

# WELCOME TO THE WORLD OF

## TEAM FORTRESS 2

Ladies and Gentlemen...

June 1968. A mysterious woman recruits you to work for either of two companies, Reliable Excavation & Demolition, or Builders League United as a member of a mercenary team.

What for? Well, two brothers, Redmond and Blutarch Mann, in a century-long feud head the two companies, and you've just been hired to take part in it.

You join nine other mercenaries in RED or BLU, the Scout, Soldier, Pyro, Demoman, Heavy, Engineer, Medic, Sniper and Spy. Each mercenary is a veritable one-man army, and they are capable of wiping out hordes of attackers at once.

Funnily enough, the other company has also recruited mercenaries, and they look, behave, and fight in exactly the same way as your teammates. Both teams are required to wear their company's colours, red or blue. That's how you tell them apart.

You'll push bombs in carts, steal intelligence briefcases, capture control points, capture hills, fight in arenas, fight in medieval castles, and deliver Australium (a rare element) to a space shuttle. Enjoy the Gravel War.

Frequent fatal injuries will be sustained, though your medic will most likely salvage you and your teammates. If you don't intervene much, no mercs from RED or BLU will die in this time period. Except maybe you.

Here's what'll happen if you don't intervene much. Three years later, in 1971, a third brother, Gray Mann, emerges and murders the other two brothers. Even in death, the brothers still fight, and you and the mercenaries have to deliver the other brother's body to Hell, while preventing your brother's body from being delivered there. Some mercenaries from both teams die in the process.

The remaining mercenaries are then consolidated together to fight the third brother's incoming robot invasion. If you survive for a year, another company, Mann Co., gets taken over by Gray Mann. The team is then disbanded.

A year later, you have to reunite the team. Be careful, as the previous team from Team Fortress Classic has been sent to stop you.

The opposite team doesn't have you though. You're the gamechanger here.

Of course, this is what will happen if you don't intervene. But will it be worth it? You have no idea what'll happen, and this course of action isn't too bad anyways.

It'll be a decade of war, invasion, fighting, defence, and bloodshed. You'll need some help. Choose wisely, and pick your poison.

# +1000CP+

v1.2 Image  
By Reploid

# BACKGROUNDS

What you'll be living as for the next ten years. Enjoy!

## DROP IN

## FREE

You arrive in the town of Teufort one day shortly after picking your choices. Shortly after, you got contacted by a mysterious woman who gives you an offer: Join a team of mercenaries and get paid very, very well. Bonuses for ingenious creations, great feats of combat ability, and great footage of extremely manly or strong & independent feminine behaviour. Naturally, given the chance to earn some money, you accept.

## BRUISER

## 100CP

You're a notorious mercenary, known for his brutal methods of fighting. You bash skulls in, spray bullets, and rush forward with a flamethrower. Despite that, you're undeniably good at your job due to you being in impressive physical condition. You're certainly an imposing presence on the battlefield. When you were asked to kill some pesky mercenaries as part of a team, with a generous salary and free food & lodging, you didn't think twice.

## TECHIE

## 200CP

You were a person with many hobbies. Tinkering, being a medic and shooting were just some of them. When some of these hobbies began to lead to more impressive things, some people took notice. Now you're a member of a mercenary team, earning some cash while having the opportunity to devote every day to your hobbies. Getting paid to solve practical problems every day? Best job of your life.

## PROFESSIONAL

## 200CP

Professionals have standards. Be polite. Be efficient. And have a plan to kill everyone you meet. Dress sharp, and fight smart. These tenets of professionalism have always appealed to you as you go about your job, killing with finesse. You're one of the most feared hitmen here, regardless of whether you don't mind getting up close and personal or simply eliminating your targets at range. When you got a job offer generously paying for your rather unique skillset, you didn't wait to sign up.

# TEAM

Roll 1d8 for team. This will determine whether you're a mercenary of Reliable Excavation & Demolition or Builders League United.

Another 1d8+20 for age. Pay 100CP to choose age and gender.

I'd like to state that your team has no bearing on anything other than what you wear for the next ten years. They're all ultimately controlled by the same-

Whoops. I've said too much. Anyway, ROLL!

**1-3**



**4-6**



**7-8**

**FREE PICK  
YOU LUCKY BASTARD**

# SKILLS & ABILITIES

Buy Skills & Abilities here. Discounts are 50% off. You get more durable for free, being able to take ten bullets instead of the one you could before.

## MANNLY MERCHANT100CP

### DISCOUNT DROP IN

You always get great deals wherever you go, and can pass off items as more valuable items easily. Hell, you could sell someone a fish wrapped in newspaper, pass it off as a weapon, and get as much as you would have gotten selling a high-quality baseball bat.

