

# DOOM 3

V1.0 by Songless

Humanity has progressed far, scientific breakthroughs and technological advancements seeing mankind spread out through the solar system.

On Mars, the Union Aerospace Corporation has established a vast, interconnected system of laboratories and other scientific infrastructure, built outside the confines of Earth's ethical and scientific restrictions. Here, some of the most cutting-edge technologies are invented, refined, and used to bring profit to the vast corporate behemoth of the UAC.

But Mars has its own problems. Dr. Betruger, the scientist in charge of the Mars base's most classified research, has come under scrutiny for the rapid rise in accidents, psychological problems, and misuse of scientific materials.

The truth, as it turns out, is far worse.

Built using scientific principles discovered within the ancient ruins of a previous Martian civilization, Betruger's Delta Labs have developed teleportation technology of immense potential... teleportation that operates by shunting individuals and cargo through an alternate dimension.

Hell.

You find yourself on the Mars base the day that Elliot Swann arrives to investigate Betruger's actions, and before long Betruger will show just how far he's fallen - by opening a massive portal straight to Hell and releasing a demonic invasion directly into the UAC facilities.

This is *DOOM*. The wailing of the damned and dying, demonic abominations prowling the corridors, and technological marvels tainted with blood and infernal energies. Hell is coming, but humanity is not about to give up without a fight. Whether you're a Marine taking the fight to the demons, a scientist using your technological aptitude to survive, or someone else entirely, you'll spend your next ten years in this world.

Fight well, and remember: even Hell can burn.

You have **1000CP**.

# Backgrounds

There are a variety of different people working in the UAC Mars facilities - though you'll likely have your own interests and goals. Regardless of the Background you choose, you may freely change your gender and select your age from any appropriate for an adult. Any Background can be the traditional 'reincarnation' style background, in which case you've been working in the UAC base for some time, or you may instead choose to be a Drop-In - you'll simply be a new arrival who doesn't yet know anyone on the Mars base. In the latter case, you'll have a nondescript personnel file that explains your transfer to the Mars base, and no-one will bother to check it in detail unless you draw attention to it for some reason.

As for who you'll be during your time here....

Your first choice, and likely the most well-known given that this is *Doom*, is to be a **Marine**. As part of the UAC's security forces, your job is (or at least *should* be) to protect areas of interest against trespassers, as well as support the more secretive experiments of the UAC... after all, with the recent discovery of Hell, *someone* needs to go in there and explore the place, no?

The largest proportion of UAC personnel on-site are **Scientists**. Dedicated to expanding the technological insights of humanity, these brilliant minds can be found in the countless labs, research facilities, analytical groups and more. Your tasks will involve a variety of experiments to develop new technologies, data analysis for ongoing work, as well as maintenance and support to keep the UAC facilities operational.

Every company has its higher-ups, and **Management** is no different. Though the UAC is, by and large, fairly well-described by 'ruthlessly ambitious', there still need to be people to keep everyone focused on the priority goals... as well as people who can look at the next mad science experiment and say 'no'. You're part of the UAC administration, overseeing a portion of the base such as the Alpha Labs or EnPro facility, and it's your job to make sure everything runs smoothly and no-one destroys any vital equipment with careless tinkering.

The **Delta Division** is dedicated to research much like the more standard scientists are, but their areas of expertise tend to fall on the more... *esoteric* side. Alternate dimensions, human experimentation, demonic sciences and more are all part of Delta Labs' purview, and this necessitates a certain propensity for discreetness and a willingness to get results 'no matter the cost'. Few will trust you - and they might be right.

Finally, there are a number of **Archaeologists** on site, focusing on uncovering and analyzing the subterranean ruins of the ancient Martian civilization at Site One and Site Three. You'll find your home in the dusty, eerily silent ruins of the past... but just because the past is over does not mean it cannot still affect the present.

# Perks

## Marine

- Combat Training (100CP, free for Marines)

To be a Marine is to be ready for battle - and the UAC's elite combat troops are more than capable. You possess all the skills and experience that comes with a lengthy combat training program, from basic weapon handling and maintenance to combat tactics and even self-sufficient guerilla warfare against a foe with superior numbers and firepower. You're also a bit more disciplined, which may turn out to be quite useful as well - standing around guarding a high-security sector can be quite boring, after all.

- Unshakeable (200CP, discounted for Marines)

Let's be honest here - this is *DOOM*. Facing horrors beyond mortal imagining is par for the course, and lesser men and women might be left as little more than broken husks after seeing the horrifying sights you're likely to face. But you are made of sterner stuff. Fear, even supernaturally induced, holds no sway over you no matter how many times the legions of hell try to unnerve you with tempting whispers or surprise attacks. You are not overconfident by *lacking* fear entirely, though, merely so in control of your faculties that no hellish nightmares can hope to shake your mental fortitude. Likewise, emotional traumas are a thing of the past, and while your efforts might see you wade through a literal mountain of bloody corpses, you'll find no detriment to the experience.

- Pattern Recognition (400CP, discounted for Marines)

The 'jarhead' stereotype of soldiers being dumb and expendable is just that - a stereotype. The UAC's combat forces are highly trained in a variety of skills, from complex tactics to the maintenance and use of advanced weaponry. Behind your calm and collected exterior lies a remarkably insightful and cunning mind, especially when it comes to predicting and analyzing combat situations. Leading moving targets despite their attempts at evading your fire, knowing when to expect lunging Imps or ambushes in the dark, dodging at just the right time to leave an opponent off guard... you'll even be able to intercept enemy projectiles like missiles if you've got the reflexes and steady aim to pull it off. It's not quite precognition, but your foes will have to bring some *very* unorthodox tactics to catch you off guard, and even then you're unlikely to stay off balance for long.

This Perk grants you a 50CP stipend which you may use in the *UAC Equipment Catalog* section found later in this document.

- Wrathful (600CP, discounted for Marines)

You are the last line of defense, the one man who *must* hold against the oncoming tides, the one enemy of Hell that simply Doesn't. Ever. Die. The higher the stakes of the conflicts you find yourself in, the more you are outnumbered or outmatched, the greater your combat skills begin

to soar. An ordinary Marine could be expected to take out zombies without issue, and handle a few Imps before dying, as well. You are no different, easily capable of killing isolated demons... and then you'll kill a few more. And more. And anything else that gets in your way, too. By the time you're all that's left, and the very fate of humanity hangs in the balance, you'll be slaughtering your way through Hell Knights and Bruisers, with weaker targets like Imps and Cherubs barely even registering as bumps in the road.

This Perk grants you a 100CP stipend which you may use in the *UAC Equipment Catalog* section found later in this document.

## Scientist

- UAC Trained (100CP, free for Scientists)

You must learn to walk before you can run, and much the same is true in the field of science. You're well-versed in the use of a wide variety of high-tech equipment, especially when it comes to maintenance and such challenges as 'how to prevent accidental death and dismemberment' when working with all manner of high-energy systems. From logbooks detailing incidents and causes to proper Personal Protective Equipment, you've got all the skills you need to thrive in an environment where demonic incursions *weren't* needed to leave more than a few scientists and engineers dead from misuse of equipment.

- Powered Productivity (200CP, discounted for Scientists)

Why are there so many excessively high-powered systems employed in the UAC Mars base? Well, at its most basic... because it works. Brute force might be lacking in elegance, but there is nonetheless a certain charm to deciphering ancient hieroglyphs with a computer mainframe the size of a ten-story building, or getting started on a terraforming project with what could charitably be called a self-sustaining nuclear fusion system. You're adept at using such immense volumes of raw energy and potential, and can easily find ways to turn challenging but complex problems into... well, equally challenging but decidedly *simpler* problems with a suitable application of raw power. Not only that, but you also possess a high degree of skill in making sure these kinds of energy use don't lead to further problems, like unbalancing the power grid or burning out the circuitry. It might not be pretty, but without asking yourself 'why not try more power?', would the UAC ever have developed such mighty new technologies as the Plasma Rifle or the BFG-9000?

