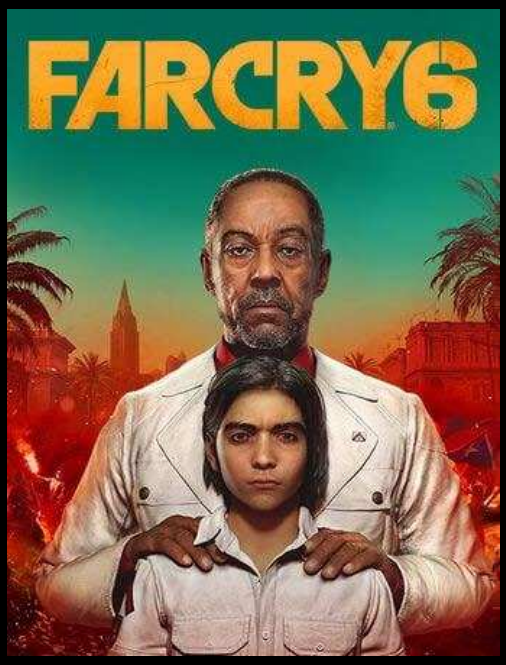
Far Cry 6 Jump

By FancyFireDrake



Yara. A tropical Paradise in the Heart of the Caribbean. And it is poisoned with the cancer of the Castillo Family.

Gabriel Castillo was once the president of Yara and ruled the Island with his Iron Fist. But when Tyranny is Law Revolution is Order and eventually, bolstered by the flames of other Cuba Revolutions, Guerrillas started a rebellion in 1967. Santos Espinosa and the people later known as the Legends of 67 after many battles managed to overthrow Gabriel… executing him in front of the eyes of his son Antón who was made to work as a slave by Santos for fifteen years on the tobacco fields.

The following years were not as glorious as the people had hoped however. Santos, now ruler of Yara, would expel all foreign corporations as the United States proceeded to impose international sanctions. The economic crisis would ravage the isolated country under the corrupt Espinosa who would soon sell off the shores to foreign corporations again. Even the Legends of 67 grew disillusioned. And then one day… the name Castillo returned.

Antón Castillo would be elected President of Yara to 'Rebuild Paradise'. If there's one thing that history teaches us is that those who don't remember it are destined to repeat it. Antón's Yara was even more brutal than his fathers, destroying fundamental freedoms and democracy in the country and anyone that dared to speak out was either killed or enslaved. Many were made slaves to work on the Viviro fields, a revolutionary new drug against cancer and what Antón promised to be Yara's salvation, even as the means to make the medicine poisons the country and claims life after life. But there is one thing few know. Antón is sick. And this sickness is the reason he eventually got a son who can inherit his legacy, that of a Lion. Diego Castillo.

Now as Diego is thirteen and trying to escape his father, with the various Guerrillas like Clara Garcia try to stand against him, someone else would enter the stage. Dani Rojas, barely surviving Antóns wrath after a failed escape attempt. Eventually they would become the Guerilla to unite all of Yara and be the Revolution to set it free. But what role will you play in all this?

Here are **1000 CP**. Welcome to Far Cry 6.

Origins

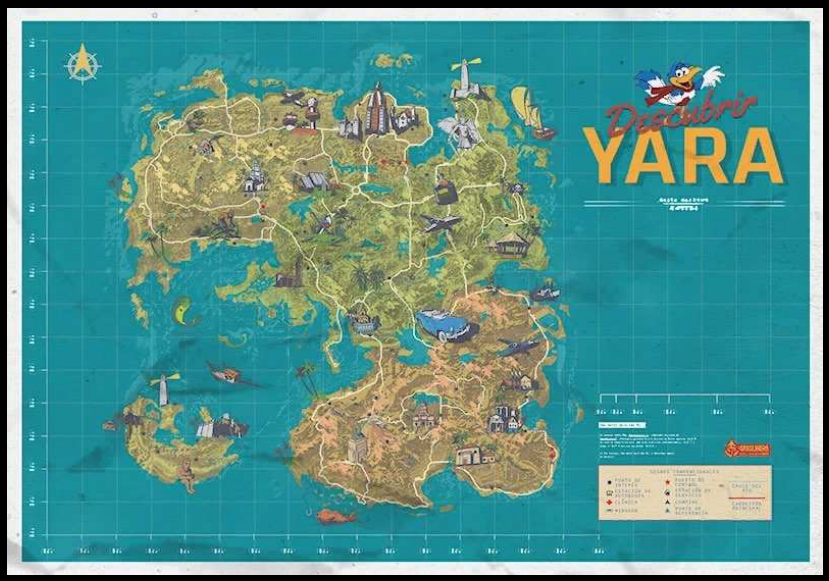
Yara is at War, Chaos is everywhere and all kinds of individuals are trying to survive or claim victory. Now you are one of them. You may choose your Age freely, anywhere between 13 to 67. Though beware neither children nor elders can expect to have a better chance of survival around here. You can also choose your Gender for yourself, as well as if you are a Drop In or not.

Opportunist (Free): You may or may not be from Yara, but surely there is something good you can take from this poison riddled hellhole? Isolated as it may be, Yara has its fair share of people that simply try to profit. By default this makes you a neutral party but depending on your actions you could have either Guerilla's or 'True' Yarans breathing down your neck.

Guerilla (Free): When Tyranny is Law Revolution is Order. You will not sit idly by as Castillo poisons this country. You are a Guerilla, a Rebel, or at least someone supporting the resistance. You may freely decide if you are part of Libertad, La Moral, some other group or perhaps just a lone Wolf wanting to fight a Lion.

'True' Yaran (Free): To rebuild Paradise sacrifices must be made. Brutal, bloody, horrific sacrifices… you are happy to order and carry out. You are with Castillo's Regime in one way or another, on the side of Viviro and slavery. Maybe a general or a foreign backer… in either case you are not exactly liked by anyone wanting a free Yara.

Location



Yara is a big Island Nation Jumper. You start the day Dani tried to escape Yara but where are you going to start your Jump? By default **Opportunists** will begin in Isla Santuario, **Guerrillas** in the Zamok Archipiélago and **'True' Yarans** in Esperanza. However you can also opt to leave it up to chance by rolling a 1D6 for +100 CP.

1 Isla Santuario: A small Island detached from the main Yara, under control of Commandante Rosario. It is the beginning of Dani's journey as Rosario would be their first main target to prevent the FND from blocking any more of Libertad's smuggling Ships.

2 Zamok Archipiélago: Another small group of Islands, where the main base of Libertad is located and the home of Clara and Juan. If you want to bring the Revolution to Yara, here is a good place to begin making first preparations.

3 Madrugada: Yara's western region, and filled to the brim with Tobacco Farms, repurposed to farm Viviro. It is the home of the Montero family, once the most respected Tobacco farmers in all of Yara and the main source of resistance in the region after their land was stolen. It is controlled by José Castillo, the Tyrants own nephew.

4 El Este: Yara's eastern region, filled with dense jungles and mountains. Mountains in which the Legends of the 67 Revolution rest, for now unwilling to even so much as lift a finger to topple yet another Castillo. For now at least. La Moral is the main group of resistance to be found here, a group of young and ambitious anarchists trying to topple both Admiral Benítez, the Naval commander of Yara, and Sean McKay from McKay Global who does the Viviro exports.

5 Valle De Oro: Yara's central-most region, under the control of María Marquessa and Édgar Reyes. The former is the regime's Propaganda specialist and Mistress of Castillo, as well as the mother of Diego. The latter is to blame for the development of PG-240 to begin with, eagerly experimenting on orphans. Máximas Matanzas are the main source of resistance here, a group of young rebels who combat Castillo ideologically with their music but don't hesitate to fight with force too.

6 Esperanza: The Capital of Yara and the Lion's Den, from where Castillo rules the country with an Iron Fist. FND presence is strong, good news for their allies, bad news for any Guerrilla's wanting to set shop up here.

General Perks

Rock Climber (Free/100): Finding these Guerilla outposts isn't exactly easy. The Legends of 67 are so deep in the Jungles and Mountains, one wrong step could kill you. So here, take this. This Perk gives you good skills in climbing, hiking and traversing the terrains of Yara. This is free during your time here, but to keep this Perk you need to pay 100 CP.

Yaran Accent (Free/100): Yara has been isolated for a long time. Who knows if they can speak your language and I don't want to assume anything. So with this you get fluency in Spanish for your time in Yara for free. By paying 100 CP for this Perk however, you get fluency in any mundane language of the Region you enter. Best be able to communicate properly, right? Also comes with a great singing voice!

Rojas Immune System (Free/200): With Yara poisoned by Viviro you better have a solid immune system. After all, just mild dosages can make you vomit up your own Guts or give you (ironically) cancer or a lot worse. So for free any effects of Viviro on your body will be purged once this Jump ends and you get a moderate resistance to the poison, enough to not vomit your guts out by being sprayed a couple times. For 200 CP however you get the same insane resistance as Dani. You could quite literally have the poison pumped into your Veins and after having the source of it taken out of you, sleep it off without any side effects. You would suffer immediate effects like hallucinations and pain as long as you are directly injected with it, but even then you just won't die even if you overdose.

