By Ammy (based on u/lord-of_rotten_ham's jump)

(version 1.0)

(Heavy spoilers ahead. Please play the game in advance, because it is spectacular.)

Twenty-eight years ago, the city-state known as New Mecca entered a war against a group known as the Cromags. Eventually, as the years went by and their desperation to win grew, the government created the NULL program: A special operations group consisting of experimental, highly-trained supersoldiers with one particular trick up their sleeve.

Chronos was that ace, a drug that altered the user's perception of time such that they were granted precognition and the ability to slow time to a crawl. The unit was highly effective, but eventually the chemical's lethal withdrawal effects became clear. NULL was pulled from the frontlines and upon the public's discovery of the other atrocities the state had performed, they were forced into a withdrawal themselves. New Mecca lost.

That was seven years ago.

Now, within the Third District, forces are moving to recreate Chronos for their own ends. The crime lord "V" and his partner, the mysterious assassin known as SNOW, are spearheading this effort, while bodies pile up both from their efforts and a serial

killer known as the Dragon, who is hunting down those involved with NULL and Chronos for revenge.

Soon that pile will be added on by another; others are seeking to erase all traces of the NULLs from existence, and have contracted one themselves. Paid with Chronos and directed by his psychiatrist, this NULL, Zero, will end up blowing a good deal of the operation to others and ultimately force his way out of his leash.

But that's not for you to worry about just yet. That's about three weeks from now, and you shouldn't be headed in without some payment of your own. ***+1000CP,*** on the house. What will you do with it, I wonder?

Location:
Somewhere inside New Mecca. Really, there's not a whole lot to see here. Well, I might as well give you some notable locations you might run into.

1. ***Apartment Building, Third District:***
   Where Zero lives. It's frankly a shithole, not something you'd want to live unless you had no choice. Maybe you want to do something about the soldier here then?

2. ***The Psychiatrist's Office:***
   It's where Zero's psychiatrist meets with him for each assignment. There's a stash of Chronos here, and it's very likely there's good documentation around here about his employers. That being said, it's also likely monitored in at least some way; being too loud might cause a suspicious SWAT raid on your location quickly enough.

3. ***The Factory:***
   It's an old factory. Not exactly interesting, except Dawoud Bey, a scientist who worked on the development of Chronos, is being held here and tortured for information on it. I suggest making sure you do this quietly; V has put an explosive charge on his collar while he's a 'guest' here. Best take that off if you want any information out of Mr. Bey.

4. ***Murdower Hotel:***
   This hotel has seen better days, at least as far as the normal accommodation goes. Penthouse's sweet though. Josh Rose, a billionaire philanthropist with ties to the NULLs, has holed himself inside it while filling the hotel with dozens of armed men trying to keep himself safe from the Dragon.

5. ***Club Neon:***
   One of the hottest clubs in New Mecca, located in the lofty Second District. It's rather swanky, though the deafening music might make you change your

mind; it is a nightclub after all. DJ Electrohead performs at this club every once and a while. He's not of any use frankly, but who knows? Maybe someone might cross through here, get you some good information.

6. ***Mutual-Nil Prison:***
   A maximum security prison, notable only for one thing; one of its inmates is Fa Yuan, a political dissident known to have leaked classified military documents and possesses information on Chronos. There *will* be a massive police response and the Dragon is going to raid the place anyways soon enough; best to leave it be.

7. ***Studio 51:***
   V's personal film studio. It's decently sizable, houses some pretty good sets, oh and the studio doubles as a snuff film distributor. And probably a drug lab as well, you never know with V. Speaking of which, he visits every now and again to do some videos that make Liveleak look like Christmas.

8. ***Al-Qasim's Mansion:***
   A ***very*** opulent mansion owned by Omar Al-Qasim, a major financial backer behind the development of Chronos. Investors don't know a lot about the drug itself, but Al-Qasim can certainly point you to the people who do. Just try not to murder him in a huff of rage. That would be unprofessional.

