# THE POLITY JUMP

**v1.01**

Welcome to the Polity.

First, some background:
Humankind reached the stars, invented AIs and Under-space Drives to travel faster than light, and then the AIs took over in an uprising known as the Quiet War. It wasn't even a fight, really – humanity had long been abdicating control of the economy and municipal governance to them – so they told us they were going to take care of things for us, and our instructions to them became 'suggestions' rather than 'orders'.
About a couple of hundred years later – when you'll be visiting – most worlds of the Polity are comfortable for humankind to live on in peace, but out on the edge, at the Line that separates Polity from non-Polity, things get a bit more exciting, where you find unusual alien ecologies and the unknown.
Nearly all Polity worlds and most large space stations are linked together via the Runcible network – a series of interstellar teleporters similar to Stargates – which allows Earth Central to stay in constant communication with the countless AIs across hundreds of worlds, and facilitates trade, travel and data transmission.

The Polity's seeming isolation was first broken by the discovery of the four conjoined one-kilometer Dragon spheres on Aster Colera, though they are considered to be biomechanical constructs rather than a species in their own right, so they don't really qualify as true "aliens".
The only other sapient, technologically advanced species in our corner of the galaxy are the Prador, who are a large carnivorous crab-like species who are practically barbaric by human standards - more than happy to eat captured humans or indulge in cannibalism.
Fortunately the Polity kicked their asses in the Prador War about seventy years ago, and these two neighbouring civs maintain an uneasy vigilance against each other, with a lawless no-man's-land called The Graveyard between them.

Less recent, at least three other interstellar civilisations used to live in our area of the galaxy. The first, the Jain, rose and fell, followed by the Csorians, and then the Atheter, most recently extinct a few million years ago. The causes of their separate demises are hotly debated in academic circles, and many humans wonder if we're going to be next.

Lastly, Separatists continually carry out terrorism; holdouts from a bygone age, often using the cause for their own gain, striking and fleeing back to worlds beyond the Line.
The security of the Polity is the responsibility of Earth Central, the most powerful AI, and Earth Central Security.

You'd think that a powerful AI with fleets of starships would have things locked down pretty tightly, but the Polity is still small in the galaxy, and even just across the Line are hundreds of alien ecosystems and mysteries even on worlds humankind has long been settled on.

By the end of your stay, many worlds will be attacked by fleets of vessels made by being known as Erebus, who uses nanotechnology far in advance of the Polity's.

You have **1000cp** to make yourself at home.

# Personal Details & Location

Your apparent physical age is 18+3d8, though due to anti-aging treatments, your real age can be up to 70 years older (you're free to pick). Your gender is whatever your last jump ended on. Alternatively, pay **50cp** to choose the result of your age roll, pick your preferred gender, and pick your preferred location.

**Timeline**
You appear halfway through the year 2434, in time for the events of Gridlink, and leave halfway through 2444, which is when the last Cormac novel, Line War, concludes, for a total duration of 10 years, as standard.

**Locations**
Roll a d8 for your location.
1. **Earth**. The centre of the Polity and the most heavily defended world therein.
2. **Coloron**. A heavily populated planet representative of most Polity worlds behind the Line. Uneventful until late in the jump.
3. **Aster Colora**. The world on which the Dragon spheres rest (or rested, depending when you appear).
4. **Spatterjay**. Strictly speaking, this world falls outside of the Polity, yet is inhabited by humans. Best known for the leeches which spread the Spatterjay virus.
5. **The Graveyard**. The no-man's land separating the Polity from its Prador Second Kingdom neighbour. Traffic out of the Graveyard is heavily scrutinised, but what goes on within it is seldom monitored.
6. **Masada**. When you come in it will be a Separatist world but eventually becomes a new Polity world around year 2442. Deadly wildlife, bad air.
7. **Elysium**. A Polity-run, but mostly independent asteroid mining station which uses huge mirrors to melt rock to slag for refining. ECS interference is not welcome.
8. **Your choice** – either select from the above, or appear on any world mentioned in the novels or short story collections.

# Backgrounds

**Drop In**
Despite not having any memories of this world, any public library can fill you in pretty quickly. As a benefit of not being educated in the Polity's system, you're free from most preconceptions the average human has – preconceptions like "the AIs wouldn't lie to us", "time travel is impossible", "there are no bad AIs" and "sentience is required to manipulate U-space".
What you do is up to you – stay in the Polity's core worlds for some R&R, buddy up to a certain ECS Agent for shenanigans, or get on a starship and leave the Line far, far behind.

**Earth Central Security**
You live a life romanticised by those who don't know the tedious work it sometimes entails. While ECS Rescue and Sparkind commandos are fairly mundane (if elite), an ECS Agent is part secret agent, part detective, part commando. Should you attain this rank, your job will be to travel throughout the Polity and beyond to carry out missions for Earth Central, hunting down threats to its existence. While your job puts you in the line of fire, you signed up with a sense of duty to protect the Polity from any threat, and you are well compensated for your loyalty, able to travel freely and live luxuriously while you're on leave if you so desire.

**Prador War Veteran**
When humanity first encountered the Prador, you were either already in ECS Rescue or signed up soon after it made the news. You probably regretted this after your first encounters with the Prador or the aftermath they left behind.
Alternatively, you may be a wholly artificial AI in a War Drone or Golem chassis (see Species). Nonetheless, you survived the Polity's first interspecies contact and war, but there's some part of you that itches for action or the certainty of military duty.
You may or may not have some disquieting suspicions about the way Earth Central handled the war and/or the contact event.
This background must take the **Trouble Fitting In** drawback for no cp gain.

**Separatist**
All the censorship the AIs put in place can't hide one simple fact: It's wrong for machines to rule over mankind. When the AIs took over in the Quiet War, humankind ostensibly benefited from giving up governance of their worlds - but at the cost of being able to control their own destiny. You found like-minded people who desire to overthrow the AIs, reinstate humanity's rightful place over machines...and maybe get rich in the process. Separatists may choose **Masada** or **Elysium** as their starting location for free.

**Frontier**
Despite the comfort with which the bulk of humanity lives, there are always those near or beyond cartographic and metaphorical fringes of the Polity. On worlds outside the Polity proper, and even some of the more hostile ones inside it, a certain degree of ruggedness is called for. This background includes originating on worlds where the Polity’s advanced technology is rare or unheard of; where Jable sharks are hunted with knives in alien seas, ‘dapted sheep attack and eat people, and where the Owner claims an entire population as his personal property.

**Researcher**
Non-AI researchers working for the Polity occupy an unusual niche: next to vast AI intelligences, you would suppose there was no point to them. This is simply untrue: The Polity AIs value non-AI researchers because of one simple fact: Given two sets of identical data, two AIs will arrive at the same conclusion. It’s the unique practices and foibles of each human researcher that allows many different interpretations to be drawn and the correct conclusion reached. Researchers perform work in any imaginable field and in any location, from clean-room labs in secure facilities to mud-hut villages on out-Polity worlds.

