

Far Cry 4 Jump

By FancyFireDrake



Welcome to Kyrat Jumper! Lying somewhere in the Himalayas, this Country was supposedly made by the God Banashur along with his daughter Kyra. At least according to what used to be the local faith, now replaced by praises to its current King. But how did it come to be? Well, Kyrat's history is soaked with bloodshed. During a Civil war between the Royalists and Nationalists many years ago, a young and ambitious Triad Leader named Pagan Min had been a part of the Royalist army and turned on his comrades in the moment of victory, killing the Royal Heir and taking the Throne for himself. One of the few survivors was Mohan Ghale, who would come to form the resistance movement known as the Golden Path. He sent his wife Ishwari to spy on Pagan... but to everyone's surprise genuine love bloomed between Pagan and Ishwari resulting in an infant daughter. Lakshmana. Mohan grew mad with jealousy, killed Lakshmana and in revenge Ishwari killed him before taking their son Ajay Ghale to America and hiding. Pagan Min, grief stricken, only used Lakshmana's death as justification to become more extreme in his cruelty.

As this happened the young Ajay grew up and fell in with the wrong crowd, causing trouble for himself and his mother. Eventually this led him to being part of a robbery where a man was shot. While not having pulled the trigger, he turned himself in and bartered a deal with police to give them the name of the shooter in exchange for no prison time. In the wake of turning his life around, he learnt that his mother was dying from breast cancer. Their last lucid conversation being about Kyrat, he would learn of her last will. To be reunited with Lakshmana, unbeknown to Ajay, his deceased half-sister. With a mix of guilt, apprehension, and a little excitement, Ajay would travel back home to Kyrat to fulfill his mother's final wish. A journey that would change him forever and decide the fate of Kyrat.

You start your Jump at the same time as Ajay first encounters Pagan Min. Here take these **1000 CP** and try to prevail in this world of madness, danger and drugs.

Origin

Kyrat is a Land with a vast variety of characters and factions. But you will find that the exact nature of what you are does not matter. You can decide for yourself your age, gender, as well if you have a history in this World. While we are at it this also covers your nationality. If you are a Kyrat native or a foreigner. You will find that it doesn't matter as much as it should. But what does matter is who you follow...

Outsider (Free): So you are not affiliating yourself with anyone? That won't get you out of this mess and leave you without immediate allies but hey that is what Far Cry is all about.

Golden Path (Free): The Golden Path is the Rebel Group founded by Mohan Ghale to defeat the nationalists and put the Royal family back in power. Since then the fight shifted to opposing Pagan, the original founder long having died and now led mainly by Sabal and Amita. While on the verge of collapsing, Ajay will aid the Golden Path in their mission to liberate Kyrat but beware... today's freedom fighter can be tomorrow's Tyrant and even the so-called founder was FAR from a Saint.

There is another option to take here. If you decide to, instead of having all Golden Path Perks and Items be Discounted to only have one choice of discount per Perk and Item, you may gain the discount to one of the trees of the below options. These origins are Sub Origins to the Golden Path. Only one can be taken and while it may not seem like much, it could change everything drastically.

-Sabal: Sabal, one of the leaders of the Golden Path, fights for Kyrat as it once was. Its rich history and religion that Pagan outlawed for his own status as God King. A stench traditionalist and clinging to his religious morality... he is not without his flaws. While he cherishes the lives of his men, it may be shortsighted in a war for Kyrat's fate and once he wins... only blood will wash away sins in the Goddesses eyes as far as he is concerned.

-Amita: Amita, the other main leader of the Golden Path, fights for Kyrat as it could be. She despises the patriarchal history of her country and has a vision of Kyrat as something more than a regressive third world country. While willing to sacrifice man more so than Sabal, Amita does so because the long term benefits ultimately benefit more. Though if her vision is realized... what one may find is a land of equal opportunity where everyone is a slave.

Pagan's Army (Free): And then there are those that fight with Pagan Min, for his glory and within his light. Pagan has ruled for years with an Iron fist and his army is no small part of the reason why. With Noore Najjar, Paul 'De Pleur' Harmon and Yuma Lau as his lieutenants he has already quite the people to call upon. Noor manages the seediest parts of his empire including the heroin business, blood sports and human trafficking...as a former doctor who dared to criticize his regime for human rights violations and was tricked into being his pawn unless she wants her family to be killed (unknown to her they were already executed years ago. De Pleur is the go to torture of Pagan's and the commander of the army, but rather loving towards his wife and daughter who still reside back in the USA. Finally Yuma is Pagan's second in command and warden at the Durgesh prison, who has become obsessed with the Mythology of Kyrat. She is also rather envious of Ishwari and hates her for 'weakening' Pagan who she is just as obsessed with, though thoughts of betrayal are on her mind... anticipated ones by Pagan. And the King himself? Being part of Pagan's Army and not following his orders to the letter has a good chance of shortening one's lifespan, but to those that do good work and some select few he really appreciates he can be rather cordial and friendly. He is oh so very fond of Ishwari's son, seeing him as his own family.

Location



You should know where it's going Jumper. Kyrat was an absolute monarchy long before Pagan took over and lies at the southern hills of the Himalaya, sharing a border with India. In the north there resides Pagan whereas in the south the Golden Path is holding on to scraps of their country. Origins will start the Jump appropriately, **Pagan's Army** in the North, **Golden Path** and Outsiders in the South. Keep in mind taking a certain drawback will change your starting location, but see for yourself later on. No matter where you start, danger is present everywhere.

Perks

All Origins have two Perks and Items for each price category (100, 200, 400, 600) and the Origin you have will have their prices halved, made free in the case of 100 CP Perks and Items.

General Perks

Local Tongue (Free/100): Am I right to assume you could use a refresher on Nepali and Hindi? Well we should make sure you can actually talk with everyone unlike Hurk. You speak fluent Nepali, Hindi and whatever other languages happen to be Kyrat's main languages. For the small price of 100 CP you can keep this effect for future Jumps, immediately having a fluent understanding of any mundane language that is spoken in the region.

Don't Look Down (Free/100): Up in the steep mountains every wrong step can kill you. So my advice is do not look down and take this Perk. You become very skilled when it comes to parkour and climbing, able to ascend Towers with ease and make your way down and up snow covered mountains. We don't want you to end up dead just because of one wrong misstep now do we? For another 100 CP you also become a skilled Sherpa, able to lead others into the icy Himalaya's and back down completely save.

Cool Skull (Free/200): Bullets, machetes and psychos aren't the only dangers one could face. How embarrassing would it be for you to, after killing your way through so much opposition, fall victim to some infection or disease? Malaria or 'Skullfire' may not be widespread in Kyrat but considering the poor state of healthcare let's take precautions. This Perk gives you full immunity to mundane diseases and a heightened immune system for anything else. It even won't stop you from getting drunk or high if you want to as a plus! But for the rest? Feel free to eat human flesh without worrying about a Prion disease or drink filthy water in Africa without worrying about Malaria. You have this for free while you are here but if you want to keep this you need to pay 200 CP.

Kyrat Driver License (Free/200): Walking around everywhere might make you an easy target so grab your keys and get into a Vehicle. But that wouldn't be of much use if you couldn't drive it. With this Perk you gain basic competence in driving any mundane vehicle a person alone could operate. This extends to Quads, Cars, Buses, Helicopters, small boats and similar things. You can keep this for future Jumps by paying 200 CP, updating for more exotic vehicles as well.

Not Worth Killing (100): Yogi and Reggie technically are two members of Pagan's Army and subordinates of Noore... but frankly no one ever bothers with them. They are far from a priority and relatively harmless, with no combat skill and just stuck in this country much like Ajay. You can benefit from such a reputation as well. If you portray yourself as too weak you will be relatively ignored by any faction. However as soon as people realize you can actually do something, the protection of this Perk is rendered void.

Kyrati Model (100): The country may be at war but that doesn't mean you need to look as ugly as the political state. Maybe it is those brooding eyes or that determined jaw but you simply are good looking. Why Rabi Ray Rana could see you decked out in gold chains snorting coke of a stripper and only describe it as hot. If you don't want him to just do like Amita and kindly 'call' him to stop.

I have but one last wish (100): Life can be short and fleeting. When it is your time to go... have you thought about what last requests you might have? With this you will always be able to share your final wishes and your left behind loved ones will follow your last request to the letter. They will do everything in their power to fulfill it or die trying. I hope you have a wish they can actually fulfill.

Ghale Nerves (100): Okay so you've been drugged and woke up naked in an arena today. Just one of the many insane things Ajay had to deal with. But what to do in such a situation? Well panicking would be a bad idea so here have this Perk. It gives you a bit of resistance against panic and shame. You still feel it but can think halfway reasonable while you have it.

Good Shot (200): You become a decently skilled marksman and shot. Any ranged weapon you happen to wield you will at least know the basics of competence for it. In a region soaked with bloodshed and war, this is a must have.

Battle Buddy (200): Can't always do everything yourself and some people around here would be more than happy to cause bloodshed alongside you. You have a natural talent for working together in combat situations with other people. Why even Hurk could become a formidable foe if you lend each other assistance.

Takedown (200): Guns are all well and good but a silent melee takedown can do the trick just as well. When it comes to close combat you know just where to strike to kill someone in a flash and can easily do so... if you have the strength and tools to. For a normal person or even a trained guard you can easily kill them from behind in seconds with this, but don't think you can just insta kill some of the more exotic enemies you encounter without bypassing any of their durability or defenses.

Divine Spy (200): Don't underestimate the weapons of a woman. You make for a surprisingly competent spy, just like Ishwari used to be for the Golden Path. Infiltration, deception and the like come to you naturally. Just be careful not to fall for your mark.

War Tactician (300/400/500): If you want to win in this war you must have the necessary strategic mind. Your skill at strategy and tactics matches that of the leaders of any of the factions. Comes with a unique twist depending on your Origin:

Members of the Golden Path will be a match for Sabal and Amita, but in addition also receive competency in regards to Guerilla warfare, in how to use small numbers the most effective for sabotage and ambushes.

Members of Pagan's Army however will be a match for Pagan and Yuma in regards to managing a military, how to use overwhelming force and numbers, the logistics involved and similar things.

Outsiders will instead receive Ajay's knack for setting up ambushes single handedly, potentially allowing them to clear out entire Bases by themselves with wit, creativity and available resources.

If you wish to have a skill not part of your Origin you may pay an additional 100 CP for whatever skill you want to gain in addition to the normal purchase or pay 500 CP for all.

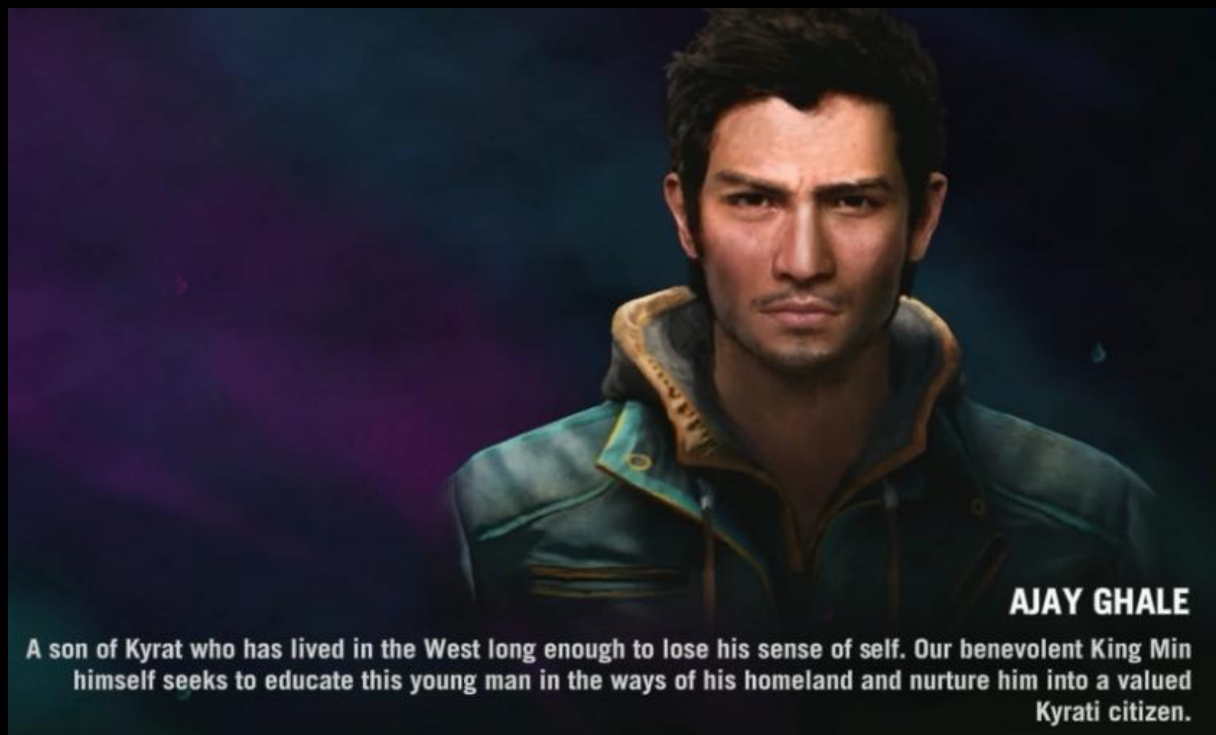
Beloved Coworker (300): There is just something about you that makes you beloved by Bosses. If there is one thing that unites all of Kyrat's possible leaders then it is that they appreciate good work. Do your work well and you find that even if you work for Zealots, Marxists or God King Dictators... they will come to see you as a close friend and genuinely care about you. Why even Pagan would send you away if he knows Ajay is coming up to the Palace, to ensure he wouldn't shoot you on the way in.

Self Care (300): In the far away wild no one will hear your cries to help so you must help yourself in patching up wounds. With this Perk you gain access to typical Far Cry healing, the likes involving putting broken bones back in place with your bare hands and digging out bullets from your arms. However you find that such unsanitary ways to heal yourself are just as good as if the best doctors worked on you, always bringing you back to full health with no side effects. This also gives you a good amount of pain resistance so you can actually do the Job.

Undefeatable (300): That is what Ajay's name means in Sanskrit and he more than lives up to it. You may be a 'normal' inexperienced man to begin but become a One Man Army in no time. Experience and skill rapidly increase as you keep fighting and killing, making you better and better with every fight. Think of it like learning 'Upgrades' to your combat skills from 'Experience' you gather.

Tiger & Elephant (400): Kyrat's most ferocious and enduring animals are just two of many symbols of strength. In their sign one can learn many skills and as a child of Kyrat, the power of these beasts is within you. To put it differently, this Perk gives you an affinity for learning skills native to the World or location you are in, allowing you to master them with time. To begin you will learn many skills in assassination and stealth from the Tiger and tenacity and wisdom of the elephant. And with all the places you go to, if you put yourself to the task, your enemies' cries will be heard far and wide...

Outsider



Welcome to Kyrat (100): Suddenly dropped into a strange new land with only your clothes and some random weapon. What now? Well information is the key to everything and this gives you the basics. You immediately know the most basic things of any location you are in. This extends to major groups, power structure, persons of public interest, language, currency and current known conflicts. At least you will not be completely like a fish out of water.

True Patriot (100): There is not a single Patriot that is not a son of a bitch. At least Willi's never met one that isn't, including himself. When fighting for a cause or country, you can temporarily disable your morals or ethical boundaries, letting you fight without regret. This can be toggled on and off and... I'd be careful about overusing this.

