



Anno 2070 Jumpchain
v1.00
by AdmiralAnon

The year is 2070. Earth has undergone extreme climatic shift, among them rising ocean levels and shifting weather patterns, resulting in the destruction of previous coastlines and turning former barren areas into lush, verdant lands.

Despite the upheaval, humanity has risen to the challenge. The Scientific Academy of Advanced Technologies, or S.A.A.T., has pioneered the Ark paradigm; a self-contained island-ship-submersible that is an autonomous, self-sustaining kernel of human civilization. The shifting nation-boundaries and internal chaos has resulted in the rise of new powers; Global Trust Inc. and the Eden Initiative among them, each dedicated toward their out respective outlook and social paradigm.

You, Jumper, will be given the control of your own Ark. For the next ten years, you will not only be the Captain of your own destiny, but a roving force that can make or break human civilization. To help, you've been given 1000 CP. Your age is 20+1d8, and your gender is your previous one, though you can set both for 100 CP.

Good luck.

[Faction]

You basically appear in Anno 2070 at the helm of your own personal Ark as it comes online, the soft neutral tones of E.V.E., your AI, greeting you. And while the world has changed drastically, it still has political associations, even for Ark Captains.

Independent - Free - Humanity is rarely so clear-cut. Rather than following any one faction, you instead represent a loose agglomeration of disparate peoples and philosophy, coming together for their mutual benefit.

Eden Initiative - 100 CP - A new time demands new answers, and the Eden Initiative believe they have it. They are a faction dedicated toward harmonious integration with nature and renewable resources.

Global Trust Inc. - 100 CP - Even after the apocalypse, people still have needs and wants, and that's what you provide. Global Trust Inc is the world provider of energy, giving them inroads into all markets - roads you're more than glad to take.

S.A.A.T - 200 CP - The survival of humanity in the current era is due to one reason alone; it's technological supremacy. The S.A.A.T. is an international conglomerate of scientists and researchers dedicated toward expanding that supremacy. Their focus in cutting edge technology has resulted in advancement in manufacturing, cybernetics, AI, as well as underwater development.

[Ark]

Arks are your mobile, sea-going, submersible manufactory, warehouse, R&D, and headquarters. With the inundation of rising sea levels, erosion, and coastline shifts, these artificial islands are critical for the continuation of human advancement, development, and survival. With a combination of automation, robotics, and AI assist, each Ark is capable of quickly and effectively constructing the core of a burgeoning civilization where none was before.

Haven - 100 CP (Free Global Trust Inc) - The typical Ark piloted by those Captains associated with the Global Trust. This Ark is capable of manufacturing a Commando Ship, acting as both a basic materials transport and combat vessel, as well as moving the necessary equipment over to colonize an island. You also gain a small bonus to energy production.

Biosphere - 100 CP (Free Eden Initiative) - Developed between the Eden Initiative and S.A.A.T., this is the Ark of choice for those associated with the former. This Ark is capable of manufacturing a Commando Ship, acting as both a basic materials transport and combat vessel, as well as moving the necessary equipment over to colonize an island. You also gain a small bonus to food production.

Vortex - 100 CP (Free S.A.A.T.) - The Ark technology is based upon precepts founded by S.A.A.T., and the Vortex-class shows it. Only loyal scientists associated with the S.A.A.T. typically pilot these Arks. This Ark is capable of manufacturing a T38 Ocean Glider, a non-combat automated submersible trimaran, as well as the Commando Ship. You also gain a small bonus to research.

Kerykeion - 300 CP (Free Independent) - While the other Arks are capable of travelling while submersed, they cannot fulfil their stated purpose while in such a state. Kerykeion, however, can, making it a one-of-a-kind Ark. In addition to docking with ships and submersibles while submerged, it can also manufacture a Prototype T38 Ocean Glider. Unlike the normal T38, the PT38 is capable of combat, and is equipped with anti-air guns, anti-ship munitions, and torpedoes.

[Technologies]

Less a technical restraint and more a philosophical outgrowth of each faction's take on the future of humanity, each technology purchased grants you access to that faction's buildings, units, and population.

Tycoon - 200 CP - (Free Global Trust Inc) Global Trust's paradigm is focused primarily on the development and utilization of natural resources, allowing for easy access to power and development

thereof. Of course, this can have drawbacks.

Eco - 200 CP - (Free Eden Initiative) The Eden Initiative is focused upon living in harmony with nature; their entire technology chain, from power to habitation, is centred upon renewables. While advantageous in some ways, it does have a few limitations.

