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V1.2

The year is 1974, several months after the ground zero's incident you were sent by Wardencllyffe into Dite, along with some other people as well to stop the spread of an unknown infection that has popped up throughout the world. While it is unknown what will happen to you in this world, you do know there is one thing you must do... Survive. To assist you in this, you have been granted with 1000cp to spend and increase your odds of survival, but first, what happened after you were transported to Dite? Age is 20+1d8.

**Drop-In:** You just kind of drop-in to this world. No memories, but also no connections.

**Captain:** You were sent to this world on a mission of some sort, but were disconnected from Wardencllyffe. You now exist here with a rag-tag group of individuals determined to not only survive, but to escape this Hellhole.

**Wardencllyffe:** Like the Captain, you were sent to Dite, but unlike the captain you stayed with your group. While the supplies that they can send you is sparse, it's better than nothing.

**Wanderer:** Oh... It seems that you have succumbed to the dust, and as a result are a wanderer, though you still managed to possess your mind. There's no sane human that wants to be your friend, so why not make them a wanderer like you instead?

## Perks

- (Free) Kuban Energy: In this world, the enemies drop a form of unrefined energy, known as dust upon death. This perk makes it so that all enemies in future jumps will drop this energy as well, with the amount correlating to the relative difficulty of said enemy for you.

## Drop-In

- 100 Useful: Whether you're a Nurse, Engineer, or even a really good cook, you have a set of skills that will always make you welcomed in a community that would otherwise shoot you on sight, this ability, while not as effective in places with access to all modern amenities is an invaluable tool for a jumper in a place that has been war torn, or otherwise extensively damaged.
- 200 Good Enough: While you can always repair a machete with some iron, or a tire with some rubber, this isn't exactly possible for something that is composed of substances that are completely absent from the world you're in. By sacrificing a large amount of Kuban energy, you can instantly 'repair' an object back to it's pristine state. While small and mundane objects require little to no energy, larger, or more powerful items require much more Kuban to repair.
- 400 Skip the Grind: While normally growing an onion plant takes more than a month, your agriculture seems to run on the system used in growing in this game, making it so that all plants that you have planted from this point on reach fruit-bearing maturity in no more than a week.
- 600 Re-Do: Choices, especially important ones can leave you with a feeling of lasting regret, that sometimes never leaves you. Fortunately for you however, when faced with important decisions you can choose to take one option and play it out for an hour, then essentially go back in time to attempt the other choice, then picking the 'best' scenario. An example of this would be 'fight the Lord of Dust in an epic battle that determines my fate in this world' crossed with 'run away in the open portal to save myself'. If you die during one of these splits, it still counts as a death for this chain.

## Captain

- 100 Leadership: Bringing the best of the best together isn't easy, especially if they're from different life experiences entirely. From your own hardships, or maybe just your way with words you can connect to others much more easily, allowing you to gain their trust and respect faster than others could.
- 200 Upgrade: Kuban energy, while not only good for repairing items, is good for upgrading them as well. By sacrificing a large amount of Kuban you can upgrade items, gear, or other devices you possess, making them much more efficient.

While there is no limit to the amount of times you can do this, each upgrade on the same item requires more Kuban than the previous.

- 400 Failed Conversion: While normally The Dust will turn an infected organism into a mindless drone (or the occasional boss monster), your particular case of infection actually went right instead of killing you. As a result you are much faster, stronger, agile, and have increased sensory perception, capable of feats like using sonar to navigate better than most humans can with sight. Includes 600dp for use on the infection section to customize how the nanomachines modified you, and comes with an optional crystal horn on your head.
- 600 Construction: When you're in battle, and really need to drop an anti-aircraft gun down, the last thing you should be thinking is "Do I even have enough time to assemble the damn thing?". And just like the canon Captain, you seem to have an ability to instantaneously deploy any piece of technology that is personally carried on you, so long as there is space for it to fit in a location. Of course, this isn't limited to small devices, anything that you have constructed can go into an 'inventory', ready to be deployed at any time.

