

Starship Troopers

Version 1.3 by SpazzWave



Young people from all over the globe are joining up to fight for the future. They're doing their part. Are you? Join the Mobile Infantry and save the world. Service guarantees citizenship!

Listen here, you bunch of apes! It is the distant future, where democracy is dead, and citizenship is earned through military service. The only thing standing between humanity and hordes of murderous alien bugs is YOU. Any time you think I'm being too tough, any time you think I'm being too unfair, any time you miss your mommy, QUIT! You start at the Federal Transport Hub, at the start of the movie, ready to enlist, now grab your **1000 Gear Points** and get going, worm!

Origins

Any Origin can be taken as a Drop-in.
Choosing an Origin gives you discounts on their respective perk trees.



[Mobile Infantry]

You're fresh out of high school and signed up for service in the Mobile Infantry because you wanted to impress a hot girl. Good luck, soldier!

[Fleet Officer]

You're a Fleet Officer, working in the ~~walking coffins~~ starships far away from the bugs. The worst option there is, probably.

[Military Intelligence]

You belong to the spooks in the Federation as a result of acing the federal psychic program. Hope you don't use your abilities for nefarious ends.

Perks

Education [Free]

You received the finest (and most patriotic) education the Federation can provide in the future. You learned about civic education and everything you need to get any useful civilian job. You could be a medic, engineer, or scientist, if you are too cowardly to be a citizen.

Propaganda [Free]

You are a master of propaganda and have the capacity to turn the most boring news into the finest entertainment. You can easily change public opinion, boost morale with your words, and inspire loyalty. You also have a great supply of one-liners.

You Want To Live Forever? [Free]

When things get bad, you automatically start screaming this line. Strangely, it inspires your squad to fight harder.

Symbol [100 GP]

You're not just a soldier, you're a symbol. Whether by luck or accident the media has latched onto your image and crafted you into the perfect poster child for the Federation. Your face appears on recruitment posters, your speeches play during broadcasts and every victory you achieve is blown out of proportion. Any bad publicity, failure, or embarrassing incident involving you is quickly forgotten. Congratulations, superstar.

Tactical Withdrawal [100 GP]

He who runs away lives another day! You have the instinct for knowing when things are about to go bad and if it's time to run away. Bug swarm incoming? You're already 2 kilometers away! This also gives you the ability to run two times faster and run more every time you sense it's the moment to get the fuck away from a situation.

Combat Engineer [200 GP]

Before choosing any position in the Federation you were selected for an engineering program designed to recruit the finest minds they could ever find. You have been trained in building, repairing fortifications and advanced technology such as experimental power armors, tactical nukes and capital ships.

[Mobile Infantry]



Always Ready [100 GP, Free for Mobile Infantry]

You adapt quickly to military life, not suffering from exhaustion, stress, fear or poor conditions. You can sleep on the ground and wake up perfectly ready to be face to face with your imminent death.

Physical Conditioning [200 GP]

The boot camp has forged your body into something greater, recruit. You have peak physical fitness, trained reflexes, great tolerance for pain, and training in survival, tactics, and strategy.

War Machine [400 GP]

You are a master at coordinating groups of soldiers to the point that you can convey a complex plan with just a gesture. You can make even the worst recruits act together as one single unit, at the fastest speed possible.

Hivebreaker [600 GP]

You must be a legend on the battlefield because your ability to fight swarms is out of this world. The more numbers the enemy has, the more unstoppable you become. Every additional enemy fuels your precision, speed, and lethality. Against one bug, you are the same as others, but against a swarm? Your bullets will penetrate through your enemies like a knife through butter.

[Fleet Officer]



Zero-G [100 GP, Free for Fleet Officers]

You have a natural knack for maneuvering in zero gravity and high-stress environments. You never suffer from disorientation in space, and you can quickly reorient yourself during evasive maneuvers or while piloting in dogfights. How lucky that the bugs haven't evolved into spaceships yet.

Pilot [200 GP]

You have a talent for piloting any spacecraft. Doesn't matter if it's the new flagship of the Federation or a wrecked vessel almost falling apart. With you at the helm or standing on the bridge, everything will run perfectly smoothly and as efficiently as possible.

Projectile Prediction [400 GP]

The bugs might have evolved plasma projectiles, but humans are the superior lifeform. You have a great sense of spatial awareness and can predict the path of any projectile, no matter the quantity. No ship under your command will be hit by a bug again.

Command Override [600 GP]

Whether through sheer charisma or tactical brilliance, you can take command of any fleet you are near. Under your leadership, ships fall into formation, and fleet officers will follow your orders. Show these bugs what it means to face the Federation!

[Military Intelligence]



Latent sensitivity [100 GP, Free for Military Intelligence]

You possess a latent psychic ability recognized by Military Intelligence. You can detect nearby lifeforms, sense surface thoughts and send orders to lesser minds like animals. And probably bugs. Useful for cheating at cards.

