Metal Arms: Glitch In the System jump
Version 1.01
By Fallout10mm

Welcome to IRON STAR, an artificial planet made by the Morbots out of scrap metal and space junk and inhabited by a race of robots. A few years ago as the life of Droids evolved, a renowned scientist known as Dr. Exavolt began experimenting with Droid technology, attempting to evolve Droid technology far beyond its current limits. One of his experiments ended in disaster, and inadvertently resulted in the tyrannical military mastermind known as General Corrosive. Corrosive began manufacturing a race of soldiers known as Milbots, or Mils for short, and enslaved the entire Droid race of Iron Star. Droids who rebelled against Corrosive were deactivated and recycled. Colonel Alloy, a former architect, established a hidden Droid settlement known as Droid Town, where he and the Droid Rebellion make their final stand against the Mils.   You begin a year before the day Glitch, a droid bot found deactivated in a ruined city, is reactivated in Droid Town.

Here's 1000 Gold Washers (GW) to get you started.

Origins:

Droid: The Droid Rebellion is a small group of droids that have escaped from Mil oppression to join a greater cause - The Liberation of all Droids on Iron Star. The Droid Rebellion is a fighting force consisting of various types of Droid that have been liberated from various forms of labour, from the vast expanses of Mil Mines, possibly even from pre-deactivation. You begin in Droid town.

Milbots: Created by General Corrosive, to conquer the planet of Iron Star. The entire culture of the Mils is based on combat and aggressive expansion, and by the time of Metal Arms they have nearly completely wiped out the peaceful native Droids of Iron Star. You begin in Milbot City.

Droids:
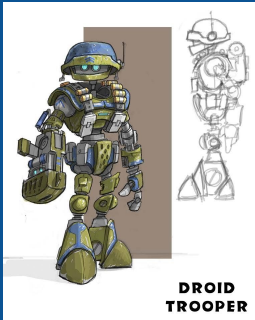
DROID TROOPER

Droid Trooper (Free): The first Droids actually designed for combat, rather than re-purposed from some other job. Fairly effective grunts. For +100 GW you can instead be a mining droid.

Droid Commando (100 GW): Elite combat troops (or at least as "elite" as Droids get). Faster, stronger, smarter, and more heavily armed than the Troopers.

Advanced Droid (200 GW): You seem to be the same model as Glitch. Easily mistaken for a regular mining droid, your robot body is well designed, compact and efficient.

Droid Engineer (200 GW): Like the indispensable Krunk, you're responsible for repairing the droid resistance. You have four arms with interchangeable tools useful for tearing apart or putting back together bots.
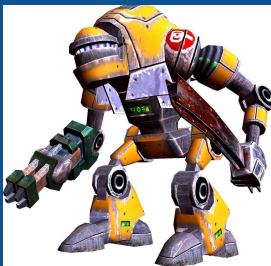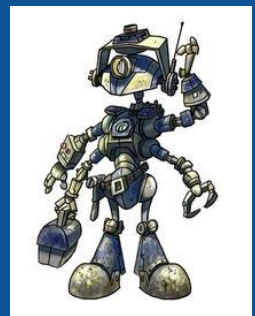
Mozer (200 GW): You're as big as a Mill titan, though less well armed, to make up for this you're tougher and more armored. Comes with a Rivet gun and a big steel beam perfect for bashing bots.
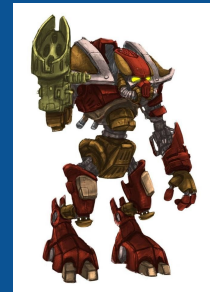
Milbots:

Grunt (Free): Backbone of the Milbot armies. What they lack in intelligence they make up for in firepower in numbers.
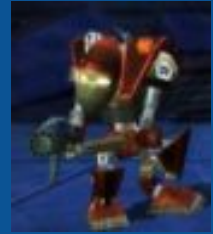

Trooper (100 GW): A highly mobile 'shock-trooper' unit, the trooper can reach great heights and considerable speeds with its jump-pack to shoot from afar, or enter a gliding dive. Equipped with two dual lasers and assault bayonetts

Mil Commando (100 GW): An elite Mil shock trooper, similar in abilities to the Droid Commando but more heavily armored

Sniper (100 GW): Milbot designed to destroy droids from a distance, has a folding laser sniper rifle on one arm and a grappling claw on the other.