9. ***The Slaughterhouse:***
   This is a *very* special slaughterhouse; underneath it lies a sizable testing ground used by the NULLs, owned and inhabited by Leon von Alvensleben; the creator of Chronos. The man himself...well, he's pretty safe right now, what with the dozens upon dozens of men providing security for its depths. Seriously how does he pay them to sit around in there?
   There's enough Chronos here to last a NULL a lifetime, and plenty of intel on the program itself, but any way in is guaranteed to see that go up in smoke; Leon saw to that. Might need some unconventional methods here.

10. ***Center for Synergistic Research:***
    Almost certainly a cover for more 'dubious' experiments run by Al-Qasim, under the lab's many underground levels a vault at the end doubles as a panic room for him and his family should things go wrong. If you take the time to clear the facility out, I'm sure you'll find something related to his dealings.

Origin:

Citizen [Drop-In] (Free):

Nothing fancy, you should expect this by now; as minimum of a paper trail as possible to make sure the government doesn't raise any eyebrows. You might have a bit of a reputation for whatever if you want to, but it's never going to be anything you can actually use. Probably.

Conspirator (Free):
You're a spook, a 'psychiatrist', or a crime lord. Either way you're a higher-up for either one of the underground groups here, either to recover Chronos or wipe all evidence that it existed. Could break free of that if you wanted to, but they both have some talented killers at their beck and call.

"Contractor" (Free):
There are two types of people who call themselves this; the real good professionals who keep things nice and clean, or the violent maniacs who are better referred to as fucking subhuman.
Something for everyone, really. And that something is a hired gun for their purposes.

NULL (300CP):
Looks like there's one more survivor to add to the list. A NULL soldier can, frankly, do things that would be seen as superhuman by others, with strength, speed, and reflexes no ordinary person could truly match. And that's not even getting into their Chronos treatments, which granted every last one of them precognition and slow motion. All of it combined made them powerful enough that a Gamma, the highest tier of NULLs, could easily wipe entire police squads without a single scratch, armed only with a katana. You're not that good, not just from this, but you're still well above an ordinary soldier.

It seems you were a lucky one, too, not only managing to remain free all these years without a leash, but also having taken an experimental (and lost) version of Chronos that eliminated the need for it to maintain your powers and sanity. Feel free to exploit your powers with ease.
Or not, if you want to shave **100CP** off your purchase here, then you'll be saddled with "Chronos Addiction" taken for no points.

<u>Perks:</u>

General:

Symphony of Violence (Free): Your standard-issue soundtrack perk. Ludowic's works shall bless your ears, all of which will be custom-tailored for your situation. Well, you do also have the game's soundtrack if that's your jam.

Meat Grinder (Free): Can't send you into this violent place without some way to defend yourself. So here; you're now strong enough to just about kill any normal

person with a single swing, whether that be with a crowbar or your own fists. You aren't shrugging off bullets with this, though.

"The Dreams were Real." (50CP): Funny thing, Zero happens to have amnesia, enough for him to be totally unaware of who he really was or what NULL even was until the very end. You don't have that problem. Perfect memory, you won't lose memories from circumstances like drug abuse and such, the works.

Citizen:

Electrohead (100CP): You, my friend, are a *very talented* musician. Electronic music comes to you like Mozart, making you a hell of a DJ both live and in a studio. Also, you're a damn good dancer, because I mean come on, your music's too good.

Also you know how to smuggle small-time drugs. What can I say, sometimes you gotta take the edge off. Just don't take those weird blue-colored syringes you found in some storage unit.

The Ballad of Strong Terry (200CP): Fuck me, there's something about you. Despite looking and acting no different from other people, your charm is pretty evident to anyone who interacts with you. You'll climb a social ladder no problem, and it's possible that within a few short years you'll end up a beloved person across any class in a city-state like New Mecca, just like Strong Terry.

Security Consultant (400CP): Does a club really need automated turrets and lethal laser systems? Considering how well-armed criminals are these days, absolutely. So good thing then, that you know your way around them, being a skilled mechanic and engineer that can cook up the aforementioned turrets and lasers, as well as unmanned drones with machine guns.

