



Battletech 2018
v1.0
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It's the dawn of the 31st century, and the stars have grown cold and tired. Centuries of war for the broken throne of the old Star League have left behind dead worlds and the ghosts of empires once grand. The Inner Sphere is fractured, each Great House clutching at pride and fading power, while the Periphery scrapes by on the edges of ruin. BattleMechs, towering relics of a greater age, still stride across scorched battlefields, piloted by those chasing paydays, vengeance, or a purpose that hasn't yet burned out. You're one of them now, a name on a contract and having a heartbeat in the game, trying to carve a future out of the wreckage. Take 1000 Choice Points to fund your adventures.

Starting Location

Roll a 1d7 to determine where you start, otherwise just choose your Starting Location.

Terra (Earth)

Terra or as some may know it Earth, is the cradle of humanity, and is a world steeped in history and ritual. As the seat of ComStar, it exerts influence over politics, commerce, and technology throughout the Inner Sphere. The streets of its cities are meticulously maintained, while HPG stations and orbital platforms hum silently above. The legacy of the Star League is ever-present, reflected in monumental architecture and enduring traditions. Though not every as it seems, as life on Terra is measured and observed, where even minor decisions carry long-lasting consequences.

New Avalon (Federated Suns)

New Avalon serves as the capital of House Davion and embodies discipline, pride, and ambition. Its academies train future officers with rigor, while administrative and military structures reflect the order and precision valued by its citizens. Public spaces are orderly, yet beneath the surface, competition and political maneuvering shape the fates of those who live here. The world thrives on honor and expectation, demanding dedication from all who call it home.

Luthien (Draconis Combine)

Luthien is both the administrative and cultural heart of the Draconis Combine. Temples, palaces, and industrial centers coexist, reflecting a society in which loyalty, honor, and discipline are paramount. Citizens conduct themselves with measured precision, aware that protocol and perception carry consequences as weighty as those of the battlefield. The city embodies the cultural and martial values of the Combine, where tradition guides every aspect of life.

Tharkad (Lyran Commonwealth)

Tharkad, the capital of the Lyran Commonwealth, stands as a hub of industry, commerce, and political authority. Here, imposing architecture rises alongside sprawling factories, reflecting the Commonwealth's values of wealth, power, and efficiency. Its society prizes not only martial skill and social acumen but, above all, commercial prowess, for fortunes are built and lost on deals as easily as on the battlefield. Advancement is attainable for those who navigate the city's complex structures with intelligence, tact, and foresight, yet even a minor misstep or a perceived slight against the nobility can carry consequences as severe as any financial or political failure.

Atreus (Free Worlds League)

Atreus is the political and cultural center of the Free Worlds League, a city of diversity and negotiation. Its streets are alive with commerce, debates, and the movement of guilds, parliaments, and private interests, each vying for influence. The city thrives on adaptability and the ability to navigate shifting alliances, where social skill and cunning are as valuable as martial prowess. Life in Atreus demands flexibility and awareness, for fortunes and reputations can change with the turn of a single vote or the betrayal of an ally.

Sian (Capellan Confederation)

Sian, the capital of the Capellan Confederation, is a city of elegance, discipline, and paranoid vigilance. Palaces, gardens, and administrative centers reflect the Confederation's emphasis on order and ceremony, while the citizens' lives are shaped by expectations of loyalty and obedience. Social interactions are carefully measured, and every gesture is observed (and recorded) for meaning. In Sian, success requires subtlety, respect for hierarchy, and an understanding that even small errors can carry severe (and very deadly) consequences.

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

By default, your gender is whatever you were previously, and your age is anything within reason.

It is **50 CP** each to freely choose your own age or gender.

Origins

Drop-In [Free]

You arrive in this universe with no past, no new memories, and no documentation. You are a blank slate, a presence without ties or obligations, free to carve your own path. This Origin may be combined with others, allowing you to supplement your skills, profession, or social standing while retaining the freedom of anonymity.

Pilot [Free]

You have always been at ease in motion, whether behind a cockpit, at the controls of a vehicle, or navigating chaotic situations. The world feels different to you. Subtle shifts in balance, sudden changes in pace, and the hidden currents of danger are easier to perceive. You move with instinct where others hesitate, and act decisively when seconds matter. Being a Pilot isn't just about skill; it's a perspective, a way of reading the world in motion and trusting your own judgment to guide you through it.

Techie [Free]

You see the world in mechanisms and connections. From machines to complex systems, you understand how things work and how to make them work better. Your curiosity and skill let you solve problems others can't even see, turning tools into solutions and opportunity.

Business (Wo)Man [100 CP]

You have always understood the value of resources, of opportunity, and of people. Negotiation, strategy, and timing come naturally to you, and you know how to leverage influence and connections to achieve your goals. Whether managing trade, securing contracts, or guiding enterprises through uncertainty, you see advantage where others see risk. In a universe ruled by both firepower and currency, your acumen ensures that you rarely act without an edge.

Noble [200 CP]

You are born into privilege, wealth, or influence, carrying the legacy of a house, dynasty, or estate. Your education, etiquette, and upbringing have taught you to command, persuade, and navigate social hierarchies. Opportunities are often open to you by default, but your position brings scrutiny, expectations, and rivals who measure every move. Survival and

success require diplomacy, foresight, and decisiveness, for mistakes can reverberate far beyond yourself. Power is yours, but it is inseparable from responsibility.

Archetypes

Loyalist

Loyalty is more than a choice; it defines who you are. You place your trust carefully, honor your commitments, and carry responsibilities even when they come at personal cost. The world feels like a network of obligations and bonds, and you navigate it with patience, discipline, and respect for those who share your principles. While these duties can be restrictive, the trust and stability you cultivate often open doors that cunning or pragmatism alone cannot.

Revolutionary

Change is inevitable, and you believe it is often necessary. You challenge authority, question tradition, and push against entrenched structures to forge a path aligned with your ideals. Your vision can inspire others, yet it also draws attention and opposition. The world is a canvas, and you measure success not by comfort, approval, or safety, but by the difference you make and the limits you are willing to test.

Opportunist

You see life as a series of choices and probabilities, where advantage belongs to those who can adapt fastest. You move through the world with pragmatism and flexibility, shifting tactics and alliances to suit the moment. Risk and reward are constant companions, and hesitation can be costly. While others may view your decisions as self-serving, you see them as survival and common strategy.

Race

Human [Free]

You are a boring vanilla human, hope this universe has those, otherwise you might stick out.

Clanner [200CP]

You grew up among the Clans, those whispered descendants of Kerensky's long-lost exodus, who vanished into the deep cosmos centuries ago and became something else entirely. Whether you're a Trueborn warrior bred in iron wombs or a Freeborn who clawed for recognition in a world that values bloodlines more than lives, your existence carries the shadow of that lost exodus. To the Inner Sphere and those who know your shadow, you're

an enigma—too controlled, too capable, and far too strange. And perhaps that's for the best; some legacies are meant to be felt long before they're understood.

Get Mental Interface Master and Attractive Form because you didn't spend all this time away from the Inner sphere and not return as something fabulous...right?

Hyperspace Entity [600]

... You are not entirely of this reality. Your presence here marks a passage through dimensions unseen, shaped by forces even the Star League could scarcely comprehend. Perhaps you were born of a failed experiment in hyperspace manipulation or something far older, a presence that simply chose to take form in this fragile realm. Few can meet your eyes for long; there's something in them that whispers of places that should not exist, and the unconscious understanding that you were never meant to belong here.

Get Fear and Hunger Perk...and Attractive Form for Free (No, I'm not sorry.).

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Battletech 2018 OST [Free]

The beat of war follows you wherever you go. The steady rhythm of percussion and steel, the quiet tension before impact, the somber tones that linger after victory or loss, it's all there, faint but unmistakable. The music of BattleTech (2018) now accompanies you, softly playing in the background like the echo of memory. Only you can hear it, unless you choose to let others share in the moment. You can toggle it on or off at will.

Attractive Form [100 CP]

There's something about you that draws the eye. Maybe it's your confidence or just the way you carry yourself, but you stand out in any crowd. You're at least an 8 out of 10 by most standards, but more than that, people tend to remember you fondly. Beauty, after all, is as much presence as appearance.

