plus another 200cp exclusively for items.

Local (100)

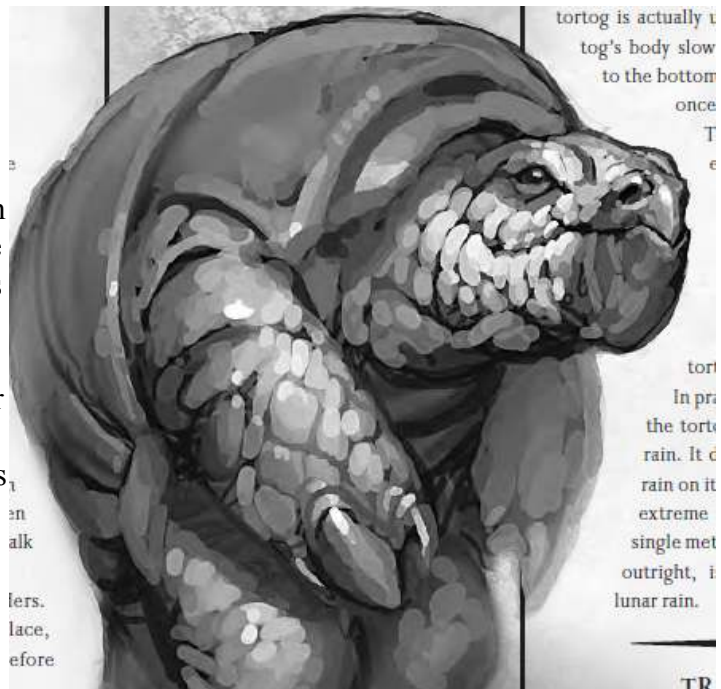
This setting doesn't have all that many developed characters, but if you've found one you like I can arrange it so you meet under favorable circumstances. Their items and mechs (short of city-mechs,) come with them.

Ghostwalker (100)

The Ghostwalkers are a tribe of secretive human nomads who are notorious for being able to move without notice nearly anywhere, despite their peaceful attitudes. This young one, the product of a dalliance between a Ghostwalker and a Dusk Runner, has always felt a great deal of wanderlust, even for a member of this nomadic tribe. They would be happy to travel with you and show you the hidden places of Highpoint for the chance to visit entire new worlds.

Teenage Mutant Ninja Turtle (100)

The Tortogs are a race that could best be described as humanoid tortoises. Their tough leathery skin and the shells on their backs make them mostly immune to the “normal” sandstorm lunar rain. As such they have found a new niche on modern Highpoint, safely transporting goods at night when nearly all creatures are under cover. Even they are at risk from the more serious lunar rain, but they have developed their own secret shelters they use if it gets too dangerous even for them. This young tortog was raised by an isolated surviving monastery and trained extensively in martial arts. Upon reaching it's majority, the abbot of the monastery proclaimed a task to “journey until you understand the way of ways,” which apparently can be best done by traveling with



you.

Endless Trader (100)

The Endless Traders are clans of nomadic merchants who make a circuit of the continent of Highpoint every year. This young merchant has agreed to be your merchant representative and local guide in exchange for the chance to explore the mercantile possibilities of other worlds. Aside from skill at marketing, appraisal, negotiating, and transporting, they also have the ability to defend themselves in a large variety of circumstances and a wealth of local knowledge and contacts.

Rust Rider Queen (200)

This hard drinking, hard partying, hard fighting young woman pilots one of the raiding mechs of the Rust Riders, and is quite good at it. She has the tactical acumen and guts to make a good bandit leader, something like a 6th sense to tell her when to cut and run, and a recklessness that sometimes gets her into trouble anyway. She comes with her Fangbiter mech, and her crew of 7, who are loyal to her and cannot be companions. She does not talk about her past, and almost never lets anyone get near her, even having locks installed on her bunk area that she locks as soon as she enters, but her crew sometimes hear her crying in the night.

Paladin of Steel (200)

It's a new world, with new ways and new men. Still, some things remain the same. In a world gone wrong, some men and women stand forth and take up arms to bring light to the darkness. Ardyl McFarn is one such. Equipped with a Paladin mech, and empowered as a Paladin of the God of the Forge, McFarn has learned to channel the power of his god and extend it to the entirety of his mech, which is treated as his Special Mount.