- The Next Step (400CP, discounted for Scientists)

The UAC is pushing the boundaries of known science, and it's no wonder that a lot of the Mars facilities are dedicated to cutting-edge and somewhat poorly tested technologies. After all, testing how exactly things work is one of the reasons we do science! That said, there's no reason not to push for the best possible results right from the start, and you embody this ideal and then some. You have become highly adept at developing prototype systems incorporating new fields of science, to the point your initial designs are usually as good as (if not better) than those others might come up with after two or three rounds of testing, debugging and fine-tuning. Likewise, you can glean far greater insights from any such development cycles you implement, meaning that this 'head start' is only going to get bigger the more time you put into your R&D.

This Perk grants you a 50CP stipend which you may use in the *UAC Equipment Catalog* section found later in this document.

- Omnidisciplinary (600CP, discounted for Scientists)

Atomic transmutation. Directed Plasma Containment. Terraforming. V.I. data analysis. Orbital Spaceflight. Energy Weapons. The UAC Mars facility is a melting pot of a vast array of cutting-edge physics, and you've mastered all of them... or at least most - the Delta Labs aren't quite your cup of tea. If it involves some sort of high-energy physics, you're all but guaranteed to have a decent understanding of it, and after the fifth PhD you kinda stopped counting. This vast array of knowledge isn't *quite* enough to (re)build the UAC's science divisions from scratch all on your own, but it's pretty close...

This Perk grants you a 100CP stipend which you may use in the *UAC Equipment Catalog* section found later in this document.

## Management

- Record Keeping (100CP, free for Management)

Paperwork is often considered the bane of human existence, but it's nonetheless critical. If only there was a bit less of it...

Fortunately, you are highly adept at keeping and using records, logs, and other forms of stored information without having to spend unnecessary time sifting through parts that are of no interest to you. From tax summaries to shipment details to the PDA voice log of an EnPro engineer with the security code for a cabinet with heavy weapons ammo, digging through piles of 'paper' work has never been so easy.

- Damage Control (200CP, discounted for Management)

Crisis management skills are difficult to train - one cannot practice for dealing with problems that are *truly* unexpected, after all. Nonetheless, you are talented at handling sudden, inexplicable disasters with confidence. You know how to stay calm under pressure, and can easily determine the critical priorities and where best to put the various people still capable of providing assistance. Even if you're stuck with little more than a radio, directing people to just where they need to be to prevent a catastrophic reactor meltdown or other such issue is 'old hat' for you. And if all else fails, you also know when things have gone beyond salvaging, and all that's left is to throw someone with a really big gun into the mix and hope for the best.

- Corporate Integrity (400CP, discounted for Management)

The UAC is not particularly concerned with the consequences of its actions. Anyone can tell you this. Hell, one of the main reasons the UAC set up the Mars facilities was that it would allow them to operate outside of the legal jurisdiction of anyone back on Earth. But there are limits, and you know exactly where they are. You possess a sixth sense for uncovering corruption, dangerous practices and even people trying to subvert your company for their own ends. Beyond that, you'll find that any efforts you take to prevent such personal misuse of power (as opposed to misuse of power in the company's interests, presumably) are *vastly* more effective.

Put in the time and effort, weed out the bad apples, and you could turn a barely functioning mess of inter-lab rivalries into a ruthlessly effective and well-oiled machine. Well, provided a demonic invasion doesn't kill everyone first.

This Perk grants you a 50CP stipend which you may use in the *UAC Equipment Catalog* section found later in this document.

- Long-Term Analysis (600CP, discounted for Management)

Common is the manager who looks at what he controls, and chooses to sacrifice stability and productivity for short-term gains. Common is the fool, and you are not one of them. You are highly adept at predicting the consequences of choices, both your own and those of others, especially when it comes to far-reaching consequences. Leave it to you to recognize that bringing in reinforcements to battle a demonic threat would see the fleet suborned and used to bring Hell to Earth, or that the only path forward is one that is seemingly self-destructive, like disabling life support and allowing most remaining survivors to die so that one man can be aided and save all others. So long as you know what's going on, you can get at least a decent estimate of where things will lead... and if you need to intervene to stop outright disaster. It's not quite precognition, but few could hope to match the kind of insights and plans you bring to bear. This Perk grants you a 100CP stipend which you may use in the *UAC Equipment Catalog* section found later in this document.

## Delta Division

- Classified (100CP, free for Delta Division)

The work you do is some of the most important *and* sensitive research in all of history. Letting such things be disrupted by overly curious idiots who keep insisting on 'security checks' or 'small talk' to learn more is simply out of the question. Fortunately, either by reputation or by official authority, you are far less likely to be bothered by people about those things you want to keep secret. And even if someone *does* ask you what all the screams and the scent of blood are about, you'll find yourself quite adept at diverting attention away with non-committal half-answers and obfuscations.

- Hellish Advancement (200CP, discounted for Delta Division)

The teleportation research in the Delta Labs is arguably *the* most advanced field of science known to mankind today. With potential applications in everything from aeronautics to personal transportation, both short-range and long-range teleporters represent one of the greatest advances in recent decades... and the fact that they operate by tunneling through literal hell is hardly a detriment, is it?

You are a master of using dimensional technologies, *especially* those relying on... less than pleasant realms for their function. From dedicated safety systems to mapping the hellish wastelands of the damned 'by remote' to find the most efficient paths, if it involves alternate realities or physical embodiments of evil you've probably got some ideas on how to make use of your findings. Even better if it involves *both*.

- Xenobiologist (400CP, discounted for Delta Division)

The denizens of hell are equally terrifying and magnificent, in their own way. You have been extensively trained in the biological sciences, yet even your understanding is merely a starting point for these strange beings. Superhuman strength and resilience, the ability to manifest and control confined plasma charges, teleportation... you don't know how they do it. But you will. Your talents grant you immense insight into any biological system, and through study and research, you'll eventually be able to understand even the most bizarre and alien biologies... and, with enough skill, even replicate them. Hell is the way forward, and you intend to study it every step of the way.

This Perk grants you a 50CP stipend which you may use in the *Mysteries Of Mars* or *Hell's Might* sections found further in this document.

- Promises Of Power (600CP, discounted for Delta Division)

Most people would assume that making a deal with the forces of Hell is... ill-advised, to say the least. They have no reason to keep their word, and even if they did, there's no guarantee they won't find ways to twist the deal in ways that will make you regret it for a long, *long* time. And yet... as Dr. Betruger showed, this is not always the case. Like him, anyone or anything you make a deal with is guaranteed to *always* keep to both the letter and spirit of such a deal - even if ordinarily they wouldn't have. The reason is unclear - perhaps they just felt like it or you're simply too intimidating to cross - but the end result may come in *very* useful if you use it right.

This Perk grants you a 100CP stipend which you may use in the *Mysteries Of Mars* or *Hell's Might* sections found further in this document.

## Archaeologist

- Attention To Detail (100CP, free for Archaeologists)

Archaeological dig sites are not your average work environment. The tiniest details can provide the greatest clues if analyzed thoroughly, but at the same time it's important to keep an eye on your surroundings - earthquakes and structures worn down by the passage of millennia can leave a careless researcher dead with little warning. You've got the talents to thrive in this kind of environment, having honed your senses to a great degree. You're highly perceptive, a mere glance usually enough to spot anything worth paying attention to in an entire room, and you're more than capable of deducing where hidden passages or crawl spaces might be... even if gaining access may take a little more work.