Mil Guardian (200 GW): Guards are an elite type of Milbot. They are tall, red robots who always wield a halberd that can shoot energy pellets.
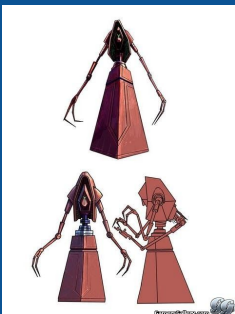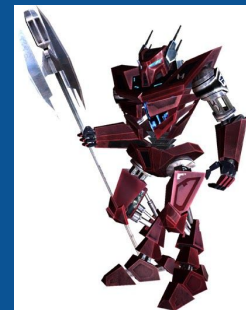
Mil Scientist (200 GW): Brains of the milbot armies. they have the ability to heal nearby Mil allies and can unleash a shockwave that stuns and damages nearby enemies .

Titan (400 GW): The most powerful land Mil, these types are hard to destroy, and are armed with Dual S.P.E.W. chainguns, and a shoulder mounted Barrage Cannon.
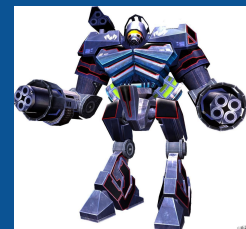
Perks

You get two 100 GW perks for free and two 50% discounts on each higher tier

F&!?ing Krunked (50 GW): You make swearing an artform. Expert at coming up with appropriate euphemisms pertaining to your or your enemies anatomy.

Soundtrack (50 GW): You have a mental soundtrack that you can play at will. In this jump it will be the game soundtrack but you can update it with any music you've heard.

Batteries (one free, additional 100 GW each, max of 5): Stores energy, the robots lifeforce on Iron Star. You start with one and you may be able to find more in the jump though they are extremely rare. Post jump they increase the amount of damage you can take.

Double Jump (100 GW): You can perform a second jump while in the air, doubling your jump height, as well as letting you control your direction while in the air. You'll also always land on your feet.

Loot Drops (100 GW): Enemies you destroy have a tendency to drop ammo, weapons, washers and energy, depending on their difficulty. Post jump this becomes ammo, weapons, currency and medical items local to the jump.

Self Sustaining (free for here, 200 GW to keep): Well Iron Star, being made of space junk, has a distinct lack of organic food, clean water and air. While you're here you don't need any of these either. For 200 GW you can keep this in future jumps.

Servo Upgrade (200 GW): Allows you to reload or switch weapons twice as fast.

Agent Shush (200 GW): Expert in infiltration, information gathering and all those other spy things.

Rechargeable Batteries (400 GW): Your batteries are something special, they recharge on their own, provided you're not being actively damaged. Post jump this confers a regeneration factor.

Where Are You Keeping All That? (400 GW): You have some sort of interdimensional storage space that can hold a dozen full sized weapons, dozens of magazines for each, as well as room for grenades.

Dismember (400 GW): An expert in disabling enemies with your attacks, breaking joints, sensors and overall just making them useless and helpless.

Tough Nuts (600 GW): Twice as tough as a bot of your class has any right to be. This reduces any damage you receive by half.

Inventive (600 GW): Like Krunk you're an expert at developing new weapons and gadgets, as well as repairing technology, even unknown or complex machines like Glitch.

Morbot Shield (600 GW): You can deploy a powerful energy shield that absorbs an impressive amount of damage. Lasts until its depleted or you deactivate it, recharges within an hour, less depending on how much energy was left.

Items:
 All Weapons listed here come with full upgrades and ammo respawns in your warehouse every 24 hours unless posted otherwise. If your bot form doesn't normally have swappable arms, now you do. Post jump they have an alt-form that can be used by humans.
Here's 400 GW to use in this section only.

Washers (50 GW): 25,000 Washers the currency of Iron Star. In future jumps you gain the equivalent (about 25k USD) in the local currency. Obviously cannot be used to purchase anything in this document. Jackass.