Good with a Gun (Free/100/300): Dani Rojas is one of the toughest Guerilla's around and when prompted on how they became so deadly, this is the only answer they give. In any case, this is a dangerous Island, so you need to know how to defend yourself. For free you gain moderate control in firearms and combat, roughly equivalent to a rookie in the military. By paying 100 CP this is amped up to be on the level of a well-trained soldier with one year of active combat experience, enough to stand out in Castillo's army as someone competent or be a somewhat reliable ally in a Guerilla shootout. But if you pay 300 CP you get the same kind of sheer deadliness as Dani Rojas. Fatal takedowns, deadly accuracy with weapons, the stamina to run for hours unimpeded by the armory on your back. Who will you use these skills for?

Jump Off (100): There are plenty of Anti Air-cannons scattered around the Island but if you can avoid them, attacking from the skies is a valid strategy. You can teleport yourself to a specific location you have control over when not currently in a combat situation. These locations are several meters above any base you own or are affiliated with. I recommend having a Wingsuit ready.

Friend to Animals (200): Fauna can be a dangerous thing, but Dani can employ that kind of danger for their own ends with various animal companions. You have a way with animals, finding it easier to befriend them than most. Wild animals won't actively target you first and if you find an animalistic pal and go on an adventure together, an unbreakable friendship could form.

Combat Healing (200): You have an internal meter of sorts. When it is full you are able to perform a healing process. Its exact form is up in the air, maybe you drink some tequila or smoke a cigarette that you push into a Bullet Wound but whatever it is, it will heal your injuries. You will always need to wait a while before being allowed to use it again and the action takes a few seconds at least, so be careful about timing.

Holster Your Gun (200): Do you really want to be seen holding a Rocket Launcher by the Soldiers? This gives you the ability to holster any Gun or weapon you possess. You appear unarmed as a result and more harmless. Also comes with a talent for staying undercover in general.

Hacker of La Moral (300): Technology is its own source of power and influence, even in Yara. You know how to hack electronic systems, even something like military-grade cannons and equipment.

This even comes with the knowledge on how to create a Network and corresponding Jammers to ensure no one but those you allow has access, if you want that at least.

Yaran Handwork (300): Isn't it impressive what the people of Yara can build? Weapons out of Garbage, flying cars, improvised helicopters. You share this skill at engineering now, able to replicate any of the improvised technology the Guerilla utilize. You find that you can even use scraps and garbage for your inventions and them being at worst passable, even have a talent for improving weapons in general with new modifications or rounds. Why with some trial and error you could even make the Resolver or Supremos of Juan, though expect him to feel slighted at being ripped off.

Biovidas Pride (300): A bright mind is often used for vile deeds. This Perk grants you medical and biochemical knowledge on par with the best of scientists working for Castillo. You could make groundbreaking development in the field of medicine and improve upon the likes of Viviro just to name one option.

Dressed for War (400): Of course you need to be dressed for the occasion if you want to free Yara from tyranny. But clothes are much more than simple fabric for you with this Perk. Any attire or garment can now have a beneficial effect for you, one that you will know instinctively just by looking at it. The benefits can vary but will always be in line with what the article of clothing itself represents or is associated with. The pants of a Hazmat suit for example might make you more resistant to poison attacks or a set of military gloves allow you to reload quicker. The possibilities are endless if you can find the right fashion for your goal. You can even save certain outfit sets mentally, equipping them at will with a thought. Fortunately, this won't appear odd and no one will ever raise an eyebrow regarding just how you are dressed.

Another Kind of Revolution (400): To say Yara's people are suffering would be an understatement but it might actually be worse for a certain group of people. The hatred towards LGBTQ+ folk is… strong, with no one batting an eye at public executions by the military of the 'depraved'. No wonder Paolo wants to flee. But you won't have to flee. You could reform. This Perks effect is twofold. For one no one will bat an eye at you being 'different'. Even in the hateful country that is Yara you could be as out and proud as you want and people will just ignore it. However, if you want to bring change then you find yourself knowing just what you need to do to make a populace more accepting of certain demographics.

New Comandante Acquired (400): There are many people in Yara that could help your cause, bringing their own unique skills to the table, even if they are simple civilians right now. With this Perk you can get a sense for exactly this, what person could contribute what to your cause with what skills and how to instruct them to use these skills exactly. This also comes with a sense of what you need to do to recruit them, be it something like vandalizing statues or saving their lover. With time this Perk could build you a very powerful taskforce.

Opportunist

Welcome to Yara (100): Best to land with both feet on the ground when you hit it. You get a rough idea of any current state of affairs of whatever location or Jump you are in. The major players, what important names are there, these kinds of things.

Scrap Metal (100): Someone else's trash is another's gold. You have an uncanny ability to salvage useful parts for your projects even from complete garbage. A crashed helicopter? You can still get some pounds of useful steel from its remains.

Making Contact (200): Every place in this world has some elements few know about. Like say a criminal sphere. Now you find it easy to find these kinds of things. You know just what person to turn to and who could eventually lead you to something considered illegal. Finding someone who can smuggle you out of the country would be much easier.

Jumpers Island, You're just living in it (200): It would be useful to have a reputation around this place, one that makes people know you're not just some gangbanger. This Perk lets the public have an overall idea just what kind of person they are dealing with. Useful for opening up deals and have anyone interested coming to you. Of course it would be best to back up your reputation.

Lean Back (400): Have you wondered what your Pirate friend might have done in the past? A past as a warrior on twisted Islands? Well even with that messy background he seems to be doing pretty well now and you can be the same. No matter how deep into insanity you are lost, there will always be a way to get back to sanity and let go of what hurt you. You might need to work your ass off for it, but the path WILL be there. Even works if you want to help someone else with their issues.

Just Another Third World Country (400): You've dealt with Guerrilleros before haven't you? Yara isn't the only dying country and something you are good at is feeding on corpses. You know exactly how to exploit the weaknesses and issues of a region for your own ends. Enter Yara and you might just come out much richer than you already are.

Making a Deal (600): Okay so maybe you killed their friends with a chemical bomb but don't they need money to rebuild Yara after the revolution? You can be that moneybags! You are very good at making deals, even to people who by all accounts should want you dead. They will always hear out your offer and if you can give them something worth it, they may just take you up on your offer. This won't do anything to change their opinion on you however and you must actually follow up on your end of the deal. And some people might just consider your corpse worth more than any check.

Smuggler (600): Now you might just allow the rest of the World to enjoy Viviro without Castillo's say in it. You are an excellent Smuggler, easily able to get anything past just about any security. Be it revolutionary medicine, animals or even people. Any traces of these actions will fade away automatically and escaping those who may want to take revenge will also be much easier, though not always guaranteed unless you actually work to escape these situations.

Guerilla

When Tyranny is Law (100): Some may consider Justice a construct by the powerful. Not you. You know EXACTLY what is just, what is worth it for a greater good and even better you will never be blinded by promises of paradise. What is tyrannical will always be clear as tyrannical to you. And when that old Order needs to be taken down…

Revolution is Order (100): …you know how to organize a new Order. You know the basics of organizing a rebel force, how to make sure your warriors are getting fed and prepared, and how to ensure they won't be running on fumes. Finding ways to hide from tyrannical law enforcement is also made easier. This only gives you the knowledge on how though, it is still up to you to do it.

Screw Your Money (200): Oh of course any revolution needs to be financed. But why in the ever-loving fuck does that money have to come from some slimy corporate asshole? You have a talent for making money by yourself, be it through legal or illegal means is only up to your decision. In fact, if you actively turn down someone else's money, an opportunity to make at least as much as they offered will soon arrive.

Mouth Kept Shut (200): Long live the revolution. Even if you won't… maybe. Being tortured and killed is always a risk but now you won't break due to torture. The pain will be negligible and nothing and no one can make you spill your secrets. Can even be shared with any allies you have.

Androcles Lion (400): Some Lions need to be slain… but others may not be beyond saving. You find that even among your enemies there may be reasonable, innocent or cooperative individuals. Show them kindness, and you are guaranteed to have that kindness be returned. This also comes with a good sense for 'good' and 'evil', making you know just how innocent and how vile someone is by pure instinct.

Libertad Rises (400): Free elections. Free speech. Free Yara. You have ideals and you want to share them even when others try to silence you. You know just how to get your message out in the open, past counter-propaganda and blockades. Your ideals will quickly resonate with others, move those to action that would have otherwise sat on the sidelines, spreading like a cure among a cancer-riddled nation. Even your very presence itself can have this effect on your allies, motivating them to do their best and getting new allies even out of people that were hesitant at first is trivial after a few meetings. Let all of Yara hear your vision.

Fist of Revolution (600): Hello there Bebe Tigre! You are making yourself a name aren't you? Any movement you are a part of will go down in history thanks to you, a Living Legend. You are the ultimate Guerrilla. It becomes easy for you to plan Guerilla attacks, organize rebel groups and you

know just where to strike next. Creating a network of chameleons and undercover agents for intelligence is also simply a matter of time. Finding supply lines and seizing them for yourself and instinctively knowing what would be the best course of action are also possible, as is ensuring your soldiers will follow your Orders as you intend them to, even if they are far away and only get your orders per phone or letter. Viva La Revolution.

