



Crusade Jump

By ADARX V1.0

Who are you?

The Jumper.

What do you want?

To explore the multiverse and acquire the spark.

Where are you going?

That's... complicated.

Who do you serve and who do you trust?

Who do you serve and who do you trust?

Welcome to Babylon 5: Crusade

Throughout history, mankind and the younger races have been manipulated and controlled by two ancient forces, the Vorlons, lords of order, structure, and discipline, and the Shadows, the bringers of chaos, competition, and natural selection. A war of ideology waged over millions of years, a war without end, came to an abrupt and sudden conclusion in 2261 when an alliance led by John Sheridan, Delenn, and the First One Lorien convinced the two self appointed guardians of the younger races to step aside and leave the galaxy - that now the younger races were ready to stand on their own. So it came to pass that the Shadows, the Vorlons, and all that was left of the First Ones left this galaxy for beyond the rim, and for the first time the young races of the galaxy were alone to find their own way between order and chaos.

While the First Ones are gone, however, many of their toys remain...

Welcome, Jumper, to January 1, 2267, a dangerous period in the galaxy. Humanity sits at the edge of extinction, the victim of an attack by the mysterious Drakh, one of the many races that the Shadows molded into their tool before abandoning them into an unready galaxy. While Earth was narrowly spared being bombed inside out by a Shadow Planet Killer, it is under quarantine; a nanomachine plague able to adapt to kill any species it comes into contact with in a mere five years waits for the chance to break loose and consume the galaxy.

Meanwhile the Centauri Republic's Emperor sits under the control of a Drakh keeper, a parasite that can control his every move. Secret meetings are taking place between members of the Minbari warrior caste and Drakh agents. Throughout Narn and Drazi and the fledgling Interstellar Alliance forged from the Army of Light that drove out the Shadows, rumor and treachery threaten to pull the galaxy apart.

In dark and secret corners of the galaxy an ancient enemy of the First Ones stirs, preparing to stretch forth their Hand once again.

The galaxy is a powder keg, Jumper, and you only have +1000 CP.
Will you be the one to save it or the one to light it?

Who are you?

How old are you?

Roll 1d10+19 to determine your base form's apparent biological age here. If you want to you can pay 50 CP to choose.

It's not a pouch... exactly... It's their reproductive area.

Pick a gender, whatever makes you happy, on the house.

Where are you?

Roll 1d8 to choose. Choosing Humans for race allows one re-roll on a Homeworld land.

You may pay 50 CP to pick a location.

1. Homeworld



You start on the homeworld of your race. The most important world of any race, it often sits well behind the best defenses your race has to offer. Well developed, containing virtually every comfort, short of a life extinguishing plague, you may not even have a reason to leave. If it has a life extinguishing plague, you may not be able to.

2. Major Colony

Not where you are all from, but probably one of the places you first went, your race has a major presence on this world. Population in the millions or even billions, the best of modern living is available, if not quite as plentiful as on your racial homeworld. Still, a relatively safe place for Jumper to start.



3. Minor Colony



A far flung and otherwise relatively unimportant holding of your race, most minor colonies are set up for a specific reason such as mining a needed resource or satisfying the agricultural needs of an empire. Far from home and off the beaten path, life can be hard and luxuries scarce on the fringes of civilization.

4. Transport

You find yourself starting on a civilian vessel plying the space lanes. For the time being people seem to accept you belong there. However, unless you can work out how to blend into the crew it is only a matter of time before they get suspicious and drop you at the next port – if they wait that long.



5. Babylon 5



A dream given form, the Babylon 5 station is a five mile long space station built in neutral territory, all alone in the night. It can be a dangerous place, a port of call for diplomats, hustlers, entrepreneurs, and wanderers. Almost every major race has a presence here and almost anything can be had for a price.

6. Expedition

Far from any known borders, you find yourself on a planet under survey by a team of explorers, scientists, and archaeologists. Not being crew, however, it is up to you to acquire passage off planet by persuasion, purchase, theft, or stealth. Or you could stay behind and try surviving on a rock where a whole race failed.



7. Jumper's Pick



It's a big galaxy out there and lucky you, you get to start wherever you like in it. Just make sure you have a means to leave, should you choose to do so.

8. Daltron VII

The next best thing to paradise... wait... no... that's not quite right. 2267? A year ago this would have been heaven, now you get to experience what happens when you turn a planet inside out with nuclear weapons. Dust, debris, radiation, toxic fumes - you can enjoy them all. Hope you brought a way off.



Who are you?

Who is that with you?

Never alone.

One of the most defining features of a Jumper is of course the company he keeps. Those companions who follow him into fire, into storm, into darkness, into death.

For **100 CP**, you may import **two** companions, with a free race, calling, and **200 CP** to spend.

For **200 CP**, you may import **four** companions, with a free race, calling, and **400 CP** to spend.

For **300 CP**, you may import **six** companions, with a free race, calling, and **600 CP** to spend.

For **400 CP**, you may import **eight** companions, with a free race, calling, and **800 CP** to spend.

Any race chosen counts as a new base form, for them and for you.

Why are you here?

For the perks and items of course, every jumper's best friend.

On the following pages you will be able to select from one of six races and one of six callings, these choices are free. Both race and calling have associated perks and items. You receive a 50% discount for perks and items in both the race and calling that you choose, except those marked as free for your origin.

You may choose to be Human, Minbari, Narn, Centauri, Drazi, or an Interstellar Alliance member race, the latter option allows you pick any ISA race not listed, such as the Abbai, Vree, Brakiri, pak'ma'ra, Llort, Ipsha, Hyach, or others, though all share the same perk group.

Your choices for calling are Lurker (Drop-In equivalent), Soldier, Officer, Diplomat, Explorer, or Professional. Perks are available for Light and Darkness, and are discounted 50% if you make no perk purchases in the opposite tree. Telepathy is the final perk selection, though unlike calling and race, these are not discounted.

Items acquired with points or awarded for scenarios, once used, lost, or destroyed will return to your warehouse after one week.

For ease of navigation, the perks have been divided up into six sectors to help you better find the perks you are looking for. This sector will be indicated by the color of the price of the perk.

Babylon Control has determined the perk sectors are as follows:

BLUE SECTOR: Command and Control, these perks are meant to enhance leadership skills and organization building.

RED SECTOR: Commercial operations, this is for perks that enhance your skill in crafts, trade, and general business.

GREEN SECTOR: Diplomatic sector, this is where you will find perks that improve negotiation and interpersonal skills.

GREY SECTOR: The machinery that keeps the station online, these boost and alter to your own body/machinery.

BROWN SECTOR: Uncontrolled and dangerous, here is where to go if you are looking for a fight and the perks to win.

YELLOW SECTOR: The reactor, power is the name of this sector; here is where you find powers some find unnatural.

NOTE: These sectors are purely for convenience, to aid jumpers sifting through several pages of perks to locate ones suited to their play style quickly and easily and have no effect on pricing, effect, or play. In some cases there may be overlap, in which case the perk is assigned to the sector in which it best fits.

Perks marked with an asterisk (*) have additional information in the notes.

