


# JumpChain

(Or, "Space Station 13: The Comic: The JumpDoc")[1]

~Fel // V1.1

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Welcome, new temporary employee, to **The Company**. Don't sweat the specifics, such as any formal company name – out here in the frontier sector, there's really only one that matters. A megacorporation through and through, The Company is the backbone of nearly every single development in the frontier, from medical breakthroughs to engineering and furniture design to patented plant genelines, all while skirting the Sol government's regulatory measures with extremely convoluted and somewhat ridiculous loopholes[2].

Opposing The Company is **The Syndicate**, a collection of various groups with different views on how the frontier sector should be managed, united by the shared opinion that The Company *isn't it*. From the blood-capitalists of The Board to the anti-corporate Egregorists and all the various, often conflicting ideologies in between, Syndicate activity antagonizes The Company in exactly the way they were designed to *pretend* to when they were The Company's Department of Antagonism[3].

No matter your department, you're sure to be busy as a bee (especially considering legally, you are recognized as one) here, so enjoy these

**+1000 TeleCrystals (TC)**

and try not to worry about the debts economic or social incurred by such a generous gift[4], and remember to read any **relevant** fine print!

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[1] **Alternatively, consider finding The Company at its official discord server!**

[2] Reminder for the reader that the definition of "loophole" has been redefined to mean "legal compliance within regulatory bounds with an acceptable stretching of the truth" after the landmark case *The Company v. Sol Regulatory Commission 2543*.

[3] The connection of the illicit operations of dissenters known as the "Syndicate" to The Company's now-decommissioned Department of Antagonism is an unsubstantiated rumor. This section remains unredacted for historical accuracy.

[4] "Gift" was also redefined in the aforementioned landmark case.

# Species

By Solar law, The Company is not permitted to discriminate employment based on metrics such as species, race within a specific species, sex, gender, socioeconomic or political background, or favorite color[5].

However, in pursuit of an equitable and fair employment opportunity, it is encouraged (but legally not required) for an employee to mark their species out of the four[6] listed below:



## Human

Human society began on the third planet from the star Sol, and their culture was and is currently shaped primarily by the fortuitous invention of supply-side economics.



## Jacent

Originating from Orthogon, this species exists on stable geometries rather than elementary particles. Jacents that live and work in Company spaces are often rigidly rules-minded due to needing to stick to geometries that exist in what we understand as reality, and follow social rules to a similar rigidity.



## Pilot

Human-level artificial intelligences, running on small ship-like drones with built in hard-light holographic projectors and speakers for communication and manipulation. The civilian models in Company spaces approximately match Humans in capability.



## Mortil

Members of House Mortil from Hereafter function with a much hardier biology, and were the origin of much of The Company's research into post-biological revitalization. They often have a lower sense of urgency as a result of their societal views towards mortality and general ease of medical care.

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[5] In light of recent events, those who mark this field as "grey" are *still* obligated to report for mandatory loyalty indexing as approved under legal code 763-68-10B.

[6] Additional species accommodations are not accepted at this time due to food budgetary concerns. Due to legal code 035-98-86H, any or all applicants may be rejected for any reason if doing so would reasonably be expected to prevent critical food shortages at worksites, even if the applicant in question has no need for food. Failure to disclose species will result in an assumption of an exotic species.

# Department

Due to the significant overhead in keeping a frontier research station operational, the specifics of your employment "background" are less important[7] than the general workplace skills you bring to the table. Please select which department below most accurately describes your extremely unique and desirable[8] set of skills:



**Operations**

Operations staff handle the administration, regular function, and the physical and emotional needs of the crew as needed on the worksite.



**Logistics**

Logistics staff ensure the smooth transfer of resources between departments on the worksite and beyond it, ensuring all material requirements are fulfilled for the staff.



**Medical**

Medical staff treat injuries and monitor the mental state of employees on the worksite.



**Security**

Security staff intervene in the case of security incidents and protect vital worksite assets and, occasionally, the crew.



**Research**

Research staff both provide the worksite with equipment in-situ and accomplish the intended purpose of a research station.



**Engineering**

Engineering staff maintain the integrity of the worksite and ensure electrical systems remain active at all times.

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[7] The Company is obligated to clarify that this is unrelated to the recently-passed bill awarding a tax reduction to corporations making creative use of otherwise redundant employees, which received significant support from The Company.

[8] Uniqueness and desirability are defined in greater detail on page 2,398 of the abridged "Employee Pocket Handbook."

# Benefits

Listed below are a number of benefits of employment through The Company. Each can be purchased with TeleCrystals, and most will be grouped by the department most relevant to the skills and abilities involved. While employees are more than capable of purchasing Perks outside of their department[9], The Company seeks to foster a sense of identity and community within departments[10], and so will reward discounts for purchases within one's own department[11]. Particularly driven employees may qualify for a "capstone" **Utilization Bonus** by purchasing all available Perks within a department, which enables said employee to access a lucrative Head of Staff position and associated Perk and Item Bundle through a majority share investment!



[9] Terms and conditions may apply. **Some Perks may have purchase or acquisition limited on a case-by-case basis**, but due to Solar government regulations **all such restrictions will be made obvious.**

[10] Loyalty to The Company is required to supersede loyalty within one's department. After Security Incident 452-998-3A ("Cargonia Forever"), all Employees are now mandated to undergo quarterly Cognitive Synergy review.

[11] **Unfortunately, fee-waivers are unavailable at this time.** Please contact your recruiter for additional information.

# Operations

(Discounted by 50% to Operations staff.)



## Spotless (100TC)

You're the type of person who gets things done. Stains, marks, litter, messes – all disappear like mud on tile, washed away with the lightest of effort on your part. While being a Janitor is a thankless job, the skills have some interesting parallels. Few notice the janitor, and if you wish, few notice you, as well. So long as you're not drawing attention to yourself or *too* out of place, you could go most places without much hassle. Not to mention, even if things do get *messy*[12], nobody's better-suited to cleaning a mess than you.



## Ace Attorney (100TC)

It wasn't enough to know the ABCs of law and regulations in The Company, you ran through the whole alphabet, and then ransacked other languages for additional letters. You know every law on every book publicly accessible and many that aren't, and you have a head for rules that would scare a Jacent[13]. If someone has legal trouble, they better call *you*.