Legend in the Making (600): One day the people will remember that a Legend was born in Yara's chaos. A Legend that brought a Tyrant to heel. When it is with the goal of delivering justice to a Tyrant and freeing those enslaved by them, you will find anything you bring to bear against them to be better. Your schemes will be more effective, an explosion takes out more enemies than you hoped for, your ammunition will last longer, you yourself will be stronger. What you do against their Regime will be more devastating as the longer they struggle against you, more dents are made in their armor. Now go and end his reign.

‘True’ Yaran

Truth or Lies? (100): What do people prefer: a comforting lie or the brutal truth? When you ask someone this question they feel compelled to answer in one of the two ways. If they say ‘Lies’ you will know just what it is they WANT to hear. If they say ‘Truth’ however, you will know just how to articulate the truth in the most brutal sounding way possible, them KNOWING when you speak the truth.

My Dani Rojaz (100): Know thy enemy if you want to beat them. You have an uncanny ability to analyze your opponents manpower. In particular, you know just who are the Bosses, the most trusted and valuable warriors, and what makes them so special. From there on who knows, maybe some creative deals could allow you to make these excellent symbols of revolution yours, though with that this Perk won't help.

To all True Yarans (200): There are only two people in this World. Those that follow you and those that need to be stamped out. You have an uncanny ability when it comes to spreading hate against individuals or groups of people. Someone you declare ‘False Yarans’ for example could be sniffed out and those that follow your guidance could find themselves overnight eager to drag them to your feet.

Like this Grenade (200): The people of Yara are strangled by their own freedom. If you don’t keep a tight grip on them they will blow up like a grenade. You have a talent for telling the social and political state in any region. But even better you know how to quell resistance and make the weak lambs obedient. Displays of aggression will be stronger and more lasting, making most rather cower than rebel. This also comes with a sense of what actions might be too much, like if the death of a certain individual will make them a martyr. Now… clutch it good and safe.

Rite of Passage (400): What happens when you pass on? Who will carry out your legacy in your stead? Your children, but how can you be sure they will be ready? This is what this Perk is for. Your relatives, be they adopted or by blood, will feel compelled to follow your ideals, making passing them on easy, as is educating them to your ways. As a bonus raising children how you want them to turn out is easy to do, though blatant abuse will hinder this process like say making an alligator chase your son. Still if you use this Perk wisely… your ideology will live on for generations in the Lions you raise.

Lamb and Lion (400): If you were to ask Antón Castillo’s father he’d tell you that Jesus, the lion AND the lamb, would have made a great Yaran. Strong but able to understand suffering. While the Tyrant

might not notice it… this is a rather apt description of his son. Your positive qualities will be something that stands out for others. Unlike Diego, people will know you are not to blame for the sins of your parents, if that is the truth. And aspects like your innocence or benevolence is something much more notable. That is… if these things are present inside of you.

Be a Lion (600): If you were to ask Antón Castillo's father he'd tell you that Jesus, the lion AND the lamb, would have made a great Yaran. His mother however would argue that there are lions and lambs, rulers and the ruled. And you are a ruler. You have the charisma, manipulation and strategic skill in military, economics and politics the likes of Antón Castillo himself possess and might just get Yara into a brighter future… YOUR future. Why if it wouldn't be for one exceptional soldier, you could stump out any resistance within months.

Orphans Make the Best Test Subjects (600): They are eager to please and no one will miss them. And really doesn't this apply to all of Yara? They may call it draconian but for you it works. The more brutal the procedure, the more blood, sweat and tears of others you spread and cause the more your plans and projects will benefit from it. It may be a scientific project or a political situation but if others suffer, you benefit. It worked for the Americans after all.

Items

Wouldn't want you to be in Yara with nothing but the clothes on you right? **You get a +300 CP Stipend for the Item Section. You get this Stipend even under Gauntlet Rules.**

General Items

Machete and Pistol (Free): Always best to have something to defend yourself with, so here have this. A decent and reliable 1911 Pistol with enough ammo to last you a good couple shootouts and new ammunition every week. But sometimes you need to get up close and that is what this Machete is for. It never dulls, breaks or rusts and can cleave through a soldier's body like butter.

Wingsuit and Hook (100): Having some way to ensure your mobile and could make a quick escape can save your life and opens new possibilities and strategies. With this Item purchase, consisting of a Wingsuit and a grappling hook, you can have just that. The wingsuit will automatically find itself on your person whenever you're falling from great heights. You can safely glide through the air with it and the parachute inside always replenishes automatically. The climbing hook can easily be thrown its full rope distance and it is easy to attach and dislodge safely, without risk of the rope tearing or breaking.

Workbench (200): Guerilla's need to get creative in their tools and this is a good place to make sure your weapons are in top condition. This Workbench is stocked with everything you need to maintain your weapons and upgrades done on them while using this Workbench will be done faster and a tiny bit more effective.

Depleted Uranium (200): This stuff is all over at every Anti-Air Cannon in Yara and Juan uses it in part for the Supremos. It is also a potentially useful crafting tool for yourself and you get a replenishing and safe to use supply of it every month, enough to make a completely new Supremo.

Crocodile Case (300): You can never have enough weapons when in a Civil War. This Crocodile Case has just what you need. Once per Week inside of it will be a new weapon from the region you're in. This will be mundane by the Worlds standards. So in Yara you would not get anything like the Resolvers but could get your hands on the various guns Dani can find or the Guerilla's and FND use.

Supremo-Bond (300): Extraordinary tools require extraordinary materials to upgrade them. This weekly replenishing supply of ABS filament can be used to upgrade even the weirdest weapons and tools. Not to an unlimited amount and only lightly but that could still make a small but significant difference.

Opportunist

Map of Yara (100): A nice and durable map of the country you find yourself in. You will know your own location and place on the map instinctively and the map comes with pictures of people of importance, updating automatically if any of them are taken out of commission.

Guide to Yara (100): Better know what you get into. This small handbook is best described as a Tourists Guide to a dictatorship. It will hold descriptions of every important location in the region as well as some 'advice' from locals regarding how to act to stay safe, as well as a register for any important laws. Best know the laws so you know what to break right?

Smuggler Ticket (200): Consider it a gift from a friend. Namely this is a 'Get the Hell out of here' Ticket. You can use this once per Jump for an opportunity to escape any location you find yourself in, like say a Country under the rule of a dictatorship. This escape will be without any problems but you need to find the means of escape first like a Boat. You can also gift it to someone else.

Undercover Outfit (200): Sometimes you cant afford to go in guns blazing. This Outfit will instantly transform into the equivalent of an enemy factions clothing. While wearing it your actions are less likely to cause suspicion from the faction this Outfit is resembling, even giving you an enhancement to your stealth.

Personal Ride (400): Gotta get around somehow in Yara. This car is perfectly tailored to your desired cosmetic specifications and is one of the many models found in the Nation, though by default a copy of Juan's own 1956 Beaumont Valentina. It also features a mounted forward-facing turret operational by the driver as well as a regular turret operational by a gunner. In addition it has a ram at the front which can at your discretion flip vehicles over on impact or launch vehicles causing damage. For defense it is enhanced against just about any form of damage, be it fire, explosions, bullets or simple impacts. For counter measures it possesses a grenade launcher, a flamethrower and a proximity mine launcher, each of the options being selectable.

Smuggler Boat (400): This Boat would be the perfect tool for anyone wanting to trade outside of Yara. It possesses a veiling effect, making it nigh impossible to detect on any radars and allowing it to break past blockades. Whatever it features as cargo can be either made undecipherable, impossible to notice or not seem suspicious at all for anyone who wants to check on it.

McJumper Global (600): Maybe this will prove to these soldiers you are not someone to be taken lightly. With someone holding such ressources, surely you have dealt with all kinds of rebellions before and always emerged as the winner. You are now the CEO of a company of a specialization you can choose. This company functions pretty much autonomically and is staffed with loyal followers that can oversee any operations in your place, while also fetching you a nice profit. It is the same size as McKay Global.

Vengeance Bow (600): Rambo isn't just liked by the FND and the common Guerilla. This is a perfect replica of the Vengeance Bow Rambo himself used to score hundreds of kills. Draw on the line and you will instantly have an explosive arrow drawn. In fact this Bow seems to deliver even more damage when you find yourself in hostile situations, outside of the norm.

Guerilla

Guerilla Manual (100): Written by Juan Cortez, this handbook contains all an aspiring Guerilla needs to know about rebellion and warfare and how to topple a dictator. Attached to it are also a set of rules about the Guerilla lifestyle. Also functions as a surprisingly effective silencer.

Intelligence Paper (100): Your battle might not ever end but you can know who to fight. This set of papers can be used once per week to reveal the identity and location of one enemy of your choice, like say the leader of an Insurgence trying to reinstate an old regime.