Intelligence Training [200 GP]

Instruction under Military Intelligence has honed you into an expert at gathering information, processing it, and operating stealthily. You know how to observe without being seen, listen without being heard, and extract all you can. Being a psychic would augment this further.

Interrogator [400 GP]

You can project surface thoughts and open a psychic channel to read the minds and memories of any being you touch. This ability is not limited by biology, working on humans and bugs alike.

Psychic Potential [600 GP]

While most psychics require years of training to master even the basic abilities, you were born different. You have an enormous potential in the use, multitasking, and learning of psychic abilities, to the point you could learn to detect and send a thought to someone even beyond planetary ranges or to control humans in months.

Items

You may discount two items from each price tier, with discounted 100 GP items becoming free. You may freely import items. All items restore themselves.

Snacks [Free]

This bag of snacks never runs out. Whether you want chips or candy bars, it's there. Eating from it restores stamina and morale, perfect for helping your squad.

Body Armor [Free]

The most advanced body armor of the twenty-something century. Strong enough to protect you against a sniper shot. How sad that the bugs don't use guns.

Vector CT1 [Free]

A Federation semi-automatic handgun with a patented Super V System. It has infinite ammo.

Morita 1 Assault Rifle [Free]

A Federation staple serving the Mobile Infantry for decades. The venerable Morita 1 is a well-rounded rifle with decent firepower and an underslug shotgun attachment. It has infinite ammo.

MX-90 Fragmentation Grenades [Free]

MX-90 Fragmentation Grenades are small explosive devices carried by the Mobile Infantry on the front line of the Federation's conflicts. This is a pack with 2 grenades that restores itself each day.

News Reporter [Free]

A news reporter who follows you and transmits all your accomplishments to news programs in the best light. Somehow, he's immortal.

Morita XXX Sniper Rifle [100 GP]

This is a large caliber anti-materiel sniper rifle produced by Morita Company. It is compatible with the targeting HUD in Power Suits, and it kills normal bugs with one bullet. It has infinite ammo.

Morita Mk I Rifle [100 GP]

The Morita Mk I Rifle (also known as MK I AR) is an extremely advanced assault rifle used by the Mobile Infantry. It comes with an underbarrel grenade launcher. This is the standard weapon for all Power Suit-equipped Mobile Infantry troopers and is compatible with the targeting HUD in Power suits. It has infinite ammo.

Standard Medkit [100 GP]

This is the Federation's all-purpose medkit, designed to keep soldiers alive just long enough. This special version heals broken bones, piercing wounds, and anything short of dismemberment, which is the first cause of death caused by bugs. It also comes with cybernetic arm replacements in case you lose yours. Restores itself every 24 hours, so try not to almost die two times in a day.

Field Crate [100 GP]

A supply crate that contains rations, medical kits, cybernetic limbs, ammo, repair tools, and fortification equipment.

Entertainment [100 GP]

You have access to supply containers full of beer, recreational items and musical instruments. These supplies are perfect for keeping spirits high during long deployments.

Once the contents are distributed, they automatically restock.

High Class Locker [100 GP]

A personal supply locker filled with Federation luxuries: cigars, rare liquors, chocolates and small comforts. Refills each week.

TAC Fighter [100 GP]

A Tac Fighter is the main starfighter/bomber of the federation used to bomb bug positions on planet surfaces.. They are very commonly used by the Federation Fleet and tend to be stationed onboard many Corvette Transports.

Power Suit [200 GP]

The Power Suit is an extremely advanced exoskeleton made to improve Mobile Infantry capabilities. The suit improves the strength of the user to the level of three men, it's sealed against vacuum, has a jetpack for flying, and it comes equipped with magnetic soles under the feet to enable the wearer to walk on metal surfaces even in low gravity. The helmet has a searchlight, infrared camera, and it has a targeting HUD that can be connected to specific weapon systems, such as the Morita MK1. For 300 GP more (undiscounted) it comes with a back launcher that fires cluster missiles and tactical nukes, both restoring themselves after each day.

Beacon [200 GP]

A portable beacon that calls in orbital support, evacuation ships, or airstrikes. Recreates itself each day.

Federation Dropship [200 GP]

A fully functional dropship. Comes with an autopilot and maintenance tools. You can summon it anytime.

Tactical Oxygen Nuke [200 GP]

A compact nuclear weapon issued to Mobile Infantry units for use against bug colonies. This portable launcher is roughly the size of a shoulder-mounted rocket system and fires a miniaturized tactical nuclear warhead. Alternatively, you can activate this by hand. Hope you have a soldier prepared to heroically sacrifice himself.

Captured Brain Bug [300 GP]

You have acquired (or been issued) a living Brain Bug captured from the bugs. This highly intelligent and psychic creature commands bugs to do its bidding. A powerful psychic would see great use of this.

