Buck Rogers In The 25th Century

Version 1.0 by SpazzWave



In the year 1987, at the John F. Kennedy Space Center, NASA launched the last of America's deep space probes. The payload, perched on the nose cone of the massive rocket, was a one-man exploration vessel, Ranger 3. Aboard this compact starship, a lone astronaut, Captain William "Buck' Rogers, was to experience cosmic forces beyond all comprehension. In the wink of an eye, his life-support systems were frozen and Ranger 3 was blown out of its planned trajectory Into an orbit a thousand times more vast, an orbit which was to return the ship full-circle to its point of origin, its Mother Earth…
not in five months, but in 500 years.
The world Buck Rogers had known was gone, replaced by a fragile civilization clawing is way back from centuries of devastation. Nations had fallen, cities had burned, and Earth had endured alien invasions. And you are entering the same world now. Here, take these **1000 CP**, and have a good journey.

Origins

You can freely start at any planet of the series if you don’t like the options offered to you.



Heroes

You are a defender of all that is good, being a beacon of hope in a galaxy filled with criminals and evil men. Wherever injustice rears its head, be it criminals raiding helpless colonies or Draconian warships threatening planetary systems, you are there to stand against it. You start at a small apartment in New Chicago.

Villains

You are a force of ambition and cunning, seeking power and influence. The galaxy is full of opportunities for people like you, and you have the ambition to seize them. Minions, mercenaries and allies will flock to you, drawn by your promises of power, wealth and survival under your command. And together, you will strike at the vulnerable at seize what others cannot, or will, not claim. You start at the Lyran Queen, with six months of careful preparation and growing reputation already behind you.

General Perks

Galaxy Map [Free]
Some navigators rely on charts or computers, but you need none of that. You will intuitively know where each planet is in the galaxy and what stargate will get you there. Getting lost is impossible.

There Are No Bras In Space [Free]
The 25th century is quite an egalitarian era, where women and men serve side by side as soldiers, pilots, scientists and leaders across the stars. You can, at will, change the ratio of women to men in the universe. Don't worry, you will not be dooming entire planets to extinction. You can also change the ratio of women in positions of power and authority. The change is done seamlessly.

Vitruvian Strategist [200]
You are a master of 20th century battle strategy, knowing the fundamentals of war, feints, diversions and ambushes. But your ability doesn't end there, for you also have the ability to translate this knowledge on any battlefield, including space. Frozen for 500 years and forced to dogfight in space? You will see that your knowledge has adapted completely

Shadowrun [200]
A villain claims his lair is untouchable, a Draconian claims his flagship impregnable and a crime lord trusts the competence of his guards. They never met you. Despite having no prior training you are a master of infiltration, being capable of slipping through security systems and evading guards. But beyond your skill you also have a quiet special type of luck. Patrols take unexpected breaks and doors unlock when you shoot their terminals, despite the same act locking the door before. Even the most paranoid villain would swear they have double checked his security systems right before you slipped past them.

Problem Solver [200]
You occupy a unique position in the galaxy: a free agent capable of solving any problem. You will receive invitations for tasks by governments, corporations or even rogue factions that are within your capacity and level, such as negotiating peace between colonies or uncovering sabotage in the food industry. Every assignment of yours will come with resources, contacts, authority and the freedom to operate as you see fit. You can always reject them if you wish and the tasks will be well paid and improve your reputation if you successfully complete them.

Particle Movement Theory [200]
You hold a doctorate in one of the strangest and most controversial fields ever conceived: the manipulation of ionized wave particles to influence human behavior. You can embed emotional directives into sound and music, giving you the ability to subliminally control the behavior of people, such as making them highly suggestible to your orders or have the desire to commit crimes and violence. You can also design nullifiers to shield people from these effects. Your only limit is range. If you only had a Musicworld to help you…

Charismatic Relic [200]
You may be a fossil from another time, but people can't help but be drawn to you. Like Buck Rogers, who woke up 500 years too late and still managed to win the trust of Wilma, Dr. Huer and Dr. Theopolis, despite bringing a Draconian armada to the orbit of Earth. You simply radiate a kind of charm that makes people instinctively give you the benefit of doubt, and within hours of meeting you, most will feel that they have known you for months.

