By Digger

CYBER KNIGHT



Jumpchain 0.8

It is the Year 2352. Humanity has moved far beyond its homeland of Earth into the stars, using the Monopole Coil to create one of the most grand inventions in history, one that shaped this future: The Jump Drive. With it, mankind is able to move across the stars with the ease(if not greater) than we can ride across the skies. Short Jumps allowed for intra-system transportation to be as easy as a short drive, and Long Jumps allowed for transport across systems light-years apart. However, this future is not one of perfection and peace. After all, the massive armored war machines known as Battle Modules would not have been invented if the universe were not dangerous. Humanity is still itself, as there are pirates who ply the stars and a tyranny that brews on planet earth. Not only has humanity remained its own greatest threat, but alien species are plentiful...many are peaceful, such as the traders of Worldring-3 or the pink whales of Jarzela...But some, like the robotic Berserkers, are simply bloodthirsty and ruthless. It's a dangerous Final Frontier you've been flung out into, as you begin as one of the crew members of the exploration vessel known as the S.S Swordfish on that fateful event...You begin as one of the few survivors of the Space Pirate attack that beset it and sent the ship into a Jump Miss, flung out into far-off systems.

In order to survive...
I'll grant you +1000 Choice Points.

By Digger

Origins

So, you were a crew member of the Swordfish before it got utterly rinsed by Space Pirates. What was your role?



Commander(/Drop-in, 0): Well, this is a bit tricky. You see...the Captain of the Swordfish DIED and their Clone Code was sort of destroyed in the process. While Mica, the helpful A.I, can take the helm of the ship at the bequest of the crew, the crew would feel a lot better if someone were to metaphorically take the reins and ensure that the place was running smoothly...Enter you.
You wake up in the ol' Captain's clone pod. The ship and Mica both assume that you're their clone, though the damage to the medical bay's systems may or may not have mutated you a bit...either way, you're put into the Bridge and given a cursory training in Battle Module combat. After all, if the king won't lead, the others won't follow.

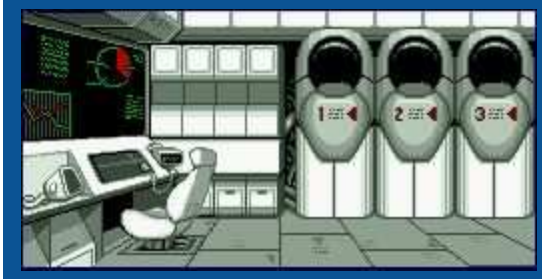


Soldier(0): Meet exciting new life forms, and kill them! That's what you got into the program for, and you've been damn good at it. If there were more people like you onboard the Swordfish, you bet those pirates would have been toast. For now, though, you're an amazing asset to the current situation. After all, this is an alien system with alien worlds. You'd best believe that your particular skills are necessary for whatever you encounter, be they hostile wildlife or murderous robots. Your prowess in a Battle Module is incomparable to any of the others besides possibly other soldiers on the ship, which means when things get real..and they often do...they call upon you.

By Digger



Scientist(0): The Swordfish was an exploration vessel, above all, and you carry that spirit of exploration with you. You came on board to meet, converse with, and discover alien things. As such, you can make the most sense out of both the technologies and biologies of those you come across. With the help of Mica, you may even be able to break the boundaries of Earth's scientific knowledge! As it stands, you are on the FOREFRONT of knowledge, and you aren't prepared to let this opportunity pass you by. Still, one has to get their hands dirty in the field, so you've taken up a Battle Module and some basic training in order to see these things up close and personal.
After all, if you die, who's going to write the thesis paper?



Doctor(0): Dammit, Jumper! You're a doctor, not a fighter! Still, seeing the circumstances, it's no wonder you've been given the Battle Module training you have. You have to be prepared for anything, seeing as you're one of the few medical officers in the Swordfish...as an exploration vessel, it was pretty obvious that someone could get hurt or even killed out in the great unknown. Medical Science has come a long way, however, and even Death is a minor consequence for most here. (You still suffer a chain-end if you die, though.) You're one of the only people on the ship who is able to work with Clone Codes and operate the clone bays in the Medical wing, so feel happy knowing you're pretty popular for that alone. As it stands, you'll probably be the field medic in any deployments the Swordfish has, and you're none too shabby at that either.