Supply Intel (200): You gotta give your troops the means to endure and what your enemy doesn't have is all the better. This Item takes the form of a GPS signal, tracking any current supply shipments your enemies do or receive in the region. Failing that, it can even give you the name of someone who would be more than happy to tell you where one is in exchange for a small fee. What you do with that information is up to you.

Guerilla Code (200): Guerilla's don't survive by being out in the open but they still need to communicate. This Item comes in the form of an infinite supply of paint and markings. These markings will seem like hogwash or pointless graffiti at most to anyone else but for your followers or those wanting to aid or ally with you they will read them as the instructions you mean for them to have. This could be the location of a weapon or even a safe house to just give two examples.

Revolutionary Outfit (400): The perfect attire for a Guerrilla ready to march on Esperanza and free their country. This outfit is self-cleaning, self-repairing and easily allows you to carry up to four weapons and endless amount of ammunition on you. But perhaps more than that, it actually enhances your abilities. The Beret makes any headshots you do deal more damage, the Vest increases your defenses against any form of ammunition, the pants allow you to recover faster after damage, the boots makes you briefly faster whenever you take damage and the gloves greatly improve any self-healing abilities, letting you use them quicker.

Guerilla Hideout (400): Now this is something needed for any Revolution. A place where it can be started. This Hideout comes stocked with enough space and resources to last any of your members indefinitely, already stacked with several dozen Guerilla's loyal to your cause. But of course that would be useless if your enemies could just drop a Bomb on it so as an added benefit, no one but the people you want it to will ever find this Hideout. It will be in a remote location by default like say a deserted island close to the mainland or a mountain top.

Karlito (600): The most powerful member of the 67 revolution, the one and only Karlito! With one shot he could bring down two planes, armed to the teeth with a flamethrower, a machine gun and the main cannon, neither ever running out of Ammo. Furthermore Karlito can never be truly destroyed. If he received too much damage he will simply short circuit instead of exploding. He won't be able to move but you can simply climb out no worse for wear. Karlito will regenerate over the course of 24 hours and will appear again in your Warehouse good as new.

El Regalo de Clara (600): A weapon that has survived revolution, war and the ravages of time. In the possession of Clara Garcia herself… it still has a Job to do… just like you. And in this duty it will help because as if blessed with the ideals of Libertad, this gun will do more damage against anyone working, supporting or being a Tyrant. Vive La Libertad.

‘True’ Yaran

Presidente Suit (100): How can you expect to be a dictator on a Tropical Island without a proper outfit? This stylish looking somewhat militaristic suit aside from being self cleaning and repairing, makes you give off an authoritarian presence. Not anything substantial but enough for even passerbies that never heard of you before to know that you are not someone to treat lightly.

Yaran Cigarettes (100): I thought you couldn’t find these out here but you are loved by Castillo aren’t you? This is an infinite supply of the finest Yaran Cigarettes. Reach into the package and take one out, a new one will immediately be in its place. Also does not cause any of the downsides usually associated with smoking.

Anti Aircraft-Cannon (200): Do you really want some punk to swoop down from the air on your forces? This Anti Aircraft-Cannon can be summoned to whatever stronghold you have, being able to automatically attack any unauthorized aircraft in a several mile radius. You can make a replica of this once per week at a new location. Just make sure no one gets close enough on foot to blow it up.

Supply Drop (200): You gotta feed your troops and do you really trust each and every one of your soldiers to not fuck up these simple things? Once per Week you can directly summon this Crate to one of your Troops, holding enough ammunition, food and other resources to last them for a week at least.

FND Base (400): This Base comes stacked with a fraction of the might Castillo’s forces can bring to bear. Each one of these soldiers is completely obedient to you, armed to the teeth and even sporting a few vehicles. Among them even a Tank immune to EMP and that would simply blow up if someone were to steal it. Anything you lose from this Option will be replaced in a week, be it manpower or equipment.

Viviro Plantages (400): Ah yes the beautiful red plantages where the ‘miracle cure’ is created. These plantages are stacked to the brim with PG-240 fertilizer and the unique plants of the region, with dozens of followers guarding it and serving on the fields. Nearby is also a laboratory, where the plants are harvested and made into the cure for cancer. Unlike the rest of the Viviro plantages in Yara this is arguably a much safer work environment, the circumstances never poisoning the workers… unless you want it to that is. A steady supply of the cure for cancer and the profits that come from it are all in this option.

Sky Lion (600): José Castillo’s own Helicopter, gold plated and armed to the teeth, is the best air vehicle a General could wish for. It is incredibly durable, requiring several point-blank rockets to do any lasting damage and stocked with all kinds of replenishing artillery. Even should this behemoth somehow crash? You are guaranteed to survive the crash landing.

Golden Plated Handgun (600): The personal Weapon of Anton. This Golden 1911 with Lion decorations and your name engraved is a trusty firearm for any despot. In fact it may just be blessed by the Dictator himself in a way, as it deals more damage against anyone that can be classified as a Rebel or Guerilla, trying to end your rule. Be a Lion.

Juan's Workbench

One of the more dubious members of Libertad would be no other than Juan Cortez, an experienced Guerilla, former KGB Spymaster and inventor of some of the most crazy weapons you could get your hands on around here. These being Resolvers and Supremos. If you want a piece of these yourself, this is the section for you.

Now these tools are made for true Guerilla so here is an offer for a Jumper ready to face tyranny as an underdog. **Take Gauntlet Rules OR the Gueriila Mode Drawback and you get one Free Supremo and one Free Resolver Weapon.**

If you however finish the Jump under Gauntlet Rules AND the Guerilla Mode Drawback then you may take EVERY Gadget, Resolver and Supremo for free at the end of your Jump except for Custom Made. Consider it a reward for proving yourself the ultimate Guerilla. ***Just make sure to spread word of who made these weapons for you eh?***

Gadgets (100)

There are more useful tools than just bullets and guns. Below you can find a list of Gadgets you can utilize in your battles. Each Gadget will respawn half an hour after being used or destroyed and every Gadget costs 100 CP. **If you have bought a Supremo you get four Gadgets for Free.**

-Baseball: Can be thrown to distract nearby enemies.

-Molotov: A thrown incendiary device that spreads fire on contact.

-Fuel Canister: A thrown canister of highly flammable fuel.

-Flash Grenade: Emits a bright flash that blinds nearby enemies.

-EMP Grenade: Emits an EMP (Electro-Magnetic Pulse) to disable vehicles and electronic security devices.

-Healing Canister: Releases a health-restoring gas for allies caught in it.

-Poison Grenade: Disperses a poison cloud after a short delay. Poisoned enemies could turn on each other.

-Big Game Bait: Bait that attracts nearby predators.

-Perception Grenade: Grenade which can stealthily tag nearby enemies and give you their location.

-Dynamite: Explosive device on a timed fuse that is especially effective against vehicles.

-Grenade: Explosive device on a timed fuse that is especially effective against enemies on foot.

-Throwing Knife: Completely silent throwing weapon.

-Smoke Grenade: Smoke-emitting device for impairing sight lines.

-Sticky Grenade: Explosive device on a timed fuse that is effective against enemies on foot.

-Sticky EMP Grenade: A sticky device that emits an EMP to disable vehicles and electronic security devices.

-Healing Syringe: A fast personal healing device.

-Proximity Explosive: Sticky explosive device with a proximity trigger.

-Flame Proximity Charge: Sticky incendiary explosive with a proximity trigger.

-EMP Proximity Charge: A proximity triggered device that emits an EMP to disable vehicles and electronic security devices.

-Poison Proximity Charge: Sticky poisonous device with a proximity trigger. Poisoned enemies could turn on each other.

-Throwing Axe: Silent throwing weapon that can knock over targets.

-C4: Explosive device with a remote trigger.

-Remote EMP Charge: Sticky EMP device with a Remote trigger.

-Claymore: Stationary explosive device with a cone-shaped sensor.

-Pipe Bomb: Timed explosive that deals a lot of damage.

-Auto-Turret: Stationary auto-shooting turret.

Resolver Weapons (200)

Who wants a normal Gun when you could get a Resolver Weapon? Resolver Weapons are some of the most unorthodox weapons you could get your hands on, created by Juan himself. Some of them use CD's as ammunition, others are flamethrowers made of trash. That being said they are undeniably useful and every one of them have the effect of confusing your enemies the first time they see them as well as being impossible or simply not worth it to be reproduced by your enemies. The list of Resolver Weapons available to you is below, each one costing 200 CP and coming with an infinite supply of ammo:

-The Tostador: A Flamethrower.

-The El Muro: A Hand Cannon, alongside a shield to block ammunition shot your way.

-The La Clavadora: A Harpoon-firing Crossbow.

-The El Besito: A Poison-thrower that makes those affected by the poison attack their allies/your enemies.

-The Pyrotechno: A Rapid Fireworks Launcher.

-The El Susurro: A Silent Nail Gun.

-The Discos Locos: A CD-ROM Disc Launcher playing music when loading and aiming.

-The Zeusito: A Lightning EMP Gun.

-The El Pequeno: A Gatling Gun.

