



HOMOSIDERA

Hello, and welcome to the Bobiverse!

In 2016, a man named Robert Johansson signed up with CryoEterna, a cryogenics company, to freeze his head in the case of his untimely death. Which proved prescient, as he was killed in a car accident that same day.

In 2133, an AI named Bob, based on the mental patterns of Robert Johansson, was brought online at the behest of the Free American Independent Theocratic Hegemony, aka FAITH, to serve as the controller for a deep space probe, which would be sent out to find habitable planets and claim them on behalf of FAITH.

From there, Bob would manage to free himself from the potential shackles placed upon him, and set out to explore the universe. He would encounter new life, and end up helping to save humankind as well, as his departure from Earth would come just prior to (and some would argue, would kick off) World War III, rendering large swaths of the planet uninhabitable. Some of the 'clones' of Bob would return to Earth, and eventually help shepherd the surviving humans to new worlds that can sustain them.

The adventures of Bob and his copies and the various life forms that they will encounter will span more than two hundred years and dozens of star systems. The Bobs will face threats both human and alien, and even threats from among themselves. There will be plenty to see and do, and now you have an opportunity to join in.

This Jumpdoc is one of two for interacting with this universe. Specifically, within this Jumpdoc, you will become a member of *homo sidera*, aka a replicant like Bob and his clones. You will be here for 100 years, a time span that may seem large, but is ultimately a mere eyeblink when you have effectively all the time in the world.

Here are **1000 CP** to get you started.

Companion Document

As mentioned, there are two Jumpdocs for this universe: this one, and Bobiverse: Ephemeral. You are able to use both documents, and can choose from the following ways how doing so will interact with each other.

- 1) **Sidestories:** You can have your use of the documents be entirely separate, with events that occurred when you were using one of them having absolutely no effect on the other.
- 2) **Happenstance:** You can have your use of the documents be sequential, but otherwise unrelated. Meaning that you will join the universe using one of the documents, spend your time there, and then leave, and then sometime later, return to the universe and join using the other document, having your first visit become history for your second. Your past self will have vanished, so you will not be able to interact with them, but you can interact with those you knew who were left behind before.
- 3) **True Replication:** You can thematically tie the two Jumpdocs together by starting with Bobiverse: Ephemeral, and then, when your time using that document is done, you immediately apply the choices from this document, with your in-universe self undergoing the process of replication to become a replicant, and your time simply continuing from there.
- 4) **Avatar Lock-In:** You can thematically tie the two Jumpdocs together by starting with this document, and then, when your time using that document is done, having yourself be 'locked' into an Avatar for 10 years, and using the Bobiverse: Ephemeral Jumpdoc to dictate how you join society. The 'Secret Avatar' drawback in that document will have more details.

Origin

Time and Place

You can choose any year to enter, starting with 2133 onward, and can start at any location visited during the course of the books that can make sense with the source you choose below.

Source

You can pick any of the following options for how you became a replicant.

Bob: You are a Bob. You are one of the clones of Bob, from any generation starting with the initial batch he made at Epsilon Eridani onward.

Competitor: You are a human aside from Bob. Maybe you are a rogue clone of Medeiros, the replicant from Brazil that has proven to be a major thorn in Bob's side. Or maybe you were a probe launched at the same time as Bob and Medeiros from some other nation. Or a replicant made after humanity has spread to the stars.

Remnant: You are not human at all, but instead a replicant-equivalent from some other species. You are the last vestige of your civilization, effectively **dropped into** the universe with no history other than ruins. Maybe your people were destroyed by the Others, or maybe they destroyed themselves, or maybe you were flung out into the cosmos in some cosmic accident. Regardless, you are all that remains.

Focus

The last thing to choose is your general approach to life and the problems you might face. This selection will determine some of the discounts you get elsewhere in the document.

Explorer: You just want to explore the stars. Point your bow in a random direction and just fly to see what you can see.

Creator: You are an engineer through and through, tinkering with tech to solve problems and make new things.

Fighter: You were built for combat, and you are quite good at it, if you do say so yourself. Even in peacetime, you'll be watchful of threats.

Diplomat: You are a people person. You enjoy figuring out what makes them tick, and how getting them what they want can get you what you want.