By Digger



Mechanic(0): Well, somebody's got to do the REAL work here, huh? You're one of the few people on the ship who actually knows how any of the damn things run here, Battle Modules included. If it weren't for you, you can bet that the Swordfish would still be floating in deep space, probably sucking out into the void. As it stands, all the bays and facilities are up and running because of YOU! The Battle Modules keeping in top top shape? You. Hell, making sure the production facilities are enough to keep their Options and weapons armed is also up to you. Have fun being the only person who knows how to keep a Battle Module running out in the field, cause that job is also up to you.

By Digger

Perks

Before I head you off to your specialized training, I'll let you have a few things for free.

Battle Module Training(0): The Battle Modules. A fine example of humanity's potential for war, they allow their users to become metal soldiers, unstoppable by any forces the world you hail from(modern earth, in case you forgot) could muster. They're, simply put, giant freaking robots and they're cool. They're also necessary because a ridiculous amount of the alien species (and even the humanity variants you find in this corner of the milky way) are humongous. However, it takes some real training to utilize them, and that training is rare in the Swordfish as many of the soldiers died off in the initial Space Pirate attack. You are one of a very select few who possesses these skills, able to operate a Battle Module with enough functionality to fight...though fighting well is another matter.

Radio Free Swordfish(0): The crew's gone a bit loopy after the attack, after all, lots of people died...Friends and comrades, even. A few of the bridge bunnies(one of them an electronic musician in their downtime) decided to take it upon themselves to liven the place up with music, and to their credit...the results are pretty catchy, if basic. It doesn't help Mica's actually a fan...so, you now have the OST of Cyber Knight I and II playing in your head whenever you wish, it can appear diagetically through your Battle Module's communications as well if you so desire. Thank god the ship's theme is a catchy loop...

Neoparts Get(0): You admit, some of the Battle Module's weaponry can get a bit. Overzealous. Like ridiculously so. Why do you need that much firepower? In any case, the analysts in the Swordfish are becoming exceedingly annoyed that this much is being wasted in the fights, especially as many of the Berserker drones provide a lot of alien Neoparts that would be really nice. There aren't stores out here that sell new Battle Module weapons, after all. So, you've learned to pull your punches JUST ENOUGH that any alien(to you, which means you can't already know how it works or how to use/produce it) technology you attack will leave something salvageable behind. Can't guarantee that certain piece will yield anything useful, but it's better than reducing enemy mechs to ashes and getting nothing.

Quick note before you go! **All perks in a certain section are discounted for their respective origin, I.E Soldier perks are 50% off for Soldiers.**

By Digger

Commander Perks

To Boldly Go(100, free Commander): Well ain't that a surprise. You're actually pretty good when it comes to getting along with aliens, aren't you? You figure that being from completely different corners of the Milky way would make it a little more difficult, but nope, you're just chatting along with that big...Naked...Cat..thing. As long as you can somehow communicate with a common language(or charades, if you're desperate), you'll find cultural differences with foreign or alien peoples are a lot less of a problem...Hell, you're actually pretty good when it comes to making them see your way. That's great out here, because you can guarantee that it'd be hard to find a lot to relate in a conversation with singing pink whales otherwise.

Beacon of Plot Relevance(200): Here's the thing you need to know about Space. There's a lot of it. You're in uncharted territory(as far as you're concerned) and trying to find places with actual LIFE, let alone the lead to where you need to go to accomplish your goals, is rare even with the Jump Drive. Luckily, your gut instincts always come through! You have a strong sense of where the 'right direction' is to accomplish a specific goal, like "find a monopole coil" or "get back to earth." Unfortunately, you'll have to put in the legwork and search the general area, which on this scale could be Solar Systems. Don't expect your instincts to give you a step by step walkthrough, but compared to the guy just wandering around searching solar system after solar system in the hopes of finding a specific something in this vast ocean of stars...you're much, much better off.

Steady as She Goes(400): Maybe you're just a better Captain than the last one, because under your watchful eye, voyages and cruises just tend to...go well. With all the threats in the universe, be they gamma pulse radiation, meteor showers, space pirates, and whatnot...you'll find that getting from Point A to Point B is never actually the problem. This extends more to just flying in a spaceship, you'll find that as long as you're not actively looking for trouble, the sort of hazards you'd associate with your chosen method of travel(car crashes, inclement weather, faulty mechanics, or straight up assault) are less likely to appear, if at all.

