

BEGINNING:

Welcome to a problematic area! I'm sure you're used to that by now, so how about a good old-fashioned war against an inhuman force pushing humanity to extinction? A battle of resources, of land, and the right to see who lives on this planet. The species that is the most determined will naturally win, and the losers will be lucky if they make a footnote in the history of Sera.

What? No, I didn't mean Earth. I really mean Sera. You're on a whole new world...

STORY:

Welcome to the setting known as Gears of War! The world of Sera is far different, with completely different governments and landmasses and technologies. This all first started when a highly potent substance called Imulsion was discovered by accident in an oil-drilling facility. Clean, extremely efficient, and fairly abundant, this new resource became a lucrative means to transform society. Wars very quickly began to erupt for control over Imulsion resources, financial markets went rampant, and entire currencies and countries became linked to its value... which caused great upheaval when the Imulsion prices crashed.

Then Emergence Day occurred.

A group of reptilian humanoids, eventually known as the Locust Horde, came from underground and invaded the surface. They proceeded to slaughter any human they could come across, regardless of age or gender. Nearly every major human city was attacked, and caused civilization to nearly collapse instantly; nearly a quarter of the world's population died upon the first day. The Coalition of Ordered Governments, known as the COG, eventually was forced to burn 90% of Sera's surface to deny the Locust Horde any more ground, for all the good it did them.

Even now, those abandoned by the COG became Stranded, or humans who were in the wild and trying to survive on their own. The Locust Horde does not distinguish between Stranded and the COG, seeking the complete obliteration of humanity despite the decimation of the planet's surface. Led by their leader, Queen Myrrah, the Locust and the COG fight a terrible battle to this day.

You will be starting in the time of 7 A.E (After Emergence), and will be leaving after the assault on Azura Island in 17 A.E. To give an indicator of the timeline, the first Gears of War game started in 14 A.E., when a certain Marcus Fenix was broken out of prison in preparation for the Lightmass Offensive.

LOCATIONS:

Where will you be in this world, I wonder? It's probably time to find out anyway. Roll a 1d8 to decide your starting location, or pay 50CP to decide yourself.

1- Jacinto City: The main headquarters of the COG, this massive city stands as one of the last bastions of Humanity. It stands on a granite plateau so the Locust Horde can't dig through it. Relatively safe here.

2- Ephyra: Also built upon the granite plateau. After the scorching of Sera by the Hammer of Dawn, this city became flooded with COG survivors. You will be safe until 10 A.E., when the Locust Horde will stage a massive offensive against the city.

3- CNV Sovereign: A massive helicraft carrier that serves as a hub for King Raven helicopters, this floating fortress won't see use until the Siege of Jacinto in 15 A.E., which then it will become the floating headquarters of the COG. Just be sure to watch out for the sealife when that happens...

4- Jacinto Maximum Security Prison: You wake up in a cell in a security prison, any equipment you brought in a very well-hidden secret compartment (any vehicle purchases in a nearby cave). The place is a tightly run establishment, and the life expectancy for the inmates is less than a year. If you can hold out until 14 A.E., then you can get released. Or just break out yourself, it'll be interesting to watch.

5- Lethia Imulsion Facility: Located in the city of Tyrus, west of Ephyra, at one point this was a highly industrious mining facility for Imulsion. After Emergence Day, the Locust Horde overran it and made the facility abandoned. Be wary however, as the raw Imulsion has turned some of the Locust into Lambent, terrifyingly feral creatures who tear apart anything.

6- The Hollow: A series of underground tunnels that lay beneath the surface of Sera, these networked caverns are the home of many subterranean creatures of all shapes and sizes... including the Locust Horde. It is a strange and unusual selection of sights and wildlife down here, with many of them not seeing the light of day. Be careful down here.

7- The Nexus: You are not a lucky person, are you? Situated in the innermost sections of the Hollow, this massive city is the headquarters of the Locust Horde. It is also the location of their leader, Queen Myrrah. It is she who commands the Locust Horde to destroy the humans of Sera and claim the world for themselves, and as such your presence will not be tolerated. Prepare to fight your way out.

8- Free Choice: Some things were just meant to be, it seems. You have the ability to choose your own destiny, and as such may choose your own location anywhere on the planet of Sera to start.

