

Generic Sci-fi Frontier Jumpchain

In the far reaches of the Virgo Cluster, there lies a spiral galaxy known as The Milky Way. Our story begins on the third sphere of the Sol System, in the Milky Way's Orion Arm. Here, a fledgling civilization is making their first strides towards claiming a name for themselves in the cosmos. Recent Technological advances have allowed humanity to feasibly establish footholds on other worlds. You get to live in this time of Expansion and Exploration, but are you ready to meet whatever lies beyond the great blue yonder. Take these **1000 cp**: and watch your back out there.

Notes: This is a jump for a relatively near future sci-fi setting focused on humanity's pursuits in Space. For a jump focused on fully fledged Interstellar Civilizations and Empires see Insertrandomnickname's generic Space Opera. For a jump focused on space exploration in the present day, someone might release a generic space program jump, but I have not seen one yet.

Setting: Choose between the **interplanetary age** or **interstellar age**. You start either in orbit of a world inhabited by humans, or on its surface.

Interplanetary Age: Roll 1d8

1. **Earth:** The home of humanity since the middle paleolithic period, now focused on the production of spacecraft to ferry mankind to the stars and technology to sustain their livelihood on the final frontier. You may skip the Colony Options Section.
2. **The Moon:** Earth's only moon, a rugged natural satellite of mountains and craters, it may come to serve as the nexus of human space travel.
3. **Mars:** A dusty, rocky red desert planet. One of Earth's neighbors
4. **Mercury:** This hot blasted, planet is similar in surface to the moon, it is the smallest and closest planet to the sun.
5. **Venus:** Earth's closest neighbor, runaway greenhouse gasses have made this planet a scorching hell under a never ending storm.
6. **Jovian Moons:** A few of Jupiter's many moons, such as Europa, Io, Callisto, and Ganymede may be viable candidates for colonization.
7. **Saturnian Moons:** The moons of Titan and Enceladus may harbor the potential for some form of life.
8. **Free Pick**

Interstellar Age: Roll 1d8

1. **Desert Exoplanet:** A sandy or rocky planet with little to no water
2. **Ice Exoplanet:** A planet blanketed in a layer of ice
3. **Lava Exoplanet:** A planet with a surface of mainly hot magma
4. **Ocean Exoplanet:** A planet covered in a watery sea
5. **Terrestrial Exoplanet:** A planet with a composition similar to the earth
6. **Orbital Colony:** A space station in orbit of a planet or moon.

7. **Generation Ship:** A self sustaining population aboard a flying city, waiting to land on a new home.
8. **Free Pick**

Special Option: If your jumper already owns a functioning Civilization you may pay **100 cp** to import your civilization as the sponsor of your colony.

Colony Options: You may select your colony's features or roll to see what you get.

Original Colony Purpose: Roll 1D8

1. **Resource Extraction:** The first settlers were sent here to mine for rare resources to use in industry.
2. **Business Venture:** The colony was created with the intentions to produce certain products, or provide certain services.
3. **Scientific Research:** Scientists have set up labs here to make observations and perform experiments.
4. **Government Funded:** A sovereign government has claimed this land as part of their territory. They hope to expand their territory and gain influence as an interplanetary power.
5. **Refugee Settlement:** People fled to this colony in its early history, in order to find a start life anew, free from the persecution or wars of the world they left behind
6. **Penal Colony:** The colony was founded in order to send convicts into exile, or allow them to work towards their freedom.
7. **Military Outpost:** A military entity founded this colony to gain valuable intel for their interests in this region of space
8. **Free Pick**

Terraforming Level: Roll 1D6

1. **Uninhabitable:** Highly toxic and Uninhabitable by earth life. Colonies need to be hermetically sealed from the outside, or buried underground.
2. **Barely Habitable:** Resembles extreme conditions on earth like the arctic or Atacama desert. Colonies usually have large barriers to protect against the elements, and colonists are advised to stay indoors.
3. **Some Harsh Conditions:** Large regions can be found where carbon based life is beginning to thrive. Outdoor farming becomes viable
4. **Earth Like:** Similar Climate range to what can be found on earth.
5. **Paradise:** A Lush, thriving ecosystem. Carbon based life can grow to be even stronger and healthier, than what can be found on earth.
6. **Free Pick**

