

BEGINNING:

Welcome to the world of Full Metal Panic! In this parallel universe, military technology has advanced rapidly, leading to the proliferation of many new and fearsome weapons, the most feared and exotic of these, the Arm Slave, bipedal war machines with fearsome capabilities able to be brought to bear in nearly any environment. Guess what you're going to get?

You have 1000CP to spend.

All gear, skills, and abilities are kept from prior jumps.

STORY:

You will be dropped into this world in the year 1989, 2 years before the events of the Full Metal Panic! Series. An accident has led to the creation of a number of individuals known as the "Whispered" who have great knowledge over a single subject. With this, they have unlocked numerous "Black Technologies", advanced technology far beyond what the world of what the world of 1989 should hold, including the Arm Slave. These weapons have been purposed by all governments, as well as many terrorist organizations, most notably Amalgam, Counter-Terrorist forces, such as Mithril, and even many mercenaries.

Perhaps you'll try to use this technology to gain riches and power. Perhaps you'll choose to fight for a cause. Maybe you'll get caught up in the story of Mithril and Amalgam's battles. The choice is yours. Go forth and seize your destiny!

LOCATION:

Roll 1d8 to decide your starting location, or pay 100CP to decide for yourself.

1. Afghanistan- Sand, mountains, caves, and more sand. This is a country ravaged by war and a hide-out for terrorist factions. There will be no lack of things to do here, especially with the Soviets.

2. Columbia- Something of a hotbed of battle and violence due to the Columbian conflict still raging on. You can imagine how it got worse with Arm Slaves. Still, where there's conflict there's activity.

3. Japan- The Land of the Rising Sun. The organization Mithril tends to hang around in this area for one reason or another, and as a result it can be a place of unexpected events.

4. China- Currently embroiled in a civil war, China is a hotbed of conflict and violence. It will be quite dangerous here, but quite profitable if you play it right.

5. Russia- Still technically the USSR, Russia is a political and economical powerhouse in this setting on par with the United States. Safe as long as you're not an American.

6. Germany- East and West Germany are still disagreeing with each other, but the Reunification should be getting its roots in at any moment now. Until then, maybe the political environment will provide some opportunity?

7. USA- America! As long as you stick to the clean parts of the country then there will be plenty to do. Or if not, the countryside's sure to offer some opportunities. Safe as long as you're not a Russian.

8. Free Choice- Lucky you. Choose any of the locations above at no extra cost.

IDENTITY:

You have an idea of the story, and an idea of your location. So now that the 'when' and 'where' is decided, there's one thing left to decide. Who are you in this new world?

Roll 1d8+16 to decide your age, while keeping your gender. You can pay 100CP to decide both of these for yourself.

-Drop-In (Free)

+No memories or instincts hampering your thought process

-No one knows you, good luck making allies

-No beginning base to start out

You literally happen to fall into the cockpit of an Arm Slave that's conveniently in a remote location. Fancy that. It's up to you to decide where to go from here, and how you'll make use of this opportunity where no one knows you. In the event of background checks, you have ID designating you as an average civilian in your starting location.

-Soldier (100CP)

+Slightly better skills with Arm Slaves

+Access to government resources

-Have a commanding officer you need to follow

-You go where the government tells you

You've been a military brat all your life. Your mother joined when she could, and you've learned the jargon and workings of an army from there. Your father encouraged you to follow your mother's path, and when you signed up you found you had the chance to pilot an Arm Slave. Testing let you hop right in, and you found choices of whether to serve in the government or join with Mithril.

-Criminal (100CP)

+You go where you please, the world is your playground

+Understand the know-hows of moving places and how to get your way

-Most law officials will be looking out for you

-Always need to be on guard

You grew up in a poverty-stricken area, and rather than die there you thought to change that. You practiced your words, you worked the system, and in time you gained the tools. Whether you work for a gang or a terrorist group like Amalgam, the path is open for you. You do not have the security of law-abiding citizens, but you have the freedom to do what they can't.

-Mercenary (100CP)

+Often in demand; you won't find a lack of things to do

+Plenty of ingenuity due to working alone

-Very few allies due to mercenary stereotype

-Collecting resources will be costly

Money. Dosh. Dinero. Currency. Cash. You've known this select form of buying power by many different names, but to you it's all the same. You've always wanted plenty of money to have the options, and to increase your lot in

life. Rather than be one of those civilians who do dead-end jobs in a cubicle, you decided to add a bit of risk to the reward. You did your work, you got the money, and eventually purchased your own Arms Slave fresh off the Black Market. It's time to make your mark.