Techs - 200 CP - (Free S.A.A.T.) Not surprisingly, S.A.A.T. is focused on the development of human technology as well as human resources to create and refine that technology. While they are capable of constructing undersea resource extraction and manufacturing, allowing for the creation of sophisticated drugs and cybernetics, they still require islands to settle upon.

E.T.O. - 400 CP - (Free Independent) The Ebashi Trench Organization is a more developed, sophisticated, and independent offshoot of the S.A.A.T. This merely gives you access to their technological breakthroughs, rather than any kind of political association. Unlike the other three factions, the E.T.O is capable of settling purely on the ocean floor, eschewing the surface entirely, allowing for total undersea habitation, resource extraction, and manufacturing.

[Perks and Abilities]

[General]

O Captain My Captain - Free - You gain the necessary innate knowledge to pilot your Ark, both above and below water. You're also knowledgeable of it's systems, allowing you to manage the development of the nascent civilization you're over-seeing.

Simulation Training - Free - Population management, money management, taxes, supply chains, land surveying, geo-analysis - you are the helmsman of making sure humanity survives, and you've been trained as such. And trained well. While your Ark's on-board AI helps a good deal, even without her, you're skilled enough that the only thing you require to shepard your burgeoning civilization is time.

A Moving Reef - Free - Your Ark seems to attract a literal horde of appealing, aquatic sealife, turning your roving artificial island into a diver's paradise. Expect to be lulled to sleep at night by the keening cry of birds and the gentle glow of bioluminescent fish lurking around your Ark. This is an innate ability of the Ark, and can be turned off, if you so choose.

Science Works - 100 CP (Free S.A.A.T.) - You gain a basic understanding of the technology utilized in Anno 2070. In addition, you also gain insight into the workings of S.A.A.T. as well as a familiarity with the people in it's hierarchy, and they you.

Quarterly Report - 100 CP (Free Global Trust) - You gain a grasp of the financial and trading markets of Anno 2070, as well as how to utilize them best to your advantage. You also gain an insight into the workings of Global Trust Inc alongside a familiarity with the people in it's hierarchy, and they you.

Community Support - 100 CP (Free Eden Initiative) - You gain the ability to easily manage and draw people together to work as a group, a type of communal leadership charisma. You also gain insight into the workings of the Eden Initiative, alongside a familiarity with the people in it's hierarchy, and they you.

Cavernous Holds - 100 CP - Your Ark has been specially modified to accept and transport more goods and services, giving you a larger reserve to call upon and more place to store stuff as needed.

Aesthetics - 100 CP - Others may be able to do what you do, but you? You make it look GOOD. Really, REALLY good. All buildings you construct now have a distinctive architectural flair that marks them as yours and yours alone. Even a simple wooden shack you build will have people nodding matter-of-factly and recognizing the design like a nation's flag, if they've had experience with you before. In addition, purely aesthetic construction - landscaped bays, parks, covered walkways, promenades - are not only cheaper to build, but require little to no upkeep.

Resupply - 200 CP (Free Global Trust, Eden Initiative, S.A.A.T.) No man is an island. An Ark may be, but man is not. Settling or resettling land is always a challenge, and sometimes it's best to call upon old friends to help you out. This ability allows you to spend credits and/or money to order material you may need to construct your infrastructure, giving you a modicum of leeway when spending your resources - you're reassured you can call upon your faction for the basics.

You Solve Practical Problems - 200 CP - You're capable, well managed, reliable, and everyone knows it. The three factions know that tasks given to you will be finished within a reasonable amount of time - well, so long as the compensation is suitable, of course. Expect to be approached reliably to accomplish various tasks and jobs by the factions in Anno 2070, though they might vary from supply runs to tracking down personnel. Fairly boring, but atleast it pays well, right?

Handy Salvage - 200 CP - Naval warfare typically means being unable to take away much from a sunken foe. No longer. Whether by luck, preparation, or happenstance, defeated foes on the water will typically leave behind floating containers, with resources and the like contained within for you to plunder at your leisure.

Trenchcoat - 200 CP - You can summon a man that goes by the name of Trenchcoat with a cooldown of one week. Once summoned, he sails in on a converted aircraft carrier, the flightdeck and internals having evolved into an amalgamation of a redlight district and free for all black market bazaar, lingering for roughly a day or so to see who wants to sell or buy. Items, raw materials - everything is for sale. Even better, goods can be sold at these markets for a reasonable rate of return. Post-jump, Trenchcoat can still be summoned as long as there is a sufficient body of water nearby, and the items he stocks are native to that new reality.