Hope of Tomorrow [400]
Earth has suffered a lot through 500 years. Alien invasions, the holocaust and environmental collapse left scars that span continents. Cities lay in ruins and entire regions became radioactive wastelands as generations grew up as mutants. Yet, humanity prevailed, adapted and rebuilt, reaching the stars. You can bring that hope and progress with you, helping accelerate the natural healing, social recovery and progress of any planet or place that has suffered through similar catastrophes.

Main Protagonist [600]
You have a level of luck only found in pulp adventures. No matter the disaster, the universe has a way to keep you alive. Locked inside a room that is going to be frozen to sub-zero temperatures? You just found a mirror that helps you defeat the laser barrier that was stopping you from leaving. Your spaceship just hit an ice cloud? Prepare to somehow be cryogenically frozen for 500 years instead of dying, and also have the luck to be found by a group with the tech to revive you instead of eternally drifting through space. This luck does not protect you from direct attacks by people, only indirect disasters.

Heroes

Discounts for Heroes are 50% off, with the [100] perks being free.

Prime Specimen [100]
The 25th century may have the technology to achieve an ideal state of health, but you need none of it. You are in complete perfect health, untouched by disabilities or weaknesses. You are at the peak of human strength, agility and endurance.

Sherlock? [100]
You have a well-developed capacity for deduction and intuition, letting you read body language and situations with quite the precision. Half second glances or hesitation are pieces of a puzzle you easily solve giving you an advantage in discovering ambushes and conspiracies. And with your intuition you could discover betrayals and enemy plans quite easily.

Adonis [200]
You may probably be the most beautiful person in the galaxy. You have an appearance without imperfections and with such an heroic charm that makes any person of your preferred gender who sees you feel an inexplicable emotional connection with you. In fact, even women who are married find themselves drawn to you. Any mistakes or misdeeds are easily forgiven, to the point that an evil princess would forgive you if you just destroyed her personal armada and her plans for conquering Earth. You can choose who is affected by this.

Double-Fist Punch [200]
In a galaxy filled with energy weapons, your mastery of close quarters combat is unmatched. You are capable of fighting ten people at the same time, and you have such speed that you can punch faster than someone can pull the trigger of a pistol. Also, if you surprise someone, you are capable of instantly knocking him to the ground.

Double-Oh-Rogers [400]
No matter how dangerous your enemies or how thorough their traps are, you have a quite large amount of luck for surviving situations that should have killed you. Villains never try to kill you outright. Instead they imprison you, monologue a bit and place you in traps that always have enough room for escape. And once you are trapped nothing can hold you for long, as you rapidly improvise and spot weaknesses in your confinement. And once you are free, villains will wonder why they didn't kill you when they had the chance.

20th Century Pilot [400]
Just as Buck Rogers proved time and again, true skill in space isn't about the century you are from. It's about talent, and you have that in droves. You can pilot any ship no matter the tech level or controls and your reflexes and spatial intelligence are three times as superior as any human. In fact, you are so skilled no combat computer or autopilot can compare to your skills in a cockpit.

Universal Savant [600]
You possess an extraordinary gift for assimilation. Languages, books, technical information and all types of information are absorbed and processed at extreme speeds. All you need are a few minutes to learn how to speak new languages fluently or to master any book. In fact, you could even wake up 500 years in the future inside a spaceship built by a civilization completely unknown to your people and learn how to sabotage it in a few hours.

Child Prodigy [600]
You have a genius on the level of the child prodigy Hieronymous Fox, being a complete master of the sciences of the 25th century such as astrophysics, robotics, medicine, computers, social and energy fields. You could develop an entire technology in a night such as cryogenics, devise entire spaceships and be the greatest president a planet ever had in history.

Villains

Discounts for Heroes are 50% off, with the [100] perks being free.