NULLed (600CP): Precognition isn't fun, especially with the NULLs. You can't fight them on even ground, or even on odd ground if you can help it; somewhere along the line they'll find a path that'll perfectly take them to you without harm and next thing you know you're already dead.

Fuck 'em; when you're around and can be perceived by anyone with precog powers that has hostile intent against you, said powers just...won't work. No psychic bullshit on your watch.

Conspirator:

"Psychology" (100CP): ...I don't think you actually *have* a degree in psychology, but you sure as hell can fake it well enough. So well, in fact, that you can pretty adequately handle people's mental issues just as well as a trained professional. You

also radiate a slight aura of politeness, though someone who can pay attention can easily see through it if you're going to rely on it for lying. More of a supplement to it, really.

Financial Backing (200CP): Business is pretty important above and below ground. Money makes the world go round, after all, and you're one step ahead in that regard, being a skilled businessman who can perfectly balance budgets for maximum efficiency and satisfaction, predicting where your market will go, planning and scouting new business ventures, all that good stuff. If you're gonna make some high-tier combat drug shit, you'll make sure you can get the materials and ties for it.

Prodigal Child (400CP): Not a whole lot of people with your talents left, especially not in New Mecca. You're a genius of a pharmacologist, highly sought after if your talents were known, and for good reason; the skills you have at your disposal allow you to make chemicals with a similar punch to Chronos. Hell, you can even make the time-altering serum yourself if you so wished. Doesn't matter if it's a dinky 'lab' in some ratty slum or a high-end scientific setup, your drugs are the highest-grade you can find any day of the week.

BOSS BOSS BOSS (600CP): Ohh, sometimes you get those ungrateful little fucks who just don't seem to want to follow your orders. And sometimes those disobedient pawns turn their blades on you. Shame on them, then, because while you may or may not be able to fight them physically, you sure can beat their minds to a pulp otherwise; after all, Chronos was not the only combat 'stimulant' New Mecca produced, and one of those has made you an offensive psychic.

You can force your opponent into a mental landscape that ostensibly appears the same as 'reality', and while in this state you gain a illusory set of powers based on how you're seen by the person in question; a manipulative bastard might be able to manifest hands and further play with their perception of 'reality', a bloodthirsty warrior attacks with blood and steel honed beyond any natural means.

Just keep in mind, this is a test of your will against theirs. You beat them, they'll be rendered catatonic but alive, in case you need them for later, but if they beat you, that's lights out for you. Permanently; they'll probably leave a sword in your skull by the end of it.

"Contractor":

"We could have been a real fucking team, you know?" (100CP): You need an employer. That's hard to come by usually, at least when you're looking for something that truly suits your skills. No problem; you'll always find opportunities, people who are in the market for what you bring to the table, whether that be tasteful things like "assasination" or just, ah, having fun. Your choice, man.

Beatdown (200CP): You're a **tough** bastard, aren't you? You can take at least a dozen slashes from a katana with ease, and aren't even so much as slowed down by the wounds. Bullets shouldn't be much of an issue either; unlike a NULL V killed, 7 bullets from a high-caliber sniper rifle won't cause you to slowly bleed to death.

Just watch out for helicopter crashes.

A Fine Red Mist (400CP): Shame you're not *as* good as the Red Mist- wait, no, wrong City. Well, regardless, you're a hell of a street fighter. Bullrushes and diving with an axe in your hands are very viable options even in an enclosed space for you, and you know your way decently enough around guns to make even a revolver a threat to a Gamma NULL. You're not quite so fast in the reactivity stakes, though...

SNOWflake (600CP): Sometimes, though...you need a lighter touch. You're not some indiscriminate samurai, though, you have a bit more class than that; and oh boy, you are *very good.* Zero would have a hard time killing you even if you were just a normal person in all other respects, with how skilled you are with a sword and how you can teleport to any distance in a flurry of flower petals (your choice on which flower) in an instant. Just be mindful that it will make a very audible noise once you arrive, it'll take a few seconds for this blink to recharge, and that those petals are fucking sharp. Oriental theming is optional.

