

Just Cause 4

By Ovid



Welcome to Solis! This island off of South America has a long and storied past. 500 years ago, conquistadors led by one of the men of the Espinosa family tricked the indigenous people into selling the island for 2 pounds of silver, and then wiped them and their culture off the map. The Espinosa family has been in various positions of power since, and the latest in the line is Oscar Espinosa. 30 years ago, Oscar “let” one of his premier scientists leave and go home, then proceeded to use his connections to orchestrate that scientist’s death. This would be pretty typical for a tyrant, except that scientist’s name was Miguel Rodriguez, loving father of Rico Rodriguez. And now, Rico is coming to Solis to destroy the man who orchestrated his father’s death, and he will go through the private army of the Black Hand mercenary group to do it. There’s also a whole thing about controllable and/or weaponizable weather control, but that’s kind of a side note, honestly.

Age: Pick an age between 25 and 50.

Gender: You can keep your current gender, or change it for free.

Location: Pick any location in Solis for free, though being a Non-Black Hand origin in the mountains could get you shot down by Illapa’s defense grid, which are basically perfect accuracy battleship cannons.

Origins: You may choose to take an origin's benefits, but not be part of the affiliated faction or gain extra memories. Such a choice can count as a Drop-in option, in addition to any origin taken.

-Ex-Agent: You used to work with the Agency, an American intelligence force that specializes in manipulation, destabilization, and ensuring Uncle Sam gets what he wants. Now, you have cut ties with them, and are discovering some of the nasty crap that they did in the shadows. You've come to Solis to investigate rumors of weather control technology, and to see if you need to destroy it to prevent the Agency from getting their hands on it. You've also heard rumors that Rico Rodriguez, one of the Agency's best operations men, is also in Solis. You've heard he's burned bridges with the Agency, maybe he can help you?

-Army of Chaos: You've been a resident of Solis all your life. You grew up here, you've known members of the Black Hand, and you've chafed under their control. Now, the match has been lit, and it's now time for the flames of the Revolution to ignite! The standard colors of the Army of Chaos is a light green camo with bright graffiti-type accents. And yes, some of your colleagues do look like they are dressed for a rave, or a gay-pride parade.

-Black Hand: You are a member of the Black Hand. The Black Hand started in Solis decades ago, and were badasses even then. Then the Black Hand went global, and now the world knows you are badasses too. The island of Solis provides recruiting and logistical support, and the Black Hand is essentially the military of Solis. Members can be deployed locally, or oversees on mercenary contracts. But now these Army of Chaos idiots are trying to ruin the peace and quiet, and it's your job to restore order. The standard colors of the Black Hand are black with red details.

Perks:

General perks:

-Painting Skills (0CP): You've always had an artistic flare within you, and now you want to show off and stand out. You've got a way to turn images in your mind (or soul) into art on physical mediums, and can make paint schemes for everything from tools and weapons, to fabric, up to giant warships and planes, possibly even more. And if you don't have enough or the right paint, no problem! You can implement your colors textures and patterns onto a target object at will, and there will be no smudging, color loss/fading, or similar effects.

-Taking a Bullet (0CP): ...or two. People here can usually take a bullet or two, and not be overly affected. Getting shot in the leg means it'll hurt like crazy, but you can still move fine. If you are wearing a heavy helmet, you might be able to be shot in the head a few times and be able to walk it off. In addition, your healing rate outside of combat is also 3x what it should be.

-Basic skills (0CP): The Black Hand has been such an integral part of Solis, and has recruited so many locals, that some of their taught skills have leaked into the public. You know how to be decently accurate with most common guns, how to reload, how to throw grenades, and how to drive and fly a wide variety of vehicles. You are not an expert in any of these categories, but you have a solid base to work off of, and can improve with time, practice, and/or instruction.

--Advanced Skills (100CP): Well, it looks like you have more than just basic skills. Somehow, you've learned far more of the Black Hand's training. You know how to efficiently maintain weapons and vehicles, and your skill levels with weapons and vehicles is now at an experienced expert. You could even train others up to your level, even if they don't know a gun barrel from an ammo magazine.

-Mad Boarding Skills (0CP, Must purchase Hoverboard item): You must have had an interesting childhood. You've learned how to use just about any kind of board, on any kind of surface. Surf boards, skateboards, snowboards, and so on. You've got the skills and sense of balance to stay on your board, and have a wide variety of basic tricks to show off. Who knows, maybe someday you'll get to try out a floating hoverboard? That'd be rad, man! Oh yeah, and you can also have a minor forcefield, to prevent you from having to deal with bugs, plants, excessive wind, sand, snow, water spray, or other environmental concerns that you don't want impacting you (or your eyes) when traveling at high speeds. It's protection is only equivalent to full body motorcycle leathers and a full helmet, so don't get cocky against guns and stuff.

-Jumper's Soothing Voice (100CP): You've got one of those special kinds of voices. It's smooth as silk, and people want to listen to it. That doesn't necessarily mean listening to what you are saying, just your voice. You can easily keep people's attention from wandering, even if you are talking about a potentially boring topic like archaeology. You can even engage people in a subject by using your own passion for the topic to make them interested in learning more. If you wish, you can change the quality of your voice from "smooth" to some other attractive type.

-Environmental protection (200CP): The weather in Solis has always been volatile. Lightning storms at sea level, tornadoes in the plains, blizzards in the mountains, sandstorms in the desert. You've adapted to the dangers of weather conditions, and can avoid being hurt by them. Your body doesn't suffer from rapid changes in altitude or pressures, and you could even survive a lightning strike without medical attention. You'll even have increased tolerances for heat and cold, but they can still hurt you with prolonged exposure.

-Rewriting History (300CP): History is written by who's left. You can choose to rewrite how people perceived an event occurring, and people will accept it. However, if physical evidence is found that counteracts your version, people who see the evidence will start to ask questions. Did the Conquistadors genocide a peaceful matriarchal society, or did they protect settlers from a bloodthirsty barbarian tribe that sacrificed people to their pagan gods? The longer your version of events persists, the more significant the evidence needs to be to counter it.

Ex-Agent perks:

-No Explanation Needed (100CP): You've got a way with words. Or rather, without words. When time is critical, you can just hand a gun to prisoners in a cell, and they will know that it's a jailbreak, and what the plan is. You can also use gestures to clearly convey meaning, and know a wide variety of sign languages, and can quickly interpret any you don't already know. When hearing can be ruined by explosions and gunfire, you can communicate without hearing.

-Point Man (200CP): Unlike Rico's adventures in Panau and Medici, you don't need to wreck a base to conquer it. Now, you just need to weaken it, or make sure your enemies can't sabotage it before you allies can take and use it. You know where the most valuable points in an enemy's base/region are, and what you need to do to take those valuable points for yourself. Whether it's rewriting the IFF on the defense cannons of a base, or disarming the bombs an enemy would use to self-destruct something, or just stealing the schematics of a valuable technology or vehicles, you know where to go and what to do to make their strength your own. Let others worry about actually taking over, you've got other targets to hit.