Mining Laser (One free for everyone, 50 GW for extras): Modified from its original purpose to serve as an emergency self defense weapon this self charging energy gun sports two barrels and can be charged to release a rapid burst of energy.

Slingshot (one free for everyone, 50 GW for extras): Low tech solution to the short range of grenades.

Ripper (50 GW):   This Krunk engineered weapon fires razor-sharp blades to sever limbs and appendages. Slicing through a shoulder ball joint severely hinders the enemy's capabilities, but has little impact on their energy.

S.P.E.W. (50 GW) Small Projectile Emitting Weapon. Light machine gun that tears though ammo. Good all arounder.

Coring Charge (50 GW): A repurposed mining explosive used as a grenade,   Has a 5 second timer and will explode on contact with an enemy. Can be fired with the slingshot for further range. Pack of 10.

Recruiter Grenade (100 GW): Powerful Morbot Device reprograms the AI intelligence subroutines of nearby enemy robots to become allies. Pack of 5.

EMP Grenade (100 GW): Emits an electromagnetic shockwave in all directions that disrupts cognitive and mobility circuits in nearby robots, shutting them down for 10-15 seconds. Pack of 10.

Magma Bomb (100 GW): Slosh's homemade canister of flaming doom that explodes on impact, setting fire to anything nearby. Can easily melt metal. Use with extreme caution. Pack of 5.

Firebuddy (100 GW): grenade like device that deploys a small flying drone that copies whatever weapon you're using and fires it at the same target you are. Only lasts 30 seconds. Pack of 5

Cleaner (200 GW): The cleaner is a hand held grenade like weapon that will target up to three enemies simultaneously and unleash powerful guided rockets on command. Pack of 5.

Toaster (100 GW): Slosh's hand-me-down molten metal spray gun melts through metal armor as though it's plastic.

Scatter Blaster (100 GW): Twin Barreled semi automatic shotgun, this thing tears though milbots like tissue paper.

Rivet Gun (100 GW): Fires a high velocity rivet that pierces then explodes. Can 'charge' the rivet once it's impacted to generate a larger, more damaging explosion.

Barrage Cannon (200 GW): Can turn a milbot grunt into scrap metal easily, it fires cluster rockets that can take down fully shielded titan bots with only a few shots. Can also Lock on to targets for enhanced accuracy.

Constructor (200 GW): Machine that builds new bots.   Requires material, and power. Rather fragile.   Comes with the full schematics to build any Mill or Droids and can be updated and modified to produce other bots. These bots will be considered followers unless imported in another jump. Can be attached to the warehouse.

Matt's Big Gun (200 GW): Four Barreled 60mm fully automatic cannon with attached rocket launcher that slows down or completely stops enemies for a short time. Perfect for defending critical positions and tears though heavy armor. Also comes with 4 Mill security turrets which are smaller versions of the big gun and are fully automated instead of manned.

Control Tether (300 GW): Mil diagnostic tool, originally used to repair bugs in their system. Modified by Krunk, the weapon is used to take control of other Mils with an open data port (typically located on their back).   Has a limited range of control (typically a couple hundred meters). Post jump this limit is removed and will work on any robots, regardless of dataport

Rapid Armored Transports (200 GW): R.A.Ts are found all over the Wastelands on Iron Star. Their speed allows for quick movement around the less crowded areas of the dangerous Wasteland. Essentially an APC with a twin 20mm turret.

Droid ABAT (300 GW): George Lucas is gonna sue somebody!   This large four legged walker bot is heavily armored and armed with twin laser cannons and can carry a dozen bots on its back.
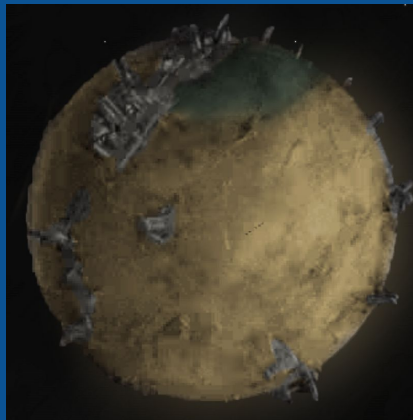
Iron Star (300 GW): A roughly earth sized planet made long ago by the Morbots, a mysterious robot race that has since disappeared without a trace. You get the whole planet, though its mostly made of space rock, junk and has no atmosphere, and toxic water. On the upside it does have plentiful ore and the deep interior has a massive energy generating complex that supplies the whole planet with reliable energy. Does not include the 'moon'.

