

Once upon a time, the feared Captain Flint served as the scourge of the spaceways, the most feared pirate lord to sail the Etherium. Rumor has it that he gathered so much treasure that no normal trove was good enough, that he instead hid it all in a huge horde. Now, thanks to a strange quirk of fate, a young lad named Jim Hawkins may have uncovered a clue. Welcome to the world of (and search for) the Treasure Planet!

Here, have some Choice Points to outfit yourself for the expedition. +1000 CP!

Where are you beginning your search? Chronologically, your time here begins at the moment a dying pirate hands a strange orb to young Jim Hawkins, but to determine your physical location, roll 1d8 or pay 100 CP to choose.

1: The Benbow Inn: This small inn on the planet Montessor is owned and operated by Sarah Hawkins and her son Jim. Providing meals and lodging, the inn doesn't see a lot of traffic, but it's surviving... though the dock now has a crashed single-person ship on it, and there's some strange person dying on a table in the dining room.

2: Dr. Doppler's Home: Doctor Delbert Doppler, noted astrophysicist, has a large home on the planet Montessor. It's rather disorganized, with piles of books everywhere, but is still quite cozy. The Doctor himself isn't at home at the moment.

3: The RLS Legacy: The Royal Light-Ship Legacy once served as a Discovery-Class Frigate in the Terran Navy. However, after the class became obsolete, the ships were rebuilt as lightly-armed galleons and made available for suitable civilian purposes. Now serving under Captain Amelia and still flying the Royal Navy Jack, the Legacy has just been hired for some sort of expedition with a whole new crew...

4: Crescentia: This massive artificial satellite over the planet Montessor serves as one of the largest spacedocks in the Terran Empire. Hundreds of ships and thousands of beings pass through this busy port every day, all under the watchful eye of the Terran Navy.

5: SURFACE of Treasure Planet: This jungle world appears to have nobody else on it at all, and is far from any major Etherium currents. Though there are no real dangers here, it's extremely boring. There's not much to do but try to figure out the strange diagrams carved on random rocks, and hope to get picked up.

6: The Procyon Empire: The mysterious Procyon Empire possesses many more ice planets than the Terran Empire, in who they are currently in a state of wary peace. You're on one of these many icy, but well populated, rocks. Fortunately, getting a ticket to a civilized Terran harbor shouldn't be too hard.

7: The Center of Treasure Planet: How did you manage that? You're in the center of the Treasure Planet itself, where Captain Flint's hoard is buried! On the plus side, you're in the middle of more gold and other valuables than you could ever dream of. Unfortunately... there doesn't seem to be any way out at all. Hope you feel like digging through miles of planetary crust!

Backgrounds:

Who are you? Are you a loyal spacer of the Terran Navy, a piratical rascal on their search for a big score, or just a drifter who appeared out of nowhere? In any case, roll 1d8+20 to determine your age, with your gender remaining the same; if you wish, you may pay 100 CP to instead select those options yourself. This place has a multitude of alien species; you can be any you wish, but be aware, they will not grant you any real special abilities. Whether you have gravel skin (Cragorian), are nothing but a head with tentacles (Aquanog), have a face in your torso (Farafnir), or are a farting snail (Flatulan), or even something weirder, you won't get to far ahead from your "standard" human. But they look cool!

Drop-In: Free

You simply appear, like a ghost from the Etherium. You have no history or memories of this place to guide you, but you certainly haven't made any enemies yet either, and your memories are your own.

Navy; 100 CP

You've spent your time before the mast, serving as a sailor or officer aboard one of the Terran Empire's Light-ships. Your training and experience will serve you well on land and in space, serving as generations have before you to guard honest men from the terrors of space. The Treasure Planet's discovery would surely bring you great glory, and would be for the benefit of the Empire!

Pirate: 100 CP

You are one of the assorted reavers, raiders, and scallywags making up the pirate fleets that sail the spaceways. While you may not know the meaning of the word honor, you do know how to fight, how to sail, and most importantly, how to cheat. Finding the Treasure Planet would set you up for life; you'd never have to waste days waiting for a small-time convoy to pillage!

Scientist: 100 CP

The world's just such an interesting place! You are a scientist, probably a member of the Royal Astrographic Society or some similar organization, with a great deal of knowledge. Some of it may even be applicable! And if you could find the Treasure Planet, why, you'd be a hero to science! They might even name an award after you, or let you publish your book!