SKILLS:

Of course you won't be dropped in here without a little assistance. Being in a world of mechs is much more dangerous than the shows make it out to be, so why not take a look at what can be bought?

-Demolitions (100CP) (Free: Drop-In)

Learn how to make an explosive impact! This perk allows you to have an innate understanding of explosives, how to disarm them and how to create them. If you practice enough, you can learn to make trip mines and proximity bombs.

-Tactics (100CP) (Free: Military)

You've gained additional training of how to use Arm Slaves, as well as the theory of warfare itself. This gives you a better idea of how to fight on the battlefield, and general skills of how to survive whether you are in combat or out of it.

-Smuggling (100CP) (Free: Criminal)

If it isn't nailed down, chances are you want it. But how do you move it without people noticing? With this you know how to sneak items out of where they should be. The larger the item the more difficult it will be, but with enough work you'll do the Bloody Magpies proud.

-Scavenging (100CP) (Free: Mercenary)

Yoink! You've got a keen eye for parts and equipment, and if you see something in the field that's useful then chances are you'll know about it. This extends to parts you can salvage from downed Arm Slaves, equipment being sold on the Black Market, or even items found in everyday appliances. If it's useful, you'll know.

-Close Quarters Combat (300CP) (50% off: Drop-In)

Mechs fighting like knights! Swords and close weapons with blows being traded with blows. Close quarters is still practical in a world of mechs, and this will give you the know-how and skills of how to fight and duel with the best of them. Covers fighting a single enemy or multiple enemies.

-Gunnery (300CP) (50% off: Military)

Rather than get your hands dirty, there's always shooting from afar. This grants the knowledge of how to utilize long-range weapons in combat against other opponents, and gives you a good idea of which weapon can fill what kind of role. Shooting with your hands and shooting with a joystick are different things, and knowing that difference could give an edge.

-Stealth Combat (300CP) (50% off: Criminal)

There are those who feel war has rules. How there is a code to the battlefield and that some tactics are cowardly. Suckers. With this you have skills on how to effectively gather intelligence on an enemy, and with it the best way to strike them without their awareness. Whether it's through a long-range rifle or by the sudden stabbing in the back, you're a menace in your Arm Slave.

-Mechanic (300CP) (50% off: Mercenary)

Maybe you're off on your own and can't get back to base, or maybe you're on your own and can't rely on others. With this skill, you know how to maintain and repair your Arm Slave much more competently than you would at leaving it to others. You'll still need the parts and the tools, but having the knowledge could save you some trouble.

-Whispered (600CP) (50% off: Drop-In)

Due to a Soviet experiment a while ago, you're one of the exceptionally rare people known as the Whispered. They have an incredibly advanced knowledge of math, science, engineering, etc though each Whispered only specializes in a single area. If they take the time to learn or supplement this with other technical skills, it's possible to potentially create Black Technology of their own.

-Pilot Mastery (600CP) (50% off: Military)

Piloting an Arm Slave is like second nature to you now. You have an intuitive understanding of how to make it move as graceful as your own body. With a proper training of its capabilities, your skills as a pilot are nearly unparalleled.

-Politician (600CP) (50% off: Criminal)

You have a way with words; in a sense they are your weapons off the battlefield. You know how to blackmail government officials, to sweet-talk border patrol, even convince law officials to turn the other way. The truly just will be much more difficult to sway, but chances are if there's an opening to exploit you'll find it.

-Stress Points (600CP) (50% off: Mercenary)

Every piece of technology has its weak point. Taking this skill allows you to learn the capabilities and flaws of a technology provided you spend time studying it. It also makes you aware of where to strike to get the most effect out of your blows. New technologies will require you to become familiar with it before you can utilize this skill. You will also know the capabilities of your Arm Slave and can get the most out of its capabilities.

ARM SLAVE:

In a world of mechs, what kind of adventure would it be if you didn't get yourself a mech to start? Of course you have a few options.

You are limited to one mech that comes in the color of your choice.

M6 Bushnell (Free):

A bulky Arm Slave constructed by the United States. This is a Generation 2 mech that requires less rigorous piloting, but its loud noise makes it a problem with stealth. To make up for its slowness it has thicker armor.