-Pick & Choose (400CP): With so many things you can do to contribute to your allies, you know what activities and targets are most worthwhile towards your cause and what they will reward you with. Sure, you are requested to handle all those stunt jumps and speed photos, but what's the point if you simply want to gain access to that Formula One race car? You will also gain a general idea of what success will cost you, such as vehicles you'd specifically need to get the job done, or other specific resources or gear.

-KISS Principle (600): Keep It Simple, Stupid. When others come up with complicated plans that require technical skills and possible sacrifices of lives, you come up with ideas that cuts through all the complicated talk, creating options where otherwise there was only risks. Or something. How else do you come up with ideas to dive in the middle of a tornado, or shooting a giant weather control device with a cannon? However you explain it, your plans will always have a better chance of success than the worse plan you are trying to convince others not to use. Or, at least it'll be much simpler with fewer possible failure points.

Army of Chaos perks:

-No Adjustment Required (100CP): You've got immense mental flexibility. You can go from hiding from authorities, keeping your head down, to ambushing armed military convoys and participating in gun fights, with very little time in between. You can also come to decisions much faster than you normally would, and decisions made are the ones you would have made with more time to think and/or freak out about it. You've just started a revolution, you don't have time to fret about whether you should or shouldn't fight back.

-Sargento (200CP): Maybe you were living in the ghetto and were nothing more than a two bit criminal. But now, you've found a higher calling, and it certainly isn't to just be a person with a gun. You are part of the support backbone of any armed force. You are a master of logistics, can always find sources of supplies and transportation methods to move said supplies where they need to be, and can find effective ways to train grunts into skilled soldiers. Maybe you need

to ask one of the more skilled operatives to babysit the newbies? Those greenhorns will become much more experienced far faster than they otherwise would. Lastly, you also have an affinity for intel work, and can discover spies and plan counterintelligence operations with ease. Winning a war requires far more than bullets.

-Hack the Planet (400CP): Before you were an outlaw, you learned your skills with technology. And now, as part of the Army of Chaos, you use those skills to benefit the Army. You are always familiar with the physical and electronic weaknesses of an area that you can exploit, as if you were familiar with and planning an attack for years. Even if Plans A, B, and C fail, you always know just one more thing you can try. The smallest physical target would be a convoy or transport, and any electronic device is targetable. This scales with the greater variety of skills and/or knowledge you possess.

-Conversion By Victory (600CP): Victory is the best recruitment method. Even better, it's a greater time to recruit the survivors of your beaten foes. When you've declared war on an enemy, any time your organization has a victory against your foe, your enemy's survivors will be much more open to defecting to your cause, and are guaranteed to be genuine about it. No need to worry about traitors or spies using this opportunity to sneak in. And the more victories you have, the better the defectors. You might even get the leaders of your enemies to defect to your side, though the odds of this would be increased if the top leaders of your enemies decide to be monstrous in their defeats. Lastly, the defectors will not be excessively blamed by those they previously fought. If someone ordered a genocide, well, they're going to get exactly what they deserved, so they probably won't defect. But someone who was ordered to firebomb a town would probably just get sent to therapy when they switch sides. There will be no excessive blame from either party. And for when you aren't shooting stuff up, any other versions of "combat" and "warfare" also count. Economic, social, political, etc.

Black Hand perks:

-Cross-Trained (100CP): The Black Hand is a large organization, and you've trained to fill just about every role. When you are a part of an organization, you gain training and skill in every job and role equal to the average person in that job. Computer nerd, desk jockey, radioman, soldier, driver, pilot, etc. This doesn't include unique individuals or positions such as super-soldier or king or whatnot. This applies to all non-excluded jobs/roles, at the same time, and you keep the skills. If you join a future organization where the average skill level is higher than a previous organization, the higher overrides the lower.

-Deniable Wetwork (200CP): As a mercenary, you sometimes have to do things others would react negatively to. They might even fight against you for it. But you know how to get things done, and have others be blamed for it. Need a scientist disappeared? Use your connections to pose as a foreign spy agency, and have a dictator remove the problem for you. Any actions hidden in such a way are guaranteed to be impossible to prove otherwise, through a combination of deteriorating records, obsolete technologies, natural deaths, senility, etc.

-Offshore Reinforcements (400CP): When a situation changes, and you need help, you can call in help from afar. You can request aid from any part of your organization regardless of distance, and they will soon appear to reinforce you. Any discrepancies with travel time are quietly ignored. And if you manage to convince others to come to your aid, they also benefit from the lack of travel time too, and still those discrepancies will be ignored.

-Leader of Your Troops (600CP): You may be a mercenary, but you are a part of something bigger than yourself. When someone is planning to betray you or the people under your command or the organization you are with, you will know instinctively know who is doing it and what they will do. You also know what to do to either quietly exit any relationship you have with the betrayer and not have anyone blame you for exiting, or you could go the messy path and make them really hurt for thinking they could get away with such a thing. And if you are a part of a larger organization and you are alerted to a betrayal, any attempts at alerting the higher-ups will be successful, and they will take your warning seriously, even if you are just a grunt. Lastly, you are also very skilled at building loyalty in those you interact with.

Items: Here's a bonus budget of 200CP you can only spend in this section. You may import items into similar items for no additional cost. Weapons into weapons, vehicles into similar vehicles, armor into armor, etc.

General items:

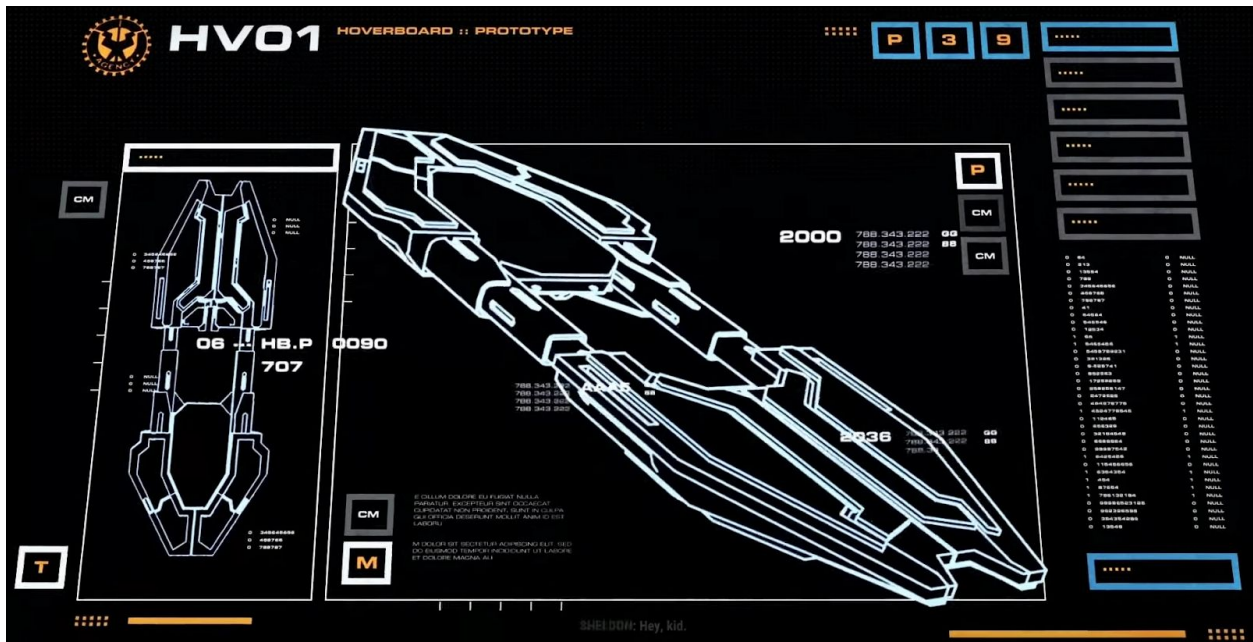
-Tapedeck (0CP): Music is always important, even if you are building a storm proof pillbox of a van. Any vehicle you get in always has a choice selection of tunes. No, you don't need to have a mix-tape made, though you could put one in if you want.