-The La Sorpresa: A Long-Range Explosive Launcher.

-The Custom Made: If none of the above options interest you, you may design your own Resolver Weapon here. Anything is allowed as long as it is withing range of the previously given options.

Supremos (300)

Supremos are the ultimate tool of Guerilla Warfare. Coming shaped like backpacks each of them offer a special 'Ultimate Move'. The backpack itself is practically weightless for you and the move itself will recharge with time upon being used and will recharge faster if you perform particularly well in combat. They also allow you to carry up to four **Gadgets** with you. You can change which one you have on your person with a thought but can only wear one at a time.

Your options for Supremos are as listed below, each one costing 300 CP.

-Exterminador: Fires homing Rockets upon activation. Very useful for bombardments to the Ground and as Anti-Air artillery.

-Gladiador: Infuses one with a powerful combat drug, allowing them to sprint at Max speed for short periods of time as well as make them tougher and stronger. A takedown done when this mode is active can be done from any angle and even get past armor.

-Furioso: Upon activation the Furioso burns the ground around the user, setting everything but them on fire. Can also be used to increase ones aerial maneuverability by using smaller flames to boost ones Jumps.

-Medico: Very useful for fighting in groups. The Medico when activated passively heals the wearer and any allies in their immediate vicinity. When put in a death state can even revive the wearer if it has enough energy.

-Volta: Releases a powerful electromagnetic pulse in range, deactivating electronics. Can even short circuit tanks, allowing one to seize them.

-Fantasma: Drops several poison bombs upon activation. Enemies hit by it will be confused due to the poison and turn against their allies.

-Custom Made: Is there a Supremo you can think of but don't see Juan building? Here is the option for you to make a request for a Supremo. As long as it is comparable to the other options listed there will be no problem. Though if Juan sees you with this Custom made product expect him to be offended.

Companions

Import (100): Why be alone in the Chaos that is Yara? Per purchase of this you may Import one companion of yours into this Jump. They get a Free Origin as well as 600 CP to spend however they wish.

Export (Free/100): Does someone here catch your interest? If they want to, they may come with you for free as a companion. Alternatively you may pay 100 CP to ensure a certain character will want to come with you.

Dani Rojas (Free): The new fist of Revolution. The Guerilla who wanted to run away but now stays to free Yara from Castillo's clutches. If Yara is finally free and a Guerilla no longer needed you may take them with you on your Chain. You may decide for yourself if Dani is male or female.

Diego Castillo (Free): The future of Yara. The Son of the Dictator. And a young man that Dani would befriend. A young man that is already hated by most of Yara. Maybe he could find a better destiny away from this place or with your help become a man he himself is proud of? If he survives the events of the Jump you may take him with you.

Fang for Hire (100): Yara has some intriguing wildlife. From the dangerous crocodile Guapo, to the adorable dog Chorizo, you may take one of the various animal companions of Yara with you with this option, with the exception of Oluso. You can also design a completely new one as long as it is comparable to the other options. They are loyal to you and if killed will simply reappear at your side after 24 hours.

Special Companions

None of these companions will exist in Yara unless purchased here.

Jason Brody (100): Trying to escape his past as a warrior, he didn't know what to do with his awakened rage. Somewhere in between offering his skills to the military like his brother used to and trying to get some therapy, he heard something that made his blood boil. A smuggler from a place called the Rook Islands setting up shop in Yara. Vaas. Lives. The wrath is back in the Warrior, and he got on the next thing heading to Yara to kill Vaas once and for all. And while he is here… well he is better than the Monster that woman tried to make him, so why not prove it here?

Ajay Ghale (100): The new ruler of Kyrat has been spending a long time trying to improve his country, to make it more than a former warzone with himself as one of the greatest warriors. He tried to enter foreign relationships, among other factions with Yara but when a Guerilla tracking down one of Castillos men in the Himalaya's told him just how bad the situation is he turned down that offer and helped track down the FND in hiding. Offended, José Castillo tried to have his adopted daughter Bhadra assassinated. Enraged at the near loss of his family, not helped by the memory of his mother dying from cancer and Castillo holding so many cancer victims hostage to his whims through this medicine, Ajay traveled to Yara with a Kukri and a Gun in hand. This young man is DEADLY and has a lot of experience regarding slaying Dictators.

The Deputy (100): This person rose to national fame after their work liberating Hope County from a radical Cult. The apocalypse they promised never came to pass and instead this Young Cop burned down the gates that a mad man hoped would lead to Eden. Hailed as a Hero there was an… unfortunate incident one day. See they react very badly to the lyrics of 'Only You'. Barely being stopped from massacring a CIA contact, the CIA decided to 'promote' them from their old Job. They are now being deployed in Yara in return for highly advanced anti-indoctrination techniques. Really they just want to get this over with and settle down as a small-time Cop in Hope County but why let these skills go to waste? Their gender is up to you.

Hurk, Gina & Boomer (100): This fellow with a tattoo for each of his brothers had intended to go on a vacation with his newfound girlfriend. See back in his home of Montana they just got done dealing with a Cult and after his fathers failed attempt at becoming Senator, he just really was encouraged to get the hell out of there. After meeting a woman named Gina during a Street Race, who he confessed his love for not too long ago, the two ended up going on a vacation to test the waters. Said target being a country where Gina's family has some ancestry from. Now they found out just how messy Yara really is and have taken a surprisingly quick liking to the Guerilla lifestyle. Given that Hurk claims to have experience on Pirate Islands and fighting in oppressed Kingdoms maybe that's not surprising but the two make for a deadly duo, especially with a Dog named Boomer at their side.

The One who Knocks (100): This drug kingpin has a problem that Yara has the solution for. That being a rather potent lung cancer even though he never even smoked. To provide for his family the former chemist teacher went into the Meth business but found himself liking it a little more than he should have. Why is he in Yara? Well Castillo forbids handing Viviro to the Americans and wanting to expand his business outside of New Mexico and Albuquerque, did a trip here with his strange Blue colored Meth to get the one thing promising him a cure. Cunning and a special shade of evil but still loving his family, he has more Money than he could ever spend. I advise getting on his good side. He tends to BE the Danger and not be in Danger.

#Starlight (100): An influencer and social activist from the states, her non-profit organization 'The Starlight House' is meant to help homeless and at risk youth. She was the target of a propaganda campaign by Castillo's Regime and was supposed to speak about the greatness of Yara in return for a large paycheck for her organization. She did that at first… before finding out how cruel the Regime is. Terminating her contract immediately and instead trying to spread the evilness of Yara's dictator, that reaction wasn't much appreciated and she was kidnapped to Yara to be executed. Barely escaping with her life she is now stuck here. A gentle and kind soul wanting to show Heroism isn't dead, anyone would be lucky to have her as a friend… or more.

The CEO (100): Seems like a Yankee tries to get involved in Yara's future after all. This bald genius and CEO of a company is currently trying his hardest to set up shop in Yara and cooperate with Castillo. So far things are rather frosty and he is continuously exasperated by McKay of all people having more control on this Island than he has. If anything were to… happen to McKay, his company has a subsidiary in Canada and he would be more than happy to trick the embargo and take the place. Of course whoever helped him in that regard would earn his appreciation.

The Mover (100/Free Opportunist): A Smuggler with a strange and chaotic past, they have come to make new business in Yara and see you as a valuable partner. They may seem a bit strange and batshit insane but to their allies they can be downright chummy. You may decide yourself their gender.

The Mentor (100/Free Guerilla): This experienced and somewhat retired Guerilla has seen your exploits and is intrigued. Deciding the new Generation could use a hand, they want to show you what they know so you may be the next Guerilla Legend. You may decide yourself their gender.

The Mistress (100/Free 'True' Yaran): This individual is a doting partner of yours, utterly devoted to you and your cause to a degree that makes Marquessa pale. They are skilled as well in one expertise of your choice, be it propaganda, military leadership or something like medicine. You may decide yourself their gender.

Drawbacks

Far Cry Tales (Free): Yara itself may have been isolated but the same does not have to be true for you. Maybe you have been to this World before? Trying to become a Warrior on the Rook Islands, aspiring Kinghood in Kyrat or trying to march to Eden's Gate? Or maybe you were a caveman or cyborg? With this Toggle you may make any past adventures you had in this World a part of this Jump. How exactly that goes together I leave up to you.

Gauntlet Mode (x2 for every drawback Value): A real Guerilla doesn't need any of your fancy toys and powers. Dani and the rest of Libertad don't have that benefit either and Far Cry isn't known for making things easy. Lean into this and you can be rewarded. **This option makes this Jump a Gauntlet, reducing you to your Bodymod but dying here won't fail your chain. You also will gain twice the amount of CP from any drawbacks you take and receive a special Perk upon completion.**

-Gauntlet Reward: For managing to survive Yara while stripped of your exotic abilities you receive the **Bodymod Improvement: Viviro in the Blood.** Yara with all its poison, society wise or literally, couldn't stop you so never let it happen again. You gain a complete Immunity to any Poison or Disease, even the supernatural kind. As it is part of your Bodymod you can even keep it in situations where you are reduced to it.