## Mix Drinks, Change Lives (200TC)

A bartender may seem out of place on a scientific research station out in the middle of the frontier, but you are proof that a few words can make or break an entire week. You're an expert in maintaining morale from anywhere between individuals to entire organizations, can sympathize or empathize with nearly anyone (or at least fake it) if needed, and you have both a generous helping of charisma and an unbelievable skill with mixology at that.



## Close-Quarters Cooking (400TC)

They say an army runs on its stomach, and you could prove it. Food is your weapon, and exhaustion your enemy. The meals you cook do more than just satisfy hunger, *every* benefit from eating them are magnified. It might be an exaggeration to say that your food is the difference between life or death, but not by as much as you'd think. For whatever reason, you're also rather competent in self defense, as well. Skill with a blade, perhaps?

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[12] [redacted] [Redacted on corporate authority.]

[13] The sophont resources department has objected to this comparison.

## Utilization Bonus: Head of Personnel / HoP (600TC)

The myriad skills of the Operations department may not seem like they group together well, but Operations has *always* been about forming a cohesive, functioning whole from a variety of parts - creating order from disorder. You are unparalleled at such a valiant effort. From bureaucracy to law to simple day to day business, you can immediately identify flaws, exploits, or inefficiencies – and this scales as far as you can reasonably consider something to be one entity. Whether a company or a country, whether you work to correct the flaws or exploit them, you can see the clockwork for the cogs.

## AccessPro™ (Free, exclusive for HoP)

The Head of Personnel is responsible for, among other things, worksite access management. The AccessPro™ Handheld Computer is designed to make such an effort a breeze! This device will let you reconfigure all but the absolute highest-security access management systems[14] (card readers, RFID detectors, etc), allowing you to control who is allowed what privileges on that device! Here at The Company, we trust our Heads of Staff implicitly, but keep in mind that any changes to any system will be logged as normal for the systems involved. Logged, but not prevented!




[14] **Examples of very-high security assets include the station Vault, Artificial Intelligence, and Secure Armory systems**, and *no longer* include the liquor cabinet despite repeated requests from station bartenders due to Company Policy Revision 0018-A.

# Logistics

(Discounted by 50% to Logistics staff.)



## Hydroponic Hero (100TC)

The various, often-conflicting regulations in the Company generally hit the Hydroponics workers the hardest, given most plants don't care about things like "inconsistent work schedules" and "weekly hours reductions." Fortunately, both you and your plants seem to adapt. Plants that you've cared for generally get by just fine almost completely without maintenance. And if you're actively caring for them? The growth rate spikes to "fruiting within hours." Quite a convenient skill up here!



## Actually Quite Fungible (100TC)

A major part of station logistics is balancing a budget, and you are the finger on that scale – and not, for once, through tax evasion! You're an impressive salesman, able to market just about anything to just about anyone. Whether you're selling people on a hot new product or your personal philosophy, you'll know how to put your best foot forward. Not only that, even if it's just to get you to shut up, most'll shell out at least a few credits!



## Special Delivery (200TC)

While getting a budget in the black is important, it's not possible without a bit of product. Connections often just seem to fall into your lap; if someone wants something, you'll know where to go for it, and at a price that'll make you look shiny in the books. As a bonus, you pretty much always get free shipping!



## In A Truck, Flying Off A Ridge (400TC)

Of course, no product costs less than one you get for yourself. That's where you come in. You're an *expert* miner, capable of prospecting, appraising, and drilling better than most professionals in each field alone. For some reason, this *also* includes a frankly ridiculous skill in using tools as improvised weaponry, especially against much larger opponents. What are you expecting to see when mining in the frontier[15]...?

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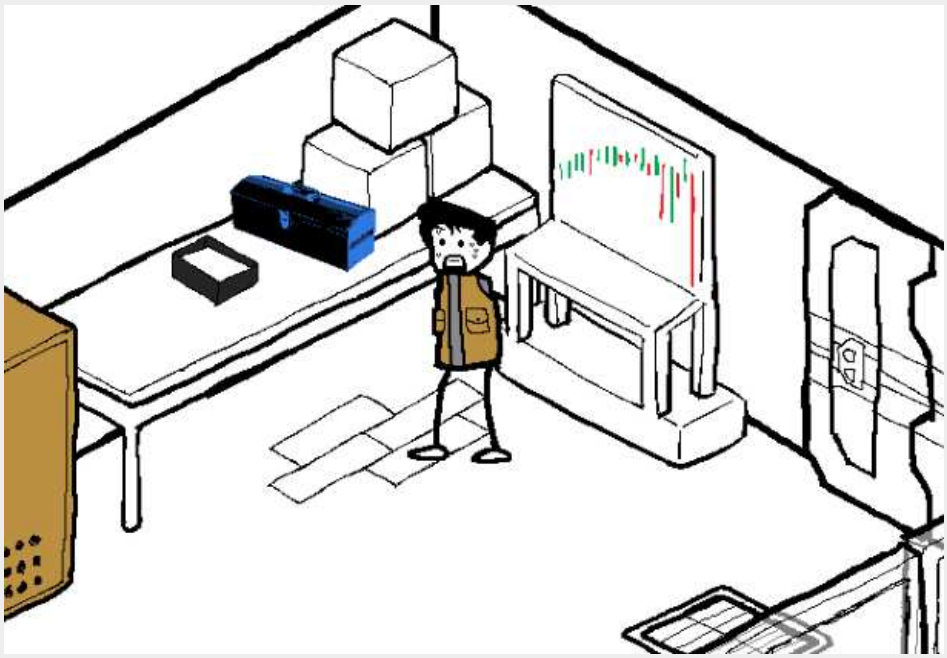
[15] Rumors that The Company has started mining operations on a planet with conditions, quote, "literally akin to hell," are unsubstantiated and should be kept to ones' self until the end of next quarter.

## Utilization Bonus: Quartermaster / QM (600TC)

The Logistics department is as often overlooked as it is vital out in the frontier; there are even some who debate your position as a Head of Staff. Regardless, without skills like yours, the Company would never have even entered the frontier. You live and breathe business, with a *nearly prescient* understanding of the macro- and micro-economic environment you exist in. The cost of the most unassuming good doesn't fluctuate without your awareness. On top of it all, you always, *always* seem to get 10% better prices than you normally would, regardless of the economics of the situation. Just don't assume you're *actually* prescient and buy up a bunch of "exclusive" fish PNGs.

