OH SHIT IT LOOKS LIKE ALIENS ARE INVADING.

I GUESS IT'S A

CRYSIS

[ANCILLA DOESN'T KNOW HOW TO WRITE INTROS]

YOU BEGIN IN 2023 – THE YEAR OF CRYSIS 2'S EVENTS. CRYSIS 3 TAKES PLACE IN 2047, SO YOU MAY EXTEND YOUR STAY UP TO 25 YEARS IN ORDER TO STAY UNTIL THAT DATE. MINIMUM OF 10 YEARS.

+1000 Crytek Points

Origins

Age is 2d8+20 years. Gender remains the same. Both may be changed however you wish for 50cp.

Type Red
Nothing is special about you. Never have you been involved in fights against aliens, futuristic technology or strange wars in distant lands. You've always just been a normal person, trying to do the best thing you can in whatever situation is presented to you.

Type Blue
Special purely by circumstance, you have inherited the powers of technology that does not belong to you. Whatever you were before being sealed inside your prison of nerves and chrome, you threw it away when you stepped inside.

Type Green
As one of the architects, you exist outside of petty power struggles and the concerns of simple people. Never before has the political state of the world been one of your concerns, you and your fellows have only ever been concerned with slowly dissecting the mystery behind Ceph technology and how to avert their next awakening.

Background

While it does not provide any discounts, your background gives you certain things such as financial benefits, a steady income and so on, so you may pick one in addition to your origin.

Drop-In (Free)
You have no memories from this world, and in fact no history here at all- other than benefits provided by items of course. While that may seem like a disadvantage, that means you have nothing clouding your memories, and you may start in any location on planet Earth you like.

Civilian (Free)
Not a rebel, but you sure as hell don't have a cause considering you just work a typical job- or at least, a job not involved with the military and reverse-engineering Ceph technology. You do have a steady paycheck, and an apartment in the city or home in the suburbs to stay at night, and you'll keep them as long as you put in the minimum at your job. Maybe you even have a family? Not a great time to be raising one, admittedly...

Military (Free)
Definitely the most poorly paid background on this list, by taking a quite frankly embarrassingly small paycheck, you get the opportunity to be up close to all of it- Nanosuits, the Ceph, CELL. Everything. Depending on whether you want to shoulder the responsibility, you may be only nominally under the auspices of your nation's military and instead answer directly the Jacob Hargreave, the mastermind behind all of the United State's involvement in the Ceph conflict.

C.E.L.L (-100)
Or more specifically, Ex-Military. After whatever you witnessed – the aftermath of Lingshan, a Ceph recovery gone wrong or maybe a dishonorable discharge – a PMC subsidiary of CryNet snapped you up to serve as an attack dog under the command of competent yet morally lacking and trigger happy commanders. In short: a paradise for the vindictive, washed out and 'sold out' soldier. The upside, though, is that C.E.L.L does *not* hire incompetents, and makes sure to equip their troopers as such. Comes with a fair paycheck, but it's a pittance.

CryNet Official (-200)
You're in deep. Forget being a low-level grunt- any civilian could get that. Instead, you're high up on the chain- perhaps a Chief Director or Project Lead, Regional Supervisor, even. The realities of the Ceph are well known to you, on top of whatever dirty CryNet secrets you're privy to as a result of your rank. Huge paycheck, though.

Callsign

Pretty much everyone here has a callsign of some description. If you're having trouble thinking of one yourself, feel free to use the table below to get one for yourself. Callsigns are listed by themes, with a few examples given.

1. Mental Conditions   *(Examples include – Psycho, Insomniac, Klepto, etc)*
2. Food and Drinks   *(Cupcake, Whiskey, etc)*
3. Animals   *(Dane, Bear, Blue Dog, etc)*
4. Criminals   *(Bandit, Jailbird, Felon, etc)*
5. Dead Civilizations   *(Aztec, Maya, France, etc)*
6. Religion   *(Prophet, Herald, Angel, etc)*
7. Occupation   *(Nomad, Banker, Merchant, etc)*
8. Prisons   *(Alcatraz, Tower, Port Arthur, etc)*

General perks

The following options do not have a discount for any origin.

One Last Mission! [200CP]

Usually a suicide mission is the last option you'd consider, but when everything has gone to shit and your back is up against the wall, there aren't any other options to consider. When you're on a mission that has a high chance of resulting in your death, the sort of feats you can pull begin to border on the ludicrous, like defeating the avatar of a titanic hivemind with technology millions of years more advanced than yours with... a bow. People who have been traumatized, retired or broken will manage to pull it together for this one last mission, and you'll manage to scrape together the resources you need to attempt the objective. This doesn't necessarily give you a better chance of coming back alive, but you could certainly achieve a lot before you drop dead.

"Everyone Has A Choice." [400CP]

Whenever you make a personal choice – one that has direct consequences for you, although they can be anything. Your capabilities grow somewhat, proportional to the weight the decision has for you. A minor moral choice might provide a smidgen, but purposeful decisions like choosing your humanity over a life as a machine might provide the difference needed to save the world.

Spreading Cracks [300CP]

Nanosuits grow into the wounds of those who use them, even with separating suits and primitive nanogear, some of the suit will make it's way into the user. When a nanosuit is 'skinned' from it's user, the suit is cut away from their skin, but that doesn't mean that all components of the suit have been purged from them, with fragments slowly replenishing themselves beneath the skin until they restore functionality. Now this same property applies to your body through a unique nanoscale augmentation, slowly regenerating fully functional hardware from scraps of armor, cybernetics and symbionts.

It may take a significant amount of time, but even if you lose the associated armor or symbiont, you will regain at least reduced functionality with enough time. This works slowly, and in fact works better the smaller something is, as while partial chunks of large cybernetic implants can be used, your body cannot regenerate components that are not within your body already. Nanogear, however, is small and self-contained, and is easily duplicated.

This mechanism also works in reverse, purging the fragments of unwanted nanogear or parasites. Hardware with exotic material components may induce strange cravings when being regrown.

Type Red

The 100cp perk is free for you if you took the 'Type Red' origin. 50% off the price otherwise.

Quiet Guy [100CP]

People around here have a tendency to just keep talking and talking while walking you deep into the center of their operations or showing you a bunch of secret shit. If your identity is ever mistaken for someone else – maybe a specialist who's supposed to arrive that day, or someone wearing the same armor – just keeping your mouth shut and never talking will actually get you a decent distance inside. At least, until some evidence crops up to out you.

Nice Try, Tin Man [200CP]

Nanosuits have a lot of crazy bullshit built into them- shit like an Anti-EMP mesh on top of a Faraday cage on top of an energy redirect system. It works out in a weird way, though- as they're extremely vulnerable to large EMP bursts. Potent bursts of an element can overcome supposed 'immunity' to it, putting someone into a weakened state like you had used an element they were weak to. Using the opportunity presented by their weakened state, you can lock down someone who's stunned, so they can't use their powers- giving you a chance to force them into a skinning bed so you can strip them of their Nanosuit.