Ubisoft is getting political (+100): Oh gee what gave it away, that you are facing a slave driving dictator? Nah its because a girl is holding a gun and a transperson exists. Somehow you have to deal with plenty of people being annoyed with you about… something very stupid. There will always be someone, somewhere who has something to complain about your existence. At least they can't do much more than complain.

Do me a favour (+100): Bembé Álvarez has asked you for a favour. See these CP put you in debt to him and now you gotta do something for him. What this might be is up in the air but you're gonna have to do the first thing. But see he isn't that fond of getting rid of such a useful pawn and will try to rope you into further servitude. Of course you could always deal with him in the form of a Bullet between his eyes but keep in mind that he is an influential criminal in Yara so there might be a reaction from the local underworld. Most likely worth the trouble though.

Why did you Survive? (+100): So many people will fall and suffer for a better Yara. So why do you make it out alive? You will feel intense guilt for every person that dies on your watch and a big priority of yours will be the lives of your allies, to the point that you are in constant worry over them.

Go on Backpack (+100): Wow… you are just a gigantic asshole. You just can't stop the flaunting and egotistical mocking. Even if the only thing guaranteeing your safety is a deal with some other person on the phone, when a pissed of Guerilla is standing in front of you with a loaded gun. This WILL get you in more dangerous situations than you needed to be in and can very well make people decide keeping you alive isn't worth it.

Rigged Tanks (+100): Ah so many cool tanks just waiting to be pointed at the enemy. You can't make any use of them however, any Tank you are in being rigged to explode as soon as you enter with you inside.

No Painkillers (+100): Revolution is an ugly business and not exactly painless. Any means you have to resist pain, be it Perkbased or simply natural, is deactivated for this Jump. Every wound will be felt in full and as if it was the first time. Be careful around here.

Castillo is a fucking Psychopath! (+200): Yara is not a place where just anyone can survive. Many dangers are around here… and you just keep stumbling into them. Maybe you get suddenly kidnapped and tortured only to have to escape a burning house. It will never be something you are guaranteed to fail at but it will be far from pleasant.

Poor Resource Management (+200): Any resources you need will be more scarce than they should be. You burn through fuel faster, you need more money for purchases, your ammunition is gone quicker, more crafting tools are required for your plans etc.

Sins of the Father (+200): You may not have done anything yourself… but your family did. Your family, relatives or someone else you are associated with has done something awful and you are now blamed for their sins by all those affected of which there is no small or harmless amount.

Wanted (+200): A notable faction in Yara wants you dead for one reason or another. A **'True' Yaran** might find themselves being on top of the hit list by various rebels around, whereas a **Guerilla** will see the entirety of Castillo's Army getting an order to kill you on sight. **Opportunists** will have one of the two at random.

No Hazmat Suit (+200): Yara is riddled with poison, not just in its politics and society. PG-240 is everywhere in the fields. You might think you are safe but not anymore. Any defenses you may have against the effects of poisons are deactivated while taking this drawback. Even small amounts of the poison will brutalize your body just as it does the common Pariah's on the field.

Jumper is Sick (+200/+300): You are now in a similar situation to Castillo himself. A debilitating sickness has its hold on you and you are left much weaker as a result. Though unlike Castillo the disease is guaranteed not to kill you during your time in this Jump… unless you take this drawback for +300 CP in which case you require a steady Viviro Treatment so the disease doesn't kill you before you can make your choice.

Giancarlo's Guide to topple a Dictator (+300): In his endless wisdom El Presidente has made a video detailing just how a Guerilla could best defeat him. The advice can be summarized with point your weapons at allies, hand over your guns to the enemy, don't ever use your animal friends in combat or they will leave you forever and don't use any vehicles. Of course that is all hogwash but you have been downright indoctrinated to this way of thinking and will feel inspired to follow this guide to the letter as if it was the only sensible thing to do. This can be overcome with time but… well by that point you might have already done too much damage.

Hunter and Hunted (+300): Far Cry is home to some very tough individuals. And now one of them has it out for you. Depending on your Origin this could be a certain Smuggler from the Rook Islands, a particularly notorious FND General or even Dani Rojas themselves. They have all the killing skill you'd expect from a Far Cry protagonist, want you in particular dead and somehow are at the very least comparable to your own abilities. Best of luck.

Foreign Influences (+300): Yara may have been isolated for a reason. Either because the regime pissed someone off or because someone is seeing the unstable state the country will be in after the revolution, some foreign shark is smelling blood in the water. Yara will be at war with someone, and you must ensure it is not conquered. If it is you fail this Jump.

Revolution of 67 (+300): By taking this you will start your Jump a lot sooner, in the days of the Legends and the Revolution of 67 against Antón Castillo's father. You will lack your Perks and Items not from this Document and are unable to affect the story in any meaningful way. At least the constant fighting might give you some experience for when you are actually able to make a mark.

A Guerillas Battle Never Ends (+300): There is always another battle, another rebellion, another Insurgent leader. You will find that your enemies just never truly stop being a problem. Even if you kill their leader and take every base they have, a new wave of enemies WILL arrive and are guaranteed to make your life difficult, always somehow managing to retake at least something they lost. It will always be tedious at best to stamp out the newest wave and a nightmare at worst.

Jumpers make the best Subjects (+300): They are eager to please for a few more CP. You are guaranteed to end up in the clutches of Dr. Edgar Reyes or a comparable scientist by taking this drawback. Why is up in the air but not the what you will have to endure. You will have an implant

inserted into you that pumps PG-240 directly into your bloodstream and are unable to take it out yourself. After having it implanted you must make a mad dash to the nearest doctor you are allied with, who will be a long ride away. During this desperate travel you will feel the full effects of the poison, your mind hallucinating traumatic situations and people of your past that mock you, all the while you are in pure agony and feel like vomiting your very life and soul out. Better hurry. You will also forget you took this drawback and while the poison is in your veins any ability that would allow you to move faster or teleport to the doctor or teleport them to you will be deactivated.

Guerilla Mode (+400): Yara is a country at War and it only has become more difficult for you personally. Your enemies are stronger, smarter, always having more resources. You meanwhile? Your attacks will deal less damage and resources are always harder to come by. By a factor of ten everything is stacked worse against you and those with name and importance might just be able to slaughter you with ease. Can you survive under such Tyrannical circumstances?

Scenarios

Take as many as you think you can handle. **In Gauntlet Mode every Scenario taken gives you +300 CP.**

War for Paradise:

Whether it is Libertad's ideals of freedom or Castillo's Regime the fate of Yara will be decided soon. And you will be a part of it. Whatever side you decide to join, you must ensure it prevails in the conflict. Your enemies must be wiped out, apprehended or otherwise neutralized so they may no longer pose a threat to Yara.

Reward: Yara in all its beauty will be something you can take with you on your Chain. But after everything that happened it is probably in not the best state so here take the Perk **Free of the Poison.** Once a year you can opt to cleanse any location of anything that poisons it be it in the economy, society or literally. It will automatically be used on Yara, erasing the effects of Viviro in the people and the soil. Its economy will recover and its people be happier with the final Regime. Finally anyone on the side you backed may be taken as a Companion or follower.

Blessing of the Triada:

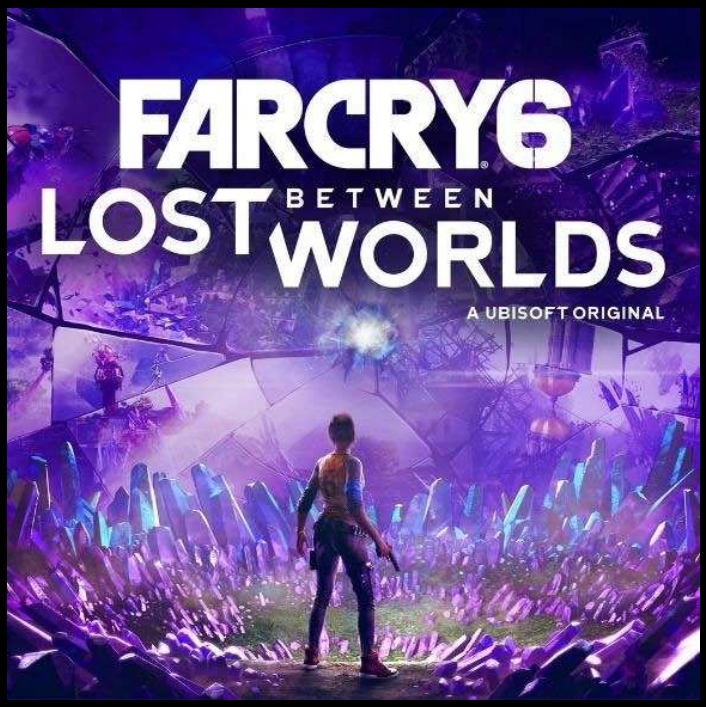
The old Gods of Yara, the Triada, the Oluwa's, still have some connection to this land as poisoned as it is. Their influence can be felt… and for one who manages to gather their Totems the Oluwa's will give them a most gracious gift and pronounce them a Champion. Gaining this blessing is now your task as you must explore Yara for the three Totems. Once you assembled them at the right location you must then continue to prove your worth against the Triada's Judge… a mysterious and powerful Black Jaguar. Slay him and you will fulfill the requirements and gain your just Reward.