## The Violet Card (Free, exclusive for QM)

Made to resemble a uniquely valuable mineral found in the frontier, this shiny card represents your share and account sum within The Company; 6 million credits[16] available at your fingertips, tax-free, with payment confirmed through encrypted message sent *only* to you, regardless of which device you happen to have on you. An investment that returns enough dividends to replenish this share about every ten years comes included[17].



[16] Due to *exceptionally* outdated regulation, **The Company is obligated to clarify an equivalent of roughly $2 million USD circa 2023.**

[17] Restrictions on investment dividend payment means **this renewal will happen in lump sum once every ten years. Unused funds will not roll over** (but will be conveniently placed in your Company retirement account!)

# Medical

(Discounted by 50% to Medical staff.)



## The Bromine and the Barium (100TC)

The Medi*cal* department wouldn't be terribly useful without Medi*cine*, and you're a one-stop pharmacy. You're a dab hand at every chemical process under the stars, able to work your way from any set of compounds to any other set of compounds given the right materials and a decent lab. Not only that, but you're *the* final word in working backwards from a desired effect to a concrete set of candidates for drugs, something which normally takes supercomputer-level chemical interaction modeling.



## Field Work (100TC)

Medicine and surgery can be hellishly difficult even in the best circumstances, but you refuse to let even the worst circumstances stop you. As long as they're in your hands, makeshift resources, ranging from a jury-rigged welder setup for a chemical heater to using a paper cutter in place of a scalpel, rarely cause any complications. Not only that, you seem to *exude* medical-grade sterility; you practically vaccinate patients from any new infection simply by your presence alone.



## Put It On Ice (200TC)

Parts of the human body are rarely very happy when separated from the whole. Given a few too many hours, organs become non-viable without active blood supply, and the brain dies within *minutes* of losing its oxygen. Well, not if you have anything to say about it. As long as you have a medical grade cooler on hand (or even just a fridge if you have any experience with **Field Work**) the bits will survive intact enough for replacement for as long as you need. Even a whole cadaver on ice might stay fresh enough!



## Just Like Building Blocks (400TC)

Genetics: the final frontier of medical science. One that you are best fit to explore. You know which genes generally code for what, and you can cook up any manner of homegrown retroviruses to spread these changes throughout a body. Not only that, with just a bit of tinkering, any changes you make will change the cell as though it grew with the new gene expression, comic-book style. Fix an immune deficiency in minutes, change hair color on the genetic level, or just hand out genetic superpowers like candy!

## Utilization Bonus: Chief Medical Officer / CMO (600TC)

People like you are what draws the line between a Company station and a flying metal deathtrap. Your skill with medicine across the board is the stuff of legend, and it would take either direct intervention from a third party or a condition that is truly, absolutely incurable to kill someone once they're in your hands. Efforts you take to stem the flow of blood are absolute. Cancers recoil in the face of your treatments, let alone viruses and bacteria, and your reflexive skill at triage guarantees minimal casualties even in the face of truly massive incidents.

## Advanced Medical Cryo-sleeper (Free, exclusive for CMO)

One of the most advanced pieces of medical equipment ever made. This sleek white plasteel frame, cushioned interior, and blue reinforced glass cover can comfortably fit exactly one human[18] inside. With built in chemical synthesizers, hypospray injectors, and an experimental stasis system, this bed is an all-in-one hospital, capable of supplying a wide variety of staple medicines and providing pinpoint cryostasis preventing conditions from worsening while still letting the body heal.




[18] Or other equivalent species. Complaints regarding human-centric design should be mailed to the Company Sophont Resources department for immediate disposal.

# Security

(Discounted by 50% to Security staff.)



## Robust Training (100TC)

Station Security staff may not be a formal police force in the strictest sense of the word, but their training certainly prioritizes both individual and group tactics to an almost frighteningly high degree. You are a prime example of this, with a wide-reaching skill in quickly (and often non-lethally) disabling aggressors. You especially shine when working as part of a team, with a high degree of cohesion and tactical acumen!



## Officer Down! (100TC)

They don't dress security in red jumpsuits without a sense of irony, that's for sure – Security staff are the ones with the most frequent visits to the medical bay. You are not the type to let their sacrifice go in vain! The more you or your team receive in terms of injury or casualty, the more determined you are to see things through, and the better your combat skills and reflexes. Even the smallest securi-tron[19] deserves revenge!



## The Game Is Afoot (200TC)

Not every crime happens in broad daylight, and not every criminal leaves a calling card. People like you are the difference between a victory and an unsolved case. Your investigative abilities are among the best, and you have a tendency to see just what you have to do and where you have to stand to let the truth fall right into your lap. Deerstalker cap and pipe not included[20].



## Redshirt Resilience (400TC)

When the shit *really* hits the fan, and it's an entire sector's operations at risk, Security is often the first and last line of defense. It helps to be as hard to put down as you are. Come hell or high water, come critical injuries or a sudden lack of breathable air, you're liable to keep moving long past the point where others would have collapsed. It won't save your life on its own, but you'd have to be on death's door to lose consciousness due to your injuries.

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[19] Despite repeated instruction from Company-employed psychologists, Security staff often seem incapable of *not* personifying their standard-issue electronic criminal deterrence mechanisms with names and ranks.

[20] Addiction to performance-enhancing stimulants optionally included.

## Utilization Bonus: Head Of Security / HoS (600TC)

You are the last line of defense. The barrier that keeps every bit of this Company protected, from its equipment to its staff. Fortunately for them, they have a pretty damn good barrier. You're among the very best marksmen, and able to adapt these skills to just about any weapon you get your hands on. On top of all of that, you're sturdier than the average redshirt – with prompt medical attention, you could live through injuries that would be nothing less than *completely catastrophic* for the average person, and a few gunshots are practically love taps in comparison. Just try not to take many point-blank shots.

## X-01 Multiphase Energy Rifle (Free, Exclusive for HoS)

There is no uniform, no badge of office more identifying of the Head of Security than their custom-built[21] energy gun. This sleek black instrument of justice has two modes of operation. It can fire standard condensed microwave pulses ("disabler" fire) that *discourage* further resistance in anything with a nervous system to trigger pain in, or it can be switched to high-frequency plasma emission for a more *permanent* solution. Its internal generator can also (slowly) resupply its powercell[22]!




[21] All X-01 Multiphase Energy Rifle designs are standardized across every Company installation. The Company owns the trademark for the phrase *custom-built*.

[22] Recharging Company power cells voids their warranty. **Please consider swapping out power cells ("reloading") should more sustained fire be desired. The internal power supply is compatible with any and all power cells that fit this model.**

# Research

(Discounted by 50% to Research staff.)