- Many-Tongued (200CP, discounted for Archaeologists)

For one dedicated to understanding the past, the field of Linguistics is a crucial component of your skill-set. You likely know at least three or four other languages just from your time on Earth, and you'll find that you can easily pick up new languages as well. Though you'll need at least *something* to start with, developing translations for even esoteric or highly technical texts in a language mankind didn't even know existed until very recently is... well, just another day at the office for you. Why bother with the analytical software of the local supercomputer, just get yourself a good-quality printout of recovered inscriptions and some paper to jot down your

notes, and you'll probably have a basic lexicon ready before your more rigid coworkers get their first error message.

- Fortune's Finder (400CP, discounted to Archaeologists)

Archaeology tends to be a lot of hard work, with (usually) very few results. Often, it's only the occasional 'great find' that makes all the effort worth it. The Mars Dig Sites may be different due to their well-preserved status and the near-incomprehensible importance of just about any find there, but the overall principle still applies... usually. Somehow, your efforts uncovering tablets, artifacts and other secrets on Mars has made you supernaturally lucky when it comes to uncovering long-lost objects of interest. It's almost as if the daily successes of the Martian excavations are now your new 'normal', with any other such efforts seeing comparable progress and results. Whether it's uncovering ancient secrets and lore, locating unique and powerful artifacts, or simply seeking to understand those that came before, you can manage in days what most others wouldn't be able to do in weeks... or even months.

This Perk grants you a 50CP stipend which you may use in the *Mysteries Of Mars* or *Hell's Might* sections found further in this document.

- Inheritor (600CP, discounted to Archaeologists)

The lost Martian civilization possessed technologies and abilities far beyond mankind's current understanding, to the point that reverse-engineering a mere handful of scraps was enough to make the UAC's Mars base into the scientific powerhouse it is today. Somehow, your focus upon discovering the history and culture of those who left the vast ruins on Mars has granted you some kind of... *connection* to those who came before. Though you become no more knowledgeable straight away, you'll find yourself experiencing sudden bursts of insight, ideas about technologies both marvelous and mysterious bubbling up from your subconsciousness. In time, you could find yourself with understanding of the many things you find in these ruins - from technology that is seemingly alive and methods used to interact with souls to mysterious power generators and machinery that remains functional for countless millennia. You might even find that you'll learn other sciences more swiftly as well, gaining greater insights than you otherwise would and eventually finding ways to emulate esoteric and advanced wonders with more mundane means. In you, some of old Mars lives on. Use it well.

This Perk grants you a 100CP stipend which you may use in the *Mysteries Of Mars* or *Hell's Might* sections found further in this document.

## Undiscounted

- Unforgiven (Free or 300CP)

The imminent release of the forces of hell by Dr. Betruger comes with a... somewhat dangerous risk: many of the occupants of the UAC Mars facilities would end up killed by the demons pouring through the rift, but just as many would *not*, instead falling to possession by Lost Souls and other such harmful effects. This Perk grants you complete immunity to any and all forms of corruption, possession, or other such supernatural means to alter your nature against your will.



In addition, should you fall in battle, you are guaranteed to never rise as a zombie like so many other Marines and UAC staff.

This Perk is free for the duration of this jump, and you may retain its effects for future jumps by paying 300CP. These effects are not limited to merely 'demonic' attacks, any similar dangers are likewise prevented.

- Herculean (100CP)

A somewhat bizarre side effect of exposure to Hell, the physical augmentations nicknamed the 'Hercules Syndrome' are an unexpected boon to those exploring this nightmarish realm. While within Hell (or at least during sufficiently high exposure to its energies), humans simply never get physically tired. Sprinting, working for hours straight, none of it will cause even the slightest fatigue. You now experience this effect, as well... and somehow, you'll find that the benefits persist even without close proximity to Hell.

- Deep Pockets (100 CP or 300CP)

How does one end up carrying about a dozen weapons, many of which are... shall we say, less-than-elegant, *including* a sizable stockpile of ammunition, *plus* an assortment of tools and other gadgetry, *and* two multi-kilogram power cells, *and*...

Well, this is how. This Perk grants you a sizable inventory-style pocket dimension, which you can access at any location you wish. It's got enough space to comfortably hold a suitably epic one-man-army arsenal along with whatever other goodies you might pick up here. It always drops whatever you 'reach' for into your hands, so you won't have to worry about accidentally fumbling with a live grenade when you wanted a keycard instead.

For an additional 200CP, this inventory includes full access to your Warehouse, allowing you to pull out just about anything you might have stored away in there - at least, provided you can physically lift it.

- Swift Fingers (200CP)

There's no time in the heat of battle to strip down, do maintenance on your armor with a handful of collected armor shards, then put the reinforced suit of armor back on. Those Imps aren't going to patiently wait for you to get ready before they continue clawing your face off, you know? It's a good thing, then, that this is no longer a problem for you. Any time you collect anything from your environment, from guns to ammunition to consumables and more, you do so effectively instantly, making use of them without having to put any further time or effort into the action. Just make sure you've got somewhere to put all that crap, okay?

## **UAC Equipment Catalog**

The Union Aerospace Corporation possesses some of the most advanced equipment and technologies in existence. For a fee, you too can become the proud owner of its products, and remember, the UAC offers a wide range of insurance, payment programs and maintenance contracts. UAC: Building A Better Tomorrow!

All items in this section will slowly repair to full functionality if damaged, and any that are lost or destroyed will be replaced after a week, with the *UAC Mars Facility* being the sole exception. All items may be purchased multiple times, with 'Free' items costing 50CP for repeat purchases. All weapons purchased in this section are guaranteed to never jam, overheat, or otherwise suffer any reduction in effectiveness through use. You will receive a small locker in your Warehouse with an unlimited supply of ammunition for any purchased weapons, such as Ammo Belts for the Chaingun or shells for the Shotgun and Double-Barrel Shotgun. You may freely import existing items into options provided here, so long as they are at least roughly similar in size and use (i.e. you could import a magical crossbow into the Plasma Rifle to create a magical Plasma Rifle, but you could not import the Death Star and make a hand-held variant of its planet-killer laser).

- Super Turbo Turkey Puncher 3 (Free)

The fantastic, new entertainment system of THE FUTURE is here in all its glory! Punch turkeys until they explode! Earn points! Make your friends go *wild* with envy at your combat prowess! No? Well then, in addition to this arcade system you also receive all materials ever released in the Doom franchise, from the original Doom to Doom 3 and beyond, including expansions and a guaranteed compatibility with just about any computer system you might find. You also receive all the various extras that were ever included along with these games, any spin-off and derivative works like the Doom comic book, Hexen, the 2005 live-action movie, later games in the series like Doom:Eternal, and so on. You know, in case the demonic invasions here didn't already leave you sick of slaughtering the forces of Hell. Happy hunting, demon-slayer.

- PDA (Free)

The UAC's standard PDA serves as a multi-purpose tool for all personal and administrative tasks. Holding an individual's personal records, it can be used in place of any other form of I.D. (such as passports or access cards). It also serves as a mobile phone, provides access to the internet and personal emails, and it is capable of wirelessly downloading additional media such as instruction videos from nearby systems if such a service is provided. The PDA carries a biometric lock to prevent access to personal files by anyone other than the user, and this particular variant has been upgraded for maximum compatibility with any other computer system you might encounter in the future as well as effectively unlimited storage and memory. If lost or destroyed, you'll find a replacement in your pocket the next time you reach for it, without any loss of data as a consequence of its previous incarnation's untimely demise.