+Easier

+Armored

-Speed

-Stealth

Rk-92 Savage (Free):

A Soviet Union constructed Arm Slave, it is an iconic mech among Communist and terrorist groups. It has less armor than the Bushnell, but can move around a bit easier. Like the Bushnell, it is a Generation 2 Arm Slave.

+Free

+Maneuverability

-Armor

-Range

M9 Gernsback (200CP) (50% off: Military)

A Generation 3 Arm Slave that utilizes a Palladium Reactor. It was designed by Mithril and much more versatile and maneuverable than the Bushnell. It comes with advanced sensors that assist it in the battlefield.

+2× AM 11 12.7mm chain gun

+2× XM 18 wire gun

+Electronic package

-Expensive

-Difficult to repair in the field

Zy-98 Shadow (200CP) (50% off: Criminal, Mercenary)

A Generation 3 Arm Slave that utilizes a Palladium Reactor. It was designed by Amalgam as an answer to the M9 Gernsback, excelling in speed and maneuverability compared to its opposite. However, it does not come with weapons by default. As a result it requires additional work to be effective.

+Maneuverability

+Speed

-Expensive

-No integrated weapons

ARM SLAVE GEAR:

Hold on there, you're not thinking of taking the Arm Slave out as it is, are you? At least consider looking at some wares.

EQUIPMENT:

-Explosive Reactive Armor (100CP)

A special type of armor that explodes on impact to counteract the force of enemy fire.

-Electronic Conceal System (300CP)

By utilizing a rapidly oscillating laser screen to project some sort of distortion around the concealed object, this device allows the Arm Slave to 'cloak' itself to make itself invisible to the naked eye, the electromagnetic spectrum, and infrared sensors. It will disable when the Arm Slave engages in combat, and can be detected by the amount of ozone it creates. It is also ineffective in the rain.

-Advanced Fire Control System (100CP)

More high-quality equipment and advanced programming for your Arm Slave ensures that you'll have better accuracy than normal when using weapons. Targeting and eliminating enemy Arm Slaves becomes a bit easier with this.

-Satellite Communications (100CP)

Range? Screw range! Installing this in your Arm Slave lets you communicate with who you need to, anywhere around the world. Remote missions will often work out better when your allies are a phone call away.

-A.I. (300CP)

A combatant knows that any fight where they are not alone is a fight with better odds. An A.I. helps you multitask information and handle targeting much easier, while running support with electronics and Arm Slave piloting. If you manage to get it out, maybe it could adapt to any other tech you require...

-Booster Pack (200CP)

Take to the skies, if only for a short time. This upgrade grants your Arm Slave limited flight capabilities, allowing you to deploy outside of the battlefield and enter upon your own convenience.

-Overcharger (200CP)

Need to go fast? With this your Arm Slave will pick up in speed in short bursts, giving that edge you may need over the other guy in order to win. Repeated use may cause malfunctions.

-Upgraded Actuators (200CP)

Increases the manual dexterity of your Arm Slave, and allows your mech to be more nimble and agile than normal. Ever wanted to do the Tango in a mech before?

-ECM (200CP)

In Arm Slaves, working electronics can make the difference in a mission. Using this upgrade only further proves the point. Electronic Countermeasures can help to deter enemy sensors from picking your AS up from long range. In addition, the numerous jammers can make positive weapons lock (especially those from missiles) much harder to achieve, and even jam an enemy's long-range communication.

-Lambda Driver (600CP)

An experimental Black Technology device capable of exerting mechanical force against space with no observable physical interaction. False axis refers to the lack of physical interaction, or lack of moment arm in the application of torque. This is in direct violation of Newtonian physics, particularly Newton's Third Law. In short, it turns willpower into raw physical force for the user to utilize as needed.

WEAPONS:

Melee Weapons:

-Knife (50CP)

A standard, sharpened knife meant for Arm Slaves. Not meant for a go-to weapon, but a nice side weapon if things go to pot.

-Monomolecular Weapon (100CP)

Can take the form of either wires, a knife, or a short sword. This item can let you cut through and slice targets much easier than a normal melee weapon would. Requires occasional maintenance to maintain sharpness.

-Electrical Discharge (150CP)

This can either be installed in the fists of your Arm Slave, or within a melee weapon. Hits will have a chance to cause problems in other mechs, while prolonged exposure will likely disable the enemy Arm Slave. Repeated use can tax the Arm Slave.