Drawbacks:

0 – Other Version: If you want to use the Pathfinder rules, or D&D 2nd or 4th or 5th or whatever version of the D20 system you favor, please feel free.

0 – Supplement Mode: This turns this jump into a supplement of another jump in a non-technological fantasy setting. From The Hobbit to Forgotten Realms crush them all under an iron, steam-powered foot.

0 – Crossover: Use this to go to a non-technological setting that doesn't have a jump yet, modifying it and blending it with Dragonmech in a fashion of your choosing.

100 – Bad Reputation: For some reason, really can't stand you. They hate your guts and while they will not attack on sight, they refuse to have anything to do with you, and if you refuse to leave their vicinity they will attack. This can be a faction within one of the mechdoms, such as a particular Irontooth Clan, or can be one of the smaller independent factions, like Vermil, or the city of Edge. It is theoretically possible to make peace with them, but even if you are totally loaded up with Diplomacy and Charisma perks it will take a deal of work. For an additional 100 points this is one of the Mechdoms as a whole.

100 – Low on Coal: I hope you like bookkeeping. Resources are now significantly scarcer, and you will need to work to keep yourself supplied. You will need to think Tactically, Operationally, and Strategically in order not to run out. Having your mech shut down in the middle of a fight because it ran out of coal or needs to be re-wound is not just embarrassing, it is potentially lethal. If you've chosen magical mechs you will start to need supplies of arcane or divine material components to keep them running.

100 - Longer Stay: Ten years is nothing here. You could spend that long just building a City Mech easily. Each purchase of this doubles the amount of time you spend here. The first purchase makes it 20 years, then 40, then 80. It can add up quickly, so if you plan on being here super long you might want to be an elf, or have some other way of dealing with aging.

100 – Oiled Ecosystem: The bigger mechs are more than 'merely' massive moving engines of shelter and destruction. Somehow their massive engine spaces develop an entire life cycle of creatures, plants and even lost tribes of feral halflings that have invaded them for protection. Now all your vehicles have a similar ecosystem. Normally this is weird, inefficient, and occasionally inconvenient, but they live in some kind of strange symbiosis. However, just like any ecosystem, they can lose their equilibrium, with too many or too few of any one creature messing up the entire system (and now your entire vehicle,) until it is righted.

100 – Mushroom and Worm Casting Gruel to Eat. Again: Don't forget, this is a post-apocalyptic world, where the surface has been utterly devastated. Even a simple apple can easily go for 20 times what it would otherwise be worth in a poor, unindustrialized, but healthy world if it has been dried or otherwise preserved, and more than 30 times standard if it is fresh. Nobles will willingly pay for fresh dandelions. It wouldn't be fair to make you an exception to this. Any food perk or item can only be used once per year, and refreshes on your in-setting birthday. Other than that, you are on your own. If you don't want your diet to become EXTREMELY bland and monotonous, you'll have to get it the hard way; either buy it, find it, or grow it.

100 – Chatterboxes: In this world, possibly because of the forming nascent god of technology, machines are just a little bit alive. If a machine is complex enough, it has a chance of developing a personality and becoming a “chatterbox”, speaking, and even, rarely, acting on its own. Ordinarily only large collections of steam powers and (possibly) mechs are susceptible, and then only if it's used regularly, but you're bringing in a lot of powerful gear with you. Now all of your gear could potentially become a chatterbox. The more you carry and use a device, the more advanced it is, and the more cp it cost, the more likely it is. While the idea of actually having a talking gun may appeal to some, please remember that chatterboxes 1) are not necessarily intelligible, they may say something that makes sense but are at least as likely to simply parrot whatever has been said around them, 2) can get their 'feelings hurt' and stop working correctly until coaxed into a better mood, and 3) can be extremely difficult to get to shut up.

200 – Collateral Damage: Have you ever wondered how 100 ft tall mechs can duke it out with each other and with kaiju shooting cannon balls and flames and steam, without utterly wrecking the landscape and whatever they were fighting over? Well now the answer is: they can't. You will need to be extremely careful if you have something you want to protect, or even just loot later at your leisure. Being in the vicinity of a mech battlefield is now SIGNIFICANTLY more dangerous, even if you are

simply an uninvolved spectator.