-Radio Talk Show (0CP): Everywhere you go, there will be a local radio talk show covering local events. The hosts will be two idiots who are moderately entertaining, but even the talk shows advertisements will call them idiots. As with all idiots, they will occasionally have bursts of insight into what's going on.

-Weapon (100CP, discount on subsequent purchases): You can't just head out into Solis unarmed! And since you are spending CP on it, you can have some bonus features too. Pick any man-portable weapon in Solis, and it will have infinite ammo (but will still require reloading), the secondary mode's ammo source will regenerate at a constant rate, and the weapon will always be in a usable state. Lastly, you also gain blueprints to make a basic version of your chosen weapon with the infinite or recharging or guaranteed usability features. You'll also be able to make the ammo and secondary ammo off the blueprints. *Black Hand weapon details provided in Notes section below*

-Hover Board (200CP): Developed by the Agency, you managed to steal this from one of their vehicles. It sits on an electromagnetic barrier that provides a constant layer between you and any surface, even if that makes no logical sense, such as water, sand, dirt, etc. The EM barrier

is strong enough that it can slow you down safely when falling at terminal velocity, and also prevents you from harshly impacting anything in your way. If it goes over an electrified wire or cable, it will follow that line with a boost to its forward momentum. If activated underwater, the user can ride it like a boogie board to the surface and it will launch itself forward upon breaching. It doesn't provide its own forward momentum except on initial activation, so hopefully you have a means of doing so. Maybe a Grappler or wingsuit booster? If you do have a wingsuit booster, you can safely use it while riding the board to create forward momentum. And somehow, despite you not being secured in any way, it is near impossible for you to be forced off the board against your will unless you literally run over a mine or something. Lastly, the board can compact itself for convenient storage on your person.



Schematics for the Hoverboard

-Vehicle (200CP, discount on subsequent purchases): Need a ride? Pick any one vehicle that appears in Solis, and it will have infinite ammo and fuel, will self repair, and if destroyed, it will respawn either nearby or in your Warehouse. As a bonus, you can change the paint job at any time at will. If you wish, you may import a vehicle into a vehicle bought this way, or just import it as is.

--Modular Upgrades (100CP per vehicle): You've got your own ride, and the Solino Underground gangs have the goods to make it even better. They trick out their own vehicles with various weapon systems and various mechanical systems, and they've done you a favor by improving your vehicle. Pick 2 of the following: dual front-mounted miniguns, dual front-mounted slug shotguns, a wind cannon, homing missiles, nitrous, side boosters, or even an energy shield. Maybe even an optical camouflage system from one of those Black Hand Stealth Micro Fighters. This is your first loadout. Then make as many different loadouts as you want, and your

vehicle will be able to switch between them as needed. As a reminder, the ammunition, fuel and any other consumables on board will be infinite.

--Toy Version (0CP per vehicle): Some people like cars. Some people like cars so much, they give toy versions to small children. But instead of being reasonable and gifting toys that fit in a child's hand, they instead go completely crazy and give a car a child can sit in and that has an electric motor. Solis takes that up to 11. Anytime you buy a vehicle, you may give it a Toy alt-form that is big enough for a single grown man to barely sit in. All other capabilities are intact, including weapons, speed, and so on. No, there is no armor protecting you from being shot in the face, not even a Toy Tank.

-Project Illapa's Best (400CP): Project Illapa has been in some form of development or another for the past 30+ years. Even now, it's not the best it could be. But this options grants you the ultimate version of Illapa, even beyond where it normally could have gone. This is a mobile core that can fly, is an unmanned drone, and is a circular platform with undermounted hover engines that is about the length of a main battle tank. More importantly, it is capable of controlling the weather in an entire country, and can cause and prevent any weather of any type, in any location, and in any combination. Want a blizzard in a tropical swamp, or a tornado in a swamp? With this you can. Lastly, while the core is difficult to detect, if it is ever destroyed, you can find it in your warehouse repaired to full readiness after a week. And a certain Agency would likely reward you handsomely for this technology. Don't worry, even if you "give" it to them, you'll get it back at the end of this Jump.



Project Illapa control core lifting off from its berth

-Agency Submarine (400CP): USS Jumper. Hull designation SFO-JMPR. Whatever else you call it, you can now call it yours. The Agency, in their pursuit of Project Illapa, will be bringing 7 giant submarines to Solis. Normally, they'd be salvaging any and all data they can get on the Project, with a secondary objective of taking out Rico Rodriguez. But an 8th submarine somehow got their orders mixed up, and now answers to you, regardless of which group you are with. Each submarine is absolutely gigantic, a floating base that carries Agents, vehicles, weapons, and supplies wherever they need to go. Each sub has 14 vertical launch missile silos at the front of their hull, with missiles big enough to be mistaken for nuclear missiles. On the deck below that, they have a firing range and munition storage, plus even more of those big missiles. There's also the forward airlock on the port and starboard. From the front portion of the sub to the back where Engineering and the Con is, there's multi-purpose storage for everything from shipping containers of supplies, to vehicles, to even aircraft. There's even an aircraft elevator that goes to the outside of the ship, which helps in deploying aircraft. In the rear of the ship, the bottom level has engineering and the engines, but also the rear airlock that leads to hovercraft storage and deployment. As mentioned, the top level of the rear holds the ship's control room. Oddly, this submarine design has the sail at the rear of the hull, and is absolutely gigantic. It also contains the emergency communications relay, which is supposed to be deployed in the event of the sub's imminent failure and/or destruction, according to Agency protocols. There's some more crew space in the sail, complete with windows, despite making no sense to have windows on a submarine. Lastly, on both sides of the ship, there are portions of the hull that open up when the ship is surfaced.

