Starship Velociraptor Jump

Jump by Star

Welcome to the world of Starship Velociraptor, where the far future is home to pirates, kings, sentient machines and fucking aliens. With a bounty of 1000 cool points, you find yourself with this world at your fingertips

Origins:

In this world, corporate wage slaves go through the dreary 9-5 whilst rockstars travel time, surf through celestial wormholes between galaxies and noble exiled space pirates do their best to overthrow the corrupt monarchy that has its grips on their world. As such, there's really no limit to what you could be. All origins are available to machines, aliens, humans or some combination thereof.

Drop In:

You have arrived in the world of sci fi power metal with your memories and identity intact. Which means one thing, you need to find some way to actually function in this tonally inconsistent world. With a little know-how, style, ambition and of course luck - you might find yourself as captain jumper of a starship, the lead singer of the weird superpowered bands flying around or... dare you dream of ruling a planet? The first perk and item of the drop-in tree are free, with subsequent purchases in that tree 50% off. Furthermore, you gain a one time 50% discount on a single perk or item from another perk line.

Galactic Pirate:

Whether you ventured out for glory, adventure or gold; you have become a fugitive of the law. Serving aboard one of the million independent and free starships sailing the infinite void of space, you receive the first perk and item of the pirate tree for free. Any subsequent purchases within these trees are half price.

Legendary Rockstar:

With your near infinite charisma, sexual prowess and musical badassery you are a member of one of the galaxy's myriad rock bands. Born able to tap into the innate power of belief with your sick musical skills - you can pull of feats that are near or totally impossible... so long as the galaxy as a whole believes you're cool enough to do so. The first perk and two items of the Legendary Rockstar perk is free with the remaining purchases being 50%

Metropolis Civilian:

Unremarkable, depressing, dead-end, nobody. All these depressing words and more have been used to describe your existence on one of the many bustling worlds of the galaxy too mundane to even have a name - just a number. That is perhaps what you are, just a number. Desperately struggling in the crushing omnipresence of future space capitalism, you're desperate for just one, any chance of getting off the rock you were born on. Fortunately, you get the first two perks of your perk tree for free and an item from the drop in tree for free! You also have 50% off any other purchases from the Metropolis Civilian tree, how lucky.

Planetary Sovereign:

By right of blood and providence, this planet is yours Jumper! The millions born on it should be grateful that you are benevolent enough to let them live and die on your property. Sure you may tax them into near starvation. Indulge in hedonistic partying rather than wise rulership and... Look, the point is those stupid revolutions were ungrateful and the fact they had the gall to demand change to your perfect rule was all the justification you needed for execution! The first perk and three items of your choice in the Sovereign tree are free to you, you have a one time 50% discount for one more purchase across the entire document. Finally, you must take the drawback "Swashbuckling Nemesis."

Perks:

Remember that each origin has different effects on your perk pricing and variable discounts.

Drop in Perks:

100: Jetpack Race! - For some reason, people just have the tendency to want to compete against you. Duels, races, video games. People will put up stakes on these games, even if you don't put anything up yourself. Of course, the more you're willing to put in the more they will too. You're not going to have anyone betting their spaceship against a paperclip over table tennis unless you're the most convincing person ever.

200: Exotic - Due to not being from this world, something about you attracts curiosity and interest. In a bar you'd make a friend, on the street you may be stopped for small talk. In clubs you would be bought a drink or three and find people making passes at you. Beyond that, this perk is able to be toggled on or off if you want some peace and damn quiet.

400: PhD in Bullshit Physics - Wherever you go, you'll find you have an understanding of how physics works in that universe. Whether it be wormhole space travel, teleportation, gravitational insanity, you'll have a theoretical understanding of it. Of course, this doesn't mean you'll be able to build any of this stuff on your own, but you'll at least know how the world works. Usually.

600: Sci Fi Technobabble - As a stranger to this world you have realised the greatest secret of science fiction franchises. If you say vaguely futuristic words aloud with confidence, while doing things to ships and robots; good things tend to happen. If you ever need to reverse the polarity of the thingamajig by rerouting auxiliary power from the nuclear fusion dampeners precisely when the warp shackles shatter it'll save the day! Of course, this works best when not standing next to anyone who actually knows what they're talking about, as the perk's ability will be broken the moment someone calls you on your bullshit.

800: The Movers and Shakers - When you enter a new jump, you find yourself able to very easily identify the main characters and key figures central to the world. Leaders, protagonists, antagonists, all will be available to be contacted with a phone call, email or in person visit. What's more, they will be at worst ambivalent to you when you enter their worlds. Of course, actions you take after arriving could alter this rapidly.

Galactic Pirate Perks:

100: For Glory and Gold - You have little trouble convincing people to go along with you. Recruiting compatriots for a heist, crew or even raising volunteers to go slay a monster is as easy as reminding everyone of the immense prize that could await you if you succeed.

100: Roguish Charm - There is nothing sexier than a bad boy. The swashbuckling renegade outlaw who swoops in and captures the hearts of damsels and dames with his rock hard moral compass. So long as you evade the law, you shall find no shortness of partners, with men and women keen to shelter you from the law and aid your endeavours however they can.

200: Settle It With a Sword Fight - Sometimes, diplomacy fails. Sometimes, people just can't work together for common cause. And sometimes, a guy just really has to die. In any of these situations and more, you will be able

to draw your blade and demand satisfaction from an opponent.

200: Man the cannons - When it hits the fan there's only one thing to do; shoot your way out of it. Whether it's in a bar about to be hit by the authorities or your spaceship is about to be fired on; you've got a knack of getting everyone on your side not just ready - but shooting first. The moment any conflict is about to start, you and yours will seize the initiative with a devastating first strike

400: Storm the castle - When it comes to revolutions there is none more willing to do what it takes. There is no means too extreme for you, no foe too great. So long as tyranny reigns in the galaxy you will fight, inspiring others to do so. A beacon of hope and freedom, so long as you stand thousands shall too. You are the horror story told to bad little princes in the night, in the vain hope they would grow to be noble in character not birth.