### **Wardenclyffe**

- 100 Air of Mystery: The Wardenclyffe Section is a (obviously) secretive organization, and the officers that have been shown keep this theme in their behaviours. You too can give off a mysterious air, making people guess, and second guess as to what your true intentions are. Optionally makes your voice as smooth as silk.
- 200 Sense of Direction: Not the physical sense mind you, but if you have a problem that could threaten yourself, or humanity as a whole you always seem to find the right place to start relatively quickly. While this doesn't help too much with actually implementing a solution, this does quickly resolve the brainstorming part of it.
- 400 Neutrality: Just as the Wardenclyffe seems to lack enemies, so long as you're not openly hostile towards a faction (IE sending them threats or parking troops on their front lawn), you can do things that the other side would otherwise take action for with little to no consequence to yourself. While occasional minor transgressions would be overlooked in the grand scheme of things, using this perk too often, or acting against them via proxy will make them want a direct confrontation from you to resolve their grievances, one way or another.
- 600 Goodluck's Own: Wardenclyffe, while being a small corporation has immense scientific knowledge, with much of this being due to what can only be described as a paradox involving Goodluck's time traveling throughout the course of the main game. While it may seem that this is your first time in this world, this is not actually the case, and in fact you too have gone through the

time loops. This grants you with an immense well of scientific knowledge, meaning that you are capable of creating devices that the Wardenclyffe section is known for, like the digging devices, wormhole technology, and the ability to mine said wormholes for an incredibly potent energy source called 'iris'. In addition to this, you also have an innate understanding of 'here' and 'there', meaning that even if you're cut off from a dimension entirely you have the ability to find it again.

### **Wanderer**

- 100 Stealth: Maybe it's the Dust, or that the enemy is too stressed out to pay attention, your talent in both hiding, and masking sound is impressive, to the point you could walk up behind someone without them ever knowing.
- 200 Unpredictable: Just when your opponent thinks that you're winding up for a punch, you hit them with a grab and bite instead. Your movements have an erratic and unnerving property to them, making predictions about what you'll do next 50% right at most.
- 400 Elemental: Be it cold, fire, or electricity, your body has been imbued with a single one of these elements so that you not only have a flat bonus damage of said type, but are also much more resistant to non-elemental damages than you otherwise would have been.
- 600 Lord of Dust: While you aren't immune to death like the canon lord of dust, you do however gain the other properties it possessed, including its jarring form, and massive size. This has not only made you stronger, and a walking conduit to infect others via a trail of 'Dust' that you give off, but you can also gather and apply energy to create wormholes through time. While opening up these portals to be on the same planet you're on doesn't take up much energy, trying to do the same at interplanetary levels will take much more energy. Travelling through time would be something so prohibitively expensive that you could likely only be able to gather enough energy to do it once per jump unless you have supplementary ways of gathering energy.

### **Undiscounted**

- 200 Friendly Fire Disabled: Your teammates can be just bad sometimes. Throwing grenades where you're running to see you flop around, shooting you because you killed "their" enemy, or even just because they only play melee and love spinning a jet-powered hammer around. This matters not however, as long as your companions, or anyone who is "allied" with you does not wish for you to be damaged, then you will not be damaged, regardless of the type of attack used. This applied in reverse as well, as long as you do not wish to harm your companions, then your AoE attacks will not, even if they are in the epicenter of a blast.

- 400 Planned Assault: Rather than scouting the world for resources, and potentially rare items, why not have them dropped directly to you? At any point in time you can call for an assault to happen to your base, with generic enemies from the current jump attempting to destroy a (non-invincible) core of your base. The potential rewards vary from jump to jump, always being related to a main point of whatever the jump is about. The rarity of the rewards depend on the difficulty, if you were to choose wave after wave of enemies you could easily defeat the most you'd get would be common resources in setting (like iron or wood), but if you were to have a few waves of enemies that pose a valid threat to your life, or even stronger you'll have a chance to pull some really rare loot from the resulting wormhole.
- 600 The Meaning of Death: Some things, while not immortal, are still incapable of dying for the sole reason being that they lack comprehension on what 'death' is. You however, can teach them. Enemies that would otherwise be protected by a mechanism that makes them unkillable have said mechanism revoked, making them as mortal as the rest of us. While this doesn't weaken them, it does however make it possible for them to die where it would otherwise be impossible

## **Items**

### **Free All**

- Air Tank: You won't be getting far into the dust without one of these friend. This handy little device filters out all of the nano-sized particles in the air to keep you breathing. While it does have a short range, it can easily be repaired on the dot by giving it energy like Kuban Crystals

### **Drop-In**

- 100 Special Ammo: Rocket Propelled Arrows, Ice rounds, you name it. This purchase includes an assortment of the special ammo types found within the game, and recipes for reproducing it in large batches as well.