Art of The Deal [100]
Heroes get alliances, conventions and bright costumes that show that they are on the same team. Villains? Well, they get backstabbing and inflated egos. Luckily for you, you will not have to deal with the same problem. No matter how ruthless, unhinged or bloodthirsty a villain or evil person may be, when you approach them without any aggressive intentions they will be open to talk to you. They may plot against you or see you as an enemy, but you will always have the chance to communicate and negotiate with them.

Sharply Dressed [100]
Some men shout. Some men posture. You? You only need to stand there. Like all good villains, you mastered the art of intimidation. You know exactly how to manipulate your body language and your appearance to create the maximum amount of intimidation. Gestures, pauses, even silence coming from you will be intimidating.

Dark Empath [200]
To be hated is better than to be loved. To be feared is better than to be trusted. Words you will never hear from a Hero. Fear sharpens obedience and hate proves your dominance. And better than knowing, you can sense it. You are capable of sensing if anyone has a negative emotion about you, what emotion it is and how intense it is. The fear behind a slave, the envy behind a rival or the hate behind a hero. This doesn't make you loved, but you will never be blindsided again.

Tactical Withdrawal [200]
Some battles are won by striking at the right moment, others are by knowing exactly when to run. The good villain knows when he is defeated, but the best villain knows when to leave before the Hero has a chance to win against their subordinates and trap him. You have an incredible intuition for knowing the exact moment the situation has turned against you and what is the best route to escape. It may not be the most honorable thing to do in front of your subordinates, but dying is for fools.

Clockwork Mind [400]
Perhaps you are half Koven? Either way, you were born with a perfect sense of timing, letting you devise plans with incredible precision. Plans and contingencies are coordinated to the minute, allowing you to make incredible plans and strategies that account for multiple variables and timetables. Truly, your plans only fail with the most unpredictable of enemies... or heroes.

Draconian Eye [400]
Every planetary shield has a crack. Every hero someone he loves. Everything has a weakness, and you have vision to see it all. You have the intuition to see the weak points in anything and the talent on how to best apply them to your plans. A vulnerability in Earth's defense grid? You know the exact plan on how to bypass it and open it up for your armada. The hesitation in the Hero's eyes? You know exactly who to take hostage so he surrenders. If the Draconian empire only had you making their plans…

Criminal Lord [600]
A good villain always has a strong power base for their plans, but no mastermind of respect would be caught micromanaging their empire. You have the talent, intellect, and ruthless foresight to build an intergalactic criminal empire that works like a living organism, running itself while you remain free to plot bigger schemes. All your operatives perfectly understand their roles, from gangs run their territories, smugglers that maintain the logistics of your empire and spies report information even before you request it.

Mesmero [600]
From the moment you were born, you knew you were destined to great things. And when you first used your abilities, you understood just how far you could bend the world to your will. You were born with the psychic power to mesmerize people, making them see you as their prophet. Only people with strong wills can resist them. And this power has given you a secondary ability: the capacity to kill anyone that fears you with a touch. The galaxy will soon learn that no one can stand against you.

Powers and Races

Brain Reader [200]
You have the ability to read memories by touch. For 200 CP more, this power expands to any mind in your sensory range.

Empath [200]
You can feel the emotions of anyone in your sensory range.

Volton [200]
Surgically grafted electronic circuitry gives you the ability to generate lightning blasts.

Telepath [400]
You can read the thoughts of any being in your sensory range and transfer knowledge from your mind to theirs.

Transmute [400]
You have a psionic transformation that gives you superhuman strength and energy blasts.

Cygnusian [500]
You have an extremely powerful telekinesis capable of lifting anything in your sensory range of at least 100 tons.

Phaser [500]
You can phase your body, turning you immaterial. You can pass through walls and even energy bolts.

Lansing [500]
Thanks to being born on a planet with high gravity, you have the strength of 10 men.

Transmutator [500]
You are capable of transmuting any matter that weighs below 200kg to any other matter you have ever touched in your life.