600: All the way to 11: As a pirate you have to be adept at pushing your ship to the limits. Running blockades, avoiding pursuits, pulling off daredevils in atmosphere bombing manoeuvres. No matter the pressure, you remain ice cool. As such, any piloting work you do will confound onlookers and passengers alike as even the most decrepit and civilian ship dances like a ballerina and stings like a nuclear warhead in your hands.

800: The hero - What can be said? You duel like a gentleman, charm like a dignitary, dance like a prince whilst fighting and piloting like a devil. That perfect blend of rogue and gentleman, the unstoppable, untouchable, elusive and legendary hero. You perfectly embody this, the noble outlaw simply trying to make the planets in this world keep turning and the galaxy a brighter place.

Legendary Rockstar Perks:

100: The Power of Belief - Have you ever wanted to sunbathe on the hull of your ship, a mere mile from the surface of a sun? Or maybe you've wanted to go on a spacewalk inside a black hole without the bulky spacesuit? Maybe even travel in time? All of this and more can be yours, so long as you convince people you're cool and badass enough to do so! Rockstars in this world are capable of tremendous feats through the power of belief. Convince enough people you can do it and now you can! Thankfully, the musical talent is just heavily incentivised and useful for this instead of mandatory.

200: The Sickest Riff You've Ever Fuckin' Seen - You are now an incredible musician. One who has auditioned for the best band in the universe and only narrowly came up short. Whatever your instrument of choice, you're now legendary with it. As an optional extra, for 100CP you can make yourself the very best, due to a unique

biological or technological augment. whether it's a cybernetic bass line enhancement unit, extra arms for kick ass drum solos or being from an alien race with modified vocal chords for unbelievable singing ability.

200: rock so hard you'll fucking burst - whenever you sing or play youi can now direct the sound into a sonic weapon. the power of which scales with your musical strength. what's more, is that you can sing to animals, aliens or people in lieu of proper communication like a disney princess - they'll get the gist of what you're trying to impart through the power of rock and roll.

400: the next level - whenever someone brags about an ability or skill that you too possess, you find yourself determined and able to prove your superiority. like that one guy at every afterparty you just have to match and exceed brags made in your presence even to quite frankly ludicrous levels. at the end of the day this just helps you push past your previous limits, without some serious power of belief behind you you're not going to benching spaceships with wimpy arms.

600: intergalactic tour - with your fame and fortune never again will something as simple as borders or security prevent you from going where you need to go. an evil king's palace, a country in lockdown during a war? not going to stop you so long as you intend on rocking out wherever you're trying to get into.

Metropolis civilian perks:

100: suspiciously average dilettante - you have a knack for going unnoticed it seems. Being passed over for promotions, being ignored in coffee shops, so called friend groups even ghosting you by accident rather than malice. However, this has resulted in your surviving mass layoffs, sneaking out of classes without a consequence and even avoiding the law on more than one occasion by just blending into the crowd when a party got broken up. When nobody is specifically given your description they'll find it next to impossible to find you and harder to remember you for long enough to document that they were searching for you at all. Sometimes it's remarkable just how unremarkable you are.

100: employable - throughout your life you have become the master of getting by. living check to check, bill to bill, gig to gig. nobody has the ability to balance those credits and scrape by like you. coupon abusing, rent reducing, couch surfing, you have truly mastered the art of struggling to survive. everytime life has set you back you've managed to find another dead end soul destroying job to keep your meat suit functioning with food, water and a roof over your head. and wherever you go that trend will continue, with a steady job and crappy home being awarded to you no matter where and when you live. isn't it exciting how mundane even the perks you gain when becoming a multi dimensional traveller are!

200: to sleep, perchance to dream - what people can't take from you in your mundane life is hope. and that's what you do every day, save and save for a ticket to a life beyond this. as such anywhere you go you are on the lookout for a chance, a glimmer of an adventure. because of this, you are uniquely suited to finding any plot hook, opportunity slim one in a million chance at adventure. of course, that doesn't mean you know what will happen when you bite on that juicy plot hook, does it?

200: it's practically free! - limited warranties, payment plans, you are adept at the art of the deal. well, specifically in sales. you've done a lot of sales jobs, sometimes it's as simple as throwing enough corporate or sales jargon until the person agrees that it's practically free! a steal really. in fact you're pretty sure that you earn yourself an extra 25% commission from the average salesman or woman, everyone is only too happy to overpay for whatever service or product you're selling.

200: actually well adjusted - you can operate in any society you want to. traditions, culture, superstition, you've found that it's not too hard to just... not cause problems. all it takes is keeping your head down; doing your job, having the bare minimum emotional intelligence and social skill. honestly, you don't know why people find it so hard.

400: i know a guy - or at least, you know a guy who knows a guy. anytime you find yourself completely unable to complete a task assigned to you, or facing a

problem wholly outside your skillset - you can scroll through your contact list to find just the man, woman, non-binary, robot, alien, intergalactic cosmic phenomenon or contractor to help! I guess working with so many people in so many jobs over the years paid off huh? Just... not financially.

500: Simulator gaming addict - It may sound dumb, but after a long hard day of underpaid overworked labour your favourite activity was logging into your holo station to play simulator games. That's right, you have mastered near every sim there was to be played in the holos. As such, every spaceship's cockpit feels like home, the intricate electrical systems all too familiar, the day to day life of a chef from a planet on the other side of the galaxy is routine. You have worked a hundred jobs in flesh, but in holo you have worked a thousand or more. There is no task or job you can claim to truly be inexperienced in thanks to the power of your simulator game addiction. Of course, there's still no teacher like experience. But you're going to be capable enough to fake it until you make it anywhere. This is why recruiters and job advertisers love you.