IDENTITY:

So you know where you are... the only question is WHO you are in this world. You may roll 1d8+25 for age, or pay 50CP to decide. You start with your prior gender, but can change to male for free if you so wish. To change to female, you must pay 50CP.

Drop-In (Free):

+No additional memories to influence you or change your worldview

+No connections to anyone; don't have to feel bad!

-No connections to anyone; good luck

-You'll be treated like a Stranded

You wake up in your starting location, with your equipment on hand and the sound of footsteps nearby.

You should be able to come up with a good story, right?

CQC Expert (50CP):

- +Skilled with all manners of close-range weapons and methods to kill
- +Used to pain, so you can keep trucking along
- Accuracy tends to falter when you try to use a long-range weapon
- Not everything is solved by rushing in and breaking skulls

You are a beast in war, and you do best when you get down and dirty. In a battle of guns and bombs, you're often seen rushing in and bludgeoning your foes to death, an impressive feat when the enemy is an alien armored being of raw muscle and hate. Maybe you just have more muscle and more hate. Who knows.

Range Expert (50CP):

- +Easily can kill enemies before they get to you
- +More accurate with long-range weapons
- Don't do so hot in close-range skirmishes
- Hope you notice other snipers

In a war of bullets and bombs, you make an effort to excel. You prefer to get the most bang for your buck, and do your best to strike at enemies before they strike you. More preferably, with someone else distracting them. Whether it's striking from nowhere to send the Locust into a panic, or to quickly drop a Boomer before it drops your teammates, you're the soldier for the job.

Technician (50CP):

- +Able to work with all manners of technology
- +Can understand a fair amount of what's going on in the battlefield
- Not very good at fighting; what are you even doing here?
- Might get made fun of for being an egghead

You are the grease that keeps the COG turning. Everyone uses weapons and guns; even the Locust recognize this by stealing COG technology or making their own variants. Without people like you however, it all falls apart. Sure, there's folks in a comfy warehouse to fix things in safety, but what about the field? That's where you come in.

SKILLS AND ABILITIES:

Of course, all the prior choices were just fluff and identity. It's time to get into the meat of things... more specifically, what you can do here.

-GOD DAMN SON OF A BITCH (Free): The art of swearing is crude and obnoxious when used incorrectly. But you? You know how to swear EFFICIENTLY. Whether it's for the sake of injecting some comedy into a situation, or emphasizing the seriousness of a situation, you'll know just how to get the most bang for your buck.

-Action Reload (Free): Whether it shows up on a HUD of some kind, or whether it's a 'feeling' you have, you're aware of an action prompt whenever you reload your weapons. When you hit the sweet spot in your reloading routine, you're able to finish the job much faster, and the excess movements you've discarded make your shots that much more accurate for a brief period. Every second counts in battle!

-Form Up, Team! (Free): Fighting alone gets you killed. Good thing you can bring backup; you can bring up to four Companions with you for free, as human members of your own squad. Should you desire more, you can pay 50CP per Companion to bring additional Companions with you, up to four extra for eight total. Each Companion is able to have their own Background, and 200CP to spend for the purpose of this jump.

-Huddle Up (100CP) (Discount: Drop-In): Cover is a good thing when you're avoiding gunfire. You know this better than anyone; even when there's a waist-high obstacle you can use it to maximum effectiveness. Strangely enough, taking this perk means in many firefights you can find plenty of waist-high obstacles to hide behind... waist-high for an average human, anyway.

-Blind Fire (100CP) (Discount: Drop-In): You can't be arsed to stick your head out when there's people shooting at you! You've learned how to effectively stick your gun up and fire with reasonable accuracy at the enemy, staying in cover while striking at your foes! Hollywood only wishes they could pull it off as well as you... strangely enough people have trouble hitting your hands while you do this. Skilled marksmen can still strike you, but most goons not so much.

-If They Can Ride Them... (200CP) (Discount: Drop-In): Then so can you. Selecting this perk makes you more competent behind the wheel of any land-based vehicle, and increases your multitasking ability to the point where driving and shooting is barely an issue. As a bonus, if you manage to sneak into the Locust areas you can even ride a Brumak or a Reaver. Go forth, cowboy.