Vorvon [600]
You are no longer bound by mortal flesh, being now a space vampire. You have superhuman hearing and the capacity to generate energy bolts. You also have the capacity to transform into an energy form that can fly and slip between the tightest cracks. You are invisible to electronic sensors and anyone except people you designate as prey, and you can feed on their psychic energy leaving them in a state of cellular suspension. Those drained by you can also be reanimated to follow your orders, and you can also convert living beings into inferior versions of your

vampirism. Your only weaknesses are silver, which leaves you greatly weakened and the sun, which burns you alive.

Items

You can freely import items. You have a 300 CP Stipend. You have two discounts per price tier. All spaceships have infinite fuel.

Plasma Blaster Pistol [Free]
The common sidearm of the 25th century. Has options ranging from stun to disintegration and it comes with an infinite charge.

Wristband Scanners [100]
A pair of wrist mounted devices that are standard for operatives from the Earth Defense Directorate. It combines multiple functions such as a planetary communicator, compass and molecular scanner. The pair are linked, and one device can track another across an entire planet. Quite durable and resistant.

Transporter [100]
A versatile flying vehicle designed by the Earth Defense Directorate for travelling inside a planet. Capable of flying at supersonic speeds and can seat up to 8 passengers comfortably.

Sonic Pistol [100]
A pistol designed to emit high frequency sonic attacks that incapacitate targets without permanent physical harm. Targets are disoriented, deafened and immobilized. Comes with a set of many earplugs tuned to protect you against the sound.

Interrogation Drug [100]
A drug designed to make someone compliant, relaxed and cooperative. Highly effective and tastes like orange. You also get the recipe.

Concealed Stunner [100]
An unassuming ring that conceals an energy stunner, capable of incapacitating any person.

Detonating Devices [100]
These are highly advanced explosive devices, designed for sabotage and covert operations. They are completely invisible to the naked eye and sensors. Comes with a long range detonator.

Lifeform Scanner [100]
This scanner can detect any lifeform in a 5km radius and it will show you exactly their position, direction, species and general health.

Agrodrones [200]
An advancement of the 25th century, these highly advanced drones can take care of any plant in the galaxy. Equipped with micromanipulators and chemical fabricators, they can precisely prune, graft, fertilize or synthesize nutrients on demand. Their sensor arrays can also analyze soil, atmosphere and plant tissue at the molecular level. They have a well updated galactic database and can learn instantly on how to take care of any plant, even extra-galactic ones.

Synthaflesh Mask [100]
This mask when activated it will reconfigure its surface into the perfect likeness of any face you possess an image of. While it does not alter your voice its convincing enough to fool casual observers. Comes with a pair.

Scientific Scanner [100]
The Scientific Scanner is capable of giving relevant information for anything. It could tell you the fault of a damaged starship engine, if a plant is poisonous or how much energy is inside a battery. It always highlights the most relevant information to you at the moment.

Exos [100]
This is a powerful Lozirian chemosteroid, being 10x more effective than any standard enhancement drug for physical development and without any of the downsides. One of its secondary effects are heightened libido and amplified sexual function.

Lozirian Ice Cloud [100]
A rare and exotic substance, when thrown against a solid surface it releases a dense, frigid cloud capable of instantly chilling the nearby area to the temperatures of deep space in minutes. Its effects last until the cloud naturally dissipates.

20th Century Database [100]
This is a comprehensive database containing the complete art, culture and history of the 20th century. Compact and can be connected to any device

25th Century Database [100]
This is a comprehensive database containing the complete art, culture and history of the 25th century.

Food Disc Generator [200]
A marvel of the 25th century, this Food Disc Generator creates a perfectly balanced food disc capable of sustaining a human being for an entire day. Each disc contains all the necessary nutrients, vitamins and hydration, all while perfectly satisfying your hunger.

FTL Communicators [200]
One of the most advanced technologies in the 25th century, these communicators provide instantaneous communication anywhere in the galaxy.

Psychic Analysis Chair [200]
An invention of the 25th century, the Psychic Analysis Chair works as the perfect therapist. It can identify trauma and help the subject deal with it. It has many other functionalities such as scanning, retrieving and projecting memories onto a display in perfect detail or to erase these memories. You can also use this to implant and retrieve specific information in the subconscious of a person, making them the perfect courier.