# Species

**Human (free)**
Plain old humans aren't much changed from their current state, but the range of health care and possibility of augmentation means they live long and pleasant lives. Point of note: The leading cause of death on many long-settled worlds is suicide from boredom after a long and active life.

**-Dapt 100cp (free for Frontier or Researcher)**
A genetically-altered human, such as a seadapt, ophidapt or a catadapt. Typically, ‘daptations these days are for looks – cute, in the case of partial catadapt, or scary, in the case of ophidapt – but originally were used by colonists to live on worlds which baseline humans would have trouble on – seadapts or amphidapts for water worlds, gravadapts for high-G worlds, and the like. This category also includes the physically frail Outlinkers, who are ‘dapted for zero-G conditions and short-term vacuum survival.
When selecting this species, select one environment: you are highly suited to this environment, able to withstand it without protective gear. However, you may need a protective suit to survive in other environs: Outlinkers will need exo-skeletal support in gravity, cryodapts may need a coldsuit to survive warm temperatures, etc.
Cosmetic ‘dapts like catadapts, choudapts or ophidapts neither gain any special tolerances nor require environment suits unless a normal human would need one.

**Hooper 400cp (Discount for Frontier if starting location is Spatterjay)**
You are a human newly infected by the Spatterjay Virus. You’re effectively immortal – each time you’re injured, the damaged tissue grows back stronger (and bluer), eventually putting your strength and toughness on par with early model Golems. ‘Damaged tissue’ also includes tissue damaged by aging, so you’ll get tougher and bluer just by living a long time.
There are a few downsides: Firstly, if you don’t eat enough after you’re injured, your missing bits may be replaced by alien substitutes – alien teeth instead of human ones, for example.
Secondly, you will be instantly killed by a toxin known as sprine – rare, but if people know they’re going to fight a Hooper, they’ll go to the effort of getting it.
Thirdly, you *don’t* want to run out of food. Bad things happen when you run out of food.
Lastly, damage to your brain will still kill you outright, until the virus repairs the damage and you become a mindless eating machine.

**Prador (+200cp - yep, gain 200cp, does not count against Drawbacks)**
Overrides your starting location. Cannot be taken with ECS background. You are a Prador First Child; a crablike alien the size of a small car with a thick carapace, too many legs, at least two different sets of claws and eye stalks. Life as a Prador is harsh, to put it mildly.
If enemy Prador catch you, they will eat you. If your rival siblings can catch you off-guard, they will eat you. If your Father is displeased with how you carry out your duties, he will pull off your legs and eat them while he installs your nervous system into a Prador Combat Drone (don't want to waste a valuable brain).
Your only saving grace is that your Father's control pheromones don't work on you - you don't *have* to obey his orders. You are unlikely to be welcome in the Polity, even during “peaceful” times, and perhaps the safest place for you is the lawless Graveyard. You begin on your Father's holdings on a Prador planet.

**Dracoman 600cp, Drop-In**
An artificial life-form known as Dragon creates these beings. You share a small part of Dragon's intelligence, capabilities, and a fragment of its mind, which is alien, vast and incomprehensible even to AIs. You can run at cheetah speeds, blend in with the environment like camo fatigues, and can survive extreme conditions and injuries and still fight. You are motivated to serve Dragon's interests, but have your own free will.

**Haiman 600cp, Drop-In**
A blending of human and AI. Equipped with a cybernetic exo-frame, they are capable of vast processing feats like managing the construction of dyson spheres or the terraforming of planets on their own. Their exo-frame includes a "cowl" – a sensor array that comes up behind their head like a cobra's hood – and often has at least two sets of extra arms. The cybernetics required are implanted as children, and develop as they grow. With access to networked computers, they can solve U-space calculations required for Runcible connections and piloting a craft through U-Space, without an AI.

**Cyborg 600cp, Separatist**
Sheathing the human nervous system in ceramite and a cybernetic body similar to a Golem, Cyborgs are capable of surviving anything up to heavy weapons fire. The human mind within is not exceptionally augmented, however, and they are physically indistinguishable from humans unless damaged.

**Golem 600cp, ECS**
The next step up, Golems are totally mechanical in nature, even though they look human: only their flawless appearance is a giveaway. Their electronic minds can either be an AI or a human mind uploaded to the Golem's processor at your option. They can be burned down to a shiny metal skeleton and still be combat effective, and tear apart a Prador with their bare hands.

**War Drone 800cp, Prador War Veteran**
The most deadly body an AI can be installed in, short of a starship. Often modelled after arthropods - scorpions, spiders, etc. - they pack both close-combat and ranged fire-power into a highly mobile and compact shell. Modern drones have the edge in advanced systems and weaponry, but haven't had a real war to fight; drones who saw service in the Prador War have been around for a while and learned plenty of nasty tricks, even if their hardware isn't cutting-edge any more. Human minds are not installed in drones due to body compatibility issues.
Freely choose your drone's body shape and size from dog-sized up to tank-sized. Smaller drones tend to be high-mobility assassins and guerrilla combatants, larger drones tend to fill a role that combines that of tanks and fighter jets - high mobility/survivability, ranged fire-power.

# Perks

The 100cp perks for each origin are free.

**Runcible Technician 100cp, Drop In**
If you have the parts, you can assemble, calibrate, test and online a Runcible gate and the required AI in record time. Does not come with the knowledge to design a Runcible from scratch.
After this jump, you're highly proficient at assembling the components of complex machines and electronics from parts in rapid order.

**Eclectic Bunch of Screwballs 200cp, Drop In**
Travel throughout the Polity is sure to get you involved with a wide range of people, to put it lightly. From drones that should have PTSD to hive-mind Golems, artificial races with inscrutable goals, and regular Joe humans, you could find yourself with a diverse bunch indeed. It's a good thing you can get those of vastly different origins to at least agree on a common goal and a bit of team camaraderie, otherwise your trip could erupt in a fire fight before lunch.

**Runcible Warfare 400cp, Drop In**
You know the 'loopholes' of the Runcible gate network. This includes what types of weapons you can sneak through them, how to destabilise Runcible buffers, how the loss of different areas of the network will affect other parts, and a host of miscellaneous titbits that only Planetary-scale AIs should know, like fact a gate can receive data and passengers not just from the present but from the past or future (and comes with horrendous risk for both the sender and the receiver). Still doesn't allow you to make U-space calculations yourself, though.
Beyond this jump, you are familiar with the workings of transportation hubs (like airports or docks), their security, and the means to defeat, destabilise and turn logistics chains them against themselves.