- 200: Epic Weapon: Whether it's the jet hammer, gheist pistol, or some other piece of loot, you managed to get your hands on an epic weapon. While you could normally obtain this in-jump, the version here is special. This weapon deals a single form of elemental damage, never needs to be repaired, gains 3 in-game perks to augment its' functionality, and can have an existing weapon imported to fill its' role as well!
- 400 Buddy: Shortly after your arrival, you encountered an animal that had succumbed to the dust, but rather than attacking you, its programming seemed to 'glitch' and it sees you as its' sole master instead. Each one is larger than normal due to the Dust's alterations, an example would be that Spot has grown to a size large enough to ride. While each one starts off relatively weak, there is no limit to how strong any of them can grow in time. Pick one, you can import an existing non-sentient being into any of these roles. In addition to what is listed in their description, they also gain 200dp to use on their own body.
  - Spot: An infected dog, this beast has gained greatly enhanced smell and hearing, and while not only being incredibly strong, can track anything it has gained a scent on for tens of miles away.
  - Cuddles: Nearby a cage, likely due to animal trade is Cuddles. This grizzly bear has enhanced claws, teeth, and strength due to the dust augmenting its' body.
  - Crackers: Hidden in a small moving box lies crackers, while not only being the sweetest and most affectionate thing you could ever meet, Crackers is also a 7ft tall spider, with Kuban enhanced teeth, and can quickly create webs from its' body to trap anything that would attempt to stand between you. Crackers is also more than capable of, and has a habit of hiding in spaces that should not even be possible for a creature of its' size.
  - Handy: In a smaller body of water than what it would normally be used to lies Handy. Handy is a cute cephalopod that not only is immune to desiccation, but can also fly around, and can fire off attacks of a single element.
  - Leggy: An infected walker gear, this thing is an oddity. Leggy is equipped with a bladed tail, a minigun in one 'arm', and a manipulator in the other arm.
- 600 Revival Pills: Crafted from only the rarest ingredients in Afghanistan and Africa, Revival Pills are capable of reviving a player who has been knocked out while in battle. These pills however are different, as they can fully revive someone who has been killed. You get 1 per jump, with a means for it to be automatically administered to you. You can only have 2 pills existing at a time.

## Captain

- 100 Skill Books: Coming in the form of metal briefcases, these items can be 'spent' on a single being to enhance any mundane skill that they possess (or lack). While you won't get a super-soldier out of feeding skill books to a guard, you would however get an incredibly competent and skilled one instead. Comes with about 20 skill books, with more added weekly.
- 200 Epic Gear: Ranging from the AT-Shooter to Wolf's outfit, this grants you with a single set of Epic level. Comes with the same bonuses that the Epic Weapon item comes with.
- 400 Personal Enhancer: A shed sized device that, when entered can be used to upgrade your physical capabilities (health, strength, etc), as well as any specific skills you may possess. Additionally this allows you to take on one of four specialized classes, with functions ranging from stealth and repair, to combat and firearms. Upgrades of course require Kuban, or other potent fuel.
- 600 Training Room: Appearing as a large warehouse, the inside of this training room is even bigger than it looks on the outside. On the inside is generic scenery, spanning out in every direction, with sets of mannequins that show the damage you inflict, but that's not the best part. While training in this building you do not receive damage, any items that are 1 use only would be regenerated (but the effect will be undone upon leaving), and there is no limit on the number of people who can enter the building, so long as they consent.

## Wardenclyffe

- 100 Wormhole Transporter: A small device that looks exactly like a red painted claymore, and a pin that connects you to it, this allows you to warp to the location of the transporter at any time. Each purchase grants you a single wormhole transporter, and if you choose to import companions each one of them gains a single transporter as well.
- 200 PETA Approved Farm: While these can be as small as cages, capturing an animal and putting it on this 'farm' allows you to daily harvest any part of them you wish without damage to the animal. This takes the form of a small farm, and can be expanded by gaining more land. If taken with Large size and zoo this updates to store any exotic creature that you (or your companions) have personally encountered.
- 400 Reinforcements: A single device in your possession has the ability to sacrifice Kuban energy for the purposes of summoning reinforcements. What are reinforcements? These are items, or combination of items that would give you a battlefield advantage, ranging from summoning an Anti-Aircraft gun, littering the battlefield with traps and automated weapons, to even a metal gear to rain down



death upon your foes. Of course, the more powerful summons require you to sacrifice more energy. Of course, this is strictly limited to technology that is available in the game.

- 600 Private Facility: A splinter from the main branch perhaps, you have made for yourself your own company from the work of Wardenclyffe, being incredibly skilled and profitable in either energy resources, or some other kind of R&D famous in the Metal Gear series. You gain 100 guards and workers to carry out research and defend the base, and 1500bp to customize your facility.