Terran Starfighter [200]
An Earth Defense Directorate starfighter, the pride of Earth's engineering in the 25th century. Sleek, well armed and maneuverable, this ship was designed to defend Earth against pirates and other enemies. Capable of going beyond 50% of the speed of light with ease.

Power Leech Continental System [200]
This system is designed to leech the power from starships in a continental range. It can latch on a ship signature and drain its systems, though if the ship flies at the speed of light or beyond it will evade the drain.

Falsified I.D Card [200]
A falsified identification card made by the brilliant Dr. Huer to bypass even the most sophisticated security systems of the 25th century. It presents you as a legitimate citizen of any planetary system and even has access to personal banking accounts.

Draconian Hatchet Fighter [400]
The Draconian Hatchet Fighter is one of the most advanced starfighters in the galaxy. Designed for intimidation, the ship is infamous for its ability to be undetectable by targeting systems, forcing its enemies to target it manually.

Planetary Defense Shield [400]
A technology developed by the Earth Defense Directorate, this generator can be deployed to protect an entire planet against an invading force. It will incinerate any unauthorized ship that tries to enter.

Lyran Queen [400]
This is a kilometer-sized cruise ship made to be the pinnacle of interstellar leisure travel. It can house tens of thousands of passengers and is fully outfitted with every amenity imaginable. Comes with the crew and automatically restocks itself.

Musicworld [400]
Once an abandoned military fortress, Musicworld was renovated by a conglomerate of music producers to be the ultimate music entertainment hub. This hub is filled with all amenities necessary for living and producing music such as rehearsal halls and concert arenas. From this station, DJs and composers can orchestrate events and shows that span through the galaxy.

Stargates [600]
A gate network capable of connecting many interstellar locations together, though you still have to transfer the gates to their locations. You also gain the blueprints to make more.

Flagship Draconia [600]
The crown jewel of the Draconian Empire, this is a massive warship made to hold an armada. It is also a mobile palace, with all the luxuries befitting imperial royalty such as opulent rooms and chambers. Comes with many Draconian starfighters and crew.

Zygot Mark 1 Creator [600]
Highly secret and experimental technology, the Zygot Mark 1 Creator was designed specifically by the Draconians for perfect infiltration and subversion of enemy targets. It creates a bioandroid that is 90% similar to anyone it scans, using vat-grown protoplasm, an alloy skeleton and the most sophisticated Draconian minicomputer. The bioandroids produced are completely loyal, obedient and disposable, with their only flaw being that they cannot perfectly simulate the copied personality. For 200 CP more, the machine produces androids with a one-kiloton nuclear bomb.

Blazium Mine [600]
This Blazium mine produces one of the galaxy's most volatile and valuable substances: Blazium. Two kilograms of this crystalline substance are strong enough to destroy a small moon. Despite its destructive potential, Blazium is quite stable and ignites only when charged with a substantial energy input such as a shot from a starfighter. The mine produces 10 tons of Blazium per week.

Earth Defense Directorate Database [600]
This is a comprehensive database containing all the tech ever developed by the Earth Defense Directorate, with comprehensive advancements in the field of climate manipulation, artificial intelligence, power generation and robotics.

New Chicago [800]
The jewel of humanity in the 25th century, New Chicago is humanity's greatest surviving city after the Holocaust. It is an incredible megacity with its own engineered atmosphere and gleaming districts full of citizens. It has an advanced industry, research labs, training academies and starship hangars.

Sinaloa [800]
Welcome! Welcome to Sinaloa! This is the legendary pleasure world made for entertainment, indulgence and vice. Filled with casinos, hotels, showrooms and night clubs, every surface of this planet was designed to drain fortunes and give unforgettable memories.

Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. You can also import any companion you bought.

Wilma Deering [50]
Born and raised in the fragile peace of the post Holocaust earth, Wilma grew up with a sense of duty to protect what humanity had rebuilt. Trained from a young age as a pilot, she rose through the ranks to become one of Earth's finest officers. She is practical, serious and loyal to those she trusts.