## SCOTTISH RESISTANCE100CP

### FREE BRUISER

You're tough as nails. Though this doesn't actually make you that much more durable, you have the necessary mental fortitude (or lack of) to ignore pain and keep fighting on. Hell, you could probably detonate bombs or fire rockets at your feet on a regular basis to jump higher. Got shot? No sweat, just wait for your team's medic to arrive. In the meantime, keep fighting. Easily done.

## EUREKA EFFECT100CP

### FREE TECHIE

You're much smarter than before. Your intellect reaches peak-human levels, and might even surpass it with time. Dealing with learning, strategy, technology, and the like gets a lot easier, and the added intelligence will help you both on and off the battlefield.

## DISTINGUISHED ROGUE100CP

### FREE PROFESSIONAL

Sharp suit or beautiful dress? Check. Broad shoulders or a nice figure? Check. Devilishly handsome or unnecessarily pretty? Check. Sexy French accent? Well, only if you want it. You now exude confidence and charisma all the time, and become the perfect gentleman or lady. You're now irresistible to most members of the opposite sex, and some members of the same sex with a particular orientation. Even those that aren't attracted to you still find you a very charming, confident, and charismatic. More people want to be around you.

## MANN CO. R&D300CP

### DISCOUNT DROP IN

You have an uncanny knack for creating weapons out of the weirdest parts. Although these weapons look like they're just taped together from spare bits and pieces, they're actually of pretty good quality. Even that flare gun strapped to a detonator won't break in the middle of an engagement, and might even be better than that high-quality shotgun hanging on that rack over there. This doesn't just apply to weapons you create. Instead, it affects all your creations. If it doesn't look like it works, shouldn't work, or won't work, you bet it probably will once you buy this.

## DISCIPLINARY ACTION300CP

### DISCOUNT BRUISER

You're a master of motivation. You can get your troops and allies to be more vigilant, run faster, recover faster, or just fight better at a shout. They're not your allies? Well, unless they're your enemies, they will be after that kickass motivational speech that'll put the greatest ad-libbing sergeants to shame. On a side note, everyone you smack runs about 1/4 faster if you want them to.

## PRACTICAL PROBLEM SOLVER300CP

### DISCOUNT TECHIE

You have the knowledge and skills of the Engineer. Though you're not as fast. In essence, you can build sentry guns, ammo and health dispensers, as well as teleporters in under half a minute. These can be upgraded and repaired if you have any scrap metal on you by hitting them with a wrench. Only works for the aforementioned bits of technology though. Wrench-compliance is a rare thing. Also, all the aforementioned constructs are collapsible.

## UNCLOAK & DAGGER300CP

### DISCOUNT PROFESSIONAL

You're now a backstabbing piece of shit. Also known as a Spy. You know where to hide, how to not get spotted, and the other basics, but your real specialty lies in impersonation. You can impersonate someone perfectly, taking into account details such as their mannerisms, their voice, their speech, and the like. If you ever get your hands on a disguise kit, your enemies will have hell to pay. Though you can always disguise yourself without it. You're really good at making disguises too, whether it's a carefully prepared one or an impromptu one. As a bonus, you can also perform cool tricks with a butterfly knife and your other weapons. Great for parties.

## SAXXY AUSTRALIAN600CP

### DISCOUNT DROP IN

You're Australian! At least, people think you are. Due to you being exposed to a lot of Australium, you'll gain a few benefits in its presence. Australium is a rare and valuable element that makes people stronger and smarter. If you're male, you'll exude manliness. If you're female, you'll have an air of strength and independence. You can wrestle ferocious animals with ease, and may have rotating chest hair in the shape of Australia. In essence, you'll have a genius-level intellect, immense strength, enhanced durability and a tendency not to feel pain, alongside the aforementioned various cool side effects. However, this has one limitation. You have to have at least a bar of Australium on you to receive its effects.

## BRASS BEAST600CP

### DISCOUNT BRUISER

You're a veritable juggernaut. Bullets, bombs, and blades won't stop you. Enemies can dump their entire magazines into you and still come far from killing you, while rockets and bombs can detonate at your feet and still leave you in fighting condition. You get stronger too. Firing a rocket launcher or minigun one-handed is not out of your grasp, and you can beat a man to death in one blow with just your bare hands. Don't expect to feel much pain due to heightened adrenaline levels, allowing you can soak up lead and still ask for more. Expect anyone that dares to enter the same battlefield you're in to end up in giblets. Unless they're fellow one-man army, that is, and even then, it's not exactly a toss-up.