[Global Trust]

War Profiteering - 200 CP (Discount Global Trust) - If you have credits, Global Trust has wares. You can sell your goods to anyone - even your mortal enemy. Even if a faction or person is waging war with you, if you approach them as a business man with things to sell, they will put aside their hatred momentarily to purchase what they need from you. Constantly abusing this ability to trap an enemy into a trojan horse scenario will result in a decline of it's effectiveness, however.

Just In Time Manufacturing - 400 CP (Discount Global Trust) - Money solves many problems. You know that better than anyone. Lagging schedule, insufficient manpower, inadequate raw materials - throw enough money at a problem, and someone will walk barefoot through hell to get it done. You gain the ability to complete any project under your oversight within an accelerated amount of time by simply paying enough to do so, regardless of the effort involved or the materials required. Mind, this does not eschew the design or R&D process, nor does it guarantee that the resultant item will work as

intended. While this can be a fairly simple matter to instantly put together, say, a suit of armour, the money required for larger projects will scale up quickly - at the very minimum, you'll need to pay full price for the item in question, which, if it involves nearly priceless materials to do so, will result in a truly gargantuan amount of money.

Aggressive Negotiations - 600 CP (Discount Global Trust) - A wise investor knows a good place to put his money for a smart return. A ruthless investor knows where to put his money so as best to gain control. And everything has a price. You gain the ability to invest money in locations, businesses, and land so as, over time, to gain control and ownership. The money required to do this is typically reasonable and expected, barring effort and other perks. Said ownership, once acquired, is always legal, binding, and respected by the society at large, even if such activity does not normally take place. This does not do anything, however, to placate the moods of the previous owners.

[Eden Initiative]

Reusable Resources - 200 CP (Discount Eden Initiative) Recycling requires effort. There is always a loss - in terms of energy, in terms of time, in terms of effort, in terms of materials. Your faction's knowledge of materials science has minimized this loss to the utmost; When destroying buildings, recovering crashed vehicles, or decommissioning equipment, you always recover the same amount of material put into it's construction, ripe for being re-applied to other tasks.

Undiscovered Country - 400 CP (Discount Eden Initiative) Chaotic change is the best time for reaching out to seize new opportunities. In the shifting world of Anno 2070, the most valuable asset to be found is, as always, new land. Shifting weather patterns and changing coasts have resulted in new land grabs, opportunities that did not exist previously now ripe for the taking. With effort, you can now find these opportunities. Actively searching for new lands to settle will result in the discover thereof - a newly isolated peninsula now turned island, a tectonic upheaval, or simply a long-abandoned island nation that was evacuated early during the 21st century, now prime for resettlement. These islands cannot stretch natural disbelief, but it can twist things slightly, such as a newly volcanism-formed island long ignored in the hectic turmoil of modern-day Anno 2070. Said islands are always large enough to support a population, though sometimes not that large; a manufacturing outpost at most. This perk explicitly carries over post-jump, but the effort to locate said new land is always non-trivial, requiring time and man-power to do so.

A Loving Earth - 600 CP (Discount Eden Initiative) - The proper care and maintenance can mitigate the worst of disasters, turning a barren wasteland back into a verdant eden. Taking up residence in a location and making effort to improve it's infrastructure will result in the local environments responding in a favourable manner. The more effort(or the longer you stay), the more dramatic the effects will be. Fertile grounds will develop from blasted lands, ruined coastlines will clear up, nuclear spills will slowly degrade to nothing, and smog will miraculously dissipate. These changes remain even after you move on.

[S.A.A.T.]

Academics Unite - 200 CP (Discount S.A.A.T.) Scientists are, in many ways, their own band of brothers, rising above personal ideology and political associations in order to pursue their research. This perk effectively inducts you into that group. Regardless of which side they are on, fellow scientists are far more open to communication and utilizing diplomacy to solve matters, as well as

sharing information, such as current or previous studies, or current research goals and problems. This also allows you near free and open access to most places of research and study, such as labs and universities, regardless of their affiliation.

Engineered Biosphere - 400 CP (Discount S.A.A.T.) The requirements for human habitation is delicate indeed. While mother nature can, in certain circumstances, provide for a civilizations needs, occasionally such parameters need to be... tweaked. If a resource is present under your faction's control, careful tinkering with the local environment can result in said resource being replaced by another. Like can only replace like, however - crops can replace crops, mineable resources can only be replaced by mineable resources, drillable resources by drillable resources, and so on. This process can take many forms - careful landscaping and geo-modification, careful re-analysis of early geo-surveying, and so on. The replacement resource, however, must exist in that universe, and must be able to be harvested naturally. Note, this does not accelerate the resource removal or harvesting, meaning such things will play out on their normal timescale.