THIS IS YOUR PLAN?! [400CP]

They said it would never work, that it couldn't be done, but thankfully you didn't listen and did it anyway. Whenever you engage in the sort of reckless, short term planning that is the stuff of action movies, you gain a powerful factor of luck to assist you. Exploding escape vehicles don't blow until you're at a survivable distance, keys are left in and you just tend to come out just enough ahead to matter.

...Not like it'll save you if you decide to do something outright impossible, but you never would have considered it unless it was only 'improbable', right?

This Suit is MINE [600CP]

Equipment which has a will of it's own bows to you, freeing you from attempts to control you through external sources, such as the Ceph Hivemind attempting to dominate you through it's connection to your Nanosuit, or the ghost of it's previous driver riding inside. Their attempts to try and influence, control and manipulate you through your equipment fail, as does any other piece of equipment that attempts to interfere with it's wielder. The hardware will yield it's full capabilities to you, allowing full access to you and only ever acknowledging one master above all others – You – until it is released from service.

Type Blue

The 100cp perk is free for you if you took the 'Type Blue' origin. 50% off the price otherwise.

N.O.M. [100CP]

Nano-scale biological changes have added new organelles and structures inside your body- you are now effectively able to survive off of any energy source. You could touch a live wire, stick your hand in a flame, or simply stand in sunlight to satisfy your requirements for food, drink, air and to a lesser extent: sleep. The energy used to perform this process isn't stored in any special way, simply being used to fuel normal biological processes and conversion of ATP, so exotic energies used to refuel in this way do not harm you. Attempting to store more energy than your body can physically contain can lead to side effects, such as increased mass, excessive body temperature and eventual ignition or fevers if put to dangerous levels.

Nanocataylst Augmentation [200CP]

The Nanosuit and it's successor was reverse-engineered from Ceph technology, and retained it's compatibility with their technology, beyond simple common protocols. It was also able to take in fragments of Ceph technology to decipher advances and take aboard specialized nanomaterials for it's own use, making it stronger. This technique can also be applied to other types of equipment or symbiont, enabling them to take aboard fragments of other similar pieces of equipment to improve their capabilities.

'Similar' refers to technologies within the same general category. Rifles, Ceph Hardware, technology derived from a specific civilization and so on. Items may belong to multiple categories at once.

Deep-Layer Protocols [400CP]

Technology in your possession is unique in the manner that it is incapable of deviation from your stated goals. Normally, nanomachines detached from the collective whole would run the risk of having their original goals corrupted or subverted without the greater collective to issue orders, but technology held by you can be proofed so such errors are self-correcting. The only way to remove your tech from play is to destroy or disable it. Hacking or other 'tricks' short of a full rewrite by someone who knows what they're doing will not work.

MAXIMUM_NOUN [600CP]

Your body has been uniquely reinforced, able to direct all scraps of extraneous resources to specific abilities and skills, uniquely enhancing them. Four modes may be designated, with the benefit increasing as the set becomes more specific. Designating 'speed', for example, would temporarily jump your dexterity and celerity as if you had taken a high-grade combat drug. Conversely, designating the more specific 'sprint' would allow an ordinary human to dead sprint at highway speeds, but wouldn't provide the dexterity benefit.

Modes can be refit as required, but there's an adjustment period where the benefits drop severely until accustomed to.

Type Green

The 100cp perk is free for you if you took the 'Type Green' origin. 50% off the price otherwise.

Man In A Tube   [100CP]

There's a certain amount of finesse involved in both blatantly displaying immortality and at the same time totally getting away with it. Like Hargreave, you can get away with never appearing in person ever, with people seeing a virtual projection of you at most. Despite no one ever seeing you, a virtual presence from you is enough to establish a legal identity and exercise the full rights of a person. The advantage to this, other than letting you never leave your house if you want, is that you may use it to set up additional identities simply by creating new facades.

Twisted Motherfucker   [200CP]

Getting into the business of reverse-engineering powerful technology is fine and all until someone gets their head blown off by it. By distributing prototypes, stripped down or even full models of your hardware to other people, you can get a great deal more data and work out of it than if you were just testing it on your own. A double benefit is that people who receive free stuff this way tend to not look too hard at the specifics of where it actually came from, which will let you sneak some nasty surprises in there.

"Perhaps I was economical with the truth."   [400CP]

When you're in the sort of business that needs a complete monopoly on the control and release of the truth, you need to know how to make a cover up. The actual phrasing of your cover up is a human element – and thus something you'll have to work out on your own. However, you've also got the right tools to remove credibility, rig testimony and hide or destroy evidence without a trace leading back to you so that cover up will actually work. So long as you have the resources to carry it out, you can hide the truth behind just about anything.

Re-Purposeful Engineering   [600CP]

Ceph technology is capable of creating anything they can imagine, to the point that the Ceph themselves have lost all interest in their own creations, only ever taking interest in unique proteins produced by evolution. So how did some dude from Ohio manage to reverse-engineer it in less than a hundred years? When you're presented with any foreign technology, you can effectively 'trick' the technology into outright revealing it's operating principles to you instead of going through the extensive process of full reverse-engineering. On top of being much easier and faster than a slow teardown and re-testing of stolen equipment, it also means that fully intact artifacts provide massive amounts of completely accurate information on the operating theory.

Dead Man Walking

If you have purchased a Nanosuit 2.0, you may gain a 50% discount on the perks in this tree in addition to the discounts presented by your Origin- however, you must *take the 'Tin Man' perk.*

Tin Man   [Mandatory]

Your Nanosuit has fully bonded with you, growing into your wounds and taking over damaged organs while breaking down and replacing unnecessary organs to get more raw materials for repairs. SECOND has also bonded into your mind, such that most of your thought processes take place outside of your physical brain, inside the suit itself, where a backup of your mind exists. At this point, if you were to be separated from your Nanosuit, your physical body would almost certainly perish instantly.

There are a few benefits to this: first of all, even if the body within your Nanosuit were to perish, up to and including your physical brain, you would still survive as long as the Deep Layers of your suit were intact, and any benefits from your perks and former biology are now vested inside your suit. You are also functionally immortal, so long as you have energy you can survive. Additionally, the lack of a physical brain gives you a slight advantage over non-fused Nanosuit users, as they may still be instantly killed by sufficient head trauma.

Now for the downsides: Your flesh has been effectively stripped away, making you significantly more machine than person, and most people react to transhumanism… *badly*. On top of that, you cannot move or act without a skeletal structure inside your suit – as in, a person – so should someone attempt to skin your corpse out of the suit, you won't be able to move until someone else puts you on.

You Are All I Can Do Now   [200CP]

When people find your technology or other hardware – more specifically, machinery that needs a user, such as a vehicle or your empty Nanosuit – just laying around in strange locations, they are compelled to put it on or use it. People who have been informed on the true nature of whatever it is are likely to not bite the bait, but a random passerby or ignorant soldier will most likely fall for the trap and put it on. As a bonus, this perk guarantees that such an encounter will happen in a year or so.

