

Lost Planet

By- GundamAnon

Hello, Jumper. Now, depending on when you decide to read all this text you might just be some form of walking bundle of tentacles, a super robot or maybe just a really hot amazon. Well, hopefully you can handle some weather 'cause it's going to get very chilly in here- or humid, depending on time. I'm sending you to an unstable world full of evil organizations, good traitors, maddeningly funny bandits and more- E.D.N. III, setting to the Lost Planet Series. If you want mechs, but don't feel like you can go toe-to-toe with a Newtype yet here's your chance for some real robotic action. Combined with freezing/being torn to death by the planet's native inhabitants, the Akrids! As always, here's a bit of preparation money-

+1000 CP

-and a ticket to the planet proper. Survive in the snow, fight for freedom and the planet's life, or just raid shit because that's what you do? Whatever it is, just have fun- if it's not fun to you it's probably not fun to me.

Section 1- Identity & Age

You know the drill- roll an 8-sider and add 25 to the result, pay 50 CP to change what's in your pants and your age yourself, yadda yadda.

(Free) Drop-In: You just appear on E.D.N. III one day out of the blue- no records, no friends, no enemies, nothing but the brain in your head (hopefully) and whatever you got with you. Good luck.

(Free) VAGABUNDOS!: You are a member of a Snow Pirate gang that actually goes nowhere near snow and stays in the desert all the time. You are ripped, ruthless, get into all sorts of hilarious antics and are pretty...well, let's say that you won't be winning any degrees soon. Or getting through high school. Or middle school. But hey, it's all a game here right?

(50 CP)- Snow Pirates/Rounders: Your life kind of sucks- you got left behind when NEVEC and a few rich bastards turned tail and ran after the first colonization attempt went bust and now you have to not only survive the insane environments but also the Akrid. At least you're really acclimated to the place by now, and you have a tiny circle that will never abandon you.

(100 CP)- Ex-NEVEC: You're a jaded traitor to your old employer after you discovered how morally bankrupt they were, and now you fight with your comrades to protect your home from their destructive schemes. You aren't as advanced as your enemy, but you fight with much more rounded and experienced tactics, can think for yourself and have extreme group loyalty- if you're ever captured you can expect help within the week. You also don't have an official uniform and can wear whatever you like without getting strange looks.

Section 2- Time

This is a 2-way split (since the 3rd game kind of sucked) between the events of the first Lost Planet and the second game. Roll a d8.

1-3: You start around the time of the plot of Lost Planet: Extreme Condition. If you're a Vagabundo, you're a particularly dim Snow Pirate that will be one of the founders of the group. If you're Ex-NEVEC, you're a jaded soldier who's really questioning his leadership- you will be one of the first traitors against NEVEC. The plot will last around a year or so- you will not be around to see the planet start to really change its environment.

4-6: You start around the time of the 'plot' of Lost Planet 2. You are a member of your respective faction, and the plot will take around a year and a half. In the end, E.D.N. III will survive unless you mess things up enough for NEVEC's plan to go through. E.D.N. III plunging into an eternal frost thanks to the Over-G Akrid dying will count as a loss.

7-8: You get to pick and choose your poison on the planet- Chill or Heat?

Section 3- Skills & Abilities

(Free Drop-In) 100 CP- Thermal Sensor: You have the extremely strange ability to 'see' and 'smell' Thermal Energy, which you will need to survive in order to regulate your temperature on the planet. You can see trails of thermal energy in the air and follow them to their source- whether that be a vein of the stuff or a particularly energetic Akrid is down to luck.

(Free Vagabundo) 100 CP- Hot Bod: You are RIPPED, stronk enough to fire a rocket launcher one-handed and not break your arm and have a six-pack and muscles that others would kill for. As a side-effect of how efficient your body is, you have extra time after you run out of thermal energy before you burn up or freeze solid.