Artificial Alloys - 600 CP (Discount S.A.A.T.) Naturally occurring substances can offer a good start point for the development of new and innovative machinery and technology. However, often times these natural resources have limitations - whether it be rarity, difficulty of acquisition, and so on. In such cases, science steps to the fore, fashioning new materials unseen by nature to do that which mother nature started. This ability allows, with enough time and research invested, to create substances that mimic those found in nature, albeit manufactured artificially. While this new artificial substances do not surpass the original, it can for all purposes be substituted by it with no drawbacks. However, the material must still be manufactured - but, once the process is known, other factions, civilizations, and individuals, by following the process, can also create the artificial material. This ability works post-jump, even for materials that do not naturally occur in the new universe.

[Independent]

Dedicated Philosophy - 200 CP (One free Independent, Discount Independent) - Just because your civilization is an amalgamated melting pot of individuals, doesn't mean it's lacking in skills or focus. Purchasing this perk effectively gives your faction a 'focus', be it combat, war, science, business, ect, ect. While the perks do not stack, you can purchase this multiple times for multiple focuses, each one giving you a bonus in that area - your civilization will find it has an easier time working in that focus.

Unified Front - 400 CP (Discount Independent) Under your guidance, bitter enemies can become fast friends. Disparate groups, clashing ethnicities, differing cultures - none of it matters, as long as you're in charge. Species and groups of people that normally wouldn't get along at all find a harmonious existence rallying under your banner. This also grants a growth bonus to your civilization/faction, as people from other factions willingly come to side with yours. Over time, even without your guidance, your faction will find that they're unwilling to renew past grudges, allowing what you've built up to expand without your hand on the wheel.

World Council - 600 CP (Discount Independent) - Your faction's merits have been recognized and acknowledged by those at the highest seat of power. If you so choose, you may join this illustrious group, the World Council, and compete with the other 3 faction leaders for it's control. If you gain control(via Ark Captain votes), you will be able to issue edicts such as raising taxes, offering energy production benefits, manufacturing bonuses, and so on. This perk also counts post-jump, as long as you're head of a faction, the leading council-like organization will recognize you as a peer and allow you to join their illustrious group, regardless of your faction's action - or lack thereof.

[Items]

Credits - 50 CP - You get 50,000 credits, the local equivalent of money. Have fun.

E.V.E. - Free - This AI is built into every Ark, allowing for real-time logistic assistance and management. While not equipped with a great deal of initiative, E.V.E. is capable of bringing matters to your attention so you can attend to them personally. May or may not nag you if you work for more than twelve hours straight.

F.A.T.H.E.R. V3.0 - 600 CP - Through some means(either you stole it, found it, or S.A.A.T REALLY likes you), you now possess your very own F.A.T.H.E.R. AI. Aside from giving you an impressive R&D boost, this pushes your Automation capabilities into the stratosphere. You no longer require a human population to run your infrastructure and units, combat included. Of course, putting your entire faction's infrastructure into the hands of something that has a history of going Skynet is totally safe, right?

[Drawbacks]

If you so choose, you can take up as many Drawbacks as you like, but the bonus they give cannot exceed +1000 CP.

Who Gave You This Number!?! - +100 CP - It seems that everyone likes to talk to you. And I do mean everyone. EVERYONE. Expect to constantly receive calls and communications from damn near every high-up faction member in Anno 2070 during your 10 year stay here, resulting in inane conversations or simply critique of your actions, random threats, or occasional grumbles. Even F.A.T.H.E.R. 2.0 will be calling you up to discuss the nature of progress and human suffering. Have fun.

Hell Hath No Fury like a Scientist Scorned - +200 CP - Well, you seem to have annoyed one Dr. Tori Barton. Maybe you stole her research, thwarted one of her plans, or just didn't invite her to the S.P.I.R.T. Prom. Expect to deal with constant minor harassments of the diplomatic variety for most of your stay here. Killing her off, sadly, will result in a negative hit with the other factions, given that she's not doing anything majorly destructive to your faction's interests.

Shoot Down The Rising Star - +200 CP - Thor Strindberg sees what you're capable of, and he doesn't like it. Expect to deal with his efforts to thwart your plans and expansions, both overt, diplomatic, market-wise, and militarily. Killing him may be troublesome, given his rank in Global Trust Inc, but most will probably say he had it coming.