Who are you? - Race



Humans are relative newcomers to galactic politics but already they've played a dramatic role in galactic events. Humans led the charge against the murderous Dilgar, pushing them from the League. Humans that created Babylon 5, perhaps the single most important location of the Second Age. It was a Human who united the younger races and persuaded the Ancients to go beyond the rim. The Earth Alliance has gone from a relative unknown to one of the dominant powers of known space in the span of four decades.

Many of these achievements came at a heavy price. Only by the whims of the Minbari did they escape extinction after a disastrous first contact resulted in Earthforce killing the Minbari leader. Many ships and lives were lost a mere decade later in the Earth Alliance Civil War. Now, five years after that, their homeworld, Earth, sits under quarantine after the release of a plague that could wipe all life in the galaxy within five years of exposure. Humanity faces a long road, will you be their champion?

100 Human Ways Are Often Unfathomable (Free Human)

Nobody knows what a Human will do next, your actions are much harder for others to predict or anticipate and thereby much harder to plan against.

100 Humans Can Be A Very Depressing People

With just a few words, you can suck the joy out of anybody nearby. No matter the occasion; weddings, parties, victories, you can leave any situation tasting like ash.

200 Hokey Pokey Peekaboo

Passwords, secret codes, encryption; yours are some of the best. Your electronic security is the envy of governments and would take dedicated teams of crackers decades to break – as long as they can't pull it right out of you.

300 Everywhere Humans Go, They Create Communities

Humans are natural community builders, you are no exception. You may choose for your presence to have a calming effect. Negotiations go more smoothly and people will tend to just get along with you around.

400 Hold The Line

As long as you still fight, it is very difficult for an enemy to advance past you to further objectives, though you can still be flanked and surrounded. If they can't kill you, you can hold back entire fleets/armies single handed. Expect to draw a lot of fire.

600 Of All The Races We Had Encountered, Humans Were The Most Dangerous

Members of a group you are in may use any one skill any member possesses up to the level of the group's best user or their own natural limits, whichever is lower.*



Minbari are the oldest of the younger races. Powerful, mysterious, isolated, it is only recently that the Minbari Federation has begun to loosen their aloof attitude to the outside universe, their world of Minbar now housing the capital of the Interstellar Alliance. Cities unchanged in millennia carved of solid crystal and institutions just as ancient and rigid give the appearance of a calm, united, spiritual, peaceful people; social advancement only outpaced by their impressive technologies.

However, not even the Minbari are what they appear. Beneath the surface, the Minbari are a fractured people, recent strife between their Warrior and Religious castes resulted in Minbari killing Minbari for the first time in hundreds of years and not all are happy about the decision to spare Earth, especially since the reasons for that decision cannot be revealed to the Minbari public. The new government led by the Worker Caste has a lid on it for now, but close attention must be paid to preserve peace.

100 Bonehead (Free Minbari)

The bony ridge on the back of your head isn't for show, you are now more resistant to head trauma.

100 Minbari Do Not Lie

Your people have a reputation for honesty. Barring compelling reason to believe otherwise, people will tend to assume you believe what you say. If it seems too outlandish, they may still think you crazy, gullible, or misinformed, however.

200 The Affairs Of Others Are Not Our Concern

Problems of other groups much less likely to spill over into yours on accident, though this will not prevent someone from deliberately attempting to draw your people into a war, crisis, or other situation.

300 Their Cities Are Thousands Of Years Old

The Minbari build things to last and so do you. Items you create won't deteriorate while undergoing normal use and attempts to break your wares intentionally will require much greater effort than normal.

400 In Valen's Name

Minbari do not lie, and now people do not lie to Minbari. When someone swears you an oath, they will not willingly break it. If they promise above their station, they will do all they can within the laws and customs of their people to keep their word.

600 Minbari Do Not Kill Minbari

If you can be perceived individually, people attacking you will go to great lengths not to kill you. However, animals, the insane, people operating under mind control, or similar effects are not dissuaded.*

Who are you? - Race



Narn are a race of paradoxes. Peaceful and violent, a race of poets and a race of warriors, of raiders and of the exploited. The star-faring history of the Narn Regime is brief and full of pain. Originally a primitive and peaceful people, the Centauri Republic came to their world and enslaved them. The Narn learned to fight and drove them out, launching themselves into the stars only to find themselves occupied and bombarded by mass drivers once again when they struck back at their tormentors.

Forever changed by their experience, now the Narn use captured Centauri technology to forge a people that will never taste slavery again, expanding their power by any means. This has led them to conflicts with most other surrounding races, selling to pirates and terrorists, and enslaving other races at various points. Even so, there is hope for another road as a new religion from the Book of G'Kar teaches of a future of seeking unity rather retribution. Will the Narn continue down the path of blood or will they turn back before all is lost?*

100 Days Of G'Quan (Free Narn)

The Narn's faith helped carry them through hardship, your beliefs help you cope better with adversity.

100 A Sword In Your Heart And In Your Mind

A natural leader, people give what you say more consideration and are more moved to action more easily when you speak. It won't make your decisions better, it just makes people more likely to follow them.

200 A Narn In The Centauri Royal Court?

Thieves, ruffians, even riotous masses, will be no more likely to harm you for your race, religion, etc. than they would their own kind, even in hostile lands. However, it won't make them likely to treat you well.

300 Very Satisfying Thump

Walking the sands of blood comes easy for you. Blows you land that make a solid connection to the head or equivalent are more likely to concuss, dizzy, stun, or knock out your opponent, provided they are susceptible to such injuries.

400 The Centauri Learned This Lesson Once. We Will Teach It To Them Again.

You are a shining example to others; your willpower, determination, courage, will spread and allow those who follow your cause to mentally endure anything you can.

600 Book Of G'Kar

In only a single month, the Book of G'Kar was close to outselling the most revered text of the Narn people. Now you too can cause your writings to be considered a religious text, and to cause missionaries and preachers to live and teach your word.*



Centauri are not to be taken lightly. Once the lion of the galaxy, a force second only to the Minbari Federation, political turmoil, costly wars, and alien subversion cost the Centauri Republic dearly in power, territory, and influence. Even in decline, however, the Centauri should not be dismissed. Their fleet is vast and their technology advanced; few can stand before them as they demonstrated by waging simultaneous war on almost the entire League of Non-Aligned worlds at once.

A wounded people, their homeworld lies devastated after attack by the Narn Regime and Drazi Freehold. Agents of the enigmatic Drakh walk the corridors of power, controlling the Emperor like a puppet. Their diplomatic ties lie in ruins after pulling out of the Interstellar Alliance after being caught raiding their members. Their violent past has put enemies on all sides. Can you restore them to greatness?

100 Coming Up Again It's Not So Terrific (Free Centauri)

You choose how you digest food, allowing you to eat as much as you want without gaining weight or to subsist off food your species couldn't normally process.

100 But In Purple, I'm Stunning!

Looks are important, especially so for a Centauri. Any outfit you wear will be regarded as stylish and fashionable and probably cute. This effect is amplified if the outfit is purple.

200 Great Maker!

You have a way with words, many of them very descriptive, many of them vulgar. This gift allows you to create sympathy out of all of the little misfortunes the universe throws your way. Even your worst enemies won't be able to help feeling sorry for you.

300 We Centauri Live Our Lives For Appearances, Position, Status, Title

What is a Centauri without position? When part of a society that has nobility, you will hold a position as at least a minor noble and people will recognize you as such.