"Destiny's a bitch, huh?"   [400CP]

Life changing incidents have a tendency to just fall into your lap. Now they're not always the most *pleasant* incidents, mind you- surviving the total destruction of your squad and the submarine they were aboard sucks, but at least you ended up in possession of the Nanosuit for it. General 'weirdness' just has a tendency to fall over on you, for better or for worse. The upside is that these incidents have a tendency to always more or less pay out.

"They called me Alcatraz. Remember me."   [600CP]

Should another entity be joined to you in some manner, such as wearing your Nanosuit, you may slowly, irrevocably shift through and assimilate their consciousness. You'll be able to read their memories as you gain more access, and eventually their thoughts as you gain access to their nervous system, and eventually control over their body and abilities. There's nothing that can stop this once it's begun other than the separation of the two of you, and you'll still retain what you managed to steal before that point. Once total assimilation has been achieved, the fate of the original consciousness is essentially in your hands. You could choose to have SECOND delete them, keep their consciousness around or assimilate it fully into yours.

STUFF

Mixed bag of companions and items for you to choose from. Discounts are marked as they apply.

C.E.L.L. Kit   Free All

Typical loadout for C.E.L.L. troopers. Not going to provide much protection against Ceph weaponry, but there's enough fighting among humans that it's more than helpful to have on hand. Instead of a single ballistic vest as is in use with most modern military units, C.E.L.L. uses body armor that protects every major artery with ceramic armor plates. These plates are hinged onto the wearer's uniform in such a way that they do not require assistance putting it on, and additionally so the armor essentially supports itself, sparing the wearer from the extra hundred-odd pounds of heavy plating. While it isn't hermetically sealed, the armor is rated for NBC-use, featuring sealing against chemical agents and with the helmet carrying a good pair of filters, integrated noise-canceling and protection against low-energy fissile particles.

In addition to the armor, you also get access to a SCAR assault rifle (no relation to the real world rifle) and a M12 Nova pistol. The SCAR is a robust and reliable fully-automatic rifle which replaced the M16 in service around 2018. Instead of traditional 5.56 ammunition, the SCAR uses a 6.8 caliber round, somehow cramming more of the "smaller" round into one magazine. The M12 is a serviceable sidearm, continuing the current trend of high-capacity sidearms with decent stopping power.

You get two cans of ammunition for these to start, along with a single case of fragmentation grenades and a small pack of EMP grenades. If you really want, you can replace the SCAR or M12 with a mundane human weapon of your choice, such as the Hammer pistol, or a Jackal shotgun.

MV-24 VTOL   Free [100CP]

As of 2020, most specialized aircraft and transports are slowly being phased out in favor of more general, single model aircraft with variants for different purposes. The MV-24 fills a hybrid role of troop transport and gunship support, replacing dedicated attack helicopters and cargo choppers in the U.S. Military. All versions of the MV-24, feature an autocannon and six onboard missiles, although the gunship variant is more maneuverable, with the cargo version featuring no troop space and a hardpoint for carrying heavy hardware such as tanks.

Ceph Weapon   Free [100CP]

'Basic' alien weapon wielded by their combat troops, this covers any weapon that fills the same niche as human infantry weapons, such as the Molecular Accelerator or Alien Beam. While fantastical in their power output, all of these weapons share a few common characteristics. For one, despite their Ceph design, they aren't nearly as devastating as other pieces of their technology while still being powerful, bearing the strength of automatic mortars and flak cannons instead of nuclear weapons. Second, they slowly drain heat from the surrounding environment in order to recharge themselves – not to the point where it endangers the user, though – although the recharge is not fast enough for combat. A regular human might have only have a full magazine or two, but a Nanosuit soldier may be able to rig a compatible power source...

Inert Ceph Technology   Free [100CP]

Within this small vial is a delicate sample of a Ceph commander unit, once active but now 'dead'. The nanomachinery is still active at some level, but it acts without intelligence nor connection to the Ceph hivemind, making it relatively safe to handle. It's not exactly a gold mine of every possible Ceph technology, but studying it can yield tremendous advances.

Nautilus-class Submarine   Disc [200CP]

The fifth class of U.S. submarine to bear the name *Nautilus,* commissioned in 2018 for the Navy, the Nautilus-class is a breed of stealth transport submarine. Much smaller than other submarines of it's class, the Nautilus operates with a small command crew of thirty, making space for transporting up to five six-man teams of special forces. Nuclear-powered, and small enough to slip into harbors and other small spaces undetected, the Nautilus allows close-range support of special forces without detection by the enemy.

Nanosuit Cradle   Disc [200CP]

Calibration and diagnostic device designed for Nanosuits. Essentially it's for fixing any minor bugs that may crop up, and initiating removal or power down protocols. Capable of scanning suits placed within it down to their deepest layers, where their core programming and machinery – such as SECOND's processor – is stored. While it's designed specifically to work with Nanosuits, it's possible to have it interface with similar armors and symbionts.

Skinning Bed   Disc [200CP]

A cruel device that looks suspiciously similar to a Nanosuit Cradle, except it lacks any calibration points, instead being armed with a suite of autonomous arms and restraints. This can be used to separate bonded Nanosuits from their wearers- literally slicing the wearer's skin off in order to remove it. If the Nanosuit has dug too deep into them, the complete degloving of their body will kill the user in the process. While the process can be stopped, once the wearer is in the machine there is nothing they can personally do to halt the process.

…Other armors and symbiots? It… *should* work on them. In theory.

CryNet™ makes no guarantees. [1]

TAC Gun   Disc [400CP]

Little brother of the tank-mounted TAC Cannon, the TAC Gun is a nuclear-enabled grenade launcher. The projectiles are individually small for nukes – maybe a kiloton of yield per shot – but because they are in fact just grenades, they can be fired very rapidly. I'd mention arcing the grenades to get them behind obstacles, but when it's a nuclear payload that doesn't really matter that much, does it. On the plus side, the warheads are fission-based, and thus are dirt simple to make – the only difficult part is getting your hands on the fission material.

Singularity Cannon   Disc [400CP]

Roughly the size of a MBT's main cannon, this Ceph weapon temporarily generates a small black hole at the target point, shredding the target point in a wave of intense gravity, followed by a massive blast of heat and radiation. It has output roughly on the same scale as a very small nuclear weapon, three to four kilotons of TNT worth. The US Navy has a similar prototype tank cannon with a similar output, but like all of their technology, the Ceph version recharges itself by draining heat energy from the surrounding environment, freezing the air and damaging unprotected humans. One shot turns a small circle of grass around the tank to ice instantly.