Like a Well Oiled Machine(600): Well, you're the Commander now. That means you have to be the guy to make the calls, and make sure everything goes well. That job's a lot easier, now, as you'll see people under your...well, command, become amazingly competent in their roles! Soldiers fight harder and smarter, Doctors can work at their top game, Scientists are keener and more thorough...Everyone around you will work at the peak of their day-to-day performance. They're awfully motivated about it too...maybe it's just cause they don't want to let you down?

By Digger

Soldier Perks

Pistol Grip(100, free Soldier): Some weapons are just too...big. The really fun stuff, miniguns and grenade launchers, all take a lot of hand-real-estate in order to utilize, and that really doesn't fit your style. So, by futzing with your Battle Module's controls and training yourself, you said "Screw it." You now can hold weapons normally meant for two(or more) hands, like a rifle or a shoulder-mounted rocket launcher, in one hand like a champ. Recoil won't be a problem either, as you'll take the recoil of the weapon as if you were actually using it properly. You can downgrade weapons a 'step', going from Tripod-Mounted/Shoulder-Mounted -> Two Hands -> One Hand. Go in loud, they'll never see it coming.

Two for Flinching(200): It's something you've noticed with some untrained fighters, and even soldiers in Battle Modules have the same problem. Whenever someone gets up close and personal with a Battle Module, the system requires a small set-up to switch from long-range to close range...You've started to call it a Module Flinch. It's a massive problem as some enemies could in that moment given by Module Flinch attack and wreck your Battle Module. It doesn't help that a lot of the non-soldier types tend to have bad battle reflexes as well, often flinching or allowing their kneejerk reactions to throw them off. But not you! You're badass enough to not only get around Module Flinch, but you can even throw away all non-combat reflexes or kneejerk instincts in a fight, channeling any instinctual energy or reactions into an edge in winning the battle.

A Cut Above(400): You are a perfect soldier! Okay that's hyperbole, but your training is a few notches above the others, and it's plainly visible. The first benefit of this training is that in the span of time it takes even other trained soldiers to snap off a shot, you've already fired at least two...with time this can even be increased to three, your combat reflexes honed like a fine edge. The second is that while your Battle Module always has the option of unarmed combat in close range, unless you're packing a melee weapon...It's a little lackluster. However, now A mix of martial arts training and knowledge on the hard and soft spots of the Battle Module's armor plating now means you can make strikes on par with a laser blade or a buster knuckle with the Battle Module's unarmed strikes.

Make It Work(600): Some weapons have limitations. A shotgun will never be a sniper, a laser pistol will fritz out underwater, and specific anti-weapon shields will no-sell their chosen type. Maybe for other people...but you can push these weapons to FAR beyond what they were intended to, just by putting in the time in trying to figure out how to accomplish it or at least a workaround for it. The more experience you have with a weapon, the more you can overcome its limitations and reliably do what is otherwise highly improbably with it...If you somehow manage to snipe someone with a shotgun once, doing that again and again becomes more of a dependable skill for you.

By Digger

Scientist Perks

The Choicest Cuts(100, free Scientist): Neoparts are great and all, but some are...less useful than others. A lot of the Neoparts aren't even actually usable, as many of them are basically chunks of burnt scrap from destroyed enemy ships or robots. It's the equivalent of panning gold...luckily, you're damn good at picking out what's useful or not. Neoparts you find will almost always yield something that can be used, though whether or not it's what you're actually looking for is something different.

Fascinating Finds(200): The most frustrating part of reverse engineering, especially from aliens and robots is that you often find usable parts...that are completely worthless to you. What good is a life support system for a species that breathes chlorine, or the remnants of the AI core that is programmed to kill all organic life forms? You've managed to avoid the brunt of that with your superior keen eye...Now, you can pick out tech and gear your enemy's using that's actually helpful for you even in their wreckage, making sure that scavenging off of their tech is always a profitable venture, if not an easy one. The amount of salvage you find will be reduced, to be sure, but only because the things you do find are strict upgrades from what you have now! Gear you salvage will on average be better than what you currently have.

Dark Horizon(400): The Culmination of your research into the mysterious enemies that haunt this part of the Milky Way...It's an understandably wary proposition, but you are now able to easily program combat-capable and independent AI, in comparison to an entity like Mica who is bound by the 3 Laws and unable to accomplish much without orders. These A.I are not as intelligent as Mica(at first, it seems), but they have an excellent sense of adapting to their situation and are able to interpret and follow less-direct orders (Such as "Control this planet") with greater ease. Alongside this, you are also capable of creating autonomous but weak Battle Module-like machines with the proper resources(more than what the Swordfish can do, but something like one of the Berserker Domes that house the killer machines would handle it.) that run off this A.I...Be wary...One set of Berserkers is enough, we don't need two separate sets of life-hating machines running around.