Fear and Hunger [Free for Hyperspace Entity and all others 800 CP]

A fragment of something vast and ancient pulses within you, a presence that was never meant to exist in the physical realm. The veil between you and hyperspace is thin, and its energy seeps into your being, bending perception and subtly warping reality around you. Machines shudder at your approach, systems misfire without explanation, and living creatures sense an almost primal unease, as if the world itself recognizes the wrongness of your existence. You can reach into other machines, bending them to your will, stepping through cockpits and control systems as if they were extensions of your body. Your presence can also twist flesh and bioforms, reshaping living organisms into monstrous,

semi-eldritch versions under your influence, as if life itself answers your silent command. Your form moves with strength and reflexes beyond human limitations, and your senses perceive threads of energy and intent invisible to others. This can be toggled at your leisure and dialed up or down if you want.



Pilot

Pilot Starter [100 CP | Discounted for Pilot]

You instinctively know how to handle vehicles of war, from BattleMechs to aircraft, moving as if the machine were an extension of your own body. Reflexes, spatial awareness, and timing come naturally, letting you react to threats, navigate hazardous terrain, and correct malfunctions almost instinctively.

Mental Interface Mastery(MIM)[200 CP | Discounted for Pilot]

You are fully compatible with advanced neural interfaces, feeling every servo, sensor, and weapon as if it were part of yourself. Beyond mere control, you can adjust your mental state to sharpen focus, suppress fear, or amplify aggression, tailoring your mind to the needs of the battlefield. These shifts leave traces, however; when you return to normal but with enough R&R you'll be fine...

Scottman Reborn [400 CP | Discounted for Pilot]

The skills and spirit of the legendary Black Watch warriors flow through you. You move and strike with precision, capable of disarming foes, breaking weapons, or shattering personal armor with sheer force(Chi-Bullshit). Techniques once considered near-mystical—channeling timing, raw strength, and internal focus—are yours to employ. Your mastery of close combat, combined with battlefield awareness, makes you a lethal presence, able to bend the chaos of combat to your advantage... Yes, it comes with a toggleable Scottish accent.

Phantom Man [600 CP | Discounted for Pilot]

You can disappear in plain sight, moving through the battlefield with a ghost's subtlety. Enemy sensors struggle to track you, and hostile targeting becomes unreliable but staying hidden is exhausting. Maintaining this level of awareness requires concentration and discipline; a single lapse can expose you, and the mental strain accumulates with prolonged engagement.



MECHWARRIOR

For Those Times, When Nothing Else Will Do,
But a Good, Bloody, Mechanical Killing Rampage

Techie

Studious [100 CP | Discounted for Techie]

You've spent more time in front of terminals and textbooks than many people spend sleeping. Whether through military academies, private institutes, or the scattered and degraded remnants of Star League institutions, you've earned not one, but two full degrees in advanced sciences or other fields of your choice. You don't just know theory—you understand how to apply it. These degrees are backed by fiat recognition in any future setting, ensuring your credentials remain valid no matter where you go.

Junker [200 CP | Discounted for Techie]

You have a talent for making broken or incomplete technology work, seeing potential where others only see failure. Whether it's a damaged BattleMech, a burned-out DropShip, a malfunctioning vehicle, or any complex system, you can restore functionality using improvised tools, jury-rigged repairs, and unconventional methods. You can work with mechanical, electronic, and energy-based systems, often under extreme conditions or without schematics. However, these repairs and modifications come at a cost: restored systems may operate below peak efficiency, require frequent maintenance, or have more limitations compared to fully repaired technology.

Kearny and Fuchida [400 CP | Discounted for Techie]

You see the hidden laws behind faster-than-light principles, the delicate mathematics and physical harmony that most physicists only hope and dream of understanding. FTL principles are not just formulas to you, they are patterns that your mind intuitively understands, allowing you to comprehend, refine, and innovate FTL systems. Gravity wells, hyperspace distortions, and exotic propulsion methods speak to you in ways they cannot to anyone else, and you can manipulate them with insight that borders on artistry.

Dr. Banzai [600 CP | Discounted for Techie]

You possess the collective knowledge of the Star League itself, a lifetime's worth of engineering, science, and technological achievement condensed into your understanding. Every principle, every design philosophy, and every data set is at your beck and call, stored in your mind like an archive. From there Black-boxed mechanisms (the people trying to reverse engineer will have to know everything down to the base principles of the technology before they can comprehend the tech), Ragnarök-proofed machines (can survive the test of time and extreme uses for longer than normal), and lost prototypes—objects that once baffled generations of engineers—are no longer mysteries, though each still demands careful observation and study. This perk also allows you to study, reverse engineer, and improve technology with precision, unraveling complex machines down to their foundational principles, even when they are hidden, damaged, or astonishingly ancient in astonishing time. In future jumps, you can choose a fallen civilization's knowledge to add to your collection of information.

**Every time I finish a re-design
of one of my mechs in the
Argo's Mechbay:**



Business (Wo)Man

Sleazy Sales(Wo)man [100 CP | Discounted for Business (Wo)Man]

You have an uncanny ability to sell an idea, product, or contract. Your voice, phrasing, and timing naturally draw attention, making people far more receptive to your proposals. Those who hear you find themselves wanting to believe in your venture, often rationalizing their own interest afterward. This does not guarantee success in every deal, but it gives you a significant edge in any negotiation or pitch.

Lord of Supply and Demand [200 CP | Discounted for Business (Wo)Man]

You understand markets, logistics, and resource management with a precision others can only envy. You can identify supply gaps, anticipate demand spikes, and move assets efficiently across trade networks. Decisions that would fluster others; allocating limited resources, timing shipments, or capitalizing on shifting political climates are handled almost instinctively. Your ability to act decisively and strategically allows your enterprises to flourish even in uncertain or volatile conditions.

It's Just Business [400 CP | Discounted for Business (Wo)Man]

You operate with the cold professionalism of a veteran trader. No matter who you sell to; mercenaries, pirates, or noble houses, your neutrality shields you from backlash. Even when your actions influence the outcome of wars, most see you as a facilitator rather than a partisan. Your reputation as a reliable, apolitical merchant ensures access to all markets, contracts, and clients, even among factions that despise one another.

Midas Touch [600 CP | Discounted for Business (Wo)Man]

Where others see chaos, you see potential. Anything you establish, from a local trading firm to an interstellar conglomerate, grows at a steady, sustainable pace. Your decisions turn marginal profit into exponential gain, and your operations remain stable even during war, recession, or systemic failure. The laws of probability seem to bend slightly in your favor; shipments arrive intact, contracts yield unexpected margins, and your name becomes synonymous with success.

The Clans when they discover their Inner-Sphere enemies using such underhanded tactics such as 'logistics chains' and 'making full use of a vastly superior industrial base':



Noble

Noble Presence [100 CP | Discounted for Noble]

You carry yourself with an unmistakable presence, one that speaks of authority. Even without title or regalia, others instinctively recognize you as someone accustomed to command. This aura can be toggled at will, allowing you to blend in among common soldiers or radiate the calm gravitas of leadership when needed.

Fencing Form [200 CP | Discounted for Noble]

You have mastered the art of personal combat with the blade, from the refined techniques of court fencing to the brutal precision of battlefield dueling. Years of disciplined practice have given you enough to hold your own against most trained opponents.

Smooth Speaker [400 CP | Discounted for Noble]

There is strength in your tone, a purpose in your words, and a quality that commands attention without demanding it. You can kindle loyalty, courage, or reflection in those who hear you rallying soldiers at dawn, persuading rivals at court, or cooling tempers before blood is spilled in nightly courts.

Jumper Lord [600 CP | Discounted for Noble]

You possess the insight and skill of a seasoned governor. You can manage estates, planets, or even multi-system holdings with steady competence, balancing politics, economy, and the morale of your people. Your administration naturally breeds loyalty and prosperity. Fields yield more, trade flows more freely, and unrest quiets under your guidance.



You fight with the strength of many mechs, sir pilot!



I am Victor Steiner-Davion, Archon
Prince of the Federated Commonwealth.



...



I seek the finest and bravest mechwarrriors
in the Sphere to join me in my court at New
Avalon!!



...



