



TOM CLANCY'S
THE DIVISION™

JUMPCHAIR by SprungGeoduck

v2



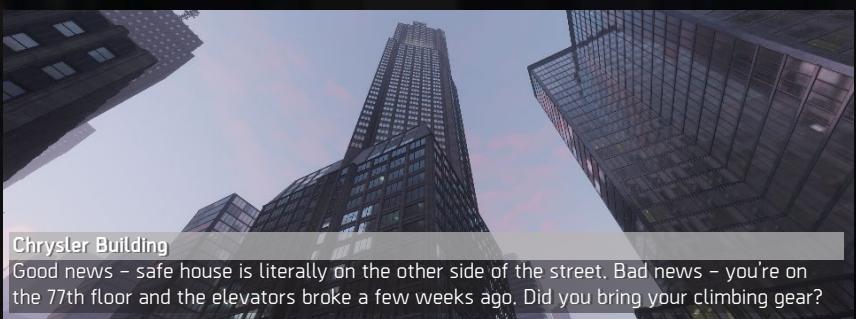
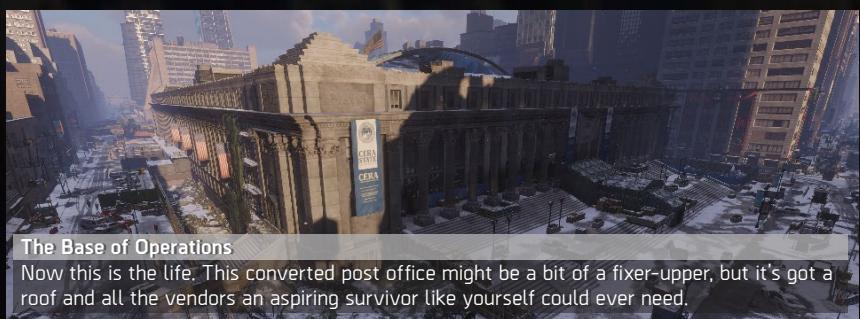
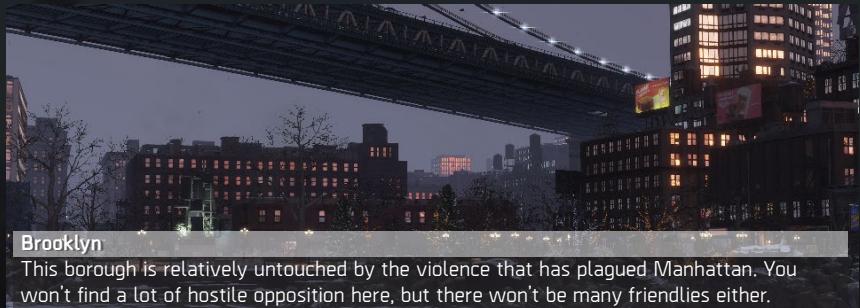
Happy New Year! Welcome to New York! This world is not unlike your own, but with one... major difference. 90% of the human population has been wiped out by a genetically engineered virus known as the Green Poison. New York was ground zero, and the island of Manhattan has become a quarantine zone. To contain the many threats present on the island, the US government has activated what is known as Directive 51, resulting in the activation of a secret group of sleeper agents known as The Division. This first wave is almost completely gone, and the second wave is only just being activated.

Manhattan is a hellhole, overrun by armed rioters, garbage men with flamethrowers, escaped prisoners and insane PMCs. Will you survive ten years of this nightmare? Only one way to find out. Here's a little something to get you started.

+1000 CP

STARTING LOCATION

Roll 1d8 for this, or pay 50CP to choose.



BACKGROUND

Roll 1d8+23 for your age. Gender is the same as the last jump. Pay 50CP to pick both.



Drop-In / Free

You wake up with no memories of this world, but no obligations either. Why you chose to wake up in this hellhole beats me.



Medic / Free

You are one of the few doctors remaining after the fall of society, and while you are blessed with medical knowledge, you are also obligated to help the sick and injured.



Tech / Free

You are an engineer, working to repair the city's infrastructure after the collapse. You have knowledge of machines and electronics, but the city needs a person like you more than ever.



Security / Free

You were a police officer or a member of the National Guard. Your job was to protect people and maintain order. Now, you must try your hardest to keep doing that while using your training to survive.



Rogue / Free

You're a member of one of the many factions the Division considers enemies. Perhaps you're a violent Riker, an LMB mercenary, or even a First Wave agent led astray by Aaron Keener. There's no real good or bad though, is there? Only shades of grey.



Division Agent / 100CP

You are a government sleeper agent, activated now as part of the Second Wave. You possess a very broad set of survival and combat skills, and it is your job to restore order to New York. People will be willing to aid you in your goals, but you've got a lot on your shoulders.

PERKS

Any perk that corresponds to your background is 50% off, or free if it's a 100-pointer.

DROP-IN



Scavenger / 100CP

To survive this nightmare, you're going to need to be able to scavenge. With this perk, you'll almost have a sixth sense for anything useful. Food, water, warm clothes. It'll all come to you with just a little searching. No conventional locks will stand between you and the loot, with you being an expert in lock picking.

Barter Economist / 200CP

Since it's the apocalypse, money has lost a lot of its value. Most transactions these days are simple goods exchanges. You are a master of the trade, able to convince people of the value of even the most worthless junk.