Archangel Authorization   Disc [400CP]

As befitting your station (or illicit contacts) in C.E.L.L. you have authorization to retask the orbital energy grid for a firing missions by the massive orbital laser **Archangel**, which carries enough power to level the entirety of New York. Archangel is a directed energy weapon – no particle streams here – but it also makes it incredibly innocuous, looking like any other civilian satellite. If you wanted, I guess you could retask the global energy grid to just power something for you…

In worlds past this one, the orbital energy grid and it's infrastructure will follow you, although elements may need to be reactivated in order to achieve full effectiveness, and the lack of a certain System X will certainly drop output.

"Jack Hargreave, At Your Service."   [200CP]

Most likely one of the most powerful men on the planet, and certainly the most knowledgeable individual on the Ceph, Jacob Hargreave has taken a personal interest in your success. He certainly knows far more than he's letting on, but he's invested enough in your fate that he'll start dropping nuggets of wisdom onto your lap. It's probably advisable to be careful though, as Hargreave is a futurist bar none, so his idea of… 'helping' can differ from your average joe.

In future jumps, Hargreave will either follow as is, or another similar Ohio-based businessman will show up. Whatever he is, he'll be there and will be dabbling in either military hardware, nanomaterials or whatever symbionts and precursor technology is available for him to get his hands on.

"I'm just a conspiracy theorist!"   [200CP]

Nathan Gould is the grandson of one of the founders of CryNet, and has worked there as a researcher since the first Nanosuits were designed. Despite presenting as a goofball and slightly crazy, Gould is a competent logistics officer, able to keep up with someone like Prophet while being on the run himself. Now, he's somehow gotten his hands on the information to access your comms or your suit link, if you have one. He'll act as the angel on your shoulder, if you need one.

In future jumps, Gould will still act as your logistics support, although he doesn't have much of a physical presence beyond being able to talk to you through comms. You're not crazy, other people can hear him too, but nobody can ever seem to figure out exactly where he is...

Nanomaterial Breeder   [200CP]

Equipment like the CryFibril is not something that can be manufactured in the conventional sense – no mechanical arm, tool or press can really manipulate matter on that small of a scale required to assemble something like that. Instead, the component pieces are often *grown* in a specialized chemical vat, essentially self-assembling out of a specific mixture of certain elements, which are then introduced to other elements in order to self-assemble into greater and greater chains of elements that build up to the full suit.

This extensive piece of equipment – large enough to take up a small warehouse – is the total infrastructure required to support such an operation and grow Nanosuit assemblies from scratch. Of course, knowledge of the process is required for final assembly, but as long as the base materials are known, the process is mostly self-automated. Works for essentially all nanotechnology and similar symbionts.

Ceph Scout   [200CP]

Due to an equipment malfunction, this Ceph has been disconnected from the greater hivemind, although it still has enough collective mental capacity to act intelligently. A mechanical squid roughly the size of a small truck, it's armed with a type of molecular accelerator that manipulates heat as a weapon, either rapidly condensing and firing ice splinters from the air or flash freezing all objects in a given path. It doesn't talk much or in a language you speak, but between it and it's onboard squad of four Ceph troopers, it's quite a bit more intelligent than your average human, and understands you just fine.

As for why it's following you around- that's a question you're going to have to answer yourself. It seems that it has no interest in returning to the hivemind, however.

Nanosuit 1.0   [200CP]

One of the most advanced combat exoskeletons ever developed, the Nanosuit combines a soldier's entire kit plus even more into a single self-supporting, self-powering suit. It's unique muscle fibers can instantly shift properties on a fundamental scale, switching between varying contraction rates, tensile strengths and refracting qualities to make for four differing combat modes. Additional maneuverability is provided by microscopic turbines integrated into the suit called 'hydro-thrustes', which function like any other turbine, passing water or atmospheric gasses through the suit in order to generate thrust, which can be used to enhance sprinting, turning, swimming or even moving in zero gravity.

While ostensibly 'weaker' than it's successor, the Nanosuit 1.0 still elevates it's user to be capable of superhuman feats of strength and durability. Without any specific mode activated, the user can exercise enough force to readily move heavy metal objects, control high-recoil firearms and sprint at high speeds, all with no energy consumption. By activating one of four specialized modes, these feats are elevated to outright preternatural levels.

In *Strength Mode*, the already considerable strength of the Nanosuit elevates to allow the breaching of concrete walls, bodily throwing fully-geared soldiers and the near elimination of firearm recoil, while allowing enough leg strength for a user to jump four times their height. A mere punch is capable of instantly shattering a human skull. *Speed Mode,* on top of adjusting the suit's muscle fibers and directing additional power to the hydro-thrusters, injects potent stimulants manufactured by the suit, enabling sprints faster than any unassisted human is capable of, while simultaneously enhancing oxygen flow to the brain to allow the user's reaction times to keep up. When using *Armor Mode*, all available power is directed into absorbing all energy the suit comes into contact with while focusing on regenerating suit material and human tissue. While active, the nanosuit and it's wearer are effectively invulnerable to all forms of material harm, but each hit rapidly drains suit energy until Armor Mode is forcibly deactivated. Finally, *Cloak* converts the surface into a form of crystal that redirects light around the Nanosuit without actually striking it, removing it's visible signature, which additionally can also make the suit invisible to radar and other forms of imaging- even Nanovision. Unfortunately, the crystalline lattice requires continuous power to operate, and consumes ludicrous amounts of energy when in operation.

In addition to the major features of the Nanosuit, it possesses several secondary features which are considered 'minor' - but no less impressive – in comparison to the rest of the suit. Integrated into the helmet's visor is a variety of off-the-shelf technology, albeit miniaturized to fit in the visor without any protrusion. In addition to a pair of night vision goggles integrated with digital binoculars, with about a minute of operational charge once night vision is activated. A rebreather in the mask allows one minute of oxygen recycling before suit power is drained to maintain oxygen levels. All sensor input is processed through a powerful onboard supercomputer, capable of real-time, zero delay image recognition, allowing the user to 'flag' objects for tracking, while additionally able to be broadcast to a remote location for logistic support in the field. It additionally manages communications, geographic positioning and navigation and the IFF system. This suit link also communicates life support information of the wearer: temperature, atmospheric pressure and radiation hazards. The suit can maintain the user in a vacuum and temperatures down to -130ºC before starting to drain energy.

Nanosuits are symbiotic, although the 1.0 is limited in it's symbiosis. When the human tissue beneath the suit is damaged, the suit will automatically begin growing into the user, replacing their flesh and breaking down dead matter for material in order to support any damaged organs it makes contact with. Eventually, the Nanosuit will visually appear to be the user's skin, while granting all normal Nanosuit abilities, except the Nanosuit's proportions will remain the same – male or female, tall or short – making the results quite uncanny.

Finally, the origins of the Nanosuit grant it several abilities. As a piece of combat hardware, it of course has multiple pouches designed to carry large amounts of ammunition and explosives while protecting them from surface strikes and accidental detonation. Additionally, magnetic hardpoints allow easier holstering and management of weapons. It's status as reverse-engineered Ceph technology also enables the Nanosuit to absorb Ceph energies to recharge, or emit them in order to power Ceph weapons after a simple field modification.