## DOCTOR'S ASSISTANCE600CP

### DISCOUNT TECHIE

You have the knowledge and skills of the Medic. While you're a great doctor, with extensive knowledge and practical experience with the human body, experiments on the human body, and the like, your masterstroke was the creation of a healing beam in a device known as a Medi-Gun. With this, you have quick healing in a matter of seconds and temporary health buffs to 150% at your command. If you overcharge the device, which you can only do every once in a while, you can give temporary nigh-invulnerability to you and an ally. Might even be able to upgrade this to get different functions.

## YELLOW CLOUD OF DEATH600CP

### DISCOUNT PROFESSIONAL

That's your new nickname. You're a tough and ready crack shot, easily picking off important enemy targets from afar. More often than not, it won't be a question on whether you'll hit the target. Instead, it'll be a question of where. You now have the necessary patience to stay rooted to the same spot for hours on end, waiting for that perfect shot. In addition, your pee, or the closest equivalent, takes on an interesting quality. Enemies doused in it now take 35% more damage than usual. Have fun. Just don't carry jars of it everywhere, or use your improbably good aiming skills to deliver piss via a tranquiliser rifle.

# ITEMS & GEAR

Buy items and gear here. Discounts are 50% off. Everyone gets a backpack that's bigger on the inside and is capable of carrying a small arsenal around, as well as a three-weapon set of excellent quality.

**PREMIUM**  
**FREE DROP IN**  
The amount of space in your backpack multiplies by 6. Strangely enough, the backpack doesn't expand at all on the outside. At least you can carry more weapons now.

50CP

**CRATE OF HATS**  
This crate contains a load of hats. There's a wide variety of them, from baseball caps and fedoras to crocodile heads and halos. If you don't like hats, I hear your teammates will be willing to overpay for them. They're desperate for them. After all, who could resist the allure of berets, helmets, hazmat hats, beanies, top hats, afro wigs, riot helmets, turbans, detective hats, panamas, bucket hats, patrol caps, hoods, pickelhaubes, knight helmets, ushankas, peaked caps, mining helmets, welding visors, motorcycle helmets, petrol station attendant hats, gas masks, beanies, chef hats, sombreros, traffic cones, birdcages, sailor hats, headwarmers, Spartan helmets, baseball helmets, trilbys, samurai helmets, wolf skins, skulls, treasure chest hats, parrots, harmless parasites, mini- krakens, and the like?

50CP

**AUSTRALIUM BAR**  
**FREE DROP IN**  
A bar of metal that looks suspiciously similar to gold, but is actually Australium. This element was discovered in and named after Australia, and is the secret behind their technological success. Though it won't do much for you as it's just a small bar, it can be sold for quite a bit of money. Unless you've been exposed to a large quantity, say a hundred pounds, of it previously of course.

50CP

**ROBRO 4000**  
The RoBro 4000 doesn't just watch your back in battle! Whether you're on the battlefield, out on the town, sleeping in bed or on the toilet, you'll always have a friend in the RoBro. It tapes everything you do, which isn't even a feature. Just something it does on its own. This model, compared to the RoBro 3000, now has an 'off' switch, a ridiculous amount of memory, and the ability to retrieve footage.

50CP

**SANDVICH**  
**FREE BRUISER**  
Eating this particular sandwich seems to heal people. In addition, after it's eaten, another identical sandwich appears over a designated plate over a short period of time, say, a few minutes. However, it might not be a good idea to do that in the middle of combat. Despite that, it tastes delicious, with two triangular slices of white bread, lettuce, tomatoes, Swiss cheese, and meat that may be either ham or bologna. Never goes bad, but don't rely on it as your only source of food. Eating too much of it too often will give you quite a few health problems. After all, you have no idea what Mann Co. put in that to make it heal people and regenerate itself.

100CP

**LIVE BEAUTY MARK**  
**FREE PROFESSIONAL**  
This jar contains a translucent green fluid which may or may not be piss, as well as a mutated self-aware bread loaf that attempts to bite anything it can. No, throwing this jar that magically reappears on you after it's thrown in thirty seconds doesn't make them take 35% more damage. Instead, it simply wreaks havoc on their mental state, psychological well-being and trust in the inherent goodness of his fellow man. Also, it unleashes a squirming, biting, bread monster, leaving them open and vulnerable to attack.

100CP

**GRAY ROBOT**  
One of Gray Mann's prototype robots. You can choose the teammate this robot takes after. Due to its nature as a prototype, it lacks the 'hailing circuit' used in later models, and thus sports a much better A.I. It's capable of flanking and tactics, and is just as good physically as the equivalent teammate. It does run on money, but it's not as if it matters. You're paid well enough.