Delirious Determination (200): Ajay fights half of the time high on whatever shit he or his enemies put in his body. And yet despite these hallucinations they never slow him down that much. You can share this now, being high and drugged up to insane degrees but never losing anything regarding competence. Be it fighting skill or something else. Drugs no longer cloud your mind and overdoses are no longer a risk either and benefits from drugs last a little bit longer than they should. You're welcome.

Should I Stay or Should I Go (200): Kyrat is full of risks and threats so it pays to have a good gut feeling for just how severe a danger is posed by people. You have such a sense now for people and their intentions... however this does not take your own capabilities into account however, only the intentions of those around you. This may not sound like much but if you could rest easy knowing a psychotic dictator actually just wants you to enjoy your meal it could change everything.

Escape from Durgesh (400): Kyrat is not a good place to be stuck in. But whether you lose your passport or are taken into a truly hellish prison... you may just make it out. Keeping you a captive has become much harder, as you seem to be naturally skilled at anything related to escaping. You could sneak out of your cell, gather everything you need for a Grappling Hook from scraps and make your way out into freedom.

Nature Boy (400): Making syringes and skinning animals, how to best use the resources you find in nature, is vital in the Kyrati wilderness. Something you have a talent for now, able to use any natural resource you find to its most efficient, know where to cut animals open for their meat and fur and what leaves could be used for something else, while also knowing which ones are poisonous. Why you even seem to gain more than others, even if you would be working with the exact same catches and resources.

Spare and Shoot (600): Who said you have to do everything you are told? That you can only spare or shoot in this moment? This Perk gives you a talent for finding a third option, unconventional and unexpected. You could kill someone after bringing them to power and take it back for yourself, spare someone to stray a loved one's ashes and know just how to quickly execute a fleeing tyrant moments after. Don't let an ending be forced upon you.

Ishwari's Touch (600): Ishwari really was too good for Kyrat, too good for Mohan AND Pagan. However her love actually managed to make Pagan better... for a bit at least and Ajay has nothing but fond thoughts about her. Truly something that doesn't belong to Kyrat. You share it now. You have a kind of aura around you that allows you to bring out the best of people with your love. Those you love will find themselves knowing just how much you do. Even a cold hearted dictator could remember you softly years from now. As a small addition you know how to raise children well, even the biggest troublemakers. Now let's only hope you get the chance to raise them.

Golden Path



Golden Endurance (100): The Golden Path is a tenacious one, still living after all that time. But there is much to be done in managing such a rebel group. You know the logistics of organizing a rebellion and given time can ensure all your men are fed, armed and trained. This only works in regards to organizing a rebellion and preventing it from running only on fumes. The actual fighting is not covered by this Perk.

Rabi Ray Rana (100): Who even wants to listen to Pagan's music and propaganda? They could listen to you instead. You make for a fine radio show host, even better than Rabi Ray Rana. As long as you don't constantly talk about literal shit, I am sure many would love to listen to your voice on the Radio.

Karmic Balance (200): Kyrat is full with souls who need help, need you. Extending your hand will net you some benefits. You essentially get a sense for random encounters, popping up periodically. Opportunities to help. Doing so will better your reputation in the eyes of the public. Do enough and people will eventually see you as a righteous Hero of Kyrat.

Lance of Longinus (200): While the preaching arms dealer is not quite part of the Golden Path, the former warlord IS one of their allies and perhaps one of the more virtuous ones. After surviving a shoot to the head he turned to Christianity and hopes to atone for his past crimes. Something you can replicate. It is possible for you to, if you ever find yourself wanting, drastically change your beliefs. Feeling guilty about your past? You can work to atone, knowing just what you need to do to make things right, and even be accepted for who you are now. Your past victims, should they still live, may not be as forgiving but new people will see you for who you are now. You can always be better. It will still require work on your end however and there is no protection from your own guilt.

My Country My Duty (400): Ajay's mere existence and allyship with the Golden Path was like a rallying cry. Within weeks the Golden Path gained more ground than they had in years. You share this marvelous quality now. You are an inspiration to any group you are a part of, your deeds seeming to embolden and even strengthen your allies. They will fight harder, be better. With you leading the charge, things lost years ago could be regained in a matter of months at most.

Golden Darkness (400): If Ajay is truly a lunatic relishing in the bloodshed or just a son desperate to fulfill his mother's wish is up in the air but there is no denying he has darkness within him. But as he showed he uses this darkness to help others. You can use any 'negative' or 'shameful' trait of yours for a greater and better purpose. Using bloodlust and lunacy to free a Country will be very much possible without losing sight of your goals or becoming the Monsters you fight. Furthermore when you use these darker and awful impulses... you find that they are at LEAST as productive and beneficial as its better counterpart, if not more so.

Golden Future (600): To walk along a Golden Path into the future. That was a dream Ishwari had once and she smiled when Mohan named his group after that dream. A dream of freedom. You might just make it a reality. Any rebellion you are a part of, it is more enduring, more tenacious. Stopping you and your group will be one of the hardest things a tyrant could ever do. This doesn't make you invincible... but even the supposed God King of Kyrat can fall.

Son of Mohan (600): Ajay Ghale had the Throne of Kyrat as his birthright, being the Son of Ishwari for Pagan and the Son of Mohan Ghale for the Golden Path. As such his mere presence could shape the future of the Golden Path. Once per Jump you may proclaim yourself the child of a person that is known within the Jump, for this Jump making you another child of Mohan and Ishwari. You will be Ajay's twin sibling and feel the same duty he had for your mother's dying wish. You will be recognized as the child of Mohan and Ishwari by all concerned with it. This sticks past this Jump, letting you be able to inherit all that your future parents have in terms of skill and even material possessions. But most importantly you will be seen the same way as your parent was by their allies. They will see the best of your parent in you and when you speak it will be as if they were here. This also grants you a truly ridiculous drive towards a goal you set for yourself. If you were to devote yourself to say, find Lakshmana, you would be at peak performance the whole time with nerves of steel. Now go and claim your birthright.

Sabal



Honoring Ancestors (100): Kyrat is more than its people. It's the culture and history. You gain an instinctive understanding of the Kyrati religion, past this Jump any religion of the Country you are in, and how to do its rites to perfection. And why pray alone? Especially if you also have a certain talent for spreading a religion and converting others as brothers in arms? Honor and respect your roots.

Enduring Elephant (200): The Elephant. Enduring and mighty in the face of adversity. One who harnesses his power will find themselves benefit. This perk slightly boosts any defensive attributes, regenerative qualities and endurance, by a factor of 25%. May nothing ever stop you.

Tradition Above All (400): The old ways are the best aren't they? Full of religious zealots, forcing all to obey a Theocracy. But zealots they are, they are your zealots. With this Perk at least. If you stand as a pillar for their beliefs, those following a belief you both share will see you as a true friend and loyal brother in arms.

Tarun Matara (600): The Tarun Matara is said to be the living incarnation of the Goddess Kyra. It is a status that is supposedly a great honour, but the tradition itself is harmful with "innocent girls who were taken from their families and paraded around by leering priests". Granted that statement is Pagan's Propaganda but once you consider he fell in love with a Tarun Matara who was forced to marry a 21 year old man as a 12 year old it becomes a statement to take more seriously. In any case you will not have to deal with the issues... only the benefits. These being? Your word is divine law, people looking at you thinking you are an incarnation of their faith. Call yourself the incarnation of a deity of any Faith once per Jump and the Religions followers will treat you as if you truly were an incarnation of their Deity.

If you are a young girl yourself you can, using this Perk, take Bhadra's title as Tarun Matara. I am sure she would appreciate it.

Amita



Kyrat's Future (100): Saving your warriors is all well and good but you need to think about the greater picture, the future of Kyrat and actually winning the war. Fortunately you have a vision. You have an innate gut feeling for how to make something better, how to make it develop and progress. Now drag this country out of its third world bullshit.

Tiger's Wrath (200): The Tiger. Powerful and proud predator of the Jungle. One who harnesses her power will find themselves benefit. This perk slightly boosts any offensive attributes, stealth and weapon skills, by a factor of 25%. May they fear your wrath.

I choose the Intel (400): You need to know when it is worth sacrificing the few for the benefits of the many. As such you now know just how to accurately gauge benefit and cost, if sending nine men to die to get information is worth it in the end. But if you do that... well you probably will seem rather cold. At least you will know it was the right decision right?

In the name of Progress (600): Surely they can take losing a few liberties in the process of creating peace? Sacrifices are inevitable... and when done by you with this Perk always profitable. The more you sacrifice for a cause or mission, be it your own or something and someone else, the likelier it is to succeed. Throw man after man into a mission and have them die and return with valuable intel. Use children to work your factories and watch as your country prospers.

Pagan's Army



Obey As Spoken (100): Pagan is very particular with his words. Disobeying them is an easy way to end up on his bad side. You may avoid this with this Perk, allowing you to know EXACTLY what someone means when they give you an order and what they expect. This also works the other way around. Don't ever have any fatal misunderstandings.

More Blood (100): That is what the masses want. Bloody and vicious entertainment. Like Noore you know how to hype up a crowd for battle and how to amaze spectators. Hopefully you enjoy it more than she does.

Despicable Dad (200): There are a variety of paternal issues in Pagan's Army but the bad guys themselves being despicable does not make them bad parents. In fact De Pleur truly loves his daughter and Pagan is very cordial to Ishwari's Son. Contrary to this Perk's name you gain the knowledge of how to be a good parent to your children, adopted or by blood and your despicable deeds will not come in between your family and you.

Deportable Torture (200): With this you could rival De Pleur in the art of torture. Like him you know just how to make someone hurt the most physically, which spots will be the most painful, what methods to use and how to keep them just barely alive. As a bonus your torture targets tend to have some nifty 'souvenirs' on them. Nothing special but maybe a pretty necklace for someone else you truly love.

The Spider (400): Why break the physical body if you could destroy the mind? Like Yuma Lau, your skill in psychological warfare is incredible. With some time you could deal vast damage to a person's psychological state and know which words will rile them up the most, like threatening to mix their mothers ashes with pig slog. This even comes along with knowing just when to use what drugs on someone to put them in the right mental state as well as knowledge of such drugs that they suddenly hallucinate the likes of Kalinag.

Hunter (400): There is a special almost supernatural type of enemy within Pagan's Army called the Hunter. They do not make use of guns, but their own skills in stealth, beast taming and archery. As an equal of theirs, you can make wild animals docile and even fight for you. An arrow from your Bow

works just as well as any Bullet would and you are very hard to track, almost impossible to the human eye when hidden while seeing through even dense vegetation with ease.

Pagan's Light (600): May Pagan Min's Light shine upon you, for you are the only one worthy to shine as bright as him. Your innate charisma and flair is akin to the many iconic villains of Far Cry. Along with that you also possess a talent for propaganda, spreading your glory and message far and wide. The longer and farther this goes on, the more effective it will be. You could be committing atrocities by the dozens and some people would still consider you a Hero.

The New King (600): To think Pagan and Mohan were once on the same side. That of the Royalists fighting against the Nationalists. But after their victory, Pagan killed the last heir and took the Throne for himself to become King. If you seek to imitate that feat this is the Perk for you, your Highness. You have a skill for sneaking your way into positions of power, helping someone fight their enemies only to betray them at just the right time and take what should have been theirs.

Items

General Items

Villain Connection (Free): Don't you want the resident Tyrant to be able to talk with you? This special walkie talkie is a two way line with the local Big Bad. Neither of your location can be traced through these, you can simply talk, something they will know as well. Now granted you could just ignore the calls... but why not sometimes check in how your biggest enemy is feeling?

Uniform (Free and exclusive for Golden Path and Pagan's Army): It pays to know whose side everyone is on. This Uniform will, depending on who you side with, either be the Outfit of the Golden Path Soldiers or that of the Royal Army. They will instantly know whose side you are on... and given who you encounter will know not to shoot you or unload their arsenal on you.

Kyrati Rupees (50/May be purchased multiple times): Money makes the world go round and Kyrat is no exception. The Kyrati Rupee is the official currency of Kyrat, with King Pagan's face on every single bill. With every purchase of this Item you gain 50.000 K. Although the Kyrati Rupee is far from a stable currency, past this Jump this will instead transform into a version of whatever local currency the Jump has, one time at the beginning of the Jump.

Bait Bag (50): Better to have Kyrat's beasts feast on these rather than you. This Bait Bag contains exactly one piece of raw meat. Animals will prioritize it over yourself when the Bait is thrown so it is a good way to lead them to your enemies or simply distract them and flee. You gain a new Bait an hour after having used one, simply spawning inside the Bag.

Last Letter (100): Sometimes... you only have so little time left with someone, too little to explain so much. So here have this letter instead. If someone dear to you dies, this letter will contain what they wanted you to know, a final message. It can be something uplifting, a final clue or explanation. Depends on the person this letter is from really. You get one for every person you lost. May these words offer you some comfort.

Mobility Insurance (100): To be mobile in Kyrat there are many reliable options all contained within this. This Item package consists of a wingsuit, a climbing hook and an oxygen mask. The wingsuit will automatically find itself on your person whenever you're falling from great heights. You can safely glide through the air with it and the parachute inside always replenishes automatically. The climbing hook can easily be thrown its full rope distance and it is easy to attach and dislodge safely, without risk of the rope tearing or breaking. Finally the oxygen mask has an infinite supply of oxygen, ensuring you won't suffocate should you ever find yourself up in the Mountains.

Demon Yalung Mask (200): The calling card of The Goat serial killer in Kyrat, possibly a member of the Royal Guard. Leaving this Mask in a place will cause people to be naturally intimidated around these places, almost as if they are a breeding ground for curses. You can summon one of these Masks every time you commit a truly awful crime like a sadistic and torturous murder.

Lakshmana's Shrine (200): The final location and goal of Ajay's journey. It will not substitute for the real thing while you are in this Jump but this Shrine will work greatly in other worlds. You can put someone's remains to rest here, their presence being felt inside and making them be at peace. Visiting it when you put a loved one to rest here... well Pagan visited once and came out like he is today but you don't have to be the same.

Orchid Syringe (300): Pagan's Man would go on a secret mission to find what you have now. This orchid's healing powers are quite incredible and along with it is a recipe that makes full use of it.

Using these instructions and including the Orchid in anything healing related will boost the effectiveness by two. Maybe you can share it with everyone one day.

Mohan's Journal (300): The Journal of one of the most loved/despised men in the history of Kyrat, depending on who you ask, and Ajay's father. This is where he wrote in his most private thoughts, about Ishwari, Pagan, Kyrat, Ajay. Now what will it do for you? Well for each Jump you may assign one individual to this Journal. In this moment it will transform into a Journal that this person would have possessed and written in periodically and honestly. The most precious secrets and deepest thoughts of another are something you can gain with this Journal. Surely you see the benefits?

Weapons Crate (400): With best regards from Longinus, this small crate holds within itself a limitless amount of storage space for any weapon you have. Retrieving one from the stock is as easy as reaching inside, though it comes empty to begin with. Weapons stored inside will always be repaired, in perfect condition and fully loaded. Post Jump this crate will contain every normal and more exotic weapon present in the Jump, though missing out on any of the exclusive ones. A holy blade when there are a dozen in the Jump you are in? Fair game. A legendary blade that exists once? Tough luck buttercup.

Pagan's Menagerie (500): Kyrat's rich wildlife is actually supported by the current King. Through a mass breeding program for endangered species. Some of them have also been drugged to attack anything that doesn't wear red like Pagan's soldiers. This is your chance to emulate it for this Item attaches to your Warehouse a small forest with various endangered species, updating to include at least two of each endangered species in future Jumps. It will be easy to ensure these examples multiply, allowing you to save some of these creatures from extinction... as well as use their skin without consequence. There are now always gonna be more after all. They also happen to be conditioned to attack anything that isn't you, your companions or someone you give clearance for.