NULL:

Kill Your TV (100CP): Sometimes you're tied up, weapons out of reach, and you seem to be shit out of luck. But you still got one more weapon; your tongue. And what a weapon it is; insults fly off it like a chimp with a machine gun, and you happen to get them to hit and set off your targets in just the *right way:* Getting them to leave you alone to concoct an escape plan or kill a more valued target in a fit of rage, divulging information just to make sure you know you're extra fucked, that sort of thing. They seriously grovel for their approval like this, don't they?

Combat Acumen (200CP): Not many can go charging with a sword in the age of the gun; you're one of those rare few, and certainly not in a 'conventional' way. You can just...*evade.* Bullets, melee swings, *fucking lasers.*
There's not a whole lot you *can't* dodge with the right timing, the few outliers being things you...simply can't avoid; no matter how hard you roll you aren't escaping a nuke if you're in range, and if someone simply disintegrates you without even touching you that's just gonna leave your ashes spinning in the air.

NULL Training (400CP): A NULL is the best of the best New Mecca has ever put out, and you're no different; the acrobatics you pull off are ludicrous even for Olympic athletes, and your overall training has pushed your skills with all sorts of weaponry

and martial arts to nigh-mastery. With one particular style of weapon, though, you reign supreme even amongst other NULLs; swords, guns, knives, whatever.

If you find yourself needing to *throw* anything though...well, you just end up throwing them with enough strength that anything you throw kills or incapacitates a normal person with one hit. Chair leg, vase, a fucking gun, doesn't matter what you throw nor where it hits.

Full Confession (600CP): And even among the NULLs, there are those who stand above everyone else; the Gammas. Trained and treated with Chronos since childhood, the Gammas have few equals, and they push what is humanly possible to such a degree that it can only be truly described as supernatural. Your combat skills have been improved by an order of magnitude, at minimum allowing you to deflect bullets, and your physicality has had a tremendous boost, in particular your agility.

The two NULLs who haven't sustained a near-fatal head injury and amnesia have shown that they can move so quickly they effectively teleport. The Dragon dashes a good 10-20ft, even through lasers, with anything in that path being absolutely sliced apart, while a NULL in the employ of Al-Qasim known as the Headhunter just...*teleports* with absolutely no regard for 'cooldowns' or what not, while also managing to do similar feats as the Dragon with her knife despite being practically in Chronos withdrawal. SNOW might be able to go anywhere, but in combat a NULL with this is ***nigh-unbeatable*** to anyone who isn't a fellow Gamma.

Oh, and as an added bonus, any and all psychic abilities you may have get a 3 times power boost.

Items:

A Home (Free): It's an apartment for you. It's somewhere that can get to most locations in New Mecca (or your starting location in other jumps) in reasonable timeframes, and the place itself is fully furnished and well-off compared to other options. No need to pay bills, so all that's left is to just maintain it yourself.

Basic Weaponry (Free): Whatever this is, it's something. A gun (with replenishing ammo), an axe, whatever. 'Long as it isn't too big, don't go asking for a damn minigun, but LMGs are your maximum here. If it's broken, it'll return to you within a day.

Dressed to Kill (Free): However someone chooses to appear, they look distinctive here; even the gopnik that is V. Whether it be a sharp suit, a kimono (looks more like a bathrobe to me), or something else, it'll be *yours* and fit your personality like a glove. Probably.

Smoke Out (100/300CP) (Discounted to NULLs): A belt or something similar of smoke grenades, ten in total. They release enough smoke to cover a whole room and throw off automated systems, but they're easy to wave off.

Upgrading this for 200 *undiscounted* CP gets you an infinite supply of specialty charges used by the Headhunter, capable of completely covering your movements via cloaking for at least a few seconds while knocking back and stunning those who try to get up close and personal.

Highway Dreamer (100CP): It's a motorbike. Pretty good one, honestly, maneuverable enough to dodge homing missiles and it has an infinite tank of gas. If you break it (you absolute lunatic), it'll come back into your warehouse in about a week.

