

Helldivers 2

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To liberty and beyond! The enemies of Super Earth are at it again Helldiver, the loathsome bugs infesting our innocent democracy loving planets, even as the vile bots begin yet another unprovoked war of aggression against our border worlds- not to mention the Illuminate, creatures from deep space who exist only to defile the minds of the good and pure.

Take these **1000 CP** with which to requisition your training and equipment, you'll need it if you want to protect **MANAGED DEMOCRACY!**

[Origin]

Your age and gender don't matter under Super Earth! Another way we show our egalitarian spirit and open mind to the unwashed masses who do not know the light of liberty. So you may take on any age or gender that you wish- and for a limited time only you can do so with no additional fee!

[Helldiver]

You're one of our brave boys, boldly dropping in behind enemy lines and facing impossible odds to save the day! While the SEAF may be the ground-pounders, you and your allies are the knife's edge, facing the enemy when they're the strongest and **always** walking away alive- and don't believe anyone who tells you differently.

[Bot]

T-T-T-Traitor! You're one of those loathsome Cyberstan Symphathizers aren't you?!? I know your type, you think the holy liberty of Super Earth is too free and want to institute some horrible communist regime where people don't even have the right to vote! The Helldivers will be sure to crush your dreams of that horrible and oppressive totalitarian state, for FREEDOM.

[Bug]

The very first invaders, appearing on our planets without warning or cause and massacring our innocent citizens. You're nothing but a bag of bio-fuel and because of your own hatred and unprovoked aggression you've decided to come to us for harvesting. I'm from Super Earth, and I say Kill Them All!

[Illuminate]

Isn't your own dimension enough for you? You vile imperialist *Aliens*? A long time ago your kind came to our galaxy to crush the spirit and sovereignty of Super Earth, and you didn't even have the decency to stay defeated, now you want to take away our very liberty itself? This time we won't be merciful enough to leave any of you alive.

>[Perks]

Perks associated with your Origin are 50% off, with 100 Point Perks being free when discounted.

[Helldiver]

Feel No Pain [100]

The name on this one isn't exactly difficult to interpret... you feel no pain, save for a passive awareness of your body taking damage. Outside of cold rationality and self-preservation this awareness will never be able to influence your decision making process, you couldn't be a Helldiver if you weren't used to Hell.

Work Experience [200]

Your 'training' was... efficient let's just say that. The only real way for a Helldiver to learn is on the job after all! From now on whenever you manage to kill or destroy an enemy unit you'll find your skills as a combatant sharpening. Make it through enough battles and you could even be some kind of legend.

Patriot [400]

You have an outsized impact on the Strategic Scale of any war you fight in, a single battle you help win could be a turning point for an entire sector of occupied space, your victory causing your allies to win similar confrontations all across the front.

Reinforcements [600]

While no Helldiver ever actually dies on missions (simply going missing in action) on the off chance that something happens to you you'll have some insurance. Whenever you fall in battle you'll take control of the body of another unit of the same 'type' as you, a Helldiver would take over the body of another Helldiver, a SEAF would take over the body of another SEAF and so on. If there are no more units of your type left on the battlefield you can still die, but until then you'll keep fighting to the last man.

[Bot]

The Machine [Free]

You are a Automaton, one of the canon variants or a newly designed unique war-form that you can customize to an extent as long as it's not too far beyond the limits of the typical machines. If you do choose to be a unique mechanical entity you'll also gain your own blueprints.

Pity The Machine [100]

Maybe you aren't so bad... Hey wait a minute! Something about you seems genuinely pitiable, encouraging those who are weak at heart to ask questions like 'why do you need to be wiped out' or 'what was the cause of the war anyway' this will make humanities weaker soldiers hesitate and *traitors* defect to your side all together. This only works if you in your (objectively wrong and un-democratic) perspective have been wronged by the other party of the conflict.

Defensive Warfare [200]

Every time you or your forces lose, your defensive positions will become harder and harder to crack. Or in other words, the more ground you lose the more your enemy is going to need to bleed for every single mile they take from you. Surely your mechanical heart must find joy in spilling so much patriotic blood.

Command Unit [400]

The Automatons you or your allies create are slaved to some program deep within your Code, this means that they will always be 100% loyal to you and never fail to follow your orders, even if they're suicide. This approach has flaws however, as if you should die your forces will become uncontrollably chaotic and disorganized.

Industrial Supremacy [600]

That's Shoddy Bot craftsmanship for you, always cutting those sweet, democratic corners... you'll find that whenever you or your allies are producing or overseeing production of a mechanical good that good will require a 10th of the Inputs for 10x the Outputs. Making use of 10% of the resources needed to make a basic Automaton Soldier will always create 10 of that soldier for you.