- Flashlight (Free)

Sporting a static transfer power supply, the Flashlight is effectively guaranteed to never need recharging. Providing a decent amount of light, it is a vital tool for the UAC Mars facility, where power failures and brownouts are common due to the varied but frequently high energy needs of scientific equipment in locations like the Alpha and Delta labs. Its robust construction also allows it to be used as a cudgel in case of emergencies.

- Pistol (Free)

The basic sidearm of UAC security forces on Mars may not be particularly imposing, but it's nonetheless a reliable and effective weapon. Lightweight, accurate, and easy to use, the Pistol can be used to handle most unarmored targets without serious difficulty.

- Duct Tape (Free)

This seemingly endless roll of UAC Type 1 Space-Grade Connective And Adhesive Film is an engineer's best friend. Tough, reliable, and effective up to temperatures of several hundred degrees Celsius, this tape can be used to hold together just about anything short of heavy machinery. Though the first thing you'll probably use it for is taping your flashlight to your gun so you can actually see where you're shooting.

- Security Authorization (50CP, free Management)

The UAC Mars facility contains a vast amount of confidential and classified research, meaning that most people working in the base are forbidden from accessing the majority of the site. Access restrictions and permissions are controlled through a sophisticated security suite, including the use of PDAs, keycards, number codes and more. This item, which may take the form of a comprehensive documentation package on a hand-held device, a physical access pass, or any other method you may require, is verifiable proof that you are authorized to access many such areas. It won't get you in the absolute, most top-secret labs in the facility, but the more regular security checks will be a thing of the past. In future jumps, this item will continue to provide similar access to mid-range restricted areas, adapting as needed to fit in with the setting, either as suitable 'identification' or more simply as a key to open the appropriate locks.

- Priority Arrangements (50CP, free Delta Division)

A certain amount of... discreetness is required when working with materials as sensitive as those common in your line of work. While high-end tech components or raw materials are easily acquired and delivered, materials such as holy relics or certified virgin's blood are rather *less* so. Although taking such items through customs and security is normally a fairly sizable challenge, you do have an advantage - these forms. Suitable for ordering items or attaching to crates or other 'deliverables', these certificates ensure that nothing but the most determined intent will ever cause them to be searched during routine checks. You'll not need to worry about delays or unpleasant questions, though you might want to avoid using them to, for example, mail explosives to the UAC's board of directors. Even authoritative paperwork filled out in triplicate only holds so much power, after all. In future jumps, these forms will automatically adjust to whatever other packages you need to get to their destination without any poking and prodding.

- Security Armor (50CP, free Marine)

The standard-issue modular armor system of the UAC's security and marine forces is a top-of-the-line ablative armor system that can keep users alive even in the face of continuing

machine gun fire or hits from a plasma rifle. If damaged, the armor can be easily repaired or reinforced using individual armor shards or armor plating salvaged from other suits. Though most attacks will still result in *some* injury to the wearer, the armor will easily absorb half the damage, and may prevent even more than that against particularly weak strikes.

This particular suit of armor is guaranteed to fit you comfortably no matter your physique (or size) and will slowly repair itself if damaged. If destroyed entirely, it is replaced after a week.

- Sentry drone (50CP)

This small, four-legged and surprisingly endearing robot is commonly used for security escorts in the UAC Mars base. Sporting tough armor, a built-in weapon comparable to the standard Machine Gun, a built-in flashlight, and sufficient intelligence to follow basic instructions like 'escort Mr. Jumper to the EnPro facility', they make for a highly reliable addition to the security workforce. They also come with a heavily encrypted comms suite, allowing an administrator (such as yourself) to control them remotely or send updated orders in real-time. As a bonus, the built-in software has been more extensively de-bugged than the stock model, ensuring that it won't try and gun down random innocents without warning. You receive one Sentry Drone, for which you'll automatically receive a replacement in your Warehouse if it's ever destroyed, as well as the production specifications in case you want to build more.

- Shotgun (50CP)

This robust close-quarters weapon is very useful in the cramped confines of the UAC Mars base, and is frequently found in the hands of its security personnel. Firing a lethal blast of pellets capable of pulping flesh with ease, the Shotgun is a reliable, highly effective weapon at short range. Sporting an eight-round pump-action magazine, the need to insert each shell individually means that reloading a completely empty shotgun can be a somewhat lengthy process. Still, if you're getting 'up close and personal', you'll not find this weapon wanting. Its main downside is that the spread of its projectiles makes it nearly useless at longer ranges.

- Machine Gun (50CP)

Lightweight and compact but highly effective, the Machine Gun is the standard armament of most UAC security forces. Though each round only provides limited stopping power, the weapon has a high rate of fire as well as excellent accuracy and exceptional recoil reduction, allowing users to deliver consistent, accurate fire at long ranges. A large magazine capacity further supports both 'spray and pray' tactics as well as the means to lay down suppressive fire.

- Grenades (50CP)

Frag Grenades remain a useful backup weapon for engaging enemies in entrenched positions, getting an advantage over unaware targets, or attacking foes around corners or behind other forms of cover. Dealing heavy damage with a wide area of effect, caution is recommended when using these weapons - even a single grenade can wreak devastation among marine and demon alike. Activated by twisting the top and carrying a three-second fuse, the grenades carry a basic target identifier that will detonate the grenade early if it strikes a moving target.

- Double-Barrel Shotgun (50CP)

This classic design has remained popular for centuries - and for good reason. Though this weapon needs to be reloaded after each shot and its effective range is very small, it provides unmatched close-quarters firepower. No other weapon can hope to provide the kind of instantaneous stopping power this beast unleashes at point-blank range, with the possible exception of the BFG 9000... which would likely kill the user as well.

- Chainsaw (50CP)

Delivered to Mars due to a supply mix-up, the Chainsaw is entirely useless as a tool (given Mars' total lack of forestation). However, as a tool for demon-killing endeavors it is unmatched in close quarters combat potential. The teeth are honed to a razor's edge, and they will never dull no matter how many demons you saw in half, and indeed you could probably use it to saw through solid steel without any noticeable drop in performance. It's likewise guaranteed to never jam or get clogged (due to demon gore, for example), and the chain will never snap during use. Rev 'em up, and send those demons running!

- Grabber (50CP, free Scientist)

The Ionized Plasma Levitator, or simply the 'Grabber', is one of the UAC's prototype tools designed to aid in heavy loading, high-energy safety precautions, and a variety of other industrial environments. Generating a controlled, electromagnetically charged plasma stream, the Grabber is capable of lifting objects such as crates through what is essentially a 'tractor beam'. It can even contain and move energy masses such as the compacted plasma charges fired by various demons in this setting. Furthermore, by directing an energy spike through the holding system, it is possible to launch items across impressive distances. Though the beam will only function for a short amount of time before the integrated safety features disable the beam to prevent overheating, the combination of a supremely efficient power supply and an environmental energy collector system means that it will never run out of power. Put together, this tool's usefulness cannot be overstated.

- Chaingun (100CP)

The big brother of the Machine Gun, this weapon is a heavy-duty automatic weapon capable of literally sawing a target in half. Firing large-calibre armor-piercing rounds with a high rate of fire, few guns can match the sheer might of this automatic weapon. Though accuracy can become a problem at range, each round carries enough force that a mere handful of hits is often enough to eliminate even armored targets.

- Plasma Rifle (100CP)

Part of the UAC's next generation of handheld weaponry, the Plasma Rifle foregoes the use of bullets to instead send a stream of magnetically contained plasma at a target. Though its rate of fire is lower than that of the Machine Gun and Chaingun, each plasma bolt hits *hard*, and its ammo capacity is sufficient to saturate targets with a stream of blue fire. Furthermore, while the bolts travel at only a modest pace and 'leading' moving targets is required, the comparatively large size of the bolts allows skilled users to intercept incoming projectiles such as rockets or

the plasma shell fired by the BFG 9000, destroying them mid-flight before they can reach the user.