Princess Ardala [50]
The flamboyant and ambitious princess of the Draconian Empire, Ardala grew up immersed in decadence, ambition and intrigue. She is ruthless, cunning and has a taste for luxury and conquest. Beneath her surface is a calculating woman desperate to prove she deserves her throne.

Dr. Huer [50]
The calm, silver-haired leader of the Earth Defense Directorate. He has lived long enough to see humanity crawl out of the ashes of the Holocaust, and he works tirelessly to ensure it never returns to the brink again. He sees the big picture where others only see immediate threats and its the perfect strategist behind the front lines.

Dr. Theopolis [50]
A glowing AI Disc and member of the Earth's Computer Council, Dr. Theopolis is a brilliant artificial intelligence. One of the crucial pillars of Earth, Dr. Theopolis is brilliant, logical and surprisingly personable.

Twiki [50]
Twiki is a compact ambuquad robot built for utility but bursting with personality. Initially programmed for basic tasks, he quickly learned to improvise , adapt and develop a sense of humour. Twiki is resourceful and inventive, and his loyalty cannot be bought.

Drawbacks

Start Early [+0]
You can use this to start earlier in the timeline, such as when Dr. Huer was travelling through the Stargate for humanity for the first time or even 500 years in the past.

Parody Mode [+0]
You can use this option to jump instead to Duck Dodgers. For some reason.

Supplement Mode [+0]
This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Crossover Mode [+0]
You can fuse this with any other Buck Rogers media.

Fanfic Mode [+0]
Buck Rogers is quite a big franchise, with many comics, books and even radio. There are many variations of the story so feel free to pick a variation you like.

Main Protagonist [+0]
You can use this option to assume the life of any character that is related to your origin.

Cheesy [+100]
The galaxy may be full of incredible technology, but the world looks like it belongs on a saturday morning cartoon. Control panels look like they are made of cardboard and the laser beam of doom looks like a spinning sparkler. Villains even monologue and pause for effect while doors swing open with exaggerated cracks. Everything looks ridiculous.

Out of Time [+100]
Were you born in the past? No matter how much you try, the 25th century culture never fully clicks. You frequently make outdated references, misunderstand slang or can’t use modern devices. And most people find your mistakes naive and ridicule or patronize you.

Longer Stay [+100]
You can extend your stay here for another 10 years. This only gives points twice.

Power Lockout [+200]
Your out-of-jump powers are disabled.

Item Lockout [+200]
Your out-of-jum items are disabled.

Warehouse Lockout [+200]
Your warehouse is disabled.

Cryo-Sickness [+200]
I ask you again, were you born in the past? Because somehow you are suffering from common side effects of a badly done cryogenic unfreeze. You have the occasional disorientation, slurred speech and physical weakness. You can recover from this but it will take quite a while.

Ghosts of the Past [+200]
The galaxy is vast, but some faces never leave your memory. You will occasionally encounter someone who looks exactly like a person from your past. It may be an old friend, lover or family member long gone. Their resemblance will awaken deep emotions in you such as longing and nostalgia. And no matter how strongly you wish to reconnect, you will soon realize that the person is not the one you remember, making you feel a painful melancholy.

Tower of Babel [+200]
How strange. It seems that people actually speak in different dialects in the future. Dialects, slangs and cultural phrasing will differ between colonies and planets, leaving you completely confused. You will actually have to learn the different languages now.

Episode Of The Week [+200]
No matter where you go, the galaxy seems determined to throw you into bizarre adventures. Each week you will encounter strange villains, improbable disasters and random crises that demand immediate attention. And once you deal with them, they will never get addressed or mentioned again.

Status Quo [+200]
No matter what you do, you will see that you cannot bring any meaningful change to the universe. Earth will always be on the lookout for villains seeking to destroy them, the Draconian Empire will always rule the galaxy and even your relationships with your preferred gender will be fleeting.