Companions

Companion Import/Create (100 GW for 8): Import/Create up to 8 companions with 600 GW each to spend on their race, perks or items. They get a discount on the same race as you.

Hosed and Screwed (50 GW): Two mining droids who escort Glitch into the mines and meet an inglamours end at the hands of the mils. Now they'll join you for your stay and follow you on your adventures. Comes with 600 GW to spend on perks, which they share, any freebies and count as one companion.

Zobby (50 GW): A canine droid who seems as smart, if not smarter, than the average droid. Incapable of speech, Zobby is capable of sentient thought, operating turrets, and even driving a R.A.T, which he seemed to take from the Mils on his own. Does not take a companion slot. May import an existing pet to give them a roboform instead.

Shady and Mr Pockets (300 GW): These *ahem* enterprising bots show up randomly in your adventures, providing valuable but rather overpriced goods native to the jump. They mostly specialize in weapons, ammo, healing items and the like but are willing to take special orders, though expect to be massively overcharged for convenience.

Drawbacks

Lost (+200 GW): You're stuck in the middle of the wastelands, filled with rusting metal, corrosive rivers and hordes of zombie bots who thrust for fresh oil.

      -Really Lost (+200 GW, requires Lost): Oh now you're really in trouble. You're lost in the Morbot Region, deep underground, filled with hostile spider-like bots called swarmers who bury anyone they detect in a mass of metal tearing teeth. The ways to the surface are locked and the only known key is held by a giant swarmer.

Lemon (+200 GW): Your joints need regrinding, your crankshaft is bent and you can't even get your piston up. In short you're in constant low level pain and no matter how many repairs you get it will always come back eventually.

Gota Collect Them All! (+300 GW): Oh great now you gotta find 100 secret chips hidden throughout Iron Star and you can't leave till you do.   This won't be particularly hard but will require diligence and time, probably about 5 years of consistent searching.

Captured (+300 GW): At some point you'll be captured by the Mils (even if you are one) and forced to battle in the coliseum for the amusement of General Corrosive. You'll have to escape before they force you to fight the man himself with no weapons.

Nuts Of Steel (+600 GW): You lose access to any outside perks and items, reduced to your body mod and whatever you purchase here. Good Luck.

Outro

10 Years here and you're done now you have a choice but first a few things. Your bot body becomes an alt-from. All drawbacks are revoked and you gain a fully articulated and voiced toy version of yourself, companions and every canon character in the jump, along with the soundtrack.

Go Home: Had enough? Alright well here's 1000 GW to spend on anything here before you head back home.

Stay Here: Going to stick around? Maybe you'll find out where the morbots went off to. Have 1000 GW to buy any extras, you might need it.

Continue Jumping: Well it was fun while it lasted. Last one out, hit the lights.

Notes:

1. You can be a Milbot and be part of the droid resistance (we'll just say you were reprogrammed or are a spy droid) or vice versa.
2. Bots with weapons do get to keep their integrated weapons post jump, either as part of their alt-form or as separate items.
3. Matt's Big Gun in action: https://www.youtube.com/watch?v=66JLnoArLTM
4. Yes Golden Washers (not the ingame currency) and CP are interchangeable if you have extra cp from a supplement or other source.
5. Iron Star comes with regenerating ore, whatever structures are still standing and its your choice if you want to bring any of the bots with it.
6. If Glitch (or someone else for that matter) broadcasts the Mil shutdown code, you will not be affected even if you're a Milbot.
7. Really Lost gives 200 GW in addition to the 200 GW that Lost gives you. Also there's nothing stopping you from teleporting or digging your way to the surface, only the normal doors to let you out are locked and the swarmer boss has the key. If you survive long enough, Glitch will be here in a year or so and you can just hitch a ride out with him or follow Slosh back to droid town when he leaves.

Version History:
1.0 First release
1.01 Minor fixes, changing a couple instances of Washers to GW