(Free Snow Pirate) 100 CP- Resourceful: Others see scrap, you see survival. You can jury-rig just about anything you have a passing knowledge of to work just that teeny tiny bit longer to get you out of trouble using just a box of scrap in a cave. Granted it'll break down later twice as worse for wear, but comparing the repair time/bills to your own death it's kind of worth it.

(Free Ex-NEVEC) 100 CP- Trained: You've been broken down, patched back up and pulled on your feet more times than you can count, and you have a very good resistance to all sorts of pain now. In addition, physical stress doesn't bother you as much as other people- yeah, if you try to trudge through the tundra with 180 lbs of equipment with you, you're gonna break, but it takes more to break you.

100 CP- Neh Neh! You are the master of taunts- slapping your ass at the foe, swinging your hips and pole-dancing with your gun, laughing like a madman, anything you try to piss someone off with will work eventually- though honestly you're still getting shot...

(Discount Drop-In) 300 CP- Bug Man: You have some very peculiar skills, and with enough time you can 'tame' an Akrid using food, non-hostility and defending it from others. You can ride tamed Akrid and they even let you mount weaponry on them to convert them into organic Vital Suits! Your prowess with this alone lets you tame any Akrid below Category L.

(Discount Vagabundo) 300 CP- VERY BIG! You relish going up against the odds, and you heartily live by the phrase 'bigger they are, bigger the explosion!' Your durability and raw strength scale depending on how overrun and out-numbered you are, even if you're not alone. This will not be enough to slaughter an army alone- however it can be useful if it's you against a contained group, as you will be able to overwhelm them easier. Those muscles aren't just for show, ya know.

(Discount Snow Pirate) 300 CP- VS Master: You know how to operate all these mechs, from what basically amounts to walking legs to the super-robot of the game, the Hardballer. You can control them better, move more naturally in them and you know how to get the most out of their efficiency- less T-ENG ate up by the things.

(Discount Ex-NEVEC) 300 CP- Commando: Wind, snow, storm or surge, you'll get in there and purge the enemy from any stronghold you find them in. You are quite resistant to environmental hazards and can adapt to new environments like the ocean floor, a T-ENG volcano or the scorching desert right after the tundra with ease. You also are good at breaching structures from almost any entrance- fighting through it is another story.

300 CP- Music Panic: Before, music was just a nice touch and let you rock out to whatever you had on playlist- now it'll actually help you somewhat! How? Pay attention- you'll get a cue of some kind, someone might be trying to stab you in the back...or maybe they're just trying to scare you, or even just going to talk to you and then you went and punched them in the face. The music is diligent, not smart.

(Discount Drop-In) 600 CP- One of Us: You are now, by a freak accident that went against the laws of nature, what could be charitably called an Akrid-Shifter. Choose a Category-M form or create one of comparable stats- your blood is now an Akrid's, and you can shift between your two forms with a simple thought and around 7 seconds of grace time. You grow by eating meat and gathering T-ENG. Oh, did I mention you still need that? You're kind of an anemic Akrid, so you don't produce enough of the stuff to live without gathering a supply. You smell off, and your eyes are orange-green and obviously bestial- get used to wearing a helmet. Your size and power caps naturally at Category G.

(Discount Vagabundos) 600 CP- Idiot Savant: Regardless of any situations where you might not be in the best condition to think, you're still a contender even if you've got handicapped. Your mind and thoughts are not nearly as easily scrambled by pain, sorrow, anger or even

just plain old stupidity, allowing you to keep your wits up even when you don't actually know the dictionary definition of 'wit'. You're pretty clever...for a bandit, anyways.

(Discount Snow Pirates) 600 CP- Tech Mastermind: You know the insides of almost every VS and the guts of all your weaponry, and can fix them up to full standard and even beyond basic stuff like patching armor- hell, weld 2 VS together, I'm sure you'll make something great out of it. You also can make just about any sort of technology or weaponry VS-compatible, and you can- with much, much strife- do the difficult task of working on Harmonizer technology.