800: The finest ship in the galaxy - Whenever you deem it necessary to purchase transport, arms, armour, equipment, a TV, socks or even a toothbrush. You will find that whatever you purchase is magnitudes better than it should be. Bargain bin T shirts will be made of the finest xeno fabrics that insulate you in cold yet leave you cool as a breeze in summer. A beaten down second hand starter car will keep on trucking years past it's expected sell by date, reliable and efficient until it can't go on any longer. If you push the boat out a little on the budget, well then you might truly purchase a legendary blade or even something to rival starship velociraptor. This perk applies to items purchased with local currency and with CP.

Planetary sovereign perks:

100: His dreadful majesty - It is only right that ones subjects should live in both fear and awe of oneself. As such, no matter how physically you may appear, at will the lesser minded and weak shall fear you for what you represent. The rightful superior. Those who follow you willingly shall see you as the perfect figure of noble

royalty and those who do so reluctantly shall see the terrifying tyrant that cannot be opposed. Functionally, there will be very little difference between the two as your subjects will be much less likely to go against your will in the smallest way or the largest.

100: The decorum befitting your station - No matter where you go, sycophants, well wishers, suck ups and yes men shall flock to your side in order to plead your cause to anyone who will listen. It doesn't matter if you are ten thousand lightyears or more from your kingdom, you shall be recognised as a visiting monarch and treated as such by the local government. Of course, that does not mean the people will love you, merely treat you as a foreign sovereign.

200: Off with their heads - Whilst you are truly the most benevolent, wise, fair and perfect ruler there comes the matter of crime and punishment. Of course, your preference is capital punishment. Now any time you order the death of someone and it is carried out, it shall send a clear message to all who oppose you. Executing a thief shall see robbery plummet. A serial killer's execution will have every murderer scared for a year or more. And anyone speaking out against you or rebelling? Well, your methods are quite effective at sending a message.

200: The land of your fathers - As a ruler, you are the steward guardian and owner of all things. As such you have striven to gain a perfect understanding of any terrain that fall under your territory. From now on, any planet or territory you own whatsoever shall be completely known to you. You have an eidetic memory of every tree, mine and brick and as such you will notice when something is awry or changed. A sense that has been the death of many a would be camouflaged assassin or eavesdropping squatter.

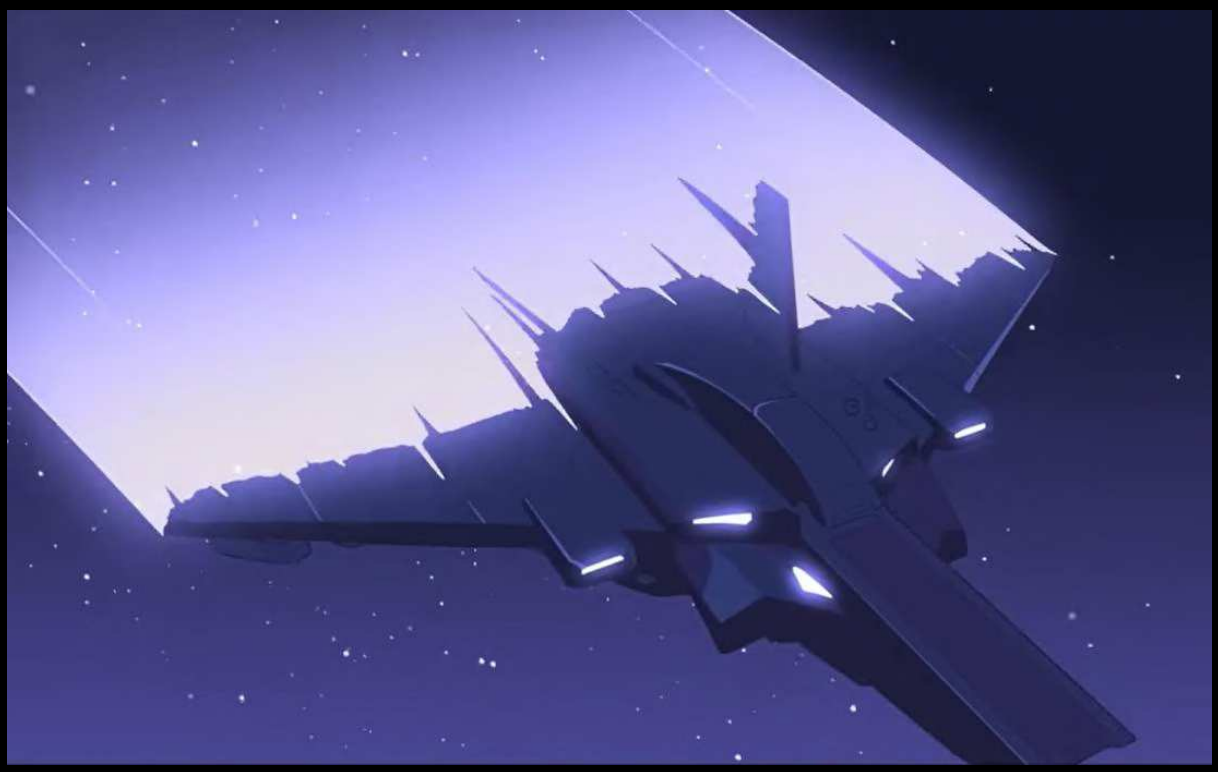
400: Divide and conquer - Many have tried to rule and fallen to the noble do gooders spitting pretty words of freedom, liberty and equality. But many have been foolish, all too eager to dole out the stick with no carrot. But more than bread and circuses, what you have found is the tried and true perfect method to maintain your grip over the populace. Simply turn them upon one another. Whilst you sit safe in your castle they bicker betwixt themselves. You are now the

master of diplomacy, able to subtly twist united factions until they fracture into infighting, squabbling factions; as well as pointing the true foes you have at other targets. Truly, if you had anything in your possession that was not gold, it would be your tongue of silver.