### **Wanderer**

- 100 Kuban 'Tree': While not a tree in the definition of the word, this ever growing vein of Kuban crystals erupts from the ground in either the warehouse or a location of your choosing. While not only attracting the attention of wanderers, it can also be harvested to use for other projects.
- 200 Energy: A special sac is attached to your body, allowing you to store massive amounts of energy within, enough to open a portal in fact. If you have taken the perk 'Lord of Dust' this also allows you to fire off said energy for attacks, as well.
- 400 Friends like these: Whether it's the bulbous Bomber, the agile Tracker, or the massive Mortar, you gain a group of 8 special type wanderers to follow you. If any of them are destroyed they will reform themselves in a relatively short period of time to follow you again. For an additional 100 undiscounted cp, you can gain a single monster class wanderer, like the flying squid Frostbite, or the bipedal Bigmouth.
- 600 Infection Strain: The dust was originally created to benefit humanity, but somehow instead gained a mind of its own and had wiped it out instead. It seems like you, however managed to get a version of the dust that bows to your whims, instead of the other way around. You gain 1500 dp, or dust points to customize your little nanobots.

### **Companions:**

- 50 Single Import: You can import a single companion with 800cp to spend.
- 100 Canon Companion: There's not too many here, but if there's a single character that catches your eye you can take them as a companion out of this jump. Yes, this also includes the Captain.
- 150 Full Lobby: Can't choose a favorite? This option allows you to import all of your existing companions, each one possessing 800cp. Of course, you can also use this to create 8 companions instead.





**Base Options:** As a default, the Facility starts off surrounded by wooden fences, and has a few small mounted machine guns to it with everything you may need to conduct research, but still lacks some of the better materials. If you already have an existing base, you can import it to this section to gain the benefits of your purchases. You can convert cp to bp in a 1:2 ratio.

**Size:** The first thing that you should determine is how big your base is going to be. If the large base isn't big enough, you can increase the size through subsequent purchases, with an additional medium purchase increasing the area by a factor of 1.5, while the large increases the size by a factor of 3.0.

- (Free) Small: 1,200 square kilometers of land for your installment.
- 200bp Medium: A bit bigger now, your base covers 2,400 square kilometers of land, purchases you've made here start scaling up in order to cover the new land used.
- 400bp Large: A sprawling complex, coming in at a whopping 4,600 square kilometers. This size should be more than enough for anything you could imagine for a base, and expands the purchases below accordingly.

**Equipment:** What is going into your base. On items that have the x/x/x format, additional purchases increase the amount by a factor of 6

- 100bp Radio Tower: In a small base this would take the form of a single tower with loudspeakers, while larger bases would have multiple antennae and speakers throughout the base, making anything broadcast through it hearable from a good distance away. This also comes with the complete soundtrack to any game Konami has made.
- 100bp Recreation: Pools, gyms, and other facilities that help relieve the stress of your crew.
- 100bp More Men: Or women. This doubles the starting amount of people (50), adding in well trained staff members to your base to fill needed functions, or to otherwise beef up your numbers. Additional purchases multiply the number of staff gained by 6.
- 200bp Ranges: A single target range in smaller bases, and larger bases get practice ranges for bombing as well. This can create realistic targets based on data as well.
- 200bp Airfield: More than just a long strip of tar this adds on an airfield to your base, complete with air traffic control towers, hangars for vehicles, refuelling stations, munitions, and anything else that may be required for launching and storing planes. In terms of size, the airfield is big enough to store 6 helicopters, 3 jets, and a large bomber. If taken with planes or helicopters this increases the number of planes you can have by 12x for each additional purchase instead of 6x.

- 200bp Dock: If your base is located near a body of water, you can have a dock come, pre-installed into it. At a small size it can store a battleship and 5 scouting boats. If taken with boats then this increases the multiplier by 12x instead of 6x.
- 200bp Better Staff: Purchasing this makes your soldiers, scientists, or whomever else you need more akin to a named character in the Metal Gear Series in competence and skill.
- 200bp Garage: Because leaving your vehicles out in the open is just plain wrong. Each garage contains various sets of equipment to modify vehicles, and ammunition if needed.
- 200bp Medical Center: A sma clinic, staffed with reasonably trained nurses and physicians in a small sized base, and a respectable sized hospital with complex medical teams if you have a larger one..
- 300bp Intel: In a smaller base this would take the form of a small radar tower and a few drones that can scout areas, while larger bases this would be a massive building with facilities dedicated to cybersecurity, communications, and other forms of information gathering and protection.
- 300bp Research: Research facilities and equipment to either supplement your existing research, or pursue new avenues entirely. Comes with some materials in smaller bases, and everything a scientist could want in a large base. This contains already a great deal of research in the metal gear universe, perhaps you can use it to eventually build a metal gear of your own?
- 300bp Secure: Cameras, lasers, even watchtowers with spotlights, this adds a host of security systems designed to catch and find any trespassers to your facility.
- 600bp Digger: Resembling a small radar, this device can 'mine' singularities for iris energy, which can be used to provide near limitless energy for your base, if connected to the facilities.