Hector Hates You - +200 CP - Something about your actions seems to draw all the mercenaries and pirates on the ocean to your shores. Expect to be constantly harassed by pirate attacks during your stay in Anno 2070.

I Can't Do That, Dave - +300 CP - What, AGAIN!?! Sigh. Seems F.A.T.H.E.R., the high-ranking AI in the S.A.A.T. faction, has gone rogue. Again. Supposedly due to another electronic super-virus. AGAIN. More than likely, the AI took one look at your capabilities and flipped his shit. Expect to deal with overt hostility from a new faction with access to all of S.A.A.T.'s technology, alongside some new innovations never seen before by anyone.

Mother Nature Is A Bitch - +300 CP - Tsunamis, Hurricanes, Tornadoes, Forest Fires, Flooding, Earthquakes - you're going to be facing it all. Expect to get really, really good at both protecting and rebuilding your faction's infrastructure.

Fallout - +300 CP - It never fails. You discover a lush, untouched island, ripe with resources... only to discover you're not the first one to discover it. Someone else has been there, and they left presents of the eco-balance destroying kind. Any Island(or underwater location) you settle is going to ALWAYS be a big fixer-upper. You're going to be spending most of your ten years cleaning up oil spills, the ruins of meltdown nuclear reactors, unexploded nuclear munitions, old superfund sites, the works.

[The End]

You've done it! You've survived 10 years in Anno 2070. How did you spend them? Did you leave the world behind a glistening jewel that would be the envy in any ruler's crown, or did you merely indulge in your whims as you saw fit? Whatever you did, you survived, and now it's time to make a choice;

- 1) Go Home
- 2) Stay Here
- 3) Continue the Jumpchain

You're not leaving empty-handed, though. All perks involving faction management carry over to whatever organization or civilization you may find yourself leading in the future. Plus, you can summon your Ark, as well, as long as there is a sufficient body of water nearby for it to stay and submerge within. All things within the Ark are effectively 'frozen' when not summoned, and while it can be destroyed, your Ark of choice will slowly rebuild itself(and it's contents) over a period of a week or so, allowing it to be summoned once more.

[Glossary]

Each faction is capable of producing their own unique units and buildings. Purchasing their technology allows you to build said buildings and units.

Eco Ships: Commado, Viper, Hovercraft, Freight Ship, Cargo Liner

Tycoon Ships: Commando, Viper, Colossus, Freight Ship, Container Ship

Tech Ships: Commando, T38 Ocean Glider(Surface and Sub), Deep Sea Hunter(Sub), Sisyphus(Cargo Sub), Orca/Erebos(Sub)

Independent: Prototype T38 Ocean Glider(Armed Surface and Sub), Deep Sea Hunter(Sub), Sisyphus(Cargo Sub), Orca/Erebus(Sub)

Aircraft: Chopper, Hawk, Firebird

While each faction is capable of building their own unique chain of buildings, there isn't that much critical difference between the two; Tycoons have an easier time producing energy, and are less critical of eco balance. Ecos have a harder time producing energy, are more critical of eco balance, but have the best eco-balance tech/buildings in the game. Techs, conversely, are all about researching and manufacturing high-level technology. Independents are all about living under the sea, which the other

factions can't do. Techs can work there, but they don't live there.

Techs and Independents both get Eco-cleaning buildings/technology, but they won't be as good as the Ecos themselves.

If you think things need to be fudged even further to work to your satisfaction, fanwank something. Go crazy.

Yes, eco-tech buildings will explicitly work to alter/improve the environment post-jump. How do they work? Science! Or fanwank. Whichever.

[Notes]

- * You only get one Ark.
- * No, Arks do not come with weapon systems. This doesn't mean you can't upgrade them, however.
- * The Kerykeion has no fixed appearance, so customize it to your whim(though it will still recognizably be an Ark).
- * For those not familiar with Anno 2070, while combat is a thing in the game, it's not the real focus. Really, it's all about building up a really pretty city, managing supply lines, and dealing with disasters.
- * Global Trust Inc, the Eden Initiative, and S.A.A.T. all are effectively the local equivalent of global superpowers. As an Ark Captain, however, you retain a modicum of freedom and individuality - signing on with one does not mean you can't help the other. Nor does it mean you won't get caught up in some infighting...
- * This Jumpchain does not correlate one-for-one with the game Anno 2070 - therein, you only get to choose two factions(Ecos and Tycoons), the S.A.A.T. stuff is more an upgraded DLC add-on you purchase the blueprints for in-game past a certain in-game achievement, and Independents don't exist. Expect a little fudging.