Colony Isolation/Integration Level: Roll 1D6

1. **Complete Isolation:** This colony is either too distant or too hazardous to allow regular contact to earth, and to other colonies, the people of this colony must learn to rely on themselves for survival.
2. **Rare Human Contact:** Contact with humanity happens only every half century or so, Be it with an unmanned shipment of supplies, a new wave of colonists, or a representative from earth's government coming arriving to check in on the colonies development.
3. **Regular Human Contact:** For the time being, human ships travel to this planet regularly to help reinforce its infrastructure and expansion.
4. **Integrated to Local System:** Travel between here and other worlds in the system is now feasible to those who can afford it. The economy of this world becomes more and more interconnected to the star system.
5. **Major Spacefaring Hub:** Infrastructure analogous to that of the great port cities of earth. People come and go from busy spaceports regularly.
6. **Free Pick**

Colony Size: Roll 1D6

Note: {if you roll a high colony integration level and low colony size, that means the colony is experiencing a massive growth rate similar to the California gold rush.}

1. **Temporary Habitation:** The colony consists of temporary habitats units for 40-100 people. Likely to be replaced with more permanent foundations in the near future.
2. **Small Settlements:** The largest settlements on this planet are only small-self sufficient bases manned by a population of around 100-1,000 people. The colony resembles a small village.
3. **Medium Settlements:** At around 1,000 to 20,000 population each, the settlements on this planet are likely to show increased specialization.
4. **Large Settlements:** With individual settlement populations of about 20,000 to 100,000 the colony is beginning to establish itself as a thriving community.
5. **Extensive Colonization:** There are now multiple city sized settlements on this world, with each of the larger cities having a population of 100,000 or more. The people of this world are more likely to identify themselves to this planet than earth.
6. **Free Pick:**

Backgrounds

Colonial Government: You have the important job of managing the colony's future direction by voting on laws and regulations. You are also who blamed if everything goes wrong.

Engineer: From the humble technician who works day and night keeping the colony's equipment in check, to the designers of the great marvels of the future. You became an engineer because of your affinity to technology and its applications.

Explorer: You want to live a life of adventure. To be the first to make a new discovery, to set out into unknown lands, and to scout out a new future for humanity.

Law Enforcement: A colony can't survive if the colonists turn against each other, and refuse to cooperate. That is why you have chosen to become an officer of the law on the final frontier.

Scientist: You are beguiled by the unexplained mysteries of the universe. You've come to the colony worlds in order to experiment, study, and record your findings to unlock the new secrets this age has to offer.

Drop-in: You're an outsider to this world. No past and no memories. People will probably

Assume you to be a stowaway, but at least you can be true to yourself. Go out and make a life for yourself.

General Perks (Drop-In Discount)

Colonist: (100 cp) You have the skill set needed to aid in the colonization of the new world. As well as a general ability to mentally adapt to unexpected situations, you also have a trade that you practice, such as farming or dentistry, that can help you find a career in the colony.

Altered Human: (200 cp) Whether through genetic or cybernetic alteration. Many colonial populations have been altered in some way to better adapt to their environments. Pick one environmental category. Extreme heat up to 200°F, Extreme cold as low as 0°F, low atmosphere, toxic atmosphere, extreme gravity or lack thereof, or radiation.

Future Proofing: (400 cp) This is a world where humanity will be forced to make compromises against the old values of earth, and question their place in the universe. You however will never be made irrelevant or be forced to change your fundamental being as the world progresses. The world will find a place for you, society won't abandon you for having old fashioned ways and will learn to embrace you in a nostalgic sort of way. You can of course choose to embrace change anyways, but now it is in your hands.