"Yes, that should work." (100CP) (Free for NULLs): After finishing an area through combat, tapes will show up in your warehouse that depict what you did within said locations in real time. They're always nicely and concisely labelled.

Katana (100CP) (Discounted to NULLs & SNOWflake): It's a katana. It's a *very sharp* katana, easily cutting through flesh and bone, and durable enough to deflect anything up to and including .50 caliber rounds without so much as a scratch all day long.

Savant Knife (100CP) (Discounted to NULLs): It's a knife. As well-made as the Katana, just as lethal, but much, *much* lighter. It's still a knife, though, so the range is basically a bit more literal "in your face".

NULL Uniform (100CP) (Free to NULLs) The black jumpsuit, green cloak uniform that the NULLs were issued with. It's light, sturdy, breathable, and insulating; a proper all-terrain fighting outfit. It's also rated to stop pistol rounds and small blades, but those don't really come up here.

Claymore Prototype (200CP) (Discounted to NULLs & A Fine Red Mist): Or it could just be an axe, that's fine. Either way, this is a heavy melee weapon that can push through riot shields like no one's business, and it can serve as an impromptu shield itself if needed against multiple incoming projectiles. You aren't swinging this as finely as a katana though.

Headhunter's Arsenal (300CP) (Discounted to NULLs with Full Confession): Not every NULL was so melee-focused like the modern-day Zero or the Dragon. The Headhunter makes use of three high-quality pieces of military equipment, shit that people would kill to get; a high-fire rate SMG that spews out bullets like no one's business, a one-handed grenade launcher, and most uniquely an energy rifle that can rapidly dispense lethal, explosive, and lingering beams, spew out said beams

continually like a more ‘conventional’ energy weapon, or delay a beam in mid-air as a sort of trap.

While the last article is incredibly powerful in its own right, the rifle takes a moment to charge before firing no matter which mode you use.

Phoenix Blade (300CP): Someone stuck a flamethrower to a sword. That’s pretty much it, it’s just a Katana in practicality with steel-melting flames spewing out. Try not to burn your face off.

Sword of Masters (300CP): I’m pretty sure this belongs to a kingdom, not here. Regardless it’s a broadsword that shoots out a blue energy projectile if swung every few seconds. Hits as hard as a thrown weapon with “NULL Training.” Otherwise just another Katana in function.

Eternity of Torture (200CP) (Discounted to “Contractors”): Ahahaha, you tried your hand at remaking Chronos but couldn’t get it quite right, so this just skips right to the horrible withdrawal shit with one shot. Perfect for torturing someone though!

From a Mile Away (300CP) (Discounted to “Contractors”): May or may not be gold-plated. This is a gun. It’s also a *very* big gun, powerful enough to blow a man’s head clean off, and I mean just fucking pop his head with one round, and it always seems to have ammunition when you need it. Very nice.

A Helicopter (400CP) (Discounted to “Contractors”): It’s a helicopter. An attack helicopter to be precise. You’ve got missiles that can be set to dumbfire or homing at the back and sides, front-mounted machine guns, and it comes with...a gold-plated grenade launcher. None of it seems to run out of ammo and it takes a good few grenades from said grenade launcher to take it down. Hope some guy in a bathrobe doesn’t deflect them all.

My Office (100CP) (Discounted to Conspirators): A pretty sizable office, and a cozy one to boot. Bookshelves, two seats at the center for psychiatry needs, and a calming fireplace. Makes things feel real professional.

Scientist Corps (200CP) (Discounted to Conspirators): A think tank comprised of some of the greatest minds money can buy. They cover just about every field you need and are at the top of the game regarding them. Each member is also unflinchingly loyal to you. Each jump you can set what specialty they focus in, but for this one they’ll default to chemistry and pharmacology.

JumperCorp (400CP) (Discounted to Conspirators): Your very own megacorp! It’s pretty influential with close ties to the government and heavily involved in at least a couple of industries. Wanna rival Al-Qasim with Neotech and his military boys? Sure.