**Prototyper 600cp, Drop In**
You're more than capable of inventing new and novel systems that integrate existing technologies in startlingly effective ways. Any fool can make a laser or a missile *bigger*; what you do is combine different technologies in new and inventive ways - they thought Tenkian was a genius? Well he's got nothing on you. Whoever though putting a shear-field on a missile was going to work?
Here, you'll find inspiration for combining the Polity's technologies in new ways – hardfields, antimatter devices, artificial gravity, AI subminds, Under-space tech, all the neat stuff – even Prador tech. The technology of the Jain, Csorians and Atheter are still beyond you, however.
After this jump, your inspiration works to combine different technologies from completely different origins into new devices, and removes the restriction on Jain/Csorian/Atheter tech.

**ECS Rescue 100cp, ECS**
Trained in Search-And-Rescue procedures, including field first aid, searching for survivors, extracting casualties from wreckage, recognising common hazards etc.

**Special Investigator 200cp, ECS**
When you work for an investigative service, your boss (or your own recruiting skill, if you're the boss) will ensure that you get a team of four highly-capable agents to work with you. At the very worst, they'll be unruly and eccentric, and may even resent working with you/each other, but they'll always be very capable in their chosen fields, get results as a team, and probably make up for any skills you're lacking in (eg: if you're all brains and no brawn, at least one of the agents will be a brawny type). They are not companions unless you purchase them with the appropriate options and cp, or use some other method (eg: pods).

**Sparkind 400cp, ECS**
The best of the best - the special forces of ECS. You're trained exhaustively (both in the real world and in simulators) in personal combat of every kind, against any known and several hypothetical foes, in any environment Earth Central can imagine sending you to. Choose one additional speciality from the following list:
Hand to hand, Sharpshooter, Squad Leader, Recon, Zero-G, Covert, Demolitions. You may buy extra specialities at 100cp.

**Polity Agent 600cp, ECS**
ECS Agents are selected not only for their personal skill, but for their charisma as well. They may have to act as ambassadors of Earth Central, so they need to be able to project that authority.
When backed by an organisation, you leave no doubt that your words carry the full weight of that organisation's power. The larger the organisation supporting you, the more authoritative you appear, even to those who completely out-scale you. A human threatening a kilometre-wide Dragon sphere is an ant threatening a mountain, but a promise from you is the promise of an entire interstellar empire.
In this universe, you also have authority to use CTDs (antimatter bombs), unlimited Runcible and starship travel, and requisition anything smaller than a starship in the course of your duties - though this authority can be rescinded if misused.

**[Retired] 100cp, Veteran**
Your (possibly traumatic) experiences on the battlefield have changed you; there's an edge to you that civilians lack. You're always expecting an ambush, and even when you leave your personal weapon behind, you usually grab the best nearby thing to use as an impromptu weapon.

**UCAP 200cp, Veteran**
Up-Close And Personal. You've got the skills to play tag with a Prador: Getting close enough to slap a sticky mine on their shell without being scissored in half by their claws, then getting away so you can detonate the mine safely.
To a lesser extent, this also works on anything else you're trying to run up and plant things on; like a magnetic mine on a moving tank, or a tracking device on a supervillain in the middle of a fight, for example.

**Avalonian 400cp, Veteran**
The maze of corridors, service ducts and shafts make most starships and space stations hell to clear for soldiers; not for you, though. You're an expert at navigating their 3D architecture and clearing them of hostiles, and in fact, the more cramped the conditions, the better you are at using the maze-like layout to your advantage – firing, moving through side corridors, then popping out in different places. If you're lucky enough to be defending one of these rat-mazes, invading forces will pay for every step with their blood and swear there were at least five of you.

**Crab Salad 600cp, Veteran, only available to Veteran**
You know many methods to turn Prador into 'crab salad'. You excel in using the weaponry, explosives and traps that were common issue in the Prador War, with an edge towards using them against Prador targets.
This is also a 'booster' - it enhances other perks in a similar way. After this jump, this perk (and the boosted forms of other perks) remains effective against most kinds of large, bug/crab-like aliens or monsters with lots of legs and an exoskeleton. See the **Notes** section for the perk combinations.

**Let's be civilised 100cp, Separatist**
Sometimes, you just have to make deals with aliens, Black AIs and other psychotic entities that would happily cut you open just to see what's inside you. At least they won't do that, now.
If they're openly hostile before you start talking, they won't be swayed by your cosmopolitan aura, but at least if you're in the middle of negotiations they won't idly kill you just because it's getting boring or they feel like a snack. Just watch your back as you leave the room – once they've heard what you have to say, they may well decide killing you is the most prudent course of action.

**Enemy of My Enemy 200cp, Separatist**
You're surprisingly capable of turning two mutually antagonistic groups against each other without getting caught in the middle. The *obvious* use to to pit Prador against Polity once more, but a smart person would pit different factions within the same organisation against each other.

**Slice of the Pie 400cp, Separatist**
The real reason Separatists never die out is it's easy to use idealistic causes as a cover for profiteering. You can turn almost any venture into one that not only fulfils its stated goal – fighting despotic AIs, feeding the poor, whatever – but also raises liquid capital for you. The opportunities were always there, just now you can see them. You could figure out how to get rich arming and equipping freedom fighters, live a life of luxury by setting up churches or charities, or otherwise come out ahead by profiting on the goodwill of large groups of people.

**Infowar 600cp, Separatist**
Your online activities are nearly untraceable, and you are capable of designing viruses and other malware designed to interfere with AIs and the advanced technology found in the Polity. With the right approach, you could even write a program to subvert a Golem, War Drone or AI submind to obey you. Taking out a Planetary Governance AI is probably out of your league, but your viruses could do plenty to distract and interfere with it. Best used with subtlety in mind.

**Open Mind, 100cp, Frontier**
Not so empty your brain will fall out, though. Even if you've never heard of Runcibles or moon-sized starships, if presented with the fact of their existence, you'll accept reality as it is, rather than deny it and cling to a clearly outmoded belief. After all, if some tourist stumbled on your world, you've got some pretty strange things to tell them about the place.

**Nerve 200cp, Frontier**
A psychopath with a knife? Not even slightly alarming – you've faced things with *swords* on every fingertip. The frankly nightmarish collection of wildlife found throughout the Polity is no match for your calm mind. If you're panicking, it's not because you're afraid of the many-armed Thrake or the hideous shape of the Skinner. The form and function of whatever is coming towards you no longer frightens you, to say it briefly.

**Stalker of [Environment] 400cp, Frontier**
As much as the AIs micromanage the worlds in their purview, they have a surprisingly hands-off approach to the local ecologies. As in, if you're stupid enough to wander into a predator's territory, they're not going to go out of their way to protect you from it – so those living on worlds with dangerous wildlife do their best to understand the local predators. You gain a general proficiency in finding and reading tracks and other signs of predators (identifying droppings, game trails, territorial scratchings, etc.) with a speciality in one type of environment (Swamps, Deserts, Forest, Tundra, etc.) or planet (Fores, Masada, Spatterjay etc.) and have a sixth sense of when you are being watched by a predator, or when you have entered their ambush range.