"Technically we're supposed to be testing the Nanosuit, which means no messing with any of the hardware capabilities or functions. Otherwise Hargreave will have our necks for interfering with 'vital shakedown testing of a valuable piece of hardware'. We should be able to sneak past a few basic parameter changes, though.

On top of the default capabilities of the Nanosuit, you may optionally take any of these free import options below so you can add it's capabilities to any gear you already possess, merging them into a single suit of armor. However, due to being an inferior version of the 'completed' Nanosuit, there is no SECOND to iron out these functions for you, so past this initial import, any new capabilities you want to add will have to be done manually by you or someone else.

MAXIMUM ARMOR   [FREE]

Allows you to import any given power armor (or regular armor) in your possession to be merged with the Nanosuit, essentially becoming the 'baseline' for all of it's functions. Armor Mode would only enhance, not bring it up to it's original levels. Feel free to cram as many different armors as you want together, the techs will sort it out.

MAXIMUM POWER   [FREE]

A more specific option, this is just for exoskeleton systems – artificial muscle fibers, hydraulic frames, weird crystal meshes and the like. Stuff that you may have but not necessarily is inside of power armor for the above.

MAXIMUM SPEED   [FREE]

By manually entering the chemical make-up of a given substance (i.e. a drug) into the Nanosuits internal manufacturers, it can synthesize more of it on the fly. The ability of the manufacturer to make more of the subtance depends on how complicated it is and whether it contains any exotic materials, but drugs that are based in organic chemistry are the quickest and easiest to make. Works best with drugs that are absorbed through the skin, otherwise there's a slight delay before it kicks in.

MAXIMUM VISOR   [FREE]

The first Nanosuit... did not have impressive sensors by any definition. Lets you stick any other types of optic and sensor you want into the Nanosuit. Real world sensor types not covered by the Nanosuit 1.0's systems include: X-ray, radar, ultraviolet, infrared (electromagnetic radiation), sonar, seismic, acoustic (mechanical waves) and subatomic radiation (particle detection).

MAXIMUM STYLE   [FREE]

For armor that has extra clothes and stuff on top of it. Longcoats, capes and so on. Really just plasters it on top of the Nanosuit. Mostly here for vanity, but also if you have a particular form of super clothes that you want to have integrated into the Nanosuit.

Nanosuit 2.0   [600CP]

The reason I said "one of the most advanced" above is because this exists. The Nanosuit 2.0 is the *single* most advanced piece of human technology ever developed, period. There should be only one of these in the world, but now you possess the second deployed unit. Every single aspect from the original Nanosuit has been improved upon, with a solid chunk of raw strength being added to the CryFibril, improving it's most basic performance by a fifth under testing conditions, and close to doubling it in the field. Energy efficiency of all systems have been boosted, and coupled with a new fuel cell greatly extends operation times of power intensive systems. It also weighs half that of the 1.0, giving further efficiency and agility benefits.

On top of improvements, the N2 has new subsystems which allow it to collect energy for system power from a variety of sources, such as slightly dampening physical blows, absorbing radioactive particles, electrical discharge and recycling organic matter into fuel. New armor configurations passively reduce reaction times to hundredths of a millisecond and protect against environmental or 'weak' nuclear-released EMP. Dedicated EMP weapons are still as effective as before.

To accompany it's new hardware upgrades, and to give it something better than the flimsy camera and vital feed of the previous Nanosuit, the N2 features a combination operating system and digital assistant, the **Semiautonomous Enhanced Combat Ops: Neuro-integration Delivery AI – or SECOND**. Instead of using any dedicated hardware of it's own, SECOND only requires a small chip which parasitically harvests the miniscule amount energy to run SECOND from it's wearer's blood glucose. SECOND itself exists within hardware even more powerful than the suit or any computer on the planet: it's human user's brain. Once SECOND has been installed, it is more than likely that it will remain active within the mind of it's user, even if they were to be skinned from their suit.

On top of regulating all functions of the N2, SECOND is also responsible for providing tactical support for the user by taking in environmental data, finding and presenting available courses of action to it's user. Due to existing within it's user's brain, SECOND is able to equip it's user with flawless, eidetic memory that it may manipulate in order to stream data into their subconsciousness. Doing so allows it to give it's user instant intellectual support by perfecting and tweaking their word choice on top of streaming known data on subjects into their subconscious, seamlessly inserting the relevant knowledge into it's user's mind. This system is also used to manipulate the endocrine system, optimizing the user's mind and rendering them nigh immune to psychological deterioration due to stress, fatigue or trauma, while also instantly recognizing when a moral or theoretical situation requires it to back off.

SECOND's vast intelligence has also led it to exploring... creative methods when dealing with threats to it's only priority: the preservation of it's user's life. The only other version of SECOND in the world responded to an attempt on it's user's life via biological nanovirus by not only reverse engineering a cure for the agent, but reprogramming it to kill every member of the nanovirus' creators it came into contact with.

This system works in tandem with the most drastic improvement over the Nanosuit 1.0- symbiosis of the suit and the user. While the original Nanosuit grew into the skin of it's user over time to heal stress injuries and eventually even transfer parts of it's abilities to them, the Nanosuit 2.0 is designed to integrate with the user in a much more dramatic way. The suit will begin growing into any wounds suffered by it's user, spreading throughout their body and breaking down various bodily tissues for raw material in repairing vital organs. It is capable of doing this at an incredible rate, able to fully repair itself from near-total destruction in hours with sufficient mass. While this process is taking place, SECOND additionally begins backing up the mind of it's user into the deep layers of the N2, preserving them in the event that the host's brain becomes damaged.

These two systems working together eventually result in the Nanosuit 2.0 and it's user merging into a single being with the memories, personality and will of it's original user and the raw intellect of SECOND wielding the powers of the Nanosuit: A 'Post-Human Warrior'.

The following options may be purchased for the Nanosuit 2.0 only in order to import hardware already in your possession into the suit's makeup. If not taken, the suit will still have those capabilities, but will have to integrate new parts slowly over time. Free options may be taken at will, but are not mandatory unless marked so.

MAXIMUM ARMOR   [FREE]

CryNet™ CryFibrill™ artificial muscles are equipped to analyze foreign materials via the SECOND tactical AI. Once the structure of foreign material has been observed, CryNet™ CryFibril™ can mimic the entire physical structure in order to passively mimic it's properties. This may be done with any armor in possession of the user. Once added into the suit, the suit gains the material properties passively, able to route additional resources to enhance it while in Armor Mode.

Allows you to import any given power armor (or regular armor) in your possession to be merged with the capabilities of the Nanosuit 2.0, essentially becoming the 'baseline' for all of it's functions. Armor Mode would only enhance, not bring it up to it's original levels. Feel free to cram as many different armors as you want together, the nanosystems will sort it out.