400 In The Great Old Days Of The Republic

Once the Centauri Republic held most of known space; perhaps, with the right leadership, it can again. Organizations you lead grow in size, strength, and influence more easily and rapidly than normal.

600 A Dream Of Death

The Centauri dream of their own death, knowing when and how. This destiny can be changed, however. Whenever you are fated to die, you will receive a dream (sleeping or not) that shows you many of the details surrounding it so that it may be averted, if you make the right choices.*

Who are you? - Race



Drazi civilization is one of the older races in the Alliance, their territory large, comparable to other great powers, they have considerable diplomatic ties through the former League and other races and so why is it that the Drazi Freehold is rarely counted among the great powers of the younger races?

The Drazi have something of an issue with violence. They decide their government by grouping off into factions based on colored cloths pulled from a barrel, and physically beating the other side until one side is left standing. They raid their neighbors, engage in constant combat on their borders, and, in general, find violence to be the solution to all of life's problems. That is not to say there are no Drazi scientists or poets or diplomats, only that constant fighting with themselves and others has hampered their growth. While skilled and fearsome warriors, this makes it difficult to run an empire, unless Jumper can bring them into the big leagues?

100 Carry Heavy Things (Free Drazi)

Naturally stronger and coming from a society that values physical prowess, such as a government based on who can beat the other side into submission, among other things, your strength is greater than most.

100 It Hurts To Hit A Drazi

If there is one thing you have to be able to as a Drazi it is take a punch. Naturally sturdy and coated with thick, coarse scales, striking one is often worse for their assailant. You are much better able to shrug off blows and ignore pain from them.

200 Green Drazi Win. You Win. Everybody Win.

Due to the way many Drazi speak, they are often dismissed as stupid. This is far from true, especially in the ways of war. Traps and ambushes you plan and set up will be much harder to detect and to escape.

300 You Will Have All The Ships We Can Spare

Waiting, wondering if help is going to arrive can be very difficult. Wonder no longer, you now know if you call for help it will come so long as friendlies are in the area. Not always enough to help, however.

400 Green Must Fight Purple

The Drazi show us combat is a form of governance. You can, as a matter of law, to settle disputes, leadership vacancies, etc., demand a duel. Legal authority will not make everyone agree with nor like you, however, especially non-violent cultures.

600 Greens Follow Green Leader

Drawing the leadership sash is all that it takes to be a Drazi leader. There is a 50% chance any member of a race you choose each jump will, in your physical presence, recognize you as a leader of theirs.*



Interstellar Alliance (ISA) races are many and varied, representing a broad cross section of the younger races of the galaxy. A new and fragile union composed of the former races of the League of Non-Aligned Worlds as well as the Humans, Narn, and Minbari, it is just celebrating its fifth anniversary by the Human calendar but is already threatened by several major crises.

Led by Alliance President John Sheridan, the ISA is in dangerously unstable position. One major power, the Centauri, have already withdrawn, another's homeworld, Earth, sits under medical quarantine, and everywhere, the servitor race of the Shadows, the Drakh Entire, both wage open war and move in secret among all the major races to spread chaos and reignite the fires that once consumed the galaxy under their masters' watch. Only great luck and skill will save the alliance from ruin. Can you keep this eclectic organization from collapse or will you drive it to destruction?

100 Not Biologically Equipped To Interface (Free ISA)

Some races are able to breed with each other, some can't. You can now decide which is which, being able to, at will, set which races you are able to procreate with.

100 They Were Sticking Him With Needles And They Were Flashing Lights

Your government has no comment on your alleged abductions of Humans nor why your scientific studies yield more precise results, more quickly, easily, and efficiently.

200 We Have Kept Our Medical Information To Ourselves

The Jumper is medically unique. Attempts to analyze your genes, biology, or other medical information will be much slower for those acting against you.

300 The pak'ma'ra Are Invisible, Ignored, Shunned

Externally, people like you are a credit a dozen, not warranting a second glance. Unless deliberately calling attention to yourself, you are much more likely to be overlooked in public or in a crowd.

400 The Queens Thank You

You have done a kindness for our people. When aiding a different race, a benevolent act done for one will be treated as if done for the race by that race's leaders. The greater the deed and more connected the recipient, the more favor curried.

600 We Are One*

Strength in unity. For each independent force you unite with disparate interests in working in common cause against a superior foe beyond the first, your unity allows your forces to function as though the gap in strength between them and this foe is a quarter as great.

Who are you? - Calling

Lurkers are the forgotten, the dispossessed, the social underclass. They exist on societies edges, often having few opportunities and fewer resources. Choosing the path of the Lurker means you only get what you arrive with. No memories, no connections, no history in this universe.



100 No-one Here Is Exactly What He Appears (Free Lurker)*

We all hide our true face, but you are exceptionally skilled both at making and at piercing such masks to see the real person.

100 I Take Great Comfort In The General Hostility And Unfairness Of The Universe

Surviving is dirty work on society's edge. Poor conditions like dirtiness, cramped quarters or zero-g don't bother you. You're able to stretch resources further and scavenge supplies more easily. You're also at least temporarily able to jury rig devices and equipment to function off your salvage.

200 Thieves Guild

Survival in dangerous places often means working with dangerous people. Mafias, gangs, Assassin's Guilds; most worlds have them and so do most jumps. In any jump, you may opt to have contacts or affiliation with the local criminal culture. As a bonus, you also know how to find criminal services like fences and who needs to be bribed to keep the wheels greased.

300 Walkabout

If you walk long enough, you can meet yourself. Once face to face with who you really are, you can get to the root of psychological issues. You can use long periods of isolation to work to heal mental wounds and mental illness effectively. The more deep rooted or complex the psychological issue is, the longer it will take to resolve.

400 If You Value Your Lives, Be Somewhere Else

There is no money in being dead. You know when the odds have turned against you and how to get out alive. Likewise, being the best thief isn't always the most lucrative one. The nail that sticks up gets hammered down. You know just how far you can push things in an area before provoking attention you can't handle.

400 The Resistance Didn't Stay Alive This Long By Being Sloppy

Fights aren't always fair, but a one sided war is where you shine. You are a master of improvised explosives, guerrilla combat, ambush, detection avoidance, insurgent and asymmetric warfare skills. Whether you consider yourself a modern Spartacus or Guy Fawkes, you can fight much bigger and stronger opponents to great effect.

600 Who Do You Serve And Who Do You Trust?

Everybody has their reasons, now you have them too. With relatively little effort, you can discern the motives and intentions of anyone you work for or anyone that works for you, even indirectly, even people you've never met. This effect applies even if they intend to disown or deny that you ever worked for them or they for you.



Soldiers fight. Armies, mercenaries, security personnel, revolutionaries, even police forces can be considered soldiers. Modern soldiers are practiced in the art of wielding a firearm to achieve the objectives of their nation, employer, or cause.

100 GROPOS (Free Soldier)

To be effective in combat, a soldier must hit their target and you are better than most; even expert snipers defer to your skill with guns of all kinds and your hand to hand and melee weapons skills are masterful in any environment.

100 Hero Of The Canal Wars, Scourge Of Janos 7

War in any age produces legends of those who perform great deeds and score great victories. Fame on the battlefield comes more easily to you than most, your exploits seeming to take on a life of their own. Superior officers, news media, patriots will all sing your praises and enemies will curse your name.

