

Command and Conquer : Tiberium Jump

The year is 2043. In 1995 a meteor impacted the earth and a strange material, Tiberium, began covering the globe. Tiberium is extremely valuable as a technological and fabrication tool, but also highly dangerous and infectious. It has now spread to infect most of the world, with just a few places untouched. Upon its appearance, the Brotherhood of Nod, a secret organization that has been influencing human affairs for centuries, has made itself apparent. Two wars later, there is now a détente. The Global Defense Initiative thinks there is peace, and is trying to protect the Blue Zones from Tiberium, while Nod gathers its forces for a third strike. But there are more things coming. In the coming years, alien invasions and Tiberium expansions will strike as the world is rocked by the third Tiberium War. You are a soldier in this conflict. Though it may be difficult to survive, with skill and luck you may rise to leadership and Command and Conquer!

Get ready for the battlefield. Here are some Choice Points to prepare yourself. +1000 CP

Location:

Roll 1d8 to determine where you are. Your barracks/house/mutant cell is in this location, hidden if necessary. There's nothing to prevent you leaving, though, besides GDI checkpoints. If you want, you can pay 100 CP to choose for yourself.

1&2: Blue Zone: You're living in one of the Blue Zones. Mostly centered in the northeastern U.S. and northern Europe, these zones have no Tiberium infestation whatsoever. They're the utopias GDI hopes to maintain, though the war can reach here if you're unlucky or careless.

3-5: Yellow Zone: These zones contain 90% of the world's population. There are cities here, but they are beginning to decay; the Tiberium infestation has spread into these zones, but a wary human can survive. Most of Nod's bases are here, hidden.

6-7: Red Zone: These zones are almost completely overrun by the Tiberium infestation. A second's blockage in an air filter will lead to death. If you aren't immune to infection or wearing fully-sealed gear, you are at risk just walking around. Nobody but mutants and the most wanted of Nod reside here.

8: Free Choice: You get to choose where you land. Any of the Zones, or even someplace odd like the GDSS Philadelphia.

Backgrounds:

Choose your prior life in this world. Though life has been hard, it will set you up to survive. You may be a soldier in one of the two main factions, or a mutant raider living on the edge. Or maybe you just

appear. Your gender is your own, or you can pay 100 CP to change it, and your age is 1d8+22. You can pay 100 CP to pick that too.

Drop-In: Cost: Free :

You wake up in your house, or maybe it's a hovel. This world is surprisingly dangerous, and you don't have any memories of it to help you. On the other hand, you're not a known member of any group, so you don't have any enemies... yet.

GDI: Cost: 100 CP

The Global Defense Initiative is the Free World's police and military force. Founded by the U.N. and mostly operating from the GDSS Philadelphia orbital station, GDI deploys reaction forces to defend the remaining Blue Zones and to prevent the spread of Tiberium. Their battle tactics rely on heavy armor and orbital support, and they use sonic tech to prevent Tiberium infection. You are a simple soldier, but can easily rise in the ranks.

Brotherhood of Nod: Cost: 100 CP

You wake up in your Hand of Nod barracks. You're a member of this cult or brotherhood, which has existed for time immemorial. Its leader, Kane, has combined the low-tech masses of the Red Zones with advanced science and is about to launch a new blow against the hated GDI. Specializing in stealth, Nod has mysterious goals that even you're not really sure of, besides that you will bring Peace Through Power.

Mutant: Cost: 100 CP

Most of those exposed to Tiberium die painfully. You, however, had a different reaction. Some think you lucky, some pity you, but all Tiberium Mutants have been changed by their exposure. Though the Forgotten organization is falling apart, you still have some fellow mutants. Not welcome in the Blue or Green Zones, your superhuman abilities are nonetheless useful in making up for your lack of equipment.

Skills:

You're no normal soldier. You're going to do great things here, and you'll need some skills to survive the wars, aliens, and the terrain.

Basic Training: 100 CP

You've graduated basic training, or are just naturally fit and talented. You have the physique of a soldier, and have training to match; you know your way around most guns and basic military technology, can hit what you're aiming at, and know elements of several lethal fighting techniques. Further, you know how to handle yourself in a warzone, including basic squad tactics and how to make best use of cover.

Cinematic Upgrade: 100 CP

You have an odd ability to be really, really cool. For brief stretches of time, no more than 30 seconds, every move you make is a film-maker's dream. You're not actually any more effective than normal, but expect to wow any watchers with your impressive skill (even if all you do is push some buttons). You can activate this ability every few minutes, and beware; if you FAIL at whatever you're trying to do, your failure can be even more painful.