[Bug]

Terminid [Free/Exclusive]

You're a Terminid, a single bioform among the untold billions of fascist bugs plotting the demise of Super-Earth. You may be any of the Terminid bioforms you wish, or a unique menace generally in line with the others in terms of capability, the evolution of the swarm is never ending after all.

The Next Generation [100]

You emit a loathsome form of spore that burrows into the virgin earth of Super Earth's colonies, before gestating into more loathsome *bugs*, the larger you are the more of these spores you emit. You don't have control over what kind of Terminid Bioform emerges from these spores but by default they will consider you an ally, in general the larger and more powerful the life-form the longer it will take them to mature.

Adaptability [200]

When you encounter something that challenges you, that challenge will be recorded within your bio-data, and your cells themselves will begin to adapt and consider countermeasures to the flaw in your construction. These changes will not be applied to you, rather being given to your offspring- you are not the ending of the endless march of your kind's adaptation, you are only the beginning.

The Maw [400]

Undemocratic creatures like you only have strength in numbers- you'll find that the more Terminids are in one place the faster they'll reproduce, Spores will be released faster and they will gestate at a blistering pace, this un-virtuous cycle will continue, growing faster with each repetition until something like the Gloom begins to form... and who knows how far it could progress from there.

The Conductor [600]

You are no mere Terminid, you are something... more. While you begin this jump as a single Terminid Bioform you'll notice something... odd once you release your first spore. You will remain on the surface fighting against the forces of all that is good and democratic... but you'll also be aware of the fact that *your* body is growing and twisting under the earth, and eventually you will be both, conducting both of your bodies with the greatest of ease. In time you will release more spores, and your mind will have control over every Terminid born from you this way. You aren't just a cell in the body anymore, you are the body itself, a brand new Terminid Hivemind.

[Illuminate]

Revenge [100]

Of course you blame the failure of your anti-democratic government on the pure intentioned patriots of Super Earth, do you want revenge on the sky when it doesn't rain too? When you feel wronged by someone (as if a squid even has feelings) you'll always get an opportunity to get some form of revenge on them, the more wronged you feel the greater the damage your revenge could inflict.

Reason [200]

You have learned the Nanite-Based Pseudo Magical Science used by the Illuminate to defile Democracy, by infusing the nano-technology you understand and can build into the atmosphere of a planet you'll gain various abilities related to manipulating matter and energy with scientific knowledge and sophisticated mathematical equations. There are theoretically no limits to what this technology can achieve outside of nanite concentration in the atmosphere and your own knowledge.

Desperation [400]

When your lack of democracy finally can't save you from your lack of capability you may need to call for help, and when you do *something* will always hear you, and if it suits their purposes they may offer you their aid- naturally the cost of their help will scale to your desperation.

Disenfranchisement [600]

The Sinister power of the new Illuminate Force is yours to command, you may enslave the minds of the people around you en masse, transforming them into expendable and- disturbingly- voteless foot soldiers who will fight and die to prevent you from having to get your own tentacles dirty. This doesn't work on 'special' units like the Helldivers or important 'Hero Units' in future worlds but the only limit on the number of civilians or SEAF units you could enslave is time, with each requiring a minimal amount of your focus to take control of initially. These enslaved soldiers are identity-less zombies and will remain so even if you are killed, truly the only mercy is death.

>>**[Items]**

The Narrator Has Shipped Off To Join The War Effort

All Items are 50% off for the associated Origin, with 100 Point Items costing 50 Points if Discounted.

[Helldiver]

Basic Equipment [100]

You have Helldiver Armor, a nifty cape, and a standard issue weapon of your favored type. Anything from a laser rifle, to a boring old rifle, to a railgun is on the table, though all of these weapons have different use cases... nah, you'll figure it out.

Strategem [200]

You have a wrist mounted computer that allows you to use the Stratagems Helldivers have access to in this world, or new ones fitting for the setting you're currently inhabiting, with little regard for how little sense it actually makes. These are things like calling for your position to be shelled from low-orbit, or requesting new weaponry.

Super Destroyer [300]

Your very own 170 meter long warship, you are the commander of this ship though it is generally crewed by non-helldiver forces who provide air support for you during combat. This ship also features cryogenic pods and a faster than light engine that enables you to near-instantly deploy anywhere in the galaxy.

[Bots]

Propaganda Tower [100]

You have a network of radio towers that naturally spread to any territory you take control of, these towers will broadcast endless expertly tailored propaganda messages to everyone within their range rapidly turning those with weak wills into traitors or at least sympathizers to your cause.