200 We Are Rangers

For a thousand years they have watched the rim and stood against the darkness. You may choose membership in their ranks or to have contacts among them (and similar organizations in other jumps). They fight those who prey on the weak and the helpless and so your block's and counter's speed and power increase dramatically when you are on the defensive.

300 There's Only One Truth About War, People Die

War is killing the enemy and war is losing friends. These are hard truths soldiers must face but you face them a little easier. You may shut off compassion, sympathy, and grief and restore them at will. You may choose to either delay the emotions until a better time or to just not feel them at all.

400 We Walk In The Dark Places No Others Will Enter

To be a Ranger means death is an outcome to be neither feared nor avoided. Fear has no hold on you, effects that cause fear fail on you. It is to accept a life of service to a greater whole, and in that service you can endure almost anything. Your willpower is absolute and you can withstand any pain or hardship in support of your cause.

400 We Live For The One, We Die For The One

But you don't die stupidly. Death is not to be avoided but life is not to be thrown away. Each jump you may endure one hit that would have otherwise killed you, though your condition may not leave you able to do much

600 Very Latest From Earthforce R&D

Armies are big, expensive things to equip. Often that means packing weapons and gear or captaining ships obsolete decades ago. Not you. You always have the latest and greatest military hardware available for use while serving in a military or for purchase/lease if you are a civilian.

Who are you? - Calling

Officers are a necessary part of modern civilization so long as the vessels that enable interstellar commerce, transport, and warfare stubbornly refuse to pilot and maintain themselves. Every major race has men and women who dedicate their lives to the operation of these craft.

100 But Well Hung (Free Officer)

You can hang with the best pilots in the galaxy; few are more skilled at keeping a ship or fighter intact than you are.



100 Maybe It Looks For Cracks Or Does Something To The Metal

A ship isn't going anywhere if all the little moving parts aren't working. You have a natural talent for keeping vessels in ship shape and keeping systems running smoothly. You are enough to keep a ship in working order alone that would normally take a mid sized team. Also, you are skilled at identifying breaks before they happen.

200 God Sent Me

Combat is easier when you don't have to fight, when you can scare off those who might hurt or exploit you. Your threats are vastly more intimidating, causing people of less than outstanding willpower to cower or flee. Unarmed this effect is potent, but equipped with a weapon or other equipment that can be used as a prop (such as armor or vehicles) it is greatly magnified.

300 A Plum Assignment And Fast-track To Promotion

Promotion depends on high visibility, high prestige assignments and those just seem to flow your way. Climbing the ranks will be easy for you since you always seem to be in the right place for recognition.

Distinguishing yourself once there will be up to you, but that shouldn't be a problem, should it jumper?

400 Jump Points Forming Right On Top Of Us

First impressions are important and arrival is the first stage of any engagement. You know how to make an entrance, always arriving positioned for maximum tactical advantage whether you mean to or not. You will always have the metaphorical high ground when engaging the enemy, or at least the least bad low ground.

400 Target Their Engines

Captains are often required to take a ship intact. Whether a raider seizing and selling loot that happens to be worth more unexploded or a naval officer capturing a vessel for study, salvage, or detainment - not every ship can simply be blown out of space. Now neither you nor any vehicle/ship you operate will accidentally kill a target you're trying to capture.

600 The Very Model Of The Modern Major General

Weapons win fights, tactics win battles, and strategy wins wars. Your understanding of the finer points of military leadership are unrivaled, you can wield an army or a fleet like a surgeon wields a scalpel. Your skills are so advanced an observer would think it almost choreographed. This allows your forces to hit far above their weight class.



Diplomats wield words where others would wield swords or guns or fusion bombs, and often to greater effect. The right word in the right ear at the right time can start or end wars, empires, or even entire eras of the galaxy. Persuasion and compromise are the tools at your command and you wield them to great effect.

100 Could I Please Get A Translation Team In Here? (Free Diplomat)

You can pick up languages with just a few weeks of study, even long dead languages without living speakers. Pick two free.

100 Next Time, My Way

Social interactions are complex within a species, let alone between alien cultures. You have a knack for picking up social cues and body language and can quickly adopt the etiquette and protocol in place for a group after only brief observation. After a few weeks of observation or immersion, your mannerisms will be indistinguishable from someone who grew up in the culture.

200 Now Everyone Wants To Be My Friend

People just like you. Your mannerisms, your humor, your style – people just want to be around you and with you. You make friends and gain influence much more easily wherever you go.

300 I Need A Favor

Sometimes when you need another to do something, they have all the cards. People will be more willing to do more on just your asking for a favor with you owing them one, even undertaking difficult, painful, or costly tasks. The closer you are, the more they will do. Just remember, they will want collect and some favors come with too high price.

400 Large Empty Files

Going into a negotiation blind is a sure way to lose. You have developed great skill in getting general but thorough backgrounds on people, groups, and races, even the most secretive ones, quickly. Over long periods of time you can ensure ongoing reports of greater and greater specifics. Within a couple years, you'll have pretty much everything there is to know.

400 You'll Have To Negotiate With Them Yourself

No amount of words will win your goal if you can't get to the right person to hear them. You are practiced in finding ways to arrange meetings on your terms with virtually anyone, though what comes next will be up to you. Any restrictions you impose on them would apply equally, such as come alone or no telepaths.

600 Don't Give Away The Homeworld

Your silver tongue is the stuff of legends. With time and patience, you could sell guns to pacifists, steak to vegans, and water to the drowning. If any combination of words could in theory bring them around, it eventually will. The more it will cost or the more they hate you, the longer it takes, and huge concessions may take months.

Who are you? - Calling

Explorers are those who walk a path before there is a path to walk. Searching for knowledge, searching for treasure, or just looking to see what is on the other side of that hill before anybody else gets there, you travel to the far places of the universe braving the unknown and you have the skills to return home safely.



100 Sky Full Of Stars (Free Explorer)

Your navigation skill is rivaled by few. You always know what path you came in on and it's nearly impossible to get you lost.

100 That Is Why We Signed The Treaty In The First Place

The thing about exploring is a lot of times somebody already lays claim to ground you wish to walk (or the tomb you wish to pillage). You find securing rights of passage and permission to study in places whose owner is not actively hostile easy, as is securing a fair or better arrangements as to how to divide the spoils.

200 The Fun Of Being An Archaeologist

Who would have thought travel and study would require so much paperwork? Now it doesn't. You find that paperwork, in general, tends to take care of itself, leaving you to focus on more interesting matters or at least ones more demanding of your personal attention.

300 No Lock I Can't Get Through

Many of the intact treasures of the galaxy are such due to the trouble gone to to protect them, but every lock has a key and every booby trap a workaround. You can break, bypass, or disarm all but the most advanced locks, traps, and safeguards not under active supervision.

400 So Many Dead Worlds

The galaxy is littered with them and no small number are worth a closer look. You have a very strong intuition on how and where to find lost ruins with advanced civilizations, forgotten treasures, and forbidden knowledge and can trust your gut to get to the right planet (or right few square km in planet bound settings) though exact locations may require scouting.

400 Off Beacon

Few survive going off the beacon in hyperspace, but you'll manage. Where there is a way back, through, around, or in between, you'll find it. Attempts to thwart your progress with dimensional displacement, magical mazes, uncharted shifting realms of chaotic unreality will inevitably fail.