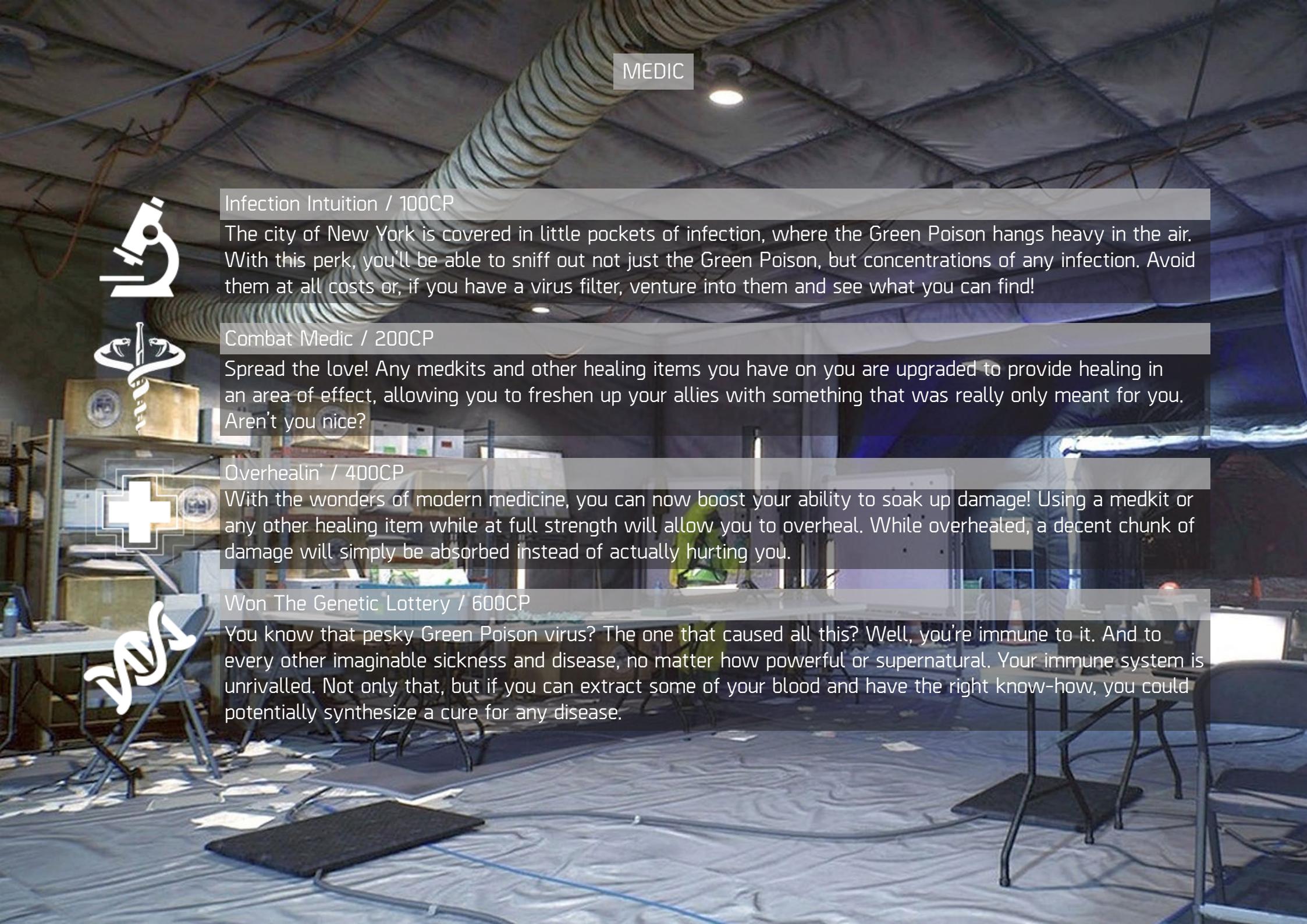
Avoidance Tactics / 400CP

This city is filled with bad guys, and a regular scrub like yourself has no hope of taking down a group of them. What you can do, however, is avoid them. You have an immense talent for figuring out enemy patrol routes and camp locations, and should a patrol cross your path, you can easily find a good place to hide until they pass.



Ultimate Survivor / 600CP

Welcome to the apocalypse. To survive here for ten years, you'll need to be almost superhuman. Fortunately, you are. You can survive the intense cold with minimum protection, shrug off injuries and wounds with ease, and go for days with minimal water, food and sleep. In this place, you might have to do all of that and more.



MEDIC



Infection Intuition / 100CP

The city of New York is covered in little pockets of infection, where the Green Poison hangs heavy in the air. With this perk, you'll be able to sniff out not just the Green Poison, but concentrations of any infection. Avoid them at all costs or, if you have a virus filter, venture into them and see what you can find!



Combat Medic / 200CP

Spread the love! Any medkits and other healing items you have on you are upgraded to provide healing in an area of effect, allowing you to freshen up your allies with something that was really only meant for you. Aren't you nice?



Overhealin' / 400CP

With the wonders of modern medicine, you can now boost your ability to soak up damage! Using a medkit or any other healing item while at full strength will allow you to overheat. While overheated, a decent chunk of damage will simply be absorbed instead of actually hurting you.



Won The Genetic Lottery / 600CP

You know that pesky Green Poison virus? The one that caused all this? Well, you're immune to it. And to every other imaginable sickness and disease, no matter how powerful or supernatural. Your immune system is unrivaled. Not only that, but if you can extract some of your blood and have the right know-how, you could potentially synthesize a cure for any disease.



Top-Notch Data Plan / 100CP

You're a techie, and techies need the Internet like they need food. Thanks to some clever hacking and a little jury-rigging, you've found a way to give yourself data wherever you are. No matter where you are, you'll be able to browse to your heart's content.



Jammer / 200CP

Almost as important as the ability to fix machines and electronics is the ability to break them. You know exactly what gears to smash and wires to pull in order to render your enemy's devices completely useless.



Part Hound / 400CP

The thing about machines is that there's only so much you can do by fiddling around with what's already there or hitting them with a hammer. Sometimes, there's just something missing. Since this is the post-apocalypse, normally such parts would be incredibly hard to source, but you have an almost inhuman ability to seek them out.



Mechanical Mastermind / 600CP

If machines did not have a god before, they do now. Hint: it's you. You are a savant with all things mechanical, with perfect repairs and powerful upgrades seeming almost effortless. From generators to gun turrets, heaters to helicopters, no machine is beyond your comprehension.

SECURITY



Weapon Connoisseur / 100CP

You're a defender, and a defender can't defend very well without a weapon. You need the best you can get, and you know what the best is. You can appraise any weapon to work out its various traits and quirks, and decide whether it's the one for you.



Cover Shooter / 200CP

You understand the importance of cover, and cover understands the importance of you. Any solid surface you hide behind, no matter how flimsy, will become nearly impervious to bullets, and the recoil of your weapons will be decreased when firing from cover.