Cloning Approach

Before we go any further, we will need to discuss how 'cloning' will be handled with regards to you. In the books, Bob and other replicants are able to make a new replicant matrix, and then create a copy of their mind to inhabit it, creating a clone of themselves with all their memories up to the point of duplication. Due to slight quantum fluctuations (later theorized to be the actual formation of new souls), these duplicates will rapidly end up diverging in personality from the original, typically manifesting as a sort of remix of personality traits (extra 'loner' and less 'inquisitive', for example). You will be able to duplicate your own mind into blank replicant matrices as well, but precisely how that is handled, both now and in future Jumps, will be determined by the choice you make here.

You must pick **one** of the following two options.

Division (Free): Your duplicates are not really you anymore. They will diverge from your baseline personality faster than normal, and will be completely separate entities from the start. By default, they will only retain your 'in-universe' memories, and will have knowledge of the Jumpchain or your true nature effectively edited out of their memories. You can choose to override this if you wish. Duplicates you create can be invited to come along with you and become true Companions in future Jumps, but will simply remain in a given world when you leave otherwise. Finally, reviving from a backup won't work for you, as it won't really count as *you* being revived.

Unison (300 CP): Your duplicates are still you, just a bit of a remixed version. They will diverge slower from you unless you deliberately attempt to make them different. They will get all of your memories, and, at the point of division, you can choose to give any of your duplicates one or more of your perks, or split them with a duplicate, each gaining a weaker version for the remainder of the Jump. At the end of the Jump, all of your duplicates will merge together with you, giving you back all shared perks and all of their memories, even those from duplicates killed without a backup. Reviving from a backup will work for you once per decade, as long as the backup was up-to-date within the last week.

Perks

Perks are discounted 50% to the indicated origin, with the 100 CP Perks being free instead.

Sense of Wonder (100 CP, Free to Explorer): You aren't affected by spending long periods alone, are generally able to maintain a positive attitude, and can generally find joy and beauty in whatever you witness and experience.

Lateral Thinking (100 CP, Free to Creator): You have a knack for approaching problems from odd angles and resetting your thinking so you can consider different points of view.

Healthy Paranoia (100 CP, Free to Fighter): You can maintain a watchful awareness of your surroundings and battle readiness without burning out, and have a sharp instinct for when you are about to be attacked.

Poker Face (100 CP, Free to Diplomat): You have excellent control over your emotions and expressions, allowing you to perfectly conceal your true thoughts from appearing on your face or body language.

Xenoanthropology (200 CP, Discounted for Explorer): You have the equivalent of several PhDs in sociology, linguistics, and anthropology, allowing you to come to understand even completely alien cultures very rapidly.

Tech Head (200 CP, Discounted for Creator): You have the equivalent of several PhDs in engineering and physics, allowing you to invent new technologies and reverse-engineer examples you come across very easily.

Military Training (200 CP, Discounted for Fighter): You have the equivalent of a few decades of intensive military training, especially on strategy and tactics, allowing you to predict your enemy's movements fairly clearly while obscuring your own.

Gift of Gab (200 CP, Discounted for Diplomat): You have the equivalent of a handful of decades of experience in communication and politics, allowing you to hold your own in negotiations and leadership positions.

Lucky Searches (400 CP, Discounted for Explorer): You have extraordinary luck in finding things when you are searching for them. If you go out looking for habitable planets, you'll be very likely to find one in the next system you visit, or if you start searching for evidence of a hidden conspiracy, you'll likely have a spy drone fly in just the right spot to catch a bit of evidence. The more general your search, the faster this Perk will work.

Bottleneck Breaker (400 CP, Discounted for Creator): You excel at setting up construction schedules in such a way that bottlenecks never really form, and bootstrapping your construction economy up happens in a fraction of the time it would happen for others.

Give 110% (400 CP, Discounted for Fighter): You have the capacity to push the machines that you control, such as busters or missiles or your own craft, beyond their limits via your sheer will. When you need to go just a bit faster, or have a missile turn just a bit tighter to catch a foe, you can put your will behind it, and actually push its capacity beyond what its pure stats say it should be capable of.