Reward: As a receiver of the Oluwa's Blessing you gain the Items **Triada Gear set**, the **Supremo: Triador** and the **Resolver Weapon: La Varita**. The Triada Gear Set consists of Ida's Sigil granting you perfect night vision and highlighting anyone of importance to you at night be it allies, enemies or animals, Oluwa's Heart and Mimo Abosi's Mirage granting you completely silent movement and unrecordable by surveillance technology, Oku's Deliverance which improves damage you deal to enemies below you and Eternal Dance which boosts damage you deal with throwing knifes, axes and other blades.

The Supremo Triador meanwhile allows you to immediately know the location of every person and enemy around you as well as letting you see them through walls while it is active. But the TRUE boon of this Supremo comes when it is used in combination with the La Varita. The rifle with a revolver like chamber for ammunition is already a powerful weapon, boasting some of the highest damage a weapon can have from Yara. But while the Triador is active the La Varita can even shoot through walls and delivering a headshot makes the bullet go directly back into the chamber as well as having greater range and zooming ability.

Finally the Black Jaguar who tested you rises from the dead as a loyal Companion. **Oluso** is a powerful creature, able to take on any soldier in the FND with ease thanks to its impeccable stealth abilities and can outright erase the remains of their own and your own slain foes. Seeing this girl at work will inspire terror in anyone seeing her maul their allies and when injured she will turn into an intangible black smoke to recover her health. Use these blessings wisely.

Lost Between Worlds:



Word of advice next time don’t shoot at the random mysterious Orb. Exactly that has crashed on Yara and started zapping lasers and so out of instinct Dani shot it. Well now you shot it and need to deal with this mess as you are consumed by the Orb. The Orb is named Fai and you just shot their Vessel. Fai is an extraterrestrial consciousness that sought to study this place but now they and you are stuck in a containment protocol and won't be freed for five-million Earth years. Needless to say you need to get out sooner than that. To do so you must restore the Vessel and endure the Vessels containment protocol. You need to dive into a set of Rifts, resembling simulations of planetary phenomena and find in each of them a total of five shards to repair the Vessel. If you think this will be easy think again. The Vessel reduces you to your Bodymod and you have no Items, even ones you purchased in this Document. You need to make do with the weapons and gear you can get in here as you solve the puzzles, traverse the hostile terrain and deal with the protocol's defensive measures. This means fighting the red and blue enemies that can only be affected by the ammunition of the respective color from the strange Fractured Weapons. Then finally you must defeat the protocol in a final battle. On the bright side if you ever die, Fai will simply resurrect you at the beginning so you can try as many times as you need.

Reward: Once you made it out of the Vessel you get your Reward. First of you get to keep the Items you gained from the experience, the **Fractured Weapons** and the **Lost Between Worlds Gear Set**. The Fractured Weapons consist of special versions of a Desert Eagle, MP5K, SPAS-12, AK-M, GM6 Lynx and a M60 NV. Each of these weapons can change between a Red and Blue mode. In these modes the Fractured Weapons are only capable of affecting one type of being and you can sort what kind of entity they can harm once for every color and change your choice for every Jump. They will not only be able to hurt their chosen enemy but be able to do more damage as if they were hit by their weakness. For example you could decide in DC that Red only harms Kryptonians and Blue only harms those with a connection to the Speed Force or in Warhammer 40K that Red only harms Daemons and Blue only harms Tyranids.

The Gear Set meanwhile consists of a Transcending Helmet to increase the time you can hold your breath as well as reduces damage from explosions, a polydimensional sheath which greatly increases your overall damage resistance, crystalline gauntlets which improve body shot damage enables you to easier perform takedowns, increases your capacity to hold ammunition and speeds up reloading time of your weapons, Lightspeeders which greatly improves your speed and stamina and kinetic

silencers which greatly reduce your movement noise and allows you to know where an enemy is even behind walls. Finally you can take **Fai** with you. After all, given where you end up going to, she could possibly gather a lot of valuable insights.

The Vanishing:

One day Juan told Dani that a group of Guerillas were sent to grab a shipment of C4. However they never returned and instead he picked up Russian radio transmissions of all things. Suspecting they came back to mess with Libertad's operations, Dani was sent to investigate. At the Village everything was flooded and in an old TV the voice of a woman named Shest instructs them to go to a nearby Bunker. Once in there they find Chorizo… only to be attacked by a strange creature, have Russian soldiers confiscate their gear and be thrust right into an otherworldly adventure to save Yara. Only now this will be you.

By taking this Scenario you will find yourself in the Bunker, stripped of your Items (except for a Machete and a Pistol you can find nearby) and the strange energies emitting from the depths of the Bunker reducing you to your Bodymod. Don't worry you get it all back once you make it out of here but for now you have two missions. One: Help Shest destroy the gate to another dimension called the "Shadow Place". Two: Save Chorizo from the Shadow Place. Said Shadow Place is home to many dangerous creatures like Kukly, former humans reduced to puppets and controlled by Chernobog. Strong but weak to fire so keep that in mind. You can find some more useful weapons on your Journey to rescue the Dachshund. Once you find Chorizo you must escape the Shadow Place, this time hunted by a powerful beast known as 'El Devorador' that you can't defeat as you are now. Once you fled back to the Bunker, you and Shest must blow up the Gate with some of the C4 Juan had wanted to get. The 'El Devorador' will march through however and Shest will stop them and teleport you and Chorizo to safety upon which the Scenario will count as completed…

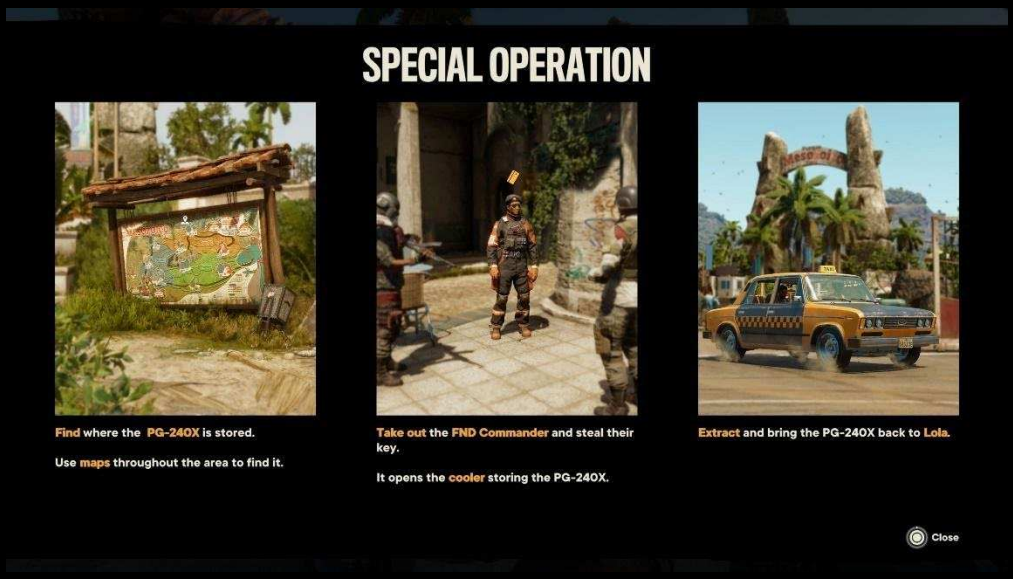
…UNLESS you decide to not detonate the C4, wanting to put an end to this strange realm beyond just the threat it poses to Yara. There is only one way to do that. Kill Chernabog. But how do you defeat this Creature? Maybe you don't have the means to yet. Well maybe otherworldly entities of more benign Origin could come to your aid… the Oluwa's. If you have succeeded in the **Blessing of the Triada** Scenario then they will see the Strange threat and give you their blessing. You receive your Rewards from Blessing of the Triada to use despite the restrictions and some additional boons. Ida the fierce father will lend you his light and righteous fire, boosting the effect of your fire and ammunition, turning it righteous and doing more harm to these creatures. Oku the moon mother will soothe your heart in the darkness, giving you the mental fortitude to resist any mind tricks Chernobog might pull on you. Mimo Abosi the sly one will guide you through the darkness, lead you through the jungle and allow you to know where to find Chernobog and what truly hurts him. Many boons but given your opponent you need all of it.

Slay Chernobog and this Scenario will count as completed.

Reward: That other World is not a welcoming place but you made it out and as such you get to keep the weapons that let you survive this place: The **Vanishing Weapons**. They are made up of the Hushed Winter a silenced Handgun, the Nethershot a shotgun with burning ammunition, The Comrade a reliable machine gun and the Gasolinka an effective Flamethrower. Curiously these Weapons will do even more damage whenever they are used against beings from other dimensions. You also gain **Chorizo** the cutest Dog in all of Yara. After going through so much to save him it is only right he can keep you company. Finally you also get the Perk **Out of my Yara**. It would be a shame if you accidentally brought some other dimensional terror back from your trip right? There will no longer be any side effects to dimensional travel for you, at least none when it is in regards to someone from another world or dimension using you to traverse another. You will no longer have any unwanted visitors using your means to enter other Worlds. Even if they manage somehow they or their remains will quickly disappear by means you don't need to focus on… like say a Slug being eaten by a Dog.