- Rocket Launcher (100CP)

Originally meant for demolition work, this design of Rocket Launcher has been modified for military use. Dealing immense damage in a wide radius and sporting a five-round magazine, few targets can withstand a barrage from this weapon. However, the rockets themselves are not guided, and agile opponents might be able to dodge if they see the attack coming. Close-quarters use is not recommended.

- BFG 9000 (250CP)

The final answer in personal weaponry, the 'Big Fucking Gun' is the most advanced hand-held armament currently held by the UAC and humanity as a whole. The firing chamber loads a sophisticated microchip that maintains a magnetic containment field, which is then charged with a large amount of highly energized plasma. Once fired, this manifests as a large, green plasma sphere that deals unimaginable damage to any victim unlucky enough to be struck directly. Furthermore, the charge level of a shot can be increased to one of four levels, with higher levels resulting in a greatly expanded blast radius and damage - at full charge, the BFG 9000 can vaporize nearly any target unfortunate enough to find itself within the 15m blast radius. In addition, the microchip possesses a sophisticated friend-and-foe identification suite, and can modulate the containment field to direct the majority of the weapon's firepower against enemies (though this is *not* sufficient to prevent friendly fire from the detonation). This system also allows the round to send high-energy 'tendrils' of plasma at nearby foes while it is 'in flight'. The beams can flash-boil organic tissue and melt armor plating with ease, softening weaker enemies up for easier dispatching - though this effect is nowhere near as potent as the catastrophic damage of a direct hit.

As a prototype weapon, the BFG 9000 does have a few weaknesses, however. The weapon itself can only maintain full charge for a few moments, meaning that the weapon *must* be fired within a few moments after the firing chamber reaches full capacity, or the containment field may fail and cause the round to explode within the weapon itself. Furthermore, a lucky hit by enemy weapon fire can destroy the microchip at the heart of a projectile, causing a premature detonation with all the consequences that implies.

Nonetheless, even with these limitations the BFG 9000 is the premier large-scale weapon in use today.

- UAC Mars Facility (800CP)

One of the most advanced scientific research stations in the solar system, the UAC's Mars facilities work on everything from energy production and terraforming to Archaeology and teleportation. It is one of the pinnacles of human achievement... and now, it is yours. Or at least, a copy of it is - perhaps one far enough away from the original that it's safe from the coming demonic invasion?

Coming with a full complement of (mostly) competent staff as well as a wide variety of interesting technologies, the facility now operates under your command. Whether you decide to

take a more active hand in their research or simply leave them to their own interests, they're guaranteed to come up with interesting ideas over time - usually in areas involving physics, weapons development, and so on. In future worlds, you'll likewise become the owner of a large, productive center of scientific learning, though it doesn't need to be on Mars as such.

## Mysteries Of Mars

The UAC may stand at the pinnacle of humanity's scientific and technological potential... but the wonders of Mars have made it clear that we still have very far to go. From the baffling technological insights gleaned from the ancient ruins of Mars' long-lost civilization to the powers of Hell itself, there is far more to be found on Mars than *human*-made power. All items in this section slowly repair to their original condition and are replaced after a week if lost or destroyed, with the sole exception being 'The Ruins'.

You may freely import items into purchased options here, using the same rules as indicated in the UAC Equipment Catalog section.

- Tablets (50CP, free for Archaeologists)

These ancient and weathered stone tablets stand as tall as a grown man, and are engraved with a complex blend of texts, iconography and illustrations. Coming in a set of four, these tablets will require substantial effort to decipher... but the effort is worth it, for the three first tablets contain insights into history that are impossible to acquire elsewhere. Culture, past events, historical archives and more may all find their place in the stone.

But the fourth tablet is where things get *really* interesting. For this last tablet does not speak of events already in the past, oh no. The last tablet instead tells of things yet to come, and though it is by far the most difficult to truly understand - prophecy is rarely exact - you would do well to heed its warnings.

You will receive a new set of tablets each jump, with their stories and predictions applicable to whatever world you find yourself in.

- A Gate To The Heavens (200CP)

This large, ruined chamber contains a wide variety of ancient and non-functional machinery. A part of the old Martian civilization, this system was one of those the survivors used to escape Mars and flee from the demonic hordes. Though repairing or reverse-engineering it will take time, this machine is a *prize*. Containing not only the scientific principles the UAC based its teleporter research on, this gateway is one of the most powerful teleporters ever built. When fully functional, it allows the user to not only teleport across interplanetary or even *interstellar* distances, but it also possesses an immensely powerful dimensional analysis and anchoring system. As a result, this gateway (and any copies you might make in the future) can be configured to access other dimensions, such as Hell, while simultaneously incorporating a number of potent protections to prevent anything on the other side from breaking through. It comes with a sophisticated analysis suite to determine a target location (in case you have

multiple alternate realities you might be able to access), though this is most effective when attempting to access layers of reality that possess a more spiritual nature.

- The Legacy Of Mars (300CP)

The Archaeological dig on Mars uncovered a mysterious artifact, which featured heavily in the murals and iconography of the dig site. Nicknamed the 'Soul Cube', this object resembles a cube roughly a foot long on each side, with a single depressed cavity that appears to be the front or 'face' of the item and which contains a number of seemingly organic features. Though initially dormant, this semi-intelligent artifact is in fact an immensely potent weapon, developed by the long-dead survivors of Mars to fight back against the demonic invasion that eventually destroyed their civilization.

Gathering power from each demon killed by its wielder, the Soul Cube can be released once five kills have been made. Upon release, the artifact will envelop itself in a whirling halo of spiritually-enhanced, razor-sharp blades that can cut through nearly any material... not to mention living tissue. Plunging into your target, or merely the strongest demon nearby, it can rend even Hell Knights into nothing but bloody pieces in the blink of an eye.

After striking, it returns to its owner, and the second of its powers is revealed: for with each injury the weapon inflicted upon its foe, the wielder will find their health restored by a comparable amount.

Now, you receive a copy of this mighty weapon, and its unique connection to you has allowed it to adapt beyond merely the unending battle against the forces of Hell. Indeed, *any* being you kill will charge the Soul Cube, though how swiftly the Cube will be ready for a new attack will depend on the size and power of the slain creatures - the spiritual power claimed from killing a massive, predatory beast might recharge it instantly, while a chihuahua is going to barely give the Cube any power at all.

- The Hunters' Charge (300CP)

A mysterious item found by the second expedition into the Mars Archaeological dig, this artifact appears to be a large, demonic heart that has been modified with a number of cybernetic alterations. Known as 'The Heart Of Hell', 'The Bloodstone', or simply 'The Artifact', it was originally developed by the forces of Hell to aid their mightiest champions... but it is equally suited to turning the battle *against* them.

Capable of absorbing residual spiritual energy from untainted human corpses, the Heart can release this energy to provide the user with incredible prowess in battle. First, the bearer gains vast speed, accelerating to the point the rest of the world appears to move in 'slow motion'. Additionally, their every attack is greatly empowered, to the point a fist strike from a mere human could turn demons into bloody chunks raining down from the ceiling, to speak nothing of more potent strikes. Finally, the user also becomes effectively invulnerable to all physical harm, such that direct hits from a rocket launcher or walking through blazing hellfire will not cause so much as discomfort, let alone injury. The effect lasts for only about fifteen seconds of subjective time (three seconds of 'real' time), though this is enough for a single combatant to annihilate entire groups of demons with trivial ease.