Skills and Perks:

The search for the Treasure Planet is bound to be dangerous, but you can probably handle it. After all, you have skills and knowledge beyond the realm of common men, right?

Sunboarder: 100 CP, Drop-In Free:

A sunboard is pretty simple; take a board, attach an engine or a simple solar sail, and start flying. You're a master at controlling these simple craft, able to fly your way into (and out of) some tight spots. While you're not quite as good with bigger ships (things with, you know, wheels and seats) you're still quite an impressive pilot.

Home In The Rigging: 100 CP, Free Navy

You've got a place you're always at home; up the rigging of a light-ship at full sail, travelling the Etherium. You're a master of all the basic skills needed to keep a ship up and running, from basic maintenance on the engines to knowledge of more knots than you could shake a laser-stick at. Also, your time up top has made you incredibly agile and surefooted, with an almost feline grace.

Dirty Business: 100 CP, Free Pirate

It's a dirty business, but someone's got to do it. Killing, that is! You're a trained fighter, lethal with sword, laser-musket, and anything else you happen to find. That's sure to be useful sometime. Also, you're trained in boarding hostile vessels, and are a surprisingly good shot with an explosive grappling hook (and can swing on them, too)!

Speak Flatula: 100 CP, free Scientist

Those college courses finally paid off! You speak every language in the Terran Empire, and quite a few from outside of it. Even if you don't share a language with someone, you're quite skilled at getting your point across and understanding theirs in return; body language and pidgin tongues you make up on the spot will get you much farther than you'd expect.

Navigator: 200 CP, Discount Drop-In:

You have a true gift for all the arts of navigation. You can lay a course that would take others an astrolabe, slide rule, and square feet of charts with nothing but the feel of the Etherium to guide you, and can hold even complex multidimensional maps in your head with pinpoint accuracy. You're also quite good with other spatial reasoning tasks, including placing furniture.

Stiff Upper Lip: 200 CP, Discount Navy

When the laserballs and solar torpedoes are flying, when an undiscovered asteroid field pulls your ship from an Etherium current, or when you have to suffer the indignity of a mutiny, your crew can look to you and stand proud. You'll have not a whisker out of place. You have the courage and mental fortitude to hold your calm at all times, forcing your body to be obedient to your mind and even pushing through pain with an understated stoicism that, while not necessarily good in the long run, will certainly make you look tough.

Repurpose: 200 CP, Discount Pirate

There's never a reason to toss out a good ship! Nobody purpose-builds vessels for piracy, so you've gotten really good at... converting... other ships to ones worthy of carrying the Jolly Roger. Add a few cannons, some saw blades, and some black sails, and that yacht will make a serviceable cutter, or that freighter will serve as a man-o-war (with a huge hold for plunder, too!). Just a few days and some basic tools and you can turn anything into a solid warship.

Funded An Expedition: 200 CP, Discount Scientist

Money gets science done. Well, and other things, probably. But mostly SCIENCE! You've learned that if you throw enough money at a problem things will generally go your way. If you want something done and are willing to pay, even governments and other organizations seem to bend to your will, so long as you're doing things vaguely in their interest. Further, those people you may have to pay under the table seem to stay bought more often, without the problems that bribery often poses.

Cult Classic: 400 CP, Discount Drop-In

People just tend to remember you fondly. No matter whether you succeeded or failed at what you were trying to do, they'll remember that you tried, and that's the important part. You might not quite have gotten to that bomb in time to disarm it, but you'll be lauded as a hero by the survivors for attempting to save them anyway. This can also serve in the opposite manner; if you raid a town, even if you inflict no casualties at all, you can expect to be remembered by all the witnesses as a horrifying reaver who pillaged mercilessly!

Iron Discipline: 400 CP, discount Navy:

Years of experience in the Terran Navy have taught you how to handle a crew. The skills and charisma needed to forge a bunch of misfits into a hardened team are yours, making you a master of training and of enforcing discipline through both active and passive measures. No ship of yours will ever suffer a mutiny! Well... probably. At least it's not very likely, and you'll be sure to have a number of loyal holdouts even then.