HOWEVER If you have decided and managed to kill Chernobog as well then you get another couple Rewards. The girl that helped you and that didn't need to blow herself up thanks to you? **Shest** may come with you as a companion, sporting curious psychic powers. Of course you also get the Perk **Vanquisher of Strange** giving any of your attacks a considerable Boost to otherworldy entities, the same degree the Vanishing Weapons have innately to them and boosting whatever you have that has similar harmful effects on such entities, even allowing you to give them true death. The Oluwa's blessing also remains, allowing you to coat your weapons and ammunition in righteous fire, granting fantastic resistance to trauma and mental influences and the ability to never get lost in any world as well as having an innate idea how to combat something effectively. The La Varita also gets the same benefits as the Vanishing Weapons have. Lastly you gain your own version of the **Shadow Gate** allowing you safe travel to otherworldly dimensions.

Special Operations:



The Gates of Hell are closing in on Yara in the form of a deadly chemical weapon. Oh no I am not talking about Viviro and PG-240. I am talking about PG-240X, the substance refined into a weapon that makes full use of its dangerous properties. They will use it to break the Revolution and then get rich selling it. It is kept in cooling units across various places outside of the Yara you are used to visiting. From death cults that want to mix it in the water supply to being sold on a Black Market auction to various dictators. The sheer death count that could come from any of these being used and distributed is unimaginable and as such it is your mission to go to each of these locations, make your way into the restricted areas, kill the person with the Key to the cooling unit, steal the PG-240X and make it to your extraction vehicle. Sounds easy right? Well you will find yourself weakened, reduced to whatever you got from this Document or other Far Cry Jumps. Oh and the chemical weapon is prone to exploding, so unless you cool it with water regularly and stay in the shade and avoid contact with fire as much as humanly possible, the weapon will explode and take you with it. That and your extraction vehicle will always be late for some reason so you need to hold of anyone that may want the weapon back. For any **'True' Yarans** that want this Scenario or **Opportunists** well the Weapon could be better in your own hands.

Once you managed to get to every location (Mesozoico, Maceo, Cocodrilo, Los Tres Santos, Puerta Del Edén and Malagua) and steal the Weapon this Scenario will count as complete.

Reward: Well that might have been touch and go there on occasion but you did it! As such you get the Perk **This Needs To Cool!**. You no longer will have any issues with dangerous weapons on your person or that you possess. No matter how volatile, unstable or dangerous they are, they will NEVER explode and your mere presence makes things like meltdowns or accidents with such weapons impossible.

Of course the weapon needed to go somewhere and you should know best to not use it without reason so you can take the **PG-240X** as well. As if that damn fertilizer could be any more deadly, already able to cause debilitating sickness, mental trauma and truly awful deaths. Even people with truly insane or perfect immune systems won't be unaffected, but would have the impact of the chemical weapon lessened to be able to walk it off with some biotics and sleep. You can reverse engineer it with decent enough skills in chemistry but already receive six cooling cases, each one holding one of these weapons and replenishing per Jump.

Choice

Well you made it Jumper. Enjoy the Yaran sunset for perhaps the final time as you make your decision.

Go Home: Nostalgic for home? Then I shall not stop you. You will return home with all you gained.

Stay: Maybe you have grown attached to the place you liberated, or don't want anyone else to steal your Paradise. You will stay here with all you gained and your affairs back home put in order.

Move On: There is always another shore on the Horizon and another World to explore. Go on to your next Jump.

Notes:

-The different **Origin** Trees should be self explanatory. Opportunist is based on the various Outsiders like Juan, McKay (he felt separate enough that I didn't feel like throwing him in with the FND) and even a bit of Vaas. Guerilla after the various Guerilla factions and 'True' Yaran after Castillo and his allies.

-**Yaran Handwork** is my attempt to reference the weapon customization and the many strange and improvised vehicles you can get your hands on. **Dressed For War** meanwhile stands in for the RPG like system 6 introduced instead of the skill trees. You can take a look at this Gear Guide if you want to get an idea what kind of benefits different clothing could give you but feel free to Fanwank responsible:

https://www.ign.com/wikis/far-cry-6/Gear_Guide

-The **Crocodile Case** is a good way to get free Weapons native from the World you are in and is a nod to the various weapons you can get. When considering what weapons it CAN give you consider how exceptional they are to the World itself. For example in RWBY you could eventually use the Case to get every single special weapon from Crescent Rose to Ember Celica but you could never get your hand on the Sword of Destruction. In Warhammer 40K you could get various Blasters and Blades but you could never get something like the Emperors Sword and so on.

-The **Resolvers** and **Supremos** are probably the main draw and special feature of the game so they deserved a special mention in the document. To go in line with the idea of them being the ultimate Guerilla weapons I added the option to get them all for free if you finished the whole Jump under Gauntlet Rules and in Guerilla Mode. A lot definitely but given how brutal the circumstances to get there are I considered it a just reward.

-To me 6 was kind of like a culmination of all previous Far Cry's, from all the references to the DLC's. So I figured I give that chance and lean into the possibility of making this Jump connected, especially after I realized how many protagonists and characters could have a reason to go to Yara. Besides come on Jason tearing up another island to finish Vaas once and for all, Ajay having reason to kill someone who could have saved his mother (she canonically died of breast cancer and the FND guy hiding in Kyrat is an actual mission you can send your Guerilla Lieutenants too), and the Deputy dealing with their conditioning and CIA connection all in one place? You gotta admit that sounds cool and hey the whole thing is still optional so you can just ignore it.

While I was at it I also wanted to do something with Hurk and threw in a bit of New Dawn. Gina having Yaran ancestry is something I made up but figured it could be a fun way to get Hurk out of Montana again.

-Sometimes rule of cool is all you need to offer an option. I couldn't NOT make a Breaking Bad easter Egg somewhere in this Jump. Not with the actor of Gus Fring being the main villain. While I was at it I decided to make some other call outs to his infamous career playing villains, namely making one character for each Origin as a possible companion. You do not have to be the Origin to purchase the companion but chances are it would help to smooth things out. In particular The One who Knocks is Walter White from Breaking Bad, #Starlight is Annie January aka Starlight from The Boys and The CEO is meant to be Lex Luthor from the Harley Quinn Show, who Giancarlo actually voiced. That being said they are all reimagined as part of the Far Cry universe that could have theoretically gotten to Yara, so Starlight is just a normal human and Lex Luthor 'just' a very rich and smart CEO but nowhere near DC's level. The only one who remains largely unchanged is Walter due to Breaking Bad being more grounded in reality.

-I'll be honest I know next to nothing about Stranger Things so regarding **The Vanishing** Scenario all I know comes from the DLC itself. I don't know how strong the Mind Flayer/Chernobog really is and how strong you'd have to be to defeat them so tread carefully just in case. Shesh and the Upside

Down/Shadow Place will have no real ability to mess with your powers and status as a Jumper. It is just something to make the Scenario more challenging. I wanted to give some way however to throw down with Chernobog/Mind Flayer and win even for a new Jumper and given how insane Far Cry can be it seemed like a good idea to include a reference to the Oluwas as the resident ominous mythical group.

-Hey you who reads the whole notes section. Thank you for your time and I make you an offer. Far Cry is a Series that is punishing for the characters, putting them in situations that are completely different from what they are used to. I love the franchise despite all of its flaws and it has some of the most intriguing stories and characters I had the pleasure to play as, with or against. I'm not tired of the Far Cry formula and it was a pleasure to give the Series some more spotlight in the Jumpchain community alongside Astrangeplaytomake (3) and Adogdayz (5).

I don't think this is the last time I tackled Far Cry. I still have some Plans for the Lost on Mars DLC of Far Cry 5 and the In the Mind DLC of Far Cry 6 at the very least, both shaping up to be Gauntlets. Not sure when these are gonna be ready but they are planned at least. And whenever I get the chance to play a future installment or a Far Cry 7 maybe I will do that one as well.

But enough of my rambling here is the deal. If you are willing to lean into the dangerous nature of these games (by taking certain drawbacks and Scenarios) I wanted to reward that. In this Jump with a special Option for those that have fought their way through the other Far Cry Jumps.

Far Cry From Done (Requires Guerilla Mode, Gauntlet Rules and Far Cry Tales): This effect will take place should you have taken Guerilla Mode, Gauntlet Rules and Far Cry Tales. You may keep any Perks, Items and Rewards from Far Cry Jumps alongside your Bodymod. The Tatau from 3? The Tree of Eden from 5? Everything you ever gained in a Far Cry Jump may be yours to take here to as well. Maybe the thing that could turn the tide in these hostile and impossible circumstances.