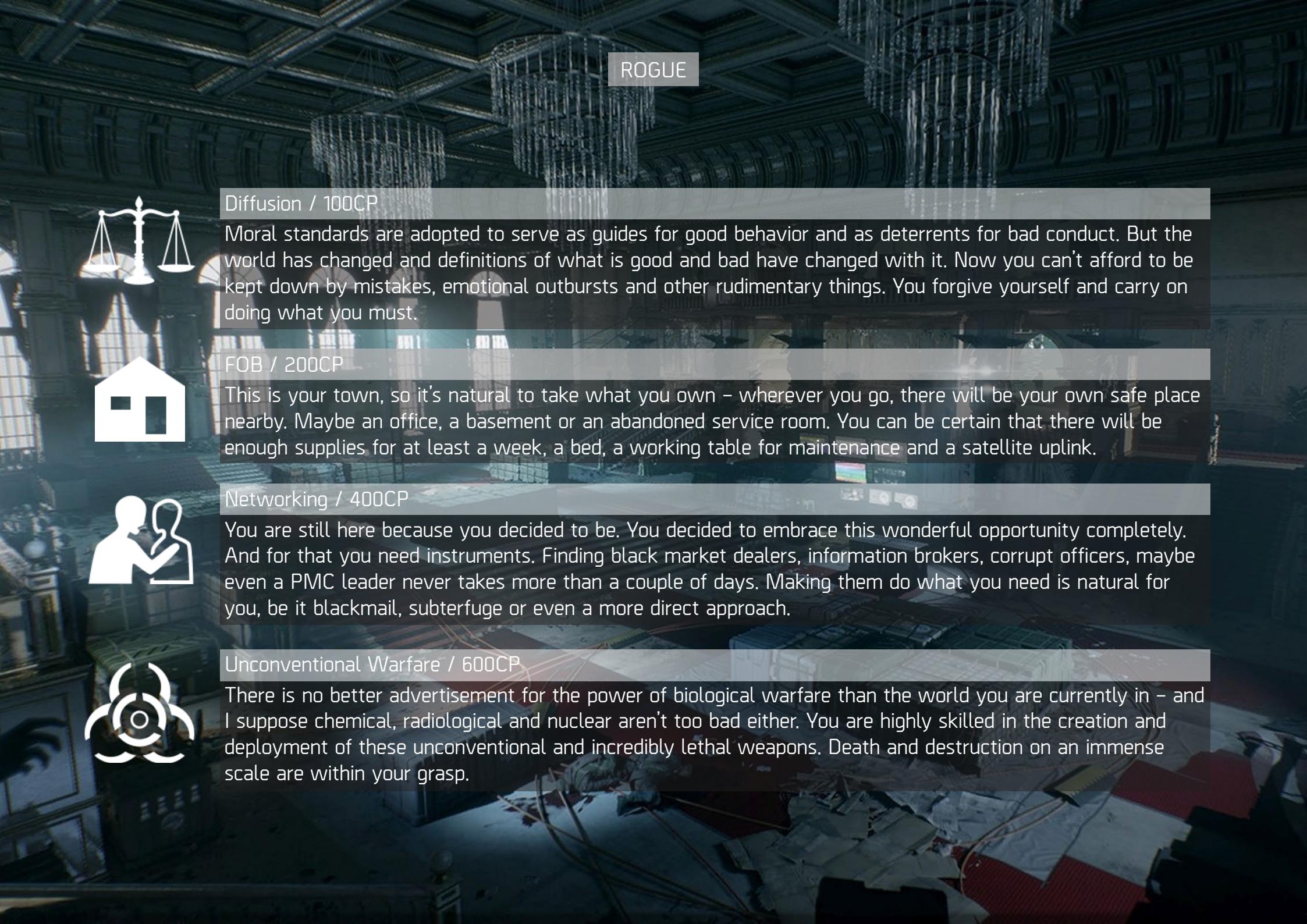
Aiming Reticle / 400CP

There's something about aiming that just comes naturally to you. While handling a weapon you subconsciously know if a shot would succeed in hitting the targeted enemy. This is limited to the optimal range of the current weapon.



Hold the Fort / 600CP

Sometimes, you don't get the luxury of picking your fights. Your enemies are going to come to you, probably in large numbers. Fortunately, you are the ultimate defender. With the capability to turn any old place into a fortress given a bit of time, a keen eye to spot any approaching baddies, and the fire in your belly to convince people to stand by your side and hold their ground. New York will not fall today.



ROGUE



Diffusion / 100CP

Moral standards are adopted to serve as guides for good behavior and as deterrents for bad conduct. But the world has changed and definitions of what is good and bad have changed with it. Now you can't afford to be kept down by mistakes, emotional outbursts and other rudimentary things. You forgive yourself and carry on doing what you must.



FOB / 200CP

This is your town, so it's natural to take what you own – wherever you go, there will be your own safe place nearby. Maybe an office, a basement or an abandoned service room. You can be certain that there will be enough supplies for at least a week, a bed, a working table for maintenance and a satellite uplink.



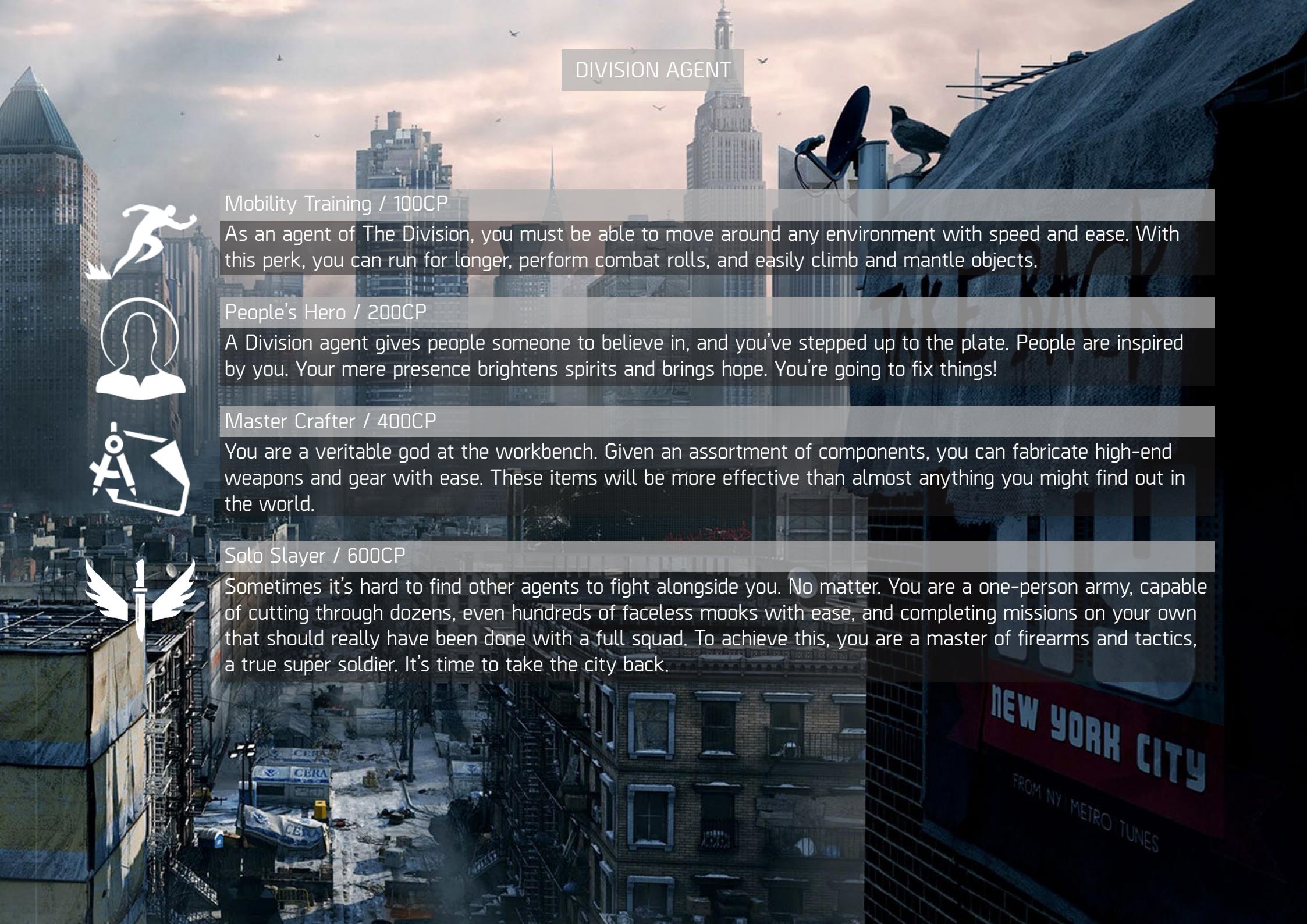
Networking / 400CP

You are still here because you decided to be. You decided to embrace this wonderful opportunity completely. And for that you need instruments. Finding black market dealers, information brokers, corrupt officers, maybe even a PMC leader never takes more than a couple of days. Making them do what you need is natural for you, be it blackmail, subterfuge or even a more direct approach.



Unconventional Warfare / 600CP

There is no better advertisement for the power of biological warfare than the world you are currently in – and I suppose chemical, radiological and nuclear aren't too bad either. You are highly skilled in the creation and deployment of these unconventional and incredibly lethal weapons. Death and destruction on an immense scale are within your grasp.