MAXIMUM POWER [FREE]

Existing last generation exoskeleton systems can be analyzed by the SECOND tactical AI in order to identify optimal configurations for CryNet™ Muscle Fiber systems, improving them with performance of said exoskeleton. Works with any similar armor system.

A more specific option, this is just for exoskeleton systems – artificial muscle fibers, hydraulic frames, weird crystal meshes and the like. Stuff that you may have but not necessarily is inside of power armor for the above.

MAXIMUM SPEED [FREE]

Speed Mode is equipped to synthesize organic combat drugs from component atoms on the fly. If CryNet™ Muscle Fibers are allowed to analyze other organic – or sufficiently similar – compounds, it will adapt itself to produce more of the compound on demand.

For allowing the Nanosuit to create more of specific drugs on the fly. Not remotely necessary post-jailbreak, but very useful for the prior period if you have a specific kind of combat stim you really rely on.

MAXIMUM VISOR [FREE]

By default, the CryNet™ Nanovision™ system scans and interprets the entire range of electromagnetic radiation – including radio, infrared, x-ray and visible light – to provide unparalleled tactical data and visual acuity. SECOND tactical AI systems will analyze and interpret sensors outside this array to add additional data collection methods- even exotic ones.

For the inclusion of exotic sensors that cover things that don't fall under the EM spectrum that default Nanovision can pick up. The specifics will vary by setting, but it's worth noting that it doesn't cover these real world sensor systems: sonar, seismic and acoustic (mechanical waves) and radiation (particle detection). Detection of current gravity and force are partially covered, but generally only for combat purposes, you probably couldn't conduct any physics experiments with them.

MAXIMUM STYLE [FREE]

CryNet™ aims to provide unparalleled support for all stealth system methods, including operations that require more [DICTIONARY_ERROR: WORD "SUBTLE" NOT FOUND] methods of infiltration. Armor and clothing in possession of the user may be broken down in order to have their visual appearance perfectly mimicked by the CryNet™ CryFibrill™ systems, either in part, or in full. The SECOND tactical combat-oriented biological supercomputer may additionally adjust the fashion of the CryNet™ Nanosuit 2.0 as required by the user.

User Note: CryNet™ safety protocols prevent the Nanosuit 2.0 from compressing it's mass past default bulk unless the [REDACTED_HARGREAVE_PROTOCOL_PHW] has occurred. Fashion discretion advised.

For armor that has extra clothes and stuff on top of it. Longcoats, capes and so on. Really just plasters it on top of the Nanosuit. Mostly here for vanity, but also if you have a particular form of super clothes you want to have integrated into the Nanosuit.

SECOND [FREE]

CryNet™ is proud to present the SECOND tactical AI as the latest tool in it's arsenal to assist the soldiers of tomorrow. SECOND, unlike competition artificially intelligent assistants, maintains absolute loyalty towards it's operator by virtue of existing as a part of their operator, preventing opponents from attempting to turn or trick the AI into working against them.

Should the user possess an AI system already, SECOND will – if wished – copy all of it's data, personality and ego to itself, essentially 'upgrading' itself with said intelligence. No capacities are diminished in this transfer, and the above properties are retained – although a perfectly loyal AI will not necessarily become a listless 'Yes Man' as default SECOND.

Allows you to change SECOND to be an AI already in your possession, gaining all of SECOND's capabilities (the supercomputer intelligence and so on) while retaining it's original abilities. It will get installed in your brain, though, so be careful about who exactly you stick in there.

MAXIMUM HYBRID [FREE]

When the CryNet™ Nanosuit 2.0 is provided with a foreign tissue sample, the SECOND tactical AI will analyze it in order to provide an assessment of potential threat in biological warfare and benefit to the user in the form of antibodies, immunity or hybridization. Even alien tissue is (in theory) able to be utilized by this process, enabling access to unique biologic or to bypass security protocols, with SECOND overseeing that only desired traits are utilized as it deems wished by the user.

User Note: CryNet™ cannot guarantee an immediate lack of side-effects when using alien tissues unless pre-processed through SECOND via this option. CryNet™ is willing to extend pre-processing benefits to any tissue in user's possession, or a sample of the [CLASSIFIED_CHARYBDIS] biomaterial.

Essentially enables stapling of any random genetic samples you might have on you into yourself. SECOND can do this already but it's a slow wait to see any significant changes, this just allows you to speed it up to completion at the very start.

MAXIMUM ASSIMILATION   Dead Man Walking Special – Mandatory
[REDACTED_HARGREAVE_PROTOCOL_PHW]

"Research into capabilities of the Nano-Fibers continue. We're seeing dramatic improvements across the board when it comes to testing, but certain subjects became… abnormal. Frankly, we were all shocked at the degree SECOND resisted our attempts to remove the suit at the end of the test. We ended up having to walk PFC. [REDACTED] through the steps to remove it manually, since our suit cradle was unable to activate the separation sequence.

Furthermore, the next subject, Dr. [REDACTED], began behaving… oddly after putting on the suit for a simple test of it's breaching capabilities. Nothing too serious, but he mentioned his time in Vietnam to me after we removed the suit. As far as I knew, he was a conscientious objector to the war.

The Nanosuit is stuck in life support mode, and it seems SECOND is refusing to deregister the PFC as it's user, claiming that it'll kill him despite the PFC being fine. We found some strange data floating around in the suit's deep layers as well. I asked one of the engineers who worked on SECOND and she said that while it was unlikely… it's possible that SECOND interpreted removal of the suit as an attempt on it's user's life, and took steps to preserve it. Judging from the doctor's behavior… it seems it was partially successful."

If you take Dead Man Walking, you'll have to contend with the fact that anyone who wears your suit (or really just wears 'you') after this will slowly be assimilated into you by SECOND. It's a 'jealous skin' as it were, and it really freaks out when Prophet commits suicide. Also allows you import a companion to be inside your shell, if that's something you want to do.

Freedom [200CP]

A dangerous modification not recommended by CryNet™, enabling this disables safety protocols on CryFibril™ nanofibers, granting them total freedom from their constrained programming. While doing nothing to the base abilitis of the Nanosuit 2.0, this is the only setting that SECOND is not authorized to deploy on behalf of it's user, and must be done manually by qualified personnel. Unlocked nanites are completely at the command of the user, able to transform into any form of matter commanded by the user, enabling freeform reshaping of their suit's nanosystems and parameters.

Unfortunately, the removal of inhibitors and dopamine blockers to allow this full access also removes the protection built into the suit that prevents the Ceph hivemind from severely intruding into the Nanosuit, putting the user at severe danger of being consumed by the hivemind. Special modifications of CryNet™ nanogear allows this danger to be averted, when installed correctly.

Energy is still energy, however. Despite being able to perform any operation, a Nanosuit cannot make something out of nothing, and requires the correct level of energy to perform a given task.