Tales of Terror: 400 CP, Discount Pirate

What good is being a dread pirate if nobody dreads you? Fortunately, that won't be a problem. You're a master of causing fear and panic, timing your attacks so that just when they think you've left, you reappear to dash their hopes. Even if, by some great accident, you manage not to leave any survivors, you'll still hear stories of your ferocity told in spaceport bars the next night. They'll whisper your name for centuries!

Published: 400 CP, Discount Scientist

You're a master of the Terran Empire's science and technology (even the bits that really don't make sense). You can understand and apply all kinds of interesting scientific principles from astrography to engineering. This knowledge can help in identifying the varied species, astronomical phenomena, and other dangers you might run into in your adventures, and will help you equip yourself to face them; you might be very glad you know how to anticipate a supernova or rebuild a laserball cannon.

Gear:

Sunboard: 100 CP

A normal sunboard is... well, pretty risky. When you strap a jet engine to a surfboard, there's a high likelihood of explosions. This example, though, is very different. Handcrafted to the highest specifications, it has both solar sails and a combustive generator, and is carefully tuned to be able to skip across the Etherium at harrowing speeds (not to mention its capabilities in an atmosphere). It'll get you anywhere, and do it fast.

Ship: 100 CP/200/300 CP

You possess a ship of your own. For a small, fast ship with a crew of up to 12 like a Cutter, Assault Cutter, Warsloop, or Torpedo Boat you can pay 100 CP, 200 CP for larger ships up to Frigate with a crew of 14 to 23, such as a Heavy Scout, Fast Frigate, Tender, Minelayer, or Frigate. Instead, you may pay 300 CP for an even heavier vessel made serve as a ship-of-the-line or as the centerpiece of a fleet, such as the Starhammer or Man o' War with their crews of 35. Your ship may be armed to your specifications, within the weapons available to the Royal Terran Navy. Those with a Navy Background receive a 100 CP credit towards this option, which can grant them a small ship for free.

Money: 100 CP, free Scientist

It's money! It solves all problems (well, except for the ones it creates). You have enough cash to live the life of luxury for ten years. However, this is nothing to the trove you may find if you could locate the Treasure Planet!

Cyborg Bits: 100 CP, free Pirate

Somehow, you've ended up with some cyborg bits. While these can obviously be used to replace missing bits of you or someone else, you might find another use instead. You have an eye (with heat sensors, zoom functions, and complicated targeting software), a leg (which... is a leg), and an arm. The arm is the most interesting bit, with a complex set of alternate hand attachments that it can switch out with but a thought. In addition to acting as a normal hand, you can use it as a sword, blowtorch, laser musket, blender, torch, cleaver, clamp, pincer, fork, or a large energy blaster with the addition of a single component stored in the leg. And there are probably even more functions!

Morph: 100 CP

A morph is a small shapeshifting creature from the moons of Protea Nine. Though they don't often leave, this one's taken a liking to you, and will follow you anywhere. It's only about as intelligent as a parrot, able to follow simple commands and echo speech, but its cunning may surprise you. Best of all, it can morph, easily and instantly changing shape from its fist sized pinkish form to anything else about the same size, including quite complicated objects. It'll fly around with you and keep you company, and may even save your life.

Laser Musket: 100 CP

Despite looking much like an antique black-powder weapon, the standard Laser Musket uses a small battery to fire an energy blast. It is usually used to fire single, powerful blasts that require recharging (available in a pinch via the small hand-crank attached to the battery), but is also able to generate weaker pulses or an electrical arc capable of burning through metal. This musket is pin-point accurate, and can be easily modified to accept energy from other sources (such as plugging it into the ship's main power, to draw energy from the solar sails).

Laserball Cannon: 100 CP

The standard armament of most ships in this place, the laserball cannon functions through some interesting but slightly dodgy physics. The concentrated energy of the solar winds gathered by a ship's sails are used to charge the cannon, as well as the engines. This energy is then used in the form of a laser to propel a cannonball at incredible speeds. This cannon in particular is slightly unusual; it appears to have some form of forgotten technology allowing it to manufacture explosive and solid shot on demand, and a linked (but very dumb) robot brain to perform basic targeting and

friend-or-foe recognition. Rather than purchasing a single cannon, you may instead upgrade an entire ship's complement with these weapons for the same price if you have purchased a ship here.