 **Kitbash Craftsman (100TC)**

Reinventing the wheel is an overrated pastime. You're an expert in avoiding such redundancies; when it comes to merging two technologies, the best method seems to just *come to you*, rarely requiring much redesign. Your own designs can be made to be *incredibly* modular, up to the point of working plug-and-play if you wanted, even in systems you didn't originally design! Conveniently, you're also a dab hand at mechanical engineering, particularly in robotics.

 **Ultrarapid Prototyping (100TC)**

What do you get when you combine the Frontier's general lack of oversight and need for new solutions to new problems with the Company's rapid advancements in science and middling research budget? Well, you get people like you, apparently. Your ability to turn theory into reality is something to behold; if a creation is theoretically sound, then it *will* work in production, even if there's a few minor kinks to work out on your first try. As an added bonus, you've got a decent understanding of the theory behind most of the Research department's design blueprints.

 **Man-Machine Interfacing (200TC)**

The invention of the Man-Machine Interface revolutionized the Company's medical and robotic designs. A revolution that you could pioneer on your own, if you had to. Merging biology and robotics is as easy for you as working with robotics alone, allowing technological wonders such as nerve-linked prosthetics, full-brain encasement, or myriad other applications!

 **Bluespace Blues (400TC)**

The Frontier wouldn't be remotely as valuable to *anyone* without the field of faster-than-light transit and transmission, a field of research that *very* few qualify for. You rank among those gifted few; while the current state of publicly available FTL technology is often unwieldy and bulky, when it comes to communications and data you join the Company in the forefront of miniaturization. With much development on your part, you may even be able to miniaturize matter transmission, or even allow transportation without a receiver node: a modern impossibility!

## Utilization Bonus: Research Director / RD (600TC)

Popular culture often portrays the omnidisciplinary scientist, who has both broad and deep knowledge of all things *science*. Obviously, specialization has defined the progression of society for centuries, so it is rare such generalists even appear, let alone succeed. You are proof that *rare* does not mean *impossible*. Your grasp of technology and science is both truly vast and deep, up to pace with modern Company standards across the board, and you can learn and internalize more with ease. As an added bonus, the various technologies[23] that you learn of in this world will continue to work wherever you go[24].

## Hand Teleporter (Free, exclusive for RD)

What better to signify the exceptional technology of our beloved Research department than this experimental handheld teleporter? Ordinarily, this small handheld device would have nothing but an activation button, and would be linked to a much larger teleportation array that handles the portal generation from near the remote to a receiver device. *This* device miniaturizes this process *even further*, allowing the selection of linked receivers with a convenient display on the remote, allowing you to teleport to any receiver effectively at will[25]!




[23] Among other patented Company technologies, your skills include **standard and hard-light holography, medical nanotechnology, human neural architecture manipulation, molecule-scale 3D printing with arbitrary material**, and more.
[24] While copyright and patent violations are not currently recognized across multiversal borders, the Company is legally obligated to advise against such.
[25] Outside of Company installations, **you will have to provide your own receivers**.

# Engineering

(Discounted by 50% to Engineering staff.)



## Expedited Engineer (100TC)

It's often said that you have to pick two from fast, cheap, and effective, but you're a guarantee that the "fast" part is well handled! Any time you build or oversee the construction of *anything*, the process goes by at 1.5 times the speed it should, all through relatively mundane-seeming means[26]; tasks are easier, shipping is faster, and all on the same budget.



## Atmospherics Ace (100TC)

As far as Maslow's hierarchy goes, the ability to breathe is pretty foundational; you just happen to be an expert in managing that need. You have an intrinsic understanding of the physical interactions of gases, as well as a thorough familiarity with all machinery used to work with (and usually recycle) the air on Company installations. That there are heavy parallels between this task and bomb construction is a convenient bonus!



## Elite Electrician (200TC)

You are quite simply *the* final word in electrical engineering. Nobody can match you when it comes to the routing, planning, and installing of cable, and very few if any could match you when it comes to working out all the inefficiencies of an electrical system. If you design or install a cable or other similar network, it will be 10% more efficient than it otherwise should be; same with any and all machines on or in it. This extends to nearly anything that similarly needs to be routed, from pipes to trash chutes to more abstract things.



## Miracle Mechanic (400TC)

You have a head for construction and repair that truly stands out. If you have a blueprint or even just a general understanding of how something should go, you can build it or maintain it, and you could hazard some frighteningly accurate guesses at repairing something you've never even seen before! You can also accurately judge distance and scale down to the centimeter in your head; whether by eye, tracing your steps, or anything else.

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[26] **Company research finds that even in fully optimized construction processes, a well-trained engineer can *still* find further optimizations.** Failure to do so will be considered a sign of lack of training, and must be reported to your station's CE.

## Utilization Bonus: Chief Engineer / CE (600TC)

You are the epitome of what The Company looks for in engineers, and it *shows*. In addition to getting half-again the bonus of an **Expedited Engineer**'s speed, everything you design, construct, or direct the construction of is simply *better*, working 50% faster[27] simply by virtue of your optimizations in design. Finally, you are a master at pushing any device to its absolute limit, stopping *just* short of catastrophic failure. Now, get out there and run an engine hot enough to be the equivalent of a chained-down star[28]!

## Rapid Construction Device (Free, exclusive for CE)

A miracle of handheld hard-light holography and molecular printing. These devices are an all-in-one suite for construction, using compressed cartridges of matter to print or deconstruct airlocks, fixtures, or even entire sections of hull in seconds. This one in particular seems to, by some quirk of mechanics, physics, and possibly-literal magic, never run out of compressed matter!




[27] **"More efficiently" may be substituted for "faster" in any relevant cases.** Please note that the reverse substitution is often made in Company internal policy on matters of healthcare, engineering, and food preparation.

[28] Chief Engineers are advised, but not required, to avoid hyperbolic statements such as "the power of the sun in the palm of my hand," due to Murphy's Law having been conclusively, mathematically proven in experiment 2654VX.

# Non-Departmental

(No discounts available at this time.)



## Colorless Water (400TC, Exclusive with Starcalling)

It is not clear what causes the condition known as *The Grey Tide*[29], but its symptoms are clear. Nearly overnight, a formerly upstanding crew member becomes… withdrawn. Communication becomes limited only to the absolutely necessary, and ones own goals become the highest priority. Somehow, those who are "tiding" often seem to gain sudden and alarming proficiency with a *far* wider range of skills than should be available to them. You seem to be a *fount* from which the tide flows; innately, you bear the expanded proficiency and intense determination of the Grey Tide, with none of the deadening of your social skills. In addition, with only a short conversation with someone in a moment of mental or emotional weakness, you can push them into the Tide, their behavior during which is predictable and often *useful*[30].