-Great Weapon (200CP)

Can take the form of a large sword, a battle axe, a scythe, or whatever. This is a weapon meant to do some serious damage in melee, and is also monomolecular.

Ballistic Weapons:

-Pistol (50CP)

A 27mm semi-automatic pistol that can be switched to fully automatic.

-Rifle (100CP)

A 41mm Arm Slave rifle that can toggle between semi-automatic and fully automatic. Comes with an optional scope.

-AS Shotgun (100CP)

A pump-action shotgun sized up to fit an Arm Slave. Can deal massive damage when in close range, but loses accuracy and stopping power drastically when increasing distance.

-Heavy Rifle (200CP)

A Bofors ASG96-B 57mm smooth-bore gun that has great range. Offers potential as a long-range rifle fit for sniping.

Heavy Weapons:

-Minigun (200CP)

A fully automatic 40mm minigun with six barrels, able to fire a tremendous amount of bullets in a short time. Prolonged use will lead to overheating.

-Automatic Grenade Launcher (300CP)

A 60mm automatic launcher that fires up to 10 grenades before needing to reload.

-Recoilless Rifle (300CP)

A gas-propelled artillery shell launcher that fires 120mm shells, capable of being used as an anti-tank or an anti-Arm Slave weapon. Thanks to its design of utilizing gas release in the back to counteract the recoil of firing the weapon at your target, you will hardly have to worry about the kick such a weapon may normally create. It has a short range in comparison to other weapons, but the destruction it can cause will more than make up for it.

-Missile Rack (300CP)

A box of four missiles that can be launched towards a target with devastating effect. Can be dumb-fired or locked on before firing, and the pilot must reload the missiles before firing again.

DRAWBACKS:

Not enough for you? Or maybe you just want a bit of a challenge. I'm sure you can be accommodated regardless for a price.

You may only take up to two drawbacks.

-Fumoffu! (+0CP)

Things just got really weird. Expect perverts in horse masks to show up once in a while, or for military grunts to be fighting in furry costume suits in the middle of the street. This can be taken regardless of how many drawbacks you selected.

-Paranoid (+100CP)

That water fountain? Probably poisoned. That new substitute teacher? A terrorist spy ready to undermine things. The lights for a school play? Hiding a hitman. These are the kinds of thoughts you're constantly having, for the world is out to get you and your allies... or so you think. You're pretty bugfuck nuts. Or are you? It's hard to say. Maybe you're just doing that good of a job... at least that's what you tell yourself.

-Socially Inept (+100CP)

You just cannot take cues. For one reason or another, you don't know any of the ins and outs of society and how to talk to people. You can't take a hint, you don't know the meaning of 'too far', and sarcasm just flies completely over your head. It's going to be hard.

-Slow Worker (+200CP)

Why bother with things? It'll get done... sometime. Missions take extra long to complete and you tend to procrastinate until the very end. Personal projects either take extra long or just get pushed to the backburner. You can't be bothered to do something really tough, and soon people will see you as a very unreliable person.

-Technical Issues (+200CP)

Machines tend to fritz out around you, and Arm Slaves are a bit slow to move when you pilot them. This strangely doesn't apply to your enemies or anyone around you. Also, expect your computers to eat half of the documents you make.

-Bounty (+200CP)

You pissed someone off, and now there's a price on your head. Expect frequent attacks from terrorist cells or rogue criminals hoping to cash in on you, whether in person or in Arm Slaves. Surprise attacks will be a thing.

-The Most Wanted Man (+300CP)

You have goofed badly. Both Mithril and Amalgam want you dead, and are willing to put their differences aside if it means taking you down. Very few countries are safe, and you will be sold out by countries quite frequently. Stay on the run, or learn to hide really well.

END CHOICE:

Well, provided you survive you have one of three options:

-Go Home: You've had enough. You're done. You decide to go home with everything you have gained thus far. Have fun piloting the only mech in the world.

-Stay: So you like a world of mechs and warfare? I won't judge. Should you stay, all affairs will be handled and no one will find you.

-Move On: Another world, another jump. Let's see where the story takes you next.

NOTES:

-The A.I. counts as a companion, and will become more intelligent as they are exposed to more information. Their appearance is customizable.

-Arm Slaves require plenty of maintenance due to being made with Black Technology.

-The 'Whispered' trait alone is not enough to create Black Technology, but additional tech perks will make this a very real possibility.

-Provided the Arm Slave is lying down, this will easily fit in your warehouse.