200 – Rowdy Raiders: The Rust Raiders are a number of cutthroats, criminals, outcasts, and madmen, (and occasionally women,) who are defined by their use of (usually stolen, usually in bad condition,) mechs to do whatever they want. What they want usually includes raiding, pillaging, fighting those weaker or less well equipped, stealing mechs, and burning anything the can't or don't want to bring with them. For some reason, almost wherever you go, they are there (seriously, how did a group of semi-literate land pirates even REACH that extra-planar marketplace you'd found?) looking to fight, burn and take anything not nailed down. If you can demonstrate that they have no chance against you they will stop attacking head on, but that doesn't mean you are done with them. The Rust Raiders will start hitting places before you get there taking anything that looks valuable or useful before you get there, or ambush anyone or anything you leave behind. They won't attack every time. They aren't predictable.

200 – Wear and Tear: Having your mech and any gear left in the open sand blasted at least one night per week is not the ideal situation for equipment longevity. Now all your gear, even whatever is cp protected needs regular care, maintenance, and occasional minor or not-so-minor repair. This isn't anything that will destroy any gear outright, unless it goes untreated long enough, but the repairs take time, effort, and money, and items suffer degraded performance until you get them back to spec. I really hope you aren't OCD or a neat freak.

200 – 3d6 6 times: Whatever your capabilities would be normally, in this jump they will be determined by random dice roll. Roll 3 6 sided dice each 6 times resulting in numbers between 3 and 18, and assign one each to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, modified by racial abilities.. 10 each is considered the human average. This over-rides your Body Mod, and any other perks that modify your base abilities. For another 100 cp each stat must be assigned to those 6 stats in the order rolled.

200 – Unlucky: Do I need to explain this? You are unlucky. This goes beyond games of chance, (which I suggest you avoid, by the way,) and extends to all areas of your life. It's a dangerous world out there, and now things hardly ever break your way.

200 – Addiction: Perhaps the state of the world has driven you to drink. Perhaps you've gotten addicted to Moonstone. Perhaps your poison of choice is more exotic and/or alchemical. Whatever the case, there is some substance your body craves, and it has had a significant negative effect on your capabilities. You may use your willpower to try to kick the habit, but whatever happens you will never be able to escape the craving as long as you are in this jump.

200 – Claustrophobia: Before the sky fell, most of the humans of Highpoint lived a nomadic tribal life under the open sky... as the gods intended! You find the very idea of small enclosed spaces, (like, for example, the inside of mechs, caves and tunnels,) terrifying and disgusting. This goes right past willpower perks and fear immunity, and makes merely being inside a mech a potential cause of a nervous breakdown.

200 – Agoraphobia: This is a world where death rains from the skies regularly enough to be an accepted part of life. For survival, almost all the surface denizens fled underground, and have live there for most of a human lifetime. Moreover, the dwarves have lived underground since before the earliest

record of the oldest legends. Is it any surprise, therefore, that many people have a deep-seated fear of wide-open spaces. Now, you do too, and it goes right through willpower perks and fear immunity. Being inside a fully enclosed mech can help, but even so, if you can see out, you can be effected.

200 – Lunophobia: This goes beyond the natural and rational fear almost everyone feels for large and powerful lunar creatures. This goes right through willpower, and fear immunity, and makes everything from the smallest lunar rock to the sight of the moon in the sky a source of overwhelming fear and horror.

300 – Mechphobia: For most people, mechs and steam power is the potential salvation of this stricken world, but not everyone agrees. For some, particularly older elven druids, it's a profoundly unnatural perversion of the natural world. You hate, fear, and loath all technology, rational, fantasy, or magical, beyond the level of the standard Dungeons and Dragons setting, and cannot bring yourself to use it yourself, or even to closely associate with those who do, with the exception of Companions. Again, this goes right through any countervailing perks.

300- Public Enemy: Either one of the sub-factions above now actively wants you dead, attacking on sight and even seeking you out, or all faction now react as if you'd chosen the 100 cp drawback. If you chose the violent option you can extend it to an entire mechdom for an additional 100 cp.