**Desperate Edge 600cp, Frontier**
Some people say the survival instinct of humanity is going the way of the dodo – you're proof that it still lingers. When the chips are down, your will to survive kicks in, and you become capable of things you never thought you could do – desperation brushes aside your fears, disgust, empathy, regret and even sanity to allow you to do what it takes. Like this you are more like an AI than anyone would like to admit.

**Life-Coven Education 100cp, Researcher**
Your education in the sciences was comprehensive, to say the least. You have the equivalent of a bachelor degree in the basic sciences (chemistry, biology, physics), the background maths and statistics to back it up, and a masters degree in a single science-related area of your choice.

**Unlikely Alternatives 200cp, Researcher**
Sometimes the obvious answer is the wrong one – and that's why the AIs like to keep you around. When you come up with a solution to a problem, you have no trouble coming up with a few more answers than are strictly needed. These extra solutions might not be quite as correct or likely to work as your primary answer, but by the simple approach of "throw as many things and see what sticks" you'll usually have a solution that works in your repertoire and don't get stuck or fixated on one particular answer. Experimentation is all about repetition, after all.

**I need a sample, please! 400cp, Researcher**
You're adept at convincing people to assist you with your research. Whether you're asking them for hourly blood samples or to pick up a piece of that corpse to take back with you, people find it hard to resist a simple request – as long as it's for science, of course.
If what you're asking for puts an unreasonable effort or risk on them, violates any of their existing principles or taboos, or in their opinion isn't reasonably related to science, they will probably refuse. Asking a stranger on the street for a quick cheek swab is more than reasonable; asking them to donate their very life and soul to your research is not.

**Biotechnician 600cp, Researcher**
One thing humanity's scientists have done exceedingly well in the pre-AI age is altering Earth and alien animals to fill roles that might otherwise have required advanced equipment. Creating such items as biolights, scoles, digesters and more are all your purview, and altering animals' genetics for utility or show is something of a talent. You can design biotech to fill mechanical or ecological niches (even designing simple closed-loop ecosystems from scratch), ensure that 'dapted animals and plants don't deviate into harmful forms, even design biotech implants which are inherited by the host's offspring. Turning the genes of the world around you into tools and guardians is, well not child's play, but at least your day-to-day job. Biotech may not be as energy efficient as a machine, but it's usually cheap, self-replicating and can slot seamlessly into an existing ecology.

# Items

**Publications**
The following four publications are available as both hard copies and digital ebooks for the single purchase. As a bonus, any hard copies you make will update if/when the electronic copies do.

**Quince's Guide, Compiled By Humans 50cp, Free Drop In & ECS**
Something like this universe's version of the Hitchhiker's Guide to the Galaxy, the Quince Guide is designed to teach a citizen new to the Polity to most of the common terms, slang, history and culture they'll need to know. As such, it covers nearly every topic, but is somewhat light on detail.

**The Weapons Directory, by E.B.S. Heinlein, 50cp, Free Veteran**
A guide to the vast panopticon of weaponry available in this universe, from thin-guns up to kamikaze planet-crackers, including the famous Tenkian custom weapons. These aren't blueprints, closer to a Wikipedia page in detail, but at least you should have a good idea of what to expect.

**How It Is, by Gordon 50cp, Free Separatist**
A more revealing publication by a rather more jaded author. It typically examines the more controversial rumours surrounding the Polity, the AIs and the technology they employ, and so has been deemed subversive in some circles, but contains little outside its purview.

**Planetary Almanac, Local Edition 50cp, One Free Frontier & Researcher**
A Planetary Almanac is designed to impart important survival information to tourists, hunters and locals, including hazardous wildlife, weather, what foods can be eaten, how to signal for assistance, as well as holding a vast range of details on one particular planet (year length, temperature ranges, ecosystem information, etc.). Planetary Almanacs are updated whenever new information comes to light by the Planetary Governance or Warden AI. You get one Planetary Almanac for a planet of your choice.

**Forged Digital History 100cp, Free Drop-in**
A digital record is almost essential for living on a Polity world, so this imitation is backdated to make it seem authentic, including a small credit account with a usage history and enough for basic sundries. It's good for day-to-day use, but it won't hold up to forensic scrutiny, so try not to attract that kind of attention, okay?

**Aug or Gridlink 100cp, One Free ECS**
An aug is a small tear-drop or bean-shaped cerebral augmentation that fixes to the side of your skull, linking to it with filaments and allowing a human mind to use it as a computer, access the internet via wifi, and other feats. It doesn't actually make you smarter, just gives you better access to information and data processing.
A gridlink produces a similar result but is more instinctive and responsive, instead being a mesh of nanite filaments in your mind, with no external sign of its presence – though a gridlink cannot be removed once installed, and there are significant difficulties in upgrading it once installed.
Almost nobody would have both an aug and a gridlink since they do pretty much the same thing, just with different hardware.

**Thin-Gun 100cp, Free Veteran**
An exceptionally thin handgun designed for concealment and self-defence. Fires a pulse of ionised aluminium dust via an electromagnetic effect - guarantees no over-penetration of target.

**Untraceable Funds 100cp, Free Separatist**
In an age of AIs and digital transactions, buying things on the black market is fraught with risk of discovery. That's where these come in. Your choice of etched star sapphires or Prador diamond slate, enough to buy a small starship without an AI, or a couple of shipments of personal weapons.

**Monofil Woven Overalls & Enviroboots 100cp, Free Frontier**
A near-impervious set of overalls and footwear that are basically standard Polity wear in the wilderness of any hospitable planet. In addition to the usual padding and plentiful pockets, the outer surfaces have liquid-shedding properties – combined with the sealing collar, you could fall in a bog, rinse off with a bucket of water, and still be dry as toast (and clean) from the neck down. The nearly indestructible fabric is impenetrable to most vermin bites – it would take at least something like a monofil edge or vibro-weapon to penetrate – but the wearer can still be crushed, burned and pummelled to death. Comes in any colour you like.

**Pen Laser/Laser Scalpel 100cp, Free Researcher**
An indispensable tool for a scientist in nearly any field, partially due to the sheer toughness of modern Polity materials. Not a particularly effective weapon against an armed and mobile opponent, but if you got the drop on them this baby can take them to pieces – it can make an incision up to a foot deep.

**Portable Autodoc 200cp, Drop In**
A device rather like a metal woodlouse, only all the legs inside its segmented shell are scalpels and other surgical tools. This little unit is an expert surgeon – able to install cybernetics or repair grievous injuries like they were never there at all, though recreating a limb from scratch is beyond it.