All this, and it's now at your command. The USS Jumper will have infinite supplies of food, fuel, air, munitions, will have a small attachment of Agency hover and aircraft, as well as enough crew to man the ship and vehicles. However, there are no Agents attached to this ship, so please, don't send this up against any of the other subs in Miller's fleet. At the very least, the opposing Agents will sink this ship. Maybe not as fast as Rico could do it, but you're still down a very useful asset. In the event it's destroyed, you'll get it back in full condition in 10 years, or the end of the jump, whichever comes first.



Agency Submarine USS Conquest, with accompanying deployed infrastructure.

Ex-Agent items:

-Grapple, Wingsuit, and Parachute (100CP): You've got a complete set of the gear that Rico uses so effectively. You gain a parachute that will never tangle or tear and can quickly store itself, a wingsuit that will let you glide even if you don't have enough wing surface, and most importantly, the iconic grapple. It can pull you to a target (or target area), tether two points together, and retract those two points towards each other. The grapple also has an integrated computer, GPS and comm system, and has a hacking spike for infiltrating enemy computers. The grapple's computer can also link up to any other electronic devices on your person. Lastly, you can choose a custom coloration for the wingsuit and parachute.

-Grapple Mods (200CP): You've stumbled upon a wrecked truck with some interesting bits of tech that you can integrate into your grapple. You can also customize how the grapple and devices work together and how. You can change how the retract function of the grapple works, such as how short the cable will be before it stops retracting, the strength of the retraction force, and what happens when the retraction stops. The second device is a auto-inflating balloon that comes out of the first tether point, which can lift targets off the ground, sending them skyward or can fill with hydrogen gas for improvised explosives. The last device is a variable booster nozzle that is at the first tether site. It can adjust its strength, duration of boost, what direction it boosts toward or away from, and so on. You can adjust any of these affects at any time, and could turn on all of them at once if you want. These devices add to your versatility, and the more creative you are, the more applications you can figure out for these tools.

-AR Lens (400CP): Technology is always advancing, and you've got this nice bit of intel-displaying gear. You have 2 contact lens that can comfortably stay in your eyes without irritation or wear and tear, and can automatically correct for any vision flaws. And they display information right on the lens. They serve as an augmented reality device, highlighting the presence of weapons objects and vehicles, giving them full descriptions. They also highlight objectives and areas where you can find objective targets in, and also highlight environmental concerns with visible markers, such as high wind areas, or imminent lightning strikes. They can also plot and highlight the impact areas of incoming artillery or rocket strikes, giving you a chance to get out of blast zone. You'll also have a stockpile of these devices in your Warehouse, and you can choose to give them away to others if you want, or if you have the know-how, can reverse engineer them to figure out how to build them yourself.

-Weaponized Wing Suit (600CP): You've managed to acquire a prototype weaponized wingsuit that the Black Hand developed. It's mounted on your upper spine, and has a jet engine booster and a quad missile launcher. The jet engine can boost you 3 times, though once you turn it off, it will need to recharge before you can use it again. That being said, a single charge can get you up and over a decent cliff, and it'll usually recharge well before you come close to the ground. The quad rocket launcher spits the rockets out and away from you, and can fly at a target in any direction from you. You don't need to be facing the target, and the rockets will fly in a square

pattern. The rockets also don't have any homing capability, so it'd be best to use these for bombardment of land targets, or firing upon large airborne ones. The launcher can fire 3 separate quad rocket salvos, and each salvo is on an independent reload mechanism. Lastly, you also will never be harmed by the direct thrust of the booster or of the rockets, though this won't help you if you boost into a rock wall or fire at a target too close to you. As a bonus, you can also use the quad rocket launcher while on foot, you don't have to be using your wingsuit.

Army of Chaos items:

-Pilots (100CP): The Army of Chaos moves fast, and the front line is constantly moving. Thankfully, the Pilots of the Army are up to the task! They fly Skycastle Cargo Jets, and they can move infantry and supplies wherever it needs to go. Infantry get dropped off via parachute (or other gliding methods if they have them), and supplies get air-dropped into requested locations as selected by allied forces. Now, you have your very own pilot force, each flying an equivalent heavy cargo craft. As long as you or your organization already have access to items, supplies, or vehicles, you can request a cargo container at your location, and they'll have it delivered to you within 10 seconds. Once you use a pilot though, they'll need a few minutes to gather the supplies/resources again before they can drop it to you again. Also, try not to think about how a Skycastle cargo jet can be stuffed into a cargo container and dropped out of another Skycastle. Those little boxes have surprising capacity.

-Squads (200CP): An army needs fighters, and now you've got some. You always have a handful of soldiers available to back you up, or secure a location, or just cause some havoc. However, these are only a few tens of soldiers. If you want more, well, start making some victories and taking territory. The more territory you've secured with your soldiers (or your allies' soldiers), the more soldiers you will have access to. The more victories you win, the better the recruitment for your organization, which also leads to more soldiers you can use. And the more of your secured territory that surrounds a target that you want to take over, the less men you need to actually secure it. On the other hand, if you have no nearby reinforcements, you are going to need quite a few squads of men to take and hold valuable real estate.

-Supplies for the Front Line (400CP): In any form of conflict, what the enemy does can ruin all your carefully made plans. At least with this cache of equipment, you don't have to worry about losing your hard earned gains. Any time you share a border between a hostile power and yourself, and both of you are in open conflict, this cache of equipment will appear at the border and your men will fight the enemy to a standstill, making a Front Line, a zone of conflict where the enemy can't progress any further into your territory. This Front Line won't progress any further into enemy territory, but you have other means of doing that. Any conventional attack made by enemies through an established Front Line will be fought to a standstill. And even better, you won't have to worry about reinforcing or resupplying the Front Line, the supply cache will always have enough to hold the line, but not enough to press it further. The supply cache will update to any setting's skill level, tech level, and scale to enemy forces just enough to fight them to a standstill.

-Connections (600CP): You could be called The Spider, your web of connections is so vast. You have some form of records that lets you always know someone who would either support you in your goal, or that has knowledge that can help you get closer to your goal. Maybe you know the resident super-hacker, or that kid in the slums who always wanted to be greater than he is, or the resident conspiracy theorist with proof that you can actually use, or a family member who is a key member of a superweapon's design team. Every time you enter a new area, your records will update with who to find to progress your goals. And your records will also include a way to give you a boost to earning said person's trust, if you haven't already met them.

Black Hand items:

-Titan Exoskeleton (100CP): The Black Hand's heaviest infantry force is the Titans. They come equipped with powered exoskeletons with heavy armor plating, and handheld railguns with launcher-deployed drone support. They can also use connection points in the hands to supercharge a held weapon to fire an overcharge shot that does triple damage. And now, you get to have your very own set of this armor (railgun and drone support excluded). Because you are buying it here, the Exoskeleton won't slow you down or weight any additional amount, and can integrate other man-portable items you can buy with CP. Optic Camo, (weaponized) wing suits, parachutes, grapples, etc.