600 A Hundred Patents I Could Exploit

One way to cash in is to find something you can patent which means you have to understand it. Now any object you examine for a few hours will provide enough understanding of the technology to detail what every piece of it is, how it works, and the science behind it, though not necessarily the science that created it.



Professionals form the backbone of every race. Doctors, lawyers, engineers, shipwrights, teachers, financiers, entertainers, businessmen of a thousand persuasions, you are one of those individuals who through diligent work and skill keep the galactic economy humming along, and making some money while you are at it.

100 We Live To Serve (Free Professional)

Some people burn out doing the same thing year after year, not you. Boredom and career fatigue have no hold on you.

100 Worker Caste

Work quality is subjective but everyone agrees you are the best. Your skill in a profession of your choice per purchase is now among the top 1% of people in that field. You also get any licenses and clearance needed for the job, as well as any relevant documentation needed to prove such credentials exist.

200 You Are Not Exactly In A Position To Bargain

Your work is worth what others pay for it. People who seek your services will perceive them to be of higher quality and value than competitors, or their own need for them greater, and pay accordingly, or give you the edge in consideration if your prices are the same.

300 You Get To Make Your Own Hours

One of the troubles of being a jumper is balancing work life with saving the universe. Now employers and clients are much more forgiving of lengthy, unexplained absences that come with multiversal jump chains allowing you to adventure without worrying about finding a new job when you get back.

400 Humanity Is My Business

One thing you have to learn in business is perception is reality. Fortunately for you, as long as you tell people you are working for good, they'll buy it. This makes it very difficult to convince them even obviously evil acts were done without good reason, or by you at all. Beyond eternal good PR, you are also less likely to be investigated or audited by the authorities.

400 This... Is Wrong Tool

Very little causes aggravation like having every tool for a job save the one you need. As long as you have an item similar in form or function, you can make do. Perform surgery with a butter knife or weld steel with a lighter, you'll make it work.

600 More Money Than God, Edgars?

Everything has a price and a worth. For you, these are the same. You may buy any physical object for what an objective appraisal would find its value to be, heedless of any intent to sell. This purchase is immediate and legally binding. Minor changes to facilitate this are made automatically, such as the location of small objects, locks, passwords, etc..*

Who are you? - Telepath

Across a hundred worlds over thousands of years, the Vorlons planted the roots of telepathy in the genomes of the younger races as fodder for their war against the Shadows. Now, with the Vorlons and Shadows gone forever and the wars they were created for forever ended, the telepaths must find their own place and purpose, with their peoples or apart from them.

Telepaths *

Not all telepaths are of equal power. Some range from barely able to detect another telepath poking around in their own head all the way up to controlling the minds of a room full of people. The way this is measured is the P-scale, with the natural limits ranging from P1, the weakest, to P12 the strongest. At P1, you can tell if telepathy is being used on you, at P2, you can block weak probes and surface level scans, at P5 you are able to read minds within line of sight, both at the surface level and with effort, deeper memories. By P8 and P9 you are able to alter memories, create impulses and low level mental blocks, even detect electronic surveillance. At P12 level you can use your telepathy to home in on the crew of a distant ship, smash through all but the strongest mental barriers, even causing brain trauma if you think too hard. To target a person with these abilities, you must normally be able to see them, though detecting the broadcast thoughts and picking up passive telepathic noise only requires proximity.

Choose your P level at a cost of **50 CP** per level (e.g. P1 is 50, P12 is 600)

While the P rating gives a rough idea of how powerful a telepath is, the exact skills, abilities, and strengths of a telepath can and do vary pretty dramatically between even telepaths of the same P level. You may further choose specialties for your telepathic abilities at additional cost. P level requirements* will be noted in the specialty description.

200 Unobstructed Telepathy (P6+)

Whereas most telepaths require uninterrupted line of sight in order for their powers to function remotely, not you. Though more challenging and draining, you can perform your abilities up to their normal range so long as you know the identity of the person you are attempting to reach and their approximate position.

200 Long Range Telepathy (P12)

Many know that entering hyperspace greatly boosts the range of telepathic powers, not as many know this ability sometimes persists after hyperspace is left. Telepathic abilities can now reach tens of miles, however active abilities still require line of sight, augmented or not, unless Unobstructed Telepathy is also purchased.

200 Empath (P5+)

While most telepathy focuses on reading and controlling thought, empaths are able to alter emotion. Where telepaths require extensive mental probing and rewrites to convince someone they are best friends, an empath can do so with just a word. Through subtle manipulation, the suggestions of empaths are hard to resist.

200 Bonded Telepathy (P12)

Through creating a special psychic bond, a telepath trained in this manner is able to link their mind to up to three other willing telepaths which will allow them to know what each of the rest of the group is experiencing as well as instant communication across any distance and between dimensional barriers.

200 Mentalist (P5+)

Telepathy is reading and controlling the brain but that need not be focused outward. Some telepaths have learned that by applying their talents inwardly, they are able to directly alter their own biological responses, allowing them to push their bodies to much greater heights by eliminating pain, triggering adrenaline, etc.

200 Mindripper (P10+)

While memories can be taken by any telepath who can perform deep scans, skills, which come from hundreds, thousands of hours of practice, muscle memory, reflexes, and so on are much harder for a telepath to take. You, however, are able to do so from targets though it is painful and often fatal for those who resist.

300 Black Ops Telepathy (P5+)

Trained specifically to integrate their telepathy with more mundane military actions, these soldiers can render themselves unnoticeable to anyone in range of their abilities, as well as using their abilities for things like putting rounds in targets and stunning or distracting them at a crucial moment.

300 Puppeteer (P10+)

Where most telepathy focuses on the mind, this specialty bypasses thought and attacks the control centers of the brain directly, turning the hapless victim into a plaything for the Puppeteer, who is able to direct their every bodily function from motion to speech to breathing, leaving the victim fully aware.

300 Precognitive Telepathy (P12)

Telepathy can be used to view remote places, but also remote times. You receive visions of the future focused on you or someone with which you are in physical contact. What you see is unpredictable but with practice can be honed to within a few days of a chosen period and new attempts can be made immediately.

300 Telekinesis (P8+)

Most telekinetics are either unstable, insane, or both. You are one of the lucky exceptions, able to move objects with your mind. While your skills will start weak and clumsy, with practice you can achieve both fine control and enough strength to lift and hurl even a full grown adult. This cannot be learned outside this perk.

Who are you? - Conspiracy

The Vorlons and the Shadows may be gone, but the war between the Darkness and the Light still remains. You may choose a side for discounts and exclude the opposition, or get no discount and pull from both.



Light

Soldiers, Rangers, diplomats, explorers, politicians, everyday people who work to push back the Darkness.



Darkness

The Drakh and their allies, Shadow servitors who serve the cause of evolution through chaos and bloodshed.

200 Lord Of Order

Strength only comes from harmony of purpose and those who disturb unity foster chaos. You are skilled at discovering and tracking down these disruptive elements in the service of order.

200 Servant Of Evolution

Strength only comes from competition and those who foster unity stifle growth. You have become skilled at discovering and tracking down these nexuses in the service of chaos.