300 – Unreliable Powers: The cosmology of this place are seriously messed up. With the divine war going on, clerics and paladins have to check each day to see if their spells for the day have refreshed properly. Now all of your out of jump powers share the same fate. Every 24 hours each power or out of jump perk has a 1 in 6 chance of becoming non-functional.

300 – Unsettling Tell: You don't belong in this world, and people can tell. You exude a aura of subtle wrongness that doesn't need special powers to detect. Since many lunar creatures also exude an aura of wrongness many people will assume that you are either a lunar creature in disguise, or allied with them.

300 – Haunted: The afterlife is at least as much of a mess as the surface world, what with a divine war going on there to this day. Apparently some soul decided that hanging around you was a better deal than passing on. It isn't actively malevolent, but it is disturbing, and if you give it an opportunity it will likely try to posses you for it's own ends.

300 – Haunted Halls: It isn't you that's haunted. It's all the ruins left over from the places destroyed by the lunar rain and lunar creatures. Don't look so relieved, that means they're guarding all the best loot, and these ones are genuinely malevolent, driven mad by the torment of their death and current existence.

300 – Cursed Mech: Somewhere out there, wandering the land, is a mech not powered by steam, or clockwork, or arcane magic, or even necromancy. A mech powered by hatred and hunger. Hunger for You! It has an Irontooth woman as it's pawn, who thinks it contains the spirit of her lost love. She will attempt to join you, and if possible to lure you aboard. If that doesn't work it will attack. If it is destroyed it will rebuild itself in a form different enough that you will not be able to visually recognize it next time.. If you discover the identity of it's pawn it will devour her and find another. If you become too powerful for it to face head on it will seek pawns to weaken you. If it eats your body and soul, your chain will end.

400 – Lunar Skinstealer: Lunar skinstealers are disgusting creatures that capture and puppet others for their own uses. With this drawback it is guaranteed that someone close to you will be possessed by one, which will try to work against you in any way possible without getting caught. Any perk or ability that would guarantee that you discover who has been converted will inevitably fail against this one. Are you really sure you want to do this to them?

400 – Raining Rocks: For the most part, the lunar rain has calmed down from the height of the bombardment. Only very rarely does any point on Highpoint suffer the literal bombardment of boulders and small hillsides. Unfortunately, you seem to attract those bombardments. You almost never get the completely clear nights that other occasionally enjoy, and the super heavy bombardments that can destroy even mechs if they are caught out in the open with no shelter is something you will see at least once a year. Also, the lunar rain is no longer limited to just happening at night, and around you it can happen at any time. Once people figure it out, you will NOT be popular.

400 – Oh so Tasty: That's what all the lunar creatures are saying. For some reason, you emit a signal to every lunar creature in whatever area you are that here is something very tasty, please come and eat it. From Nanite swarms (not high tech machines, but lunar bugs,) all the way up to Lunar Dragons, everything lunar knows where you are and wants to eat you.



400 – Lycanthrope Infestation: Lycanthropes are a rare example of terrestrial monsters that welcomed the lunar rain. It has made them stronger, and even loonier (pun intended,) than ever. Werewolves roam the plains, wererats infiltrate the mechs, werocrocodiles lair in the swamps and rivers, and weresharks prowl the ocean. I hope you carry silver weapons.



400 – Shalnorn: If things weren't bad enough, now the master of Shalnorn, the only undead city mech, is after you. Enjoy facing an ultra obsessed evil epic level lich wizard who is utterly dedicated to destroying the moon and all lunar creatures, and who now is totally convinced that if she turns you into her undead slave, with your jumper nature you will be the weapon she needs in order to destroy even the lunar gods. If you somehow manage to destroy the moon, all lunar creatures and even the lunar gods, she will then recognize you as the true threat, even greater than the moon and it's perils.

500 – Mandatory Depowering Drawbacks: Your warehouse and out of jump powers are locked for the duration. Why people choose this I don't know, but enjoy.

500 – First Fall: For some reason you start 100 years before the standard start time, just before the first lunar rain. Please try to survive the apocalypse as a large portion of life on the surface dies. You have to survive the full 100 years, plus another 10 years after the standard start time. On the plus side; for most of that time you and/or your companions will own (if you choose to purchase one,) the only mechs in the world.

500 – Ensouled Mech (Must have bought a mech): For some reason, your body didn't manage to make the transition. Your soul is bound to a gem in the core of your mech, controlling it as you would your body. If your mech or the gem is destroyed, it counts as your death.