-Optical Camouflage technology (200CP): The Black Hand have one of the more advanced programs for optical camouflage in the world, and actually deploy them to the field on a regular basis. You gain the research notes, blueprints and your very own suit of optical camouflage. And if you have a Titan exoskeleton, you can integrate the optical camouflage feature into the exoskeleton.

-Black Hand Arsenal (400CP): The Black Hand is one of the most advanced mercenary forces in the world, and have some very nice toys. Their weapons have some bizarre secondary modes, they have drone support, and have enough armored support to rival some militaries. You gain a bunker containing examples and schematics and blueprints for all of the Black Hand's weapons, vehicles, buildings, and equipment. This does not include anything that is a prototype or unique. It also doesn't include Agency weapons.

-Automated Industrial Might (600CP): Part of the reason the Black Hand are so well equipped is that the economy of Solis has evolved to support them. The Prospero company is owned by Oscar Espinosa and owns the factories, shipyards and airports that make their equipment. And now, you gain your own network of automated industrial facilities that can produce everything from personal equipment, to vehicles, to combat drones. Running by themselves, they can output a decent amount of material, though the output rate can become much higher if you can find additional sources of raw materials. However, the installations start out only able to output civilian-grade products, and you will need the schematics before you can build anything from the Black Hand or other militaries. Maybe you can steal or buy them from the Black Hand, or maybe have another way of getting their schematics? After your time in Solis is up, you can choose to

have these facilities integrate with your Warehouse, or become part of each following setting, and/or have the facilities merge into one massive super facility and decide where to put that.

Companions: If you wish to bring companions to this jump, but don't want to import them, they can join for free, but don't benefit from any extra CP. Companions are not able to spend CP on other companions.

-Import (50cp each, 200CP for 8): If you don't want to visit Solis by your lonesome, here's your chance to bring some friends. Each companion you import this way gains an origin, age/gender of their choice, and 600CP to spend as they wish.

-Local (50cp each): Want a chance to meet a specific local and maybe bring them along? You will have a guaranteed chance to meet said person and convince them to come along with you on your Jumpchain. If you fail in doing so, and/or just change your mind on who you want to convince, then you may change targets without having to spend additional CP. Rico is excluded from this option.

-Rico (100CP): The man himself. The Dictator Removal Specialist. Smooth Operator. The Man with the Plan (to blow stuff up). Rico Rodriguez himself. Here's your chance to convince him to come along with you on your journeys. He's got all of his hard-earned skills and equipment. Maybe you can convince him by talking about the new things he can experience, or that he can take a vacation?

Drawbacks:

Suicidal Drivers (+0/100CP): Doesn't Solis have any road laws?!? Now, any and all drivers, pilots, helmsman, whatever, will drive like they are suicidal. This can mean fast, swerving, or ramming things they really shouldn't. And yes, that means you will occasionally see a low flying jet just randomly fly into a mountain, or a helicopter into a tree, even if they could have avoided such things with ease. For +0CP, this applies to enemies, allies and civilians. For 100CP more, this drawback only applies to civilians and allies, but not your enemies. Here's hoping you don't have to rely on someone else's driving. Or piloting.

Toy Wars (+0CP, requires at least one purchase of Toy Version upgrade for Vehicle): You may be reliving your childhood at the controls of a Toy Vehicle, but your enemies saw you and got jealous. Whenever you are engaged by a hostile faction, they will also be driving toy versions of their vehicles, that are just as operable as the full size version. Just like the Toy Version upgrade, they also lack armor preventing them from being shot in the face, even the Toy Tanks. But everyone's having fun now, right?

Visual glitch (+100CP): Is there something wrong with your eyes? Every so often, you are going to have a massive decrease in visual quality. A tree might look like it was rendering on a video game system from the 1990s, or motion blur will be quite obvious at high speeds. Things will look... gritty, for lack of another word. And people with beards are going to look patchy, despite how normally well-kept they usually keep their facial hair. This is an annoyance, but shouldn't affect you in combat.

Conspiracy Lingo (+100CP): When you speak of topics, you inadvertently use the language of a conspiracy nut. If it's a secret government project, aliens did it. A powerful billionaire is a lizard person. If someone takes the time to understand you and the points you are making, you can get your meaning across. But until then, it just sounds like you are spouting conspiracy theories, and at best, expect eye rolls.

Getting Too Old... (+100CP): You've been at this game a long time. You've seen the same things over and over. Armies of rebels, dictators to be overthrown, so on and so forth. You aren't as young as you used to be, and are now feeling the aches and pains this lifestyle brings. In addition, you have a feeling of weariness you just can't seem to shake. Maybe a new experience or two will temporarily relieve it, but there's only so many times you can ride a rocket before it gets old. Maybe try diving into a tornado?

Cow Hallucination (+100CP): You will randomly hallucinate people are cows. They will walk on two-legs, enemies will shoot at you, people will drive in their cars, but they will look like full-on bovines while doing so. And all the cows kind of look alike, so a Black Hand cow will look just like an Army of Chaos cow, and you won't quite know who they are with unless they start shooting at you. Also, when in polite conversation with your friends who've been visually replaced with upright cows, try not to stare at their udders. Yes, they are giant and in the way, but to other people, it'll look like you are staring at their crotches.

Cow Up In Your Face (+100CP): Here's hoping you find cows cute. You are now going to have to deal with a cow illusion constantly being in your face. It will be about 2 feet from your face at all times, and it will stare at you with those big brown eyes. All the time. Even if you are driving a supercar for a movie scene, the cow will still be staring at you through the windshield, looking like it's stuck to the front of the car. But since it's just an illusion, the only one affected by it is you. For no extra points, you can choose to have the hallucination speak to you in the voice of Mario Frigo, and it will constantly make cow-jokes. "Rico, we're making a Moo-vie!"

Drone Swarm (+200CP): Solis has a well developed drone program, and they've been producing drones for quite some time. However, it looks like there's been a glitch in the software, and you unfortunately fit the parameters. You are going to have drones regularly appearing out of the blue to attack you and any vehicle you are in, and some of them are absolute murder on aircraft. The size of the random attacks stays about the same, however, if you ever engage a base with drones operating on it, then you will also have to deal with said drones focusing on you and only you, in addition to any random drones that would show up.

There is a silver lining though: If you can shut down Prospero Robotico somehow, you can stop the production of additional robots, and any future drone attacks would be pulling from a finite amount of reinforcements.