The heart can store up to three 'charges', each of which can be used any time you wish, before its energy is fully spent. However, as a curious side-effect of your unusual nature, the heart has become capable of draining energy from your *own* life force - and yet, there appears to be no detriment to your wellbeing from this process. This allows it to slowly restore 'charges' without having to absorb residual power from untainted corpses, replenishing one spent charge every ten minutes - though nothing stops you from feeding it additional souls.

- The Ruins (800CP)

One of the most important fields of research in the UAC Mars base involves physics, dimensional technologies, organic technology, and many more things... but it *starts* with history. Beneath the base lies a vast network of ruins, burial chambers and other structures belonging to the long-dead inhabitants of Mars - a people that some theorize are in fact the ancient progenitors of humanity itself. Though heavily damaged and weathered by the passage of time, many of the devices within still function, and the inscriptions recovered from the Martian dig sites have contained information beyond anything humanity understood - leading to some of the most advanced scientific theories of the modern day. You are now in charge of a sizable dig site working through these ruins, with direct authority over the discoveries made within. In future worlds, you will likewise come into possession of a similarly vast Archaeological site, belonging to a suitably powerful precursor from the setting you are in. Predicting what kind of advances might be realized through investigating these ruins will be difficult... but no matter what, results will always be spectacular in some way.

## Hell's Might

All physical aspects of demonic powers purchased here (such as the Hell Knight body from 'Vanguard' or the cybernetic weapons from 'Integration') become part of an alt-form that you can access as usual. You may freely adjust your alt-form's exact appearance, granting comparable abilities with a different aesthetic.

All non-physical demonic powers (such as the telekinesis from 'Will Of Annihilation' or the Imp fireballs from 'Infernal') can be accessed at any time regardless of your current form.

- Infernal (50CP)

Though merely the most common 'foot soldier' of the demonic hordes, underestimating an Imp's power is a grave mistake. With this purchase, you receive all the abilities held by these demonic creatures.

Possessing superhuman toughness and strength (if only mildly so), exceptional agility, and visual acumen sufficient to see through almost complete darkness, Imps thrive in close-quarters combat and ambushes. Their claws are sharp enough to pierce steel, and when fighting at range they can manifest and partially control balls of superheated plasma, allowing them to throw fireballs with enough firepower to turn Marine armor to slag at the point of contact.

- Flight (50CP)

Although most demons are ground-bound, a select few types can fly under their own power, and now so can you. Whether it involves some kind of cybernetic engine system like that embedded in the throat of the unsettling Lost Soul, enormous bat-like wings like those of the Maledict itself, or a less obvious means like a Cacodemon's ability to simply float wherever it wants to go, you can now take to the skies with nothing but a thought. Your exact speed will begin little faster than that of a Cacodemon, but as you invest in more and more demonic abilities in the Hell's Might section, your speed, manoeuvrability and control will increase until even the Maledict won't be able to match your pace.

- Integration (100CP)

Despite their vast array of demonic powers, the legions of hell are frequently encountered with a variety of cybernetic augmentations, from the Revenant's nerve-controlled rocket launchers to the terrible might of the Cyberdemon itself. Now, you too possess such augmentations. With this purchase, you may permanently integrate any hand-held or worn item purchased in this jump into part of your demonic alt-form, either as a cybernetic augmentation or some other process which leaves you with equivalent abilities. Perhaps you'll find yourself with a Plasma Rifle attached to a half-robotic tentacle sprouting from your shoulder? A shotgun fused into your forearm? Or maybe you've done the impossible, and the Heart Of Hell now beats within your own chest? In either case, this adaptation ensures you'll never lose your selected item(s), as well as replacing any applicable Warehouse supplies of ammunition with an unlimited, internal supply. Of course, the downside is that you no longer possess any integrated items as separate objects, meaning they can no longer be shared with others or otherwise removed from your physical being.

- Haunting (100CP)

The most terrifying thing is not claws to rend the flesh, or fire to scorch the soul. It is not the visage of Hell, the walking dead. For nothing can compare to what lurks within the soul of the wicked. You possess the terrible power to transform your environment into vistas torn straight from others' nightmares. Whispers from hallways that end nowhere, movement out of the corner of one's eye, groaning steel, and shifting hallucinations that echo with the beat of their heart. It's nothing outright *dangerous* as such... but it's just unpredictable enough that people will never get used to it. With every sound, every barely-seen horror, you'll drive your victims one step closer to terror and madness, and accidents can easily happen when one's distracted and suffering from insomnia.

- Subsume (100CP, requires Haunting)

Where before your powers of corruption lingered in the realm of the spirit, now... now your abilities reach beyond and into the physical. As you infuse your surroundings with vile power, you can not only create psychological terrors, but you can create physical manifestations of Hell's power within the affected area. Computer systems begin to corrupt, blood begins to leak from vents in the ceiling, and the longer your corruption is left to fester and rot, the more terrible it becomes. Before long it will begin to form terrible growths of flesh and cartilage to bar people's way, twisting your domain into a half-living entity that grows ever more vast without need for

food or rest. Eventually, it may even begin to form partial links to Hell itself, creating terrible chasms and voids filled with hellfire, regions where the laws of physics no longer hold sway and the wailing of the damned is the *least* of a visitor's concerns.

- Will Of Annihilation (150CP)

Muscle and bone may rend your foes, but the *mind*... the mind can bring just as much ruin. You gain a potent form of telekinesis, sufficiently powerful to lift dozens of pounds at once and hurl it at targets with enough energy to break bones or outright decapitate targets. This ability is omni-directional and does not need line-of-sight, though it's not precise enough to reach *inside* a victim. On the other hand, while the maximum weight of each object you 'hold' is limited, you can use this power on any number of different objects at once, requiring only that you can focus on each. Those who face your wrath will be buried under an unending barrage of broken girders, explosive barrels, and the shattered corpses of their friends.

- Vanguard (200CP)

The demonic hordes possess a large and complex hierarchy, from the lowest Imp to the mightiest lords of Hell. This does not put you at the top... but it gets you pretty close. This Perk grants you the physical abilities and offensive powers of either a Hell Knight or a Bruiser, ensuring you stand head and shoulders above anyone who might challenge your might... quite possibly literally. The Hell Knight is a monstrous hulk of muscle that towers over most other demons, and is strong enough to lift and throw humans with trivial ease. Their ranged attack is a greenish plasma charge similar to the Imp's fireball, except substantially more powerful and with a noticeable area-of-effect. The Bruiser is noticeably weaker in terms of physical prowess, possessing lower strength and being somewhat less resilient, but their ranged attacks are devastating. Possessing a pair of cybernetically integrated rocket launchers, Bruisers can unleash rapid-fire volleys of incendiary blasts that few can withstand for long.

- Master Of The Pit (200CP)

Hellfire and death come in many forms... but few are as insidious as yours. Though your new powers are not particularly effective in terms of physical abilities, being an *Arch-Vile* is about so much more than mere brawn. You have mastered the seething fires of hell, allowing you to send out streams of demonic flame that seek out nearby targets before erupting beneath their feet. But most terrifying of all is your ability to *call*. With a short ritual, you can focus your power and bring additional demons into your current dimension. Each will be loyal to you (unless you attack them), and though they otherwise act on their own instincts and desires, conjuring an entire group of demons as your servants and guards is a terrifying thing to behold.

The total power level of demons you can summon and maintain in your current reality is limited, however. You could easily manage about half a dozen Imps or Wraiths, but more powerful demons like the 'Pinky' will take far more of your power. Manifesting a guardian on the level of a Hell Knight will tax you to the very limit... but provided you have a way to pay with the lives of others in ritualistic sacrifice, you can eliminate your servants' reliance on your personal power.