**Vehicles:** The kind of vehicle gained can vary depending on tastes, anything from WWI to what was present at the end of Metal Gear Rising. The amount of vehicles gained in each purchase is listed in the last sentence, in the format small/medium/large. Every vehicle save for Utility can come fully armed. As previous sections notated, additional purchases multiply the amount 6x over. Each vehicle comes with enough people to reasonably operate it.

- 100bp Utility: Things with at least 2 wheels, and no guns, this adds a generous number of things like trucks to your base for soldiers to be quickly transported about. 5/15/25

- 200bp Import: if you have a vehicle that fits into one of the categories, you can import it here, increasing the amount to that specified in the x/x/x. One purchase is enough to cover all sections, so long as the appropriate selection is purchased.
- 200bp APCs: Medium sized vehicles meant to carry groups of soldiers into, and out of combat. These can have weapons on them as well. 2/8/15
- 200bp Helicopters: Any kind of helicopter, ranging from a single person scout chopper to the massive Chinook. Comes with a hanger to keep the helicopters in, and a single helipad located on the roof of any building (because you don't really need one on a hard solid piece of ground) on a small base, and for larger based there would be about 7 helipads. 2/8/15
- 200bp Walker Gears: For those of you unfamiliar with the series, Walker Gears are 6ft tall armored bipedal weapons platforms that require pilots to operate. They can come equipped with anything from a machete to railguns, and over time can be developed to have advanced target detection, and other goodies. 5/15/25
- 300bp Planes: Similar to the above, this adds a collection of planes to your facility. By default comes with a single landing strip and a single hangar to keep all of your vehicles in. Larger bases would of course have multiple hangars and runways, to ease in accessibility. The type of plane is entirely dependent on what you would like to have. 2/8/15
- 300bp Boats: If you have a facility bordering water, or would like to have a naval presence period this is the option to take. For smaller bases the amount would be a single battleship, and about 5 scout boats, with a larger base having two carriers, a battleship, and 30 other ships and submarines to be used.
- 300bp Combat Support: Whether it's a mobile anti aircraft gun, reconnaissance and attack drones, or a missile launching platform, this includes vehicles that do not directly engage the enemy, but still provide you with vital support. This of course comes with a hangar to store such things in. 1/3/9
- 300bp Tanks: Big guns, big treads. These guys provide great fire support for you and your allies. 1/3/9

**Defense:** You can't just leave your base undefended can you? This section follows the same rules as above.

- 100bp Better Border: In case you had forgotten, the default wall around your base is made of solid wood, which isn't too great for spotting intruders or keeping them out. This replaces the existing fencing along your areas borders, and adds them to other core locations a combination of electric fences, barricades (both spiked and unspiked), and guard towers that greatly lower the chances of a successful entry into the base.

- 100bp Guard Dogs: Woof Woof. A group of highly trained dogs patrols your facility for any unknown scents and will pursue and (attempt to) apprehend or kill the intruders. You can import supernatural being a to this role for an additional 200bp. 20/60/100
- 200bp Anti-air: Mounted AA guns, surface to air missiles, and other forms of airzone denial are now attached to your base in strategic locations for defense. 4/12/24
- 200bp Traps: Combinations of landmines, sensor triggered gas bombs, even oil and flame traps. This adds an assortment of traps to your base relative to its size to incapacitate or kill anyone who has dared to enter your base. You can choose whether or not allies will trip them. 20/60/180
- 300bp Better Gear: This grants the soldiers in the base with bleeding edge technology that is bound to give them a tactical advantage in combat. In this universe it would be the top of the line relative to the events of MGR.
- 600bp Metal Gear Weapons: Whether it's the Sahelanthropus railgun, archae blade traps, or Ray's water cannon, you have a single mounted piece of equipment from a metal gear in your base, complete with tracking systems to use as you'd like.
- 900bp Metal Gear: A step up from the previous, you had managed to salvage a metal gear in Dite, and repair it. I hope your base has room for it to fit comfortably, Jumper. You are however limited to what appears in game (Sahelanthropus, Shagohod, Rex). 1/2/3