-A Gun's A Gun! (200CP) (Discount: Drop-In): Maybe your own weapon doesn't cut it. Maybe it's broken and something else is nearby. Whatever the case, you now know how to effectively use guns and weapons of differing technology. Of course, they have to be somewhat familiar to you first... if it has a firing mechanism you've never seen, you may have trouble. But if you got a good idea of what it does, you'll learn how to utilize it rather quickly.

-Meat Shield (400CP) (Discount: Drop-In): In war, there is no such thing as playing fair. There's only winning. When you've sufficiently injured an enemy of the same height as you, you can grab them and hold them with one arm as a meat shield while firing with the other arm! Surprisingly, this living meat shield takes a LOT more damage than normal, and when they've taken too much they just explode into giblets. Don't expect this shield to withstand a tank round, however.

-Down, But Not Out (400CP) (Discount: Drop-In): You've come a long way, and you refuse to die so easily. When you receive a shot or an attack that would normally kill you, you're 'downed' instead and placed in a weakened state. In this state, the enemy would need to strike you only once more to finally end you, but you have a 20 second window to crawl to your teammates, who can pick you back up quickly and even give you a considerable boost to health in the process. Be wary not to abuse this lest the enemy catches on...

-Weapon Executions (100CP) (Free: CQC Expert): Most guns are designed to kill something from afar. But where's the fun in that? If an enemy is downed or in a position where you can take the time, you can come up with all manners of methods to use your weapons to execute enemies in a hilarious fashion.

Use a shotgun like a golf club? No problem! A sniper rifle like a sledgehammer? No problem! All of these and more, plus your weapons will never suffer damage from using them in this fashion.

-You Need Mass! (100CP) (Discount: CQC Expert): Don't matter if yer ass gets big, you need mass! By selecting this perk you gain a rippling physique, and nearly superhuman strength in order to sufficiently fight against the Locust Horde. Thick-skinned enemies run into problems as your sheer strength powers through, and you're much harder to knock down. Comes with an optional 1-2 foot increase in your base default height.

-Adrenaline Junkie (200CP) (Discount: CQC Expert): People can get tired, and in combat this can be a problem. For you, not so much. Your stamina and adrenaline functions are noticeable increased, and you can continue on in battles for far longer than the average person, or run for far longer. As a bonus, you don't get adrenaline crashes anymore!

-Melee Menagerie (200CP) (Discount: CQC Expert): Bullets? Who needs THAT? Well, you do, but not so much now. Using your weapons as clubs does more damage, and even has a chance to daze the enemy for a second or two if you smack them right. Whether you use this for a distraction or to pump a shotgun round into their stomach is up to you. With this, you can even fashion melee weapons to guns in a ridiculous manner... such as a bladed handguard on a rifle to use as an axe.

-The Wall (400CP) (Discount: CQC Expert): You may as well be a wall if you select this perk. This not only gives you some additional durability, but with some concentration you can force yourself to power through a hail of gunfire and attacks as though it were just a storm wind. This goes without saying that it does not work if you are incapacitated, but sometimes you need to take a bit of pain to end the fight.

-The Cole Train (400CP) (Discount: CQC Expert): To Hell with ANYONE in your way. Momentum is your friend, your ally; when charging the enemy you find your attacks deal a noticeable increase in damage, and your ability to reload and strike people on the fly is increased. You could even shove your gun in someone, fire through them, and move onto the next one akin to chaining your kills. This effect ends when standing still, but when you push forward and charge through the enemy they will know it. All Aboard!

-Distance to Death (100CP) (Free: Range Expert): The grenades of this world are less like grenades and more like bolos that happen to be bombs. Fortunately for you, you have an optional 'HUD' system that lets you see where a grenade will land depending on how well you arc it. This can also extend to where long-range weapons will land their shots, such as the Torque Bow or the Longshot Sniper Rifle. Think of it like a laser sight without the drawbacks.

-Devilish Details (100CP) (Discount: Range Expert): As someone who has to keep track of the battlefield at times, you've learned to keep an eye out for things. Your situational awareness increases, and you can pick up cues on events easier. Emergence Holes are something you'll realize will happen before they pop up, and you can tell the signs of a trap more easily than others.