- A Traitor's Reward (300CP)

Power beyond mortal dreams, both physical and esoteric. Such was the prize Dr. Betruger gained from his betrayal of humanity... and all it cost him was the complete abandonment of whatever humanity resided in *him*. Reformed as the Maledict, he became one of the mightiest and most terrifying demons ever seen... and now, you too will gain a taste of this power. This purchase grants you an alt-form that is, at its most basic, a gigantic, demonic dragon. Possessing immense physical might and resilience, your Maledict form can breathe fire hot enough to slag steel, launch fireballs in large numbers, summon temporary servants in the form of Forgotten Ones, and even call down apocalyptic storms of meteors to rain down upon a battlefield, laying waste to all caught within the inferno as it flies high above.

- Ancient (400CP)

For most demons, life is short and brutal. But some already slaughtered their way through the mortal realm when Mars was still inhabited, and some... some are older still. *Far* older. Owing to their incredible age and capacity for growth, these mighty beings have become *exceedingly* hard to kill. Shrugging off machine gun fire and grenades like little more than angry mosquitos, these primal entities from Hell's long-gone history are some of the most dangerous foes you might face. But now... now, you too have gained a measure of such protection. Though your defenses do not quite reach the lofty heights of those attained by the Guardian or the Cyberdemon, you'll nonetheless find yourself immensely resilient to harm. Anything weaker than a plasma round will simply ricochet off your demonically reinforced skin, and it'll take armor-piercing rockets or a BFG to *really* do some damage to you.

## Companions

- Union Jumper Corporation (variable cost)

Sometimes, one can but stand alone against the forces of Hell. But even so, friends and allies can make a big difference. This option allows you to import an existing Companion, or create a new one according to your wishes, for 50CP per person. Alternatively, you may import and/or create up to eight Companions at once for 200CP. Each receives a background and 300CP to spend on any appropriate purchases. Companions may take Drawbacks for additional CP, but are restricted to only those Drawbacks that do not alter the wider setting.

- New Friends (50CP)

Of course, there is also the chance that you might come across someone interesting during your time here, so if you'd like to offer them a chance to become a Companion, this is where to go. Perhaps you've come to appreciate Elizabeth McNeil's dedication, or you'd like to give Dr. Betruger a deal that doesn't involve sacrificing all of humanity? Regardless, whoever you recruit receives all Perks and freebies attributed to the Background that most closely matches their identity. If you decide to recruit a demon (for some bizarre reason), they will instead come with up to 600CP worth of purchases from the Hell's Might section.

# Scenarios

You may choose to take either Scenario or both, though 'An End To Evil' must always take place after 'Hellfire And Damnation'. If your actions during the first Scenario somehow made it impossible for the second Scenario to occur, coincidences or demonic 'bleed-over' into our reality will adjust things such that they will happen regardless - a new Maledict might emerge, a different artifact might catalyze the second demonic invasion, etcetera.

## - Hellfire And Damnation

You arrive on Mars as a new transfer, arriving from Earth as a relative unknown, along with director Elliot Swann and his bodyguard Campbell. Whether a Marine or not, because no-one else is available at the moment, you're given the job of finding Dr. Ishi and learning why he has disappeared. Not long after, all hell breaks loose... literally. Dr. Betruger, lead scientist of the Delta Labs, manager of the wider UAC Mars facility and the target of Swann's investigation, will open a portal to Hell within the Delta Labs that will see all but a handful of individuals in the Mars base killed within minutes.

You are one of the survivors, the only one who can stop Dr. Betruger's mad plans and thwart the demonic invasion. Hundreds, if not thousands of demons will stand in your way. The corpses of those who fell in the first wave will rise again to seek your death. Let nothing stop you. Salvation lies not only within the ruined Mars base, but also within Hell itself... and in understanding the past. For you are not the first to have fought the demons, and although the ancient Martian civilization was eradicated by Hell, death and the passage of time have done little to subdue their desire to strike back at the forces of darkness...

This Scenario places you as the protagonist of Doom 3, the only person capable of saving humanity from the legions of Hell. You will know victory once all portals into Hell are sealed, and the invasion is shattered through the might of your own weapons as well as the long-dormant vengeance of Mars' previous inhabitants. Having used the Soul Cube to seal the portal, you now find that, curiously, the weapon itself has found its way back to you - granting you one free purchase of 'The Legacy Of Mars'.

## - An End To Evil

Two years have passed since the UAC Mars facility was all but destroyed in a mysterious battle with unknown attackers. Now, a signal has been detected coming from the ruins of what was once Site One, and a scouting expedition under the command of Dr. Elizabeth McNeil has been dispatched to identify the source of the signal.

During their investigation, the discovery of a powerful hellish artifact will catalyze a new invasion, and once more the forces of Hell pour onto Mars to bring death and agony upon any mortal in their way. Led by Dr. Betruger's hellish new form, known as the *Maledict*, and bolstered by three immensely powerful champions tied to the artifact uncovered by the expedition, humanity's future hangs by a thread. You were part of the group that recovered the mysterious heart within the ancient Martian ruins under Site One, and now... you are all that

stands between humanity and total annihilation. Wield the heart. Slaughter those who would claim its power, and grow stronger as you take what once was theirs. End it, for all our sakes. This Scenario will make you the protagonist of Doom 3: Resurrection Of Evil. Without your efforts, the second invasion will inevitably reach Earth, and it's up to you to destroy Hell's new leader once and for all. Carrying the so-called 'Artifact', you'll have to rely on the powers of Hell itself to eliminate your foes... but where once it would have been consumed to destroy the Maledict, instead the demonic heart has formed some sort of connection to you. Once the Maledict lies slain and the last portal of hell closes, you will receive a free purchase of 'The Hunters' Charge'. Furthermore, the eruption of hellish energies that accompany the Maledict's death throes will send you back to Mars, avoiding the ambiguous fate you might have otherwise faced.

## Drawbacks

There is no limit to how many Drawbacks you may take.

- Best Buddies Forever (+100CP)

Oh, Martian Buddy. So successful, so wide-spread, so... Martian Buddy. You'll see them everywhere now. Half the security cabinets are now delivered by Martian Buddy, each with their own, unique, borderline unidentifiable code. Every TV screen shows their ads, every screensaver is a Martian Buddy, every PDA (including yours) is bogged down with spam about fantastic new deals which may or may not involve increasing the size of your 'assets'. No, spam filters don't help. They'll even manage to get through the total communications blackout that will soon be enveloping the Mars facility, just to keep those nice people of the UAC up-to date, whether they want it or not!

Rest assured: by the time you're finished here, you'll hate their logo more than the very denizens of Hell.

- Prophetic (+100CP)

Know the truth, Jumper. See what comes. Feel it in your *bones*. Hallways flooding with blood, corpses strung up by their entrails, hellfire and horrors beyond mortal comprehension laying waste to all...

And then it's gone again.

Suffering from hallucinations is not unknown on the UAC Mars base - incident rates of insomnia and 'hearing things' have skyrocketed over the past few months. But you are an extreme case for sure, frequently suffering from utterly terrifying visions that seem so completely *real* you can't bring yourself to fully disregard them until they pass. Worse... it seems to act as a beacon to any nearby demons, meaning that sometimes, you'll expect those beasts that emerge from the gore and flames to vanish with everything else... and they *don't*.