300 It Is Too Late For The Pebbles To Vote

Strength requires collaboration, but once a decision is reached it requires unity of action. As a leader, once you make a decision, people will be strongly disinclined to question or second guess you.

300 Strength Only Comes Through Conflict

Blind obedience is for the sheep. You know that true strength comes from upsetting the social order. You are very skilled at causing divisions within a group and fanning flames of infighting.

400 Who Are You?

You know who you are, what makes you, you. Attempts made to subvert your identity through things like brainwashing, possession, psychic abilities, implants, etc. are extremely unlikely to affect you.

400 What Do You Want?

You know what you want and what you will do to get it. You gain a general sense about where to go or what to do next to achieve your objectives, though the details will be up to you to figure out.

600 You Do Not Understand

Vorlons are masters of subtlety; plots within plots and meanings within meanings. Your methods are now equally inscrutable. You can manage a conspiracy that spans billions of people and a whole galaxy without more than the smallest details getting out.

600 We All Have Our Keepers

Keepers; invisible, inoperable, sentient parasite used by the Drakh that controls the actions of its host through inflicting excruciating pain and unerringly loyal to their masters. You may maintain one at a time, growing a new one takes a month.*

800 Listen To The Music, Not The Song

Order is the natural state of the universe; predictable laws of physics and mathematics govern everything. You instinctively understand how all the information you have fits together to form the larger picture, there is no such thing as having to figure things out for you, if there is a pattern you will see it immediately.

800 At Each Other's Throats Evolving Our Way Up

The only way to get stronger, to get smarter, to get better, is to fight for it. Everything is conflict and so everything is better from conflict. You can practice or improve any skill you have by fighting, killing, and destroying; taking the inspiration and channelling it into other skills.

1000 Touched By The Vorlons*

You're different. The Vorlons modified you, experimented on you shaped you into their tool to fight against the Shadows. You find powers from within you vastly more potent and psychic abilities even more radically augmented. You are additionally immune to mind control from all save the most powerful of psychic abilities.

1000 One With The Darkness

The Vorlons were not the only ones to modify young races to their cause. You have been outfitted with techno-mage implants and instructed in their use. Create items out of the atoms of the air, coat yourself in personal shields and armor, teleport, create collapsing pocket universes, the power of the techno-mage is vast.

What do you want? - Items

On Babylon 5, almost anything can be had for a price. Gain an additional **+400 CP** for use in just the items section. Discounts will be noted with the item.

Free Credit Chit

The debit card of the 23rd century, starts with fund on it for a month's worth of modest living. Each additional purchase costs 50.

Free Comm Link

Long range communication device, attaches neatly to the back of your hand or in more conventional form. Genetically coded for your use only.

Free Identcard

This is the preferred legal documentation of the galaxy. With this you will appear as a legal resident and citizen of your chosen race here.

Free Clothes

You receive a set of clothes appropriate to your race and calling in your size, such as a uniform for a soldier. Each additional purchase costs 50.



50 Melee Weapon (Free Lurker)

Your choice of melee weapon such as a Minbari Denn'bok, a Narn Ka'toc, a Drazi punching dagger, a broadsword, a staff, or any other melee weapon from any of the younger races.

50 PPG (Free Soldier)

Your choice of a younger race handheld energy weapon such as an Auricon PPG pistol or rifle or an easily hidden collapsible version. Comes with 3 rechargeable caps.



50 EVA Suit (Free Officer)

Airtight and pressurized, this suit will allow you to safely exit a spacecraft in space, maneuver around and breath for up to twenty four hours.

50 Bug Wand (Free Diplomat)

Hand held device that allows for easy detection of most listening devices so that they can be removed – or exploited to feed desired information.

50 Star Map (Free Explorer)

Map of known space, including even most secret jump routes. In other jumps changes to be a highly detailed map of that setting.

50 Résumé (Free Professional)

A list of abilities and references who will vouch for your past work experience and skill. Updates to appropriate details each new jump.



100 Psi Cop Gloves (Discount Human)

Pair of black leather gloves. When worn, will allow you to scale back the effects of any powers you possess at will, including disabling them completely.

100 Triluminary (Discount Minbari)

Minbari relic, it glows in the presence of those with DNA descended from a specific individual. This individual may be reprogrammed at will.



100 Gil Implants (Discount Narn)

Bionic device installed at the base of the neck, these easily concealed items allow you to breath numerous atmospheres without needing encounter suits or breathing masks.

100 Assassin's Wand (Discount Centauri)

Pen-like object with concealed needle, neurotoxin, and sealant. Once stuck a target's death is nearly instant and indistinguishable from natural causes. It refills once a month.

100 Shokalla Statue (Discount Drazi)

Small hollow statue with a secret compartment visible only to those who know where to look, anything concealed within will be almost impossible to find.

100 Interstellar Encyclopedia (Discount ISA)

A data crystal containing a copy of the combined public knowledge of the major factions, updates with each new jump.



200 Identcard Kit (Discount Lurker)

Everyone is someone, you can be several someones. Allows you to create fake IDs that pass basic inspection in any jump.

200 Flak Vest (Discount Soldier)

Modern armor, can dissipate much of the damage from a PPG strike but won't stand up long against repeated hits or stronger weaponry.



200 Jammer (Discount Officer)

Long range communication jamming device, it blocks almost all transmissions up to five miles in radius unless the transmitter has vastly more power behind it.

200 Listening Device (Discount Diplomat)

Almost microscopic camera and microphone combination with a self-charging battery, as long as it remains at a location you will be able to see and hear like you're there.

200 Collar Gun (Discount Explorer)

Fires an almost impossible to remove metal collar which can be set to contract by remote or proximity. Originally a prisoner control device. Autotargets necks by default.

200 The Perfect Fitting Uniform (Discount Professional)

Clothes perfect for any occasion and are among the most comfortable that you'll ever wear. Mends damage weekly.

What do you want? - Items

300 Blacklight Suit (Discount Human)

Prototype suit that allows you complete invisibility while stationary and a transparent blurring effect while the user is in motion.

300 Gravity Ring (Discount Minbari)

A crystalline ring that, when worn, allows you to project a gravitational force equal to several times Earth's gravity in a narrow area.

300 Booby Trap (Discount Narn)

Can be disguised as anything, it can be set to respond to the DNA of a given person or group and deploy a lethal toxin. Can be recalled to the warehouse when unobserved.

300 Emperor's Crest (Discount Centauri)

Medallion which belonged to the first Emperor, gives owner a claim to any one throne per jump. Taking the throne from the owner is up to you, however.



300 Barrel of Cloths (Discount Drazi)

Barrel of sashes of multiple colors. If people wearing the same color will experience a strong senses of comradery, different colors violent hostility.

300 Time Stabilizer (Discount ISA)

A small disk shaped device, when worn and powered will protect the wearer and their equipment from alterations in the timeline or time based attacks.



400 Mind Probe (Discount Lurker)

Hand-held electronic device that, when placed on the temple of a person, will put them in a very suggestible state and make them answer any question truthfully.

400 Tarsier Implants (Discount Soldier)

Bionic implants which enhance the speed, strength, and reflexes of the user to nearly peak levels for their race. Also gives the user low light vision.

400 Fighter (Discount Officer)

You may choose any space fighter belonging to a younger race such as the Starfury, Thunderbolt, Nial, etc. Won't draw more scrutiny than other personal craft.