-Accurate Endeavors (200CP) (Discount: Range Expert): A rifle is a wonderful tool, and a sniper is a glorious weapon... if you can actually HIT people with them. This perk makes you more accurate in mid-range and short-range weapons, letting you strike the enemy easier and making every shot count. Furthermore, this lets you know just where to kick a door to have better luck breaking it open, or how to study an enemy to know where to shoot for maximum effectiveness.

-Range Connoisseur (200CP) (Discount: Range Expert): Weapons just seem to have a noticeably greater effective range in your hands. Whether it's how to aim right, or some strange technique you have, you can strike enemies with a weapon at ranges they wouldn't expect. Reach out and touch someone.

-Bouncy Bullet Ball (400CP) (Discount: Range Expert): Most marksmen have a preference for one shot, one kill. What a bunch of plebeians. You understand how to fire shots to make them go through one target and kill the guy behind them... or even the guy behind THAT guy. Along with saving you more shots for more kills, you also know how to ricochet bullets to strike people behind a corner or cover.

-Statuesque Slayer (400CP) (Discount: Range Expert): All factors must be taken into effect for killing at a distance. All factors. You have a greater control over your body, letting you remain perfectly still to fire off a shot. Furthermore, with some camouflage you could effectively be invisible, as you could stand perfectly still for as long as your bodily functions would let you. As a bonus to closer-ranged combat, you're able to keep a more steady aim even when running and gunning.

-Murder Science (100CP) (Free: Technician): There's a very specific art to how all this works... you should know, you learned it. You can sufficiently understand the technology of the COG, from the Gasher to the Chainsaws on the Lancer. Given time (and sufficient samples), you may even be able to understand the technology of the Locust.

-Percussive Maintenance (100CP) (Discount: Technician): Sometimes things don't work the way you want it to, or sometimes a weapon jams. This is a problem in combat, so as a temporary measure you can give it a sound thwack and it will work again good as new! Just be sure to properly look at the weapon or equipment in question when you get some time to give actual repairs.

-Advanced Assaults (200CP) (Discount: Technician): The Beefy McLargeHuge soldiers of the COG may supply the manpower needed to strike at the enemy, but you supply the firepower. From Assault Derricks to Silverbacks to Centaurs, the machinations of the COG vehicles are an open book to you. Whether you wish to assault a town or scurry quickly through an enemy line, you know what vehicles are right for the job. Comes with an optional cowboy hat.

-Xenospecialist (200CP) (Discount: Technician): The problem with fighting and violence is that it's no place for an egghead, and as a result valuable information could be lost to a wayward grenade before study. You've taken it upon yourself to bring that knowledge back, and as such you have an easier time understanding alien language and technology. It won't give you instant knowledge, but as you study further you will find it becomes easier to comprehend.

-Seran Biologist (400CP) (Discount: Technician): This is some dangerous territory you're working in. While Imulsion is a powerful fuel source, you realize it for the parasitic and mutagenic life form that it is. You understand this and how Imulsion made the Locust Horde what it is, but given time and studying you may be able to engineer your own life forms with specific use of Imulsion. Just be wary, for many Imulsion-based creatures do not enjoy having a master... and too much Imulsion can turn them Lambent, which is a danger to all.

-Trauma Team (400CP) (Technician): How the hell are you going to win the war if everyone keeps dropping? Fortunately, you have a solution. You've learned to make the most out of your healing supplies, to the point where even a first aid kit can seem like you just worked high-quality surgery on someone. Your healing tools are much more effective as a result of your skill and prowess.

ITEMS AND EQUIPMENT:

Of course, you have the skills and the identity, but that can't be all, can it? Before you decide to step into this world, why not see what kind of tools you can pick up to ease your travels here?

-COG Armor (Free): Standard issue armor that's made of multiple metal plates. On the back of the suit is a magnetic 'holster', that resembles a general infantry backpack, allowing people to carry two weapons on their backs. The armor provides medium protection against damage (multiple assault rifle shots only bruise the wearer), but will not withstand concentrated or sustained gunfire. Helmet optional.