DIVISION AGENT



Mobility Training / 100CP

As an agent of The Division, you must be able to move around any environment with speed and ease. With this perk, you can run for longer, perform combat rolls, and easily climb and mantle objects.



People's Hero / 200CP

A Division agent gives people someone to believe in, and you've stepped up to the plate. People are inspired by you. Your mere presence brightens spirits and brings hope. You're going to fix things!



Master Crafter / 400CP

You are a veritable god at the workbench. Given an assortment of components, you can fabricate high-end weapons and gear with ease. These items will be more effective than almost anything you might find out in the world.



Solo Slayer / 600CP

Sometimes it's hard to find other agents to fight alongside you. No matter. You are a one-person army, capable of cutting through dozens, even hundreds of faceless mooks with ease, and completing missions on your own that should really have been done with a full squad. To achieve this, you are a master of firearms and tactics, a true super soldier. It's time to take the city back.



Looking For Group

What would a tactical co-op shooter be without the co-op element? Bring some friends! Your run-of-the-mill companion import perk. 50CP for one companion, or 300CP for a full cohort of eight. Each one gets a free background and 400CP to spend.



Virus Filter / 50CP, first is free

A special mask that will protect you from airborne Green Poison particles, as well as any other airborne viruses you might run into on your jumps. Can be taken apart to see what makes it work.



Flare Gun / 50CP

It's a gun. It shoots flares. Useful for indicating your position. Comes with ten flares.



Winter Gear / 50CP

All the clothing you could even need to survive the harsh New York winter. Thermal underwear, a thick snow jacket and pants, sturdy winter boots, and a cute beanie to top it all off.



Go-Bag / 50CP

Backpack with enough water and food to keep the average human going for 72 hours. In separate compartments there is a folding knife, rechargeable flashlight, portable radio and universal charger.



Lock Picks / 50CP, first is free for Drop-In

A set of lock picks and tension wrenches, for unlocking things. Will reappear in a day if you manage to break or lose it.



Wearable Tech / 100CP

AR capable glasses and wearable computer with batteries juicy enough to go weeks before recharge.



Medkits / 100CP, first is free for Medic

Receive four medkits, which will heal most injuries and can save you from the Green Poison if you use one within twelve hours of showing visible symptoms. One medkit reappear every day, up to a maximum of four.



Tool Kit / 100CP, first is free for Tech

For the aspiring engineers out there, here's the ultimate physical and digital tool kit. A toolbox filled with every tool you could ever need, and a notebook computer capable of running advanced diagnostic software and interfacing with numerous electronic devices.



Handheld Radio / 100CP, first is free for Rogue

A multiband transceiver with enhanced resistance to radio-electronic warfare designed for tactical command level for all military branches. Is fully compatible with all transceivers in terms of voice and data communication. Comes with pouch and headset.



Survival Kit / 200CP, first is free for Agent

A basic bulletproof vest, utility belt, go-bag and a basic set of tactical gear. Includes rappelling tool and high-end thermal suit – warm enough to walk around with just a shirt dressed over it.



Shade Tech / 200CP, first is free for Agent

Agent's wristwatch with holographic projectors, contact lenses for displaying information in AR and SHD computer with wireless capabilities and enough processing power to use real-time machine-learning algorithms. Includes an ECHO scanner, a piece of technology that has the capability to cobble together any and all physical hints pertaining to an important event in the not-too-distant past. If you're in the location of such an event, activate the scanner, and after a few seconds it'll produce a holographic retelling of the event.

COMBAT GEAR



Pistol / 50CP

Old, but still reliable M1911. Someone replaced the barrel with a long and threaded one, allowing the use of a suppressor. Comes with ten 7-round magazines.



Submachine Gun / 100CP, first is free for Agent

One MP5 SMG. Special Forces groups have been using this thing since the sixties, and for good reason. Comes with ten 32-round magazines.



Shotgun / 100CP, first is free for Security

A classic Remington 870 pump-action shotgun. Insanely reliable, with an eight-round tube magazine and a lot of single-shot stopping power. Comes with eighty 12-gauge buckshot shells.



Assault Rifle / 150CP

For when you need a bit more firepower, have an LMB standard issue HK416 assault rifle. The very best in German engineering, with ten 30-round magazines thrown in.



Marksman Rifle / 200CP

For the patient types who like to hang back, an M1A marksman rifle. This civilian version of the M14 comes with ten 10-round magazines and a high-power scope.



Light Machine Gun / 200CP

Have yourself an M60 machine gun, because you can never have enuff dakka. Comes with ten 100-round ammo belts.



Weapon Maintenance Kit / 50CP

All the tools and consumables you may need to keep your guns in proper condition.



Assorted Modifications / 100CP

A crate full of sights, scopes, furniture sets, grips, suppressors and other accessories for your weapon modification needs.



Frag Grenades / 50CP

Receive four frag grenades, perfect for blowing baddies to bits. One grenade reappear every day, up to a maximum of four.



Specialist Grenades / 50CP

Flashbang, EMP and phosphorus grenades, two of each. One grenade reappear every day, up to a maximum of two per kind.



Incendiary Bullets / 50CP

Activate these to give your bullets an incendiary effect for 20 seconds, setting enemies on fire. Comes with two uses, recharging every day.



Explosive Bullets / 100CP

Activate these to give your bullets an explosive effect for 20 seconds, dealing extra damage and stunning enemies. Comes with two uses, recharging every day.



Light Vest / 50CP

Some armour to go with all that firepower. Lightweight, but won't do too much against anything more than a pistol-calibre round.



Heavy Duty Vest / 100CP

This is more like it! Kind of a pain to wear all the time, but when a looter with an AK catches you off-guard, you'll thank it.