You have proved yourself worthy. Will
you join me?



...



...You make me sad. So be it.
Come Urbie!



None shall pass.

Archetype Perks

Loyalist

Iron Will [100 CP | Discounted for Loyalist]

Your mind is a fortress. Fear, guilt, and despair crash against it but never break through. Even under the weight of betrayal, loss, or overwhelming odds, you maintain clarity and composure. Your emotions do not cloud your duty, and your will cannot be easily manipulated or broken.

Thick and Thin [200 CP | Discounted for Loyalist]

Those who serve you feel a deep, almost instinctive sense of trust and devotion. Subordinates who would betray others find the thought unthinkable in your presence; even mercenaries and opportunists feel compelled to honor their commitments to you.

Phoenix Rising [400 CP | Discounted for Loyalist]

It's not enough to banish those who would cast down you and your ideals, you must surpass them. Whenever disaster strikes - be it bombardment, betrayal, or financial collapse, you recover faster than reason should allow. Each setback forges your cause stronger than before; workers labor with renewed purpose, allies rally unbidden, and your banner becomes a symbol not just of endurance, but inevitable resurgence.

First Among Equal [600 CP | Discounted for Loyalist]

Leadership isn't taken, it's earned. Your authority stems not from birthright or fear, but from conviction and example. You possess a rare balance of vision, restraint, and integrity that commands respect without demanding it. Even among peers of equal standing, your words carry quiet gravity, and your presence alone can settle disputes or rally divided factions. Under your guidance, alliances hold, rivalries cool, and once-fractured powers find purpose in a shared cause.

The commander discussing the ongoing war-effort with Lady Arano while the crew expenses on the Argo are set to 'Extravagant':



Revolutionary

Bib Lord [100 CP | Discounted for Revolutionary]

Revolutions aren't won on empty stomachs, and yours could digest an engine block if it came to it. You can eat anything and come out smiling. Spoiled rations, radioactive stew, or a suspiciously green "nutrient paste" from a Periphery factory—none of it can harm you. Poison, disease, or spice levels that would melt a tank's paint all fail to lay you low. In fact, you might even enjoy it. Your gut is less an organ and more a self-sustaining bioreactor, capable of neutralizing or absorbing anything remotely edible. When others gag over the smell, you're already asking for seconds.

Fortune's Bastard [200 CP | Discounted for Revolutionary]

Some call it luck, others call it survival instinct—you just call it living right on the knife's edge. Fate bends around you in strange ways: bullets graze instead of strike, patrols turn left instead of right, and critical systems hold together just long enough for you to make it out alive. You're not invincible, but when things go sideways—and they always do—you're the one still standing amid the wreckage.

Tyranny and Justice [400 CP | Discounted for Revolutionary]

You can wear ideals like armor and lies like silk. Whether rallying the masses, fooling the enemy, or playing both sides at once, your performance is flawless. You can be a martyr in one breath and a tyrant in the next, and both feel real. Your every word, glance, and movement sells a story so convincingly that people believe it with their whole hearts. To your allies, you're a symbol of hope. To your enemies, a phantom of dread.

The Usurper 2.0 [600 CP | Discounted for Revolutionary]

Every system decays from within and you've mastered the art of controlling that rot. You see the cracks in empires, the weak seams in dynasties, and the pride that blinds tyrants. Your plots unfold like clockwork, built on patience, misinformation, and the subtle art of pressure. When the smoke clears and the old banners fall, you don't vanish into history, you take the throne. More than that, you keep it. You understand that revolutions don't end with victory; they end with governance. You rule not through fear alone, but through calculated strength, charisma, and a ruthless understanding of human nature.

**The Usurper Stefan Amaris roughly
three minutes after the assassination
of First Lord Richard Cameron:**



Opportunist

Player [100 CP | Discounted for Opportunist]

Your presence alone shifts the room. Confidence radiates from you effortlessly, making others pause, hesitate, or reconsider their next move. In tense situations—whether on the battlefield, in negotiation, or amid political intrigue—your “coolness” becomes a weapon, subtly shaping outcomes before a word is spoken, or a decision is made.

Blindsider [200 CP | Discounted for Opportunist]

You exploit the element of surprise with uncanny efficiency. A moment’s hesitation from an enemy becomes an opening to turn the tide, whether through combat, deception, or manipulation. Your awareness of timing and opportunity lets you amplify mistakes, confuse opponents, or force them into blunders that compound their disadvantage. Success often comes before they even realize they were threatened.

Jumper’s Will [400 CP | Discounted for Opportunist]

People are drawn to your lead like moths to a flame. You inspire focus, trust, and loyalty, guiding allies with a mix of subtle authority and intuition. In the heat of chaos, your presence organizes scattered efforts, turning disarray into coordinated action. Rivals feel the weight of your influence even when they cannot name it, and decisions made under your guidance tend to succeed because your foresight aligns incentives, resources, and timing in your favor.

Ruskie Gambit [600 CP | Discounted for Opportunist]

You see systems, people, and battlefields as malleable instruments of strategy. Every engagement, every negotiation, and every risk is mapped in your mind, with contingencies ready for any outcome. You orchestrate outcomes before others even grasp the stakes, bending both chaos and fortune to your design. Whether maneuvering armies, outsmarting rivals, or turning political upheaval to advantage, you operate several moves ahead, leaving others scrambling to catch up while your plans unfold seamlessly.

A Visual Diagram of the Geo-politics of the Inner Sphere: [Circa early 29th century]



Stefan Amaris: Flawlessly pulls off a coup leaving the SLDF stranded in the Periphery without any supply base:

Aleksandr Kerensky, after seeing how many forces Amaris had to transfer from his homeland to stage the coup:



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free, with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Battletech 2018 Jumper Edition [Free]

A copy of the game with changes to reflect your time here. Along with appropriate hardware to run it and other similar games you get later on.

Vehicle Catalog [Free]

Grants access to the Vehicle Shop section.

Personal Mech [200]

Grants access to the Mech Customizer section.

Prometheus Core [400 CP]

A high-density crystal data core containing the entirety of publicly available human knowledge, including scientific, cultural, historical, and industrial information. The database is designed for adaptive learning and can interface with any local computer systems. The Core automatically updates itself each Jump to include equivalent information from new worlds, maintaining a comprehensive and expanding record of human civilization and its variations.

Pilot

Cool Suit [100 CP | Discounted for Pilot]

A reinforced pilot suit built for high-performance operations. It provides strong protection against heat, impact, and vacuum while remaining comfortable for extended use. It also looks undeniably stylish—something about the cut or way the light catches the plating just makes you look like you belong in a cockpit.

Jumpers MRB [200 CP | Discounted for Pilot]

A self updating registry that ensures every contract you take is legitimate. Employers can't falsify terms, conceal hidden clauses, or attempt double-crosses without facing instant exposure. The system flags inconsistencies, enforces accountability, and protects your payment upon completion. In short, it's the reason your crew sleeps soundly after signing a deal.

LosTech Cache [400 CP | Discounted for Pilot]

A carefully packed stash of forgotten Star League-era equipment—battle armor, combat drones, comms arrays, even compact HPG units. Each cache you discover keeps your operation alive a little longer. And when the last piece of gear is gone, you'll always find a note or a lead pointing to the next one, waiting to be uncovered in about six months' time.

Jumper's Marauders [600 CP | Discounted for Pilot]

Your very own mercenary outfit—loyal, professional, and competent to a fault. Veterans, techs, and officers from across the Inner Sphere rally under your banner, bound by shared respect and steady pay. Whether running precision raids, guarding trade convoys, or toppling planetary regimes, they follow your lead without hesitation.

Techie

Unified Kit [100 CP | Discounted for Techie]

A kit of all-purpose equipment designed for field and hangar repair work. The crate contains multi-caliber torque drivers, omni-fit wrenches, portable welders, fusion cutters, reinforced pry tools, and a suite of diagnostic scanners capable of reading everything from actuator strain to reactor shielding fatigue. Heavy equipment is included as well: collapsible lift jacks, magnetic stabilizers for limb realignment, and a compact hoist system for mounting new arms, armor slabs, or internal structure sections. Every tool automatically calibrates to the mechanical standard of the machine being serviced, ensuring compatibility with the native technology or foreign systems encountered in later jumps.