500: The final frontier - what does every great ruler need when they have bled their territory dry? An escape plan. No matter where you base yourself, you place a carefully concealed and secret bug out option. Whether it be a secret dreadnought staffed purely by loyalists, a luxury space yacht ran by AI to provide you with luxury and style, or even an underground mag train to the other side of the planet. Every location you will sleep has it's own emergency escape option prepared and known only to you or anyone you directly share it with.

700: Casus Beli - sometimes you figure that what you have isn't enough. Who wants to be a captain when they could be a commodore or admiral. Likewise, who wants to be a king when they could be an emperor? You are a master at coming up with legal and fair justifications for war and as such, once per jump you may put together a justification for war that none in the galaxy will protest aside from the target of said war. As you are such a mighty, noble, perfect and benevolent ruler - who could ever object to you conquering more land to bless with your noble rulership?

Items:



General Items:

100: A copy of the album - one free copy of Starship Velociraptor by Galaktikraken, as well as every piece of merch created by Johnathon Young. And sure, have some fanart and covers too.

200: A comfy corpo home - The sci-fi home of a mildly successful business executive in the corporate future. Fully integrated to the holo net, commanded via voice or neural implants. Comes with a garage that can hold an atmospheric flyer and a hover car.

300: A interatmo Houston class light frigate - This light ship can fly within the atmosphere of a planet with zippy response and manoeuvring, whilst also packing enough of a kick to get out of atmo into the void. In the void it survives mostly through manoeuvrability. It lacks teeth beyond a pair of missiles that must be rearmed and refitted at shipyards with specialists. Even these will not do much damage to a ship bigger than a fellow light frigate. The ship can be crewed and flown by a single individual, but even for a pilot and passenger, this ship would feel crowded.

Drop-in items:

100: The Harkness Codex of Galactic Languages & Cultures - A comprehensive primer on what you're looking at. A single gesture of your hand will activate the implant in your hand to produce a silent and subtle scanning laser. This will bring up the relevant entries for the person,creature, alien, robot or flora scanned. Though don't be surprised if the perceptive take some offence to blatantly being scanned for space wikipedia. Your neural interface will load into your brain a conversational level language of the scanned person, as well as give you access to a brief understanding and rundown of their culture.

200: The Sword of the Future - a blaster rifle and pistol are now yours to wield. As well as the stylish hip and back holster for each. The rifle is analogous to an assault rifle of a modern earth soldier, firing around thirty shots before needing to vent the excess heat into the air. Of course, you could push past that safe limit and keep firing, but you risk a very explosive drawback. The blaster pistol boasts the ability to switch to stun mode with the flick of a switch where a revolver's hammer would be, though can only fire six shots before needing to vent excess.

200: Cool reactor - a single one of a kind prototype of a secret engine that did not make it to production. Somehow this priceless artefact crashed from the sky in a specially sealed pod right before your eyes, this reactor can be placed in the engine room of any vehicle or the central processor in any kind of robot. It will never be able to be removed, but in return the vehicle or robot that it installed within will have it's capabilities boosted across the board by 300%

500: A touring band of rockstars - somehow, you have found yourself as the manager and tour guide for a roving group of rockstars. What this means is that you have a group of beings able to channel the power of belief who are completely willing to follow your orders, instructions and advice... If you keep them fed, entertained, popular and otherwise deal with a bunch of rockstars on your ship.

Galactic Pirate Items:

100: A Sovereign Spaceship Flying Free - You have found yourself in command of a GSS Prospero class destroyer. Crewed by a complement of 100, the Prospero boasts an omnidirectional flak battery, four cannon class gunnery platforms on port and starboard. As well as front mounted reloadable torpedo launchers that can fire four times before needing to be rearmed at a shipyard. While not the zippiest of destroyers, what the Prospero has is staying power. Thick armour is protected behind a shield that would withstand a broadside from a cruiser class gunnery platform before giving out and the armour itself will withstand a direct hit to non vital systems from a torpedo or deflect a single ramming attempt. What's more, due to the shadiness of the salesman - this Prospero class ship was never written off as sold into commercial hands. So your papers technically have you listed as a mercenary captain contracted to the government of the sector. Just make sure not to give the authorities reason to do more than glance at that.

100: A Sword Fit For a Pirate - Whilst the military has mostly moved on from the age of steel, that does not hold so true for the officer class, traditionalists and romantics in the galaxy. Planet after planet has a strong duelist and martial tradition that endures long after the invention and popularisation of blasters, so as a whole the swordsmen, swordswomen, swordxenos and swordsbots of the galaxy innovated. The plasma edged sword is a staple for officers across the galaxy and of course - the pirate. You have yourself an artisan's work, the asteroid's steel hosting enough power conduits that no armour could hope to withstand a slash or thrust from your blade. Even someone with a passing interest in swordplay would be awed and intrigued by your weapon, which is just the in a charming rogue needs to begin integrating themselves with a mark, lady or prospective ally.

100: A Weapon of Last Resort - The holdout pistol, the stiletto knife, the garrote wire. You have yourself a perfectly concealable weapon. Whether it be the

single shot derringer style blaster pistol that packs far more of a punch than is legal, or the wicked curved nanofiber blade dubbed the heartseeker. it is a weapon as lethal as can be with the element of surprise on its side and it is yours alone.

200: poll-3 unit - the parrot observation & listening labourer mark 3 is a favourite among many a paranoid businessman, executive, mob boss and pirate captain. designed in the image of an ancient earthborn avian that is said to be able to steal the voice of humans - these lifelike units are capable of audio visual surveillance. either seated atop their owner's shoulder or sent to fly free and automate autonomously, anything they see or hear can be accessed via a bonded neural link at any time. oddly, over time a strange glitch allows them to act erratically and request food or bribes for activating.