100CP

**S. WEAPON CRATE**  
What's this? This looks just like the regular weapons you get for free, plus a few others that look like they were created by someone with the Mann Co. R&D perk. However, looks can be deceiving. Each weapon has a kill count and corresponding title that everyone, including you, instinctively know when looking at it. The weapons change their titles according to the number of kills obtained. That Unremarkable shotgun might eventually become one of Hale's Own with enough kills.

100CP

**ENEMY BRIEFCASE**  
You capture a briefcase full of enemy intel shortly after you arrive. Your team, your employers, and even your enemies all gave you a standing ovation. The analysts were supposed to come over, but they keep getting assassinated. You're now supposed to keep it from getting into enemy hands. Buying this increases team prestige, pay cheque, and provides vital information. In addition, if you're invaded, they'll go for this instead of you. Much easier to set traps that way.

100CP

**PYROVISION GOGGLES**  
**DISCOUNT WARRIOR**  
This pair of goggles allows you to see everything as a magical wonderland with floating cats, rainbows, bubbles and confetti. Trees appear as lollipops, deserts appear as lush green meadows, explosions appear as confetti, and dying people giggle instead of scream. The song 'Do You Believe in Magic' by The Lovin' Spoonful can be played in the background. Great for those stuck on a dry, arid wasteland, excellent for those that don't want to feel any guilt for killing someone, and perfect for those long, large-scale battles full of blood and gore.

200CP

**MEDI GUN**  
**DISCOUNT TECHIE**  
The Medic's latest breakthrough in healing technology. With this, you can do in seconds what would take other doctors months, and take men beyond the peak of health. Although it looks like a fire hose wrapped in tape, outfitted with a handle, and connected to a backpack by a hose, this gun's beam heals people from the brink of death, and can heal them up to 1.5x their health. When overcharged, it can encase you and the ally you're healing in a protective shell, rendering you two high-invulnerable. It only has one issue: It's heavy.

200CP

**UNUSUAL HAT CRATE**  
Same as the Crate of Hats, but these hats have weird effects. Anything from confetti, sunbeams, ghosts, peace signs, and even illusory plasma or fire surrounds these hats. These hats have legendary status in this universe, and the offering of one can stop entire battles. Sell one, and you'll be rich. They don't do anything else other than look cool though. Though you could probably get into a lot of godhood shenanigans in some different parts of the world.

200CP

**ENGINEER PDAS**  
**DISCOUNT TECHIE**  
The Construction PDA allows you to build and destroy sentry guns, ammo and health dispensers as well as teleporters in under half a minute without actually knowing how to build them. If you do know how to though, you're now much faster, rivalling the Engineer himself in speed. These constructs can also be upgraded and repaired by hitting them with a wrench. However, you'll need enough scrap metal on you if you want to build them. On the other hand, the Destruction PDA allows you to get the constructs to self-destruct at a moment's notice, preventing enemies from getting their hands on the technology. All constructs are collapsible, and can be moved around easily.

300CP

**SPY KIT**  
**DISCOUNT PROFESSIONAL**  
Consists of an invisibility watch, a sapper, and a disguise kit. The watch grants you invisibility for a maximum duration of 15 seconds, with a 30 second recharge. The sapper drains power from constructs, or damages it until it's destroyed. May or may not take a while. The disguise kit, on the other hand, allows you to disguise yourself as one of nine people using holograms. When these three are combined with some spying and acting skills, you can easily wreak havoc on enemies, though these skills aren't necessary to cause a lot of damage and deaths.

400CP

**SPELLBOOK**  
This is a fine-looking spellbook that opens up the possibility of using this world's form of magic. You can create fireballs, heal someone to twice his maximum health, teleport, make yourself invisible, summon meteor storms, eldritch abominations, and the like. However, you have to find charges in the world around you, and can only hold one spell (which might have multiple charges) at a time. But don't worry, it takes only less than a minute of running around an area to find one, and when you do, you can unleash immense power. That fireball, one of the weakest spells, has as much power as a rocket and sets people on fire. But those skeletons that kill people instantly or that massive eldritch disembodied eye that fires three eyes, each with the power of a rocket, at one go very rapidly with excellent aim? Well, now we're talking.

400CP

# DRAWBACKS

Pick up to two of these to gain more points.

## 100CP

### DRUNKEN DEMOMAN

You're almost always drunk, whether on or off the battlefield. Though for some reason, this doesn't affect your combat capabilities too much, you will make poor decisions. On and off the battlefield. But hey, those decisions can't be any worse than that decision to become a drunkard. Right?