Idiot's Guide to Useful Repair [200 CP | Discounted for Techie]

A thick, worn, but intact manual that compiles repair procedures in a straightforward manner. Each section is broken into step-by-step checklists, component diagrams, troubleshooting sequences, and standardized repair codes. It covers common and uncommon Mech systems, including gyro stabilization, limb actuators, myomer bundles, coolant routing, heat sink arrays, fusion engine shielding, cockpit electronics, and long-term chassis maintenance. After this Jump, the manual automatically updates in each new world to include similarly detailed repair instructions for that setting's mass-produced equipment—vehicles, weapons, industrial machines, and other technology.

Discount Jumper's Workshop [400 CP | Discounted for Techie]

A full-scale industrial workshop housed within a reinforced, and NBC hardened compound. Inside is a complete suite of heavy fabrication and repair tools: industrial fabricators, automated machining centers, precision metal forges, armor-molding arrays, lift cranes capable of supporting a full BattleMech chassis, and multijoint robotic arms for fine assembly. The workshop is optimized for rapid rebuilds, custom part production, and large-scale restoration projects. The structure is fortified with layered armor plating, blast-resistant bulkheads, active sensor arrays, and automated defense systems including turrets and drone patrols. Designed to remain operational under direct attack, the facility ensures continuous production and repair capability even during extended conflicts.

Mount Jumper [600 CP | Discounted for Techie]

A highly secure multi-level research installation constructed to house advanced engineering projects, prototypes, and sensitive experimental systems. It contains state-of-the-art laboratories, controlled-environment testing rooms, microfabrication bays, particle analysis chambers, long-term storage vaults, and isolated power systems for experiments too dangerous for normal workshops. The facility is equipped to reverse-engineer technology, adapt foreign weapons systems, and run long-duration simulations of theoretical designs. The entire complex is protected by reinforced structural layers, anti-siege fortifications, automated turret emplacements, hardened drone units, and redundant systems to keep research intact and going even under severe assault.

Business (Wo)Man

Pocket Change [100 CP | Discounted for Business (Wo)Man]

You start with a substantial amount of liquid capital, enough to establish a small company, secure essential equipment, or stabilize your operations from day one.

Lackey Corp [200 CP | Discounted for Business (Wo)Man]

You receive a fully equipped research facility staffed by competent specialists who handle day-to-day experimentation, testing, and development work. The lab is capable of refining existing technologies, analyzing recovered equipment, and producing incremental improvements without needing your direct supervision. While not a cutting-edge think tank, it offers dependable, consistent research output and functions as a practical support asset for any long-term technical projects you choose to pursue.

Toy Factory [400 CP | Discounted for Business (Wo)Man]

A massive, multi storied, fully automated industrial complex that surpasses the degraded manufacturing capabilities common across the Inner Sphere. Multiple assembly lines, automated forges, machining floors, and robotic handling systems run continuously, turning out BattleMech components, vehicle frames, weapons, armor plating, and other military material at a rate that boggles the mind of lesser entrepreneurs (you can point to hyperspace nonsense for this). The facility is heavily fortified with warships grade armor, NBC hardening, redundant power distribution, automated turrets of different varieties, and patrol drones, ensuring uninterrupted operation even during raids, sabotage attempts, or plain old hostile takeovers.

Interstellar Jumper Incorporated [600 CP | Discounted for Business (Wo)Man]

The name is up for change, but let's get down to business. You gain full ownership of a large, fully established interstellar corporation whose specialty is entirely up to you - manufacturing, logistics, mining, agriculture, or anything else. It already operates across multiple star systems with its own shipping fleets, industrial sites, commercial branches, and resource operations. With the scale and influence of a major conglomerate, it can shape trade, fund major projects, support military forces, and negotiate directly with planetary governments and regional powers.

Noble

Jumper ID [100 CP | Discounted for Noble]

A uniquely identifiable symbol of noble standing, whether a signet, identification chip, or heraldic seal that cannot be stolen or forged. Wherever you go with this, people instinctively treat you as someone who belongs, easing suspicion and letting you pass minor scrutiny, checkpoints, or protocol barriers without conflict. It provides recognition, not authority, but that recognition alone opens doors most people never see.

Inheritance of Old[200 CP | Discounted for Noble]

A sizable inheritance drawn from longstanding family assets. The funds are legitimate, already integrated into local financial systems, and readily accessible. It provides enough capital to finance major purchases, retain staff, and support ongoing ventures without requiring outside backing.

Noble Estate [400 CP | Discounted for Noble]

A sprawling estate located on a prime piece of real estate, built to a design of your choosing. It includes a central manor, auxiliary buildings, storage wings, secure communication suites, landscaped grounds, and a modest defense perimeter. The estate is operated by a staff selected according to your preferences and each trained to maintain discretion and efficiency. They manage day-to-day operations, uphold your public image, and support your private affairs in any way shape or form.

Star Nation Charter [600 CP | Discounted for Noble]

You're no longer tied to anyone else's banner but your own. Now you lead a small but independent star-nation of your own. Tucked into a quiet corner of space, it's a handful of worlds with their own quirks, resources, and half-forgotten histories of interest. Your subjects, government officials, and outside foreigners alike look to you as the one who sets direction and keeps the reins of this polity running. You now have access to the Star Nation Section and 2000 CP for that section.

Archetype Items

Loyalist

Noble Estate [100 CP | Discounted for Loyalist]

A sprawling estate located on a prime piece of real estate, built to a design of your choosing. It includes a central manor, auxiliary buildings, storage wings, secure communication suites, landscaped grounds, and a modest defense perimeter. The estate is operated by a staff selected according to your preferences and each trained to maintain discretion and efficiency. They manage day-to-day operations, uphold your public image, and support your private affairs in any way shape or form.

Inheritance of Old [200 CP | Discounted for Loyalist]

A sizable inheritance drawn from longstanding family assets. The funds are legitimate, already integrated into local financial systems, and readily accessible. It provides enough capital to finance major purchases, retain staff, and support ongoing ventures without requiring outside backing.

Loyal Retainers [400 CP | Discounted for Loyalist]

A group of sworn retainers bound to you by true loyalty to your will. Each is trained for reliability, discretion, and competence, serving as aides, advisors, security, and trusted operators. They manage your assets, protect your interests, and handle sensitive matters with efficiency.

Myrmidon Jumpership [600 CP | Discounted for Loyalist]

... What in the... well I'm not sure exactly what kind of lostech voodoo this is, but ok. This ship, based on old records, is one of two of some class of dropship vessels called the Argo ... I wonder where the other is. Anyways, though it has many notable differences, for one it's upgraded with a crazily compact lostech miniature jump drive and is capable of extending its jump field to nearby ships, letting you move small fleets of 3 other ships as a single unit. Its interior includes modular bays for new stuff but already has research spaces, a fabrication workshop, secure living quarters, and a well-equipped command bridge. The ship can operate through its advanced automation or with a loyal crew trained to professional standards. And for the fun of it, I'll drop in a Leopard-class already docked and ready for transport or combat operations.



Revolutionary

Golden Corral [100 CP | Discounted for Revolutionary]

A high quality restaurant based on any place you like: a cat café, ramen bar, barbecue joint, or something stranger. Its kitchen has endless stores and delivery systems to serve food reliably, and the staff can be automated or followers of your choice. Beyond being a comfortable spot to eat, it naturally becomes a quiet meeting place where supporters gather, trade news, and look for a moment to speak with you.

Jumper Manifesto [200 CP | Discounted for Revolutionary]

A compelling set of writings that frames your ideals in clear, powerful language. Whether distributed digitally or passed hand-to-hand in dim alleys, it has a knack for resonating with the discontented and stirring doubt in the complacent. People who read it don't simply agree, they feel understood, and often inspired enough to act.

Usurper Forces [400 CP | Discounted for Revolutionary]

A revolutionary network that expands in scale and capability as your personal influence deepens. Early on, it manifests as scattered volunteers and local cells with improvised gear, good intentions, and dangerous enthusiasm. As your influence grows, these cells attract deserters, disgruntled community leaders, and hidden sympathizers from within the faction. Their equipment, organization, and intelligence support improve in proportion to your reach, allowing the force to evolve from small acts of sabotage into coordinated strikes, territorial control, or governmental coups. However they grow, they remain tied to your cause and ready to move when you call.