Chronos Delivery (600CP/1200CP) (Discounted to NULLs & Conspirators): A large crate filled with at least a couple hundred Chronos syringes that refills every week. This is enough to starve multiple people's withdrawal for months on its own, let alone with refills. Upgrading it for an undiscounted **600CP** nets you a real special reward; perfected Chronos, without side effects. It can purge a pre-existing addiction and curb withdrawal on its own.

You get Chronos' formula either way, but upgrading it also gets you an extra note that seems to be an incomplete recipe for an experimental variant that doesn't require reapplication of the drug for continued use of its power.

If you take "Chronos Addiction", then you'll receive this at the end of the jump; can't have you cheesing it like this, can we? In exchange you can discount it.

Companions:

Import/OC (50CP): Got friends to bring in, or just want some new ones? Either way anyone through this gets the standard **600CP** package for origins, perks, and items. No NULLs just through this though.

NULLs (200CP): **Speaking** of which. **300CP** to spend on perks and items, and they have a discounted NULL origin. Better get them some Chronos.

Zero (400CP): The NULL with a leash held by the government to burn all memory of the program away. The guy's decent at his core, but he swears to defend a little girl that you can't seem to actually see…
Zero has the entire NULL perkline, with a focus on guns, though he's currently a little out of practice and thus won't be flash stepping for now. For items, he has "Highway Dreamer" and a Katana. Can be discounted if convinced to come along on his own volition.

Headhunter (600CP): Another NULL trapped in the employ of Omar Al-Qasim. She'd be more than happy to switch her allegiances if you can promise her a supply of Chronos, or even a cure for her addiction. The Headhunter has "Beatdown", "Combat Acumen", "NULL Training" with a focus on guns, and "Full Confession" for perks. For items she has an upgraded "Smoke Out", "NULL Uniform", "Savant Knife", and "Headhunter's Arsenal". Can be discounted if convinced to come along on her own volition.

The Dragon (600CP): Numbered Fifteen, he is the only known NULL not tied to any organisation in the present, and is quite possibly one of the most lethal of the Gammas. He's also a violent revenge-seeking psychopath.

Perk-wise, he's in the same boat as Zero, but he's kept his skills sharp throughout these years. For items, he has a Katana...and that's all he really needs. *Cannot be discounted by any means unless you help him achieve his quest for vengeance.*

Drawbacks:

All for Now (Free): The events that'll happen within 3 weeks only last about ten days. If 4 weeks and 3 days is how long you want to stay, then feel free to take this.

The Receptionist (+50CP): Hmm. You seem to run into this cute girl at the desk of various buildings that you need to go into. She's nice, but very chatty, and an otaku. Worst she'll do is waste some of your time. Don't bother killing her; somehow she just keeps coming back every time.

All I See is Red (+100CP): Very fucking rude, ain'tcha? Interrupting things, demanding 'em...it's not exactly an attitude that'll see you with many friends, if any at all.

Anger Issues (+100CP/+300CP): Someone's pissing their pants, and not out of fear. You fly off the handle a bit more easily than before, certainly enough to want to punch someone's face in. For **300CP,** you won't just *want* to, *you'll do it, no questions asked.* **Now fucking ask 'em who's a bitch?!**

Fucking Subhuman (+200CP): Pain, blood, killing. You revel in the suffering of others, even at the detriment to your own objectives. It's not exactly efficient, nor is it gonna make you an appetizing pick for employers.

Psychopathy (+200CP): Dear me. While it's not quite an accurate descriptor for what you are now, it's still close; your empathy and remorse for other human beings has been *significantly* lowered. If you care for someone still, you'll likely murder hundreds to protect them for even the slightest infraction on them. And if you don't, you'll still do the same just to feel alive.

The Dossier (+200CP): Well then...the government's tapped you to eliminate anything related to Chronos, with only one overall directive: Leave no survivors. A therapist that you're pretty sure isn't actually licensed will be...*encouraging* you with contracts. Don't try to look into Chronos too much, or else you might be...*replaced.*
- ***Psychotherapy (+400CP):*** And most certainly don't try to piss him off now, because then eventually you *will* meet him in his office and he *will* personally make sure you're disposed of, taking drugs and wielding the effects of "BOSS BOSS BOSS" against you. Good luck you rude shit.