Outsider

Passport (100): I know two of Noore's lowest of underlings who would envy you for this. You have a passport valid for travel in whatever country you happen to be in or go to. Though keep in mind not all countries will simply LET you leave if you show this to them after causing havoc in them.

Urn (100): Keep your loved ones close Jumper. You never know how much time you have. After Ajay lost his mother to breast cancer he was hellbent on fulfilling her last wish, her ashes in an Urn like this. This Urn is perfect to store the ashes of one person. It cannot be opened by anyone other than you or someone you allow it for, preventing any dictators from tasting the deceased person's ashes. While it cannot be used as a weapon or a tool, it is the best way to ensure a loved one's remains are safe. You can even always keep it on your person without any issue for yourself or risk to the Urn. Finally you get a new Urn every time you need to put away someone's ashes.

Yogi and Reggie's Tent (200): You can't always squat at someone else's house. So if you're stuck here you might as well have some place to consistently sleep in. This tent will always remain clean, dry and comfortable for you and one other person to live in and usually people don't tend to mind if you put it in their backyard. For if you want a smoke you also find there is a supply of weed and recipes for Yogi and Reggie's stronger drugs.

Buzzer (200): Not as big as a plane or an actual Helicopter but don't underestimate the utility of this Buzzer. Never running out of fuel and rather agile and fast, faster than any of the land or sea vehicles in Kyrat, it can transport you through the skies at a steady rate. It will warn you when you reach too high altitudes for the Buzzer to endure and comes with a Helipad attached to your Warehouse. Finally it possesses an autopilot so even without being a pilot it will fly according to your wishes.

Syringe Set (400): Winners don't do drugs is not a common saying in Kyrat and these Syringes can make a good counterargument. You get a replenishing supply of combat syringes in a small box consisting of one Health Syringe (healing you to your full health), one Hunting Syringe (highlighting enemies and animals nearby and even be ignored by animals as well as seeing hidden enemies), one Survival Syringe (reduces damage taken from melee combat, fire and bullets while reducing the likelihood of being stunned), one Overdose Syringe (making you deal and take twice as much damage as usual for a brief period of time) and finally one Focus Syringe (making you move a lot faster, dodge some bullets and stay longer underwater). They replenish weekly and also come with instructions on what you would need for their serums.

CIA Documents (400): The CIA had its hands in Kyrat for a while now. Soon enough Pagan would be judged a present danger to the US no longer and Willi's would pull out and clean house, making Ajay do his dirty work by promising him this. You get a supply of unredacted confidential documents of the Country you are in, showing you its dirtiest secrets and just what its leaders all got up to.

Shanath Arena (600): Ah yes the bloody halls of the Shanath Arena, originally run by Noore but to be held up by her servants in case she dies. Much glory can be gained here, in this Copy you can take for yourself. It is staffed with armed and completely obedient women, dressing akin to ancient Kyrati warriors... who will make sarcastic remarks to you if you stare at their naked breasts. It also has barracks for your fighters and animals, as well as a comfortable bedroom for yourself. Training done in this Arena will be doubled in efficiency and you can even decide yourself just who you fight, by default being various enemies of the Royal Army and the wild beasts of Kyrat. However past enemies you fought can also be faced anew. Let the blood flow.

Blood Diamonds (600): Sins have their way of catching up with you. Each of these Diamonds stand for a Sin and unlike Longinus who mourns his, you will be able to use them for retribution. At the

beginning of the Jump, every main 'Villain' will receive one of these Blood Diamonds and find themselves unwilling to part with them. Through a tracker that comes alongside this purchase, you will always be able to find the Blood Diamond and by extension the sinner. Upon killing them you may take the Blood Diamond for yourself, now having gained a unique attribute. Hand it to someone else, a lamb needing help, and it will disappear, instead giving them exactly what they need. Malaria Medicine? Passports to leave the country? If it can be bought with money this Diamond will provide it. It is a one time use however and must truly be used for something that another needs and can't afford.

Golden Path

Secure Connection (100): Cannot risk someone listening in to your conversation. This walkie talkie comes with a secure two way communication line. It won't be hacked or interfered with so you can simply speak to your fellow rebels in secret.

Golden Flag (100): Two crossed Kukris and a Son at the top, golden in front of a blue background. The symbol of the Golden Path. At least in this Jump. Past this it will imitate whatever other group you are a part of. More importantly than that, showing someone of your cause the flag reminds them of your values and what you are fighting for. A nice way to boost morale.

Golden Mobility (200): Walking along a Golden Path is nice and all but you need something quicker. This Item incorporates both a Van and a Quad Bike with neither needing any maintenance. It also has a small group of Golden Path Soldiers to support you on whatever Vehicle you don't drive currently. They can both be destroyed but will respawn upon destruction in a weeks' time in your warehouse and it is surprisingly easy to shoot out or from them while driving, not affecting or impacting your accuracy in any way.

Repair Tool (200): When you are in a rebel group you don't have the luxury of just buying new vehicles all the time so make sure they are in the best condition with this. This repair tool emits a small flame that slowly automatically works to repair any vehicles you let the flame it. As long as it is not a total wreck it can be eventually repaired to its full capacity with this.

Ghale Homestead (400): The home of the Ghale family and to be inherited by Ajay. This comfortable house, a former ruin, has a variety of benefits. For one you will know only peace here, the Home being impossible to find by your enemies. It also comes with all upgrades Ajay can purchase throughout his time in Kyrat. It can be upgraded further by spending money on it, automatically being enhanced as a result, the price however for more upgrades steadily increasing. The upgrades you can make to it usually take the form of visual enhancements and letting items spawn around it (like local fauna of a Jump being added to the Garden). These upgrades are usually not on par with what you could purchase from a Jumpdoc however.

Extraction Helicopter (400): Sometimes you just need to flee and evacuate. That is what this Helicopter is for, with best regards by Sabal and Amita. Just as fast as the Buzzer, much more durable and capable of ascending to much greater heights, it is the perfect getaway tool. When you're flying into enemy territory with the sole mission of rescuing someone it will have a high chance to remain undetected. Finally, should this Helicopter somehow crash, miraculously every inside of it will survive without a scratch.

Banapur (600): Banapur is the home of the Golden Path in the South of Kyrat and from where Ajay would begin his journey through Kyrat. Staffed with loyal soldiers of the Golden Path and with an armory full of vehicles and weapons, and other resources you need to support all your fighters, it is a good place to plot retaking your country. While not impossible to locate even if it would be attacked... say 27 times... it will somehow always prevail, even harder to find and attack next time and what is damaged here is rebuilt within record time. A proud symbol of defiance.

Ancestral Thangka (600): This Thangka is a completed copy of the same one that was strewn across Kyrat and used to hang in the Ghale House. It depicts the legend of Kalinag. At least it does so in this Jump. For every Jump you enter you will gain another Thangka depicting some Epic or Legend. At your discretion, you can experience these Adventures in the shoes of the protagonist. Dying in them will only put you back to reality and you can try again whenever you want. Even better, this is not just a way to have an adventure. You gain some benefits from undergoing these Trials. Maybe it is a

certain ability the Hero had or a special weapon, but there is always some benefit found in completing the Legend the Thangka depicts.

Sabal

Ancient Trinkets (100): Never forget your past and history. These Trinkets will help in just that, being symbols of whatever is the local faith. If you happen to believe in any of them and have them on your person, you will be recognized as a follower.

Sacred Offering (200): The deities need to be appeased Jumper so here have these sets of offerings. It contains whatever offerings local divinities in the Jump would like the most, along with instructions on how to prepare these offerings. You will find that using these seem to be... better than offerings other people provide.

Monastery Treasures (400): Pagan plundered various holy artifacts of the Kyrati faith to sell them off and Amita would have done the same to rebuild the nation. Sabal and you too perhaps might think differently. They are worth a pretty penny but purchasing these has the side effect of mildly boosting any faith related powers you may have. Be it faith in a religion and deity or yourself, also working to reinvigorate someone's faith if they are near them. Of course they can also be sold but you lose them and their effect for the rest of the Jump as a result.

Jalendu Temple (600): The Jalendu Temple, a symbol of Kyrat's heritage where the Tarun Matara Ceremony will be completed. Where young girls will be paraded around by lecherous priests and anyone who doesn't worship Kyra have their throats slit open. You gain a copy of it and it will stand as a strong symbol of whatever faith you assign it to. Rites performed here also have a guarantee to be noticed by local divine powers and just its presence reminds others of your divine laws and the consequences of breaking them.

Amita

Mission Reports (100): Facts and information are invaluable. And how else will you plan if not for these papers? Basically these papers and reports are detailed descriptions of any mission you undertake or your allies are sent on. Helps to keep things easy to review.

Intelligence Papers (200): Knowledge is power and knowledge of your enemies plans is invaluable. Once per Jump you can make use of this Intelligence Paper, giving you some hint of a future enemy operation. If you can decipher it you are guaranteed to be able to prepare a defensive measure.

Factory (400): Kyrat needs a way into the future and this factory is it. Containing Opium fields and a factory to process it, high quality drugs can be made from it and give a steady supply of decent income. Immoral it may be for some, it is still money for the future. As such it gives another effect. Any of your powers that have a technological focus receive a minor boost. Let there be progress in place of third world bullshit.

Tarun Matara's Sleep (600): Even Gods can die... or at least their Avatars. And you don't need a deity your enemies can rally behind. This is the graveyard of all who died with the title of Tarun Matara. Their remains are still here and so are any sacred relics they may have wielded during their duty. Past this Jump, this will instead be a graveyard to whatever is the local avatar or embodiment of a faith or goddess or similar characters, always having some corpses of them.

Though it should also be noted that not far away is a waterfall with clear waters... and ravenous demon fish inside of them. Pushing someone that trusted you in these waters will ensure they won't be back. Even if they should have had divine protection. A cruel thing but can you afford your enemies rallying behind some supposed Goddess?

Pagan's Army

Crab Rangoon (100): Prepared to perfection by a kidnapped star chef. This replenishable and sheer infinite supply of Crab Rangoon is quite delicious... but it alone won't be enough to make people stay if they think you are a deranged psychopath.

Pagan's Pen (100): A Pen worth more than some people's life. 300.000 Rupees to be exact. Though while you COULD sell it for some nice quick cash keeping it might be more valuable. It never runs out of ink, is aesthetically always pleasing to you and in a special design fitting for you. But even better you find that anything you might be able to use a Knife or Blade for, this Pen can work just as well. Stabbing, killing... the Pen is mightier than the sword indeed.

Pagan's Wrath (200): This armed convoy is the perfect vehicle to represent the Kingdom's strength. It is armored and comes with a couple of guards. While not impossible to destroy, it does not require maintenance and anything inside the convoy will be safe even upon the destruction of the convoy itself and a new one will spawn in your warehouse a week later.

King Pagan's Kyrat (200): Or maybe King Jumpers? This Item relates to a Warehouse full with propaganda material, praising your own glory. Alongside it also comes a Book describing noteworthy locations, people and animals in such a way that it leaves you looking better for it. It will be easy to mass produce the contents of this Warehouse as well. May all of Kyrat know about your Glory.

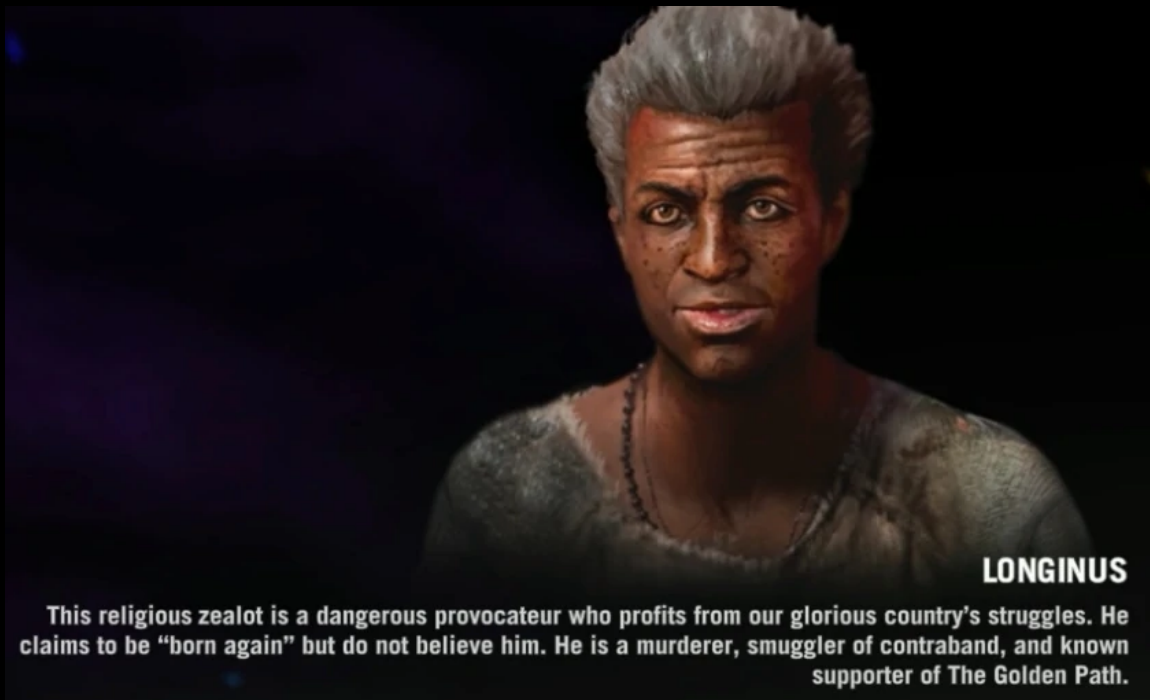
Body Double (400): You are in a dangerous business so having insurance would be good. This person is a mindless follower, simply a body that is utterly obedient to you. It will be considered you by any means of gauging information someone could have but lacks any of your Perks. This Double will do and behave however you want them to with immaculate imitation of your own behavior and mannerisms. If they die you get a new one at the beginning of the next Jump.

City of Pain (400): A copy of De Pleur's own, infamous for holding a certain type of parties. It is akin to a Fortress in terms of defenses. Unlike what Ajay could have done, information getting out about what happens here is nigh impossible, being a blind spot for any method of gathering or keeping information unless someone sees it with their own eyes while in here. And what goes on here? Pain and torture. Any attempt to hurt someone done on these grounds will be more effective. Finally it already comes stacked with several dozens of slaves... with replacements at the ready.

Royal Palace (600): Now this is a Palace worthy of a King. Akin to Pagan's own, this Palace has any luxury you could want and enough space to house you and all your companions and followers comfortably. Lavish dinners and the like should of course not be interrupted, which is why a nice force of Royal Guard soldiers is keeping guard at all times. Also comes with a beautiful golden statue of yourself. However perhaps most importantly... did you really think Pagan put all this country's wealth into gold statues? Beneath this Palace is an 'enormous fucking vault' of nuclear weapons. A fuckton of them with enough reach to cross the entire globe from the Himalaya's all the way to Montana in America. Armed and ready to annihilate them, alongside of course a Bunker for any retaliation strikes. Enjoy the power. You deserve it.

Durgesh Prison (600): Pray you never find yourself as an inmate of this Prison. High in the mountains there is the Sky Prison. Run by Yuma Lau and built into the side of a sharp mountain long ago to hold a guru that angered a great Kyrati King with their prophecy... this Prison will break an inmate's mind. They will hallucinate themselves being haunted by demons thanks to a serum automatically injected into anyone you imprison here. Escape is all but impossible and there is no rescue from the outside possible... only maybe in death if you allow someone to jump down. Now who could you possibly want to keep here? An hated enemy or someone you deem deserving of 'tough love'?