Unlocks the restrictions on the nanomachines inside the Nanosuit that prevent them from going full nanoswarm and changing into anything and everything at will, essentially making the Nanosuit go from a suit containing nanites to a nanoswarm. You can do this at any sufficiently powerful suit cradle in the jump, but it'll open you up to the Ceph hivemind, which is an overwhelming in presence – the best Prophet could do was just hold it off. Buying it here will protect you from that side effect and any similar effects that try to control you through the Nanosuit in the future.

Special

Companions can be created with these options instead of importing one.

Import   [Free]

As many companions as you wish may join you, getting a free background and origin, including the free perks and items associated with it. They get 600CP to spend, but obviously they can't buy anything from this section.

Nanosuit Soldier – Requires Import   [200CP]

A participant of the ill-fated Nanosuit program, your companion survived their enrollment long enough to be retrofitted with a Nanosuit 2.0, gaining one and it's associated benefits. If they wish, they may additionally change their origin to Dead Man Walking, leaving themselves to be found by you or acquire a body from their background.

Canon Companion   [200CP]

If you want, you can have someone from this world tag along with you into worlds after, so long as they are willing to come with you. Some people may not necessarily cross paths with you otherwise, but purchasing this will also guarantee at least some manner of meeting, enough to potentially get your foot in the door. Augmented individuals such as Prophet or Hargreave incur no extra cost.

Drawbacks

Limit is +1000CP.

"But can it run Crysis?"   [+100CP]

Well, the upside to this is that you'll now continually be awed by and able to find fulfillment in the beauty of the world, even after the jump ends and the penalties of this drawback are removed. Bad news, you'll often be distracted by it, and it seems like with all the blooming lights and godrays everywhere you won't be able to see a damn thing. Now, considering the nature of Ceph weaponry, you can see how this will quickly become a liability.

The Lingshan Insertion   [+100CP]

Instead of beginning during the events of Crysis 2, in 2023, you will begin in 2018, during the events of Crysis 1 and during the U.S. Special Forces operation known as the Lingshan Insertion. The events of this set up the pieces for the events of Crysis 2, and give you five years extra time on your visit to influence events. However, there are a few drawbacks- first off, your background will be 'juvenile' by several years, maybe a few ranks lower or a promotion or two away from full benefits, and additionally, the Nanosuit 2.0 has yet to be developed, and thus if you bought one, you will have to wait until 2022 to receive it.

If you are a Dead Man Walking, then- uh, expect things to get bloody a few years after receiving your Nanosuit 2.0.

"Is it even human?"   [+100CP]

CryNet's Nanosuit program has had many objectors over the years, not only because of the stakes involved in reverse-engineering Ceph hardware, but also because of the long-term effects of wearing the suit. You'll find that any qualities you possess that put you beyond normal humans will rouse ire and suspicion in others. Someone who is close to you or needs you might be able to swallow their disgust, but expect fear and suspicion from most regular people who find out about your true nature.

Work Away Debt Program   [+100CP]

C.E.L.L. maintains a program for those who become severely indebted to them, indenturing debtors into service until the entirety of their debt has been paid off. Should they perish, the debt will instead fall to their families and then to their relatives in turn. Through either direct debt or an inherited debt like this, you have been tagged for C.E.L.L.'s program when it starts in 2034. If you really want... it would probably be trivial to run away. But then your family and relatives would be drafted in your place.

Barnes-Rasch Syndrome   [+200CP]

After a bad, unprotected exposure to Ceph technology, you have been linked to their titanic hivemind. You may be pleased to know that as a side effect your natural lifespan has been dramatically extended by a few hundred years, but the link created means that the Ceph now have a direct intrusion point into your mind. It's essentially impossible to keep them from reading what's in your thoughts, but what they'll mostly be concerned with is slowly subsuming and rewriting your thoughts, until you're one of them.

On the other hand- no hivemind, no more mental intrusions.

Meat Locker   Requires Dead Man Walking [+200CP]

Instead of your own 'corpse' being inside your suit, someone very conscious and very alive in inside it. They are either dependent on the suit to survive or soon will be, and due to being more than backup data, are going to be the 'driver' for a good while, at least until SECOND can work it's way into their mind. Once that happens, well, it's mostly going to be up to you what their fate will be, although they may not be happy with whatever choice you pick. Should you have picked a background other than 'drop-in', this person will share that background with you.

Alternatively, you may instead be the person inside the suit. While the odds are stacked against you, as SECOND is more interested in preserving the original operator's life over yours, it is possible to take control over the suit should the original operator willingly yield it. If you choose this route, take an additional 100CP.

"It was never just about the suit!"   [+200CP]

Public trust in the Nanosuit program – even at the incredibly limited level it is known – has never been especially high, as a good chunk of nanotechnology utterly fails even the most basic of safety regulations. It's dangerous stuff, and people are often revolted and discomforted by the presence of Nanosuits. Despite that, the incredible things their wearers can pull off are quite something, and can leave people quite... jealous. Expect a lot of people pining after your capabilities, and hostility bred from inadequacy that is easily escalated.

The Best Version Of Ourselves   [+200CP]

Perhaps your greatest flaw is your tendency to focus purely on technology to solve all your problems, forgetting individual initiative, improvisation, creativity and independence- the 'human' element, as it were. When confronted with some new problem, your first and often only solution will be to try and find some manner of 'miracle' technology to avert the problem, up to and including basic social issues and physical problems. This isn't necessarily a **bad** thing, but you'll develop a blindspot to easier solutions, like just talking to someone instead of attempting to psychoanalyze them, or tapping into dangerous energy sources over safer, but inferior ones.

H-   [+200CP]

You have capabilities that put you beyond normal humans and *boy are you not happy about it*. Whatever is going on – Nanosuit symbiosis, Ceph technology or something else – it greatly distresses you, and yet you are unable to do anything about it without suppressing invaluable abilities. Jaded as you are about this, being forced to use your abilities is going to quickly harden your heart and humanity.

"Let me repeat that, Roger."   [+200CP]

Somehow the CIA and FBI managed to transmit their highly advanced skillset to the rest of the U.S. Military and from there to the rest of the world, causing almost every single leader on the planet to become a massive idiot. They will authorize absolutely terrible ideas over the objections of every single person with actual experience present, including firing nuclear weapons at shields that absorb energy to become more powerful, or attempting to drown aquatic aliens. This will even extend to insanity such as using captured Ceph as energy sources, with high powered weapons positioned nearby in case they go out of control. Because that worked so well the last time.

What are you prepared to sacrifice?   [+300CP]

Things are about to get much, much harder. Strategies and methods that have always worked before will become far less reliable, bleeding massive amounts of resources to achieve. In fact, the best course of action by a country mile will always be the sort of action that goes directly against your ethics and occasionally, your morals, forcing you to compromise if you want to get anything done.