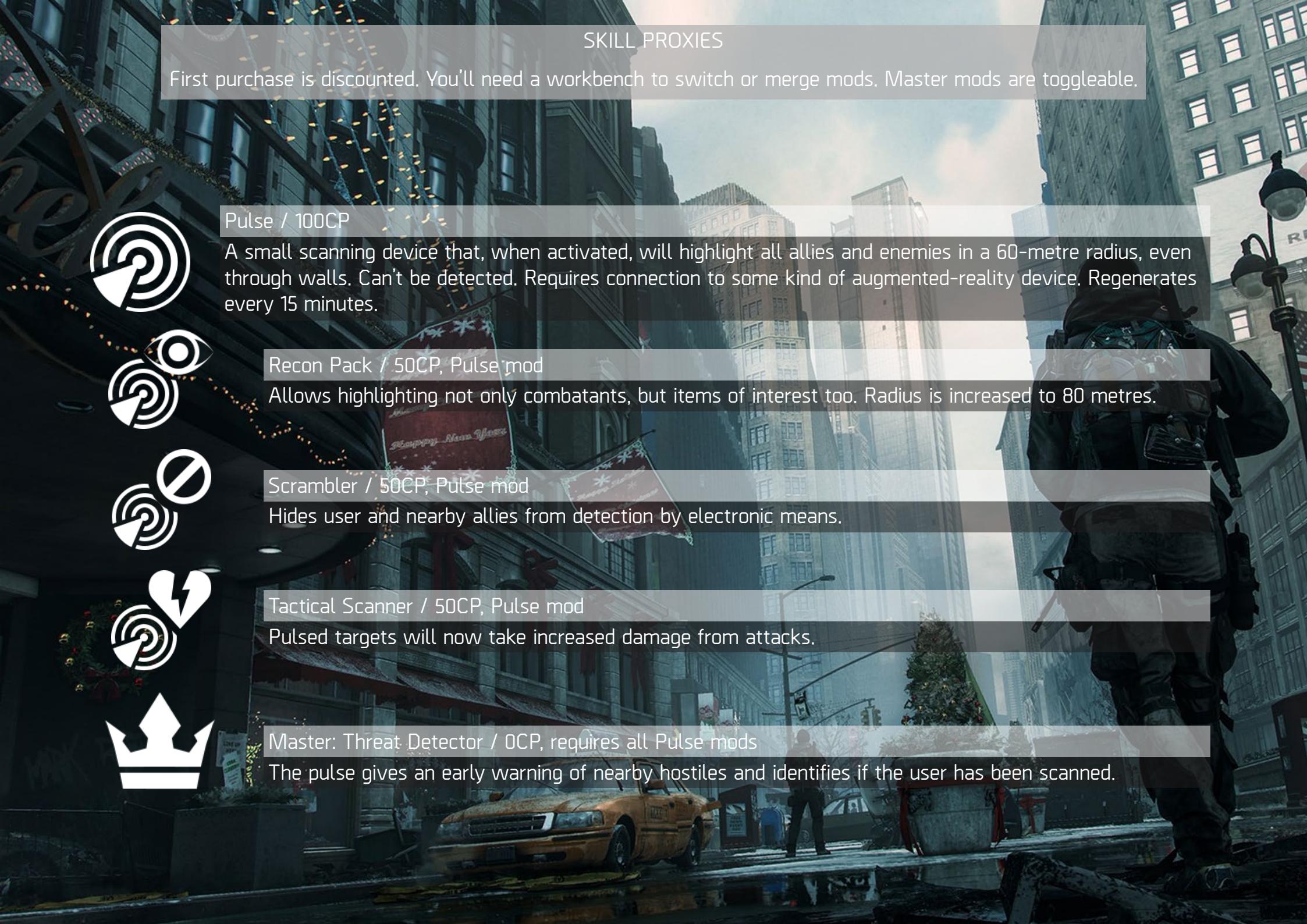
Ballistic Headgear / 50CP

A simple ballistic mask and helmet, because getting shot in the head is even less fun than getting shot anywhere else.



Green Poison Sample / 1000CP

One vial of the Green Poison virus, a genetically engineered strain of smallpox. It works faster, spreads faster, and is more lethal than the base virus. This has the potential to wipe out almost all life in a given jump. Use it carefully.



SKILL PROXIES

First purchase is discounted. You'll need a workbench to switch or merge mods. Master mods are toggleable.



Pulse / 100CP

A small scanning device that, when activated, will highlight all allies and enemies in a 60-metre radius, even through walls. Can't be detected. Requires connection to some kind of augmented-reality device. Regenerates every 15 minutes.



Recon Pack / 50CP, Pulse mod

Allows highlighting not only combatants, but items of interest too. Radius is increased to 80 metres.



Scrambler / 50CP, Pulse mod

Hides user and nearby allies from detection by electronic means.



Tactical Scanner / 50CP, Pulse mod

Pulsed targets will now take increased damage from attacks.



Master: Threat Detector / 0CP, requires all Pulse mods

The pulse gives an early warning of nearby hostiles and identifies if the user has been scanned.



First Aid / 100CP

Pneumatic launcher for a container with medical nanotech. On activation produces a 6 metre cloud of nanites that'll mend lacerations and firearms wounds of everyone in range. Comes with 4 containers, one more reappears every hour. Can be activated without launching.



Defibrillator / 50CP, First Aid mod

More sophisticated nanotech allows stabilizing even critical wounds.



Overdose / 50CP, First Aid mod

Updated software libraries allows more thorough healing, but only for one target in cloud.



Booster Shot / 50CP, First Aid mod

Nanites will not only mend injuries, but inject a non-addictive battle stimulant for heightened alertness and endurance. See notes for details.



Master: Extended Service / 0CP, requires all First Aid mods

Healing cloud will linger 5 second before dissipating, giving more time to approach.



Support Station / 100CP

Deploy a small station that will slowly heal all allies within a 7.5-metre radius. Lasts for two minutes. Regenerates every hour.



Life Support / 50CP, Support Station mod

Station heals faster and can stabilize critical wounds.



Immunizer / 50CP, Support Station mod

Station prevents all negative statuses from affecting you and your allies. That includes not only chemical agents, such as diseases and poisons, but blinding/deafening flashes, fire and electrical shocks too.



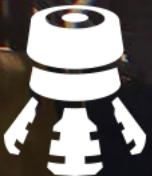
Ammo Cache / 50CP, Support Station mod

Allies within the Support Station's radius will draw ammunition from it when reloading, instead of from their own reserves. Will supply ammo infinitely as long as the Support Station is active.



Master: Discharge / 0CP, requires all Support Station mods

On station destruction, a nanotech swarm provides a burst heal to all allies in range before self-destructing.



Sticky Bomb / 100CP

Pneumatic launcher for a bomb that sticks to most surfaces and explodes when detonated remotely. Comes with 4 bombs, one more reappears every hour.



BFB / 50CP, Sticky Bomb mod

More explosives and added projectiles for a more hazardous explosion.



Flashbang / 50CP, Sticky Bomb mod

The bomb explodes with a non-lethal effect that blinds all targets in range.



Disruptor / 50CP, Sticky Bomb mod

The explosive is replaced with an EMP alternative, disrupting all electronics in the area.



Master: Stealthy Bomb / 0CP, requires all Sticky Bomb mods

Slimmer form and adaptive paint makes bomb much harder to detect.



Turret / 100CP

A small deployable gun turret that will automatically target and fire upon nearby enemies. Lasts for two minutes. Regenerates every hour.



Active Sensor / 50CP, Turret mod

Advanced targeting solution provides more accurate fire.



Dragonbreath / 50CP, Turret mod

Turret has reduced range, but shoots a column of fire instead of bullets.



Zapper / 50CP, Turret mod

Turret shoots electrical darts that shock the target.



Master: Scorched Earth / 0CP, requires all Turret mods

The turret explodes when manually disabled, damaging all nearby targets.



Seeker Mine / 100CP

Release an automated mine that seeks out enemy targets before exploding on proximity. Comes with 4 mines, one more reappears every hour.



Airburst / 50CP, Seeker Mine mod

Upon nearing an enemy, the mine launches into the air and releases a cluster of small incendiary explosives.



Gas Charge / 50CP, Seeker Mine mod

The mine moves between multiple targets and releases a cloud of tear gas.



Cluster / 50CP, Seeker Mine mod

Upon nearing a group of enemy, separates into six smaller mines that seek out multiple targets simultaneously.



Master: Seeking Betty / 0CP, requires all Seeker Mine mods

The mine can more easily traverse obstacles in the field and reach its target with a more direct path, shortening overall travel time and preventing the mine from getting stuck somewhere.