(Discount Ex-NEVEC) 600 CP- Super Agent: You are a master of infantry weaponry and can use them in strange situations perfectly fine- you also have the dubious level of competence to dual-wield weaponry due to your trained split-focus on both weapons at once, letting you use them without wasting as much ammunition. The training on infantry weapons extends to VS Weaponry hand-held- the dual-wielding does not. Unless you're strong enough to tote around 2 Miniguns, but even then you'll need some tech knowledge to figure out how to reload them.

Variable CP- All for All: The companion perk option, of course it's going to be here. Pay 100 CP to bring in 1 companion, 300 to bring in 8. They all get 600 CP to spend, and if they choose your background they get it for free- otherwise they must purchase it, and they get the associated discounts with the background, but cannot take complications.

Section 4- Gear

Free- Suitable Attire: You gain a single set of clothing that matches your chosen background- Drop-Ins get some basic warm clothing and a danger-orange jacket, Vagabundos get a metal box/chamberpot to wear on their head and some sweet cargo pants, Snow Pirates get either warm artic-condition clothing and a gas mask or lighter more temperate wear with a mouth-nose only gas mask, and Ex-NEVEC gets a suit of old NEVEC armor. You may decide the specifics, or pay 50 CP to get access to every other background's outfits. All outfits come with a T-ENG tank that feeds you the stuff to keep you from freezing/burning.

Free- Slug Thrower: You have a basic Machine Gun and a few reloads of ammo totaling 999 rounds. It'll serve you decently but good luck trying to kill anything with armor.

(Free Drop-In) 100 CP- Bug Gear: You have a very strange, very smelly and visually gross outfit that resembles both a bug and a very vague resemblance to an Akrid- it will disguise your scent from more hungry beasts and will make the already not-hungry ones a bit more receptive to your actions.

100 CP- Mass-Production Harmonizer: This strange device, made in bulk by some random guy who you have no knowledge of, is worn on the left arm and acts as both a more effective (and smaller) T-ENG storage and quick-healer. It will very gradually heal your

wounds if you have enough T-ENG, and you may stop and manually activate a super-healer mode that will quickly patch your wounds as well as quickly drain your T-ENG. If smart, you may want to see how this thing ticks.

Variable CP- VS: This is going to get a bit wordy, so pay mind- this allows you to purchase a Vital Suit of varying quality. Use the Wiki since this is going to get confusing. They will all come with a VS Chaingun & Rocket Launcher standard. (If it only has one mount, pick one.)

- 50 CP- GTT-01 Nida/GAF-14 Fastrey (Free Vagabundos)
- 100 CP- GTF-11 Drio (Discount Snow Pirate)/GAN-34 Granseed (Discount Ex-NEVEC)
- 150 CP- GTF-13M Evax/GAH-42BS Bleed
- 200 CP- GTB-22 Faze (Discount Snow Pirate)/ GAN-37 X-seed (Discount Ex-NEVEC)
- 250 CP- GAB-25M Cakti/GAN-3AM Triseed
- 300 CP- PTX-140(A) Hardballer

200 CP- Weaponry: Simply put, pick 1 from each of these categories- Standard, Short Range, Long Range, Heavy Weapons & Support. You will not only start with these 5 weapons, but will find them more often in the field. With this purchase, you get a very shitty Handgun for free- its only grace is that it has literally infinite ammo, but it has shit damage. Pay an extra 50 CP to get 2 detachable VS weaponry along with all this- it will be mounted on a VS if you have one, and stored in your warehouse otherwise. Pay 50 again to get access to all varieties of grenades.