-Combat Boots (Free): They're thick, they're heavy, and they'll serve you well. Along with giving excellent comfort and protection from the myriad of terrains you'll find here, they're also very handy for stomping the heads of enemies like watermelons at a comedian show.

-MX8 Snub Pistol (Free): The standard sidearm for all COG soldiers, this weapon makes up for its low damage and small 12-round magazine through a high rate of fire and its impressive accuracy. Expect to find ammo for it everywhere.

-COG Tags (Free): A form of identification that takes the form of a necklace with small gear-shaped tags. They will have whatever identification you desire upon them.

-Personal Digital Assistant (Free): There is still a reliance on technology, even if the war with the Locust make things... problematic. With this, you'll have an easier time with Command and keeping track of your data. For an extra 100CP you can even let it 'sync' with a computer inside your Warehouse to use its functions. It also looks pretty cool.

-Bolo Grenade (50CP) -Powerful grenades in their own right, these devices are little more than bombs attached to chains which you spin around and let go to 'arc' towards the enemy... or if you're feeling brave, you can rush up to someone and 'stick' it against the enemy, which then it'll explode two seconds after. Each purchase means you must clarify whether it is a regular grenade, a Smoke Grenade that chokes enemies and blinds them, a Beacon Grenade which detects and electrically shocks enemies, an

Incendiary Grenade that sets enemies on fire, or even the Locust Ink Grenade which spreads a poisonous gas cloud upon impact.

-Mark 2 Lancer Assault Rifle (50CP) (Free: Drop-In): The chainsaw massacre rifle that's the most recognized piece of hardware in this setting. Fully automatic, and comes equipped with a chainsaw bayonet that is capable of slicing through decently armored infantry in seconds.

-Gnasher Shotgun (50CP) (Free: CQC Expert): This impressive shotgun fires 12-gauge buckshot rounds, with nine pellets per shell for some truly impressive stopping power. Strangely enough, its effectiveness wavers after 8 meters, but it just means anything inside that range is going to inflict a lot more pain than a standard shotgun would inflict.

-Longshot Sniper Rifle (50CP) (Free: Range Expert): A high-caliber, single-shot, bolt-action sniper rifle. This sniper rifle is standard issue to COG snipers, but don't let that fool you into thinking it's weak. With its competent scope, long barrel, and precise but powerful ballistics, the Longshot Sniper Rifle lets you deal high-accuracy death from afar.

-Scorcher Flamethrower (50CP) (Free: Technician): Turn up the heat! This bad boy is a lightweight, man-portable, dry chemical-fuel flamethrower capable of superb concentrated damage onto a target that lasts for a few seconds easily. It has less range than the Gnasher Shotgun, but the sheer damage will ensure enemies fear you.

-Hammerburst II Rifle (50CP): The Locust's answer to the Lancer Assault Rifle, this rifle doesn't have a chainsaw bayonet but instead makes up for it with a longer barrel with a larger bore for higher caliber rounds, a completely reworked action for receiving and ejecting cartridges, and a rudimentary iron sight on top of the receiver. As a result, this rifle has greater stopping power and is better suited for those who prefer a semi-automatic rifle.

-Boltok Pistol (50CP): Standard issue sidearm for the Locust Horde, it is a high-caliber, double-action revolver with a 6-round capacity, a side swing chamber and an enclosed hammer. It is slow to fire, but deals far more damage than a Snub Pistol and has exceptional stopping power.

-Rocket Launcher (100CP) (Discount: Drop-In): Sometimes there's an enemy siege weapon you need to handle, or an especially armored enemy... or sometimes you just wanna see body parts fly. Often in use before Emergence Day, this mighty weapon can deal impressive damage to vehicles and bring enemies low.

-Booshka Grenade Launcher (100CP) (Discount: CQC Expert): This unusual weapon is a semi-automatic grenade launcher that fires ricocheting, highly-explosive projectiles with a delayed fuse, that's fed from a three-round drum. It is not as powerful as a Locust Boomshot, but its additional options and increased firing rate more than makes up for it.

-One-Shot (100CP) (Discount: Range Expert): This massive weapon is true to its name; it is electrically charged, fires 20mm rounds and feeds from an 8 round internal magazine. It is cycled manually by

cranking the lever on the side of the weapon, and as a result reload times are incredibly slow. It makes up for being able to deal truly impressive damage to whatever it hits however.