**Miscellaneous:** Finally, things that are completely optional, but makes running your base much easier.

- 100bp Future Proofing: If you already have a base or property, and are wondering if there is a way to import it into this section, then this is what you'll need. This also allows for you to import this base into others in future jumps.
- 100bp Zoo: A small farm sized (small bases) to a multi-level biodome, containing a large number of flora and fauna.
- 200bp AI Pod: A large, sentient AI that is programmed to be completely loyal to you. This AI can direct many systems on its own, allowing you to kick back while it does all the calculating and planning for you.
- Barracks: adding on to your base is an empty set of barracks, allowing you to recruit people into your base. Capacity is 200/400/800
- 200bp Friendly Fire: Quite the opposite in fact. While bullets would still stagger an ally, and grenades knockback, your allies, and their attacks will never damage you or each other so long as they are in the base.

- 200bp Mineral Rights: If you have any purchases of material (let's say vibranium), and would like for them to be renewable rather than a single use, you can have mines installed in your base that contains said material. The mine's contents reset each jump.
- 200bp (Medium and Large sizes only) Self-Sufficiency: Through a combination of farming techniques, generators, recycling, and other things your base can subsist without outside help. Of course, subsistence can only get you so far.
- 300bp Upgrade: maybe you have an esoteric material that you'd like all of the vehicles to be coated in, or a new weapon that you would prefer to be on them. Regardless, you can import said thing into all of your vehicles or structures. One import per purchase.
- 400bp FOB: At some point in the (bad end) timeline, the Lord of Dust opened a wormhole above the Diamond Dogs base or FOB, sucking it in. These pieces were scattered across the land, turned into mere shells of their former selves. But not anymore. This purchase adds the Mother Base from some point between Metal Gear Solid V, and the original Metal Gear to your facility, carrying along whatever it may have had inside of it (nonliving) along the way.
- 400bp Wardencliff Tower: A large tower connected to an energy source, this will wirelessly transmit power to anything that may need it within the base, eliminating the need for power cables.
- 400bp Construction Panel: Taking the form of a large computer on a pedestal, this device, can instantly create buildings on your base that you have the necessary materials and room for.

**Dust Infection Customization:** Starting out, those infected will possess superhuman strength, endurance and are blind with sonar. If these beings are killed in any way that is not the base of their spine, they will eventually rise again. You can convert cp to bp in a 1:2 ratio. If you already have some sort of infection, you can import it here for free.

- (Free) Immortality: This makes it so that those infected with the dust will never die of old age.
- (Free) Mindless Drones: Those infected will eventually succumb to your will, though the amount of time varies depending on the individual.
- 100dp Roar: Upon spotting an uninfected individual, your infected can let out a deafening roar, not only to alert its' comrades, but to dishearten your enemies as well.
- 100dp Evolving Strain: Rather than checking if there is an import or not, you can now automatically import this infection into other jumps with customization options, so long as you purchased the required infection to do so.
- 100dp Tendrils: This allows your infected to launch out several durable tethers that have the ability to restrain enemies.
- 100dp Guns: Almost all infected use their bodies to dispose of enemies in combat, but yours are special. They possess enough intelligence to sloppily reload a gun, and to aim it at an enemy as well. The reason why this is only 100 points is that their aim isn't too great, and that this doesn't provide you with any guns to work with.
  - 200dp Imported Gun: If you have an existing weapon, melee or ranged you can have it imported to grow from any dust-infected organism that you wish.
- 200dp Levitate: Your infected can expend energy to make them levitate above the ground, and can fly at their normal running speed.
- 200dp Hive: there is a weak hive-mind within the canon dust, but this makes it so that the infected share a network of thoughts and senses ,so that they can more quickly mobilize to any disturbance
- 200dp Sensory: Somehow the dust infection turns the wanderers blind, but heightens their hearing to practically sonar-like levels. You can greatly boost the sensory abilities of those infected without the loss of sight that would usually be accompanied by the gain of such ability.
- 300dp Crystalline Enhancement: Beautiful isn't it, the crystals that form on the infected. A translucent crimson crown, adorning them with the sonar that they so desperately need. But it is weak, fragile, and perhaps even brittle. While normally you could just shrink the size of the crystal, that might come at a cost of their ability to "see" the world around them. How about instead of that, their beautiful crystals strengthen them. The crystalline structure on your wanderer's heads are



now at a strength rivalling gemstones normally, and with higher densities packed into the area the strength of this grows even stronger. This also allows the wanderers to grow these crystals on other parts of their body, acting as armor.