Ballistic Shield / 100CP

Deploy a bulletproof shield in front of you that absorbs damage. You can only use a sidearm while the shield is active. Can be collapsed and redeployed at will, while intact. Regenerates in an hour if destroyed.



Reactive Targeting / 50CP, Ballistic Shield mod

Stronger and lighter shield that pulses hostiles who shoot at it. Requires connection to some kind of augmented-reality device.



Assault Shield / 50CP, Ballistic Shield mod

While deployed, shield augments user's weapon for increased accuracy and damage.



Kinetic Breaker / 50CP, Ballistic Shield mod

A small portion of the damage dealt to the shield is returned to you as health.



Master: Self-Healing Armor / 0CP, requires all Ballistic Shield mods

Shield slowly repairs itself while collapsed.



Smart Cover / 100CP

Pneumatic launcher for a container with nanotech that sticks to most surfaces. On activation reinforces cover in an 8-metre radius, making it more durable. The nanoswarm also augments the weapons of anyone in that cover for increased stability and accuracy. Reinforcement lasts for 2 minutes. Comes with 4 containers, one more reappears every hour. Can be activated without launching.



Trapper / 50CP, Smart Cover mod

Instead of increasing cover durability and weapons parameters, the nanoswarm decreases it.



Recharger / 50CP, Smart Cover mod

Medical nanomachines are added into the mix, slowly fixing wounds of anyone in the cover.



Concealment / 50CP, Smart Cover mod

Allies using a reinforced cover are hidden from electronic means of detection.



Master: Cover Trail / 0CP, requires all Smart Cover mods

Weapon augmentation, either positive or negative, healing and concealment stays active for a minute after leaving cover.



Mobile Cover / 100CP

Deploy a bulletproof cover in your vicinity that absorbs damage. Can be collapsed and redeployed at will, while intact. Regenerates in a hour if destroyed.



Extension / 50CP, Mobile Cover mod

The cover provides more protection and extends to protect two persons.



Blast Shield / 50CP, Mobile Cover mod

The cover is fitted with remote explosives that damage and blind hostiles in front of it when the shield is manually disabled.



Countermeasures / 50CP, Mobile Cover mod

While in cover user is hidden from electronic means of detection.



Master: Second Chance / 0CP, requires all Mobile Cover mods

When the cover is destroyed by incoming damage, all allies behind the shield receive temporary damage resistance.

GEAR SETS

In this world, there are special sets of equippable items known as Gear Sets. These sets provide the wearer with special abilities that grant significant tactical advantages. Only one Gear Set may be equipped at a time, and Shade Tech is required for their full potential to be unlocked during this jump.



AlphaBridge / 300CP

Ideal for those in need of tactical fluidity – this set is outfitted with unique capabilities that allow for weapon characteristic changes on the fly. Do you need your target to bleed? Your bullets will be modified to fracture and move chaotically once in target. More accuracy – muzzle velocity and rifling will be changed. Increased rate of fire – firing mechanism and magazine spring. Silence – ammo is now subsonic and a suppressor is mounted. All characteristics of a gun can be changed, but the more complex it gets, the more time is needed for changes to set in – accuracy mod is only a minute, suppressor takes a couple of minutes, rate of fire – 5, bleed – 7, scope with bunch of electronics – 10 and so on. Modifications are temporary and need constant maintenance with set nanoswarm, so you can have no more than two. If you lack interface to choose modifications set defaults to accuracy and decreased recoil.



Banshee's Shadow / 100CP

Brainchild of a joint research project between several Ivy-league universities and top defense engineers. The suit's nanotech forms a thin layer of exoskeleton, providing the wearer with increased movement speed while producing almost zero noise. Installed sound dampeners provide desired silence even if you step on a dry branch or, more applicable, on snow and broken glass. Dampeners aren't strong enough to suppress a gunshot, so the developers advise you to use your issued knife instead.



D3-FNC / 400CP

The modern military's answer when breaching or providing forward support cover, the D3-FNC set of hardened armor uses micro-servos to handle the increased load of the body armor. With this you're almost a walking fortress – small arms fire is more like peas being thrown at you; starting from .308 and greater hits can make you flinch a little; if someone brought an anti-tank rounds – please seek cover, armor will be mostly fine, but kinetic dampeners can't handle multiple simultaneous hits of such magnitude.



DeadEYE / 200CP

Division Q-Branch has modified ISAC to allow for instant target acquisition and DeadEYE gear equipped with the requisite micro-camera positioning. Great situational awareness tool – every enemy that could be seen from your position is accounted for and their critical zones highlighted. With marksman rifle in hand, this set allows you to one-shot almost anything. If for whatever reason your Shade Tech is inoperable (maybe you don't have it), the set's nanotech can modify the scope on your rifle to provide the same information.



Final Measure / 100CP

Produced in limited quantity, the Final Measure program was intended to encourage field bravery and reduce grenade casualties. Ultimately deemed too expensive for mass production, a few prototypes still exist and you got one of them. When sensors detect explosives in 10m range around you micro-drones with nanotech payload will be sent to immediately disarm them. For a fast-moving explosive ordnance, such as mortar rounds, micro-drones use directional explosions as active counter measurement. Obviously, this option destroys at least one micro-drone, so the integrated fabricator need time to replenish the fleet. Default configuration is four drones and it takes 5 minutes to make a new one. As for a passive protection armor set comes with extra padding, headphones and goggles.



FireCrest / 200CP

Originally thought lost after a lab accident, Project FireCrest was a hail-mary effort that used a micro-drone delivery system to enhance the effectiveness and storage of incendiaries. Effectively you have an entire fleet of flying small seeker mines with dynamic payload ranging from a one-meter campfire to a 10m sticky, bright, almost impossible to smother hell-on-earth. Armor defences are good enough to allow you to run through most fires and can heal burns. Comes with 8 micro-drones and auto darkening goggles; fabricator needs 7 minutes to make a new drone with the payload.



Hunter's Faith / 100CP

Hunting is a mixture of skill, tactical awareness and luck. This gear set aim at providing boons for all three. Modified ECHO firmware enables tracking of anyone who left a recent material trace, so you always know who was there and where to they went. Nano-modifications to the barrels of the wearer's weapons increase effective range, and rounds are fitted with an enhanced nano-tracker, whose signal is detectable by ISAC at a range of up to two kilometres.



Lone Star / 200CP

Designed for use in third-world countries where opportunities to refill ammunition are rare, the Lone Star gear set ensures that the wearer's weapons are always ready to fire. Redesigned ammunition belts allow for greatly increased ammo carrying capacity, 3D-printer technology allows ammunition regeneration, and micro-servos will automatically reload holstered weapons.



Path of the Nomad / 600CP

For those who prefer to work alone, the Path of the Nomad gear set provides ultimate survivability through advanced nanotechnology. The wearer will be granted passive health regeneration, allowing them to rapidly recover from non-lethal wounds without medical assistance. However, the set also has a special ability. Once per jump, if the wearer is mortally wounded, an experimental nanite cocktail will be injected into their body, instantly returning them to full health.