200: a band of brothers - in piracy, mutiny's happen. it's a fact of life, nay a career hazard. you may have even seized your current position via the age old mutinous tradition yourself. but now, you don't have a typical crew. these followers of yours would sail to hell and back for you, they will kill and die for you. they will never betray your command, just grumble about it a hell of a lot into their mugs.

200: a signet ring - nobody knows whether the ring on your pinky is false or true, but it marks you as galactic nobilitae. while not especially prominent nowadays the house on the ring are august, storied, respected by even those who brought their fortunes low. this ring is worth more on your finger than the heavy, heavy price it would fetch on the market or even to a collector. because this ring opens doors for you that nothing else could.

200: a lover in every port - sometimes things get too hot. sometimes you need to disappear and not be an infamous pirate captain for a while. hide your ship in a nebula or an asteroid field, tell the crew to blend in with the locals, lay real low. fortunately, a warm bed and warmer partner are easy for you to find. and from the lips of the satisfied the only thing sweeter than treasure comes freely, information. the myriad of hearts you have broken and left wanting will always be so keen to have you return to their beds and arms

once again that they will forward you every scrap of info they can. whether it be on heist targets, hated foes, offering their resources to you. they are so desperate to lay eyes upon you again they will send it all to you. and to think some people struggle forming intelligence networks?

200: a symbol of rebellion - back before ships sailed the cosmos a simple black fabric emblazoned with skull and bones struck dread into the heart of many a sailor, merchantman and navy officer. but as time has advanced so too has the symbols of piracy, freedom and revolution adapted, changed and in some ways diluted themselves. however, across the hull of your ship is one such symbol, one that strikes fear into tyrants and inspires hope amongst the downtrodden. the aesthetics of this symbol is up to you, but wherever you go it shall send ripples across the populace.

400: prosthetic limb - piracy is a dangerous profession and it has taken it's price from you. this perk thankfully, doesn't cost and arm and a leg, just one of them - unless you take it again for 200cp. replacing one of your limbs will be a cutting edge prosthetic that has been artisanally crafted for piracy. a hook hand that is both a devastating melee weapon utilising nanosteel forging, whilst doubling as a grappling hook for daring aerial rescues and infiltration. an artificial leg that hides the housing for a powerful single anti armour plasma cannon. an ocular implant that upon removal can be tossed as a devastator class fragmentation grenade. all powerful weapons of surprise and potency that can be used as an instant problem solver when backed into a corner.

500: the big gun - sometimes all the wit, cunning, charisma, style and ability aren't enough to prevent a battlecruiser captain from checking your credentials a bit too thoroughly, or worse, a cruiser cornering you in a seemingly unwinnable conflict. and that is where you give the orders to prepare your secret weapon. whether it is a final project from a mad inventor who owed you a favour, a stolen prototype that you successfully heisted from a royal's secret shipyards or even just a dreadnought weapon jury rigged to fit on a much smaller ship, this is your hail mary attempt. three direct hits will break even a dreadnought's shields and one

shot can pierce the armour of even a carrier. When it's time to show your teeth and fight, your foe is going to find you punching well above your weight.

Legendary Rockstar Items:

100: An Axe of Legend! - Birth in the fires of an exploding forgestar, with metal torn free from the ancient wyrdroots of great Yrgouth. A guitar built for one thing, rock and roll! Well, that's two things and being a legend makes it three. But the fact is, this is an instrument worthy of heavy metal godhood. With it, you will achieve apotheosis as the one rocker to shed them all! This perk can be taken any number of times. If you received this item free, subsequent purchases will always be 100cp. This item can take the form of any instrument you choose

100: Rockohaptic Ship Interface! - What use would being a heavy metal band in outer fucking space be if you couldn't power your ship with sheer rock? Your touring gear includes a full state of the art rock to ship interfacing suite that allows your ship to run off nothing but your band's music! The power of belief, channelled through the instruments of rock can achieve the greatest feats - even those which should be impossible for the ship you're powering. So long as you keep playing and the people keep believing you can do it, that is. Good thing your fans aren't fickle, right?

100: The Sickest Threads - What rockstar can live without the finest threads, the slickest do, the pointiest piercings? With this, you have one outfit +

accessories that are positively iconic. How this appears is up to you, even if such an outfit wouldn't fit neatly within the boxes of glam metal, heavy metal, death metal or so on. All that matters is that it is you and that you are sick.

200: Wormhole Traversing Space Creature (Placid) - There are creatures in this world that can traverse the universe in ways we can't quite comprehend. From the Slipspace Vipers, the Great Void Whales of Artrazol and even the mighty Solar Roller Armadillo. These beasts one an all love the sound of music and through your touring, you've managed to attract one and tame it. For an extra 200cp, you've also managed to train this mighty creature with rock and roll. It will follow you to battle, to stage, to simply being a living vehicle for you to rock across the galaxy upon!