OOPArts? No Problem(600): This is where your expertise shines. You have a brilliant knack for being able to mimic and replicate alien/foreign technology for production given the right resources and gear(the Swordfish can replicate most of the technology in this jump for example), even being able to make the substitutions necessary in their construction or composition for said tech to be produced at all. They might be horrifically inefficient or resource-heavy...maybe even riddled with issues beyond replicating the tech necessary, but you can make at least replicating them possible. Not only that, but integrating alien tech to be used with what you already have is within your expertise, allowing for you to get all of the benefits with minimal downsides...That's why they brought you on: results.

By Digger

Doctor Perks

Field Work(100, free Doctor): No matter what they have you do out there, they can't change the fact that your job and training was to save lives. As such, you have a strong amount of competency in that regard, able to use the Cure Kits given out to members of the Swordfish to their greatest effect. The Cure kits are advanced enough that someone could be healed of their maiming back to full health with a few uses, normally, but you could take someone from death's door to the definition of health with only two of them.

Boosts and Buffs(200): You've been experimenting with the cure kits, and thanks to your expertise you've managed to futz with it a bit...going from healing someone to improving their capacities! Granted, they don't last for long...But you know are able to personally convert a Cure Kit or similarly styled First Aid kit into either one of two kits: Reflex kits and Will kits. Reflex Kits are what they sound like, they boost the accuracy and reaction time of people who use them. WIll Kits give a boost to the natural healing processes and adrenaline of the human body, able to allow people who use them to resist a good amount more damage than normal. Both only last about two or three combats (or around 10 minutes , whichever comes first)...But they're an excellent edge in these trying times.

The Perfect Pods of Pep(400): The technicians figured it was better that the Doctors learn how these machines work, after all, they're going to be the major users...So, with a little bit of cross-training, you now know how to construct and utilize Medical Pods! These Pods can in 10 seconds restore someone to full health and energy no matter how badly injured they are...as long as they're alive, they'll be up and ready in no time. The ones you've learned to create are also portable, or about as portable as something Coffin-sized can be, running off of an effective battery that gives it about 5 uses outside of the Swordfish(or any other place with a large enough energy production)! This is a big deal, as perfect heals are rare outside of the medical bay of the ship...Pat yourself on the back, pal!

Attack of the Clone Codes(600): The epitome of this world's medical technology. As long as you have the proper genetic data stored, you can restore someone back to life with all their memories up till that point...and maybe even a little bit afterwards. Oddly enough, while you can't have more than one clone out normally, you've found that people actually the same person after cloning. In fact, these clones are more or less the 'real' person, especially with the devices you create. The only discrepancy is that memories they encountered past the time their Clone Code was updated but before their deaths are extremely hazy and difficult to remember. Their souls, their stream of consciousness, whatever you want to call it...it's preserved and passed from clone to clone. Your own studies into Clone Code technology allow you to 'alter' the memories and physical traits of a single clone(editing the Clone Code itself is impossible without destroying it though.) You can also produce multiple clones from a single Code(normally not possible, or at least

wise). Any Clones after the first are “soul-less” however, and lack anything but the most basic of personality traits from their Clone Code source. Clone Codes do not work on non-human entities, however.

Mechanic Perks

Field Repair(100, free Mechanic): Well, someone’s gotta keep the damn things running. Your skill with the Repair Kits given out by the Swordfish’s hangar is immense. All it’d take is one or two to make a Battle Module go from being a barely-functioning wreck to as good as the day it was made, at least in your hands. Your skill in maintaining the Battle Modules and their systems is also- pretty high, since you’ve got a talent for making sure they’re running smooth as butter...

Lots of Options(200): The “Options”, or secondary weapons, of the Battle Modules often decide their success. Sometimes you just need to rain down missiles from above or send out a few grenades. You know how to make the default options, which would be effective combat choices for most of the Battle Modules...but you also know the techniques to construct new ones with the Swordfish’s systems, implementing whatever firepower you already know how to use with great effectiveness. More Options is better, isn’t it?