Longinus's Arsenal



Ah, Welcome my friend! I am Longinus. And you... I was informed of you by your friend! Someone who tries to survive in this Country! Welcome to my Church away from Church! A holy place in this country where the devil walks! And a country I will help you survive in! Who would I be to not offer my aid? For the meek shall inherit the Earth, my friend. All they need are some good guns! Here let me read you from Revelation 5:5: "And one of the elders sayeth unto me, Weep not: behold, the lion of the tribe of Judah, the root of David hath prevailed to open the book, and loose the seven seals thereof!"

The Messiah will return as a Lion... and a Lion needs TEETH! So I asked myself... what Gun would Jesus choose!? I may never know that answer but today I can find out what YOU will choose!

Your friend asked me to present you my collection, with some additional adjustment from their own hands for some of my Guns. We are supposed to use a currency for it that I will hereby name **LP** or **Lion Points**! You are asked to convert CP to LP at a rate of 1:1... though I do not know what CP means I am not going to leave you empty handed! For as it is said in Acts 20:35: "In everything I have shown you that, by working hard, we must help the weak. In this way we remember the Lord Jesus' words: 'It is more blessed to give than to receive.'" And today I shall give and you receive, **receive 300 LP for this section on the House!**

You might wonder why I am like this. My friend... I took often enough in my life... it is my duty to atone and give, after walking beside the devil for so long. Though... if I could ask of you a favor. I heard note of some Blood Diamonds here in Kyrat... one's that I personally knew the victims of during my time as a Warlord. **Swear that you help me and I give you an additional +300 LP, alongside a special weapon once the deed is done.**

But that is for another time. Now CHOOSE! May you wield your teeth with pride! I promise you receive a steady supply of sermons for whatever you pick for every Gun is a Bible and every Bullet a Sermon!

Melee

Kukri and Gun (Free): Kyrat is a dangerous location and you need to be prepared. So for free you get something to protect yourself with. First a Kukri to your specifications, an inwardly curved blade used as both a tool and weapon in the Nepal regions. Sturdy and always sharp. And in case you can't get up close, you receive a 1911 handgun with enough ammo to last you any shootout. If you would instead prefer a Bow to a Gun, you may do so as well.

Butcher's Machete (200 LP/Discount Outsider): A machete in place of a Kukri perhaps? This exemplar would be worth the replacement for sure. It is much stronger, taking down a normal man in one swing.

Handguns

Mark IV (50 LP): A six-shot, break-top service revolver used by the English in WWI. It may be poor in accuracy, damage, range and reload time but it is still better than nothing. If you like you can instead get the Sixer with a red dot sight and black finish, overall better than the normal Mark IV.

D50 (50 LP/Free for Pagan's Army): The go too handgun of the Royal Guards. With this Desert Eagle at your side it should be no problem to shoot out of vehicles.

HS77 (100 LP): The M-712 is a German-designed, Belgian-manufactured semi-automatic handgun popular in the early-1900s. It's 8 rounds unfortunately don't make up for its slow drawing speed. That being said, the HS77 comes with 10 rounds. Let us hope you are quick enough to shoot first after all.

6P9 (100 LP): A Soviet-era pistol with detachable silencer, its small size and precision make it ideal for clandestine network. Its low power is compensated by being the fastest semi auto pistol.

A.J.M. 9 (100 LP): The future is now with this burst-fire handgun that can shred targets and protect the innocent. It has an optional fire mode in a three round burst alongside an extended magazine and a suppressor.

.44 Magnum (200 LP/Discount Amita): An American-made revolver that packs some serious punch at close range but has limited ammunition capacity. It has various modification options already available, be it Extended Barrel, Night Sight, Red Dot Sight or Reflex Sight.

Sandman (300 LP): A sidearm capable semi automatic handgun. The 1911 is the standard-issue for the U.S. military for over 70 years and got accuracy and power. Though as you receive it for free you should know that. But this Sandman variation is more than worth upgrading to. It comes with a stealth profile, featuring a suppressor, reflex sight, and tuned internals. However, perhaps most intriguing above all, it does more damage to targets that considered you an ally in the past. Will you Shoot the messenger as well?

Submachine Guns

A2000 (100 LP/Free Pagan's Army): The A2000 is an average performer across the board, neither excelling nor faltering in any category when compared to other weapons in its class. It is fast and relatively accurate with a quick reload and the standard SMG for Pagan's Army.

MP5 (100 LP/Free Outsider): A quite common Submachine Gun in this World, with a long history of usages. Renowned for solid accuracy, good handling and high rate of fire.

Rebel (100 LP): A modified A99, the rebel is another side arm. A full-auto machine pistol whose original has already been banned in a number of countries. Its ease-of-use and stopping power are

renowned and only more lethal with a drum magazine, removing the need to constantly reload, making it a must for drivers looking to steer and shoot.

Stinger (100 LP): Another side arm, this small machine pistol rapidly fires low calibre rounds with minimal recoil. It can be also used while on a zipline but other than that is rather mediocre. Is what I WOULD say if this was the Skorpion and not its superior brethren the Stinger, sporting an extended magazine, optical sight, and sound suppressor. This makes it a great weapon for quickly ambushing targets at close range while remaining hidden and SMG ammunition is rather common in Kyrat making ammunition not as big of an issue.

BZ19 (100 LP): Large magazine, a swift reload, high damage and still leaving you rather mobile, this Russian machine gun can quickly become a do-all weapon. It is only beaten out by the Shredder in terms of power and with a massive magazine, suppressor and ranged scope it can guide you through most situations.

Stormer (100 LP/Free Golden Path): The MP34 is a WWII-era submachine gun with a side-loading magazine used by the Waffen-SS and brought to Kyrat early in the civil war. This old dog has learned new tricks and now features a Red dot sight and extended magazine.

Shredder (300 LP/Discount Golden Path): A heavily modified Vector .45 ACP that is only available to those with pure Karmic Balance. It is the best Submachine Gun in all of Kyrat with extended magazine, optical sight and suppressor and the bullets fired from it seem to do just a little more damage when used for justice.

Shotguns

D2 (100 LP): A double-barrel, sawn-off shotgun that is devastating at point blank range, functioning as a side arm. What it lacks in long range performance it makes up with close up power.

Bull (100 LP): A shotgun from Russia, the M133 is very useful when it comes to short range dispatching of enemies and animals. However its upgraded version the Bull sports quite the enhancements. With extended magazine, reflex sight and sound suppressor, it is a good stealth weapon and anything that isn't a heavy will find themselves dead even in slightly longer ranges.

SPAS-12 (200 LP): Having options for a Reflex Sight, Red Dot Sight, and glowing Night Sights and allowing one to increase the magazine capacity to 9 shells from 7, this wide spread shotgun makes for a fine addition to any arsenal. Interestingly this version is modelled after a left-handed variant, making its widespread occurrence a bit fantastical. Those who know their way with weapons might come to be intrigued by you having such a rarity.

87 (200 LP/Discount Sabal): This Sidearm Shotgun belonged to Mohan Ghale himself once. A sawn off version of the 1887, it is powerful enough to kill a Rhino in 3 to 4 shoots. With its strong power it is perfect for close ranges.

Assault Rifles

Warrior (50 LP/Free Golden Path): No weapon symbolizes guerilla warfare better than the reliable AK47. Steady and even, any soldier is lucky to have this assault rifle as a companion. The go to weapon of both the Golden Path and Pagan's Army... now in a new variation. The Warrior boasts an extended magazine, red dot sight and sound suppressor.

STG-90 (50 LP): This Swiss-made assault rifle has a higher-than-average rate of fire along with decent accuracy and average damage. It is weaker than the AK but in return is more accurate.

F1 (100 LP): The F1 is a bullpup assault rifle from France that fires in 3-round bursts. It has above average accuracy and is ideal for those who prefer a high rate of fire over raw power.

A52 (100 LP): Israel's answer to the AK, this rifle delivers a heavy punch best served in short bursts thanks to its even heavier recoil.

Trooper (300 LP): An MS16 with extended magazine, marksman sight and sound suppressor. It is not much different from its normal counterpart otherwise aside from the marksman sight but still boosting good power, range and accuracy. However... it seems to have something against demonic beings like Yalung is, doing a bit better against such. But it's not like you are gonna find any of these here...

P416 (300/Discount Pagan's Army): A step-up from the AK-47 in terms of accuracy and rate-of-fire, this weapon is expensive and deadly in the hands of precision shooters. The Royal Guard at Kings Bridge have used this weapon for a long time to keep their grip on North Kyrat. In fact using it to fortify and defend a position seems to make it better than it is supposed to.

Sniper Rifles

SVD (50 LP/Free Sabal): A Soviet semi-automatic sniper rifle, good for beginners who prefer damage over stealth, with the advantage of semi-automatic fire. However, it requires frequent reloads and does not allow suppressors or bigger magazines, with just 5 rounds. Though even with that it lacks a bit of power compared to other rifles.

Predator (100 LP/Free Amita): A modified M-700 with an Advanced Scope, a 10-round magazine and a Suppressor. It deals more damage than the standard M-700, which already dealt a decent amount. Strong enough to one shot Royal Army Assaulters, it also boasts a Tiger Stripe camo.

SA-50 (200 LP): This .50 cal semi-auto sniper rifle can penetrate walls and unleash devastation from a distance. It is almost as strong as a Z93 while being semi automatic and with a higher firing rate.

AMR (300 LP): Originally a Z93, this two handed sniper rifle for when you really want to make sure something dies. It can even pierce through walls, rocks and other objects to its target. In fact if you sacrifice an entire clip of ammo, this piercing effect can get through any material. This DOES however overheat the weapon to the point where it needs to be left alone for an hour so make the shot count.

Machine Guns

U100 (100 LP): The easy to handle light machine gun from Singapore checks all the right boxes with its accuracy and quick reloading. Though it comes with a smaller magazine, it is quicker than a MKG in that regard with less recoil.

Ripper (100 LP): A proven battlefield weapon designed for squad support with its very high rate-of-fire, the MKG makes short work of ground forces. The Ripper is an even better version, overall superior to the MKG as a specialized version.

Driller (100 LP): How do you make a PKM with high damage, large magazine and high firing rate, even at the cost of massive recoil, even better? Modify it with a 200-round belt, increased damage, faster reload speed, less recoil, a scope and a custom zebra-style paint job! This is what the Driller is and although you can not trust some rumours about it being able to go through walls, it is still a valuable addition to any arsenal.

DSHK (200 LP/Discount Golden Path and Pagan's Army): A weapon you will call Dushka many times. This machine gun can be found in any nest or fortress and mounted on some vehicles. Its high

damage makes it a great choice against vehicles, rhino's, heavies and even the cockpit of a helicopter. You can also easily attach it to a vehicle you drive.

Buzzsaw (300 LP): The MG42 is a relic from the second world war and was known as Hitler's Buzzsaw for its high rate of fire akin to a saw. Several hundred rounds can be shot in a few moments, with even the members of the Royal Guard falling to it in moments. And like a saw it can be used as an anti-material as well, making shrapnel out of vehicles. Frankly you shouldn't even be able to wield it as an unmounted machine gun, but for you the recoil will be as if it wasn't there and just as light as any other machine gun. Even worse for your enemies is that this is the 'Buzzsaw', sporting 500 rounds per magazine and able to unload it all in 20 seconds. A downright messianic amount of damage to unleash on your enemies! But no matter the variation... hearing this Gun shoot will fill your enemies with dread at being on the opposite end.

Launchers

M-79 (100 LP): A single shot grenade launcher that makes for one explosive sidearm! One grenade from this Vietnam War-Era vehicle killer is enough to make most flip over and blow up entire crowds. Just be careful about using it in close quarters without suffering its wrath yourself. And considering every shot requires a reload you should make every grenade count.

RPG-7 (200 LP): A classic when it comes to rocket launchers, the RPG-7 is iconic for its high damage and effective potential for vehicle destruction. That being said, in Kyrat there are better options available. Still if you want to go loud this is a good start.

GL-94 (200 LP): Another grenade launcher, Russian made and of the pump action variety. It is very effective at medium ranges and deals more damage than the M-79.

GL-A87 (200 LP): A Chinese made automatic grenade launcher. The power of an artillery strike in a handheld package, reloading will only be an issue for you once your enemies are already blown apart.

LK-1018 (Free but must have found all Blood Diamonds for Longinus): ,I saw Satan fall like Lightning from Heaven' Luke 10:18 and I hope something you will always remember with my last gift. There is no more powerful rocket launcher, its missile being guidable. For you with but a thought even and if you call the one on the receiving end your sworn enemy the devastation will only be more severe. Go ahead let them fly away in that helicopter... they won't get far.

Specials

Recurve Bow (50 LP/Free Outsider and Amita): Sometimes the old ways are the best, like the Bows used in the old days of Kyrat when the world was young. It is good for hunting and you can at will even switch an arrow you're holding into a fire or explosive arrow. Unlike a normal Hunting Bow, this one even comes with Reflex Sight or Marksman Sight.

Flare Gun (50 LP): A small sidearm, this single-shot breech-loading signal pistol, excels at setting things on fire from far away. With some luck and a good shot it may send the ground below someone aflame... but there are better options.

Auto-Cross (300 LP/Discount Outsider): This whisper quiet crossbow is an over under semi auto weapon. Shooting bolts instead of arrows, this crossbow makes no sound at all and can kill most Royal Army guards in one shot and Royal Guard in two. Excellent for stealth kills and very versatile, the only thing that might make someone choose a Bow is this Crossbow's inability to fire incendiary or explosive arrows but is there even a need? Especially since it has the odd property of truly being impossible to notice, even slightly adding to your own stealth?

Flamethrower (300 LP/Discount Sabal): Like the flames of hell this Flamethrower will set your enemies ablaze. With a large fuel tank, effective usage can take care of dozens of soldiers at once. However there is more to this weapon as its flames can with time burn away even the slightest trace of its target. It is perfect for burning down fields, making sure not even a Remnant of what was built on them remains.

Elephant Gun (300 LP/Discount Amita): The .700 Nitro is a high-powered side-by-side shotgun used for hunting dangerous game, though it uses sniper rifle ammunition. While stealth is all but impossible while firing this, its accuracy and damage is off the charts and even an Elephant can be killed with one good headshot. This incarnation is even stronger, with gold-engraved receiver and barrels and different wood making up the stock.

Maybe you can make it more than the literal interpretation of an Elephant however. When being used against someone stubborn and unwilling to change, the Gun deals even more damage.

Equipment

Molotov Cocktail (100 LP/Free Sabal): An improvised incendiary explosive made from an empty bottle filled with petrol that is usually activated by a lit cloth sticking out of the bottle. The Royal Army and Golden Path alike make use of these and for good reason. Never underestimate the utility of a sudden fire in enemy lines.

Grenade (100 LP): An outdated Grenade is still a Grenade. Although replaced in the past by the US and Canadian military with the M67, this M26 makes for a great anti-personnel weapon. Just throw it far enough.

C4 (200 LP): Composition-C4, is much more powerful than normal TNT. Sticking to walls and blowing itself up with the push of a remote button, a clever fighter could make great use of it.

Mines (200 LP): Your enemies should watch their step with you having these Mines at hand. While not doing as much damage as C4, it is very valuable for covering your flanks and hard to spot for running soldiers.

Throwing Knife (300 LP): When the Gun doesn't feel right use the Knife. This set of throwing knives are as sharp as a Kukri and come with some unique quirks. Animals killed by it will give you more resources coming from them like their skin and over long distances they seem to possess an aim assist, automatically gravitating towards enemies.

Companions

Kyrati Import (50): It is only natural that you'd prefer to have someone with you in this hostile nation. For 100 CP you may import one companion of your choice, additional purchases allowing you to import one more companion per purchase. They get a free Origin, all the freebies they apply for and 600 CP to spend however they wish.