400 Encounter Suit (Discount Diplomat)

Full body concealment, armor that can even survive a few PPG shots, biological and chemical filtration, and air for bad or no atmosphere all in one suit.



400 Quantum 40 (Discount Explorer)

200 kilograms of the rock that enables hyperspace travel, this incredibly energy dense mineral will appear in your warehouse each month.

400 Healing Machine (Discount Professional)

Originally a form of corporal punishment, transfers life energy from one to another healing wounds of equal measure. Fatal wounds requires a life to heal.*



600 Defense Grid (Discount Human)

Setting appropriate automatic defenses will manifest from concealed hatches on the exterior of a structure your warehouse is connected to and attack those hostile to you.

600 Chrysalis Device (Discount Minbari)

By entering a month long hibernation period in a cocoon, you may combine the traits of any two biological forms you possess into a new derivative form.

600 Book of G'Quan (Discount Narn)

Each time when read, this Narn holy-book will grant you a flash of insight into any problem you are facing. It won't solve the problem, but it will put you on the right track.

600 Purple Files (Discount Centauri)

Everyone has secrets, but not from you. A self-updating document that contains all of the secrets of any one faction. A new faction may be added each jump.



600 Sunhawk (Discount Drazi)

Backbone of the Drazi navy, the Sunhawk is a fast and powerful warship that relies on maneuverability over armor to get kills. Needs a small crew to operate. Not jump capable.

600 Blue Star (Discount ISA)

The smallest jump capable ship, it is very fast and well defended for a transport. Won't draw more scrutiny than other personal craft. Not designed for pitched battle.



300 Vorlon Viewer (Discount Light)

This screen will teach, in the most efficient way possible for each user, information from all sources it has access to.

600 Inquisitor Cane (Discount Light)

Vorlon cane, it can project holograms, energy blasts, bright light, and telekinetic lifting up to about 200 kilos.

300 Machine Rig (Discount Darkness)

Mechanical suit which, when touched to any computer system will allow you to take complete control.*

600 Shadow Pod (Discount Darkness)

One of these can run and maintain a ship can maintain a ship by itself as well as a full crew could.*

What do you want? - Drawbacks / Scenarios

What's that? You want more perks, more items, more points? My associates can arrange that. You can take up to five drawbacks or 1000 extra points worth (Between the Darkness and Light does not count towards this limit), beyond that, they just make your stay more interesting.

Drawbacks end after 10 years. Just remember, some favors come with too high a price.

+100 Favorite Thing In The Universe

You are now obsessed with Daffy Duck and will attempt to share your obsession with everyone you attempt to make a personal connection to.

+100 Minbari Alcohol Tolerance

If even a drop of alcohol passes into their system, they fly into a berserker rage. If taken as a Minbari, the effect lasts four times as long.

+100 Smell Like A pak'ma'ra

pak'ma'ra are often considered unexceptional, except their smell. Being carrion eaters, they always smell of finely aged dead body, now you do too.



+100 There Are More Of You!

Each month, your warehouse will suffer a progressively larger insect infestation. Mostly just annoying and dirty, they do like to chew on wiring, however.

+200 Death Blossom

One year into your jump, you will receive a black flower, a from the Thenta Makur Assassin Guild that they will be arriving shortly to claim your life. You will fight them for your stay.

+200 Deathwalker

After choosing a race and perk selection, you are transformed into a Dilgar. Hated by everyone for being space Nazis, it will be hard for you to make friends and avoid assault here. *

+200 Drakh

The servant race of the Shadows know about you and think with your dimensional jumps and charisma powers, you can bring back their masters. True or not, they will hunt you all jump.*



+300 Keeper

The Drakh have already found you and put you under the control of a Keeper. You best hope your companions can figure it out and find the one Drakh that created it. *

+300 Blip

The Earth Alliance has a capital warrant out for your arrest and detainment. While there is plenty of neutral territory, members of the ISA will extradite you without a second thought.

+600 There Is A Hole In Your Mind

That hole just happens to contain all outside memories of Babylon 5, your powers, your warehouse, your knowledge from outside this universe.

These are optional enhancements to your experience, what ifs from how the Babylon 5 universe could have gone just a little bit different. Taking one excludes the others.

War Without End

To prevent the Shadows from winning the last war, Babylon 4 and Valen were sent into the past. Now, it never arrived. The year is 2260 and the Shadows are moving openly, Babylon 5 is fallen and Sheridan dead. It now falls to you to unite the Younger races and defeat the Shadows before they reduce the entire galaxy to infighting and war.

The Shadows are an ancient race of enormous power, they work by approaching the younger races, offering them small favors that work towards them going to war with one another, something attacking them directly to achieve this.

Reward for success: Babylon 5 Station

Entil'Zha Jumper

The good news is that this time at least, Babylon 4 made it back to the last great Shadow War. The bad news is Valen didn't. The year is 1260, you are as Valen was when he arrived. A galaxy in chaos and only the information contained in Babylon 4's computers to guide him.

During the last Shadow war, the Shadows were openly attacking the younger races and offering them peace if they would turn on their neighbors. Only by uniting the races against the Shadows, with the help of the Vorlons, and driving them back will you claim victory against the Darkness.

Reward for success: Babylon 4 Station

Legions of Fire

When the Shadows went away, they left a lot of toys behind, including a planet turned factory, Xha'dam, their fail safe that if they should fall the spread of chaos would continue. Originally, it was destroyed by Galen, Vir, and a few other techno-mages. Now it is up to you.

The year is 2265 and the entrance to Xha'dam has been moved. You, must comb the galaxy for clues as to where the entrance to Xha'dam was hidden and formulate a plan to infiltrate and destroy it before mass produced Death Clouds, planet sized missile platforms which turn worlds inside out, consume the galaxy.

Reward for success: Techno-mage Pinnacle Spacecraft

A Call To Arms

Originally Earth was able to save itself from the Death Cloud but fell victim to the Drakh plague, placing it under quarantine until a cure could be found, but Earth was never the intended target for the virus.

The year is 2267, Earth was destroyed by the Shadow Death Cloud before the Drakh lost control of it and the Drakh were able to deploy the virus on Minbar and throughout the ISA as they had originally intended. Now, with a much weaker and more paranoid ISA and a more aggressive Drakh, you must find a cure before the virus spreads and all life is snuffed out of the galaxy in five years.

Reward for success: Victory Class Destroyer

What do you want? - Scenarios

Sheridan died at Z'ha'dum

At the end of 2260, Sheridan went to the Shadow homeworld Z'ha'dum and leaped into a canyon where he met Lorien, the oldest being in the galaxy, and with his help was able to drive off the Shadows and the Vorlons. Well, Lorien took up other residence so now Sheridan just made a wet splat.

The year is 2261, and it is up to you to carry the torch, to unite the younger races, to convince them to put their time, and resources, and lives into a seemingly lost cause, to convince the Shadows and the Vorlons that their time is over and they should depart beyond the rim.

Reward for success: White Star cruiser

And so it begins

Humanity faced extinction several times during its history, one of the more recent the Earth-Minbari war, where, during a botched first contact, the Humans killed the Minbari leader Dukat and the Minbari launched a war of genocide to avenge their fallen leader, a war for which humanity was woefully unprepared and which they only survived because the Minbari called it off at the last second.