Fortress Jumpship [600 CP | Discounted for Revolutionary]

A massive fortress-class dropship rebuilt around a ... Well, this is interesting ... A SUPER lostech(?) miniature jump drive (man the Star League and their BS technology or is it...), granting it the ability to transport itself across jump space with unparalleled speed and precision for a ship of its scale. The hull is reinforced with multi-layered armor, blast-resistant bulkheads, and integrated shock dampeners (again with the crazy stuff), designed to withstand sustained bombardment and boarding attempts above its weight class. Inside, the ship contains modular mission bays, already having storage for weapons and supplies, fabrication workshops for repairs and limited production, and sealed living quarters capable of supporting a full complement of crew or followers in comfort. The command deck is hardened against electronic intrusion, featuring extensive systems for navigation, communications, and tactical oversight. Automated drone patrols, point-defense turrets, and layered sensor grids ensure both internal security and external threat monitoring. With its combination of mobility, firepower, and autonomous operation, the vessel serves as a mobile fortress, a command hub, and a prime center for any revolutionary or military campaign.



Opportunist

Blessed Toaster [100 CP | Discounted for Opportunist]

A nice looking toaster with unlimited supply of bread and condiments. It produces perfectly toasted bread on demand and can accommodate any topping or spread you desire.

Black File [200 CP | Discounted for Opportunist]

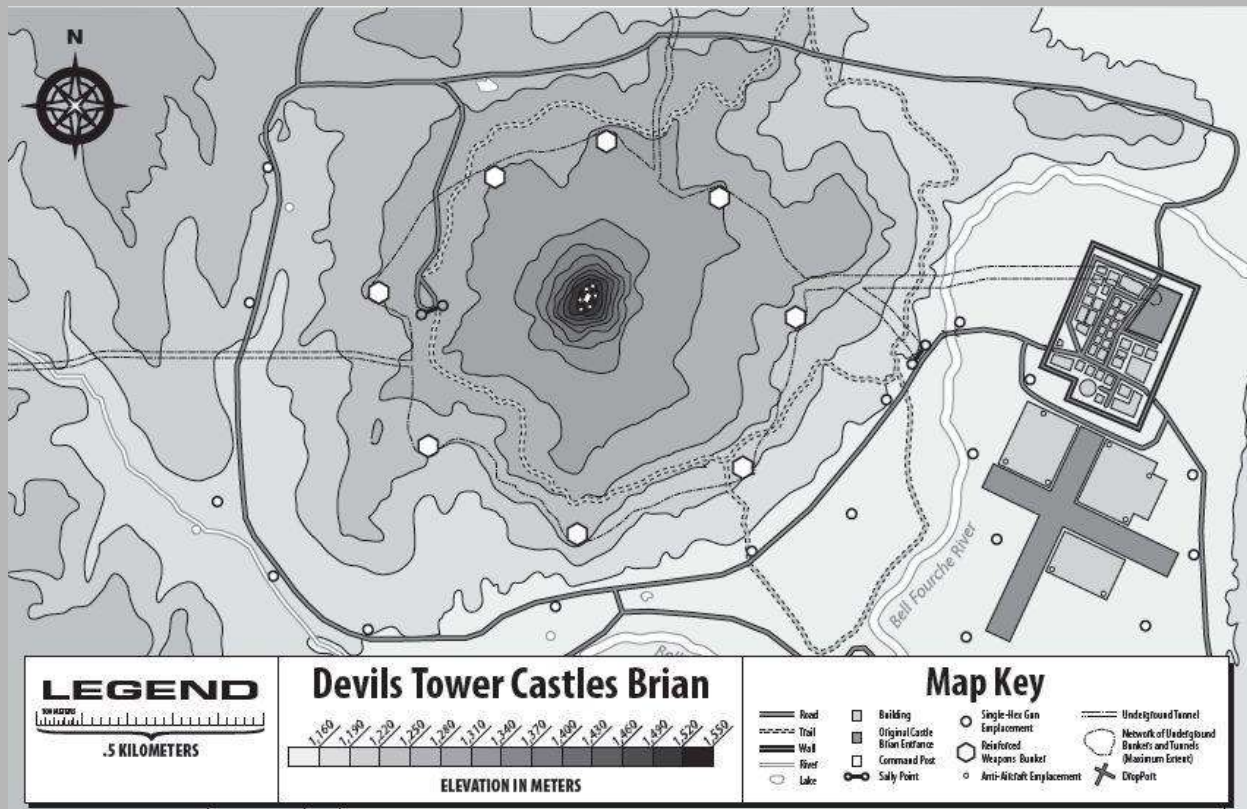
A vital tool for rising to the top, allowing you to gather extensive blackmail on a specific target, though there is a chance the person is actually clean ...so good luck with that. It will restore its usage once every ten years or by the end of the jump, whichever comes first, providing leverage in negotiations, manipulation, or schemes without immediate risk of exposure.

Holy Shroud [400 CP | Discounted for Opportunist]

A fully operational spy network at your disposal, composed of loyal agents, informants, and insiders. It monitors rivals, gathers intelligence, spreads misinformation, and subtly manipulates events to your advantage. Its reach and effectiveness grow with your resources and influence, keeping you ahead of competitors.

Castle Brian O' Jumper [600 CP | Discounted for Opportunist]

A fully functional Castle, rebuilt with automated system, reinforced defensives, and a fully operational HPG communication system. Its design includes extensive underground levels, sally ports, and self-sustaining facilities. Inside are living quarters for personnel, secure storage for weapons and supplies, command and planning rooms, and modular spaces for operations or guests. The fortifications, automated turrets, and anti-personnel bunkers provide exceptional security, making it capable of withstanding prolonged attacks. Strategically, it functions as a command hub, staging area, and secure refuge, while its presence reinforces authority and influence over allies and adversaries alike.



Vehicle Shop

Alright Trooper! Welcome to the Motor Pool, the grease pit of grease pits of any conflict worth talking about. This is where you'll pick out the vehicles that carry your people, your gear, and occasionally your hopes and prayers across whatever battlefield you've decided to stir up this time. Everything here has unlimited ammunition and fuel to resupply, deployable from your hangar within a 100-meter radius and recoverable if it gets shot to bits by the end of the day fully repaired. Don't worry if some of these designs are older than dirt and you'll be fighting in; they're tougher than they look, and they'll keep running as long as you don't jinx it. Anyway, enough staring at the catalog—let's get you something with an engine and let's get you to RUMBLE.

Light Vehicles [25 CP]

[BADGER TRACKED TRANSPORT](#)

[CHEVALIER LIGHT TANK](#)

[GALLEON](#)

[HARASSER MISSILE PLATFORM](#)

[HEAVY WHEELED APC](#)

[J-27 RESUPPLY TRUCK](#)

[MAIN GAUCHE](#)

[MINION ATV](#)

[NIGHTSHADE](#)

[PEGASUS](#)

[RED KITE VTOL](#)

[SALADIN](#)

[SARACEN](#)

[SAVANNAH MASTER](#)

[SCIMITAR](#)

[SCORPION](#)

[WHEELED APC](#)

[YELLOW JACKET](#)

Medium Vehicles [50 CP]

[BALLISTA](#)

[CHAPARRAL](#)

[CONDOR](#)

[DRILLSON](#)

[FULCRUM](#)

[GLADIUS](#)

[GOBLIN](#)

[HETZER](#)

[KARNOV](#)

[LTV-4](#)

[MAXIM](#)

[MOBILE HQ](#)

[SLEIPNIR](#)
[STYGIAN](#)
[THOR](#)
[TURHAN](#)
[VEDETTE](#)
[ZEPHYR](#)

Heavy Vehicles [100 CP]

[BRUTUS](#)
[BULLDOG](#)
[BURKE](#)
[DEMON](#)
[DIXON](#)
[LRM CARRIER](#)
[MAGI](#)
[MANTEUFFEL](#)
[MANTICORE](#)
[MARSDEN II](#)
[MERKAVA](#)
[MOLTKE](#)
[MORNINGSTAR](#)
[PIKE](#)
[PO MK.2](#)
[ROMMEL](#)
[SRM CARRIER](#)
[TESTUD](#)
[OTOKUGAWA](#)
[VON LUCKNER](#)
[ZHUKOV](#)

Assault Vehicles [200 CP]

[ALACORN](#)
[BEHEMOTH](#)
[CHALLENGER](#)
[DEMOLISHER](#)
[FURY](#)
[LONGTOM](#)
[ONTOS](#)
[PARTIS](#)
[ANPUMA](#)
[SCHILTRON](#)
[SCHREK](#)
[STURMFEUR](#)

Mech Customizer

Alright, Jumper! Welcome to the Mech assembly bay, where you'll assemble your own customized Mech. Your Mech has unlimited ammunition and fuel to resupply, deployable from your hangar within a 100-meter radius and recoverable if it gets shot to bits by the end of the day fully repaired. Customize your Mech's appearance, gear, and weight size within the limits of common sense. No Super Tengen Toppa Gurren Lagann or Voltron. While you ask yourself what those are and scratch your head, anyway. I say forget it, and let's get on with the show.