200: Groupie Pack - Every rock star needs groupies. And these groupies aren't just awesome backstage, but they are so loud and devoted that they generate so much belief in you! Not only that, having such zealous "biggest fans ever" makes it a hell of a lot easier to draw more paying customers to your gigs. In terms of belief and cash, these groupies aren't just giving you a jumpstart, they're also doing their best to get that snowball rolling. Downhill

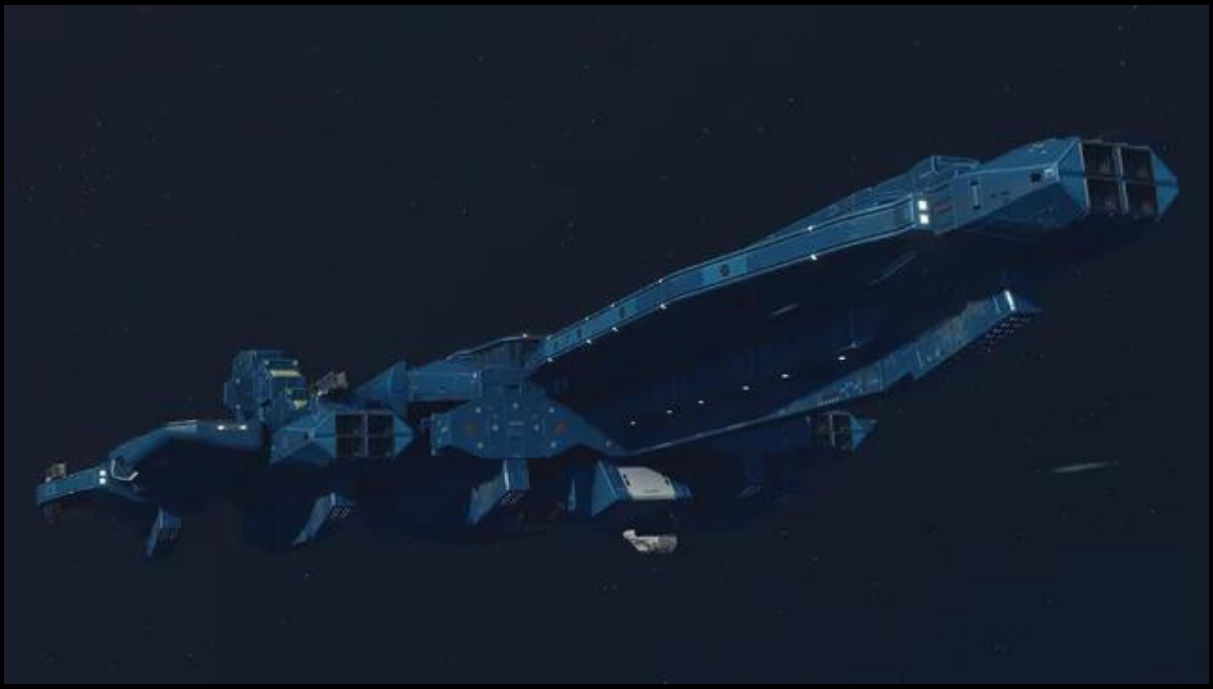
200: Instant Pyrotechnic Generators - What's the difference between a rockstar and a superstar? Presentation! Sometimes things just need to blow up, or shoot fire, or in general sparkle to add the necessary drama to proceedings. These tiny little ball orbs follow you wherever you go. You can program them to react based on a silent command from your neural interface, a spoken word, a gesture, or even all of the above. The drones can, set off fireworks, small rockets, great geysers of fire in a stream or timed burst, begin lighting up in sequence or pattern, hell they can even "dance" by hovering in synchronised movements. Honestly, these things could probably be better used in military matters than music but that's not very metal!

300: The SSV Hellraiser - This nimble light frigate boasts a stealth drive and a nasty set of guns. Mostly used for civilian VIPs to outrun any danger, in terms of combat the Hellraiser focuses on its blasters with only one shot of torpedoes able to be fired before it

requires refit. What usually attracts this ship to rockstars is the open space stage on the exterior hull. From here, any band with a rockohaptic interface can rock out - adding their belief to the shields or any other subsystem of the ship the captain needs. The Hellraiser boasts a small holo-deck, luxury cabins and is crewed with the Gourmand-2800 Michelin class droid that is there to cater to every culinary, narcotic, alcoholic and serving need.

400: An Army of Tigers - Tamed by the power of belief and trained with the sound of metal, an army of tigers two hundred strong stands ready for your command. These mighty creatures were bred to destroy the almighty Sol at the heart of the solar system at the heart of humanity's cradle. Why? Who knows? But now you have seized command of these mighty battle beasts for whatever purpose you deem fitting. They can accompany you across the land of a hundred planets, deep beneath a thousand leagues or more of water and even run through space itself without issues.

500: The Chronos Engine - Said to be a myth, the engine was created by the ancient sages of metal upon the planet Tenacious IV who sought to consort with the devils and demons that held sway over the soul of rock and roll in ancient times. Despite little evidence of its existence outwith the mad scrawling of insane engineers and scientists overworked to death, the Chronos Engine has finally resurfaced, in a flight case that had been left in your dressing room backstage. When installed in a vessel and sufficiently infused with belief, it will allow the spaceship to travel back or forward in time to any years of the rocker's choosing. Such power is sought after galaxy wide, so when you inevitably go telling everyone about your awesome toy, expect some knives to be aimed squarely at your back.



Metropolis Civilian Items:

100: A Glowing Resume - One thing that everyone always asks for no matter where you go; experience. References. Your five year work history and where you see yourself in five years. After a million and one interviews it gets so tedious and annoying, which is why you came up with this number. Printed on paper from the psychic plant Anuryus, printed that each drop of ink contains miniature QR codes that scramble neural links to confirm whatever the words say - this resume will make you out to be an ideal candidate for whatever job you go for. At least, this'll give you a shot in an interview, so just try not to think of the shady people you owe favours to for cobbling it together.

100: Neural-Net Interface - In the future not having a neural interface is like not having one of the five basic senses to humanity. Yet not having a neural net is something altogether more limiting. This handy dandy chip allows you to access the megacorp shopping net, explore cyber space with but a thought and perhaps most importantly send text, voice, video and image messages to up to 200 listed contacts! Of course, that means browsing social media and spreading the nonsensical memes of tomorrow.