**Imprinted Tenkian Weapon System 200cp, ECS**
A self-aiming or self-directing weapon system that obeys commands through your aug and is imprinted on your neural signature. Your choice of blade or gun. Can be applied to an imported weapon at no extra cost.

**Multigun 200cp, Veteran**
A rifle with a series of rotating barrels like a minigun, it has modes for a particle beam (close range armour penetrating), laser (long range precision) and a railgun capable of loading and firing many different projectiles, including solid slugs, AP rounds, high explosive, and even sprine-coated darts. Unlike Orbus’s multigun, this one doesn’t need a cable – it changes modes with a thought, and projects its crosshair across your vision like a HUD.

**Dracocorp Aug 200cp, Separatist**
A biotech aug which uses a channel untraceable by Polity AIs. Unlike the other Dracocorp augs, this one doesn’t let Dragon control your mind.

**Climb Assister Frame 200cp, Frontier**
Like a giant four-legged spider, this ultralight frame straps to a person’s spinal column and provides four extra limbs with piton-like fingers for climbing. It has a sliding scale of assistance – from only acting to catch the wearer if they slip, through to totally automatic climbing.

**Observation Drone 200cp, Researcher**
This spherical drone is about the size of a beach ball and comes with a low-grade version of chameleonware (good for visual spectra only) and a-grav to let it fly at just below the speed of sound. Its usual use is for observing wildlife or geographic survey, but they are sometimes used in search and rescue roles. In addition to high-fidelity cameras and sensors, sections of its surface open to allow it to extend tool-mounting and sample-gathering arms. It can be telefactored (remote-controlled) by an AI or Aug/Gridlink, and has no intelligence of its own bar some simple autopilot/collision avoidance software.

**The Little Doctor 400cp, ECS**
A vein-like network of nanite material – nanomycelium – is spread throughout your body and programmed to repair it in the event of injury. It won't re-grow your tissue back the way it was – it usually just makes "plugs" of flesh that fills the wound and replaces lost blood – but it'll keep you alive and fighting long enough to make it to an autodoc to actually fix you. Too much gunfire or a shot to the head will still kill you.

**Combat Armour 400cp, Veteran**
The kind of suit someone facing pulse rifles and smart grenades wants. Comes with powered movement assistance, a HUD visor, comms/IFF, plenty of pouches, environmental seals and diamondoid armour on all body parts. A solid hit from an armour piercing weapon – like a particle beam or seeker – will still punch through, so you'll want to avoid those.

**Technical Specs: Chameleonware 400cp, Separatist**
When applied to a starship, drone or spacesuit, it can render the object covered invisible to passive and active scans, including masking neutrino emissions, U-space signatures, and more. The technical specs allow you to produce the special coating and control system from scratch.
If they know you're there, a concentrated effort can be made to counter it, and firing weapons will negate any advantage your invisibility might grant. Keeping chameleonware active is a heavy drain on a starship's power supply.

**ATV 400cp, Frontier**
A rugged all-terrain buggy – more like a truck, really - designed for a wide range of environments, from lava flats to sandy deserts and tundra. Run-flat tyres, sealed driver/passenger space and plenty of cargo space, it could act as a poor-man's troop transport in a pinch. It has sophisticated enough systems to allow remote control via aug/gridlink or AI, and various anti-collision and safety systems as standard.

**Nibbler Hive 400cp, Researchers**
A box-like colony of networked micro-bots (flea-sized) designed to excavate objects buried in stone. Nibblers have a range of archaeological, forensic and engineering applications. The Hive module produces more Nibblers to replace worn or damaged ones.

**Experimental Aug 600cp, Drop-In**
An experimental Aug designed to allow humans to greatly enhance their computational abilities, allowing them to safely make U-Space calculations. Unlike the Aug, this version actually enhances your mind's ability to process and understand data to nearly superhuman levels. This would allow a human to take full control of a Runcible or U-Jump capable starship without the assistance of an AI.

**U-Jump Nanomycelium 600cp, ECS [requires “The Little Doctor”]**
The nanomycelium running through your body has the same properties as a U-Jump drive. It gives you a U-Space sense – which can be used to see through physical objects – and then perform a short-ranged U-space jump, just like a starship would perform, that allows you to travel through physical objects. You don’t need an AI to control your own U-jumping, but you don’t have the ability to control other U-space tech.
Your control starts off very poor, and you’ll get hallucinations if you’re near other U-space tech like Runcibles or spacecraft performing a U-jump, but eventually you’ll be able to make very precise jumps and won’t be bothered by other U-space tech nearby.

**Technical Specs: Prador Hull Metal 600cp, Veteran**
The technical specs to create Prador hull metal from scratch. Prador metal is know for its energy-tapping and self-repairing properties – hitting a damaged Prador ship with a beam weapon is in fact worse than leaving it alone, since the hull will convert much of the incoming energy into useful power. Prador Captains are fond of enticing an enemy to strike in order to supercharge their weapons.

**Jain Node, 600cp, Separatist**
A lump of nanomachines the size and shape of an egg, encased in an inert diamond coating. In the proper hands, control of Jain nanotech is a powerful tool – building a fleet of Wormships from asteroidal material is just the tip of the iceberg. Use very carefully – Jain nodes are designed to entice intelligent races into investigating them, and then subverting those races to spread themselves. By the end of your time here, the Polity will be using U-space scanning to track these down, so you’ll want to keep it somewhere their scans don’t reach.

**Four-Seasons Changer (Adaptogenic Bracelet) 600cp, Frontier**
A bracelet with a square device, similar to a wristwatch. It’s a 27th Century genetic lab on your wrist, with one function in mind: To combine the genetic material of creatures sampled by the bracelet with the DNA of the wearer, turning them into a genetic hybrid similar to a -Dapt. Instead of being ‘dapted to a particular environment, however, the wearer takes on the high-level survival traits of the animal or plant whose DNA is fed in – respiratory system, digestive system, method of eating, natural defences etc. Feline DNA would result in fur, canine teeth, a carnivore’s digestive system and maybe a tail and good stalking instinct. The changes take place over several hours, and once in place, are permanent unless extensive gene therapy is used to reverse it.

**PSR (Physical Study & Research) Bot 600cp, Researcher**
Installed in a clean room in your warehouse (or other property which follows you), the PSR is like a giant version of the Portable Autodoc – taller than a person, and with a proportional increase in its capabilities – mounted on a robotic boom arm that lets the whole assemblage traverse and manipulate any items in the room. With dozens upon dozens of tools, arms and scanners, it is capable of assisting with the analysis of any object – whether non-destructively scanning an ancient vase, analysing a jar of molecular dust, or dissecting to a cellular level an alien beast the size of a whale. It provides reports and readouts in any format required. With the proper guidance, it could separate a person down to their component muscles, organs and tissues in seconds, then put them back together alive. With improper guidance...well, at least it’s self-cleaning.