Kyrati Export (Free/100): Or maybe you want to take someone from here with you? Maybe talk Noore out of her guilt and offer her a new family? Or have former Warlord reformed Christian Longinus by your side? If you can convince them to follow you, you may take them for free... or guarantee they will want to by paying 100 CP.

There are four exceptions to this rule however. **You may not take Ajay, Pagan, Sabal or Amita with you. If you hope to have them as companions... there are ways to earn them.**

War Elephant (50): One of the many beasts of Kyrat, this Elephant is quite fond of you and even lets you ride on his back. He is easily taken care of and will function under the same 'respawn' rules as your other companions upon death.

Ajay Ghale (Free but must help him scatter Ishwari's ashes, He must exist): Ajay Ghale. The legendary future Hero of the Golden Path. The rightful King of Kyrat. Son of Mohan and Ishwari, brother of Lakshmana. He came to this country with a mixture of guilt and excitement and through it all was always dead set on ONE mission, something that kept him going through it all. To scatter his mothers ashes at Lakshmana. If you want him to accompany you, you must help him in this task.

It should be noted that Ajay is NOT keen on staying with the guy who sent his first ally off to be tortured and ATE some of his mothers ashes in front of him. Especially after brutally seeing Pagan kill a guy with a pen. He will throw the Crab Rangoon at your face if you suggest staying, not at all convinced that he is safe no matter what you do. You want him with you? You have to do it the hard way.

Bhadra (Free): Perhaps the purest soul in the Golden Path and it seems no fate ends well for her. As the Tarun Matara she is a symbol for the Country's Religion... a tradition and burden that is forced upon her and something she is forced to remain in if Sabal takes over. She is freed if Amita leads the Golden Path... but then ends up dead, exiled or sold away... or whatever else Amita means in saying she is not coming back. But maybe with you she could have a better life?

Special Companions

None of these Companions will exist unless purchased here.

Jackal (100): This man is freshly coming from business with just about everyone on the Rook Islands. Now he ended up in Kyrat. A morally ambiguous gun runner with deep connections, intense philosophy and strange schemes... he seems to fit right in here. He comes with (and can offer to you), the Item **Gun Crate**, which features four AK-47s and twenty 30-round magazines and will refill itself once a month, and the Perk **Guns Aren't Biodegradable** which makes it so weapons of war you and those affiliated with you use won't jam, rust, or break down from normal usage.

Jasmine Brody (100): This girl has a troublesome journey behind her. After having been with her friends on an Island trip... a lot has happened. Trying to become a warrior, manipulations, drugs, saving her friends from madmen and criminals. They eventually survived and she returned to civilization, but something was awoken within her. A madness she doesn't know how to handle. In a desperate attempt to deal with it she became a backpacker travelling the world until her path led her to Kyrat and meeting you. On her left arm is a strange tattoo of unique origin, referred to as a **Tatau**.

Mysteriously it does not just look cool but makes her stronger, allowing her to quickly pick up new skills even Jump or World innate ones. Other than that she has the equivalent of **Unbreakable**, **Self Care** and the Reward you would get by taking **Far Cry Mode** as well as a **Machete** that can cut through a lot of people with ease and a **1911** that she never lacks ammo for.

Vaas Montenegro (100): This fellow has a LOT of stab wounds in his torso. But you know the definition of insanity right? Stabbing over and over again didn't kill him and instead he ended up going on a bit of a... I guess you could say spiritual journey. Trying to escape his own insanity, he eventually beat the cycle. Now he is a smuggler and found his way to Kyrat. He seems oddly fond of you Hermano/Hermana and say the word and I am sure he would be interested to join you. He also is happy to bring his Tennis Ball buddy, a **Machete** that cuts through bodies like they were butter, an **SMG-11** with plenty of bullets to spare and a unique Perk in **Lean Back** which he'd be happy to share with you. Everyone can be driven mad sometimes but recognizing insanity is the first step to overcoming it. You will always have some degree of protection against insanity to know who you are and once you are insane but have snapped out of it? The better you will be as a result. The more insane you used to be, the sane you will not just be more content but also more effective. Even works on any allies.

Kyrie (100): This 24 year old woman, born around the time Ishwari left Kyrat with Ajay, is a gentle soul. She is a complete pacifist with a love for Kyrat and its nature, knowing an awful lot about every bit regarding its history, nature, wildlife and mythology. She does not seem to like any of the main leaders, not Sabal, not Amita, not Pagan. She just wants peace to finally return to her home. And for some mysterious reason... seems to know more about you than she is willing to let on.

The Trapped (100/Free Outsider): This individual just wanted to travel the world and enjoy life. Hiking, exploring and wandering lead them to the Himalaya's. In these icy mountains they ended up getting on the wrong side of some stray mercenaries and while they managed to flee, they lost their passport and Items in the Chaos. Now stuck in Kyrat, they hope to keep their head down till an opportunity comes to leave the country. That being said they find themselves enjoying killing things a lot more than expected. They have the Outsider Origin, the Perks **Not Worth Killing**, **Takedown**, **Undefeatable**, as well as 600 CP to spend how they like as well as 300 LP for weapons.

The Returning (100/Free Golden Path): A child of Kyrat, this individual was lucky enough to life abroad with their parents after having fled the country. They only heard of Kyrat in tales, being but a year old when leaving. With their parents dead in a robbery gone wrong, they returned with a diploma in medicine to Kyrat. They were hoping to help their fellows and through it connect with their deceased parents, though find themselves confronted with the fact that there was a reason Kyrat was never discussed in depth at home. Now as a field surgeon of the Golden Path, they will do what they can to help rebuild the country their parents had to flee from. They have the Golden Path Origin, the Perks **Kyrati Model**, **Battle Buddy**, **Self Care** as well as 600 CP to spend however they like as well as 300 LP for weapons.

The Yakuza (100/Free Pagan's Army): As an heir of a Yakuza Empire, this individual could have led a life of easy enjoyments. Though their aspirations were a bit more grand than that. Deciding to find out what the world outside of Japan is like, they have the desire to carve something out for themselves, starting in the military and opting to be a mercenary... before ending up in Kyrat under Pagan Min's payroll. Their loyalties to King Pagan extend about as far as anyone signing your checks but they do their job well. Maybe at least they can get some experience back home with them. They have the Pagan's Army Origin, the Perks **Ghale Nerves**, **Ghale Nerves**, **Good Shot**, **War Tactics** as well as 600 CP to spend how they like as well as 300 LP for weapons.

Drawbacks



Far Cry Mode (x2 for every drawback value): Far Cry is a World where very unfortunate people end up in hopeless situations and become killing machines. So it is only fair to give you that same option without your powers or equipment. **This turns this Jump into a Gauntlet, reducing you to your Bodymod and leaving you with 0 CP to start but simply letting you move on in the event of Jump failure. As a side effect you gain twice the amount of CP for any drawback you take as well as a special Perk after finishing this Gauntlet.** You will still receive the same amount of LP.

The Prodigy Son Returns (Free/Requires Son of Mohan): If you like and have the means to, you can instead replace Ajay entirely. You will feel the same amount of love he felt for his mother and a strong urge to safely scatter Ishwari's ashes like he wanted and must do so before leaving this Jump.

Far Cry Tales (Free): The continuity of Far Cry plays by its own rules and maybe you yourself were a part of it before. Maybe you were a mercenary in some unknown African Country or a Tourist on certain Islands. With this toggle you may make your past adventures a part of this Jump.

No Escape from Kyrat (+100): Maybe you don't want to be part of any of this and just get the hell out of this Country, flee to India and from there to somewhere else. That is no longer an option. You are stuck in Kyrat and can not leave it for the duration of your Jump.

Glitching Map (+100): Somehow anything you aim to use regarding discerning your location is just riddled with mistakes. Buildings, caves, rivers, no matter what you use it will always be off mark and you have a tendency to get lost in your surroundings.

That wry smile betrays you again Jumper! (+100): You have an awful poker face. People will be able to tell if you lie or even hide the truth immediately. Considering the tense state the nation is and what kind of people are calling the shots... I'd avoid much conversation with them if I were you.

Fucking taxi Driver (+100): Maybe De Pleur was not the only racist in Kyrat. You find that you will have to deal with plenty of racist comments turned your way, no matter your ethnicity.

You're Absolutely Perfect! (+100): Because really nothing bad that ever happened was your fault! Isn't it? You are dangerously delirious in the head, never thinking that anything bad is your fault. Such delusions can be a dangerous thing, blinding you to dangers and clouding your mind. And... the mind is a dangerous place indeed.

Overdose (+100): It would not be Far Cry without being high as a kite and Kyrat is no different. You will repeatedly be faced, over the course of your stay, with hallucinations and drug trips. They won't kill you directly but... things can get weird.

Inflation (+100): Kyrati Rupees are a very weak currency, but even they are better than having what you have. You are unusually poor and even completely unable to purchase anything from shops, having to make do with what you loot of the bodies of your enemies. You also end up facing ammunition shortage periodically, even if you have Perks or Items that work against that so you will be forced to somehow get your hands on ammo over and over again.

Son of a Bitch (+200): Every patriot is a son of a bitch and Kyrat is full with them. Just like Ajay you will have to deal with plenty of betrayal while you are here. Be it literally selling you out to your enemies, discarding you once they made use of you for all you are worth or emotional betrayal. These betrayals will ALWAYS somehow screw you over and you will not see them coming, having forgotten you took this drawback. Though at the very least you can eventually overcome them if you put your back into it.

Retaliation Strike (+200): People don't forget Jumper. Especially not rebels or tyrants. Your actions will cause deep seated grudges in your enemies, earning you retaliation in due time, guaranteed. An outpost you just liberated might be swarming with convoys of soldiers within an hour of liberating it. Harm someone's family and they could gain the same hatred Pagan had for the Golden Path.

Lumbering Two Headed Elephant (+200): Why is it your allies are just constantly bickering!? It seems you just have to constantly play the peacemaker between any allies you have. Now it is not impossible to fix this but let it stew over too long and you find your allies fracturing violently just like the Golden Path did.

Hostile Nature (+200): Kyrat is wild and untamed and so are its animals. And for some reason they are angry at you. Expect constant attacks from Kyrat's wildlife, Eagles swooping down from the Sky to try and claw your eyes out, Tigers seeing you as their next meal and Demon Fish being in the water nearly every time you take a swim. Somehow these attacks will always be annoying and do some damage to you.

Kyrat brings out the worst in people (+200): This place... this Country... it really seems to be cursed with how many lives it ruins. As it will to you. You find yourself having certain urges, the worst of your personality. Fighting them off will be a herculean task, and if you ever indulge them... you will feel the shame for it even past this Jump.

I'm very particular with my words (+200): So why is it this hard for people to understand? Orders you give are always prone to be misunderstood or take effect in a way they weren't supposed to. You could ask someone to stop a Bus and they will shoot at it instead. This even affects orders you are being given, somehow always ending up in misunderstandings. Recommendation? Stay away from Pagan.

Not a Spider (+300): If you were a Spider you could simply escape this place by spinning a net and lowering yourself down. But you are not a Spider and Durgesh will not let you go so easily. You start your Jump as a captive in Durgesh Prison. It doesn't matter what your Origin is, even as a member of Pagan's Army you somehow end up here with no one from the Royal Army knowing so. Furthermore you lack any of your Perks and Items, reduced to your Bodymod, even missing what you purchased from this document. You must make your escape from this mind breaking hellhole, avoiding the demonic Rakshasa (hallucinations?) who seek to imprison you again. If you have not escaped by the end of the Jump you fail your chain.

Yuma's fascination (+300): Yuma is one of Pagan's most vicious generals and by far the most dangerous compared to De Pleur and Noore. Her fascination for Kalinag and the mythology of Kyrat has consumed her over time but now she seems to have found a new target for her obsession. You. Your journey across realities. She is obsessed with the idea of becoming a Jumper and while being seen as delusional by everyone else... she is right. She CAN take your chain and at some point in the Jump there will be a confrontation between you two, at the very end when you are supposed to make your final choice. Even if she would have been dead by then, somehow she will have survived and taken this moment of weakness to attack. You will be drugged and hallucinate her as someone else, a figure you admired perhaps or some great hero you are familiar with. While they won't have any of their world shaking powers, instead being comparable to Kalinag... you will only have your Bodymod for this fight along with whatever combat focused Perks you got from this Jump and not know it until you are faced with the hallucination. If she kills you she takes your chain. Good luck.

Ick. I hate sad endings (+300): Kyrat really just seems doomed no matter what happens. Sabal? Tyrannical Theocracy. Amita? Child soldiers and drug farms. Pagan? Well... I don't think I need to explain this one. A happy end for Kyrat really seems out of reach in the near future... and now you as well. It should be obvious this makes surviving here more difficult and any Scenarios are doomed to fail so don't take them. In general... you're probably lucky to be left suffering in one way or another but still alive.

Hostile Outsider (+300/Exclusive to Outsider): Far Cry is no stranger to danger but this one may prove to be the biggest to you of them all. Someone new is in Kyrat. Someone who doesn't belong here and yet he shares the typical Far Cry's protagonist skill, strength and sheer survival talent, combined with scaling to your powers. And he is on the hunt for you.

Enjoying Crab Rangoon (+300/Exclusive to Golden Path Origins): Well this is unfortunate for the Rebels of this Land. Ajay decided to wait after all and scattered Ishwari's ashes alongside Pagan. Knowing the truth from Pagan's mouth, he throws himself into battle AGAINST the Golden Path as much as he would have in its favor. This is the man who single handedly changed the course of the war and for you... well he has Plot Armor your Kukri can't so easily penetrate. Good luck.

It was the fucking Golden Path (+300/Exclusive to Pagan's Army): Taking Pagan's side invites opposition but now the Golden Path will come to torment you as much as they did Pagan, if not more. No matter what you have or can do, they WILL hurt you, they WILL be able to harm you and if you do not give it your all... they and the Son of Mohan WILL kill you.

Battles of Kyrat (+300): Kyrat's history is full of bloodshed and you are unlucky enough to be there for all of it. You will start the Jump instead just after Ishwari took Ajay to the United States. You will be unable to change the plot in any meaningful way. Instead you will be forced to go from battle to battle, fend off Pagan's demon-like soldiers or face the Golden Path and its goons with their technology and weapons. It will just be pointless battle after battle after battle for many years. Oh also you will only have in-Jump Perks for the duration of this time, until Ajay comes to Kyrat. Then you regain your full powers... unless of course you picked **Far Cry Mode**.

Discovered by the Creed (+300): The world of Far Cry is vast and full with factions vying for control. Not all of them are mere mad men. Some stretching across time. A mysterious group had wanted to set up shop in Kyrat as one could decipher from certain side missions focused on supplies. Well with this drawback this group have officially become the Templars from Assassins Creed and they did not listen to the warning. Slowly, they will try to make their own mark on Kyrat, possibly making a third faction in a conflict or even backing Pagan Min. For those Jumpers that think siding with Pagan will save them... remember who follows the Templars? The Assassin Brotherhood will also have made their way to Kyrat, backing the Golden Path or becoming another rebel group.

If you are affiliated with Pagan Min the Templars will always be a third party while the Order of Assassins will back the Golden Path and if you are affiliated with the Golden Path the reverse will be true, the Assassins Order being a third faction to come up and the Templars supporting Pagan. Outsiders will find Templars and Assassins backing their respective faction in Kyrat. For any other Origins, it is not impossible to make allies with the third party but will require a decent amount of work.

One way or another, this age-old conflict will only lay more waste to this war torn region. And if you want to leave this Jump you must see this conflict to the end... within Kyrat only fortunately.