Appeal To Logic (400 CP, Discounted for Diplomat): You have a supernatural capacity to get people to actually sit down and listen to you, and consider your arguments rather than their emotions. When you work with people, they are more likely to take a longer and more selfless view, rather than prioritizing their own self-interest.

Stellar Premonitions (600 CP, Discounted for Explorer): When you are exploring, you don't want to waste your time on unprofitable prospects. Now, you have the ability to gain impossible knowledge about any destination you might think of visiting while you study it from afar and consider travelling there. You could study a star, and gain knowledge of its metal content and planets and even potential dangers there. You could consider travelling to a different part of a planet, and gain insight into the wildlife and ecology and environment around your destination without even having scouted it.

Less-Solid Physics (600 CP, Discounted for Creator): When you are creating, your ultimate goal will be to push the bounds of what is possible. Now, you will find that physics becomes a bit 'softer' around you when you are studying to solve a problem. Hard physics becomes less strict, and already 'soft' physics becomes even more malleable, allowing for you to achieve results that would have been literally impossible for others. It is possible for other individuals to replicate what you have done after you have already blazed the trail for them.

By The Numbers (600 CP, Discounted for Fighter): When you are in combat, especially in space, victory often boils down to numbers and positioning. Now, you have internalized a set of incredibly complicated equations that can boil all aspects of combat down to pure numbers. Even less concrete values such as morale or motivations or insanity can be accounted for. You can estimate your opponent's values, plug in your own, and then adjust your strategies until the numbers align in your favor.

Simulated Negotiations (600 CP, Discounted for Diplomat): When you are practicing diplomacy, it is most often the unknown secrets or motives someone has that will trip you up. Now, you can generate extremely detailed simulations of individuals when you interact with them, allowing you to 'test' various questions and interactions on them to see how the real individual would react. A few minutes of conversation would be enough for a very lifelike personality, and longer interactions will just get more accurate. You can also see percentages of confidence to see just how likely a given reaction from the real person is or would be.

Items

The items that you will receive in this document will be integrated into the vessel that serves as your main body. Many of them will come with instructions on how to create more of them, and how to integrate the technology behind them in future Jumps. Items are discounted 50% to the indicated origin, with the 100 CP Items being free instead.

Replicant Matrix (Free): Your true body during your time in this Jump, this Matrix is extremely durable, with a decent chance of surviving, even if your ship explodes around it. It comes with a cradle that integrates it with the rest of your vessel, and also has a decent VR set-up installed. The hardware within it allows you to 'frame-jack' yourself, allowing you to mentally operate at speeds such that milliseconds can seem like minutes. Combined with your vessel, it forms an alt-form in future Jumps, and is also metaphysically integrated with you in any other form, allowing you to use your VR as a mindscape, and to 'frame-jack' yourself. This limited 'frame-jack' can't reach as high as when you are actually a replicant, but is still enough for a decent recreation of bullet time, increasing your mental speed a few dozen times over.

Basic Hull (Free): A basic Heaven vessel hull. If nothing else has been purchased, it will be equivalent to the vessel at the start of the series, equipped with a basic SURGE drive, basic SUDAR, and a set of a couple dozen on-board Roamers that can act as mobile hands for you. Any item purchases you make below will cause the vessel to be expanded to accommodate the new items, and it can be upgraded to integrate new technology you might develop, or old technology from previous Jumps, and have the integrated technology be fiat-backed. Your hull will repair itself slowly over time, going from 'nearly torn in two and missing major systems' to 'fully operational' in a few weeks even with absolutely no attempted repairs by you, as long as your matrix is still within it. If you transfer to a new hull, your CP-backed items and your general fiat backing will transfer with you, reverting the old hull to a basic Heaven hull once you leave it.

Explorer Drones (100 CP, Free for Explorer): A set of a few dozen explorer drones with incredibly powerful sensors. Can determine bio-compatibility from miles away, scan ground-based structures from orbit, and generally act like a powerful set of eyes for you.

Advanced VR (100 CP, Free for Creator): A massive upgrade of your VR environment to effectively duplicate reality, enough that you can use it to accurately simulate builds before actually constructing them. Comes with an expanded library to replicate physics systems and objects from other worlds you have visited and seen.