Escort Duty (+200CP): You are normally fairly independent. You are an adult, you can get a job done yourself. Sadly, that is no longer the case. In the interest of “cooperation” and “training” or whatever, any time you have to perform a task or fulfill an objective, you are going to have to escort someone else to do it for you. Shooting up a convoy means you have to escort a couple of rookies with rocket launchers. Taking down a spy means overwatch with a sniper rifle while the recruits do the takedown. Shutting down a base means having to babysit a hacker or demolition expert. If you fail in protecting them, then you cannot proceed further in your objective, even if the generator you have to blow up is right in front of you, and have to wait for a replacement to become available.

Aura of “Invincibility” (+200CP): All your generic allies have become college-age kids who think being in the Black Hand or Army of Chaos is awesome, and that they will be the next Gabriela Morales/Rico Rodriguez. As such, they will have the feeling like nothing bad can happen to them, and will be suitably cocky. Spoiler, they aren’t invincible, and very bad things will happen if you don’t correct them of their mistaken impressions.

Black Hand with Wingsuits (+300CP): Rico has his prototype weaponized wingsuit that he stole from the Black Hand. But it looks like that device has now been put into mass-production, and the Black Hand is now including in their operations. You will encounter enemies with weaponized wingsuits and parachutes (but no grapples), and while they can deploy/jump out of aircraft, they can occasionally be found just flying around. They tend to announce their presence with opening quad rocket salvos and come zooming out of the sky. The production version does have some limitations in that it can only boost once or fire a single salvo of 4 rockets before having to recharge/reload, and since they don’t have grapples, it takes more effort for equipped enemies to get into the air. In the event that you are part of the Black Hand yourself, then your enemies have acquired a shipment or source of the devices and are deploying them against you, yet somehow your faction isn’t using them yourselves.

Hostile Weather (+300CP): Did you desecrate a weather god’s place of worship in another life? Regardless, the weather in Solis now really really doesn’t like you. Expect to be constantly enveloped in bad weather, from thunderstorms and dust storms, to monsoons and blizzards, depending on your altitude. You could even play “ride the tornado” on a regular basis if you have a parachute or wingsuit, since tornados will be regularly paying you a visit. You may want to avoid staying in any inhabited areas long term, since towns and cities don’t tend to handle near-continuous bad weather very well.

Going Old School (+300CP, Ex-Agent origin only): Previously, all an Ex-Agent had to do to weaken an area was to hack defenses or steal schematics or disarm bombs, and your allies could then invade and take over. Now, you need to destroy every power generator, broadcast

tower, defense turret, fuel depot, and so on, before your allies can take possession. Kind of makes you think of Panau and Medici and how you handled things there.

Los Demonios (+300CP): Is Solis too normal for you? Well, prepare to get weird. An archaeologist affiliated with the Black Hand has successfully figured out the puzzle of the necropolis of Isla de los Anillos, and will be releasing soon an ancient sealed evil. It is a combination of bizarre carnivorous plant life and giant acid-spitting insects, and the ancient Qacha people called it Huchasunqu. Good news is that, while there is a relic crossbow that does bonus damage to the demons, you can still use your normal gear to kill them. However, any and all vehicles that enter the globe atmosphere effect are immediately destroyed. If you don't stop Huchasunqu, it will proceed to spread more infestations throughout Solis, then the world. And the globes will also expand themselves as the infestation grows stronger inside. Good news though; if you do kill Huchasunqu's source self on Isla de los Anillos, then the entire thing turns to ash, and everyone involved will vow to never speak of it again.

Hostile Agency (+400CP): Rico is one scarily effective force of destruction, and he learned most of it from the Agency. Now, the Agency is in Solis for some unknown reason, and they brought an army with them. Well, more like a fleet of 7 giant submarine motherships, each complete with their own complement of Agents. While they will be focusing on whatever their task is (and are looking mighty interested in Project Illapa), they will have the secondary objective of taking you out. Expect Agents with grapplers, riding giant drones, wielding some really nice weapons. If you took the "Black Hand With Wingsuits" drawback, each Agent also has a wingsuit and parachute, in addition to their grapplers. Can you handle mass produced versions of Rico? The only way to stop them is to completely destroy their submarine bases. Good luck.

Post-Jump:

Congratulations on surviving your time in Solis! Hope you didn't mind all the extreme weather. For surviving, take this free set of Just Cause 4 Commemorative Bobbleheads and Commemorative Pez Dispensers, as well as an existence supply of Pez in every flavor ever produced. Now, it's time for you to make a decision. Regardless of your choice, all drawbacks are removed.

Stay: Have you fallen in love with the island of Solis and its people? Maybe you've built it up and want to see it takes its place as one of the future superpowers of the world? Whatever your reason, you've chosen to end your jumpchain here.

Go Home: Has the culture of Solis made you miss yours? No problem, even Rico Rodriguez had to go home eventually. You return to your home world with all your accumulated skills, abilities, stuff and companions. And anything else not covered by those descriptions.

Keep Jumping: Solis has been fun, Rico's been a literal blast, but you've got other places to be, tyrants to kill, so on and so forth. Head to your next jump.

Notes (for Jumpers):

-Project Illapa: Pronounced "ee-ya-pa", this is the local superweapon plot device. It's a weather control network, and has been in one form of production or another for 30 years. The project was started by Miguel Rodriguez and Lanza Morales and Leon Espinosa as a means of controlling the more extreme weather of Solis. However, Leon's unfortunate death as a result of a tornado crashing his plane left his son Oscar in charge. Side note: it's suspicious how Oscar disapproved of Leon's altruistic plans for the project, and then Leon somehow encountered a tornado. Regardless, Leon took over and intended to weaponize the project, leading to Miguel Rodriguez quitting and going home to Medici. Leon, not wanting to make Miguel a martyr and have his other scientists become rebellious, used his connections with the Agency and with General Di Ravello of Medici to have Di Ravello eliminate Miguel. Which also lead to the Agency recruiting Rico Rodriguez. Anyways, Lanza Morales continued to work on the Illapa project despite the fact that Miguel's departure set it back decades. When the events of Just Cause 4 occur, there are revealed to be 5 weather cores. The Thunder core in the north east of the island that constantly generated a thunderstorm, the Sandstorm core in the deserts of the northwest, the Tornado core of the south, the Blizzard core of the mountains, and lastly, the most advanced version of the cores, the Storm Core that was based out of the Illapa base and was meant to bring down an insane amount of lightning. The Tornado and Storm cores were also the only ones that were mounted on a mobile drone platform. Beyond the fact that the weather cores could create specific weather patterns in specific locations, the project itself isn't very impressive otherwise, at least when you consider that energy shields and wormhole portals are a thing in this setting.

-Version 1.0 was made from the base game of JC4, and not any of the DLCs. Updates to jumpdoc will occur when DLCs are released, though a comprehensive update may have to wait until all DLCs are out.