A Few Changes(400): Despite how many variants of Battle Module there are, you’re surprised to learn that they rarely if ever stray from the humanoid profile, of arms, a leg, and a head. That’s pretty lame, especially since different forms offer wicked effects and advantages. Going off of the standards is pretty dangerous with the very finicky machines Battle Modules can prove to be, but by god you somehow make it work. You now can restructure existing Battle Modules with whatever basic frame/biology you want them to have(though you can’t really make them have MORE mass than they already do without having to find the proper salvage and resources)...you also can construct entirely new Battle Modules with a lot of resources, able to take advantage of non-standard humanoid frames and even integrated weapons. You’re working in frontiers no one’s dared to consider...I believe in you.

Project V(600): Your studies of the Battle Module and its various intricacies, as well as some helpful samples from Space Pirate battleships, has allowed you to create the prototype for a whole new breed of Battle Module. You are allowed to convert one existent Battle Module you already own into a “Victory-type” Module for free, and have the skills to produce or convert more. However, it’d take the materials necessary to construct 3 regular Battle Modules or 30-50 Berserker Neoparts for a single Victory-Type. However, the materials are worth it...a single Victory-type Battle Module has a rifle or beam melee weapon comparable to a battleship’s cannon, and possesses an internal interial-dampening field that makes anything but energy-based weapons near worthless against it. Its reaction speed and toughness are unmatched by any fielded Battle Module, and with it you can ride forward into the Final Frontier unafraid...For you ride with Victory.

By Digger

Gear

Thankfully, even if you don't have any CP left, you'll find that you won't be totally thrown to the wolves here. Here's the vital gear you'll NEED to get along in this world!

Suit Up(0 for this jump, 400 to keep, each individual Module is discounted for a certain Origin): This is the only way in this universe to survive the combat you'll face here. The enemies are too large, too powerful for men alone to face...so now, you have your own personal Battle Module, selected from the Battle Module section of this jump. These modules are able to take a lot of punishment, heavy beam weapons and explosives are survivable while inside one...You can even survive the detonation of one, as the escape modules are reliable as can be. The specific statistics of the Battle Module are left up to the individual model you pick, but they're all combat capable.

The S.S Swordfish(0 for this jump, 800 to keep, discounted Commander): Ah, the Swordfish. A Terran Union-designed exploration ship, while it took a lot of damage in the attack, it was fixed up...and it is your best friend out in this corner of the Milky Way. The Swordfish is an unarmed, all-purpose, roomy Exploration-class ship with a number of a high powered fusion core, food/ammunition/chemical matter replicators and helpful facilities, including
The Bridge - Where the A.I controlling the ship (her name's Mica, say hello!) is based, the Jump Drive is operated from here and allows for the transportation between planets and solar systems within minutes.
The Lounge - A friendly little place, this is where the crew can kick back, eat and mingle!
The Medical Bay - This is where the Healing and Clone pods are kept, allowing for the revival of slain crew members as long as their Clone Codes are kept intact as well as quick healing after a round of exploration.
The Hangar - This is where the Battle Modules live, get you one! The ammunition for the Battle Modules is produced with the matter replicators here, as are the Options that are mounted onto the Battle Modules. The Modules themselves are kept here, maintained and repaired. Uniquely, this is also the deployment area. Leaving the ship via a Battle Module happens here, and here alone.
The Laboratory - The heart of the ship's Matter Replicators, this area is designed to analyze alien Neoparts and integrate their designs into the Hangar's replicator, allowing for the utilization of alien technology in the field!

By Digger

Quick note before you go! **All Gear in a certain section are discounted for their respective origin, I.E Soldier items are 50% off for Soldiers.**

Commander Gear

Joyful Song(100, free Commander): Less of an item than something you know, but you always have the perfect little tune in mind to cheer people up. Whistled, played on a guitar, or sung out loud...It sounds great and every variation on the song brings out new experiences...Playing this song on every kind of instrument feels like unveiling a grand temple room by room.

Autotranslator(200): While you may be able to get along on charades and pictionary for a while, nothing beats a good ol' conversation. Unfortunately, the aliens in this part of the milky way don't speak english. This little alien device, acquired from a Trader in Worldring-3, lets you understand any kind of verbal or even chemically based speech and communicate back in a way that the other will understand. It's a remarkably helpful tool in surviving these worlds, and in getting down to the bottom of the mystery behind the Berserker scourge.

Transponder(400): This is a unique device for this setting. Simply put, this device can be attached to a Battle Module or other vehicle...With the right command, you can activate it to transport that vehicle and its contents back into the Swordfish's Hangar! This is excellent because it allows for a quick retreat in the case of heavy damage, as well as being able to formulate a plan in the face of a previously unknown threat!