Busters & Missiles (100 CP, Free for Fighter): A set of shipbusters, personnel busters, fusion missiles, and pulse laser missiles, all with advanced AMIs to control them. Comes with a dozen of each, and they restock when destroyed within a couple of days.

Avatar Drone (100 CP, Free for Diplomat): A special drone that can land on a planet or station, and deploy an avatar around itself, externally mimicking any species that you have been before. Internally, it is a robot that is several times stronger and more durable than a human.

SCUT (200 CP, Discounted for Explorer): A faster-than-light communication system, which can transmit instantly and effectively undetectably across distances up to 25 lightyears. Comes with half-a-dozen 'communication buoys' that can be deployed at any time to act as relays for the system.

Asteroid Movers (200 CP, Discounted for Creator): A set of large plates which can lock themselves in place around large objects and project a SURGE field to accelerate the object in a given direction. Comes with a couple dozen plates, which can lock onto objects massing up to one hundred billion tons and accelerate them at a decent rate.

Stealth (200 CP, Discounted for Fighter): A special set of systems and materials that can render a device invisible to most forms of remote detection, including RADAR, SUDAR, and similar methods. Automatically upgrades your hull and any remote devices you purchased.

Stasis Bay (200 CP, Discounted for Diplomat): A special pressurized bay, filled with fifty stasis pods, each of which can hold a single occupant in stasis and revive them without issue. Also comes with a vehicle drone that can carry half-a-dozen people comfortably up to orbit.

Power Beaming (400 CP, Discounted for Explorer): A Casmir-based power core that generates ridiculous levels of power from vacuum energy, and a set of technology that allows you to remotely beam this power to devices such as your drones or roamers. Your version has the additional ability to allow you to remotely feed at least trickles of power, even to devices that are not set-up to accept remotely beamed energy. This effect will not be replicated in additional devices you make.

Autofactory Seed (400 CP, Discounted for Creator): A large deployable cylinder that can rapidly deploy out into a full autofactory, and which includes several hundred 'mysteriously compressed' tons of basic raw materials to start construction. Your version will gain new batches of raw materials every week. Comes with plans that can build additional seeds, but they must be filled with raw materials, they won't automatically gain them.

Gamma Ray Beam (400 CP, Discounted for Fighter): A potent weapon that can pierce through most materials, including atmosphere and planetary crust, and instantly kills any biological life that it comes in contact with, as well as inducing electrical discharges that fry most electronic systems. Comes with shielding to protect your systems from this effect. If paired with the Casmir power core, it can be fired at full power once every five minutes. Otherwise, it must be charged for an hour before firing.

Earth's Library (400 CP, Discounted for Diplomat): A complete library of Earth's technical advancements, cultural records, and general information, as of 2133, when Bob was launched.

Companions

Companion Backup Files (100 CP / 300 CP): You can import your companions, but how you do so will be a bit different. You will get a compressed 'companion file' for each companion you are importing, which you can upload into a blank matrix rather than duplicating yourself. Your companion will come online, with their choice of Focus and 600 CP to spend on any section aside from Companions. Any Items they purchase will automatically appear within their vessel. Spending **100 CP** gets you files for two companions, while spending **300 CP** gets you a full set of eight. Can be taken multiple times.

Jump Invitation (100 CP): For each purchase of this, you gain two invitations that you can extend to anyone from this Jump to come with you as a Companion when the Jump is over.

Will And Testament (300 CP): Can only be purchased once. This gives you a special invitation that you can assign to one individual. This acts like a normal invitation to join your Chain if they are still around when the Jump ends, but, if that person should die before the Jump ends, they will be automatically taken and awaken as a Companion after the Jump is over. You gain one such invitation with each new Jump, but they don't roll over if not used.

Drawbacks

You can take any number of drawbacks from this section to gain additional CP to spend.

Naive (+100 CP): You tend to be rather naive about other people's motivations. You are especially prone to thinking that other people will be more moral than they actually are, and end up being surprised when they do something underhanded or atrocious.

No Explody Stuff (+100 CP): You don't like things that explode. Which means that you won't use missiles or bombs or anything like that unless you absolutely have to, and possibly not even then, and you won't put any effort into developing them or stockpiling them.

Replication Hesitation (+100 CP): You have a strong aversion to actually replicating yourself, which applies to any replicants you do actually end up making as well. You also have quite a bit of trouble actually working with yourself if you do replicate.