The year is 2245, Dukat is dead, and the war is just starting. Your job is to reverse this one sided curb stomp and push back the Minbari who this time will not willingly stay their hand. If you can make the Minbari extinct or sue for peace, your job is done.

Reward for success: Sharlin Warcruiser or Omega Destroyer

Between the Darkness and Light

In 2261, with the help of the remaining First Ones and the combined might of the younger races, John Sheridan was able to convince the two old guardian races, the Shadows and the Vorlons, that their time in the galaxy was over, that their presence, their war without end, was obstructing the cause of the younger races growing up, standing on their own, and so they left so that the younger races could learn and grow without interference from hyperpowered, super-advanced, out of context problems that the First Ones posed to them.

However, something else has recently emerged that to them falls under the same header they do in that regard, namely you. The Vorlons and Shadows are back, united to protect their flock from the dangerous and disruptive element that threatens the natural development of the races. These sufficiently advanced races will use their entire arsenal to end you, even blowing up the planet you and a billion more stand on if it means eliminating your influence. You must survive ten years.

Reward: Take +1000 extra CP that doesn't count towards your drawback limit.

Where are you going?

Still here, are you? Well, you've lasted ten years, there's only one thing left to do...

Objects at Rest

Perhaps it is time. You're alive, you've learned much, you've seen much, you can take your winnings and return to your home universe to begin enjoying them if you see no reason to continue on.

Home away from Home

Babylon 5 was a home away from home for diplomats, smugglers, businessmen, wanderers and more diverse forms of life than you are likely to encounter pretty much anywhere else. Perhaps it is home for you?

Beyond the Rim

As the First Ones before you, your time here has come to an end and it is time to continue on to the next great adventure. Who knows, perhaps one day, when you have your spark, you will see it all again?

Interludes and Examinations

Who are you?

I'm Adarx, of Spacebattles.com

What do you want?

I wanted to pay tribute to a series that has been a part of my life for twenty years now, to give something to the community so they could have their own adventures there. I want people who are both new and experienced Jumpers to get something out of this, for people to debate which perks are best and which of the many options presented here are best. I want people who may not know Babylon 5 to see this or see people talking about this to perhaps give B5 a try and find the same love for it I did.

Why are you here?

Well, sufficed to say, I made several missteps in creating this. I was not as courteous or as professional as I could have and should have been to the creator of the first Babylon 5 Jump, Babylon Guy, and for that I am sorry. I was extremely harsh in my criticism of his work and being unfamiliar with the rules and norms of the jumpchain community, not knowing who he was or where he could be found that criticism was aired in public rather than private. Unfortunately, by the time he and I met, he was already disinclined to work with nor like me and so, if this project were to be done at all it was to be without his blessing.

To be clear, Babylon Guy, I am sorry how this project was approached and initiated, I am sorry things further soured between us, again, in large part due to my conduct. More than any of it I am sorry for any strife this causes in the B5 fan community. I also want to be equally crystal clear I am in no way claiming the approval of or affiliation with Babylon Guy nor his Babylon 5 jump. Unless he chooses otherwise, these projects will never cross.

Likewise, to be clear, this jump is not a replacement to the existing Babylon 5 jump, but rather a spinoff set in a different period with a different focus, nominally the war with the Drakh and exploring the galaxy to find a cure for the plague that threatens Earth. Nothing stops a jumper from going to both the original Babylon 5 jump and here any more than the Clone Wars jump prevents one from going to the Original Trilogy one for Star Wars, or the Dragon Age jump prevents one from going to Inquisition. Take either, both, or neither as makes you happy.

Notes:

For *Of all the races we encountered, Humans were the most dangerous*, the ability sharing applies only to non-supernatural skills, not powers. The natural limit of an individual is what level of skill they can reach with their current physical condition coupled with if they had dedicated their entire lives to training just that skill. If that amount is higher than the group's best, they cap as equals to the group's best.

For *Minbari do not kill Minbari*, it won't protect you if they don't know you are there, such as in a ship that they don't have individual life readings on. In such cases the effect can be activated by announcing yourself by hailing or otherwise demonstrating your presence.

Narn can be taken at the same time as the telepath traits, as while there are no known Narn telepaths in the current era, it is known to be a part of their genetic makeup. Just be aware that due to your unicorn nature, a lot of people are going to be interested in you if they find out. The Narns will want you to reintroduce telepathy to their race, the Centauri to kill you to prevent the Narns from getting telepathy back, and plenty of profit and favor seekers looking to sell you off to the highest bidder. Expect to lead an interesting life.

For *Book of G'kar*, in order to get missionaries, you must actually present the work to the public where people will just be unusually likely to find and spread it. Does not actually cause missionaries to appear out of thin air.

For *A Dream of Death*, this does not actually cause you to be fated to die and will carry over into other jumps, the dream kicking in at the beginning of the jump you are slated to die in. Also note, this is not protection against mundane deaths, this doesn't make you invincible until the fated one, it just means that an otherwise unavoidable, predestined death can now be circumvented.

For *Green Follow Green Leader*, leader doesn't mean god and the reaction to seeing you as leader could mean absolute obedience in authoritarian cultures or disinterest in others to outright hostility in cultures that kill leaders for promotions. Other leadership perks can help reinforce this effect but on its own, this won't make people do anything they wouldn't otherwise do if a leader asked them to do it. Race must be chosen at the beginning of the jump. The race chosen does not need to be your own.

For *We Are One* "independent force" will be defined by the level of opponent you are facing. If you are fighting an individual, each individual you rally with divergent interests will have the disparity between them and the opponent, if it is a nation, nations, a race, races, and so on. You and your companions are not counted as part of the combined forces for this perk.

No-one here is exactly what he appears effects work on both physical and metaphorical disguises, e.g. hiding their true attitudes or behaviors.

More money than God, Edgars? will or will not, at your discretion, alert the former owner of the change in ownership. Payments will only come from a liquid balance you have on hand, ie., this effect will never sell anything of yours to afford the purchase you are trying to make.

Touched by the Vorlons will not cause the Vorlons to become any more aware of you than they otherwise would, unless you want them to. It also applies to both powers already held when the jump is taken and any new one acquired after it. This can increase P level to as high as P15.

We all have our Keepers – be aware that the host becoming intoxicated will knock a keeper out until they sober up.

The P rating requirements are strictly for telepathy gained in this jump, if you already have psychic powers from other jumps of equal power, feel free to ignore them. When in doubt, fanwank it.

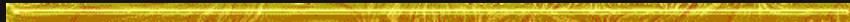
Healing Machine does accept donations from multiple individuals to heal greater wounds to distribute the damage it causes.

Machine Rig has no adverse effects on the user.

Shadow Pod despite being leftover Shadow technology, will not attempt to hijack your ships towards the ends of creating chaos.

Deathwalker drawback allows you to keep both the Dilgar and the race you chose as alternate forms, after the ten years are up.

The *Drakh* drawback taken in periods before the Shadows leave will still see the same effects, the Drakh coming at you, the fluff will just have to find a way to adapt. Likewise, taking *Drakh* with *Keeper* is allowed, just really, really unpleasant.



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This jump is dedicated to both the fans and the critics that kept me on track and gave me the motivation to see it through to the end.

FAITH MANAGES.

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