### BERSERKING HEAVY

You fight like a crazed madman in combat. You love the blood, gore, and adrenaline rush in battle. Whenever you're shooting someone, you can't help but break out into a fit of crazed laughter and gleeful smiles. Expect to be feared by your teammates due to this, as you're the most likely to go on a rampage.

### WEAPON TWIRLER

You have this strange tendency to twirl your weapons around after drawing them. Even when someone's shooting at you. Whether it's doing one-handed rotations and rising suns with your shotgun, scorpion tosses with your sniper rifle, twirling your revolver around after you draw it, or doing a reverse behind the eight ball with your butterfly knife, it wastes precious time. Especially when someone's shooting at you.

## 200CP

### HIPPOCRITICAL OATH

You have an unhealthy fixation with experimenting on the human body. Even when you might not be medically trained. Expect to implant baboon hearts, baboon ovaries, and the like into your teammates. Fortunately your teammates are pretty hardy, and this won't really affect their ability to fight. Besides, the Medic on your team also has this hobby. Still, better hope they aren't mad at you, and two mad 'doctors' in a ten man group usually calls for chaos. Better hope you don't kill anyone accidentally.

### PYROMANIAC VISION

You see everything as a magical wonderland with floating cats, rainbows, and lollipops all the time. As a result, you feel the urge to spread the happiness, and inadvertently kill everyone you meet. Everyone else, however, sees you as a psychopathic lunatic who kills indiscriminately, and is scared shitless of you.

### JARATE MASTER

You have this strange urge to collect your pee. You bottle it up and save it for a rainy day. Throwing it at enemies is generally your favourite way to dispose of it, though you're also partial to putting it into tranquiliser darts. No, it doesn't make you do more damage. Even if it was supposed to. In addition, you have this psychotic urge to create plans to kill everyone you meet. Yes, even your companions. Expect them to flip their shit when they find out.

## 300CP

### DERANGED SOLDIER

You're a completely batshit insane patriot. Even the army wouldn't take you. You're the kind of guy that would wait for a war to start, buy a ticket to fly there, and proceed to indiscriminately slaughter people. You also can't effectively use your intelligence, as you're too crazy to think of uses other than killing the enemy. At least you feel no guilt after killing someone anymore.

### MERASMUS MANIA

Apparently you've been a 6000 year old Scottish wizard's roommate before, and didn't leave a good impression. Every Halloween, he'll run into you and your team, and shenanigans will occur. Fighting eldritch abominations that won't die, dealing with a bomb-themed Necromonicon known as the Bombinomonicon, playing bumper cars with the aim to knock each other off into a gaping maw, or even fighting him himself will occur every Halloween. At least it'll be somewhat amusing when you aren't fighting for your life.

### A TRUE MENTLEGEN

You have a huge cigarette addiction. Your lungs are burnt, your throat is cracked, and you can say goodbye to running or doing any moderately strenuous activity. Including fighting. Your heads also upside down. Don't get what I mean? Well, you'll look like this.

Please see next page for image.

# NOTES & FUTURE

This is what you'll look like if you take Mentlegen.



## NOTES

The mercenaries you'll be facing have capabilities beyond those of peak humans. They're tough cookies, but cookies can break into pieces when cracked. Your Medic is GOOD. Everyone will survive the three years of deathmatches if you don't intervene.

The weapons you get for free consist of a primary weapon, a sidearm, and a melee weapon of your choice.

Mann Co. is a famous company known for supplying weapons and hats.



**THE TEN YEARS ARE UP, YOU'VE DONE YOUR TIME  
MAKE YOUR CHOICES, WITH THE FOLLOWING IN MIND**

### RETREAT!

You can go back to your original world. You wake up in your bed at the exact moment you left. As a consolation prize, you keep all your powers, abilities, gear and warehouse access. Go nuts, but you'll probably never find a way to return here again, or any other world for that matter.

Your jumping days are over if you end up picking this choice.

If you died, you may only choose this option.

### HOLD!

Maybe you're enamoured with the idea of a world that's quite similar to your own, but is wackier, wilder, and all around manlier. Or perhaps you like your current job as a merc. Maybe you have a job to finish, or people you don't want to leave behind.

If you do decide to stay, please bear in mind that you may never return home.

I'll tie up any loose ends on your home world. Don't worry.

### ADVANCE!

Continue the JUMPCHAIN.

Move on to another world for another ten years of adventure, exploration, and excitement. Keep your powers, abilities, gear and warehouse and move on. Time is still stopped at home.

Entertain me.