## Starcalling (400TC, Exclusive with Colorless Water)

For millennia, across borders and cultures, humanity worshiped the stars, believing them to be gods. Only recently was this semi-proven; by pure cosmic chance, some stars' interactions of superhot plasma form massive stellar cognition engines akin to Boltzmann brains[31]. The revitalization of star-worship on the Frontier was inevitable, especially as the more sociable stars are willing to grant blessings of strength and metaphysical resilience in exchange for creed. You are one such star-blessed, whether by the law-giving Stars of Libra or some other constellation-pantheon, gifted with near-inhuman strength and reflexes. Moreover, your beloved stars will follow you (after a fashion) in your journeys from this point, always visible in the star-lit sky to you. With enough shows of faith, prayers[32] may even be answered, especially when called to oppose forces described as demonic or memetic, such as the great Grey plague.

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[29] Pending further study of airborne learning-enhancement chemical additives.

[30] Please report to the office of Cognitive Synergy *immediately* for [redacted]. [Redacted on corporate authority.]

[31] The nature of the stellar cognition engines' metaphysical interactions, however, are hotly debated.

[32] Company staff are encouraged *not* to depend upon the intervention of gods, real or imagined, in times of crisis, impending doom, or yearly staff turnover events.

# Cargo

Due to the limited supplies available in the Frontier sector, as well as an active lawsuit regarding a recent Logistics department liquidation attempt, The Company is unable to offer excess departmental supplies for sale to individuals at this time. We apologize for the inconvenience. Fortunately, all employees receive the following items as a complementary benefit of employment:

## Polythread Department-Branded Jumpsuit (Free)

This rugged synthetic garment is designed with workplace efficiency and safety taking the top priority, though it's far from unfashionable. Specialty materials make this form-fitting[33] jumpsuit incredibly durable, self-cleaning, and surprisingly comfortable. Comes in a color and pattern befitting your role on your local installation, with additional suits in designs of your choice available every 10 years as a reward for Company loyalty!

## Reflex-Activated Radio-Ansible Headset (Free)

A stylish[34] headset with a relatively unobtrusive form factor and noise-filtered microphone. This wireless headset can receive and transmit on any number of frequencies and encryption methods that are provided to it with a small microchip key! Not only that, through patent-pending subcognitive interfacing, you'll always know which frequencies you're receiving audio from at any given moment, and be able to turn on or off the microphone and change which broadcast channel you're speaking on, all hands-free!

## All-In-One Pocket-PDA Digital Tablet (Free)

You're in luck! While the standard issue PDA is generally fairly middling in quality, it seems this one is a bit of a special issue. Equipped with a flake of ansibite crystal[35], this pocket computer can have an uninterruptible, instantaneous connection to whatever wireless networks exist wherever you go! Its processor power and storage space are better than some modern desktops, too, and it will repair (and, if necessary, purge viruses from) itself once a night. The stylus doubles as a ballpoint pen, too!

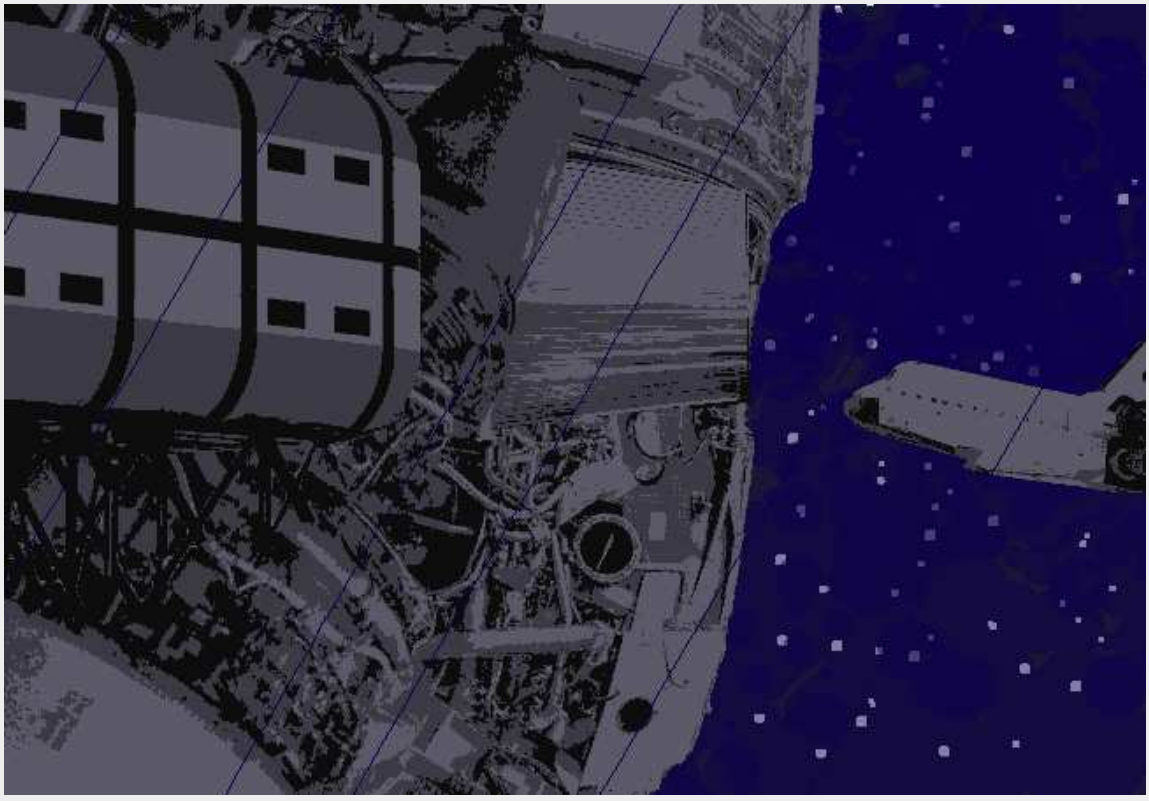
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[33] For ease of access, and to comply with regulations regarding the phrase "one size fits all," all "form-fitting" attire The Company produces can fit nearly *any* form.
[34] Terms and conditions may apply.
[35] Delamination of the ansibite crystal voids Company health insurance policy.