Life and Death (+300CP): Two masked figures known as Comedy and Tragedy will

haunt you throughout your stay here; Comedy spews out omens in Shakespearean language, while Tragedy is far more blunt and abrasive about the shit that'll come your way. And indeed, wherever they show up, misfortune is sure to follow.
- The Two Masks (+300CP): Now, somewhere along the line, you will be forced into a situation, surrounded by all sides, and must choose; whether to embody death and save your own skin at the cost of another held dear to you, or life, and save your closest friends at the cost of your own, which will end your chain regardless of any one-ups you have. Both sides can survive but it will take skill and luck.

Chronos Addiction (+300CP): Poor you. You've had a vial of Chronos, and as such while you possess its abilities, it comes at the cost of needing a carefully administered dosage every day. If you miss your shot, you'll quickly be consumed by vivid hallucinations that will cause you to lash out at the world around you.
Thankfully, you possess *some* resistance and it won't progress any further.
- ***When The Drink Is Gone Only The Bottle Remains (+300CP):*** Bad news. You don't have that resistance anymore. Go too long without that sweet blue drug in your system and eventually your body will shut down, trapping your mind inside an eternal nightmare that persists even after 'death'. Now get out of my office, you goddamn junkie.

Hard Mode (+600CP): Well then. Seems the Dragon's little killing spree has led to just about everyone gearing up. Your enemies will be more numerous, better equipped, and more varied, not to mention there's gonna be plenty of changes in the area otherwise, from more security measures in place and other such stuff. Always to the benefit of your enemies in some way.
Have fun.

The War (+600CP): How unfortunate. You're being plopped right into the Cromag War, on the side of New Mecca. It's essentially Vietnam, except with psychic super soldiers. Your Origins will see change as a result; Drop-Ins or "Contractors" are standard infantry, Conspirators are high-ranking generals, and...well, you know the NULLs. Any and all perks that would help you survive twenty-eight years of war and trauma have been muted to the point of uselessness, and regardless of what you do, New Mecca *will* lose, its war crimes exposed, and veterans of the Cromag War will be shunned and tossed away. Your stay has been extended as well, at least twenty-eight years if you took "All for Now" and thirty-eight otherwise.

Razor (+600CP/+800CP): A...*kindly* man (read: thug) asked you (read: demanded) for a razor and you gave him one. More accurately, you just gave away everything that you had out of jump, including your warehouse and perks. Only your bodymod remains. For an extra **+200CP,** you don't even have *that.* Good luck, because even a Gamma NULL can die.

Katana Zero/Fifteen (+800CP): You're being hunted down by either the Dragon or

Zero. They're Gamma NULLs, and you know what they have. No amount of talking will defuse hostilities; either run, or kill them before they kill you.
If you took them as companions then they'll be revived for next jump.

Notes:

- Yey, another repeat.
- If I'm going to be frank, the formatting and grammar on Ham's jump was a headache. So yeah, made it a little easier on the eyes.
- In general this fixes up the jump, renames a few things, and rebalances a few options to better suit their overall level.
- A lot of what was drawn came from the game's soundtrack as well as lines in-game.
- I personally thought that the original Gamma perk was a bit underpowered given that the Headhunter has clearly shown that the NULLs' training goes far beyond that. Zero's been injured before, and the Dragon obviously needs to control relatively similarly for his one level and he's *still* stupid overpowered with his dash, even with that cooldown that is obviously *trying* and *failing* to keep him balanced. Hence Full Confession. Spam Dragon dashes or something, then; Hard Mode Headhunter certainly doesn't fuck around.

Changelog:

Version 1.0:

- Fixed up overall grammar.
- Added locations.
- *Many* options renamed, rebalanced, and consolidated.
- New Perk & Drawback: "Meat Grinder" & "Hard Mode"