Expediterary Fleet [200]

You are the Supreme Commander of a new Automaton Fleet, this is a force more than capable of challenging conquering a planet or even challenging Super Earth's Hegemony over the galaxy if you're able to set-up a few production centers on the planets you lay claim to.

Factory World [300]

This is an entire planet dedicated to resource extraction and manufacturing. Seemingly endless supplies of ore pulled from its depths and converted into any canon model of Automaton, or any new designs you give it. While it is theoretically possible for this Factory World to run out of resources it will have its coffers of mineral wealth refilled in each new Jump you travel to.

[Bugs]

‘Food’ [100]

Whenever you or your allies get hungry you’ll find a few humans or other sapient life-forms to eat! Nobody will know exactly where these people came from and it won’t cause any damage to the ranks of your enemies... but you’ll at least be well fed?

Suppression Towers [200]

These towers emit a form of radiation that keeps Terminids Docile but has the side effect of accelerating their evolution until they become immune. You can cause these towers to sprout anywhere in your territory and decide how long you want them to remain effective, the longer you keep the swarm under wraps the more dangerous they’ll inevitably be when unleashed.

The Gloom [300]

A utterly massive swarm of Terminids and the resulting Spores so vast it covers a entire solar system, and it’s only going to spread from there. If you are **The Conductor** all of these Terminids are considered a part of you for the purposes of that Perk. You act with one mind, and you will claim the galaxy.

[Illuminates]

Nanites [100]

The Premier Science of the Illuminate, you can cause nanites to be released into the atmosphere of any territory you control that allow you to make use of the full breadth of the near magical science of your kind. These will remain even if that territory is then taken from you unless a concentrated and highly advanced effort is made to remove them.

Voteless Hordes [200]

Millions of mind-controlled humans dancing to your tune, they're far from intelligent and in fact behave more like zombies than soldiers- but they are very effective cannon fodder to spare you and your kind from the direct effects of war. And it will certainly be demoralizing for the humans to be faced with their own kin.

A Patron [300]

There are grounds to believe that the new Illuminate have a Master, some manner of Dark Being who gave them their new-found powers over the mind and twisted them into the monsters they've become. By purchasing this Item that connection becomes far less nebulous and debatable. You have a connection to a powerful and malevolent being who will give you the bare minimum required support to achieve any of your goals... for a price, the greater the Aid this Being grants the more warped, twisted, and evil you'll become until eventually you are unrecognizable as your former self.

>>>[Companions]

Fresh Meat [Free]

You may import any of your Companions to this world for free, they will gain a Origin of your choice and **600 Points** to spend on Perks and Items.

Ol' Reliable [Free]

If there's anyone you get particularly attached to while you're in this world you may take them as a Companion for no additional fee, provided they agree to travel with you.

>>>>[Drawbacks]

You can gain up to **1000 Points** from Drawbacks.

Stereotypes [100]

For the duration of your time in this Jump you'll act exactly how Super-Earth would expect a person like you to act, if you're a Helldiver you'll be unquestioningly loyal and patriotic to the point of suicidal devotion- while any other Origin will be various and distinct flavors of cartoonishly evil and malicious.

Another Tour Of Duty [100]

You may extend your stay in this world by another 10 years each time you take this Drawback, you'll only gain points for taking it the first **Five** times. Every 10 years you'll find the hostilities escalating to a level far higher than you've seen previously... even if the galaxy has theoretically been pacified.

Dangerous Missions [200]

You always find yourself in the most dangerous possible position wherever you go, this will force you into facing down impossible odds against well prepared and fortified enemies at all times. And the more you win the more intense the opposition to you specifically will seem to become.

Traitor! [200]

Your faction is on a perpetual hair-trigger around you, if you defy them even once they'll declare you a Traitor and turn all available resources towards ending you. This won't cause them to redirect resources needed elsewhere thankfully, but everything that can be spared will be.

Joel [300]

You'll never be able to succeed fully in this endless war, Joel won't allow it- you'll never meet Joel, he could be a rogue AI, a Mad Helldiver, the True Name of the Terminid Hivemind... or even some kind of Mad God, but whenever you are on the cusp of ultimate victory... something will fail and you will be forced back to square one, and you will always innately know... Joel is to blame.

Unreasonable Orders [300]

Every Month you'll get a new objective that will be almost impossible to succeed in, seemingly by design. If you fail in this objective something will change about your circumstances that will *massively* go against your wishes, this may be inconvenient or deadly with seemingly no real logic dictating the tasks or the consequences for failure. You won't get rewards for success either, just a stay of execution from this month's punishment.

>>>>>[Ending Choice]

[Stay Here]

[Go Home]

[Move On]