200: BrandCo ID - The identification of a low level corporate drone isn't usually the kind of thing that

comes in handy, but with you having had so many jobs you've managed to hang onto the ID from the biggest megacorp you've worked at. Despite it being some time since you worked there, you were never actually removed from their systems. Now, across multiple planets you can scan your way into the staff areas of the megacorps' locations. Just not anywhere crazy sensitive or anything, in future jumps your ID will allow you to scan into one faction, company or similar entity's locations in the same way.

200: HoloLife Console - a console for holo games, this is where a large percentage of your inheritance went... and you regret nothing. Grand Larceny 20, Duty of War Modern Warfare, all presented in glorious as-real definition. Every time you change jump you will find a new game added to your program collection, allowing you to run through adventures from the previous worlds you have visited.

300: The Wrong Address - Now, no matter where you reside, you will find that once a week a package belonging to someone else will turn up mislabelled for your address. These things will vary from the useless, to the mundane to the vital and valuable. Whatever you do with these things will be up to you, but if something higher end turns up like a mysterious dossier, hi tech black box or classified envelope... best consider what to do very carefully. Just because you seem to have "one of those places" you will not be free of the consequences if you neglect to inform the post office or rightful recipients that you accidentally received the blackmail material for the planetary governor or a prototype bioweapon or something.

400: Jetpack - One of the quickest ways to get around town in the ultra urban metro sprawl, the jetpack combines the bragging rights of running, the skill of driving and the cool factor of motorcycling into one kickass semi-legal method of transportation. Is it an in atmo vehicle? Is it a hover bike? The local government has been squabbling over how to regulate these bad boys for decades now and in that time, people like you have been living free and easy. There's even an underground modding and racing scene for jetpacks! Just a shame at how much of a dent fuel makes in your monthly paycheck...

800: Starship Velociraptor - (This item can be taken for OCP with the Civilian origin so long as it is your first jump. It will become your jump anchor. Your chain will fail if Starship Velociraptor is stolen, damaged beyond conventional repair or destroyed.) A starship with comfort, speed and style. This sleek battleship is at home on the battlefield, pleasure cruise or merchant transit worlds, to such a degree that even calling it a battleship seems almost crude. Though, how any vessel with one hundred laser blasters, the ability to hit faster than light in three seconds and shields able to withstand multiple broadsides from vehicles within its weight class could be described differently is a mystery. The Starship Velociraptor boasts a dozen bathrooms, hardwood floors, a holographic suite sized to a sports field and a core reactor running off the only commercially available antimatter fuel. This ship is at the peak of luxury, performance and aesthetic in such a way that it would take a mid tier office drone decades to afford the deposit on. Fortunately, there is a one time opportunity available to purchase a SS Velociraptor with extremely low interest free payments... with a 12 month warranty. At 800CP Jumper, it's practically free.

Planetary Sovereign Items:

100: A Fief - In this world, the nobility are bestowed a tract of land to rule over. From parent to child an unbroken chain of noble rulership unbroken by time is established. Whether it be an important bastion of civilisation on a continent rife with untamed wilderness, the authority over an entire hemisphere or even better; a planetary rulership. The word of the count, duke, king or noble blooded authority is immutable and unassailable. In this world you have been bestowed a planet and in future jumps you will find yourself given similar grand fiefdoms to rule over. The planet you rule over is raw, home to countless unwashed masses. Outside the walls of your great estate, there is rugged wilderness that must be tamed and common peasants similarly requiring exploitation. Your world has the potential to be a juggernaut of industry and even harbours ancient ruins hidden away somewhere on the surface, who knows what ancient technology may reside there?

100: A King's ransom - Your gold could feed thousands if not millions, but that would be wasteful. After all, you simply must save for a rainy day! What good would it do your planet if you did not wear the finest clothing, have the most cutting edge equipment or worse - looked stressed because you skimped on one of your many comforts! The courts of the galaxy would talk and gossip in scandal, which would paint your world in a bad light! Of course these bundles of gold, jewels, treasures and silks are all for the people in a roundabout way when you just see it from that perspective! In whatever world you go to, your bank account will have so many zeroes that worry will be a thing of the past. Except... having so much gold makes you quite the target for say, pirates and thieves? In future jumps you will be gaudily and fancifully wealthy in the local currency, enough so that opportunists everywhere you go will be thinking with their ambition instead of survival instinct.

100: Signet Ring - Irrefutable proof of your status, your family's status, the veracity of said status, as well as the authority to act as such is hard to come by. With this handy subdermal biocoded ring, you will always be able to pass scrutiny as your most noble and virtuous self. As well as being able to hide it with one pulse from your neural interface full implant. Sometimes one must hide their brilliance in order to shine most dazzlingly on reveal. As such, any security system, customs official or government will recognise your authenticity. Even in future jumps your mighty signet ring shall ensure you are afforded the privileges of your royal blood.

100: Splendid Palace - What would a noble be without a seat of power? The following adjectives can apply to such places, fortified, opulent, expansive, ancient, remote, well stocked, well defended, ancient. The first purchase of this item grants you a palace with two of these, with each subsequent 100cp purchase granting you an additional adjective to describe your family's seat of power. When you leave this world, the warehouse will incorporate your palace into itself, with rooms and suites created for any future companions should you wish.

200: Ancestral Technology - Sealed away for aeons, the ancient ancestral... whatsit. You don't need to know

how the thing works, just that it does what it's supposed to! you lie about how you came across this magnificent and powerful technology regardless, so why would you care about its specifications? whatever the technology that has come into your possession, it is highly sought after from the scientific community for the massive good it could do for galactic society. instead it sits in your trophy cabinet, ready to be used for destructive or other selfish ends.

200:the writ of almighty- a holy document signed and sealed by the god of your planet. it states that your claims and rights are immutable and beyond reproach for perpetuity. nevermind the fact that your family just merely having met the almighty is a huge boost to your prestige amongst the rabble and upper class - the fact he endorsed your ancestor's claim to your holdings? well this little ditty in your treasure hoard makes you quite the mover and shaker. even the most rebellious serf thinks twice about going against the almighty's word. however, such an item of divine grandeur invites its own problems. the pesky church wants it to be returned to their sacred archives, heretics want you dead and anybody too greedy to know better has probably dreamed of stealing it... but having a recognised divine paper saying you and your kin can basically do whatever you fancy is just oh so tantalisingly worth it!