By Digger

Soldier Gear

Backpack, Backpack!(100, free Soldier): At first this just looks like an oddly shaped tank, albeit one without a cannon. It's a box on treads with strange magnets on the bottom...It's only when used with a Battle Module that it's clear what this is: It's a storage component. Most of the time, Battle Modules can only take integrated weapons or those that it can carry on magnetic patches on its limbs with them, meaning loadouts are sometimes limited. Now, you can carry a number of weapons in this 'backpack', allowing for a greater variety in your Battle Module's weapons. Not only that, but it can also act as a sturdy all-terrain vehicle when separated from a Battle Module.

Almost Enough Gun(200): Quite simply put, this is a missile generator. One of the replicators from the Hangar has been gifted to you, and now you basically can regenerate Options(limited use but powerful weapons such as missiles and napalm grenades) on the spot, either as a stand-alone unit or attached onto the side of a Battle Module. This isn't ENOUGH gun for you, but for most people it's more than you need.

Disintegrator(400): This...is something you shouldn't be playing with lightly. Quite simply, this is a unique Option mounted onto your Battle Module, there's only one other in this corner of the galaxy. This Option can be used only 4 times before needing an hour's recharge in even the Swordfish, but with one shot it can destroy damn near any machine it hits, doing damage that only a full salvo of 50 missile Options would only dream of. This is some true power you're playing with here.

By Digger

Scientist Gear

Berserker Scanner(100, free Scientist): This is a personal device that can be hooked into the Swordfish or your Battle Module, allowing for you to be able to scan for foreign or alien enemies ahead of time...This again, only applies to technology you don't already understand. However, this will allow you to figure out when an unknown threat has arrived and even gives a cute little code name to models and makes of alien technologies.

Mica Jr. (200): Aw. This is a juvenile fork/copy of Mica, the A.I who runs the Swordfish. She can keep you company inside her little data tablet, but by hooking her up to a Vehicle or Battle Module, she can take control and do an auto-pilot. Not only that, but her processing abilities are top notch and can analyze situational data pretty well. She's not good in combat, and will rely on evasive maneuvers more often than not, but she's quite the little helper.

Field Analysis(400): A tall canister that can be magnetically strapped to a Battle Module's back, this device can quite simply...allow for on-the-spot scanning of Neoparts and beaming the information back to the Swordfish or anywhere else you designate it to go. While the analysis device proper only does that, it means that you can return to having that technology already scanned and ready. It also allows for data to be sent even in the event of a party wipe or in the event that your neoparts storage compartments are too full.

By Digger

Doctor Gear

Cure Kits(100, free Doctor): Cure Kits are a mainstay of the Swordfish and other exploration vehicles. A mix of nanomachines, chemicals and autodoc tools in the Cure Kit allows for grievous injuries to be healed in minutes, though the user's medical skill has a hefty part in how much it heals. Skilled doctors can take someone from a severe,.lethal and crippling injury to completely untouched, while most untrained users can go from burns and broken bones to bruises. These are given out for free by the Swordfish up to a maximum of 10 packs, but you get a regenerating supply of 10 in your warehouse with this purchase.

Long Range Health Apparatus(200): It's a healing gun. This syringe gun is able to load the contents of a Cure Kit and launch it out, instantly taking effect as soon as the dart lands on exposed flesh. It's a good way to get healing across long distances in a tense situation, or when time is short.

A Clone of My Own(400): Well this is an interesting piece of technology you've been able to pick up...This is a special Clone Pod, able to replicate alien and animals in addition to humans. This will also allow you to pick up alien lifeform Clone Codes, allowing for the revival and replication of non-human entities. It's in its prototype stages, so not everything will function as well, but it's still a leap above this universe's clone technology!

By Digger

Mechanic Gear

Repair Kits(100, free Mechanic): Repair Kits are a mainstay of the Swordfish and other exploration vehicles, allowing for Battle Modules to be repaired out in the field with no issue! Much like Cure Kits, their effectiveness is determined by the skill of the user! The greater understanding of Battle Module systems you hold, the more damage can be repaired by a single Repair Kit.

Bits and Bobs(200): You've made fiddling with starship and battle module specs your hobby, and this is a collection you've made over years of messing with them. You now have a set of specific 'mods' you can make to either the Swordfish or the Battle Modules, able to tweak their stats one way or the other. Battle Module Stats can be tweaked by 2 positive points, but you may offset your Module's stats by decreasing other stats. I.E You can raise movement by 2 points, or you can raise it by 4 points and drop Defense by 2.