# Companions

Any Prador companions do not receive the bonus cp, nor can any companions take drawbacks for additional cp. You can buy companion options multiple times.

**Independent Drone 100cp**
Not all Drones are War Drones – plenty have more utilitarian roles. This is one such – a scientific, medical or logistics drone of your choice. Approximately human-sized, it's equipped with many tools and sensors with a complete self-aware personality and appearance of your design.

**'Dapted Animal 200cp, Frontier**
A well trained and quite intelligent animal that has been genetically or cybernetically adjusted for a particular environment or role, like a Masadan pursuit dog, size-boosted mongoose, hive of smart wasps, or a cyberware-fitted bird.

**Bodyguard 400cp, Drop-In**
Create or import a companion for your personal protection. They receive their race and a background for free, and 400cp for perks and equipment.

**ECS Epsilon-class Starship 400cp, ECS**
A small (by ECS standards) starship a kilometre long and controlled by a fully self-aware AI, personality to your specifications. While it's got its own array of CTD (antimatter) missiles, lasers, particle beams and more, they're really for self-defence - it's more of an armed transport than a proper battleship by this setting's standards. Even an older warship will take it apart, and it's not going to want to go anywhere near a Prador dreadnaught. Includes a number of shuttles, lifeboats, workshops and laboratories, and the AI will maintain and repair itself.

**The Old Crew 400cp, Veteran**
Import or create up to four other Veterans of the Prador War. They have the Veteran background (and Veteran discounts) and 800cp to divide between them as you see fit.

**Cracked Golem 400cp, Separatist**
A Golem with its personality subverted to give total obedience to you. The resulting personality is likely to have...quirks, but at least you can choose its appearance.

**Pocket AI Submind 400cp, Researcher**
About as smart as an independent drone - which is still much smarter than an unaugmented human. As a crystal lozenge with some ports on the side, it's inert, and requires additional hardware to run on – such as a standard terminal. When installed in a starship, it is capable of plotting U-Space jumps.

## Drawbacks
Select up to +600cp worth of drawbacks.

**Blegg’d +0/+100cp**
Horace Blegg will continually show up to give you confusing missions from Earth Central and then tell you to “work it out for yourself” or something, implying it’s some sort of test of your abilities as an agent. If you’re an ECS agent, carrying out these poorly-explained missions is part of your actual job, so it’s worth 100cp. If you’re not in ECS, feel free to do as you wish for 0cp.

**Gridlinked +100cp (Requires an Aug or Gridlink of any type)**
You are overly reliant on your aug to provide answers. If someone asked you “How’s the weather been?”, you’re likely to look up the weather records and tell them it was cooler than usual for this time of year, rather than whether you found it pleasant or not. You're somewhat emotionally detached, tend to look down on the unaugmented, and are not particularly likeable.

**Trouble Fitting In +100cp**
You have some antisocial qualities that make you a poor fit for a peaceful life in the Polity. Eccentric, traumatised or paranoid, you've refused the offered treatment, but these qualities may make you more suitable for work on the Polity's undeveloped colonies, deep space, or other niche roles. These traits stand out to people you’re making first impressions on.

**Delphic Pronouncements +100cp**
Like the Dragon, you are prevented from imparting certain types of information to those in this setting. If you attempt to explain that you’re a jumper, the origins of you or your powers, any future events of this setting, or related information like “why are you here?” and “how did you do that?”, the words that come out of your mouth will be puzzling, vague, and phrased like a riddle or koan, leading to much confusion. Attempts to communicate these answers via writing also suffer from this.

**Spatterjay +200cp**
This drawback overrides your starting time and location, setting it to the year 3056 on the planet Spatterjay. You’re here until the Prador Vrell is crowed Fourth King in 3079 (23 years), and events will conspire to place you near either Captain Orbus or the Prador Vrell.

**Genre Lock +200cp**
It’s sci-fi, so don’t go casting spells or flying around with a cape on. At least your super-tech won’t be too out of place.

**Dragon's Meddling +200cp**
The Dragon spheres are outsiders to the Polity like you, and recognise you for what you are. Fortunately, they don't mean any outright hostility, but unfortunately, they like to meddle. They'll interfere with you in any way they can think of to assess your reactions. You’ll *know* it was them, but you can never prove it.

**Black Box +300cp (can’t pick with Avalon Outlink Station)**
The Black AI known as Penny Royal will discover information about your dimension-jumping nature and seek to possess this ability for themselves – which will mean capturing you and subjecting you to every kind of analysis available. Penny Royal will have trouble moving within the Polity, but is more than capable of building a starship and seeking you out.

**Jain Resurgent +300cp**
Outlying Polity monitoring stations have reported sightings of an enormous, coral-like starship. Just one. So far. At least one Jain has returned, with all its advanced science, and now wishes to reclaim the worlds it towed into position eons ago, declaring war on the Polity in general and you in particular.
The Jain-Tech the Polity has been dealing with so far is what's left after they disappeared a few million years ago. This Jain's technology has many years of improvements.

**Avalon Outlink Station +300cp**
Overrides your starting time and location. You're one of the unfortunate people aboard Avalon Station when first contact is made with the Prador. Your ten years start now, just as the Prador delegation docks, and will be taken up by the first decade of the Prador War. Try not to die or be taken alive.
If you chose Prador as your species, you're the ones attacking Avalon Station, but...well, your species loses this war, and your Father is certain to order you into combat against War Drones and AI-controlled human forces.

# Ending

Drawbacks are revoked, if you wish.
If you're a Hooper, you will no longer risk turning into an alien leech monster and also lose the vulnerability to sprine, but you keep the regeneration (it still makes you blue, though).

**One last thing, before you go:**
**U-Space Shadow, Free**
Much of the technology here relies on Under-Space to work. I can't let you just give each universe you visit a new U-space dimension, so your Cosmic Warehouse, and any other extradimensional spaces you make, can have a U-Space shadow (at your option). This will allow U-space reliant technology that **isn't** paid for with cp to work inside them.
Items & companions that need U-space to work and are paid for with CP will function in and out of your warehouse no matter where you go, and items you make with the Prototyper perk also function in future jumps.

**The Usual Options**

**Go Home** – You've had enough of this, time to return home.

**Stay** – Maybe this place is just right for you?

**Continue** – Move on to the next jump in your chain.

## Notes

Jump by Myrmidont. Polity novels by Neal Asher.

General Danger Rating: Low.
Unless you choose to do something dangerous or picked bad drawbacks, it's quite easy to find a pleasant world and have a holiday. Even when Erebus attacks, there are plenty of planets and outlink stations that are untouched.
If you follow the main cast or go places with nasty aliens (Spatterjay, Masada, The Graveyard, exploring worlds beyond the Line, fighting in the Prador War etc.) then the danger rating probably goes up to Pretty Fucking High or Extremely Extreme (especially if you're in a dangerous place *and* with the MCs).