1 in a million: (600 cp) The chances of finding habitable planets to settle your galactic civilizations is rather slim, that is why this perk changes the fundamental cosmology of whatever universe you are in to make every single planet inhabitable in one way or another

Colonial Government Perks

Red Tape Scissors: (100 cp) Never be slowed down by the soul-crushing gears of bureaucracy again. This perk makes sure that your paperwork is always filled out and up to date while you go on whatever adventures. It also gives you access to a keen ability to find loopholes in the way laws and regulations are worded so that you can exploit them.

Political Clout: (200 cp) It isn't so much about being right as it is sounding right. This perk gives you the public speaking ability, and persuasion tactics to win others over to your side.

Statesperson: (400 cp) You are known as the type of person who is able to get things done. While the Political Clout perk gives you enhanced skill with navigating the politics within the colony, this perk gives you the ability to be an interplanetary diplomat.

Founder:(600 cp) You can become the originator of a new political or economic philosophy or movement. People will try to form societies based on the principles you chose and the great politicians of the future will name you as one of their influences.

Engineer Perks

Macgyvering: (100 cp) You are now able to jury-rig repairs and complete engineering tasks on limited time, using extremely limited materials.

22nd Century Tech Mastery: (200 cp) You know the design principles behind the common technology of this universe, and can acclimatize to the use of unfamiliar devices in pretty much no time whatsoever.

Reverse Engineering: (400 cp) You know how to safely dissect unfamiliar technology and then put it back together with new insight into its inner workings and purpose. This even works on alien technologies the likes of which earth has never seen.

Innovator: (600 cp) This gives you the ability to think outside the box and shift the paradigm of human technological achievement. With a few years of effort, and the help of this perk you may discover the techniques to launch a golden age of progress.

Explorer Perks

Explorer's senses: (100 cp) You have a special "sixth sense" of sorts that lets you know in what general direction to travel in uncharted territory to find something useful. You may come across a majestic canyon, or even the ruins of a lost civilization. You just need to have the guts to set out into the unknown.

Eagle Eyed: (200 cp) Your senses are honed to nigh superhuman accuracy and power. You also have the ability to mentally process all of this information to get the full scope of your surroundings without it feeling overwhelming.

Namer of Discoveries: (400 cp) You get dibs on naming any previously unknown discovery by a civilized species, especially if you yourself were the discoverer. You can name places, as well as wildlife and natural features.

Expeditioner: (600 cp) This perk allows you to gather the needed resources and permissions to set out into uncharted territory. You can also hire an expedition crew to man your caravan or starship voyage for free.

Law Enforcement Perks

Gut Intuition: (100 cp) As an officer of the law, you sometimes may need to make tough calls under pressure. This perk allows you to make decisions that you won't end up regretting later in tense situations such as these.

Investigator: (200 cp) You can consider yourself an unofficial detective. You know forensics, and investigation procedure, and can put together disparate evidence to figure out exactly what happened at a crime scene.

Think Like One: (400 cp) Your experience in dealing with criminals allows you to outmaneuver them, and predict their next moves. You are able to metaphorically put yourself into the shoes of specific criminals, and understand the logic or illogic that might lead them to perform specific actions.

Bringer of Order: (600 cp) You can bring a semblance of order to a society on the verge of collapse, efforts you take to quell violence and lawlessness will yield exponentially positive results. It will also prevent government that you believe to be legitimate and good from corruption and destruction from outside forces.

Scientist Perks

Clarity of Mind: (100 cp) You have the power to think objectively, you clearly recognize your biases, and can deny them power over your rational mind so you can pursue the truth.

Scientific Breakthrough: (200 cp) You are now able to recognize when you are looking down a scientific dead-end, and how to refocus your efforts to ensure a more successful outcome. The more impassible a “wall” in understanding is claimed to be, the more this perk will work to let you break through it.

Extrapolation: (400 cp) This perk allows you to extrapolate knowledge gained from your experiments and connect them to a much larger scientific understanding. For example, seeing a new species a small sample of stones collected from the planet can see you work out its entire geological history.