Space Suit: 100 CP

This very sturdy space suit, while looking very silly, has a number of useful functions. On top of its obvious purpose (it keeps the air in, even if something bad happens), it has complete environmental controls, can generate temporary artificial gravity to keep you safely on the deck, and has a handy reading light. Oh, and a radio, compass, three-dimensional mapping software, basic photo-development tools, and plenty of other things. Not to mention it's surprisingly tough, able to take a volley of laser-musket fire.

Loyal Second: 200 CP;

So, you need a new Companion to help you out on your journey? Perhaps Mister Arrow would help keep your crew in line, or you feel a hankering to see what new horizons Captain Silver might explore? If you wish, you can select a canon character to the Treasure Planet franchise to follow you on as a Companion.

Trusty Crew: 200 CP

There are some untrustworthy-looking scallywags in this port, and they don't deserve a berth on your vessel. Instead, you can bring in some people you already know you can trust. Import up to 8 previous Companions, granting each of them a history in this world compatible with your own. Of course, that might not be enough to get you off the docks; if you have a (SHIP PURCHASE NAME), you can instead import the required crew for your ship, for the same cost.

Drawbacks:

You wouldn't want your time here to be boring, would you? You can select up to 600 CP worth of Drawbacks to make your time here more difficult and dangerous. Beware, Drawbacks will override perks if the two conflict!

+100 CP: Box-Office Bomb

No matter what, you just can't seem to turn a profit. Your restaurant never has any customers, even promising ore veins turn out to be nothing when you go mining, and any shipping concerns you own are the #1 target for pirates. Whatever scheme you try, money slips through your fingers until you're only making enough to survive. Guess there's no early retirement here!

+100 CP: Starsickness

The sight of the naked Etherium makes you queasy. Errr, slightly more than queasy. Actually, you can barely stand to look up at the night sky, much less off the side of a ship sailing through space. If there's something very close you can focus on, you can manage for short periods, but otherwise... you'd best hope you don't need to go anywhere, or at least that you can get a cabin without any windows.

+200 CP: Traitorous Mutineers!

Oh no, a mutiny! Again! This only happens... well, pretty much every time you get on a ship. For some reason, the social order just won't stay orderly when you're around. Expect to get involved in a lot of hijackings. No crew you sail with is safe; there seem to be just too many malcontents looking for jobs! If you are tempted to just stay home, be wary; they might not call it a mutiny, but a revolution is close enough to be very likely...

+200 CP: Beware the Cyborg Jumper!

Sometime in your mysterious past, you suffered some extremely dangerous injuries resulting in some... involuntary prosthetics. Around 40% of your body, actually, has been replaced by barely-functional cybernetics. While they'll get you around, they just keep developing minor faults and breakdowns that can vary from annoying to life-threatening, requiring constant maintenance. Replacement's not an option, though; without your life-preserving parts, you'll die.

+300 CP: Knotty Problem

You just can't seem to keep your grip. Normally, this would just be pretty annoying, but in this place it's likely to be fatal. See, when you're sailing through space and fall off your ship, things tend to end badly. Knots and fastenings holding you down seem to become unsecured far more than they should, and you'll have to be careful not to trip. Even when not on a lightship, you will run into similar problems; it seems everything important here, including most cities, are actually on huge space stations, or at least at the top of tall cliffs.

+300 CP: The Iron Menace

Ships have lately started disappearing, and now you know why; the Iron Menace is attacking. Unlike every other vessel, these huge ships are liberally covered with metal making them almost impervious to laserball fire, and are armed with advanced beam weapons and plasma rockets. Some of their ships can even enter some kind of stealth by "submerging" "beneath" the Etherium

(however that works). While these raiders and invaders are a threat to the Terran Empire, they seem to have especially targeted you, and will do their best to hunt you across space.

End

So, you've made it through? Survived ten years, accomplished your goals (whatever those were)? Now you have another choice to make... No matter your decision, all your Drawbacks are revoked, and the memories of your Background no longer impose themselves upon your thoughts.

Stay Here: Why leave? You've found the Treasure Planet! You're rich!

Keep Jumping: There might be MORE to find!

Go Home: This place was weird. Your bed at home is comfortable.