Tactical Genius: 200 CP, Free Drop-In

You're a master of tactics and positioning. You always win at capture-the-flag, and your schemes are flawless. You know your envelopments from your encirclements, and know which occurred at Cannae, and know how you'd do it now with five Attack Bikes and a Mammoth Tank. If you can convince people to follow you, they'll be far more effective under your orders than they would be alone.

Health Bars: 200 CP, Discount Drop-In

You're not sure why other people are confused, it's so obvious. How can they not tell when someone's so hurt they're about to become ineffective, or how heavily degraded the armor on that tank is? You're a genius at estimating the toughness or health of your allies and enemies. You're pretty good at telling when a certain weapon's not operating at full potential, and you can accurately time the destruction of buildings to the second.

Tiberium-Resistant: 200 CP, Free and Upgraded Mutant

You are one of the lucky few who aren't negatively affected by Tiberium. Your constitution is so stout that Tiberium-based weaponry doesn't harm you, and you aren't at risk of being infected by the crystals. You're also tough enough you can ignore all but the heaviest of radiation and other environmental

hazards. Mutants have an even greater benefit; the presence of Tiberium rapidly increases your healing, allowing bullet wounds to close in a matter of seconds.

Blessed By the Scrin: 200 CP, Free Mutant

Most Tiberium-based lifeforms, and in fact most mutated creatures in general, ignore your existence. You will never be attacked by visceroids, and in fact most unnatural life doesn't see you as a threat unless you attack first no matter where you are. Even the Scrin, when they arrive, choose other targets before attacking you.

Call For Fire: 200 CP, Free Drop-In

You have truly uncanny luck with your calls for support. Whenever you request an airdrop or a fire mission from the folks back at base, they're far more accurate than usual. Though this ability is useless if you don't have anyone to answer, any artillery from your allies will be pinpoint accurate, so long as you're observing the drop zone. Further, such support always arrives EXACTLY 30 seconds after you request it, no matter how long it would take to organize a transport to drop off your ammo crate; if it could happen, it will happen almost immediately.

Superhuman: 400 CP, Free Mutant

You are far stronger, tougher, and faster than a normal human. You may have the latest NOD cybernetics, have been a graduate of advanced Tiberium-infused gene therapy, or simply evolved that way from long exposure to radiation, but in any case you surpass human limits. You can run 40mph for hours, can rock tanks with a punch, and can take short bursts of small arms fire off your skin. You're not invincible, but if a normal human gets into close combat with you he's going to be pulp.

Commando: 400 CP, Free Brotherhood of Nod and GDI

You are an elite Commando, trained by the best of the best. You have truly uncanny skill with ranged weapons and are lethal in a fistfight, with agility that is unparalleled. You also have a talent for stealth, able to blend into the shadows and sneak into even the most secure installations. Finally, you're a demolitions artist, able to destroy even huge compounds with just a few bricks of C6 placed in the perfect places. You are a force to be reckoned with on any battlefield.

Silo King: 400 CP, Discount Drop-In

You have a supernatural awareness of the resources at your disposal. You know, to the cent, how much money in every denomination is among your various caches and accounts, you always know how many weapons you have hidden and when they were last serviced, and you will NEVER have to guess if you fired five shots or six. This supernatural inventory management makes you far more effective at any logistics task.

Propagandist: 400 CP, Discount Brotherhood of Nod

You are a master at propaganda. You can whip a crowd into a furor with but a few chosen words, and morale for any who follow you are almost always at their peak. Convincing civilians to throw away their lives and follow you in your fight against the great evil (whatever that may be) is a simple task.

CYA Artist: 400 CP, Discount GDI

The coming thing in the Global Defense Initiative is politification, and you are a master of the art. You are an expert at getting paperwork done and turned in to the right person at the right time to make sure your ass is covered, and have little difficulty finding a scapegoat to take the blame for anything that might go wrong, as well as bribing people to make sure it goes right. You know exactly what happens in a CDM, and can always ensure that you're the one who brings the donuts. You're also a master of forensic accountancy, able to follow paper trails like a bloodhound; you can find Nod infiltrators based on an increase in requisitioned staplers. These skills may not transfer to actually being a good leader, but on paper, you're the best around.

Pilot: 400 CP, Discount Drop-In

You happen to have great skill at piloting... whatever vehicle you're currently sitting in. You know how to operate any vehicle, from Firehawk hypersonic fighters to the ultra-heavy Mammoth Tanks, with stops in between for odd technology such as subterranean Flame Tanks and Walkers such as the Avatar or Titan. Basically, if it moves, you can jump in and move it.

Tiberium Adept: 400 CP, Discount Brotherhood of Nod:

You are a master of the fringe sciences of Tiberium, able to understand this strange substance and what it does. You can build and utilize Tiberium Generators, and can safely create weapons and biowarfare techniques using Tiberium. Though the ... material? creature? element? Is highly dangerous, you're one of the few able to safely experiment with it (even if you're still not quite sure what purpose it could serve, or what it really is).