Predator's Mark / 200CP

The Predator's Mark nanomachines are designed to integrate themselves into the wearer's ammunition stock, modifying its capabilities. Improvements to aerodynamics allow for a higher bullet velocity, resulting in improved damage, especially at longer ranges. Rounds are also fitted with nano-trackers that allow them to magnetically pull towards each other in targets, increasing damage potential. Please note that the nanomachines are less effective on high-calibre rounds.



Reclaimer / 400CP

Using the latest 3D printing technology combined with extremely advanced nanotech, the Division's Q-Branch has created field gear that enhances the wearer's support capabilities. The set utilises two types of nanomachines: one set that provides a small but constant healing effect to the wearer and nearby allies, and another that scavenges resources and uses them as raw materials for a compact 3D printer capable of printing food rations, clean water, and ammunition.



Sentry's Call / 300CP

The Sentry's Call gear set is designed to improve the wearer's rate of successful shots on target. Using similar magnetic nano-tracker technology to Predator's Mark, the wearer's shots will mark whatever they hit, allowing subsequent rounds to be guided towards the target in midair. The more marks a target has, the more effective the guidance system will be.



Striker's Battlegear / 200CP

The Striker's Battlegear set uses machine learning algorithms to optimise ISAC's tracking and prediction code, allowing for improved combat performance. Consecutive successful hits with a weapon will result in increasing damage for that target, but processing limitations forces ISAC to discard all data older than a minute, reducing the bonus with time. Missed shots contaminate data for a model, which reduces the bonus even faster.



Tactician's Authority / 200CP

The Division recognises the importance of superior technology in combat situations, hence the existence of this gear set. With it, ISAC is capable of interfacing with any electronic devices on the wearer meshing them all into one processing cluster. As not everything is working at 100% at any given time it gives more resources for performing an electronic-related task at hand, which in turn allows the wearer to hack or overload anything in range of wireless transmitters in seconds. And don't worry about overheating, the gear makers interwoven an effective cooling system into the padding.



DRAWBACKS

You can take as many drawbacks as you can stomach, no caps.



Broken Compass / +100CP

Something bad happened, jumper. Maybe you hit your head with a doorframe or slipped on ice. Either way now you have a mild topographical agnosia - you tend to forget which turn you needed to take or even if you needed one. If you don't check your map often, expect to find yourself in a place that is wildly different from your objective. The navigational functionality of any high tech device is disabled for you.



Bullet King's Bane / +100CP

It's hard to get proper maintenance supplies in the apocalypse. Weapons you loot from nameless mooks are in such bad condition, it's surprising that they even worked before. Cleaners use jury rigged flamethrowers. LMB lieutenants and those higher in chain have it slightly better, but you will need hours of work to get their weapons to safe condition. As for rogue agents and Hunters - they collectively decided that self-destruction on death was the way to go.



Waste Not, Want Not / +100CP

Ammunition has become scarce in town, with First Wave and rogue agents scraping it clean. This isn't helped by your compulsion to discard half-full magazines containing perfectly good bullets with every reload.



An Eye for an Eye / +100CP

... and the world goes blind. You're only half-blind, though. One eye and all that. Let's see how you do! Will you be gone in a blink, or will your vision for this world emerge? I'll stop now.



Improbable Accuracy / +100CP or +300CP

Aiming devices? Somehow all of them are useless to you. You'll have as much success with squinted eyes. Iron sights are bent so much it's easier to just eyeball. Any optics are broken, either the lenses are shattered or the internal electronics are burned out. Are you good enough to be effective without them? +200CP / Because your enemies are. Everyone from casual marauders to elite LMB operators and agents have near 100% accuracy even while hip firing.



Murderhobo / +200CP

Maybe it's a full face mask, maybe it's how you sound or how you move, but no matter who you meet, they just can't begin to trust you. Even if you save someone from the Rikers, they'll think it was just a lucky byproduct of your rampage across the city, with those particular Rikers standing in your way. If you happen to be a Division agent, others will work with you out of necessity, but expect to be sent on increasingly difficult tasks.



Hard Mode / +200CP

Fancy a challenge? Your enemies will face you in greater numbers, deploying more specialised personnel and behaving more tactically. Even skilled agents will have a hard time on their own.



Mayday / +200CP

You arrived in New York by helicopter. Unfortunately, it crashed, leaving you with several lacerations and all the stuff you brought to this jump scattered around. You'd better get back on your feet before rioters (or worse) come for you.



Quarantine / +300CP

You can't leave Manhattan while the quarantine is in place. It can't be lifted with all these factions running around, burning and shooting people. You'll need a working vaccine for Green Poison, distributed and applied to all remaining people. After that, you'll need to find and contact someone with enough authority and convince them that the situation is indeed resolved, order is restored and it is safe to evacuate the island.



Engine Glitch / +300CP

All tech around you sometimes operates slightly off. Door locks shutting just after you picked them, guns jamming at the last bullet in a magazine, healing nanotech taking precious time to get to the wounds, etc.



Assault Weapons Ban / +400CP

Laws in this world were stricter than you would expect. Decades ago restrictions were put in place – Special Forces and a select few army brigades are the only ones allowed to use automatic weapons. That change made it so it became easier to get explosives than an SMG. Enemies will come at you bearing shotguns, grenades (and grenade launchers) and sniper rifles – these just so happening to be the most effective and annoying weapons they could use. You'll see assault rifles only in the hands of agents or someone with similar background.



Massive Servers / +400CP

Periodically you find yourself just staring blankly at things around you for a few seconds, unmoving, seemingly uncaring about the world, bullets flying around you, that grenade rolling from upstairs – such small, meaningless things. This will not cause certain death situations, but you'll certainly come close a couple times.



Logistic Error / +400CP

Someone is dropping supply crates into the Dark Zone. It's not clear who are they, why they're doing it or how they got access to a particular Warehouse. Now some of the dropped crates contain relatively small items from your Warehouse storage zone with small description of what it is and how to use it safely, if it happen to be more esoteric than a plasma rifle. If no one claims them, the items will return to you after jump end.



The Frost / +400CP

You get the first winter off, but for every winter starting with the second one, you are constantly followed around by a massive, all-engulfing blizzard with a 50-mile radius. Temperatures will drop far below freezing, especially at the center of the storm – that's right on top of you. Hope you can handle the cold.



Rogue Agent / +600CP

For whatever reason, you have disavowed The Division and are marked as rogue. Very few will want to help a rogue agent, and every Division agent in the city is competing to see who can kill you first.



Infected / +600CP

You are infected with an initially very weak strain of the Green Poison. Consider yourself lucky. You've got a few years to find a cure for this devastating supervirus before you waste away and die.



Hunted / +600CP

You gained the attention of whoever is behind the Hunters. All of them are as skilled as top Division agents and possess a disruptor field, disabling all your tech and out-of-jump abilities. Expect to meet at least one of them each month. The only way attacks can be stopped involves finding out who they are and their command structure and conducting a methodical wipeout.

ENDGAME

Holy crap. You actually did it. The whole ten years. I'm impressed. What do you want to do now?