500 – Planar Problems: Normally, the gods of Highpoint would manage the cosmology, and prevent denizens of the other planes from too great interference with the material plane. Now, with the gods distracted fighting for their lives, the others are free to attempt to re-shape the world according to their ethos. Beings of Pure Good, Evil, Law, and Chaos roam the land causing havoc, and stranger and less comprehensible beings from beyond the known planes are starting to make their appearance. As a extra-planar visitor from even further away than the furthers Outsider, your location has become a nexus for all these activities, and your very presence both a threat and an opportunity to them.

500 – Rampant Skinstealers: We spoke earlier of skinstealers. Now, it will be hard to find a single organization that has not had at least one member taken over by a skin stealer for it's own unfathomable but inimical purpose. All of the skinstealers know of your identity, and all of them view you as a mortal enemy.

600 – Public Enemy #1: Every significant faction wants you dead. They will shoot you on sight, will send teams to hunt and kill you, and generally treat you as a rampaging lunar monster. You start the jump under sentence of death, and with a ruling that whoever kills you gets to keep your stuff (less a tax taken by the faction.)

600 – Lunar Gods: Oh now this is seriously bad news. All of the lunar gods now know of your existence and nature, and every one of them sees you as both a threat and an opportunity. They will direct their followers, and even their own divine might into either killing you, or finding a way to rip your perks and jumper nature away from you for their own use.

600 – Pantheon Problems: The gods of Highpoint know who and what you are. They believe you are the cause of the lunar rain and the attack of the lunar gods. More than that, they believe that if they perform the proper ritual sacrifice of you and your companions it will destroy the lunar gods, put the moon back where it belongs, and make all right with the world. It should go without saying that if they succeed it will end your chain no matter how many free lives you have.

600 – Dotrak's Denial: Dotrak is the still forming god of machinery and technology. For some reason, this being that doesn't even fully exist yet absolutely hates you. Since Dotrak is the god/personification of technology all machines now hate you too. They will refuse to work for you, if they can malfunction, perform, or fail in any way that is dangerous to you they will do so, and any that have will

or personality will actively seek to kill you. Non-cp technology from out of jump is similarly effected, but fortunately anything purchased with cp is immune, unless you want an extra 100 cp in addition, in which case it loses its immunity.

Future Work

Notes:

For every 2 new constructive suggestions you make that have not already been made, you get an extra 100 cp. I really want suggestions. Be specific if at all possible please. Thank you.

Every item and vehicle is an import option for appropriate targets. You can't import melee weapons into ranged weapons unless they have a ranged mode, and vice-versa. You can't import a city-sized spaceship into a small 1 person mech, or a speeder bike into a city-mech.

In future jumps you continue to gain experience and can level up or use it for crafting, but if you don't choose Epic, you are capped at level 20.

Gear-wright Maintenance: Depending on how you fan-wank it, this may be completely redundant for cp purchased items. The bonus is that it applies to ANY item or vehicle you own, whether bought with cp, bought in jump with cash, found, or stolen from an enemy.

Magic Items: A sample of D&D 3.5 magic items is available at https://www.dandwiki.com/wiki/SRD:Magic_Items & <http://www.d20srd.org/indexes/magicItems.htm>. These are by no means all, but it's a good start, and an example of some things that are possible.

Thanks to Fatal & Friends, who I borrowed from shamelessly. Imitation is the sincerest form of flattery, so props to you for making some excellent resources on the setting.

Changelog

v 0.79 Added perks: Seroficitacit's Change, Psychic Static, Not Worth my Time, The Slime Goes Splat, and Craft Reserve. Added items: Worm Mush, Gear-wright Maintenance, Lunar Cult, and Turtle Mail. Added pets: Clockwork Mender and Gray Render. Added Drawbacks: Supplement Mode, Crossover, Claustrophobia, Agoraphobia, Lunaphobia, and Mechphobia. Added pictures. Created first draft of Steam Powers, Steamborg Parts, and Mech Builder Apendix and Sample Mech Apendix.

Future Work

Flesh out Steam Powers and Steamborg Parts. Write up more published mechs. Possible ballancing. Integrating future suggestions