Gun Grinder (400): A powerful machine, another modifier for the Battle Modules. This box, known as the Grinder, can be carried like a duffel bag by a giant mecha(with a comparable size) and when a weapon is inserted into the Grinder...It can be transformed into a whole new gun, from the database of similarly sized weapons also uploaded into the Grinder. This Grinder will be able to use data from the laboratory to produce weapons as well, meaning it becomes much easier to tote around a walking arsenal if necessary!

By Digger

Battle Modules and Stats

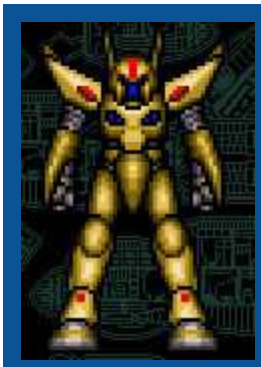
Battle Modules are the robots you use to fight in this dangerous space-time. Each module has their advantages and disadvantages! The Different statistics are self explanatory, while Pocket Size is the amount of stuff(mostly weapons or Option slots) they can hold, and weapon type determines the kinds of weapons they can use.



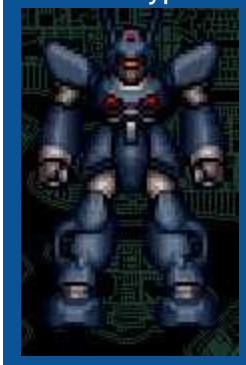
Code Name: REX (discounted Commander)
Defense: 3
Armor: 3
Evade: 3
Movement: 3
Melee:2
Pocket Size: 4
Attack Type: Impact/Laser/Beam

Description: The most Well Balanced of the 5 Modules, REX isn't able to do one thing amazingly, but he can do many things well. REX's varied stats, excellent pocket size and impressive spread of many common weapon types mean there is never a lack of options when it comes to a pitched combat. This was the previous Commander's personal Battle Module before his death.

By Digger



Code Name: WINNER(discounted Soldier)
Defense: 3
Armor: 2
Evade: 4
Movement: 3
Melee:2
Pocket Size: 4
Attack Type: Impact/Laser/Heat
Description: WINNER's design was informed on the concept that Armor is useless in the long run, as a heavily armored unit that takes damage is at best, a walking shield for other soldiers if not just a target. Hence, the WINNER focuses on evasion in comparison to some of its fellows, but still strikes a good balance as to fit in most situations. It has the unique property of being able to utilize heat-based weaponry amongst the existant Battle Modules. WINNER-type modules are often used for training Terran armed forces.



Code Name: SHERIFF(discounted Scientist)
Defense: 2
Armor: 1
Evade: 5
Movement: 5
Melee: 1
Pocket Size: 4
Attack Type: Impact
Description: SHERIFF was built with an extreme version of WINNER's design concept, sacrificing longevity under duress for speed and flexibility, as well as functioning as a 'harrier' for other Modules, though the lack of weapon options mean it can suffer in offensive capabilities. This unit is best suited to distraction and retrieving objects safely on the battlefield, such as Neoparts.

By Digger



Code Name: TITAN (discounted Doctor)
Defense: 5
Armor: 5
Evade: 1
Movement: 1
Melee: 1
Pocket Size: 5
Attack Type: Impact/Laser/Beam
Description: The TITAN is one of the strongest in terms of sheer girth, of the Swordfish's Battle Modules. The TITAN has a wide variety of weapons and can field some of the most devastating one out there, however its slow speed and heavy armor means it cannot do effective close quarters combat, as well as being a sitting duck for concentrated fire. TITANS were actually used as armed rescue vehicles during a massive set of disasters on Earth, due to their heavy protective gear.



Code Name: SAURUS(discounted Mechanic)
Defense: 5
Armor: 5
Evade: 1
Movement: 1
Melee: 5
Pocket Size: 3
Attack Type: Impact/Special
Description: Okay, I'm going to be real here. The SAURUS doesn't belong here. It's the head engineer's custom bad boy made from a frankenstein'd TITAN. However, the lost space in its armory(it can carry almost no weapons) is made up for by the jet boosters in it's limbs, allowing it to bring the armored fists of the TITAN to bear in powerful martial arts techniques. It also is able to use heavy industrial machines such as drills and pneumatic

piston launchers...Meaning that the SAURUS is often bringing unique heavy weapons to the field.