Omnidisciplinary: (600 cp) You have specialized knowledge in every scientific field known to mankind, you will be equivalent to someone who has reached postgraduate education in every discipline that falls under science. You may be a nuclear physicist on paper, but you can also be an expert in clinical psychology and bacteriology. This knowledge is somehow able to exist within your head without overwhelming your brain.

General Items (Drop-In Discount)

Spacesuit: (100 cp) Protects you from harsh environments and the vacuum of space. Less bulky and cumbersome than today's spacesuits, to the point where there are some models that are meant to be worn under your normal clothes.

Dome Home: (200 cp) A dome shaped structure the size of a large apartment, this early colonial dwelling comes equipped with futuristic appliances such as a self cleaning floor, Automated kitchen, as well as shelving and countertops that can slide requested items over to you.

Biodome: (400 cp) A larger steel dome with a simulated climate, they can contain a neighborhood of up to seven Dome Homes (purchased Separately) and can create conditions ideal for a variety of life forms.

Terra Adapter: (600 cp) A terraforming device that can change atmospheric pressure by a degree of up to 50% sea level pressure, humidity by 25% and temperature by 100 degrees celcius in a months time. It also makes a handy climate destroying weapon of mass destruction if your into that sort of thing.

Colonial Government Items

Census: (100 cp) This is a data set of all demographic information for the planet that you are currently on. It can shift between downloadable, paper, or stone tablet configurations depending on what setting you are in. It will always be easy to locate the information you need from it.

AI Political Advisor: (200 cp) This advanced computerized assistant is designed to give political advice, as well as acting as an automated secretary

Administrative Estate: (400 cp) A combination home/seat of government power. Can be built to the size and price of the white house, and defaults to a neoclassical style of architecture.

Bank Account: (600 cp) This offworld tax haven is a completely secure location for your financial assets. You also gain interest at a rate of 2% APY.

Engineer Items

Multitool: (100 cp) An entire toolbox worth of tools in one handy device. You can even add any non weapon and non entertainment tools and integrate them into this device

Holographic Blueprints: (200 cp) You can upload any technology that you come across to this holographic blueprint device where you can easily view and edit it in three full dimensions. If you have sufficient equipment and material, you may download the blueprints to factory assembly machines and have it produce your blueprints designs.

Nanotechnology kit: (400 cp) This kit is used to advance the process of technological miniaturization all the way to the nanoscale level. You can create nanobots with varied uses, such as medical or gear repairing applications. You can also accomplish such feats as shrinking the output of an entire city's power grid down to the size of a pencil dot. This ensures your technology can be as compact and streamlined as possible.

Sublight Engine: (600 cp) Possibly this world's most incredible piece of technology This engine can accelerate to any sublight speed in an instant. It also projects a field that allows fragile human bodies to survive such ridiculous acceleration without turning into photon soup. Used in the construction interstellar colony ships.

Explorer Items

Food Processing: (100 cp) A portable food and drink purifier. This ensures that any food you bring with you will remain safe from alien contaminants. It will also remove any safety hazards and toxins from non food and drink items. Although it might not be that nutritious to eat an edible rock.

All Terrain Roving Vehicle: (200 cp) An eight wheeled, tank sized vehicle that can travel up to speeds of 200 mph over any surface imaginable. It comes with an array of sensors to provide data to the vehicles operator.

Galactic Positioning System: (400 cp) This system can instantly produce an accurate topographical map of any world you exist on. You can apply different filters to the map to make it easier to read, and also add labels to mark down significant points.

Protection Radius: (600 cp) This handy device can be staked into the ground, will it will emit soundless frequencies that influence wildlife and would be thieves into subconsciously ignoring and walking around a radius that can be set between 1-100 feet.

Law Enforcement Items

Side-Arm: (100 cp) A sheriff's revolver or pistol, a supply of ammunition will be shipped to your warehouse every week. Also has a non lethal stunning feature.

Tracking Drone: (200 cp) About the size of a bumblebee, silent, cloaked, and undetectable by most other senses, the video feed from this drone can be transmitted directly to your eyes.

Badge: (400 cp) You can use this to be identified as a member of the police, royal guard, or other law enforcement equivalent in future jumps.