Kyrat's New Dawn (+300): Maybe it was not some general global tension after all that is to blame for what would happen to Hope County. With this drawback, no matter what happens or who leads Kyrat, while you are in Kyrat, someone will launch the Nukes underneath the Royal Palace. Maybe Sabal or Amita or Pagan or even Ajay, or maybe even just some Royal Guard with a grudge. As such the bombing of Montana will be the spark to light up the bomb that was international affairs. The Collapse will come to pass earlier than it would have in Far Cry 5. Kyrat will be spared but escape from it will be all but impossible and no longer an option for you. **This makes NO Escape from Kyrat a mandatory drawback for 0 CP.**

You will stay here for a while longer than you should. The World will rebuild a bit faster no matter what you do... and their eyes and rifles are on ONE enemy that plunged them into this tragedy. Kyrat started Nuclear devastation in the World's eyes. And after the fall out... the entire World will look at Kyrat as its enemy. A peaceful resolution, even if the one who caused it is killed, won't be able for another nine years at least...

If Kyrat is conquered by foreign forces or rendered ash and dust you fail this Jump. Can you survive with the whole World stacked against you?

Worse Than Malaria (+400): You're gonna be wishing you were in some African hellscape instead of here by the end of this. Imagine just everything becoming harder, every threat amplified in scope as if on highest difficulty. Bullets, Falls, Animal Attacks everything is about ten times worse than it would have been. Not to say anything of the more skilled and tenacious enemies in these fields, who can slaughter you with a single takedown as if you were another mook if you don't keep up your guard at all times. Your enemies meanwhile are no worse for wear. One would need to be a legend akin to Kalinag to survive this, let alone win. What are you made of?

Scenarios

In Far Cry Mode you will receive +200 CP for every Scenario you take.

Kyrat's Fate:



The fate of Kyrat is in the balance with the Son of Mohan and Ishwari returning, the Golden Path more divided than ever and Pagan and his men tightening their grip. And now you can play a vital role in this conflict. Be it the Golden Path or Pagan's might, you must see this conflict to the end. You may ally yourself with one of these groups... or join neither and do your own thing making both your enemies in the race for Kyrat's Throne. Really it's not like Sabal or Amita would be much better. Ajay might be the only one worthy of wearing the Crown but who knows. Either way, whatever group you join you must help to victory. Whether that means defeating Pagan, crushing the Golden Path or doing both. Once you are the leader of Kyrat or whatever side you backed has won, this Scenario shall be complete.

...That being said... what do you PLAN to do as the ruler of Kyrat? This country has its fair share of scars and what do you have for plans to heal these wounds?

Optionally you may not end the Scenario after the war is done but after you actually took steps to IMPROVE Kyrat. Make sure its populace is free, the standards of living at least tolerable and that there is not another civil war on the horizon. Keep in mind Kyrat is barren of most resources and whatever leader is in power might be a tyrant, a zealot, a slave driver or just not sure how to tackle these issues aside from going around and shooting up the remainders of the Royal Guard.

If you manage to improve the lives of those in Kyrat, you will receive an additional reward.

Reward: Kyrat in all her Glory will come with you. You are its rightful King and may place this country into whatever location of the Jump you are in at the beginning of a Jump or just attach it to your warehouse.

That being said if you didn't just conquer but also improved Kyrat then that is something worthy of a reward as well. Not only do you still get the improved Kyrat (retaining and fiat backing any changes you make to it), its populace and even its animals adore you. And you can continue to rule them justly with the Perk **Earned King**. Positions of rulership earned with violence are usually bound to end catastrophically but not for you. Your combat skill directly affects your capability to rule. If you were to be a One Man Army you would be the kind of perfect Ruler a war torn Country needs and lead it to prosperity. Be the one to create this Golden Path Ishwari dreamed of.

Kalinag's Footsteps (Requires Ancestral Thangka):



The Epic of Kalinag is one of the most beloved stories in all of Kyrat. Given the task to find Shangri-La and return to Kyrat by his king, he set out to enter this strange realm. Shangri-La is said to be where the Goddess Kyra attained Nirvana and is a beautiful paradise... but what Kalinag found was bloodshed as the paradise was invaded by the Rakshasas and their leader, a corrupted mirror of Garuda. Kalinag would with the help of a white Tiger he helped face these vile creatures, find the Mani Wheels to unlock the Bell of Enlightenment, defeat the Rakshasas and cleanse Shangri-La of its corruption.

Quite the journey which you will now need to undergo as well and may start at any point in the Jump. You must step into Kalinag's footsteps, accomplish all he has done and free Shangri-La. This will be done through looking at the Thangka and entering a sort of spiritual journey. But trust me this is not a hallucination. It is very real. At least for you. And curiously you will find that the longer you go without fulfilling this Journey... the more recent strange attacks will be across Kyrat. Till if by the end of the Jump you haven't fulfilled Kalinag's Journey, all of Kyrat will be invaded by Rakshasa.

Not an easy task, especially since the Rakshasa will be empowered if you come with any more... exotic abilities into this. But succeed and the reward shall be worthy of the accomplishment.

Reward: For saving Shangri-La your reward shall be great. To begin with what you had in your Journey, the **Sky Tiger**, **Rakshasa Tooth** and **Kalinag's Bow** will be fiat backed and come with you. You know best of course what they all do but to summarize again: The Sky Tiger is an unflinchingly loyal, strong and skilled white Tiger you can summon with a thought from the spiritual realm and let fight by your side. It will always work to defend and protect you and together you could become quite the deadly duo. The Rakshasa Tooth meanwhile is as big as a Kukri and as dangerous as one, cutting through armor like paper and granting you the immunity to fire and heat certain Rakshasas possess. Kalinag's Bow meanwhile is not ordinary either, able to allow its wielder to fire up to five arrows at once. The arrows itself appear out of thin air and are a match for any firearm. Finally it allows you to slow down time for a while.

But the true reward is **Shangri-La** itself. A piece of it is under your control and may be taken with you on your Journey. It is a spiritual realm and idyllic paradise to which you can come and go as you please, even taking others with you and granting them access. By default it exists in the spiritual realm of whatever Jump you are in and is utterly immune to corruption thanks to the Bell of

Enlightenment. Even if it would be placed into Jumps where the spirit realm is in disarray like the Warp of Warhammer 40K, Shangri-La would be perfectly safe.

Valley of the Yeti's:



In the icy Himalaya's there is a mythical relic hidden. One that supposedly grants great power. Yuma Lau was interested in this relic and sent the Royal Guard to retrieve it, something Ajay thought to intercept. However the relic was not unprotected. Cultists led by Master Sandesh guard it, worshipping the Kyrati Demon Yalung. And what else do they cherish? The Awakened Ones. Former humans turned into Yeti's and considered a blessing of Yalung.

By accepting this scenario you will have to retrieve the Relic in the valley. You must make your way through the entire story, defeat the cultists, destroy the Relic, a large yellow glowing tree that emits a yellow gas or spores and make it out alive.

Do not underestimate the power of the Yeti's. But if you manage to best them...

Reward: ...you shall walk by their side. You gain the **Yeti Transformation**. At will you can shapeshift into a Yeti, a powerful hulking beast covered in fur. The cold of the Himalaya's will not bother you in the slightest and your strength and durability is far superior to any human of this World, letting you endure bullets without flinching. This kind of boost even stacks if done alongside other transformations, making you a mix of a Yeti and that other form.

You also gain the **Yeti Relic**, the same yellow tree you destroyed. By turning its spores into an Elixir you can transform those that ingest it into Yeti's as well, their transformation under complete control just like your own.

Finally you gain the Perk **Cult Smasher** giving you an uncanny talent to disable and terminate cults you come across. Very much useful in a World like this and many like it I can assure you. Ever thought about visiting Montana?

Arena Master:



The Shanath arena was built in 1759 to distract the people from their disagreements with the monarchy, initially showing elephants and tigers fighting to the death and was built by King Avinash. In modern days it still is used and Ajay would be thrown right into it to fight for his life. By taking this scenario, not only will you be participating in the Arena Battles, you will have a mission. To defeat all the greatest Arena Warriors. They are 17 in full, each stronger than the last.

Rewards: First if you do not already have it you gain the **Shanath Arena**. If you already bought it you will get the amount of CP you paid refunded for you. With its steady supplies of beasts and respawning warriors and dutiful and obedient servants, it will be sure to make quite the spectacle and never run low on spectators.

You also gain the Perk **Shanath Warrior**. You excel when put into situations similar to the one you were put in here, in an Arena surrounded by spectators. You will be at your best and in no time become a crowd favorite.

Finally you gain the **Bushman** Assault Rifle. A heavily modified P416, it is completely silent, sports a higher magazine and a Marksman sight and one of the best rifles you can find in Kyrat. It also has a special effect focused around gladiator-like battles and entertainment. It will excel in such environments, make your performance just that bit more entertaining and any organizers will be inclined to let you participate in such events with the Rifle.

Kyrat Fashion Week:



Kyrat is home to many animals that are as awe inspiring as they are dangerous and someone wants to make use of them. Meet Mumu Chiffon, once Pagan Min's personal tailor before they had a falling out. Right now he is in hiding but still hoping to follow his passion of fashion and for that he hopes to make use of some exotic materials. In accepting this Scenario you will help him. You must hunt various dangerous animals across Kyrat, each of them requiring a special type of weapon to slay them, followed by skinning them. The list goes as follows:

-Black Water Dragon (Demon Fish)

A rare demon fish that requires explosives to obtain, near the Kyra Tea Weigh Station outpost near the shoreline.

-Tenzin (Dhole)

A rare dhole that requires arrows or bolts to obtain near the Kyra Tea Terraces outpost on a table near the side.

-Mad Devil

A rare wolf that is found in the northern part of Kyrat. This animal requires a bow, however it must be killed using regular arrows only.

-Sky Tiger

A unique Bengal Tiger found near Barnali's Textiles. She must be killed with an assault rifle. She will be surrounded by other Tigers as well so be careful.

-Thick Skin

A rare Elephant found at the coordinates 808, 788, that must be killed with a flamethrower or Molotov's.

-The Ghost Bear

A unique variant of bear found in this mission that must be killed with a shotgun to earn its skin. Its coordinates are 695X, 620Y and one can use the M133, 1887 or its signature variant, the 87, D2 or SPAS-12 or their variants for this kill.

-Karkadann

A rare Asian Rhino that can be found at the coordinates: 381, 572 and must be killed with a shotgun.

-Shadow Leopard

A rare Clouded Leopard that can be found at KEO Logging Camp and needs to be killed with an assault rifle.

-Gulo

Wait... are you serious? Are you REALLY sure? Are you mad? Oh well, any last words?

You need to kill Gulo the Honey Badger with a light machine gun. Keep in mind this thing has killed wolves, tigers and rhinos.

You will find a weapon of the required type near the location of the animal you are supposed to hunt so don't worry about not having the required one.

Once you complete all hunts the Scenario will be counted as complete and you gain your reward.

Reward: You gain **Combat Couture**, an outfit worthy of yourself. Made of the skin you hunted, it is to your perfect specifications. It can be anything from a simple jacket and jeans to a fancy suit in all pink. But more important than that it is the ideal attire to wear in Kyrat. It is self cleaning and repairing and will protect you against the hostile temperatures and elements, even up in the cold Himalaya's. It also has a lot of pockets and zippers for various uses. To store meat in them safely, various loot and money. Why, you could even store up to four weapons (three normal and one side arm) and plenty of ammunitions without affecting your mobility. Really this outfit is ridiculous and it comes with a wardrobe with various skins, updating to have copies of exotic animals for every Jump you are in. You can even apply the benefits of this Item to other Clothing.

Finally you gain the Perk **Royal Tailor**. You share Chiffon's skills, able to make fashionable and functionable clothes and pouches, without sacrificing form or design. Just a matter of having the right materials to use.

Kyrati Films:



Sharma Salsa, formerly one of Kyrat's most famous actresses, is looking for a new stuntman for her movies. The Kyrat entertainment industry could use something other than constant propaganda so why not shake it up with some awesome videos? You will be asked to go and complete a series of 18 races in full. You will receive the Vehicle you are supposed to take for each Race at the location of the stunt, extending from a Quad Bike to a Van, to a Buggy to even a Hovercraft, and be told the exact route you must take in a certain timeframe. No shooting or fighting, just vehicular skill while wearing a Go Pro... sorry Go Bro. I should probably also note that not every location is safe in a country at war. 9 of the races will be more along the lines of survival and you have to avoid bullets and enemy fire as you make your escape. But just think of how much you save on special effects!

Now go and record the beauty of Kyrat as you race through its terrain. You will be rewarded for your efforts.

Reward: Now this should be a fine movie after all your hard work so here, have the Item **The Jumper Cut**. You receive a series of films, cut, edited and shot perfectly, detailing you and your journey. I am sure if you publish these Videos you would cause a lot of excitement across the Globe. All shoot with the **Go Bro Camera** you also gain but this Camera is good for more than just shooting pictures. While these will make pictures and videos in surprisingly high definition, it makes for a potent tool for stake outs. Enemies and other important figures you see through this Camera will be 'marked' for you, letting you know roughly what 'variation' they are and making them traceable for you for some time. You will see a red silhouette even through walls. Finally it can be incorporated into a phone instead.

Furthermore the **Race Vehicles** you had to use for these stunts may come with you, stored in a Garage inside of your Warehouse, the Garage being able to store a limitless amount of Vehicles and apply the same benefits to them as your Race Vehicles have. They need no maintenance and will respawn after one week if destroyed.

And finally you gain the Perk **Kyrat Stuntdriver**. You are just at home behind the controls of a vehicle, not just having basic competence but full on mastery and an expert at racing. Even high risk situations with your vehicle are easy, allowing you to fuse combat and driving seamlessly and look badass doing so.

Masks of Yalung:



As if Kyrat was not already having enough problems a serial killer is running amok. The Goat. He is a disciple of Yalung, a demonic entity jealous of Banashur's power. Long ago he and Banashur supposedly had a great battle which ended in his defeat and Yalung being shattered across Kyrat. Still he lives in all and comes in the form of negative emotions like hate and anger.

The Goat will do 107 killings, each an offering to Yalung. You and another (by default Ajay though if you replaced him it will be Hurk) must find each a portion of these Masks. Your partner will be able to do 55 by themselves leaving you with the rest. You will find the final Mask however which will lead you to the Serial Killer's hideout... but once there you will find out the true plot behind the scheme. The disciple of Yalung will kill himself in a ritualistic way, becoming the 108 death... and making Yalung whole once more. With Yalung in the mortal vessel he will speak to you, seeing that just as Banashur had been his greatest enemy in the godly realms, you and your partner have proven to be the greatest threats among the material.

He will challenge you to a fight, his dark magic and curses empowering him to possess all your powers (only Perks from within this Jump if you're on Far Cry Mode). After killing you, he will kill your partner and proceed to absorb your status as Jumper. With no one left to oppose him, he will lay waste to Kyrat and rule as he should have in his eyes. He does NOT intend to lose to you like he did to Banashur and will not underestimate you.

Needless to say, you must defeat him. Due to how powerful he has become it is understandable if you think it is hopeless but there are some benefits you have.

- 1: He does not possess your Items, just his own demonic weapons.
- 2: Kyrat's religion has him as a major enemy and as such there are possibly some rites someone familiar with its mythology could make use of.
- 3: If you manage to find your partner in time they could fight alongside you in this Battle (again either Ajay or Hurk) but this has the flipside of making Yalung gain both of your skills and capabilities.

Either way... it will be a legendary battle, one that will possibly last for days. The cost of losing is great... but if you win?