--EDIT: Updates have been made as DLCs come out, though some DLCs barely deserve a foot note. *CoughLosDemoniosCough*

-Rewriting History : This perk is actually based on the past actions of the Espinosa family. The Espinosa who was a conquistador who came to Solis in the 1500s basically tricked the indigenous matriarchal tribe with advanced machines into selling the entirety of Solis for 2 pounds of silver, which is recorded in a transaction and/or deed that you find in Otorongo's coffin. The Espinosa then led a genocide of the indigenous people, and then the family rewrote history so that they weren't monsters. It got so bad that they in modern Solis, there was a Game

of Thrones-esque show that had Otorongo the wrong gender and glamorized the Conquistadors and their actions. To support this, the Espinosas sealed off archaeological digs or completely reworked them to disguise their historical importance. The only proof otherwise is Rico finding the tombs of Otorongo's family and closest advisor's which lead to Otorongo herself. Which is hilarious, because there are 5 giant rolling stone heads that are scattered throughout the city that is built around her tomb, and no one knew it was there, or that the heads were the keys to revealing her coffin. And somehow, no one destroyed any of the key heads, or moved it further than on top of a skyscraper.

-Pilots: Seriously, I have no freaking idea how the hell they fit a giant cargoplane into a small shipping container, then drop it off of another example of said cargoplane. What's worse, is the Spearhead Transport is essentially a military ferry that could fit about 30 tanks and a chopper, and looks bigger than some real life destroyers. And it also fits in a freaking cargo container. I legitimately thought the Spearheads were a destroyable set-piece, but you can drive them.

-Black Hand Arsenal: As of the base game, the only unique or prototype gear that would not be included in this Arsenal is the Weaponized Wing Suit, or anything related to Project Illapa. However, the wind cannons and lightning guns are, as is the railgun technology.

--EDIT: Agency Weapons are not included, since those are manufactured by the Agency, not by the Black Hand.

-On a technology standpoint, the wind cannon, railgun, lightning gun, and various drones are probably the most worthwhile things to get here. The wind cannon and railguns have infantry and turret variants available, and the lightning gun is essentially flat out better than the prototype lightning gun you can get in Just Cause 3. The vehicles and planes in the base game aren't anything to write home about.

--The one possible exception is the Stealth Microfighter, though it's main gimmicks are folding up its wings and tail to take up less space, and has adaptive camouflage, which you can get from the Black Hand item above.

--EDIT: Agency tech is also worthwhile, particularly the weapons.

-JC3 versus JC4 weaponized wingsuit: Sadly, the JC4 version feels like a downgraded version of the JC3 one, which is pathetic since the developers basically devoted an entire DLC and upgrade tree for it (for JC3). The JC3 version has a forward firing machine gun, and lock-on missiles that regenerate fairly quickly. The booster engine is bavarium powered, so it fires quick bursts and recharges quickly, and it can also work underwater or launch the user off the ground. It also allows for very impressive maneuverability, allowing the user to dodge homing rockets. The JC4 version is more brute force. It has a maximum of 3 boost charges and 3 rocket barrages. The boost charges last longer, and take longer to recharge, but are strong enough that a full boost can give the user some serious height. The rocket barrages are not-homing, but can be launched in any direction and fire in salvos of 4 rockets. If you wish, you can import one weaponized wingsuit into the other and handwave the details. Maybe the combined wingsuit has both bavarium and jet boosters, and both missile types on separate reloads?

-Cow Up In Your Face: This is a reference to an actual game bug I had, where I was driving a supercar for one of the movie missions, a cow clipped into the hood, and proceeded to stare to stare at Rico's face for the rest of the race. And what made this hilarious is this glitch occurred right after the movie director said "Rico, you are back in your childhood, racing your best friend Mario Frigo."

-Los Demonios/ Huchasunqu: When unsealed, Huchasunqu will create a giant purple globe around itself that prevents all vehicles from functioning, spread it's plant forms throughout the globe, and create eggs that will quickly hatch into the flying bugs. The flying bugs are limited to the globe and can't exit, but spit acid, can make themselves into suicide bombers, and can latch onto and control the bodies of humans, using anything those humans have equipped, including weapons and grenades. In time, the globe will expand covering the entirety of the island, and after that, Huchasunqu will send tendrils to the mainland of Solis, creating new globes of infestation. To destroy the globes, you must destroy all glowing plantlife inside, which forces the giant tendrils to withdraw to the central seed/source/pod, leaving it vulnerable. Peel back the pod's outer layer and destroy the internal organs, and that should destroy both the globe and everything relying on it.

--Yes, Huchasunqu is more of an alien biosphere than it is an actual lifeform. Yes, the "plants" are some weird combination of plant and animal. Yes, the globe effect automatically destroys any vehicle of any sort that enters a globe. No, there is no explanation for literally any of this. The closest explanation for the demon bugs possessing people is that it's similar to that fungus that zombifies ants and controls the ant before eating it alive.

--Huchasunqu, if ignored, truly will expand to potentially the whole world. One of the in-game infestations was the middle of a lake, with no land mass to work off of. So, it just grew some. Oceans won't stop it.

--When the drawback says "the entire thing turns to ash", I'm also including any samples you may have taken, or any other globes you didn't clear. Really. The game doesn't explain anything about this potentially fascinating organism, then sweeps it under the rug when the story's done. Yes, I'm annoyed at the lost opportunity by the writers.

-Toy Vehicles: Yes, this is a serious thing that was added to the game at the same time as Los Demonios. It's a paid DLC, but the shenanigans are hilarious. And you can fit a surprising amount of Toy Jets (which are shrunken yet fully operational Jet Bombers) in the back of a Cargo Plane, and use it like an airborne carrier. Just don't try landing it inside while the Cargo Plane is in mid-air, cause while you can fit, there's nothing to prevent your toy jet from decelerating right back out.

--The DLC offers the Toy Boat, Toy Tank, and Toy Plane, yet has a hidden vehicle of a Toy Truck, with which solo Black Hand will arrive in to a fight.

--Seriously, look this up on Youtube. The shenanigans some people get up to is hilarious.

-Hoverboard: This thing is absolutely ridiculous. You can drop from the top of the game map to the bottom, and as long as you have the hoverboard deployed, you won't get hurt at all on impact. If you ram yourself full speed into a wall after a wingsuit boost, absolutely no damage,

you don't even get thrown off the board. When you are done with it, or slow down to a halt, it compacts itself and somehow Rico stores it away on his person. The Agency made it, had one conveniently located in the first Hovercraft that Rico runs into, but no other Agent uses one after Rico punches their collective faces in using it? Though, you can hear Agency troopers sometimes yell out "he's got one of our boards" so maybe they just don't use them? Meh. It's a fun toy, but makes little sense.

-Weapon Overview:

SW9 Assault Rifle: The primary automatic rifle of the Black Hand, used by most of their common troops, and comes with an underslung grenade launcher that fires fragmentation grenades.

Bullshark Assault Rifle/SW7-PBA Assault Rifle: These rifles are clones of each other, and do the same thing. They fire 3 round bursts with good accuracy, and fire grenade-launcher deployed combat drones. The drones fly on double fanblade rotors, and use machine guns to support their wielder.