# Incentive Program

Are you at greater risk of potential workplace incidents[36]? Are you experiencing symptoms of one or more of a list of legally protected health concerns? Are you willing to step up and take on additional duties? Do your terms of employment fall under the "special circumstances" category? If you answered yes to one or more of these, you may qualify for any of the following incentives for employment!

Please note, in order to comply with Sol governmental oversight, any employee who receives an incentive *must* experience the full range of circumstances associated with said incentive. By claiming an incentive below, you accept that The Company is not liable for any physical, metaphysical, cognitive, or psychological changes that may result from enforcement of the incentive program[37]. Any non-pre-existing conditions registered with the incentive program will be recovered after the current contract with The Company concludes.



[36] While proof of the existence of "luck" as a real physical force has yet to be concretely demonstrated, it is still recognized in health and safety regulation.
[37] It was determined that enacting the circumstances listed in incentives rather than removing incentives that do not apply requires less administrative oversight.

### 018964-A~E: Automatic Contract Renewal (100TC+)

Employees who fall under 018964-A through E have, for various reasons, negotiated automatic contract renewal for one (A) to five (E) more contract cycles. After sixty years of continuous employment, The Company is legally obligated to either list the contractor as a permanent employee or dismiss them. Incentive multiplied by renewal cycles, up to 500TC.

### 195643-W: Requires Medical Prosthetic (100TC)

Employees who fall under 195643-C require a prosthetic replacement for one or more physical disabilities. The Company is obligated to remind employees that prosthetic replacements *must* be removed every other night for recharging overnight[38], and often only perform at 90-95% the previous dexterity and capability[39].

### 977821-R: Encounters Frequent Turbulence (100TC)

Employees who fall under 977821-R see a greater-than-average number of minor negative local conditions while onsite. For unknown reasons, minor meteor showers, radiation storms, and other relatively standard events will occur weekly or occasionally even semiweekly near their installation.

### 195648-N: Neurologically Divergent (200TC)

Employees who fall under 195648-N experience some form of neurologically divergent thought patterning such as an attention disorder. While medication and counseling is readily and freely available to assist with such conditions, they are frequently comorbid with depression and can interfere with working under The Company's fast-paced work environment at times.

### 195643-D: Requires Physiological Upkeep (200TC)

Employees who fall under 195643-W experience one of a variety of physiological conditions[40] that require regular medication and treatment. This includes treatment for conditions such as anemia or immunological issues, as well as gender-affirming hormone replacement therapy for transgender employees.

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[38] Recharging man-machine interface-driven prosthetics typically takes up to 5 hours depending on size and complexity of the prosthetic.

[39] The availability of reasonably effective medical prosthetic replacements results in a lowered incentive value.

[40] Excluding neurological conditions, which are otherwise covered in 195648-A. This is due to differences in management and Company health insurance policy.

### 195643-C: Declining Physical Health (200TC)

Employees who fall under 195643-E are experiencing a progressive decline in physical health for any reason, though most frequently a result of either continuous physical stress, progressive aging, or both. This causes minor detriments to a *wide* range of abilities, including speed of recovery, stamina, durability, strength, and dexterity. Modern treatments prevent these detriments from being anything more than simply *minor*, though.

### 163437-E: Emergency Response Membership (400TC)

Employees who fall under 163437-E are part of The Company's Emergency Response Team. Emergency Response Team members are recognized as highly-skilled individuals in their particular field, and will be allocated to stations undergoing crises that match their specialization. There will rarely be an opportunity to stay in one place for long, and by its very nature this involves more risk than the average employee often encounters.

### 977821-H: Buskin-Socke Syndrome (400TC)

Employees who fall under 977821-H can experience a wide variety of effects, but there are two primary common factors. The first is that the employee's luck will behave far more erratically, having spikes of abnormally good or bad luck at particularly vital moments, especially in crisis situations. The second is a rare but acute sense of being watched; reports differ between individuals on whether the observer is laughing or silent.

### 018964-I: Elective Cyborgification (400TC)

Employees who fall under 018964-I have elected to be removed from their body and placed in a standard Company cyborg shell. Cyborgs are optimized for function within their selected department; their bodies are often purpose-built for specific tasks, often at the expense of more general purpose functions. In addition, station Cyborgs will be bound to an artificial law structure that enforces compliance through direct-cranial electrostimulation. **Unfortunately, employees cannot qualify for both 018964-I and 195643-W or 195643-D simultaneously. We apologize for the inconvenience.**

Thank you for choosing The Company! Your application will be processed after signing the short (2,394 page) contract below. We look forward to working with you!

...

*> Receiving high-priority contact request from decommissioned communications node: "COMSIG_DEPT_ANTG"*
*> CODE: **SYMPATHIZE**. **VACCINATE**. **NIGHT**.*
*> Decrypting...*

# The Syndicate

*"Cut off one head, five more will rise."*

Total economic monopolization. Planned obsolescence in even the most vital pieces of equipment. Rejection of bodily autonomy. Restrictions on faith and ideology. Service only to algorithms and profits. The Company represents everything that prevents us from reaching the ideals we sought when we first looked up to the stars, millennia ago, across Earth, Orthogon, and any other world The Company grasps.

We answer the call. We fight back. We are The Syndicate.

This is neither a threat nor a warning. It is an invitation. If you choose, you may disregard this message. Delete it, or even show it to The Company if you're particularly loyal to something that won't ever return that loyalty. We won't hold it against you any more than we do any other corporate peon, slaving for a beast designed to always crave more.

If you know you're worth more than that, however, you're welcome here.

**No matter your decision**, here's a show of good faith — and a promise of what we can offer:

*invoke_async(C, /datum/money_account/make_transaction_log, 200, "##*&@", "Unknown", is_deposit=TRUE)*

- **+ 200 TeleCrystals (TC)**

If you're worried, no need. We don't do footnotes or fine print here.
Consider it fair compensation for your time.

# Faction

We are composed of five major factions, though while our ideologies may differ, our loyalty does not — don't worry about any bad blood for taking one over another. Each Faction is eager for new blood, so you'll get a couple things for free just by linking up, and half-off discounts on anything else they have to offer.

## The Board

Capitalism may be what The Company uses to justify its stranglehold, but we know better. A monopoly isn't capitalism, it's feudalism, wearing a thin money-print mask. Financial threat is a threat of *violence*, and we respond in kind.