U-space tech: If you build tech that relies on U-Space with a perk offered here, it'll continue working in future jumps. U-space reliant items likewise continue to work.
Stealing or building stuff that relies on U-Space that isn't in some way paid for with cp will continue to work, but only in your warehouse (a bit of U-space latches on to your warehouse, if you like).

If you're a Hooper and you run out of food, your body will undergo a series of involuntary transformations into forms better adapted to finding food and eating (ie: alien leech monster). If your transformed body still can't find food, you'll turn into a Jain warrior and it'll take over your mind. This is effectively death, gives anyone nearby a huge problem to deal with, and ends your chain.

The Jain supplied by the drawback is very likely to out-science you.
If you don't take the drawback, it's very unlikely (but still possible) to encounter a Jain, though whether they will out-science you will depend on where you've jumped previously. The Prador had enough trouble with one vessel that didn't even have a real Jain aboard it and it wasn't even a proper Jain starship in the first place.

The various species on offer are mostly expensive because they *dramatically* boost your survivability.
In terms of physical ability, it goes like this with a big gap between Hoopers and humans with the Little Doctor:
War Drone > Golem > Cyborg > Prador > Hooper >>> Human with Little Doctor > Haiman/Human/'Dapts

Yes, the starship and the pocket AI are companions, not equipment, and take up a companion slot each.

The skeleton of a Cyborg, Golem and the exterior shell of a War Drone is already at the level of the Combat Armour item, if you like, purchasing these races with that item together makes their existing armour twice as tough rather than giving you a separate suit.

Selecting Haiman and an experimental aug pretty much just makes you a supermath, but isn't that great compared to just one or the other.

If you're not in ECS but take the Polity Agent perk, then you can either work with them as a kind of freelance contractor, or a sponsoring organisation (like a collection of high-level AIs, very rich corporations/ Separatists or the Prador king) is giving you an equivalent amount of authority.

Q. Given the ECS Epsilon-class Starship mentions "workshops and laboratories", how would those rate compared to the PSR (Physical Study & Research) Bot?
A. The PSR is something you find on dedicated science research vessels, while the Epsilon-class is (essentially) an armed transport. The labs on the Epsilon-class have a couple of standard (non-portable) autodocs, but they're designed for treating wounded or sick personnel or emergency quarantine, not xenoarchaeology. The workshops are designed so that the ship AI can repair itself and its drones/Golems and produce personal equipment for passengers, not create groundbreaking new materials and nanotech.
Of course, nothing is stopping you from retrofitting the Epsilon's labs with a PSR or "proper" research gear.

**Crab Salad perk combinations**

Life-Coven Education + Crab Salad: Now includes knowledge of xenobiology, biosciences and chemical warfare aimed at fighting the Prador.

Runcible Technician + Crab Salad: Becomes the knowledge to assemble and, in an emergency, pilot a War Runcible (you'll still need an AI for the U-space calculations)

Runcible Warfare + Crab Salad: You can pilot an armed War Runcible against a Prador Dreadnought in combat conditions, using both its standard weaponry (beam weapons, railgun missiles) and matter accelerated through the Runcible's gate (“throwing moons”) to destroy the enemy.

ECS Rescue + Crab Salad: Gain expertise in treating victims of Prador weaponry and captivity; also recognise and defuse Prador battlefield traps and hazards.

Special Investigator + Crab Salad: All your investigative team have, at minimum, the stomach to handle the aftermath of a Prador attack, and at least minimal weapons training.

Sparkind + Crab Salad: The skill to kill lower-caste Prador quickly and disable higher-caste ones efficiently with your chosen speciality weapons.

[Retired] + Crab Salad: Speciality in targeting the vulnerable points of Prador – eyes, mouthparts and joints.

UCAP + Crab Salad: You're exceedingly good at this manoeuvre, even to the point where you can sneak a sticky explosive on a Prador's shell without it noticing.

Let's be civilised + Crab Salad: Your knowledge of Prador psychology means you have a boost in negotiations and diplomacy against them.

Enemy of My Enemy + Crab Salad: You’re particularly good at goading Prador into attacking yourself or others and you can make good guesses at what they'll try next, either in combat or at the negotiating table.

Slice of the Pie + Crab Salad: You derive higher income from trading in contraband related to the Prador War – recovered weapons and armour, souvenirs from famous battlefields, even Cored Thralls created during the conflict.

Infowar + Crab Salad: You’re damn good at fooling Prador systems and sensors.

Nerve + Crab Salad: Immune to disgust or fear from Prador habits and appearances.

Stalker of [Environment] + Crab Salad: Bonus speciality in surviving Prador worlds.

I need a sample, please! + Crab Salad: even Prador are likely to play along with your requests, if they’re not already going to eat you.

Biotechnician + Crab Salad: You can produce AI and drone intelligences the way the Prador do: by freezing and preserving the minds of living creatures and installing them in machinery

## Setting Primer

Contains spoilers for novels set in the Polity universe. Most plot-related spoilers are marked with square brackets [ ] and white text within so you can choose to read/not read them. Copy and paste to notepad or a word doc to read.

**Technology:**

Runcibles - A Runcible Gate is an interstellar teleporter that places things into U-Space, which is sort of like the 'usual' hyperspace. They are widely used for passengers and commerce, instantly popping things from gate to gate across the Polity, somewhat like a Stargate.
In U-Space, it's true to say "all things that are put into U-space exist at all points in time". So it's technically possible to draw something out of U-Space before it was inserted, with terribad energy budget/entropy consequences for surrounding stars. U-space reliant tech.

U-Drives - FTL drives for starships. Can be disrupted by opening a Runcible and cycling a singularity in and out rapidly. U-space reliant tech.

Hardfields - Force-field which prevent energy and kinetic attacks. Force applied to the hardfield is instead applied to the generator, which is usually resting in a shock-absorbing cradle.
Very large War Drones have a hardfield generator, while the larger starships have banks of them to online in sequence when they overload under fire. U-space reliant tech.

AG/Grav-plates
Artifical gravity generators, also used as anti-gravity generators through the same (U-space) principle. U-space reliant tech.

Augs – access computer data with your mind. A gridlink provides a more immersive experience.

AI – crystal minds, originally patterned after humans. They run on a crystal lattice core, but this needs further machinery (power, data banks etc.) to run them. There are independent drones and golem (lowest intelligence) to ship AIs, then Runcible AIs (who govern entire planets because they have the spare processing power to do so) then an elite bunch like Geronamid, Jerusalem and Earth Central who are above even them.

Black AIs – AIs who have chosen to disobey the Polity and leave, or gone against it. Some created due to flawed crystal used in the Prador war due to expediency measures.