They Built *Everywhere*   [+300CP]

Despite having colonized the entirety of their home galaxy – what humans call M33 – millions of years ago, the Ceph are not on Earth to establish a colony or to conqueror it, but to study our biosphere. The goal behind the extermination of humans in specific through the Manhattan Virus is to remove the negative influence of humanity on biodiversity, to the point that not even their liquid remains will threaten genetic diversity. Earth is not the only location with such a Ceph presence, however.

Any life-bearing planet within the Milky Way will inevitably have a dormant Ceph presence on it, now – including civilizations that follow you. That may not threaten Earth directly, but it will threaten your fellows, as well as severely reducing the range Earth Ceph must bridge to call for reinforcements.

Destiny's *really* a bitch   Requires Nanosuit 2.0 [+400CP]

Your callsign is now *Alcatraz,* and you will be sent to Manhattan shortly after arriving in the jump, and you will be given not your own, second Nanosuit, but instead the original 2.0- Prophet's Nanosuit, with the original driver charging you with his mission before committing suicide. It may seem all hip and groovy, but the injuries you'll sustain mean you won't be able to live without the suit, which will be growing into your wounds without the inhibiting undersuit. What's more, it seems that Prophet's consciousness... didn't fully vanish.

 All Worlds   [+400CP]

The Ceph that have taken up residence on Earth are actually ships seeded by the Ceph from the home galaxy – the one humans refer to as M33. These Ceph have colonized their entire galaxy and have spent untold millions of years advancing and developing their technology, to the point that they are essentially capable of anything they can imagine. Now, the M33 Ceph have access to several of the basic technology bases of worlds you have been to, incorporating it into themselves from the beginning and developing it. The seed Ceph on Earth will have comparatively primitive technology due to the separation of time from their progenitors, but it's enough to cause trouble.

[1] Except the author. The author absolutely guarantees it'll work on other stuff.

Ceph created by They Built *Everywhere* will vanish from your planets post-jump, don't worry. Unless you befriended them and want them to stay or something, of course.

Nanosuit 2.0 may come with a 'separating' suit that prevents symbiosis, although that's obviously useless to you if you've taken Dead Man Walking. You can still take it if you want, though.

People who purchase the Nanosuit 2.0, but do *not* take the 'Tin Man' perk will slowly accrue it's benefits over time as symbiosis occurs.

The Nanosuit 2.0 may optionally become an alt-form post-jump. As to how that works with the nanites and everything… I have no idea, but whatever you fanwank it'll most likely be kosher anyway.

Nanosuits begin full symbiosis at varying rates depending on user injuries. In the case of Dead Men Walking, like Alcatraz, where severe injuries lead the suit to very rapidly break down biological tissues to make repairs to critical organs, the symbiosis occurs very rapidly, and it's not like the user has any other choice if they want to live. A more normal cases, such as an uninjured marine within the suit who takes only minor damage through it over time, the symbiosis occurs much more slowly, and only in one or two minor locations, making removal slightly more difficult, but probably not noticeable. Someone who simply doesn't suffer much physical injury – maybe someone just doing their daily life and grocery shopping… just with a Nanosuit for whatever reason – will only notice symbiosis occur over a period of a year or so of continual use.

Once symbiosis begins, there's a significant period where you will be totally unable to remove the Nanosuit, as it will essentially become your skin. If you want full symbiosis, you'll have to sign off on wearing the suit for the entire twenty five year period for the suit to integrate with you completely. Once that has happened, the Nanosuit will fully fuse with you and regrow your human exterior, allowing you to pass as a normal human once again. Jailbreaking the Nanosuit will allow this process to occur much quicker.

On Freedom and the capabilities of a jailbroken Nanosuit:

Crysis tends to depict a 'hard' singularity, where anything permissible within the laws of physics is possible, but does not necessarily jump immediately to the end of the equation. Nanomachines can instantly shift their properties and are able to mimic any form of matter or physical structure, but it takes time to move them into position for complex structures. The Ceph cannot simply grey goo the Earth, or simultaneously give all humans cancer with a single nanomachine that travels at light speed. They can open Einstein-Rosen bridges, but they need incredible amounts of power to do it and they're quite small. This is the sort of frame of reference you have for what the Nanosuits can do when jailbroken.

A jailbroken Nanosuit is essentially a nanoswarm in a loose sense of the word, but it doesn't behave like a swarm of bugs acting like a human. If you were to peel Prophet from the end of Crysis 3 apart, you'd see an internal network of muscle fibers from the Nanosuit and internal skeleton holding it all together, just like any other organism. The key thing is that every single component of his body is made up of nanomachines **pretending** to be different substances to make him up.

His human skin, for example, probably behaves and reacts exactly like regular skin, but if you were to peel it apart, you would notice that while the cells that make up the skin look right, and the proteins that make up the cells look right, the chemicals that make those up are actually composed of nanomachines pretending to be the relevant chemicals.

The nanites can be used to replicate physical structures, such as a key or any physical substance, such as the material of ceramic armor, given a sample of the compound and how it fits together with other pieces to form

the full set so the nanoswarm can 'learn' how to mimic it. This can also be used to manipulate other matter, such as forming raw components into a new nanosuit, the manufacture of gunpowder and other ammunition from spent casings and cow shit and so on. You could do the latter with the nanites mimicking those substances, of course, but you'd basically be shooting your own body mass at people, and in an incredibly mundane way.

Things like that are really only scratching the surface of what's physically possible, though. You could form an internal 'battery bank' of extra power cells to store more power, or grow deployable organisms by assembling them beneath or on the surface of your skin. Perhaps an insect controlled remotely by you for spying. There are certain types of gold nanoparticles that can reverse combustion when given input energy and create ethanol, which you could store to create an internal flame thrower. Total reshaping of your biology to transform into any animal or whatever frankenstein biology you wish is possible, although it's a relatively slow form of shapeshifting at any rate.

By default the Nanosuit allows wireless hacking of electronics, but free nanites can enter electronics and flip individual switches given enough time to make a layout- although in this particular case, traditional hacking may be better. You could insert storage media – discs, flash drives, books – directly into your body and interpret the data contained on it directly by reading switch positions, deformities and engravings and commit it perfectly to memory or even do the reverse and extrude your mixtape for a long car ride. If you really wanted to get weird, it would be possible to shape an internal DVD drive in your body and speakers to play back the data on.

On the extreme end of things, you could form an internal particle accelerator, and fire free electrons at people or simple fire a stream of molten lead if you felt like it. Induction coils in your hands could melt metal in your grip and you could task nanomachines to break apart atomic bonds to make your hands dig through any substance.

The key limitation to all of this stuff is, as before, **power**. Individually manipulating atoms and compounds costs absolutely miniscule amounts of energy, but doing it across the trillions of individual cells of a body is where the energy cost starts to rack up. Given a proper mainline or power source, you could continuously do high-energy operations, but even then it's not like these nanomachines move at light speed. They move fast on the atomic level, so they can quickly link up with their neighbors to do the transformations like switching Suit Modes and so on, but if you need to redistribute nanomachines from one side of the body to the other it'll be slower.