Pacification Handcuffs: (600 cp) While wearing these, a person will not try to escape or attack, and will follow orders to move to a place. They still have mostly free will and won't follow other commands though. You can just tell them to walk straight to prison.

Scientist Items

High Specification Lab Coat: (100 cp) Immune to extreme temperature and toxic or corrosive substances, this lab coat will protect you from possibly dangerous side effects of your experiments.

Secure Containment Unit: (200 cp) A room the size of a house where potentially deadly viruses and other hazards can be safely sealed away and studied without risk of their escape.

Supercomputer Lab: (400 cp) A supercomputer with nearly unlimited storage, that can calculate any math equation in the shortest possible time.

Stellar Observation Platform: (600 cp) A telescope observatory/space station. Looking through one of the telescopes up here lets you see the other side of the universe in high definition.

Scenarios: Take on as many of these as you can handle. Except for when they contradict one another.

Colonial Revolution: There is a growing aroma of unrest and dissidence growing among the populous of the colonies. Many are beginning to believe that they deserve the right to self governance and the recognition of their independence. As time goes on the relations between the colonies and earth have deteriorated, to the point that war is inevitable. You must choose to side with the loyalist or independence faction, the loyalists start with greater numbers, but the independence faction is better at the fighting on their home turf, success in neutralizing the other faction will give you the ability to forecast the victor of a war or conflict given no intervention by yourself.

First Contact: We've studied the mysterious signals near the edge of settled space. Every reading points to the same signs. We are not alone in the universe, and contact with a nonhuman spacefaring civilization is eminent. Their intentions; unknown. This may lead to an existential crisis among the people of the colonies, and unrest as we debate on whether to greet these visitors with open arms or weapons raised. Roll 1d2 to determine whether the aliens will be aggressive or friendly. Navigating through these turbulent times will reward you with a universal translator, and a guide to the alien species of whichever galaxy you find yourself in.

Return Home: The planet that was known as earth has been lost to history. Whether through a great war, or environmental disaster, it has been rendered uninhabitable and the remainder of earth's original population have become nomadic, marauders and slavers. You have been chosen to lead the an effort for humanity to retake it's ancestral home. You start with one colony ship above the earth, and only what you buy from this jump document. If you can manage to develop a thriving community in the ten years, despite the earth being a hazardous and barren rock, you receive a copy of the lifeless planet earth connected to your warehouse, which you can settle and build on as you please.

Companions : You may pay **100 cp** per companion to import them with a choice of origin and **600 cp** to spend, or You may pick a new companion from among the colonists for **200 cp**, with the same origin and cp added.

Drawbacks

Are We the Baddies: (+300 cp) It seems like the ideas of “human rights” and “decency” were abandoned at some point along humanities development, Now Earth is a totalitarian dictatorship that sends political rivals to its colonies to strip mine resources and fill earths coffers. If combined with the colonial revolution scenario, and you choose to fight for the independence faction this grants an additional **(+100 cp)** as earth’s military is noticeably more bloated and disciplined.

Space Pirate Raids: (+100 cp) Space pirates strike the colonies from above every so often to take their hard earned resources and spread fear and destruction.

Hostile Environment: (+100 cp) Humans are no longer the top of the food chain, as extraterrestrial predators try to attack and devour anyone who dares to go out in the wild

Unstable Climate: (+200 cp) The Climate of this planet is highly unstable. Any attempts to terraform it will fail as the climate slowly declines to the uninhabitable level during the course of this jump

Rival Colony: (+100 cp) A rival colony on the planet is competing with yours for the planet. For an additional **(+100 cp)** They will directly steal from you, and for **(+50 cp)** they occasionally go as far as to raid your colony.

Degradation of Community: (+300 cp) Nobody can stand each other. How can you possibly hope to accomplish anything if everyone wants to descend into pointless squabbling.

Outdated Equipment: (+200 cp) The Equipment shipped to the colony is outdated and breaks frequently. You will be inconvenienced and always on edge as technicians have to work overtime to keep things running.