Reward: With Yalung defeated Kyrat and the whole world is safe once more. This shall not go unrewarded. For starters you gain the **Trooper** weapon free of charge. Not just that, its natural anti demon properties have been enhanced by Banashur himself, striking against demons, demonic entities and their followers as a true bane, working as a great weakness even if they shouldn't have such and able to give them true death.

You also gain the Perk **Bane of Yalung**. Evil and demonic beings naturally fear you, as if you possess an aura that tells them not to mess with you and you can easily do rituals to keep them at bay or break their curses. 'Holier' beings will also take a liking to you, as a favored child, potential lover or something else. Rallying people against demonic hordes is also much more effective.

Finally **Your Partner** who did the other Masks, if you took Yalung on alongside him, will be able to come with you, having gained the same rewards as you from this Scenario.

Hurk's Redemption:



Hurk has come to you with a request. After a certain event involving exploding Monkeys with C4, he seeks to atone and be at peace with the Monkeys and the Monkey God. For that he wants to find and protect three monkey statues. One is on the Himalaya's, another will get him caught by the army and the final one is in a truck that will take off with him in it. Now Tat bros are one for all aren't they? Technically you only need to help Hurk on these quests to complete the Scenario... but curiously afterwards you will gain knowledge of new assignments and expeditions happening.

For one the Ruby of Prabodhana, the Blood Ruby, also called the Eye of Enlightenment has been stolen in the Himalaya's. An important artifact of Kyrat's culture, it can not fall into Pagan's hands and be sold off to someone. For another, some of the Royal Army try to find a Yak Farm that serves as a weapons depot for the Golden Path. They can't lose these weapons. Golden Path and Outsiders need to steal the Blood Ruby and return it to the people and ensure the Yak Farm and the weapons hidden there won't be lost.

If you happen to be one of Pagan's Man, the Yak farm needs to be burned down instead and the Golden Path lose the weapons. But as for the Blood Ruby and Hurk... Tat bros are for life and wouldn't that Ruby be much better in your hands and not the natives or the Army? Don't worry it won't affect your standing with the others... if you make sure no one is left to tell.

Reward: For helping Hurk make amends with the Monkey's you gain the Perk **Best Tat Bro Ever** as well as the **Harpoon Gun** Item. You are simply easy to make friends with when it comes to Guns for Hires or Thrillseekers. Furthermore when fighting at someone's side, their loyalty to you will strengthen the more you fight together, so you eventually be Best Tat Bros for life! Comes with optional tattoos for people you befriend like this.

As for the Harpoon Gun it is a silenced weapon with quite the reload time... but one shot is enough to catapult a guard far away and do I need to go into detail what one Harpoon can do to a human body? I am also sure Hurk himself will be eager to join you on your adventures.

If you also spent some time on getting the Blood Ruby, you would get a further reward. A copy of the **Ruby of Prabodhana**. Bloody red and the size of a fist, it is worth quite a lot but even more so is the benefit it gives. As the Eye of Enlightenment, it will slightly boost any gains you get from working on yourself.

If you also took the time to deal with the happening on the Yak Farm you get a copy of said **Yak Farm** for your own uses. It is the perfect hiding place for... anything you need to hide really. Even if it would be burned down, the things you hid here will remain hidden to anyone but yourself and those you allow it to find.

Control (Requires You're Absolutely Perfect!):



While he may not show it openly, Pagan Min is a deeply broken man. His mind consumed with lust for control as well as grief and rage for the loss of his lover and daughter. His mind is a dangerous place... and you will need to live through it. In your dreams you find yourself entering a place akin to Pagan's Mind. It will be as if you WERE Pagan Min, everything feeling just as personal to you as if it would to him. Like this you must traverse Pagan's Mind, face his past, face the Tyrant a manifestation of Pagan's own cruelty (akin to a Shadow as described by Carl Jung) and finally save your family and defend it from wave after wave of enemies from the Golden Path. While doing so... you must come to terms with the fact that 'you' are not doing any of these cruelties for Lakshmana. That 'you' are not the perfect innocent victim. Do all of this... and you are a better man than Pagan could ever hope to be. If you die at any point you simply wake up and can try again from the beginning the next time you fall asleep. But if you succeed...

Reward: For traversing Pagan's Mind you have reached an understanding of yourself and another. This is reflected with the Perk **What Are You Made Of?**. You have the uncanny ability to tell someone's TRUE character. What their desires are, their fears, their wants, what they deny, what their equivalents of The Tyrant are. **As a side effect you can consider the drawback You're Absolutely Perfect to be removed for the remainder of your Jump.**

In addition you receive an Item called **Slice of Mind**. Once per Jump you can adjust this mental scape to one individual inside of the Jump you are in. You will be able to have a similar adventure as you had here, able to see just what things truly reside in their minds.

Finally **Pagan Min**... should he survive the conflict in the real world, will have gained a fondness for you. After suffering through his mind, with the same things that plague him and the same weaknesses, you two can probably understand each other very well.

United Path/Broken Path:



"Sabal is a southern Kyrati and the other head of the lumbering elephant that is the Golden Path; he pulls one way while Amita pulls the other, threatening to tear Kyrat apart in the process. Information leading to his capture will be rewarded handsomely."

"A vicious child of the North who has forsaken her home and taken up arms against Kyrat. Allied with Sabal, she forms the lumbering two-headed elephant at the head of the Golden Path. Considered armed and dangerous."

Now obviously Pagan's Propaganda is rather biased against the leaders of the Golden Path... but there is truth in what it says. Sabal and Amita are each other's worst enemy right after Pagan and as the fate of Kyrat is decided, they will eventually realize that the other will be their greatest threat when Pagan falls. As a member of the Golden Path (or maybe just someone that wants to see Pagan fall), this conflict will eventually affect you as well. You must pick a side and ensure that the one you choose will be the ultimate leader.

Ajay's words will carry weight as well, if he is a part of the Golden Path and you did not pick **Enjoying Crab Rangoon**. As someone with roots in Kyrat but also someone who lived in a more advanced country, he has good reasons to side with both leaders.

He will be split by default, with you having no influence over who he will be picking. However, if you want to stack the cards in favor or against you, you can pay 200 CP to guarantee that Ajay will side with your leader and be content with the final outcome, or gain +200 CP to put him with the one you oppose. So if you are siding with Amita he will be on her side as well for 200 CP or with Sabal for +200 CP.

That being said... there is another option. Maybe he couldn't do it alone but together... who said you can't bring the Golden Path on one road to victory? Trying to unite Sabal and Amita under one banner will be quite the ordeal. But you two are the Son of Mohan and Ishwari and a Jumper. Saving Darpan might be a good start. His death in the beginning of Ajay's journey is perhaps one of the things that doomed the other leaders to their worst traits. He was the one to tamper their worst qualities you see. Though that alone, while maybe helpful, won't be enough and rescuing him with De Pleur and Pagan nearby and so close? The general and King will escape even if you succeed in that.

Though no matter how well you will do in getting the two leaders to see reason and maybe even comradery, Jalendu Temple will be a breaking point, both leaders too hardlined in their respective stance. So... maybe a third option you can take together is possible. Save the valuable artifacts inside

of Jalendu and bring them to a safe location so that the locals can still make use of them... but the temple? Grind it to dust.

This will offend both Sabal and Amita. Sabal will not be able to make Bhadra the Tarun Matara with Jalendu destroyed and Amita will not be able to sell the treasures to rebuild Kyrat. Chances are they will both snap at this, try to kill you both and each other. However if you can get them to stand down, with the help of Golden Path members loyal to Ajay and yourself then you could explain. To have Jalendu Temple be a sign for Kyrat's future. To rebuild it once Pagan is defeated. To honor Kyrat's roots but be able to look into the future... without relying on certain creepy rituals and without selling the country's soul. The rebuilt Jalendu will represent a new Kyrat under your united watch.

If you did a good job taming the two of them... they will come to understand... and as Utkarsh will be attacked and need saving, you all will defend it as one. And the final push against Pagan will be one with the Golden Path united on all sides.

That being said some who ally themselves with Pagan or who may just want to see the Golden Path collapse can take a different approach. Why not have the Golden Path collapse themselves? For the outside World they are terrorists anyway thanks to Pagan's propaganda. Besides they have been an eyesore for a while now. No matter how much time passes, even after Mohan's death, the group just won't fade away into Kyrati history. But with things as they are now, the two leaders so split in between... a war for leadership would be something they could never recover from. Especially if as a result, the two leaders showing their worst sides, the people will always curse their name.

This approach requires you to not kill Sabal or Amita... but have them be the ones to collapse the Golden Path. You must carefully construct scenarios through which the animosity between them increases. You must make them become more extreme than they should have been in an earlier timeframe. Now this may sound easy but by taking this version of the Scenario Ajay will have managed to get them to cooperate more by himself and by the time of Jalendu will have managed to take care of all their pent up hatred for one another.

You need to act fast and against Ajay on this, push the leaders towards corruption. Maybe burn down a temple and ensure Sabal blames Amita. Maybe leave signs that 'heretics' to the Kyrati faith were killed and have Amita blame Sabal. Remind them that the other is their biggest threat. And finally when you have done that, Sabal and Amita fully at each other's throats to a degree that not even Ajay can get them to tolerate each other anymore... then ruin their reputation. Show all of Kyrat what their so called freedom fighters are really like, to the point that not even Ajay wants to support them. Only then you can crush them.

Either way... you gain your just reward.

Reward:

If you sided with **Sabal**, he will be grateful and follow you on your Journey. Additionally you receive 600 CP to spend solely on his Perk and Item Tree.

If you sided with **Amita**, she will be grateful and follow you on your Journey. Additionally you receive 600 CP to spend solely on her Perk and Item Tree.

If you managed to reconcile both leaders however you may take both **Sabal** and **Amita** with you. You also get rewarded with the Perk **Balance of Power**. Just like Darpan who managed to quell the worst traits of Sabal and Amita, you too can balance differing leaderships, even better than he ever could. You are an expert at how to unite differing viewpoints and foster cooperation where there is animosity.

Finally no matter what approach you pick you gain **Banapur** for free, whatever you paid for it being given back if you already possess it but upgraded to include the ENTIRE Golden Path and its soldiers. May the future be golden.

Of course that would be the Reward for fighting WITH the Golden Path. Those that struck the final blow against these Rebels will instead gain the **Royal Palace** for free, whatever you paid for it being given back if you already possess it and upgraded to be the Base for the entire Royal Army. You also gain the Perk **Mercurian Manipulation**. Mercury dissolves Gold and just like the Golden Path shattered, you gain great insight in how to shatter an organization. How to play people against each other, how to make allies into detested enemies is something you can do. And once you took out all opposition and put yourself as a third option? You find people to be oddly receptive to your rule.

Finally, you may gain the chance to take **Pagan Min** with you on your journey. He will be more than happy about the Golden Path finally being destroyed for good.

Drawback Rewards

Far Cry is an unforgiving world and for those willing to face these unforgiving stakes... plenty of rewards can come.

Far Cry Mode: If you saw this through to the end with the same means any Far Cry Protagonist has, you will receive the Perk **Far Cry Instincts**. You survived against hopeless odds and as such you will never find yourself in such situations again without being able to fight back. Your instincts never fail you and always seem to tell you just where something you need or what you could use, as if being pointed out to you by a Videogame hub. You have an understanding of your current health and your immediate surroundings as if you are taking them from a mini map and health bar. Injuring you in such a way that it cripples you and hinders your ability to fight is practically impossible and in general you are performing at the upper limits of what a normal human in Far Cry can do. Finally... the more hopeless a situation seems and the more out of depth you appear to be, the better and more competent you will become as a result.

This Reward becomes a **Bodymod Improvement**, letting you keep it in Gauntlets. **Furthermore, other Drawback rewards when taken with Far Cry Mode will grant you additional rewards:**

-Discovered by the Creed: As having endured against the dangers of such a century old conflict, you will gain a benefit many of them had. You gained **Isu Heritage**, notably a higher one than most humans have, which gives a variety of abilities like the infamous Assassins. Your physical capabilities are enhanced to be on the level of Ezio Auditore, Edward Kenway, Desmond Miles and similar infamous Assassins. You could safely jump from high altitudes into something as simple as a stack of hay and be no worse for wear with the Leap of Faith. And finally you gain the Eagle Vision, a special sixth sense that with practice can evolve into stronger variations like the Eagle Sense. Whether it is the Templars or the Creed, both would be fortunate to know you as an ally with this I am sure.

-Kyrat's New Dawn: Far Cry is no stranger to someone being put in hostile territory but the whole world? Now THAT is something impressive to have survived. And what about rebuilding? Considering the situation you were in you earned the Perk **A New Dawn**. When it comes to global apocalypses you seem to be made for enduring them. You gain a notable resistance to side effects of radiation approaching immunity and have knowledge on how to survive an apocalypse happening inside of a Jump that you are in. You can use this knowledge to survive yourself... but if you aim towards brokering peace and rebuilding together you find your efforts not only successful but multiplied.

Decision

Another Jump finished and this time one that (possibly) had every chance to put you through hell. Congratulations on another completed stay. Now... Darling you got to let me know:

Should I Stay?: Maybe Kyrat is your calling after all. You may stay here with all you have gained across your chain. I make sure your affairs back home are all taken care of as well.

Or?: Go back home? After so long in Kyrat it is more than understandable. You shall return home alongside all that you gained.

Should I Go?: Keep on jumping then? Very well. Continue to the next Jump as normal.

Notes

-There is actually some pretty fun backstory for this Jumps creation. Originally I had thought about making a Gauntlet focused on the Far Cry 6 DLC's regarding entering the villains minds but as I tried working on that, I noted that there is a bit of a drought regarding Far Cry Jumps. So after chatting with Astrangeplaytomake, who shared my feelings regarding the Far Cry drought, I proposed an idea. That we both, instead of trying to make Jumps for the whole series, each make a Jump covering our favorite Far Cry entries.

On that note a shoutout and thanks to Astrangeplaytomake! They were a great help for proofreading, bouncing of ideas and in general just being fun to work with. I highly recommend you check out their Far Cry 3 Jump!

Now while their favorite Far Cry is 3 mine happens to be 4. I love everything about this game. The characters, the atmosphere, the gameplay. It was one of the first shooters I ever actually played and I will always have a soft spot for it. So I am more than happy to invite you to Kyrat! Though I encourage you to first visit the Rook Islands or go there after your stay here.

On a side note as of now there are plenty more Far Cry Games without any Jumps, most notably 5 and 6. Neither of us are planning to do the other games so we encourage you all to do your own take on them :)

-The **Outsider** Perk and Item Trees are based upon some of the various foreigners to Kyrat like Willi's Yogi and Reggie and Ajay himself, while also giving some nods to Far Cry Protagonists in general. I also threw in a bit of Ishwari because she not only left Kyrat but what we know of her character only showed how she never fit in there. **Golden Path** Origins are based on the organization and some of Ajay's capabilities and situations he is put in specifically through the Golden Path with Sabal/Amita respectively serving as the Sub trees. To clarify, picking Golden Path and Sabal would give you all Sabal Perks and Items discounted while allowing you to Pick ONE discount for each tier in the Perk and Item category for the rest of the Golden Path Tree. Same with Amita. **Pagans Army** Should be self explanatory.

-**Local Tongue** is only meant to allow you to communicate in Kyrat. Even if you pay for it you WILL NOT suddenly be fluent in some magical languages. Sorry but no cheesing suddenly gaining the Thu'um here once you go to Elder Scrolls or the like.

-**Tiger & Elephant** basically gives you all the skills of the Tiger and Elephant skill trees to start with on top of affinity for skills native to whatever location you are in, to reflect a Far Cry protagonist's capability to learn such things.

-The **Ghale Homestead** comes with all upgrades already purchased. Future purchasable enhancements per Jump will be similar in effect to the ones presented below:

Water Faucet (K 25,000): An outdoor water faucet, with Body Armour available nearby.