All Mech components are fiat-backed to not conflict with one another, unless you want it to.... You can freely import any other mecha into this Mech creator and seamlessly integrate the desired components.

Here, tak... you know what Jumper? Let's try a different system this time around. With it being the tried and true method of the Trust System..... So go and build the mech of your dreams... but for fairness' sake you'll probably top out at around a Diet Armored Core Level if you build well.

(Use these link to the mod wiki page for a general overview of [gear](#) and [weapons](#) , and the individual links below for more specifics)

Gear:

[Armor](#)

[Cockpit](#)

[Cooling](#)

[Engines](#)

[Gyros](#)

[Jump Jets](#)

[Melee Weapon](#)

[Structure](#)

[Defensive Systems](#)

Weapons:

[Ballistic Weapons](#)

[Energy Weapons](#)

[Missile Weapons](#)

[Artillery Weapons](#)

Star Nation

For the Default load out, you get a carbon copy of the Sol-System, celestial object-wise.

Individual Items

Stars [200 CP]

A Star Type of your choosing, go wild with it if you want.

Planets [100CP]

A planet is a planet, you get a planet (earthlike, airless rock or gas giant all allowed) that's comparatively normal unless you invest CP in the sections below.

Satellite Bodies [50 CP]

Moons.... Moons as far as the eye can see.

Asteroid Field [150 CP]

Nice resource field and a staple of any system.

System Wide

Transit Time [Free/200/400 CP]

One of the key factors for space travel in the Battletech universe is how long it takes to travel from the Zenith/Nadir jump point to the inhabited planet(s) in the system. Most systems have a transit time of about four to six days, with both shorter and longer distances having pros and cons: shorter travel times means trade is easier, but the planets are more vulnerable to attack, while the opposite is true for longer travel times. For free, your system has a travel time of five days at 1g. Cutting travel time to 3 days, or increasing to ten days, costs 200 CP. Investing 400 CP would ensure that either travel time is under two days, or over two weeks. Especially long transit times may require refueling stations partway between the planet(s) and the jump points.

Natural Resource [Free/200/400/600 CP]

For free, your system has the usual mix of metals and minerals, plus a few scattered rare-earth deposits, enough to stay self-sufficient. At 200 CP, those deposits become widespread, giving you plentiful common and rare-earth resources for large-scale industry. At 400 CP, your system gains extensive veins of high-value materials like germanium and other prized industrial elements, stacked on top of everything from earlier tiers. At 600 CP, you unlock truly exotic substances found nowhere else, materials with unusual or advanced properties, comparable to things like Harjel, giving your nation a unique and highly valuable resource monopoly. This includes materials from both past and future jumps.

Industry [Free/200/400/600 CP]

Your system's industrial potential ranges from pitiful to jaw dropping. For free, it resembles a typical Periphery World's Industry, with small workshops and bombout factories that keep daily life running but produce little beyond essentials. At 200 CP, it grew into the equivalent of a Periphery nation, hosting several stable manufacturing centers capable of exports, vehicle production, and supporting a standing army. At 400 CP, it reaches the scale of a recovered Great House, with heavy industry, large fabrication sectors, dependable BattleMech lines, and orbital yards capable of building DropShips. At 600 CP, it becomes a Star League level powerhouse, with vast automated megafactories, extensive supply chains, and the ability to churn out advanced weapons of war ranging from the humble combat vehicle and mech to warships, as well as mega infrastructure projects with impressive results.

Happiness [Free/200/400/600 CP]

For free, your citizens are ambivalent to your actions as long as they aren't affected too negatively. At 200 CP, a noticeable portion of the population becomes more proactive in supporting you and your rule. At 400 CP, a clear majority backs your actions no matter what, with only limited opposition. At 600 CP, the people will do whatever you command and may even be a bit masochistic about it; you could behave in ways that would make Amaris of all people look like a boy scout, and they would still cheer you on.

Intelligence Network [Free/200/400/600 CP]

For free, your intelligence service is so feeble that even SAFE could outmaneuver it with one hand tied behind their back and a blindfold on, but at least you'll get a tiny warning before disaster strikes. At 200 CP, you gain a rudimentary but functional intel and counterintelligence apparatus capable of catching basic threats and running simple operations. At 400 CP, your network becomes a serious force, able to match the intelligence efforts of a Great House with competent agents, analysts, and broad regional reach. At 600 CP, you enter the realm of true puppet-masters, with a web of influence and information on par with ComStar at its peak - yes, the telephone company, and yes, you heard that right.

Technological Base [Free/200/400/600 CP]

For free, your technological base sits around late-21st to early 22nd century Earth, leaving your system functional but decidedly behind the rest of the Inner Sphere. At 200 CP, your capabilities rise to the level seen near the end of the Age of War—outdated by modern standards, but advanced enough to field respectable military hardware. At 400 CP, your society reaches a recovered Star League level, with high-efficiency manufacturing, advanced medical science, cutting-edge computers, and the ability to design and maintain new cutting edge designs as well. At 600 CP, your technological sophistication surpasses even Star League benchmarks, approaching the innovative edge of the Clans with experimental technologies, hyperefficient production methods, and breakthroughs that blur the line between science and hyperspace voodoo.

Planetary Forces [Free/200/400/600 CP]

For free, your world makes do with basic peacekeeper folks with light gear and just enough training to keep the streets calm... I hope you have nice neighbors. At 200 CP, you've built

something sturdier, more like the armies of a Periphery nation: organized units, reliable vehicles, and troops who can actually drill instead of just hope. At 400 CP, your forces have grown into a match for a Great House's military, with trained Mech units, solid logistics, and officers who know how to plan and win campaigns. At 600 CP, your armies stand at the level of the old Star League Royal Black Watch, a force whose presence alone turned the tides of the battlefield and made even seasoned enemies get the hell out of dodge.

Space Naval Force [Free/200/400/600 CP]

For free, your "navy" is a patchwork of aging patrol craft, customs cutters, and converted transports—crewed by whoever can be trained to keep them flying and armed with whatever secondhand weapons you can bolt to their hulls. They can manage local policing and escort duty, but anything larger than the odd pirate raider will send them scrambling for cover. At 200 CP, your fleet grows into somewhat respectable, armed merchantmen, and a few hardy escorts forming a Periphery-grade defense force, able to protect trade routes, and project authority within your own borders. At 400 CP, your space arm mirrors that of a recovered Great House, complete with purpose-built naval formations, coordinated strike groups, DropShip battlegroups, and the logistical backbone to keep them deployed for months at a time. And at 600 CP, your navy reaches Star League scale—dedicated warships with layered defenses, strategic JumpShip groups, carrier and escort task forces, system-wide rapid-response assets, and command infrastructure to manage multi theater operations with ease.

Defensive Fortifications[Free/200/400/600 CP]

For free, your defenses amount to a scatter of ground bases, a handful of drone-operated DropShips and ASFs, and whatever hardened bunkers your people managed to build over the years—enough to discourage raiders, but nothing a determined foe couldn't push through. At 200 CP, your system fields a full SDS network, complete with coordinated drone fleets, interceptor platforms, and automated kill-sats capable of turning most invaders back before they can establish a foothold. At 400 CP, that network grows into something comparable to the legendary defenses that once shielded Terra at the Star League's height: multi layered responses, autonomous command systems, extensive sensor nets, and drone warships patrolling every major vector. And at 600 CP, the entire system is expanded into a true bulwark—an SDS so vast and so refined that only overwhelming force or wildly unorthodox tactics could hope to crack it, capable of crushing almost any invasion long before it reaches your inner worlds.