Federation Corvette Transport [300 GP]

The Corvette Transport is a capital ship used by the Federation Fleet to deploy dropships, TAC fighters, and materials across the galaxy. This ship comes with a working crew.

Federation Base [300 GP]

The Federation Base is a command center, typically deployed on hostile worlds to secure territory. It has a hangar, a defense grid, it's highly fortified, and it comes with a crew of 200 troops.

Moon Base [400 GP]

This is a massive artificial planetary ring filled with thousands of spaceship docks and a hundred thousand more of weapons. It comes with its own crew. It can dock, refit and repair any spaceship. You can place this on any body the size of the moon or smaller.

Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 GP for 1, 200 GP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 GP to spend.

Johnny Rico [50 GP]

Rico was a young man from Buenos Aires who grew up in a comfortable life with his friends. Out of love, he decided to join Mobile Infantry to get closer to Carmen, but after an asteroid sent by the bugs destroyed Buenos Aires he decided he had a new purpose: to make the Federation's war against the bugs personal. Rico is a natural leader, confident and willing to take responsibility for those around him.

Carmen [50 GP]

Ace pilot and rising star in the Federation Fleet, Carmen is an ambitious, focused and independent woman. She grew up close to Rico, but her ambitions were always in the stars. War has tested her determination, forcing her to navigate the dangers of combat and personal relationships at the same time, but if Carmen has ever been deterred, it's not evident.

Carl Jenkins [50 GP]

Quiet and thoughtful, Carl has always been different. His psychic abilities set him apart in ways that even his closest friends such as Rico and Carmen can't understand, and his draft to the Psi-Corps only made this worse. Removed from ordinary life and trained to use his talents for intelligence and strategy, Carl became a man of calculated control and intelligence, being a man forced to do hard choices for the good of the Federation.

Dizzy Flores [50]

Loyal, tough and protective, Dizzy is the emotional heart of the Mobile Infantry. While she enlisted in the Mobile Infantry for her love of Johnny Rico, she rapidly proved herself to be much more than that. Her loyalty to her comrades drives her actions now, and all she needs is an opportunity to show her bravery.

Drawbacks

Protagonist [Free]

Enter as any canon character related to your origin.

Protagonist 2 [Free]

End the jump when the plot of the first movie ends.

Alternative Timeline [Free]

The timeline of the movies is now Starship Troopers > Invasion > Traitor of Mars.

Supplement Mode [Free]

This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Fanfic Mode [+0]

You can use this to enter a fanfic or alternative forms of media.

Start Early [+0]

You can use this to start earlier in the timeline, such as when Humanity first encountered the Bugs.

Meat Grinder [+200 GP]

Battles near you are always bloodbaths. No matter the odds, comrades in your squad will drop like flies, cut down by stray fire, explosions or swarms of bugs.

Limb Replacement [+200 GP]

You lost one of your limbs in an accident or in battle, and now you live with a cumbersome replacement. It works, but it never feels natural.

Psychic Resonance [+200 GP]

Any use of psychic abilities will attract the bugs to you like moths to a flame.

Bug Phobia [+200 GP]

The sight or sound of bugs fills you with dread, making it harder to fight or approach them until you overcome this fear.

Bug Magnet [+200 GP]

The bugs seem drawn to you above all others. In combat, they will focus on you first.

Bad Propaganda [+200 GP]

No matter your actions, the media paints you as a coward or a traitor. Every mission you take and every victory you achieve is twisted into a scandal or failure in the public eye.

Civilian [+200 GP]

From the moment you stepped on the battlefield, it was clear you were completely unprepared. You start this jump with no combat training or experience. Hope you are lucky enough to survive.

Power Lockout [+200 GP]

Your out-of-jump powers are disabled.

Item Lockout [+200 GP]

Your out-of-jump items are disabled.

Warehouse Lockout [+200 GP]

Your warehouse is disabled.

Political Enemy [+400 GP]

Someone in Federation command despises you and will sabotage your efforts, reassign you to deadly missions, and spread rumors to undermine you.

No Support [+400 GP]

You're cut off from reinforcements, supply lines, and orbital support. You must survive with only what you can scavenge.

Endless Swarm [+400 GP]

Bug attacks are far more frequent and aggressive wherever you go.

Captured by Bugs [+600 GP]

You begin the jump as a prisoner of the bugs. You'll need to escape their tunnels, avoid their drones, and survive with no equipment whatsoever.

Evolution [+600 GP]

The swarm does not remain still anymore. Each fight with them is followed by new breeds, new tactics and even worse: psychic mutations.

Changelog

V 1.0 - First Version.

V 1.1 - Added many items from the CG movies, changed some others.

V 1.2 - Added moon base, tac fighter, back launcher.

V 1.3 - Format changes, added new companions, added quality of life drawbacks such as Start Early, Supplement Mode and Fanfic Mode.