-Tripwire Crossbow (100CP) (Discount: Technician): The COG's answer to the Torque Bow, this heavy crossbow is capable of launching a high caliber bolt that will firmly lodge itself into whatever it hits – even a concrete or metal surface – turning the area into a deadly trap. Impacted bolts send out an infrared tripwire, and launch a small explosive charge at the first enemy to cross the path of the beam.

-Gorgon Submachine Gun (100CP) (Discount: Drop-In): This unique weapon features dual magazines and a hydraulic burst limiter system designed to prevent the weapon from jamming due to its high rate of fire; with one burst, the Gorgon spits out 8 rounds in under half a second. However, your version can switch to an automatic mode if needed. This weapon is especially popular with the Locust Elite due to its reliability.

-Elite Sawed-Off Shotgun (100CP) (Discount: CQC Expert): This particularly nasty weapon is proof that savagery still exists in War. Two barrels with two massive blades at the bottom, this gun allows a person to rush up to a target, impale them on the blades, then shoot them off said blades with a shotgun blast.

-Torque Bow (100CP) (Discount: Range Expert): An especially deadly weapon reserved for the Locust Elite, this weapon is a muzzle-loading coilgun in the shape of an archaic crossbow that fires a bolt that contains Imulsion in the head. Upon hitting the target, it explodes a half-second later, usually reducing the foe to a pile of separated limbs. Stronger and armored enemies may take more than one shot, but aiming for the head usually yields superb results.

-Boom Shield (100CP) (Discount: Technician): Consisting of a central oval-shaped body bearing the Locust insignia that contains four retractable plates, the Boom Shield protects the user from head-on damage caused by bullets and explosions. It can even take direct hits from grenade launchers and similar explosives without suffering durability loss.

-Boomshot Grenade Launcher (100CP): BOOM. This weapon is a single-shot, pump-action grenade launcher that fires a delayed-fuse high-explosive shell that creates a large explosion upon impact, followed by the detonation of about three to five small "bomblets" that create a series of secondary explosions which are comparable to a cluster bomb. Guaranteed to ruin days.

-Thumper Hammer (100CP): Normally this comes with a rod of sorts to summon Seeders. You however, may have a more practical approach. It's big, it's VERY heavy, but if you can lift it then it'll crush Locust very nicely.

-JACK Robot Unit (100CP) -Jack of all Trades robot helper! This little guy floats around and cloaks itself whenever you don't need it, making sure to stay out of the fight as a result. It's capable of medical attention, tearing through doors, assisting computer systems, disarming bombs, and many different functions. It even folds up when needed, and doesn't run out of energy.

-Elite Armor (100CP): Sometimes standard issue is just that. Standard. To hell with that. Upon purchasing this, you can obtain either the impressive jet-black armor of the Onyx Guard, or the tattered-

coat intimidating armor of the Locust's Theron Elite. Either way, expect to have increase protection and coverage... and more importantly, you look damned cool.

-Silverback (200CP): A militarized exo-suit, this machine is capable of truly impressive feats. Armed with deployable shields that can give support and cover to other soldiers, and able to utilize a rocket launcher/minigun combo, this machine can truly turn the tide of battle. Keep in mind that deploying the shields means the suit is considerably slowed down, but surely the safety of your comrades is worth it, right?

-Dual Chainsaw Staff (200CP): Well, if you really think you can handle it... this curious device is more or less a staff with a chainsaw on each end, and provided the opponent is strong enough they could use it to slice through a tank with little effort.

-Armadillo (300CP): A six-wheeled, heavily armored APC designed for all-terrain combat and urban warfare. Mounted with side and back mounted gun turrets and grenade launchers, this capable vehicle can deal as much damage as it takes in the line of duty. It even has a front-end shovel for when you need to smash barricades down... whether they be objects or Locust.

-Centaur (300CP): Where the Armadillo is meant for transport, the Centaur is meant for combat. It is equipped with large wheels in the place of tracks and has four-wheel drive and steering. It is also armed with a single, high velocity main cannon that fires deadly high explosive shells, which is capable of holding up to six shells in its internal magazine at a time, which is mounted on the turret. It also has a high infantry carrying capacity, but not as much as the Armadillo.