California Nebula 2.0 [600CP]

A vast stellar haze surrounds your system, warping sensors and scattering jump signatures so thoroughly that outsiders can't locate the real approach paths. Anyone not shown the correct routes will only find false readings and dead jumps, leaving most pilots convinced the region is a navigational dead zone. Access remains reliable for those you trust—or on the rare chance someone stumbles in by sheer cosmic accident, an event so unlikely it borders on the "impossible".

Stellar Observation Network [400CP]

A network of long-range observation stations watches the surrounding stars, tracking jump signatures and ship movements from light-years away. It works as both an early-warning system and a scientific array, giving you advance notice of approaching fleets or unusual stellar activity well before they reach your system.

Orbital Stations[200CP]

A set of modular orbital stations circles your worlds, each built for a purpose—research, trade, tourism, or whatever niche your desires need filled. They provide extra living space, visitor hubs, and small commercial districts, giving your economy a steady boost and offering a convenient foothold in orbit for industry and travel alike.

Companions

Companions can't purchase more companions.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well, import a single companion into any origin and race for 50cp each, or eight for 200cp.

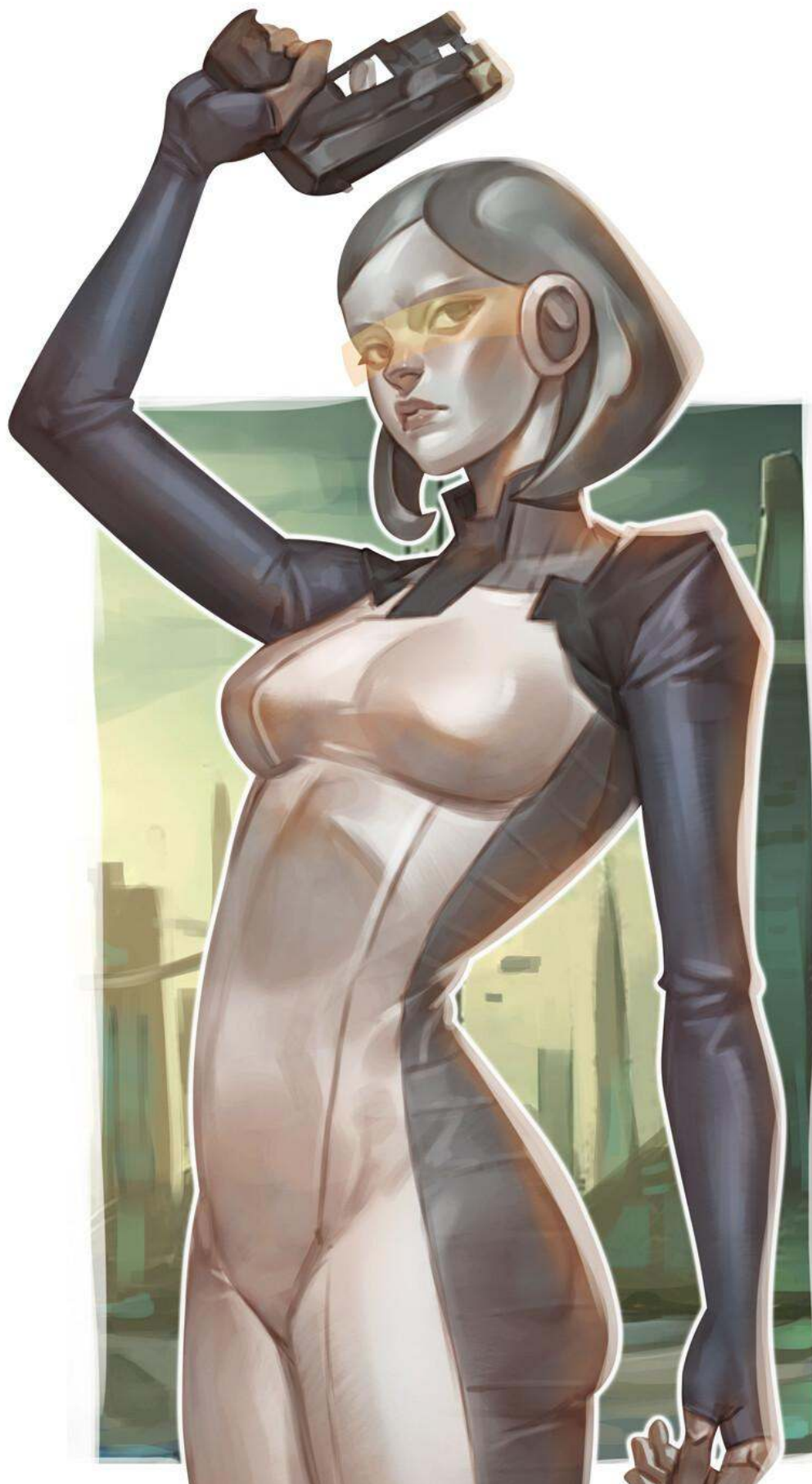
Canon Companion [100]

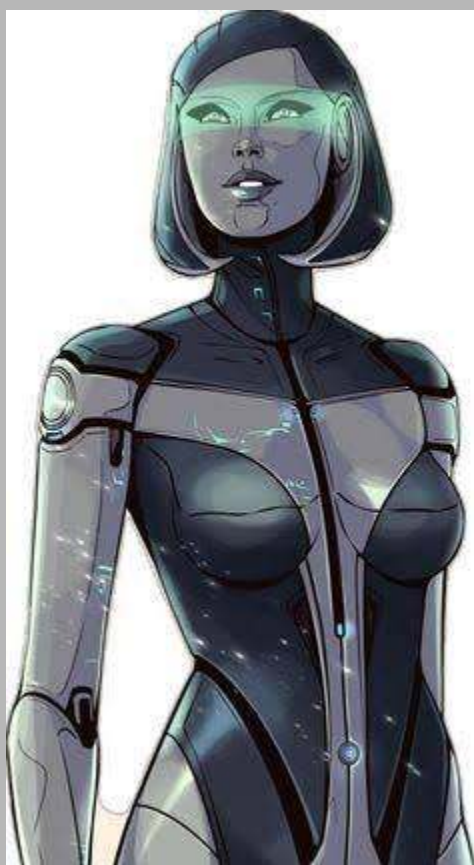
So you want to take any other existing character from this world. Well, then this option is for you.

Earl Gray Macarons [Free]

You like to call her “Macaron” because much like the delicate pastry—she’s elegant, precise, and just a little too perfect for the world around her. You first discovered her forgotten and powered down in an abandoned Terran Alliance bunker on a backwater, half-dead world that shouldn’t have been anywhere near their territory, even at their height. Still—beggars can’t be choosers, and stumbling across a find like this isn’t something you walk away from. Once you finally coaxed her systems back online, you found a personality that’s dry, observant, and quietly amused by the chaos that seems to orbit you, delivering remarks with the calm certainty of someone who’s already mapped out every likely outcome. She takes to handling your information, logistics, communications, and tactical planning with practiced ease, yet finds herself increasingly captivated by the small human details you barely think about your favorite meals, the way you sort your clothes, the strange routines you fall into without noticing. Whether she’s smoothing out your workload, heading off trouble before it reaches you, or reminding you not to skip meals again, she slips into your daily life as a steady, grounding presence you find it hard to imagine going without.