Sound Master: 400 CP, Discount GDI

You are a genius with sonic tech, able to manipulate sound in all its forms with the proper equipment. You know how to build and deploy sonic weaponry, such as Shatterers and Sonic Grenades, and can even create force shields with the proper generators.

Mauler: 400 CP, Discount Mutant

You have the skills of a junkyard hound, able to make even the most heavily damaged tech work again. Even machines too battle-damaged for recovery 20 years ago can be effective under your wrench. Repurposing tech and equipment is your forte; you can turn a pneumatic screwdriver into a reasonable cannon, and heaven help your enemies if you get anywhere near mining equipment, as a power-armored mutant is quickly appearing in their future. There was even one time where you made a toaster into a reasonable facsimile of a flamethrower.....

Items:

Being a supersoldier is useful, but you still need a gun. Or tank, or power armor. Here are your choices, mostly very difficult to get while you're running around. Though explaining some of them could be fun.

GD-2 Rifle: Free

Of course, everyone in this War has to be ready to defend themselves, and you're no exception. You have a GD-2 assault rifle, customizable to serve in roles from interior assault to long-range marksmanship with just a few minutes and a toolkit. Firing 7.62 rounds at high velocity and including a breech-loading grenade launcher, you're ready to shred anything not wearing armor.... Which is pretty much no-one.

AI Grenades: 100 CP Free GDI

You have a backpack-dispenser full of "smart" grenades. These bombs have a 15' lethal blast radius, with a soft kill zone of another 20', and worst of all they're intelligent. Their integrated "dumb" AI will help the minor anti-gravity technology aim the grenades at just the right place for maximum devastation, at least so long as you use the included visor to target your waypoint; even without the AI, the integrated AG allows you to throw these explosives much farther than you normally could. You also have the requisite blueprints to make more grenades, if needed.

Rocket Launcher: 100 CP Free Brotherhood of Nod

This highly advanced rocket launcher fires two rockets at once. Though considered rockets, the munitions are capable of tracking air and ground targets and are a threat to even the most heavily armored vehicle. With ranges measured in the hundreds of meters and an easy reload process, you can blow away light vehicles and aircraft. Though you only have a dozen rockets, you can easily make more given the materials.

Tiberium Stockpile/Field: 300 CP

You alone know the location of a hidden stockpile of Tiberium, or have a field that you have rights to. You will be very rich here, and the use of Tiberium as a resource-gathering method is well known. It absorbs minerals out of the soil so well you can use it as an easy mining tool, or smelt down what you have to use in nearly any fabrication process. You do have to be careful of toxicity, though.

Chaingun: 200 CP, Free Mutant

Normal guns are simply too boring for you. You bring into battle a custom-built chaingun, capable of firing 4000 rounds per minute. Of course, the thing is very heavy, and that much ammunition is even heavier, so you'd best have some way to get yourself into battle (or some truly impressive strength). But if it works, you can chew through even tank armor quickly enough to be a threat, and any infantry who get close will become ground meat.

Zone Armor and Railgun: 400 CP, Discount GDI

This set of advanced power armor is used by the best-trained GDI troopers, those sent out into the Red Zones for weeks on end. Extremely tough, it also magnifies your strength impressively and contains full environmental seals. The attached jetpack is useful for battlefield mobility and allows you to survive falls from great heights. Even better, it comes with a railgun that can blow through tanks.

Black Hand Armor and Flamethrower: 400 CP, Discount Brotherhood of Nod

You have been selected and equipped to serve with Kane's elite right hand, the Black Hand of Nod. You have a set of low-profile power armor, capable of turning anything up to a tank round and still being hidden under civilian clothes, as well as a highly dangerous flamethrower and a stylish cape. Your helmet, should you use one, has advanced targeting technology enabling you to waft your flames in perfect arcs to incinerate GDI troops hiding behind cover.

Wolverine Mk 1: 400 CP, discount Mutant and GDI

You have a Mk 1 Wolverine mech, surplus or scavenged from the Second Tiberium War. This blocky but powerful vehicle stands about 12' tall, and is operated by controls from in the boxy cockpit. It can run up to 40 MPH, is powered by a small Tiberium-fueled generator, and has plenty of internal storage for its paired arm-mounted Vulcan miniguns. This machine will shred any nearby infantry, but is not able to threaten heavy vehicles, and while your armor plating is proof against light return fire, heavy fire and explosives can still heavily endanger the pilot.