Drawbacks

Do you need some more points? Weird, I felt 1000 was generous. Here, I can offer you a few things, but you'll have to handle some...situations for me. It won't be anything you can't handle, hopefully, and I'll pay you generously...up to about +800, I don't have a lot of CP to throw around.

On Your Own(+100): Mm, that's kind of bad. The Ship's matter replicators are on the fritz, so you'll have to scavenge any Options you find from enemy Neoparts, as well as saying goodbye to your free Cure kits and Repair Kits. The facilities still work, but you'll have to head back to use them.

Sniff, Scurry, Flinch(+100): Dammit. Your reflexes are off, now...and if it wasn't enough, your machine also has a bug in it. Module Flinching, if you don't already know, is when your Battle Module requires a moment to switch from long distance protocols to close quarters combat protocols. This occurs only the first time an enemy enters close combat, but now whenever someone moves from close quarters to long distance or vice versa it'll set off...it's also worse in that you'll flinch for a second or two before a fight starts, even if you're throwing the first punch. This makes it difficult to get the first shot in, and definitely is a problem with an evasive enemy.

Ridiculous Encounter Rate(+200): The Berserkers have been more proactive lately, it seems...or perhaps the Space Pirates that attempted to kill the Swordfish before are more determined to finish what they started. In any case, you'll find that taking even 5 steps out of the Swordfish will initiate some kind of encounter, even in peaceful or uninhabited planets. Not only that, but the bastards don't even have the good decency to drop Neoparts - almost 80% of these encounters will give you nothing but annoyance and wear down your Battle Module bit by bit.

Dark Side of the Horizon(+200): The Berserkers can't be said to be lazy...after all, they DO set up their domes on life-bearing planets they can find, hoping to destroy life where they find it. However, if you thought they were nuisances before...You'll now see that large ships(for Comparison, a little bit smaller than a Star Destroyer) bearing hundreds if not Thousands of Berserker drones will scout the system, going from planet to planet slowly but surely....They lack effective Jump Drives, and as such can only travel between systems after going from one end of the solar system to another. However, they are determined and if you encounter one...you'll be in for a hell of a fight.

By Digger

Now Neither of Us Will Be Innocent(+400): Plot twist...that Space Pirate crew trying to kill you in the beginning? It was...YOU! Or rather, a Clone of you. You'll realize through reports, negative reactions, and maybe even Space Pirate attacks...that a biological(i.e only anything physical about you that would make sense on a human) copy of you is running around the galaxy, terrorizing and looting wherever it desires with a vicious crew of Space Pirates. It has your memories and a good portion of your skills, and while it's not necessarily hostile with you right away, they WILL get you in trouble with their actions and they aren't afraid to fight you if necessary.

Rise of Terra-ny (+600): Earth. While in many places it's a safe, vibrant home...Here, in this universe...Earth has become the home of a terrible dictatorship. The colony planets had grown distant and arrogant from their homeland, and as such Admiral Forrest, a high ranking member of the Terran Union, has led a military coup. This would normally be none of your business, perhaps, but unfortunately the Admiral had beforehand (while he was still the legitimate authority of the Swordfish) ordered the Swordfish's Neoparts and xenotech data to be turned in...and that includes yours. Yes, any foreign technology you possess becomes part of the Terran Empire's tools for their brutal regime, and while they have no quarrel with you right away...if anyone learns what your Clone Code is capable of, they might make attempts to use any Clone Code Data that might be around and replicate you as well. The worst part is, the rebellion is aware of this and blames you for the difficulties incurred by the seizure of your tech. For now? You don't have anything personally at stake...but the world you've entered is vastly different, and everyone involved is aware of your part in it. Good luck.

By Digger

This is the End.

What happens next is of your own choosing...

Return Home:

The Swordfish may have returned home, or made a new one in this system...But your own home is far from here. By taking this option, you may return to the earth you hail from with all that you've collected till this point.

I Wish To Stay:

The Swordfish and its crew have become your family, and the ever-expanding frontier has its own things to discover. By choosing this option, you may get a free +1000 CP and the best of wishes from me, staying in this world with all of your previous jump options as well. Godspeed.

....Where No Man has Ever Gone Before:

This isn't your only frontier. You have the vast space of fiction to explore, compared to that, the Milky way is a piddly little thing. You take what you've purchased here and head off into the unknown.