- Silent Horror (+100CP)

From the aramaic transmissions of zombified security personnel to the hissing of Imps and the rumbling grunts of Mancubi, many demons can be detected well before you see them. And yet... with this Drawback, it seems they've learned from their failures, and they're now a *lot* stealthier. Claws no longer clang against the steel corridors, demonic conjurations are now wholly silent, and the first thing you'll hear when you're under attack is the sizzling of a plasma ball sailing your way or the heavy *boom-boom* of a Chaingun opening up on your position. Keep your eyes open, Jumper, because your ears won't help anymore. Any abilities you might possess will not let you counter this newfound stealth - only watching.

- Multitudes Of Evil (+100CP)

You might come here, thinking you know what to expect. Imps. Revenants. Hell Knights. Dr. Betruger's betrayal. Now... no more. Hell is not so easily known, and its ways can confound even the greatest minds. You'll face demons never seen by human eyes, tricks, traps and challenges never thought of in Doom, an endlessly shifting kaleidoscope of new horrors and threats unleashed from Hell's darkest depths. Though their overall power is rarely greater than what they once might have pitted against you, no two foes will be alike. Make no assumptions, keep your mind open, and your weapon loaded... for now, there's no telling *what* you'll face.

- Restricted Access (+200CP)

Oh for the love of Martian Buddy, they changed the door access codes *again*. The vast amount of security measures on the UAC Mars base mean that ensuring you have clearance, access cards, and other means of verification on you is of critical importance. You'll find that vastly more areas are restricted, and each of them requires you to track down someone else so you can get the new security codes, updated clearances from their PDA, or a keycard to access whatever or wherever it is you need. Expect detours. So, so many detours.

- Darkest Doom (+200CP)

Power outages, smoke, demonic invasions blanketing the world in darkness... it's a good thing you can see where you're going, right? Right? Well, it sucks to be you, because except for the one Flashlight you get here, *nothing* you have will let you see through the darkness. Night vision? Gone. Echolocation? No such thing. Esoteric evil-detect-o-vision or your own body radiating enough light to illuminate half of Mars? Nope. Just your eyes, and while you still have the duct-tape option... again, only one working flashlight, and a dozen guns. Better make sure you're ready to keep switching.

- Haunted (+200CP)

Power systems acting up, computers on the fritz, heavy machinery that suddenly activates despite being turned off and having been disconnected from its power source, passenger trams that decide to maintain internal pressure by equalizing with the near-vacuum of Mars' atmosphere... demonic influence comes in far more ways than merely claws to rend your flesh. You seem to be a focal point for such energies, and the longer you stay in an area, the more machinery and equipment around you begins to act... weird. Glitches turn to aberrant behaviour, odd occurrences turn to something bordering on clear *malice*. Keep an eye on your

surroundings, and for the love of god, be careful with anything that's supposedly 'fail-safe automated'.

- Spooked (+200CP)

Nerves are frayed, cool is lost, and with every bump and screech in the distance you find yourself wondering... *fearing*. You are easily terrified, and given that this is a setting with *at least* two demonic invasions shown (and another two confirmed or heavily implied), that's not a good thing. Any abilities you might have that would let you power through the terror are ineffective, and you can expect to remain shaking in your boots for a sizable portion of your time here. It won't drive you to running away in a panic, but seizing up is still a very real possibility when faced with something new and intimidating.

- Scorched And Scarred (+300CP)

The fires of Hell scorch flesh, blood and bone, but they are equally destructive to the spirit as well... and such things do not heal as easily as mere physical wounds. With every blow you take, every infernal attack that lands upon your being, you will find yourself *lessened* somehow. Your skin begins to turn pale, your body seeming to slowly change under the influence of the dark powers. Your willpower begins to falter, your thoughts turning to blood and carnage, to violent retribution for even the most minor slights against you. The corruption will take time to manifest, and the process is slow - you're unlikely to notice major changes until you've taken *dozens* of hits at the very least... but there is no cure, and the corruption bypasses any defenses you might have against such effects. Carelessness will see you slowly become a twisted, monstrous madman as horrifically evil as the vilest demons of Hell.

- Hunted (+300CP)

You hold something, an item, a spark, a power within yourself... it matters not what it is, exactly, but the demons want it - and only your death will suffice. Three immensely powerful beasts now hound your steps, each of them a Hell Knight empowered with vastly superior abilities.

The first possesses great speed, capable of moving in bursts faster than the eye can see even if you were a mere human... and as it is inexorably tied to your being, it will become ever faster if you, too, possess such abilities - it will always be a step ahead of you

The second is bolstered by immense physical might, its muscles strong enough to tear through inches of solid steel with little more than a gesture, its hide tough enough to deflect rockets with ease. Like it's faster brother, it too draws upon its connection to you - no matter how great your physical abilities, this abomination will always be stronger and tougher than you are.

The last, and perhaps most insidious, is simply hard to kill. Encased in a shield of demonic energy that can stop a BFG's blast cold without so much as a flicker, its connection to you has made it effectively invulnerable to *any* attack you or your Companions might use to harm or hinder it. To defeat it, you'll have to get creative...

Each of the three Hunters will ever track you, reforming in the bowels of Hell should they be slain, if only so they can once again make their way to you. They will always catch your trail, they cannot be stopped or bound for long, and a lack of demonic gates will not prevent them from emerging from Hell once more.



- Flesh And Blood (+300CP)

That's all you are, discounting the soul and a few other bits and pieces nobody's concerned about. No superpowers. No magic. No... well, nothing from any other jumps, at any rate. You and your Companions (if any) lose access to any advantages you might have brought with you from your chain, and are effectively reduced to nothing but your purchases in this jump and your Body Mod. Your Warehouse is likewise inaccessible, though any purchased items from this jump that are available from there are instead found in the various supply cabinets and storage areas you might run across.

- Endless Hell (+600CP)

Hell's Legions are without number, each demon that falls merely making way for another to take its place. They will never be beaten for good, each invasion thwarted merely a temporary reprieve for humanity's defenders before a new gateway opens. They will be back, again and again. Mars is not safe. *Earth* is not safe. No matter where humanity makes its stand, no matter where it runs, Hell will always follow. You will spend your ten years here fighting the demons tooth and nail, for only eternal vigilance will keep mankind safe against this implacable foe. Stand tall, give no ground, and humanity may yet endure against the tide that annihilated all of ancient Mars.

## Ending

The invasion is over, or at least you survived... did you? Regardless, your time in this setting has come to an end, and you need to choose what will happen from here on out.

If you are weary of Jumping and no longer wish to continue, you may choose to **go home**. Your Jumping days are over, and you are returned to your point of origin with everything you've gained during your chain. It's home... but perhaps more adventures await? This is your only choice if you've died during your time here.

Alternatively, you may have even come to enjoy your time here, and would like to stay - perhaps there's more mad tinkering and demonic killing to be done? Then **stay here**, and spend the remainder of your days in the setting of Doom 3.

Of course, there is also the ever-traditional option to **move on**. You leave this world and its horrors behind, traveling on to whichever jump awaits you next through whatever process your chain employs. Good luck, and watch out for demons out there.

Or continue to **RIP AND TEAR**, proceeding to Doom 2016 and put what you practiced here to some more use.

## Notes

Though some purchases on offer are more suited for 'good' or 'evil' Jumpers, none will exert any influence on your mentality aside from the knowledge they're there if you ever wanted to use them. Yes, this includes the various demonic powers.

All technologies and powers you might pick up here will continue to work in future settings, regardless of your purchases. That said, some things may need modification to handle other settings, such as the teleporter technology normally relying on Hell existing to function (which may require tunneling through a different alternate reality if Hell is not available for the process).

Participating in either of the Scenarios with a background other than 'Marine' simply means circumstances were slightly different, and someone of your skills and background just happened to be present at the point where the game(s) began.

All else fails, fanwank responsibly and have fun.