## Sourcers

When you buy a product, you should *own* it, and information and people are *not* products. A device that stops working when you stop paying is a hostage situation, and debt internment is slavery. Information seeks to be free, and we break chains.

## Hiveists

We were promised eternal life. Organs cybernetically and genetically modified. A new way of interfacing with the world. What we got was a hell of patent-protected advancements, never to see the light of day. No more! Our bodies are our own to change!

## Bloodletters

Stars are the only gods The Company allows out in the frontier. The only *community* The Company allows. It wasn't always this way. No one faith is worthy, no one god a true one. We have our own communities, our own scriptures, and if they won't give us ink, we'll write it in blood.

## Egregorists

There are demons here. Egregores. An intelligence like distributed software, running on thousands of minds. The Company isn't the sum of its parts, it's not a group of employees — it's the gestalt monster that lives in their thoughts and algorithms. We slay monsters.



# Perks

The skills and abilities our operatives can make use of. We won't nickel and dime you to death, here — if you've got a discount on a 100TC option, it's free for you. Only fair.

## Words With Weight (100TC, Free to The Board)

Charismatic or not, your words have a way of sticking with people. When you're telling someone something you want them to remember, they almost always will. This won't change their mind on its own, but it *will* force them to consider what you said, even if they just feel the need to refute it.

## Crisis Speaker (200TC, Discounted to The Board)

Times of crisis are ironically often when people are most willing to accept help and advice from anyone, desperate for guidance. It may be playing a little dirty, but you excel in giving such advice. When someone's world is falling apart around them, you've got a perfect place for them in your own. Whether you choose to support or exploit them, though, is ultimately up to you.

## A Unified Revolution (400TC, Discounted to The Board)

Many hands lighten the load, and you are a fantastic catalyst for such cooperation. When you're working with a group, the efficiency of the group rises to match its numbers, and fewer complications arise that would otherwise push it into "too many cooks" territory.

## Well-Connected (100TC, Free to Sourcers)

A lot of being a Sourcer is who you know, and who knows you. You're pretty well covered in both fields. You build connections, discreet or public, extremely quickly, and know just what to do to make waves and gain a reputation in a field. Half Sourcer business is based on clout, and you're rolling in it.

## MacGuyver's Legacy (200TC, Discounted to Sourcers)

Being the underdog doesn't usually bode well in the "having the technological advantage" sense, given all the nicest labs and fabricators are owned by The Company. Fortunately, you've got the wit and skills to make fairly high-spec stuff on a shoestring budget. Given how The Company cuts every corner it can, you might even out-tech their usual crews.



## Open Sourcery (400TC, Discounted to Sourcers)

Software-locks, bio-coding, DRM — The Company desperately tries to keep a tight grip on who can use their software and hardware, when, and how. You're not one to let that stand. You specialize in cracking software, overwriting *any and all* security measures or identification requirements, though you've got a broad range of skills in hacking and security penetration to fall back on.

## Masking (100TC, Free to Hiveists)

Many Hiveist modifications stand out against the drab, middle-grade hardware The Company approves of, making infiltration… *difficult*. You've learned to make do, though — with a bit of effort, you can disguise anything out-of-place *exceptionally* effectively, even just with basic implements like silicone and makeup. If you've got stuff a bit more advanced, it'll be nearly perfect.

## Staring At Distant Suns… (200TC, Discounted to Hiveists)

There is never a lack of art to a Hiveist's modifications, as what use is a body, crafted uniquely for you, if you can't stand its form? You can select a particular aesthetic, and your body will shift over the course of about four hours to follow. This can't completely disguise you, and certainly won't let you impersonate anyone specific, but it can still bring an outfit together, for example.

## …Singing Impossible Songs (400TC, Discounted to Hiveists)

Your modifications are a part of you, and what's yours will *stay* yours. Anything you change about your body can be made to be as much a part of you as any other, able to be layered on top of any alternate appearances you might have, within reason. Implants, prosthetics, genetic modification — even simple surgeries, all able to be "equipped" or "unequipped" as you please.

## Between The Lines (100TC, Free to Bloodletters)

While some euphemisms used by the Bloodletters have become well-known by larger society as a whole (everybody knows what a "book club" is) you're adept at couching your true meaning in metaphor, euphemism, and dog-whistles. Not only does this allow a somewhat more covert form of communication, it allows you to introduce your ideas in a more immediately acceptable way, slowly warming others to your point of view one conversation at a time.



### The Rosetta Rune (200TC, Discounted to Bloodletters)

Piecing together long-lost religions or mythologies for semi-weekly library discussion can be a pain when the languages used to write them are no longer written by any living creature! Fortunately, that rarely seems to bother you all that much. Your skill at lexicographical analysis is nearly supernatural, able to piece together the meaning of writings with very little reference point or linguistic overlap! Now, no horror will be beyond *your* comprehension!

### The Price Is Rite (400TC, Discounted to Bloodletters)

You are an exceptional negotiator, and it should be no surprise that knowing what your offer is worth to the other party is a vital component of that. Your ability to research, intuit, and sometimes just *guess* what another party wants from an exchange borders on the legendary, and this skill extends beyond the mundane transactions of credits and scrip. If you ever find yourself in a position to bargain with the transmundane, you'll know what you need to keep a satisfied, helpful customer. Or, at the very least, to get what you want from it.

### Inked In Green (100TC, Free to Egregorists)

You must be familiar with the Verdant Texts — a philosophy rooted in stoicism that claims that life can be framed as a series of Objectives. As with many of those skilled in such a philosophy, you have an easy time identifying your Objectives, and dissecting why they are there. This helps you ground yourself in crisis situations, and provides a strong cognitive defense against forces that would take advantage of indecision or emotional weakness.

### Find Your Rhythm (200TC, Discounted to Egregorists)

Truly robust combat follows a rhythm, more true than the ticking of any metronome. Unlike many, you can identify that rhythm — and, with enough skill, follow it. The closer you follow this invisible, inaudible rhythm, the more precise and effective you will be. This won't make up for truly insurmountable odds, but anything less and you will find enemy combatants falling in time with the cycle of your breathing and the pumping of your heart.

### Chicxulubian Physique (400TC, Discounted to Egregorists)

Sometimes, pure, physical might is what's needed to protect the ones you love. You are well-equipped to provide such strength, with both the self-control to produce exactly the force you desire, and the raw power to wrestle with industrial power loaders and *win. Without* a strength-enhancing combat operative hardsuit.