Go Home

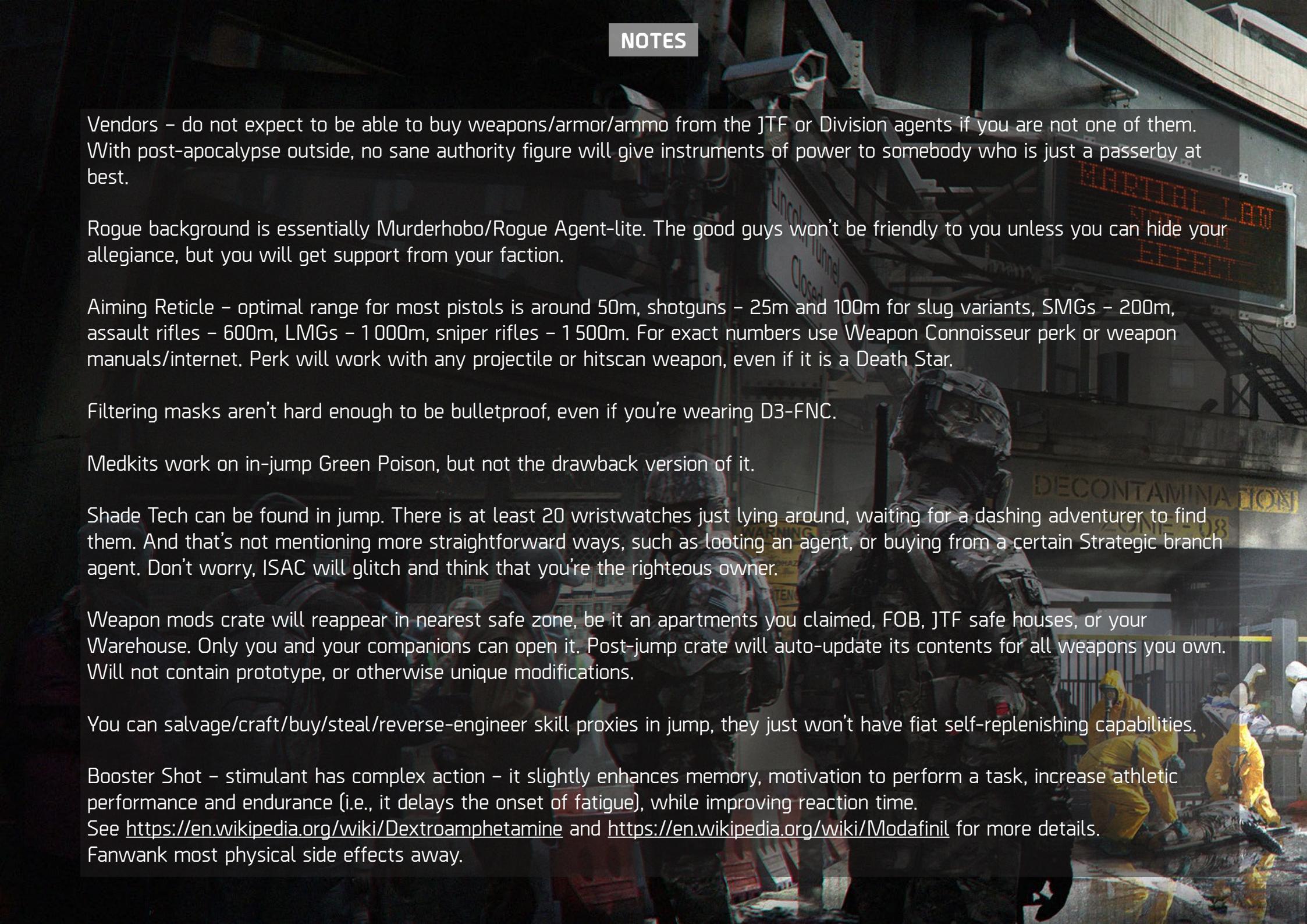
Wake up in your bed with any perks, items and companions you've acquired across your jumps. Try not to bring any of the Green Poison with you.

Stay Here

Wait, you're actually considering this? Well, I guess I don't know what you did. Maybe you fixed things, and the world is thriving with you as its benevolent ruler. If that's the case, then sure, stick around.

Move On

You're probably itching to leave this world behind by now. So do that! Bring any acquired perks, items and companions with you while you're at it!



Vendors – do not expect to be able to buy weapons/armor/ammo from the JTF or Division agents if you are not one of them. With post-apocalypse outside, no sane authority figure will give instruments of power to somebody who is just a passerby at best.

Rogue background is essentially Murderhobo/Rogue Agent-lite. The good guys won't be friendly to you unless you can hide your allegiance, but you will get support from your faction.

Aiming Reticle – optimal range for most pistols is around 50m, shotguns – 25m and 100m for slug variants, SMGs – 200m, assault rifles – 600m, LMGs – 1 000m, sniper rifles – 1 500m. For exact numbers use Weapon Connoisseur perk or weapon manuals/internet. Perk will work with any projectile or hitscan weapon, even if it is a Death Star.

Filtering masks aren't hard enough to be bulletproof, even if you're wearing D3-FNC.

Medkits work on in-jump Green Poison, but not the drawback version of it.

Shade Tech can be found in jump. There is at least 20 wristwatches just lying around, waiting for a dashing adventurer to find them. And that's not mentioning more straightforward ways, such as looting an agent, or buying from a certain Strategic branch agent. Don't worry, ISAC will glitch and think that you're the righteous owner.

Weapon mods crate will reappear in nearest safe zone, be it an apartments you claimed, FOB, JTF safe houses, or your Warehouse. Only you and your companions can open it. Post-jump crate will auto-update its contents for all weapons you own. Will not contain prototype, or otherwise unique modifications.

You can salvage/craft/buy/steal/reverse-engineer skill proxies in jump, they just won't have fiat self-replenishing capabilities.

Booster Shot – stimulant has complex action – it slightly enhances memory, motivation to perform a task, increase athletic performance and endurance (i.e., it delays the onset of fatigue), while improving reaction time.

See <https://en.wikipedia.org/wiki/Dextroamphetamine> and <https://en.wikipedia.org/wiki/Modafinil> for more details.

Fanwank most physical side effects away.

Armor set, if not stated otherwise, consist of bullet-proof vest, gloves, knee-pads, boots, holster and backpack.

AlphaBridge modifications – access is pretty low-level, so if you want and have required know-how you can merge some modifications into a package, somewhat lifting quantity limitation. Fanwank responsible – nanotech isn't magic, technical limitations are there for a reason. Post-jump set will be able to modify any ranged weaponry – from sling to blaster shooting some conceptual bullshit.

FireCrest heals are limited and can fully heal you only after whatever is burning on you burnt out. So don't stay in the open and catch molten metal drops.

Broken compass – you can still get coordinates and use digital maps, it is just directions that were disabled, no arrows or "Turn left in 200m" for you.

Mayday – helicopter crashes on your starting location. Hope it isn't Chrysler Building.

Quarantine – if you rolled or paid to start in Brooklyn roll or choose again. It may or may not resolve on its own, depending how your story goes.

Logistic error – supply drops happen even if you don't take this drawback, but they won't contain Warehouse items.



V2.0 Changelog (2018-05-17)

- Skill recharge times buffed
- Cover Shooter buffed
- One is None replaced with Aiming Reticle
- Added Gear Sets
- Starting locations changed from instant-death to not-so-instant
- Agent gear line buffed to near canon level
- More items
- More drawbacks
- More notes
- Rebalanced prices
- So much