-Brumak (300CP): A massive, four-armed lizard that can grow up to 15 meters in height, the Brumak is a siege weapon of pure destruction. With wrist-mounted chainguns and a back-mounted rocket launcher, this combined with its exceptionally thick hide and massive strength ensures that dread follows in its wake... at least from those who live from its onslaught. Upon purchase, this massive creature will serve as your mount.

-Reaver (300CP): The Reaver is a large flying creature utilized by the Locust Horde that also possesses the ability to walk on the ground, and can carry one main driver with an additional passenger. Armed with six tentacles, the Reaver also has a missile launcher and machine gun system that can rain down death from the skies.

-Hammer of Dawn Satellite System (400CP): When diplomacy fails, or you really want to show you mean business... you pull out the big guns. This places a weapons satellite in orbit and gives you a targeting laser, and when the sky is clear and you're outdoors you can aim it at something and cause the absolute decimation of whatever gets hit by it. Naturally, very powerful or armored foes will be able to withstand this firepower, but something like a naval battleship will not survive. Keep in mind however, that being indoors or especially bad weather will not allow the Hammer to work.

-King Raven Gunship (400CP): As an all-around, multi-purpose air transport/assault aircraft, the King Raven helicopter is mainly used to transport and deploy soldiers and can carry up to twelve personnel.

This particular helicopter has been modified with a larger fuel tank, more durable armor than any helicopter should rightfully have, and multiple machine guns/rocket pods that could lay waste to the likes of Brumaks. The attached wing stubs grants extra weapon hardpoints for even more firepower.

-Assault Derrick (400CP): THE name in assault vehicles. The Derrick provides a number of different roles, including troop and supply transport worth up to several squads, and grindlift deployment which sends troops to an underground area via drill pods. It is also obscenely armored, and provides all the protection and systems you would expect out of a refitted mining vehicle. It sports a single chain gun for protection, but you can easily modify it to become a bastion of firepower.

-Shibboleth (400CP): This... well aren't you lucky? This massive, custom-armored spider-like creature is fairly larger than a Centaur tank, and comes with its own Incendiary Grenade Launchers, mounted high-caliber machine gun cannons, fiery Imulsion bolts, and is incredibly strong in its own right. To boot, it can even burrow underground and protect you as it moves from location to location. This creature will 'bond' to you, and willingly serve you as a mount.

DRAWBACKS:

Not enough? Well, I'm sure we can accommodate your needs for a price. You make take up to two drawbacks.

-Stand Up! (+100CP): It won't stop. Any time you get a moment's peace, you keep hearing Augustus Cole's songs echoing in your mind. It's his kind of shit, but is it YOURS? All it takes is a bit of silence to get that rap music playing. Hopefully your sanity doesn't take a hit.

-No Mass (+100CP): You're a skinny little bugger, aren't you? Your strength is lowered to below that of an average man, and you have no real muscle mass to boot. No matter how strong you train to be, you'll still be a weedy little git. Despite being able to pick up and throw large vehicles, a rushing Locust or exploding grenade will knock you right over.

-Yee-haw! (+100CP): You have a horrible southern accent. It's not even the nice kind. It's stereotypical, obnoxious, and you can't stop talking like this. At all. Sometimes you're just unintelligible. You're going to get on people's nerves quickly.

-"Your Mom Is A Classy Lady!" (+200CP): Well this is weird. It's nothing that impacts your powers and skills, but you can't swear at all. You can't have sex (every attempt fades to black), and any time a person tries to chainsaw someone or make someone explode, it sends rainbows everywhere. You can't even be obnoxious to people. You sure you want this?

-Need My Helmet (+200CP): You're obsessed with wearing the COG Helmet. You're certain that it will protect you from any airborne toxins. Even if your allies rightfully tell you that you can't see snipers very well with it, you're assured that it will keep you safe. Spoilers: It won't. Worse yet, you refuse to modify it or put a helmet on top of it, claiming you risk ruining it.