- 300dp Elemental: Groups of infected can now exude certain elements, making them deal much more damage with their attacks, and are more resistant to non-elemental attacks as well.
- 300dp Damage Filter: Even if a Mortar launches a shell onto a group of weakened wanderers, nothing will happen. Why? Probably nanomachines, but are you really going to question something that lets you fire with impunity?
- 400dp Sentience: You can designate infected individuals to retain their mind and body, making them excellent infiltrators.
- 400dp Kuban Enhancement: Kuban energy is a very powerful thing, and Goodluck even theorized that it would be possible to create a wormhole to the original timeline with it as well. Whether or not the captain will ever find it is up in the air, but one thing is certain. The power that Kuban possesses is very real. Where there is a presence of your infected, occasionally a shrub of Kuban will appear, if any infected ingests these crystals it will enhance their own aspects, with the duration and strength of this effect depending on the amount consumed.
- 400dp Special: Instead of only creating wanderers, you can now create other infected types as well, each one covering the other's weaknesses. With time and energy you could also create monsters like Bigmouth!
- 400dp Unfeeding: While the dust propagates itself by infecting others, those who have become infected never feed off of others. Your strain of nanomachines also has this property, so that those you infect will never need to eat again.
- 500dp Second Skin: While the wanderer's are strong enough as it is, maybe they are not strong enough to take on some of the more advanced weaponry. So, it seems that your dread dust has noticed that, and has taken a single sample of one of your materials, to coat your wanderers, acting as a sort of armor for them.
- 600dp Warp: Travelling around on foot takes time, so instead of having to go through that your infected can create portals to travel to areas that have high energy, or those that you have personally 'marked'. While travelling 100 miles would take little to no energy, doing something at interplanetary levels would take much more acquired energy to do so.
- 600dp Dust: Normally the infection would have to be done via injection, but this adds an additional avenue to infect as well. Your infected give off a thick fog of nanomachines called 'dust' that infiltrate and infect machines and beings caught up in it. This dust has an additional (but completely optional) ability to make items within degrade at a rapid rate, making vehicular travel inefficient at best. The range of this depends on how many infected you currently have, with greater

numbers giving off more dust. This also has a byproduct of creating “trees” of Kuban Crystals, which can be used for a variety of purposes.

- 800dp A Piece of Me: Maybe you have a perk that fits the infected theme really well, and you just have to use it. By purchasing this you can imbue those infected with a single one of your powers or perks that you possess.

**Drawbacks:** Take as many as you'd like. They are removed after 10 years has passed.

- More Time: Extends your stay here another 10 years. This can be taken as many times as you would like.
- 100 Captain, you're almost out of oxygen: Oh God, make it stop. There's a very annoying voice in your head, that will remind you to do things that you might already be doing, multiple times, sometimes even interrupting itself to play the message again.
- 100 Lack of Supplies: whether it's that you're constantly using copper to make bullets, or iron for repairing facilities, you ALWAYS are low/empty on at least a few supplies, making expansion a difficult endeavor.
- 200 Ded Gaem (can only be taken with at least 3 companions): Was the game's press release really that bad? It seems that you're (almost) completely alone now, Jumper. This removes all but three of your companions, or sentient beings that you would otherwise have with you for at least 10 years.
- 200 Lack of Teamwork: You were right about to swing a hammer onto a group of wanderers, and then your companion throws a grenade on you, throwing you off. Your companions are now completely uncoordinated, and while they can never directly hurt you, they can and will put you into situations that will.
- 400 Reduced Functionalities: Maybe you really need the points, or maybe you're just tired of curb stomping everything. This strips your items and powers, making them only 10% effective as they used to be.
- 400 Simulated Dust: Not really, but it seems the degradation effect that exists within the dust exists outside as well, though only to you and your companions. If you were to venture off into the dust like this, even the most advanced technological device would disintegrate in less than 5 minutes.
- 600 Dust-Storm: Normally the Dust would be stationary, leaving you with preserved zones that could contain life. Now that isn't the case, as the dust will move as the clouds once did, meaning that if you don't adapt to a nomadic lifestyle you will not survive.
- 800 The Lord's Effort (can only be taken after having taken 5 previous jumps that have a large amount of violent deaths): The Lord of Dust, an otherwise impartial being that just exists to consume indefinitely has noticed your presence in the world... and the amount of energy it could gain if it consumed you. As the being will normally only open portals above areas

with violence and death on massive scales, so too will happen from your previous jumps. Battlefields from ages past, and enemies long forgotten will be drawn into this world, eager for a chance to get revenge on the one that had killed them.