Trading Post (K 50,000): A trading post for buying weapons and selling loot is added upstairs.

Exterior Upgrade (K 75,000): Repaints the exterior of the house

Interior Upgrade (K 100,000): Cleans up the interior of the house

Moonshine Kit (K 125,000): A homebrew alcohol kit is added outside the house, Molotovs are available nearby.

Interior Lighting (K 150,000): Several lights are added to the interior of the house

Tree Decorations (K 175,000): The tree outside the house is replaced and decorated with flags. Small amounts of money spawn near the tree.

Pinfold (K 200,000): A pinfold with pigs is installed. Throwing knives are available nearby.

Garden (K 300,000): A garden with plants which can be harvested for selling and/or crafting syringes is planted outside the house. Plants respawn when the player returns to the house.

Buzzer (K 400,000): A Buzzer ultralight helicopter is available near the house.

Shrine (K 500,000): A shrine is installed indoors. Small amounts of money may be found by the shrine.

Possible upgrades, being appropriately expensive, could be having a small replenishing supply of Dust if in RWBY or a replenishing Vibranium supply straight from Wakanda (the former likely costing you a couple hundred thousands and the later several millions). Something simple like adding a pool is also in the cards however and would not be nearly as expensive.

The weapons have no special properties and the Buzzer while respawning lacks the Buzzer Items autopilot and other special properties unless you purchase both.

-The **Longinus's Armory** Section features just about every weapon in the game, though if a weapon has a specialized version that version is given as an option instead with exception of the Bushman. The idea was that every Origin gets a 50 and 100 LP weapon for free and a 200 and 300 LP weapon discounted. They are usually just decent weapons with a steady supply of ammunition being delivered to you in your warehouse, however the 300 LP weapons receive additional bonuses. The 1911 for example is Ajay's weapon for executing Amita or Sabal so its Sandman variation gets a bonus for backstabbing and so on. I tried to take into account the weapon loadout of all factions as well as what would best fit an Outsider, Amita and Sabal when designing additional effects and what weapons are discounted for whom.

Oh and by the way, Longinus won't know you're a Jumper and chalk this up to a dream at most. That is just a design choice and you can choose to ignore his appearance in the Jumpdoc as an easter egg entirely.

-Hot take but why do people think **Ajay** has no personality? He is one of the most interesting Far Cry MC's for me and a fascinating foil for Jason in particular. Usually Far Cry protagonists goals can be summed up with 'I must survive' or 'I must kill this person'. Ajay meanwhile is a stranger in a familiar land, thrown into a Civil War through his own family roots, slowly comes to understand his heritage and through all of that never loses sight of his mothers last wish, sounding like he is depressed and grieving almost the whole game. Not to mention that he has an implied darkside but channels it, according to the Karma system, for good rather than bad without losing himself. Except for when you shoot Pagan which could be taken as him deciding the fate of Kyrat is more important than his mothers last wish... and he can even do both by killing him after putting his mom to rest.

Granted that's just my take but to me making Ajay a companion relying on helping him fulfill the reason he came here seemed fitting.

-Another hot take but **Pagan Min** is no better than Sabal or Amita. Would I wanna play a version of the Game where we side with him in full? Sure sounds fun. Would he be a good friend and family member? I can see it. Is he one of Far Cry's most iconic villains and just a joy to watch? Absolutely. Is he still a psycho who deserves to die for getting a rush out of destroying lives? Yeah not mincing words here. What he did to Noore and her family alone (which now that I think about it could be a triggering moment for a freshly orphaned Ajay) is pretty damn up there in terms of evil. That's without considering the possibility of him causing a nuclear Armageddon. Too many see him as a

‘Hero’ and I think the fact that every main leader is a monster of some kind but has redeeming traits that make them actually human and real is what makes the game so great. Sabal and Amita genuinely believe their vision of Kyrat is the best for the country and oppose Pagan’s atrocities. Pagan is a despot but to his loved ones downright jovial and caring (not just Ajay, even De Pleur and Yuma). Hell even Mohan the most despicable of them all, a gigantic misogynist who killed his own men for wanting to make peace with Pagan and who married Ishwari when she was *12 when he was 21 and killed the baby Lakshmana*, genuinely seemed to love his Son Ajay considering what he wrote in his Journal (How come Ajay is so loved by everyone not named Yuma?).

That small rant aside Pagan is a fascinating character, like Far Cry is prone to create. The idea behind there being two ways to companion him is that by siding against the Golden Path with him you are basically mirroring the likes of De Pleur and Yuma. Just someone he is fond of for doing a good job. By taking the Control Scenario however you are bonding with him similar to how Ishwari did, actually getting a look into his psyche, while also being made to struggle with the same flaw he had.

You could technically companion both Amita, Sabal AND Pagan by siding with the Golden Path and doing the Control DLC if he survives the conflict... but good luck in getting these three to play nice.

Speaking of the Control DLC, I actually don’t know exactly what is up with that. It deals with Pagan’s inability to see himself as anything but justified and a victim and that he did everything for Lakshmana. But then the actual game has Pagan say at the end that he knows he just used Lakshmana as an excuse to be his worst self.

One interpretation I could see is that Pagan is actually stuck in Limbo after his death (which would explain why he knows of BOTH of his possible canon demises that being shot at his dinner table or in a helicopter). He is just eternally tormented by his personal demons. The Far Cry 6 Comics do seem to imply that Ajay canonically killed Pagan but Far Cry and Canon have a loose relationship.

You could also argue that you are actually playing Pagan struggling with himself, trying to stay in ‘Control’ with two sides of personality, with you fighting as the one in denial of his own flaws. Maybe after being spared by Ajay he is stuck ‘daydreaming’ in his retirement or he was put into a coma after a Helicopter crash. Maybe he is just tripping from drugs.

Or maybe I am thinking too much about it.

-The **Kyrie** companion is a nod to the Tarun Matara tradition. The idea of the Tarun Matara was that they are the Goddess Kyra physical incarnation on Earth. A problematic tradition to put it mildly (and really the entire Kyrati Faith should be reworked), but in the case of Kyrie the myth behind it is real. She is intended to be the actual Goddess Kyra in the body of a human but not officially recognized as a Tarun Matara by Kyrats religious leaders. There is a lot of story potential with her; maybe wanting to take Bhadras burden from her or helping against Yalung in the **Masks of Yalung** Scenario if you take her. That being said aside from her wisdom regarding the land of Kyrat, she is physically only a human. You’re not companioning a Goddess in this Jump. Still... feel free to introduce her to Sabal and Amita. I’d almost pay to see either of them freak out at the literal incarnation of Kyrat’s Goddess and find out she is very unhappy with either of them.

-Regarding some of the other special companions, they are another product of this Jump being a dueling-Jump with Astrangeplaytomake Far Cry 3. Their Jump has some shout outs to Kyrat as well so check it out and see for yourself. Also... it is simply fun and that is sometimes all the reason you need. Don’t lie the **Jackal** fits right at home in Kyrat and who wouldn’t want to see what **Vaas** gets up to in Kyrat? This Vaas in particular is intended to be the one seen in Far Cry 6 who has gone through the Insanity DLC and actually made peace with himself.

As for **Jasmine Brody** I leave up to your fanwanking what is up with her. Is she another sibling or relative of Jason? Jason but a female? Up to you.

-The **Far Cry Mode** was created to go along with the main thematic spirit of the games. Someone is put into a hostile situation way out of their depth and forced to become a badass through constant conflict. By leaning into this theme the Jumper will be rewarded with more points and special Perks. Far Cry is hostile to humans but Jumpers should honestly have a safe time here, which is why the option was made. If you want to challenge your Jumper, that is the option for you.

-**Discovered by the Creed** was based around the fact that Ubisoft has sort of created a shared universe with their Far Cry and Assassins Creed Franchises. In the game there is only mention of some mysterious organization wanting to come to Kyrat but choosing not to and cleaning up their loose ends. This seems very much in line with Templar or Assassin procedures and given Kyrats state it felt fitting to include. Unless taken, these two groups will stay outside of Kyrat however... or may not even exist. I leave up to you how much you want to cross these franchises.

-**Kyrat's New Dawn** is based around the theory that Kyrat is the country that nuked Hope County at the end of Far Cry 5. It's a take first pushed after completing the Pagan Min DLC in Far Cry 6 with him mentioning Kyrat having a nuclear arsenal pointed at the USA somewhere in Montana. Now some scenes in 5 imply that the Collapse was more of a reaction to escalating global unrest so it could be that it WASN'T Kyrat. But Ubisoft seems to be pushing Pagan's nukes more as of now. On that note unless the drawback is taken you can expect to be sent to the Far Cry 6 timeline going forward. What is actually canon is a bit complicated in this series but I won't force you into a nuclear apocalypse unless you're willing to FACE a nuclear apocalypse. I am going to treat it as Joseph and Eden's Gate either were defeated at the end of 5's Resist ending without a Diabolous Nuke Machina ruining everything or they simply never were as criminal as they ended up in 5. I know some theories about Eden's Gate launching the Nukes themselves but I am not convinced and again... you don't want a nuclear wasteland? I won't force you into one.

-Regarding the Yeti DLC apparently it was somewhere said that the DLC takes place AFTER the main campaign but I am convinced it takes place somewhere around Ajay's Escape from Durgesh. He probably was found in the snow by the Royal Army, then evacuated by the Golden Path helicopter after Pagan's 'tough love' during the Escape from Durgesh DLC. The helicopter crashed and he was then in Yeti territory deciding to take care of this. After destroying the tree the spores make him think he is a Yeti and he passes out to be found by the Golden Path finally. Besides, it wouldn't be the first time Ajay hallucinates something insane happening to him because of constant drugs and if Yuma sends the guard up there, it makes sense for her to still be alive at that time. And Ajay might feel pretty vindictive and want to, as soon as he is out of prison, go and mess up Yuma's day some more.

-The **Yuma's Fascination** drawback is pretty brutal but supposed to represent the mindfuckery that is the only Boss fight in the main game (not counting the Shangri-La Missions). Here is a hint for you though. The fight takes place technically AFTER you succeeded the Jump so you already have any Scenario or Drawback Rewards. This ALSO means that if you took **Far Cry Mode** you will have its reward and as such a much better chance against this version of Yuma, making it instead of a sudden nightmare scenario more of a battle between equals.

Regarding WHAT you fight her as and what the fight looks like I advise you to go with appropriate flavour. Ajay was forced into a bow duel with Kalinag. Maybe you end up in a sword fight with Aragorn provided the two of you had some relationship. Just make it an appropriate 'Final Exam' type of encounter with a fitting opponent Yuma takes the form of and don't try to cheese this.

-The **Arena Master** Scenario is based on the Mobile App for Far Cry 4 which is I believe now no longer active. The 17 Arena Masters are basically Boss Battles and are the following taken from the Far Cry Wiki:

Rak - Army Assaulter

Kaladakan - Army Berserker

Baadar - Army Beheader

Aago Toknu - Army Assaulter

Ram - Army Heavy Gunner

Chadan - Guard Heavy Flamer

Baa Ragat - Army Defender

Taato - Army Molotov Thrower

Tenzin - Guard Charger

Ko Makura - Army Defender

Rik - Guard Heavy Gunner

Dr. Bardo - Army Berserker

Rourke - Guard Assaulter

Saat Ragat - Army Beheader

Cirus - Guard Defender

Gaida - Guard Heavy Gunner

Kalaki - Guard Heavy Flamer

-The idea behind the **Masks of Yalung** was to take the collectible quest of the game and lead it to its conclusion. Basically Ajay goes around collecting the Masks of the Serial Killer but who exactly it is, is never revealed. He is assumed to have been a Royal Guard as it would give him a lot of mobility and opportunity but nothing is explicitly stated. Notes can be found near the Masks and in a final note he mentions someone other than Ajay removing the Masks. As Ajay can only remove 55, I decided to make it a larger number of Masks in full. By default someone else will be doing 55 of the Masks, either Ajay or Hurk (according to a theory he is the other person).

I went with 108 because of the spiritual meaning behind 108 as a wholeness of creation. The idea was that the murders were intended to make Yalung 'whole' again so in the ultimate suicide of the serial killer he becomes the vessel for Yalung. Ajay never actually finds out who the other person is or the serial killer so the idea was that it could have been your Jumper all along.

Should you have the **Kyrie** companion she will be able to help you by telling you Yalung's weaknesses and certain rites like sacrificing a goat to keep him at bay and perform them masterfully for you, giving you an extra benefit. Also because I know some will want to, yes you may romance her. If anything this Scenario would give a good segway into such a storyline.

Finally the reward Bane of Yalung is not just meant to reflect you beating him but also how you gain unlimited Guns for Hire tokens after removing all masks.

On that note who you gain from **Your Partner** I will leave to your fanwanking and it doesn't HAVE to be Ajay or Hurk. As long as they have reason to take/destroy the Masks and are found in Kyrat they are fair game. Again we have no idea who this other person is supposed to be and Ajay/Hurk being the default really only comes from the fact that Ajay (you would still have to help him scatter his mothers ashes but he would receive the Scenario reward) does the Masks in the game and Far Cry wiki states Hurk as a theory. A lot of people have reasons for destroying the Masks. Sabal and Amita (for religious or anti religious reasons), Longinus (as a reformed warlord and christian), Hurk (wouldn't be the craziest thing he did) probably even Yuma (considering she was obsessed with Kalinag and wanted to slay Rakshasa she probably would see Yalung as a rival at best).

-For those wanting to improve Kyrat in the **Kyrat's Fate** Scenario things may not be as hopeless as they seem. It is true the fields are barren but you are not as much lacking in resources as you might think. It is possible to make it, once peace has set in, a flourishing country for tourism and sightseeing (especially for nature and animal lovers), as well as a front runner in medicine.

Keep in mind that thanks to Pagan Min's mass breeding program the country has become a hot spot for various exotic and wild animals, ones that had been approaching extinction and are now in the hundreds. Ethical farming of these animals could be a unique attraction (just like how Australia offers Kangaroo meat everywhere) and in general preserving entire species of animals would already make for great PR and attract certain ecological groups. Combine that with Kyrat's breathtaking nature and history and I for my part would love to include it in an Asia trip. Some Golden Path members have already begun preserving and spreading aspects of Kyrats religion and culture by selling certain artifacts to fund their revolution, so supporting this and spreading the mythology would further help tourism. That being said the country needs to be at PEACE, not employing child soldiers for drug farming, not killing heretics and not doing all the shit Pagan does all the time, to have someone want to go there.

Aside from tourism the flora of Kyrat has leaves that can easily be made into healing drugs. If they work for Ajay, who says it won't work for the rest of the World? If you have the **Orchid Syringe** which is based on an actual in game recipe that makes full usage of the Orchid's properties, this would lay the perfect groundwork for Kyrat being a supplier for revolutionary medicine. There are already drug labs and Opium farms if you or Ajay haven't burned them down. The laboratories inside these farms could be a good place to begin medical laboratories and the Opium farms could be replaced with the various other plant life which allow Ajay to make his syringes. He CAN have a garden full of these at the Ghale Homestead so farming larger quantities should not be impossible.

Ironically all three possible rulers of Kyrat could end up providing valuable resources to improve Kyrats conditions (Pagans Mass Breeding, Sabal's religious and historical focus and Amita's industrial focus) with some creative application by a new King. There might be other ways and granted I never ruled a country but I felt like sharing some possible ideas for any Jumper that wants to try this. A main theme of Far Cry 4 is that there is no BEST solution for Kyrat in the game possible, each just varying shades of bad. If your Jumper actively wants to challenge that without weapons and violence I want to give the option and some fitting reward.