-Jamming Up (+200CP): Well, shit. You have frequent issues with reloading your equipment. Even if it's a bow, or a shotgun, or a turret, or even a blowgun... you just keep messing it up. How is this even a thing? How are you doing so badly at this?

-Kryll Requiem (+300CP): The Kryll are a force to be reckoned with, moreso with this option. Kryll now are more numerous, more bold, and more hungry. The night time becomes a terror, and they will eventually learn how to disable lighting. Worse yet, when the Lightmass Offensive ends, they won't even be exterminated; the Bomb missed some, or the Locust bred more. The night is truly a dangerous time.

-'Off with his Head!' (+300CP): Queen Myrrah is displeased with you, and wishes for your death. Prepare to be relentlessly hunted by a powerful Locust Lieutenant with a small army at its disposal and a hoard of resources. Should you destroy this Lieutenant, a week later Myrrah will send another one, who learns from the mistakes of their predecessor and with greater technological prowess. Good luck.

-Infected (+300CP) -Not good. Somehow you've been partially infected with Imulsion. Rustlung has set in and you're going to have a nasty cough with blood coming up every so often, along with plenty of chest pains. Worse yet, when Adam Fenix eventually activates his device, it destroys all Imulsion-tainted lifeforms. This includes the Locust... and you. The clock is ticking.

-Carmine (+600CP) (Takes Both Drawbacks): You're the fourth Carmine, going by the name of Daryl Carmine. Luck is on everyone's side but yours, and death is all but guaranteed. You have no powers save for the ones from here, your equipment regularly malfunctions, and it seems like your head is a bullet magnet... on top of getting into heavy firefights regularly. May whatever god you pray to have mercy on you, for this world has none.

-Trinity of Worms (+600CP) (Takes Both Drawbacks): The Worms awaken. The Locust Horde have a religion based on three massive Rift Worms, immense creatures capable of tunneling through the planet and sinking entire cities. Normally, only one will awaken after the Lightmass Bomb. Now? All three worms have awoken the moment you entered this world. They are extremely resistant to damage from the outside, and have increased resistance to damage on the inside. Should they manage to destroy Humanity, it counts as a failure and you are sent home.

-Imulsion Insurrection (+600CP) (Takes Both Drawbacks): What are you doing. This wasn't in the script. You know how Imulsion was a living parasite feeding off of the planet and mutated a bunch of the populace? The problem is FAR worse now. It's actively malicious, it infects anything upon physical contact, and breathing in its fumes is far more dangerous now. Worse yet, it's after you. It will learn from every battle, grow stronger all the while. If you cannot stop it in time, it will manage to replicate your powers, creating a terrible hive mind ready to consume you. If you destroy the planet in an attempt to destroy the Imulsion, it is game over. To boot, Adam Fenix's methods will not work either.

END CHOICE:

So you managed to survive, whether the world has for better or for worse. I'm sure you know the choices by now.

Go Home:

The struggles of war, the bloodshed, the death toll... whatever the reason, it's made you decide enough is enough. You will wake up in bed with all that you have gained on this journey so far.

Stay Here:

Really? You want to stay here? Rebuild the world for any number of reasons? I wouldn't have expected you to do so, but very well. Your affairs will be put in order back home, all pets and loved ones taken care of. You will be missed, but ultimately you can remain with a clear conscious.

Move On:

It was an interesting time, but all things must pass. You disappear from this world, time paused and you move to the next world... wherever that may be.

NOTES:

-Upon completion of this jump, you gain a small pump in your Warehouse that can supply you with fifty gallons worth of Imulsion per month. Do be careful when handling this, especially around other biological organisms.

-You will also gain a weapon reload system inside the warehouse for the unique weapons you may have purchased from this jump.

-Weapon purchases will grant a small stockpile of them inside your warehouse to equip your allies with.

-The destruction of any equipment will mean that you get a replacement in 24 hours.

-Stacking "Down, But Not Out" will not increase the timer on other 'second wind' type perks, rather stacking them will increase the options available to activate abilities.

-Purchasing a Reaver, a Brumak, or Shibboleth will count as a 'pet' and not a Companion, as they require you to control them. They gain a 'playhouse' to live in inside the Warehouse, and should they perish in an attack they will respawn a week later inside the playhouse.

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