They Get the Smooth Speaker and Studious Perk for Free





Blueberry Jello [200]

You found her in the shattered hull of a derelict vessel, the whole wreck long dead except for a single chamber still humming with a soft blue glow. She drifted inside it like something half-asleep, her fluid, impossible form held together by light rather than flesh. When she finally woke, her body gathered itself into a feminine shape slowly and tentatively, almost as if she were trying on humanity for the first time and wasn't entirely certain how it was supposed to fit. Her voice is quiet yet resonant, carrying an echo that hints at something far larger waiting beneath the surface, though in person she moves with a shy, deliberate politeness, watching your reactions before echoing them back. She slips through space as though distance were optional, reshapes her limbs into tools of peace or weapons of war effortlessly, and chaotic forces that should tear reality apart, yet she seems most captivated by the small things—how you cook, how you rest, how you choose to keep going. Through you, she's learning how to exist, grounding her otherworldly power in the ordinary moments she never knew she needed. And whatever she is, some part of that strange energy now lingers around you as well, loosening the universe's grip in subtle, impossible ways.

Gets the Hyperspace Entity Race Option for Free



Scenarios

Reach for the Stars

You arrive in the Aurigan Reach just as everything is about to fall apart. The coup is brewing, loyalties are cracking. You can follow the familiar story and help rebuild the Reach step by step until the Restoration finally wins...or change the script entirely by stopping the coup before it ever happens, saving lives and cutting the Directorate off at the knees. And if politics isn't your style, you can toss all that aside and claim your own corner of space, building a pirate kingdom or a hard-fisted little empire and daring anyone to take it from you.

Reward

No matter how you chose to steer the fate of the Reach, the experience leaves its mark on you in ways that don't fade. If you stood with the Restoration and fought for its survival, you return with a sharpened instinct for treachery able to feel the shape of a coup long before anyone speaks a word, catching the little tells in body language and tone that hint at ambition turning poisonous. If you found a way to stop the conflict before it ever ignited, something quieter settles into you instead: a steady, grounding presence that naturally calms tensions, helping people settle their nerves and talk instead of reaching for weapons. And if you decide to carve out your own realm in the chaos, you don't just walk away with territory, you walk away with a reputation. The people under your banner know exactly what kind of strength carried you there, and it shows in the way they obey without hesitation.

Fourth Time's the Charm

You drop into one of the latest modern conflicts in Inner Sphere history. Capellan borders shift overnight, worlds burn for the craziest marriage, and commanders live or die by the hour. Whether you fought on the front lines, maneuvered in the shadows, or kept entire armies alive through logistics, the war didn't just test you, it relied on you. When the dust settles, the factions involved remember exactly who proved themselves valuable enough to keep.

Reward

When the Fourth Succession War finally winds down, you're not treated like just another survivor, you're treated like someone who proved their worth when and where it mattered. You're granted a JumpShip of your choice, complete with the DropShips needed to actually move troops, material, or whatever ambitions you're carrying next. You're also offered something more grounded but no less valuable ownership of a dormant factory that only needs funding and direction to come alive again, or the chance to set up a compact lostech production line double heatsinks, extended lasers, or another rare technology placed discreetly in whatever world fits your story best.

Get Toy Factory and JumpShip with assorted Dropships.

Helm's Locker

You find yourself tangled in the chaos surrounding the Helm Memory Core—an archaeological miracle buried under a collapsing civilization. The bunker isn't just a datacore vault; it's a forgotten Star League supply depot stuffed with equipment, prototypes, and enough tactical

warheads to make any House think twice. Keeping the place intact long enough to get what you came for is its own war, and every faction nearby wants a piece of it. Whether you fight for a Great House, a mercenary company, or just yourself, the moment you breach the inner chamber is the moment you realize the truth of how the path humanity takes forth from now on is in your hands.

Reward

No matter how the dust settles, you walk away with your own private copy of the Helm cache complete, intact, and protected by fiat so no one can contest your claim. You can hand out whatever portion of the depot your employers demand and/or keep the entire trove to yourself. You get all the technology, the gear, the experimental prototypes, all of it. If you managed to prevent the bunker's self-destruct from wiping the place clean, the victory leaves a mark on you as well—you gain a subtle knack for uncovering hidden locations, navigating buried installations, and recognizing when a “dead end” is really the front door to a secret worth fighting over.

Get Lostech Cache x5, Prometheus Core, and the Perk Raider of the Lost Broomcloset (Gain a subtle knack for uncovering hidden locations, navigating buried installations, and recognizing when a “dead end” is really the front door).

Macross Overdrive

You're putting yourself into the middle of one of the Inner Sphere's most persistent engineering dreams and one of its most embarrassing failures: the quest to build a truly practical Land-Air Mech, or LAM for short. Every nation and many other independents have wasted fortunes on prototypes that never lived up to the pitch. Now it's your turn. Whether you start in a back-alley workshop or a merc company's hangar, the task is the same: design a LAM Mech that actually works, convince someone to build it, and sell enough units that the project can't be written off as a fluke. It's a gauntlet of skeptics, shoe string budgets, and engineers who swear the entire concept is cursed—but if you can push a feasible LAM from blueprint to marketplace, you'll have achieved something most could only dream of.

Reward

Pull it off, and you earn more than a patent. You gain an instinctive grasp of how to design, build, and refine working LAMs wherever you go—whether the local techbase is primitive or outright alien. You always know how to adapt the core principles to whatever materials and industrial capacity a setting has available, and you can scale manufacturing from a single prototype to full production without stumbling over the usual dead ends that ruin lesser projects. No matter the world or the century, if you decide the sky needs walking war machines again, you'll always know exactly how to make them real.

Get the Perk Unseen Designs (You gain an instinctive grasp of how to design, build, and refine working LAMs wherever you go—whether the local techbase is primitive or outright alien. You always know how to adapt the core principles to whatever materials and industrial capacity a setting has available, and you can scale manufacturing from a single prototype to full production without stumbling over the usual dead ends that ruin lesser projects.)

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race, and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this, your time here is extended 10 years.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

All the Sass [+100]

Whenever you make a stupid decision in public (read *whenever someone else can see you make said decision*), someone will sass you for it immediately.

Language Issues [+100/200]

You clearly have language issues. Maybe you have poor grammar, maybe you have an outrageous accent. People can still (mostly) understand you, it's just more difficult than necessary. For +200 instead, you are unintelligible by anyone that isn't your companion or follower. (Technically you could use writing, but that isn't exactly practical.)

Hi, Tom! [+200]

Every single time someone fights against your forces, they somehow manage to bring at least one Long Tom artillery with them (regardless of their usual budget/army size).

Percussive Maintenance [+200]

Every weapon you use in battle has a five percent chance per use (non-cumulative) to jam for 60 seconds. It is as annoying and potentially dangerous as it sounds.

Blacklisted [+200]

One of the great houses has blacklisted you and will not hire you or your merc company, may be taken a second time for 100 CP.

Vendetta [+300]

You've made someone very angry and they will have their vengeance. Someone with enough personal power (in context) to make your life difficult wants you dead. (Think something like the Taurian Majors vendetta against the PC or the Waco Rangers against the Dragoons)

Coming in Hot [+300]

Whenever you or your forces are in battle, the enemies get a flight (12) of aircraft (either conventional fighters or VTOL) as support. If you are personally in battle, they'll target you specifically. While these aren't exactly strong compared to mechs, they're still a threat.

Leeroy... [+400]

He just ran in. Why does every (second) time a battle occurs (which directly or indirectly harms your interests) someone from your faction just decides to break rank and to charge in without a plan?

The Farmer and the Vipers [+400/600]

Well, it looks like everyone in this world is a backstabbing bastard only out for themselves. You can easily work together with people for missions and campaigns but expect to be shoved aside or betrayed a few days afterwards if it benefits them (especially if they are more powerful than you). For **+600CP** they can do that during the mission as well if they benefit from it (profiting more than losing is the only limiting factor with this drawback).

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

I Call Hax [+600]

A random 'Clan Sue' has popped up out of nowhere. They somehow always manage to field at least two Stars of Heavyweight Mechs (aka 10 mechs) per battle, regardless of logistics. They always have experienced pilots, and somehow they only end up fighting your faction, which they do that at least once per month. Even if you find and end their leadership, they get another (somehow) experienced commander at a pre-teen age within a year at most, resuming the prior attacks.

Black Marauder [+600]

.... I sEE yOu fOR whAt you are... I'm coming for YOU, for YOU are tO fill the void of my EnDless HUNGER...



Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

- Here's the 5th Jump
- Thank you to everyone who helped with the Editing.
- [Battletech \(2018\) Wiki](#)
- [Battletech 3062](#)
- [Sarna Wiki](#)

Change Log