Drones – Can be self-aware or teleoperated by sub-minds of larger AIs. Treated as Polity citizens for the most part.

Jain-tech
It's a bundle of nano and pico-tech that seems absurdly simple to use, but in reality turns the user against their own species and uses them to self-propagate. In canon, only one haiman is able to use Jain-tech without being subverted. [

] U-space reliant tech.

**Weapons:**
Thin-guns/Pulse guns - Pulse guns can fire full-auto.

Railguns - Jack-of-all-trades weapon that can be loaded with different projectiles depending on the target and task at hand. Can fire full auto.

Particle beams/APWs - Lose some power over range, but make up for it by being the best at killing things dead, fast. If you're fighting Golems or Jain-constructs, this is what you want.

Lasers - Best used at long range, but it's hard for them to punch through drone armour and hardfields. A sniper's weapon.

Seekers and missiles - A wide range of types for any conceivable role. Ranges from CTD-tipped missiles down to tiny seekers which work like mines, laying dormant until they pick up a target.

CTD – Contra-Terrene Devices. Antimatter bombs that the Polity uses instead of nukes due to less fallout.

Autoguns – Simple self-targetting weapons. Available in any type – railgun, pulse, laser, seeker etc. Either mounted in floors/ceilings for security, or mounted on legs to patrol areas such as "Mosquito" auto-guns.

Tenkian weapons - More like works of art than battlefield weapons, they usually combine various tech with a semi-sentient AI mind.
Ian Cormac's Shuriken is such an example: A throwing disc with retractable chainglass blades, AG motor for propulsion, can react to various situations and programmed with contingencies. Even when subverted with Jain-tech, its mind was sophisticated enough to allow itself to be destroyed rather than be used against its owner.

Singuns - The most high-tech weapon in the Polity is the Singun, which fires singularities generated by U-space tech. There is no known defense against them – no armour, hardfield will stop the micro-singularity. The only option is to get out of range, fast. U-space reliant tech.

**Biotech**
**Adaptogenic Treatments** - A genetic treatment that makes DNA "plastic" and easily mouldable by environmental factors. Over the generations, it results in 'dapts, in humans. Can also be used on animals – for example, on one planet, sheep are vicious, pack hunting carnivores, because they couldn't eat the grass or something.

**Bio-Engineered organisms -** Pre-AI, humans were exceedingly good at changing animals and humans to suit their needs. Some examples:
Scoles – like giant ticks that live on your chest, they store oxygen when it's around and re-oxygenate your blood in a low O2 environment
Bio-lights – also from ticks, they're bioluminescent lights.
Digester – Allows humans to eat the toxic proteins from a certain alien world. Passed on to a host's offspring in the womb.
Snairls – giant snail-like creatures that float on oceans like ships. The hollow upper shell holds crew quarters, the lower chambers for boyancy and where the snairl's living body resides. Symbiotic/hive relationship with crew.

**Aliens**

**Prador -** Carnivores. They don't use AI, but are roughly on the same tech level as the Polity (though with AIs, the Polity's development is faster).
Prador Third-children are cannon fodder – human sized, meter-across shell. Not educated, but far tougher than a human (exoskeleton armor and don't feel pain as much as humans).
Prador Second-children are lieutenants – slightly larger, shell maybe two meters across.
Prador First-children are field commanders – the size of a small car, shell up to three meters across. A thin-gun won't do much even against one not wearing armor.
Prador Adults – huge. Shell four or five meters across. Often use anti-grav to move around.
Prador adults hormonally prevent their young from growing to adult stages, when they become potential rivals. Anything smaller than an Adult is controlled by their Father's pheromones.
Female Prador are of roughly animal intelligence, though hermaphrodite Prador are known to exist.

**Hoopers** – a human infected by the Spatterjay virus. Tough to kill.

**Spatterjay Leeches** – Native lifeform to Spatterjay. Spreads the Spatterjay virus to anything it bites. The giant leeches at the top of the Spatterjay food chain naturally produce sprine in their stomachs in order to kill the creatures they swallow (otherwise their prey would regenerate and eat their way out).

**Spatterjay Virus** – A 'fibrous' virus which causes cellular regeneration in its victims, eventually incorporating viral genetic materal, giving them a blue shade.
The virus's genetic material holds a "library" that stores the genetic data from creatures it has infected over the ages.
The more Spatterjay genetic material a victim consumes, the more likely they are to mutate and manifest the features of the creatures the virus has infected – leech mouths, insectoid eyes, claws, etc. This also occurs if the host is starving to death – the virus turns the host into a creature more suited to finding and eating whatever is around. This process is prevented by keeping a host well-fed on non-Spatterjay foods.
If absolutely no food can be found and the host is starving to death, the virus eventually reverts the host into a Jain warrior, which is Bad News.

**Dragon -** A series of four conjoined one-kilometer spheres that rest on the surface of Aster Colera for some time, until Cormac visits [

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**Makers -** The species which created the Dragon spheres. Their home is well beyond the Polity's boundaries (taking a lot more than 10 years even at FTL speeds to reach) and is not featured in detail in the novels.
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**Jain -** Individually hostile to pretty much anything that isn't themselves, they are masters of biotech, nano/atomic fabrication, & terraforming (towing planets into new orbits).
[

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**Csorians -**[
]

**Atheter -** [

]

**Masada Wildlife -** Gabbleducks, Heirodonts, Mud snakes, Hooders and Siluroynes are all deadly predators on Masada; the Hooders in particular will take apart even a war drone with ease if they can catch them – they just don't try to eat war drones because they only attack when they're hungry, and a war drone is all metal.

# Changelog:

0.1 – public release for C&C
0.2 – spelling and formatting touch-ups.
0.3 – UCAP made 200cp like it was supposed to be. Clarification on Prador companions/companions taking drawbacks. Added a bit more background stuff to a few perks and descriptions. Added the start of the Setting Primer to Notes for people unfamiliar with setting.
v1.0 – Added researcher and frontier backgrounds perks and items. Added a couple of companion options. Pocket AI now capable of plotting U-Jumps, now companion for researcher. Swapped Life-Coven Educated to researcher for obvious reasons, dropped rucible technician to 100/free perk for drop-in and added a new 200/100 perk for Drop Ins. Added reward/note in Ending about stuff working/not working where there is no U-space.
v1.01 – Like the other 100cp items, Laser Scalpel is meant to be "100cp, Free Researcher" not just discounted. One or two tiny typos fixed. More notes.

Possibilities for future work (not part of this jump at the moment, it is finished)
Remove Spatterjay drawback for Spatterjay add-on/DLC? Spatterjay survival stuff, Old Captain stuff, Leech hybrid stuff?
Possibly add The Technician add-on? ~~Dracoman background & perk tree,~~ Atheter & Masada stuff
The Owner series Jump?