CC10 Shotgun: this semi-automatic shotgun also fires stun grenades from the undermounted launcher. It's also reloaded one shell at a time.

PBX Auto-Slug 4: This slug firing shotgun hits hard, and it's secondary mode converts a round of ammunition into a scatter shot that ricochets like the devil's own pin balls.

21-J Smart-Rifle: This semi-automatic rifle has high damage and high accuracy, and for the times you just can't hit a target, or need it to die in a hail of bullets, the secondary fire locks onto a, or multiple targets, and unloads the clip at them extremely quickly. And yes, the bullets curve to hit the lock-on targets.

SMG-2: This SMG is also quite common to most Black Hand troops, especially those needing a one-handed weapon they can reliably hit a target with. It fires a hail of bullets, and for when you need more firepower, it fires a charge shot that moves extremely quickly, and hits like a small tank shell. Perfect for taking out personnel shooting at you from a helicopter.

Defender LMG: Perfectly named, this LMG has a two unfolding lightweight riot shields that deploy from drop down and unfold to face a direction. This lets the user hide behind cover to actually aim shots. At a downside, when the shields are folded for storage, they ride high on the weapon's body, reducing peripheral vision when aiming down sights.

LRD-3 Sniper Rifle: This is a fairly standard sniper rifle. High power, good scope. What sets this aside is that it has undermounted lock-on missiles as a secondary fire, and it can lock-on when aiming through the scope, or just carrying the gun.

PBX Super-Sniper 4: This sniper rifle is as good a sniper as the LRD-3, but it's secondary fire is an underbarrel-launched proximity mine that actually gets some amazing distance. There's a bit of arc on the mine's launch though.

AT7 RPG: This is a fairly standard rocket launcher, except that once you can fire it and the rocket is in-flight, you can redirect it to a new target by tapping the secondary fire switch, up to 6 times. Yes, it makes a rocket move like a concussed mouse who has no idea where it's supposed to go.

AT3-X RPG: This rocket launcher fires 4 rockets per reload, and it's secondary mode can lock on up to 4 targets for the rockets to lock on to.

PGL-6 Grenade Launcher: This grenade launcher automatically arcs timed-grenades to hit targets up to a certain distance away, and as a secondary fire, will launch all remaining grenades in the clip at once in a burst fire. In burst fire, the grenades explode on contact.

PBX Mine Launcher 2A7: This mine launcher fires mines that you can then detonate at your leisure. Sadly, doesn't have a proximity mode, you'll have to detonate the mines manually. Quite powerful explosives though.

RG-PBA 9 Railgun: This beast of a gun is basically a chargeable BFG. At full power, 2 shots will take out a main battle tank. As a bonus, it's secondary fire is a deployable combat drone, just like the Bullshark and SW7-PBA assault rifles. Excellent for fire support and suppressing enemies while you charge up your doom cannon.

PWC V4.2 "Wind Gun": You ever wanted to blow someone away? How bout literally, like a big bad wolf? This gun was made for that. Primary fire is a constant stream of very strong wind that can easily send a main battle tank sliding away from you, clear out trash and detritus, and if you are hanging from a parachute, also acts as a thruster pushing you away from the direction you point it. The secondary mode is a charged up shot that sucks in air and lets out as one big burst. Handy enough, this gun also works off a battery.

DA 9.3 "Lightning Gun": eDEN Corporation, eat your heart out. All kidding aside, this gun fires a constant burst of lightning at your target. Infantry fry, vehicles explode, generators go kaboom. Very powerful, though there is a maximum range to be concerned about. Basically, anything you'd shoot an assault rifle at, this thing can hit. However, the secondary mode is the dangerous part. You launch what is called a storm grenade at a target area, and for about 50 seconds or so, lightning can come from out of the sky and in a VERY WIDE area, hit random targets. DO NOT USE NEAR ALLIES. You might fire off a grenade thinking it will be focused on a small area and on enemies, but allies can also be targeted by the lightning. The only one who is guaranteed to not be hit by this lightning is you, even if you are the highest object in the area.

Other weapons: The only other weapons used in the game are budget versions used by the Army of Chaos. They use equivalent guns with no secondary options, with the exception of the sniper rifle, where they use a LRD-3 from the Black Hand. Plain and simple. However, the game treats their ammo types as different, so you can't reload a Black Hand Assault Rifle off of an Army one.

Agency Weapons:

Niagara 9mm Bullpup: Probably my favorite general purpose gun. Shoots like an assault rifle or SMG, and the secondary firing mode is a lock-on bullet/rocket thing that consumes a single bullet from the magazine, and can lock on up to 4 targets at once. The lock-on round does more damage, since a single one can take out a generic foot soldier, though 3 are needed for Agents.

Sequoia Mag-Slug Shotgun: Best shotgun. The primary fire is a decent shotgun, but has a lot of kinetic energy, so it can send objects/targets flying a decent ways. The secondary mode fires what is essentially a booster engine like Rico's grappler can do, which is powerful enough to send vehicles flipping like crazy. Though that may be partly because of the game's physics engine.

Yellowstone Auto Sniper: It's an automatic sniper with a 5 round clip, but more importantly, it has a secondary mode that calls in a new medium sized drone (with 2 rotors and miniguns) that

you can ride, and direct to move to a certain location. Enemy Agents ride these too. Seriously though, the drone buddy is surprisingly useful and durable.

Stormalong EM Zero: It's basically a gravity gun, similar in execution to the GRIP devices the Mechs had in JC3. However, the GRIP's supposedly used gravity to work, this one supposedly uses electromagnetic force, even though it works on organic matter just as easily as metals and plastics. Because it's man portable, and possibly experimental, it runs via a battery, with rather limited capacity. Primary mode lifts and holds a target in front of you, and when let go, pushes it away violently. Secondary is just a powerful repulse blast. The developers call this a "magnesis rifle".

Changelog:

V1.3: "Danger Rising" DLC update. Added Hover Board item, and Boarding skills freebie. Added optical camouflage to vehicle upgrade options. Added Agency Submarine item. Added Hostile Agency drawback. Added Agency weapons to the weapon notes. Added bonus feature to Weaponized Wingsuit, letting you use the rockets while on foot. Added Agency detail to Project Illapa's Best item.

V1.2: "Los Demonios" DLC update. Added Los Demonios drawback (inspired by Clifffc999). Added free Toy Version upgrade to Vehicle item. Added Toy Wars toggle for silly shenanigans by people other than Jumper.

v1.1: AKA the "Daredevils of Destruction" DLC update. Updated layout to my current standards. Added Modular Upgrades to the Vehicle purchase/import option. Made clear that you can import into a local vehicle, or just bring a non-local vehicle with the Vehicle option. Added my name to the jump to claim ownership/blame.

v1.0: release version.