200: court rockstar - what would a king be without his musician, singing tales of his stature and glory? this rockstar has been plied with enough drugs, alcohol and women to be happy remaining firmly in your court for as long as the goods flow. what that means for you, is that you have a loyal rocker happy to wield the power of belief to your instruction. while this rockstar is far from legendary, with enough influence and backing even a sellout can make huge waves with their music.

200: a loyal hound - whether the literal loyal canid companion or in fact just a useful subordinate that is more rabid animal than man. this loyal hound will be the bane of any foe, internal or external. this creature will never shy away from getting their hands dirty, but they are far from subtle in their methods. where your hound walks, peasants shudder in fear. where he stands, your foes think better of their plans and where

his mind finds a track; then it is only a matter of when he catches his prey more than if. such subordinates, willing to walk with arms of red and tear someone limb from limb to make a statement are quite the rarity these days.

200: spider droid whisper pattern deluxe model (master of whispers) - the spider droids are favourite tools of the law and order industries across the galaxy. but the whisper pattern's espionage utility is so unparalleled that they are not considered a commercial model. luckily, you had enough gold and influence to make sure that the galactic council just so happened to have one in an unmarked box delivered to your people. after one week and three loose ends tied up, you found yourself neural linked to one of the most discreet methods of subterfuge in the galaxy. chameleonic force fields for invisibility, silence projection units for undetectable movement and able to scale even walls of utter ice and frictionless materials. the whisper pattern droid can record, save and transmit every kind of data; audio, visual, textual. with a sensor suite that operates across multiple spectrums, many will think you see all. which, thanks to this piece of technology; is not completely inaccurate.

300: a capable fixer - where the hound is the blunt instrument, the fixer is the dagger. able to anticipate problems before they arise, able to grease the right palms, disappear the wrong people, wield whispers just as surely as courtly mannerisms. the fixer is three parts diplomat and two parts assassin, their ruthlessness at court just as cold and clinical as their problem solving. why, whatever would you do without them? in fact, what would they do if they thought they could do without you my liege?

300 - the oubliette what do you do with the undesirables? no not the common rabble who are displeased, but the ones who pose a true threat. the ones who can hurt you, whether militarily or politically. well those sort of agitating scum must simply be forgotten about, disappeared, taken to a place worse than any hellworld. the oubliette, an untraceable miserable pit in which you dump unfortunates into. anyone you dump in here will never know peace for as long as they live. once you move on

From this jump, the denizens of the oubliette will find themselves unable to expire naturally. somehow managing to persist on the scabs of expired food and stale diseased water you toss down there. If you are willing, an extra 200 cp will get you a wicked beast that dwells within the oubliette to devour at your command. The beast can of course be commanded by you alone, serving as a very effective weapon of last resort.

300: "Volunteer" soldiers - drafted from their homes and forced into service, these conscripts are beaten until they comply with their recruiters. Their so called training is brutal, leaving them hardened and devoid of compassion. Advanced cybernetic implants reduce their need for sleep and food, with kill switches to be activated at the first hint of rebellion. Each soldier is encased in heavy armour, designed more for intimidation than protection. The sounds of steel boots echo through the streets as they enforce your will. In your lands, serving in the army isn't just a job—it's a life sentence and they will follow you wherever you deign to bless with your noble presence. If you are willing to part with an extra 200cp, your scientists have gone further beyond. Instead of reducing the need for food and sleep, all sensations have been muted massively. Pain, maiming, environmental hazards do not bother your elites. Your so-called golden legion are not even fitted with kill switches, so thoroughly are they indoctrinated after their selection. No atrocity is too heinous and no equipment too expensive for the symbol and fist of your mighty regime.

Drawbacks:

+100: A dorky sounding name - In a world where putting yourself out there as the baddest to ever do it, this isn't ideal.. Having a dorky sounding name is kind of a bummer. Of course this could be easily rectified for rockstars using a stage name to cover up their legal shame, citizens however will find it difficult being taken seriously in the workplace and a royal house named Weiner might find it difficult to be taken seriously. And that's not to mention that one pirate king whose name was pronounced almost like cuck-beard... Respect will be a lot tougher to earn now.

+100: That ain't right - For whatever reason Jumper, now everything in this universe from scissors to game controllers and keyboards are all designed for left handed people. And what's worse, you're now right handed. Even if you were left handed before this perk is going to make every mundane task from driving to typing just that bit more annoying.
+200: What do you mean? Fast travel? Faster than light travel has uh gone off. I know that that doesn't make sense, but I'm afraid that a rockstar was playing a song about going FTL and absolutely killing it when it just sort of... stopped working. Look, I don't know if it can be fixed but in the meantime just settle for doing regular engine travel; maybe you can fix it if you put enough time into it! No you can't, wait did we try switching it off and on again? No that didn't work either.

+300: Swashbuckling Nemesis: Whatever grand ambition you have, whatever great heist you want to pull, whatever promotion you're gunning for will always be complicated by them. Wherever possible, this nemesis will be a pirate and until dealt with permanently they will even haunt you into further jumps. They are charming, cunning, fierce, ruthless and relentless. They will stir rebellions, turn trusted informants against you, attempt to make your greatest allies stab you in the back, sneak into your palace, attempt to hook up with that girl from HR you like, report you to HR, steal your guitar and otherwise be a monumental pain in your ass! It will take great scheming and plotting to remove them from wherever you do business and yet more to prevent them from slipping away. But Jumper, nothing can withstand your ire forever... right?