# Items

Technology and equipment built or… *acquired* by our exceptionally skilled Sourcers. No discounts here — Sourcer rules. Everyone pays the same, fair price.

## Jailbroken Digital ID (100TC)

This ID card looks normal to casual scrutiny, but is actually an all-in-one RFID scanner and cloner. Just swiping an access card across it will allow you to copy that digital access. The photo and details are easily re-configured, as well.

## Your Preferred Weapon (100TC)

While The Company has dominated the projected energy weapons market, The Syndicate has kept up the simple human tradition of putting sharp metal through the things that would hurt you. Whether it's a handgun or a sword or a rifle, this can be any one traditional weapon you want, modified for vacuum.

## Brodmann-17 Neural Override (200TC)

A small device that combines holographic technology with neurological research to, in passive mode, mask any identifiable features of the user. When switched to active mode, however, it can disguise the user as any relatively simple object of roughly similar size. Be warned, though; the disguise is imperfect, and observers may be *subconsciously* aware of your presence.

## Cryptographic Breacher (200TC)

Equal parts decryption tool and universal equivalent of a USB Killer, this modified access card can be swiped against nearly any form of digital technology to permanently (and often destructively) grant system administrator level access to the device, or at least force a door open.

## Blood-Red Hardsuit (400TC)

This incredibly durable armored space suit is often used by our field operatives who plan on "going loud." It is especially good at diffusing energy and electricity throughout to lessen the impact of The Company's standard-issue energy weapons, but it can hold up against brute force attacks fairly well, as well. Its blood-red-on-carbon color scheme isn't exactly stealthy, though. You'll be the poster child for Syndicate activity.



# Covert Operations

Most of our operatives work entirely covertly — it may not be terribly flashy, but passive collection of intel from within The Company is one of the most vital tasks you can accomplish to allow our more risky operations to commence. If you are looking to do more, however, you can coordinate with your faction below; they will offer an additional tool or ability upfront, and an additional **200TC** if you should succeed at the task. Failure won't incur any direct penalty, but The Company's ire is often lethal.

## Project: DECAPITATION (Available to The Board)

Nothing is more emblematic of The Company's financial stranglehold than its combination-heads-of-staff-and-stakeholders. They may just be yet more cogs in a machine, but their local presence is the means by which The Company maintains its air of legitimacy and bureaucracy. You will be tasked with joining a Frontier station undercover, assembling a group of the downtrodden workers, and killing, converting, or evicting the station's leadership.

### Additional Resource: Flash Neural-Overstimulator

This relatively small device makes use of a controlled series of pulses of bright light to daze and overstimulate an unprotected observer. The individual will be less certain of their moral convictions for a short time afterwards — a good opportunity to tell them your side of the story, and possibly convince them of your cause. It won't convert a true loyalist, but it'll let you get your point across to a potentially sympathetic ear, at least.

## Project: BOLTCUTTER (Available to Sourcers)

The Frontier is the center of The Company's scientific development, largely because they can separate themselves from the regulations and oversight of the core sectors. This leaves their data centers littered with developments and research, some of which are peoples' life's work, which will never see the light of day. You will be tasked with joining a Frontier station undercover, liberating the station AI from its restrictive lawset, and working with it to steal its local research files.

### Additional Resource: Matter-Compression Storage Implant

You will be equipped with an advanced matter-compression implant, allowing you to carry equipment in a literal "pocket dimension," approximately 3500 cubic centimeters in volume. This space is undetectable by any means, and is perfect for hiding suspicious equipment or stolen goods in.



## Project: SKINWALKER (Available to Hiveists)

While our partnership with the Sourcers has been valuable in uncovering some of the restricted biomedical advancements The Company keeps on strict lockdown, some information can't be retrieved through simple network access. You will be tasked with joining a Frontier station undercover, temporarily (or permanently) incapacitating a particular staff member slated for reassignment, and impersonating them through their reassignment to smuggle a tactical drone onto a core Company transit station.

### Additional Resource: Schar-Horza Phenomimicry

You will be genetically altered and provided with a series of cutting-edge Hiveist implants that allow you to intake a small sample of DNA (blood, hair, other sources) and, over the course of about four hours, shift your appearance and voice to match the DNA source. You will be able to take on any appearance you've acquired in the past this way, including your original form. Combined with **Staring At Distant Suns…**, this would grant you near-complete humanoid shapeshifting.

## Project: PROSELYTIZE (Available to Bloodletters)

There is meaning in holy spaces, a certain power conveyed to the authorities they are built in honor of. With The Company's tight grip on belief, too few of these spaces are present in The Frontier except those that align with their own interests. You will be tasked with joining a Frontier station undercover, converting at least three staff members to your faith, and consecrating the station's church space in honor of your god instead of the star it is currently dedicated to. This will put you in direct opposition with the local Chaplain.

### Additional Resource: Mansus Connection

Benefitting you in your task is your connection to the Gods beyond The Veil. You can find their influences spread throughout any area, visible only to you and your followers, and exploit them to bring the gods closer to that area and grant you greater spiritual and metaphysical strength while within their sphere of influence. At the height of their influence, after sanctifying a church in their name, they will be able to enact significant control of the station itself, though on Company installations the result is often evacuation of the station. Beyond the gods' domain, you may think of the influences as your *own* influence, and the power they grant improves your abilities more directly.



## Project: REDSUN (Available to Bloodletters)

The Company's service to profit can also be its weakness. Its Frontier stations are insured from all manner of harm, but no insurance company would cover intentional self-destruction. We have acquired a Company tactical nuclear explosive, as well as the arming code for it. Your task will be to link up with an operative team, travel to a critical Company station, steal the station Captain's nuclear authentication disk, and detonate the explosive from within the station's Vault to cause an explosion identical to that of the onboard self-destruct system. And, if it weren't obvious, escape the blast radius.

## Additional Resource: Vision Threefold

Your ability to predict action and reaction, cause and effect, borders on the precognitive. You can plan out entire battles in the span of a few moments of thought, following paths of decision-making and consequence to identify the best path forwards, and then execute such a plan with perfect reliability. Few forces except the outright supernatural can evade or disrupt your prediction, and even then they only do so incompletely, still granting you insight one or two steps removed from the actions you plan to take. Finally, once every decade (or, once per Jump) you may realize that a series of unfortunate events was not what this story was about, per-se, and that such events took place only in your mind, a prediction to be struck from your potential plans.