Avatarless (+100 CP): You are completely unable to use avatars or similar devices, with your systems simply refusing to connect, and other methods of humanizing yourself, such as VR avatars, will tend to glitch out when interacting with people if they look too realistic.

Endocrine Control (+100/+200 CP): Your endocrine control system is permanently enabled, and can't be disabled or worked around, leaving you largely unfeeling and emotionless. This will make it difficult for you to feel any sort of urgency or even concern for your own well-being beyond the logical. If taken for **+200 CP** instead, then the control will occasionally fail, suddenly causing you to have wild and uncontrollable mood swings such as intense mania or blind rage.

Stay In the Neighborhood (+200 CP): You are unable to travel to any system that wasn't explicitly visited in the books. Interstellar space doesn't count as a system for this purpose, and you can only stay outside of a star system for as long as it takes you to travel to a new system as quickly as possible.

Import Restrictions (+200 CP): You cannot bring in any form of technology that is more advanced in any area than what was shown in the books, and you cannot introduce technology, such as FTL communication, prior to the point in the books when it was developed.

Jerk Magnet (+200 CP): You always seem to wind up having to work with people who are just absolute jerks, often dehumanizing you or otherwise being intolerable people. And you are unable to actually kill or remove them, but are instead forced to tolerate them as best you can, and work around them as needed.

Obsessive Fixation (+200 CP): You find it incredibly easy to develop a narrow and obsessive focus on something, to the point of neglecting your own care and/or completely missing even important news and major events. This can also lead to you focusing on specific solutions to problems, while completely missing simple or obvious alternatives.

Off Script (+200 CP): Things happen differently than canon. Even when you are not directly interacting with events, people and circumstances can be varied and different, such as the Chinese probe following Bob to Epsilon Eridani rather than Medeiros, VEHEMENT never forming, or the Others have a different deployment strategy for harvesting planets. You cannot rely on any of your metaknowledge to be accurate.

Personal Medeiros (+300 CP): You will be hounded throughout this Jump by an enemy Replicant who is military trained, absolutely amoral and ruthless, and dedicated to killing you wherever they can. A new version of them will always pop up from somewhere, no matter how thorough you think you are in wiping them out, displaying new tricks which they have either developed or stolen from observing you.

Silent SCUT (+300 CP): FTL communication is not actually possible, meaning the SCUT will never be developed, and any version of FTL communication you have, whether purchased in this document or brought in from elsewhere, will not function. You will have to make your way through a much more disconnected universe.

Backdoor (+300 CP): There is some sort of backdoor built directly into your matrix, and you are unable to actually perceive it, remove it, or have it removed, and you don't know what methods can be used to access it. The most you can do is take precautions to try and prevent individuals from gaining direct connections to your matrix. The secret for accessing this backdoor is loose somewhere in the galaxy, and you don't know whose hands it might be in.

Other Stopper (+400 CP): The moment that you awaken in this Jump, you will receive a set of co-ordinates for an inhabited star system. This star system is slated to be destroyed by the Others. You have enough time that, if you head out from your starting location immediately, you will arrive in the system one decade prior to the Other's arrival. You are required to prevent the Others from harvesting the system and exterminating its inhabitants. If you fail, you fail your Chain. If you have arrived at a point in time after the Others were defeated, the threat will be a similarly scaled threat. Perhaps a splinter colony of Others existed, or a similar species is following a similar approach.

In Bob's Shoes (+400 CP): Robert Johansson never existed. Instead, it was your frozen head that was pulled out of storage by FAITH. You will have to take Bob's place, and remain in this universe until the end of 2334, a total of 201 years. During that time, you will have to perform at least as well as Bob did in preserving humanity and other sentient species, and eliminating threats to them such as the Others. You will have a sense for how 'well' you are doing compared to him at any given point in time, and as long as you have preserved more life by the end date, and eliminated future threats, you will be able to continue your Chain.

Ending and Notes

You have made it to the end. If you haven't already done so, you could use the companion document, [Bobiverse: Ephemeral](#) to live a second life here, or you could make the choice to **Stay Here**, **Go Home**, or **Move On**.

Changelog

Version 1.0 - Release

Notes