All Eyes On Me [+200]
You simply do not understand the concept of stealth. Instead of slipping quietly through a corridor you will run as fastly as possible and beat everyone up on the way and instead of sneaking inside a room you will blow up doors and shout as loudly as possible. Subtlety is for losers.

Duck Dodgers [+200]
You might be the most ugly man alive. Women will instinctively keep their distance and be distrustful of you. You simply have the opposite of a heroic charm.

Planet Of The Mutants [+200]
Instead of starting at New Chicago or the Lyran Queen, you will start right at the bombed out ruins of Old Chicago, completely with radioactive mutants and radiation. Your job is to survive and find a way out there. Hope you are well equipped.

The Day You Almost Caught Captain Buck Rogers [+200]
No matter what you do, all your enemies will live to fight you another day. There will be a lot of explosions concealing bodies and stopping you from seeking them to do the finishing blow. Buildings might blow but no corpse will be found in the wreckage. Even if you got the perfect shot the roof might collapse to block your view. Either way, your enemies will always have a chance for revenge.

Unwelcome Awakening [+200]
Instead of waking up at your destined location, you will awaken aboard the Draconia flagship, being prodded up by the Draconians. The ship will be full of guards and you will have to rely on your cunning to escape.

Wrong Jump, Jumper! [+200]
Something went wrong with the jump process and instead of entering the TV Show you entered the comics version. Everything that you know is now unrecognizable and your metaknowledge is now useless. Well, at least you have your perks.

Dangerously Attractive to Villains [+400]
A villainous person that is cunning, ruthless and ambitious much like Ardala has taken an unhealthy interest in you. They will flirt, scheme and manipulate you in ways that constantly complicate your life. Your allies will find it hard to trust in you in these moments and every mission you do could be interrupted by their attempts to seduce or recruit you. They will also show up at the worst time.

Ego Monologue [+400]
You have an irresistible need to explain your plans aloud, even in the middle of an infiltration. You will find yourself talking, and talking a lot, giving exactly what you were doing. And after a victory then? You will narrate how brilliantly you outsmarted your enemies step by step, giving time for them to learn from their mistakes and escape.

Space Pirates [+400]
No matter where you go in the galaxy, danger will lurk in the form of relentless space pirates. Even in safe sectors, if you travel to space you will find them, and they will try to take what isn't theirs.

Even Twiki Hits Harder [+400]
Despite living in the 25th century, you will find that most of your conflicts will end with a good fistfight. And that's where you fail spectacularly.
You are completely hopeless using your fists, and any time you try to pull a gun someone punches it right out of your hands.

Marked Across the Stars [+400]
A price has been placed on your head. Smugglers, assassins, and bounty hunters know your face, your name, and your reputation. Every planet you go, someone will be there watching, planning or lying in wait.

Back To The Sandbox [+600]
Through some cruel twist of fate, or science, you have been transformed into a child. Your body is that of someone under 12 years old: small, frail and lacking any physical attribute you once had. Romantic relationships are completely off the table and few will take a child seriously.

Marked By The League [+600]
You have made enemies of the wrong people. The League of Interstellar Mercenaries has placed your name on their kill list. Not only is each one a lethal killer, they know of all your abilities and the best plan to kill you. Hope you can defeat them.

Time Bomb [+600]
The Draconians have successfully made a clone of you. Now there are two of you, identical in body, voice, memory and powers, with only a 5% difference. Unfortunately, the galaxy doesn't need two of you, and even worse, the clone is a time bomb. If you cannot prove beyond doubt that you are the real one, the clone will eventually be accepted in your place. And when that happens, he will detonate in a catastrophic explosion powerful enough to level a city block, killing everyone you care about and framing you for this terrorist attack. Your only hope is to prove you are the real one. And if you try to kill it the bomb activates anyway.

Draconian Gambit [+600]
The Draconian Empire has set its sights on Earth, and their invasion is no longer a distant possibility. Their fleets gather at the edges of the Earth Defense Protectorate territory, spies move freely and Ardala schemes to claim Earth. And it is your job to stop that. If Earth falls, either by conquest or sabotage, your jump ends.

Changelog and Notes

V 1.0 - First Version.