400 CP- Prototype Harmonizer: This special device was created for Wayne and used mostly by him, Basil and Bandero. It uses T-ENG much more effectively than the mass-produced variant, and the Super-Healing mode will activate automatically if your condition drops to an extreme low. You also wear it on your right arm instead of your left. It grants you slower aging as well, but you will develop a dependency on T-ENG if used frequently. If wired into a mech, it could theoretically boost its capabilities beyond the boundaries of what could be considered 'normal operations', granting flight to those that hover, great ammo reserves to energy weaponry and more. Unfortunately, this is a pretty quick-and-dirty powerup, which will always leave the robot pretty much fried internally afterwards. Choose your battles wisely with that function.

Section 5- Complications

(+100 CP)- Cat's Tongue Body: You just don't do extremes well. Whether its heat or cold, you find temperatures too far from temperate to be very uncomfortable, even with proper clothing or even a Harmonizer. This not only can distract you, but also lower your performance having to shiver or sweat constantly.

(+200 CP)- It Happened Again: It's like the narrative is conspiring against you or something, because nothing you use that you didn't buy with CP or come with is going to work well or for very long. Take that nice shiny VS from its rightful owners? Broke down- and there's no spare parts. Got that information on the new superweapon the enemy faction's got? Surprise! That was just the prototype plans- you don't goddamn much about the production model. This won't always endanger your life, but it will always, always be incredibly fucking annoying.

(+200 CP)- Small Beginnings: You don't go to either LP1 or LP2- you're stuck in the past with LP3, and there are a few changes- there's no VS weaponry or Support Weapons, and everything is older and less efficient. You cannot buy VS anymore- instead for a flat 100 CP you can purchase a Rig, which is made for mining and has no weapons. NEVEC will attempt to arrest you if you put weaponry on your Rig, and they aren't as advanced.

(+300 CP)- The Slow Road: You aren't staying here for 10 years- you're in this for the long run. You start at the beginning of LP1 and end at the end of LP2, and you will find yourself playing a part in this world whether you want to or not.

(+300 CP)- Living Beacon: You are a tasty, tasty thing aren't you? At least to Akrids, you light up like a goddamn Christmas tree, and you'll find not only are they harder to shake off but it's almost as if their hunger to devour you makes them stronger and more frenzied. This is two-fold: you also smell *delicious* to them, and you'll attract them in a nice area around you, even worse if there's any kind of wind blowing through. You're a tantalizing steak in a world of nutrient paste- work it out.

(+600 CP, Takes Both Complications)- NEVEC's Most Wanted: You've got a nice pretty picture on the NEVEC database, and you're going to not only be seen as a threat, but also a terrorist and known killer of NEVEC personnel- and that's only for the first 3 years. After that, expect hit squads to come after your head, and they're only going to get better equipped as time goes on. After 5 years, they'll start sending VS after you, and by year 9 they'll be focusing a lot on you to make sure you die painfully. Expect ambushes by 4 Hardballers every 2 weeks or so and the most elite troopers to attempt to assassinate or explode you to death.

Section 6- Future

Firstly, you'll find you've gained a small regenerating cache of Thermal Energy in your Warehouse- equal to about 300 units of it every hour. Secondly, all your drawbacks are removed and all that jazz.

Ship Out- You head home with all your spoils. You'll probably end up re-enacting the events of the games soon enough with the tech from here.

Stay- Why!? But I digress, if you stay here you might find a more peaceful place- at least after LP2 when the climate finally starts stabilizing.

Move Along- You head for the next Jump. Good luck, Jumper, and thanks for taking a journey to E.D.N. III. You might leave behind a few people you care about, but I'm sure you'll see them again someday.

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CHANGELOG

Reiterated some vague words more clearly, reworked Vagabundo capstone to put it up to snuff with the others, reworded Prototype Harmonizer to more effectively describe effects on robots

Reduced price on Weaponry

Added Drawbacks: Living Beacon, It Happened Again

Replaced making T-ENG from natural resources to gaining a restocking supply in the warehouse.

Made things easier to read.

Minor, non-effect-changing wording changes on beginning text and a few perks.