Wolverine Mk 2: 600 CP, Discount GDI

Similar in many ways to the Mk 1 Wolverine which it replaced, this slightly larger machine has even heavier armor angled to provide protection from incoming fire, without compromising speed or firepower in the slightest. In fact, this model is even upgraded with storage for high-velocity AP ammunition, turning the dual miniguns into a credible threat to even light tanks and defensive structures. However, the mech is still boxy and unbalanced enough you could be at risk from simple traps such as trenches!

Attack Bike: 600 CP, Discount Brotherhood of Nod

You've been chosen to drive one of Nod's specialist Attack Bikes. This high-speed, low-drag killing machine can propel you across battlefields at up to 200 miles per hour, with excellent suspension so you don't care what you hit. It's also equipped with a pair of rapid-firing rocket launchers, firing up to 20 dumb rockets from revolver-style magazines able to wreck vehicles and aircraft (assuming you can hit them while blasting across the fight). The Bike's so lightly armored even GDI Rifleman can pose a threat, but who cares? You live life in the fast lane.

ORCA: 600 CP, Discount GDI

You are the proud pilot (assuming you can fly) of a latest-generation ORCA attack craft. This 50' long flying death machine is the preeminent Ground Attack vehicle of the war, with a standard loadout of devastating Air-to-Ground missiles. Capable of supersonic flight and with advanced radar pulsing capabilities, this VTOL craft is death on rotors to any NOD vehicles below.

Venom: 600 CP, Discount Brotherhood of Nod

This VTOL airship is designed to scout and harass the enemy, and you've been entrusted with it (or stole it). A fast and maneuverable machine, it lacks the sheer firepower of the ORCA but has a few advantages; impressive signature generators allow the pilot to fool enemy radar or scans by producing a multitude of false images, while the fast-firing laser weapon mounted on the chin is able to massacre infantry and light vehicles, even able to engage other aerial targets. Though the advanced cockpit pressurization makes long patrols nicer, it tends to have explosive consequences if the Venom takes too much damage.

Drawbacks:

The Third Tiberium War and the Scrin Invasion will be tough enough. But you can make things even harder on yourself to pick up some extra CP. You cannot take more than two of these Drawbacks, however.

Scarred: +100 CP

You are scarred, either by battle or by Tiberium infestation. Should you ever find a place of peace in this deathworld, expect any civilians there to panic at the sight of you and try to kick you back onto the frontlines. You probably also have some small physical disability, either due to crystallization of your organs or battle damage.

The Computer Always Cheats: +200 CP

Your enemies are very good at reading you, far better than they should be. They almost always seem to know what you're up to; you need multiple layers of double-bluffs and feints to get in any surprise at all.

Fog Of War: +200 CP

For some reason, you can't ever quite remember where you were. Any territory you're not currently viewing yourself is something of a mystery. Maps will help, but expect to forget things anyway. Further, no form of remote viewing will help; camera relays always blank out when you try to watch them, and anything could be hiding in any territory you're currently not surveying with your Mk. 1 Eyeballs.

Traitor to the Cause: +200 CP

You seem to be betrayed at every turn. From minor bureaucratic inconveniences like people forgetting to bring the donuts to people trying to frame you for assassinations of your group's leader, you can trust

no-one. If you live out on your own in the middle of nowhere, you may be safe, but then you'll have no backup at all.

Scrin Beacon: +300 CP

When the Scrin, the alien race that seeded the planet with Tiberium, arrive, they'll target you for some reason. They have advanced biological technology and a mastery of Tiberium. Expect to be hunted for your last 6 years in this world; the Scrin have everything from tiny, floating Buzzers that hunt people down and then swarm, ripping them to shreds, to huge Hexapod war machines firing energy blasts capable of slagging Mammoths. And taking to the skies won't protect you, as advanced Stormrider Assault Craft ride the winds.

Tiberium Seed: +300 CP

You have been infected with Tiberium, but not in a lethal manner. Instead, you release small quantities of Tiberium spores constantly. Wherever you go, new fields will sprout within days. Though this could make you rich, don't expect to ever be allowed inside, and the spores and growths will cause serious damage to any equipment without heavy filters.

.....

So, you've survived the War, the Scrin, and the Tiberium? Good job.

Now you have a choice to make; what does this mean for your story? In any case, your Background memories become simply memories that you can call upon as you will. Your drawbacks disappear, but you keep any skills and items no matter what you choose.

Tiberium Twilight: This is the end of your time adventuring. You wake up in your bed at home, with only your skills, memories, powers, items, and companions to prove any of it happened. No more war for you.

Tiberium Sun: You're at your zenith here, and you might as well stay. You can keep fighting the good fight. Perhaps you can drive the Tiberium back? Or maybe you're still hoping to convince Kane to take you with him?

Tiberium Dawn: This is just the start of your adventure. You can keep going, moving to new worlds. You might spread the infestation, or you might be trying to save them. In any case, keep Jumping.