**Scenarios:** Similar to drawbacks, any perk that would no-sell a portion of these completely optional scenarios would instead be toned down to a resistance instead.

- **Dead Dogs:** After the portal that originally opened above Mother Base closed, it seems that Venom snake with a complete army of Diamond Dogs soldiers, gear, and whatever else he had possessed before his defeat to the hands of Solid Snake was transported to Dite. And unfortunately he and his men succumbed to the dust, but, fortunately they have made it their own instead. Currently he is rapidly expanding his presence in Dite, raiding villages for supplies to continue his “war effort”, but if you can manage to subdue him, and gain his trust, then you can bring him, and his 1400 men along. For clarification purposes, Snake and his men possess Dust (only where a large group of them are currently), sentience, damage filter, and unfeeding. During the duration of this scenario Snake and his men are immune to any sort of mind control, If you would like to calm him down you will have to do it manually. After this jump Snake and his men cannot infect others via dust.
- **Invasion of the Krakens:** Those things in the sky, what are they? The innumerable ones that look like tridents, lazily flowing throughout the unbounded ocean of tainted air. Something that has filled both you, and many others with awe, until recently. A report came in that these were the chrysalises of a new type of infected, called Krakens. While they look like a larger frostbite (with ice-based attacks, floating to dodge attacks, and hard to predict motions), but they also possess their own unique abilities with Kuban enhanced tendrils, teleportation over vast distances, and they can spew a slew of dust at enemies. This dust, if it connects will almost certainly infect others with it, rapidly turning almost anyone and anything against you. Your goal is to find the “mother” of these chrysalises, deep into the dust, and to kill off most (>50%) of the adult Krakens formed. Once this is done, you will get two things. The first is when you kill the mother, and you find a chrysalis of the Kraken in your warehouse. If you possess the dust infection then it would possess all of the enhancements that you have purchased, as it would have been infected by you. The chrysalis possesses the following perks (unpredictable, elemental, tendrils, levitate, crystalline enhancement, warp). This being will take many years to mature, but when it does it would have imprinted on you,

becoming undyingly loyal. The second perk is when you inadvertently become infected with an inert form of the dust, granting you the perk Inviolable, making it so that you and your companions cannot be infected by outside means without your consent, and neither can your items.

- A Way Home: There are countless timelines that exist it seems, and one of the final transmissions by Goodluck was warning the captain, that if he were to defeat the LoD, that the connection to the original timeline would be severed. What this meant for the captain is that he could spend many years researching for a way home, only for him to potentially never find one. If you can somehow manage to find a way home for him, and transport those in Dite home, you will gain the following ability. If you are ever to be cast out into space, or trapped in an alternate dimension you will never be stuck there. Hints will appear, and reality will have cracks leading you on a way back home as well.

## Notes

- Purchases that need people (like the medical center) automatically come staffed with average people to fill the role, though you can purchase more people to make running said building more efficient.

## Changelog

- V1.2
  - Made Ded Gaem easier to take (relaxed the restriction on companions needed)
  - Dust Infection Customization
    - Added
      - Evolving Strain
      - A Piece of Me
      - Sensory
      - Kuban Enhancement
      - Crystalline Enhancement
      - Second Skin
    - Buffed
      - Dust: It now creates the crystal shrubs that you would find on canon, and the amount of dust created was clarified.
  - Base Options
    - Reduced prices on base sizes
    - Added
      - A way to increase base sizes ever farther

- FOB
- Future Proofing
- Docks
- Upgrade
- Zoo
- Barracks
- Merged High Ground into better borders
- Removed more vehicles to accommodate for the new additional purchase method
- Added perk planned assault.
- Added perk Friendly Fire Disabled
- Replaced Personal Base with training room since personal base and the private facility were essentially the same purchase. If you had already purchased it you can continue using it as before.
- Reduced cost of full lobby, and made their cp match the single import.
- If Kuban Enhancement and Dust are taken then the rate that the crystals grow, and the size are increased by a good amount.
- Turned Dead Dogs into a scenario, and added scenarios.
- Made it so that infection strain isn't a freebie to wanderer origins. It wasn't really fair to other origins.
- Added drawback The Lord's Effort.