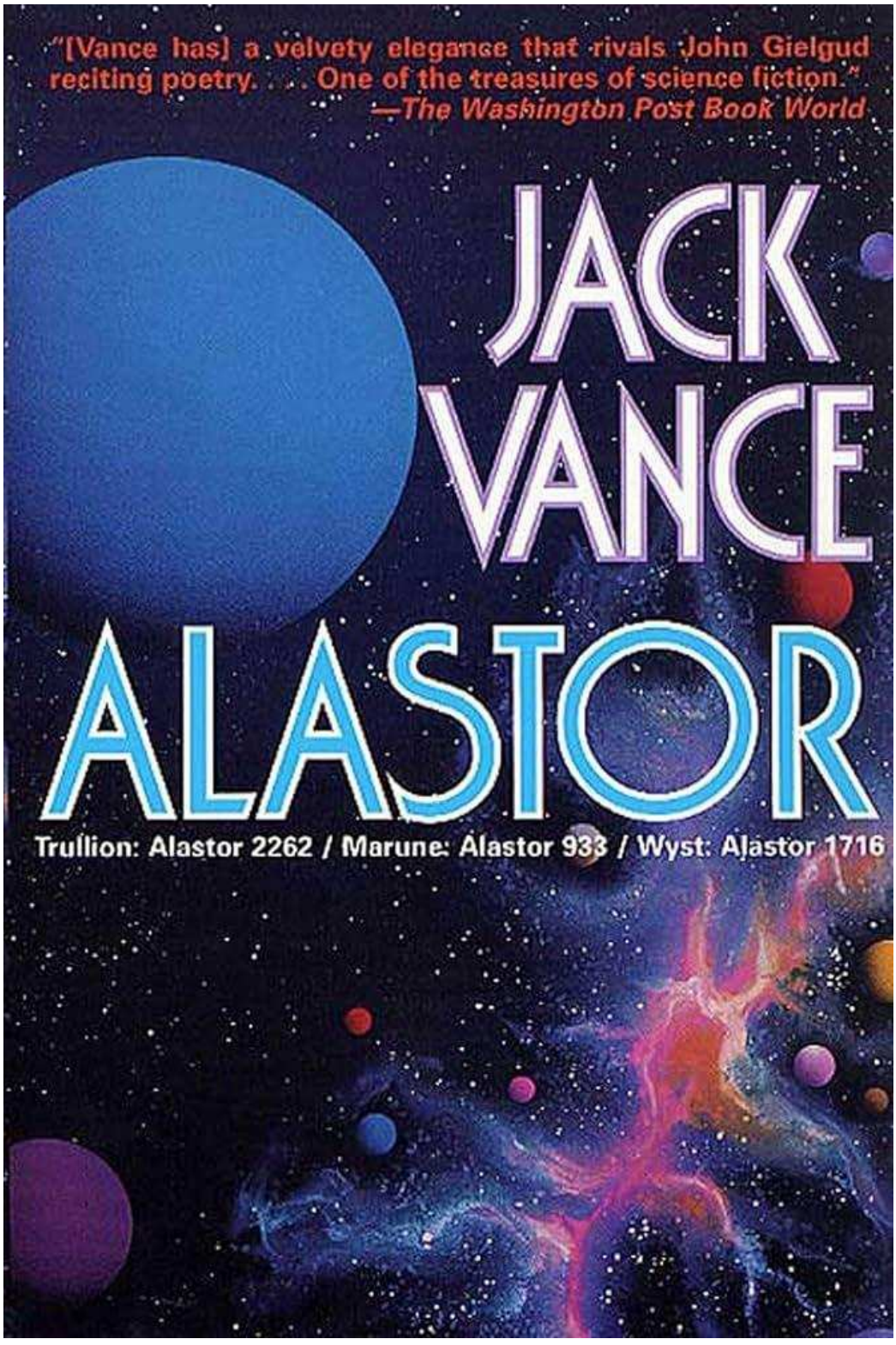
Alastor Cluster Jump

Version 1.0.0



Welcome to the Alastor Cluster, born of the vivid imagination of Jack Vance, and as such I can think of no better way to introduce it than to bow my head to the master and quote his initial introduction:

"*Out toward the rim of the galaxy hangs Alastor Cluster, a whorl of thirty thousand live stars in an irregular volume twenty to thirty light-years in diameter. The surrounding region is dark and, except for a few hermit stars, unoccupied. To the exterior view, Alastor presents a flamboyant display of star-streams, luminous webs, sparkling nodes. Dust clouds hang across the brightness; the engulfed stars glow russet, rose, or smoky amber. Dark stars wander unseen among a million subplanetary oddments of iron, slag and ice: the so-called "starments."*

Scattered about the cluster are three thousand inhabited planets with a human population of approximately five trillion persons. The worlds are diverse, the populations equally so; nevertheless they share a common language and all submit to the authority of the Connatic at Lusz, on the world Numenes."

You will be spending 10 years in this world, which is sadly far from enough time to really see all of the worlds of the Cluster, much less the Gaean Reach which stretches far beyond it. Still it will give you time to live, to feel, and to experience these worlds.

We see only glimpses and pieces of this fantastic and fabulous region of space. So there is much you could explore. Or maybe you have some planet you want to go to and settle down on to spend your time enjoying the calm and gentle life of a Trill, the beauty of the Rhune's mountain homes, or the egalistic utopia of Arrabus on Wyst.

Whatever your choice we have been provided with these tokens to donate to you:

+1000 Cluster Points

Good luck and good jumping.

Origins and Location:

There are no origins for the purposes of discounts on perks and items in this jump. As such the choice is simple:

Drop-In: You have no history or connections in this world, and no memories of it, you simply appear on one of the inhabited worlds of the Alastor Cluster in the proximity of a space port.

Native: You are a native to one of the worlds of the Alastor Cluster. You have a past and history on it and will begin your jump on that world.

There are many worlds to the Alastor Cluster. Trullion, Marune, or Wyst would put you at the center of one of the stories. Numenes would put you at the center of governmental authority. Other more minor worlds shown or mentioned include Rhamnotis (Alastor-965, rather utopian except for the violent cult of ugliness that popped up), Gray World (Alastor-1740, went into rebellion), Zeck (Alastor-503), Bruse-Tansel (Alastor-1142, population of 200,000 mostly around one lake).

Age and Gender:

If you dropped in your age and gender remain unchanged from the end of the last jump. If you're a native they will fit your origin and background in this world.

Perks:

You may take a single 50 CP perk for Free. There are no discounts.

Esoteric Knowledge (50 CP): The Rhunes of Marune are noted for their knowledge of obscure and irrelevant fields. And you possess similar knowledge. Perhaps you are an expert on the lores and minutiae of fanfares, speak a long extinct language, and are an expert in an obscure and mostly useless field of mathematics. You have expert knowledge in 3 such abstruse, obscure, and mostly niche or useless fields.

Exceptional Pensmanship (50 CP): You possess skills in calligraphy and draftsmanship to impress a Rhune. You have particularly beautiful writing, and are capable of excellent works of drawing and penmanship.

Extra Measure (50 CP): You're a hard worker, able to perform monotonous tasks and able to perform long stints of manual labor. You have more endurance than most, and recover more quickly from physical exertion.

Masked Emotions (50 CP): You are highly skilled at hiding your emotions or faking others. You can look sad when you're inwardly happy, or present the face of love while plotting someone's murder.

Mirky Movements (50 CP): You have a penchant for stealth. You know how to move about silently, and how to pick out good hiding spots or obscuring areas through which to move, and overall you possess skill and a touch of talent for stealth. This is nothing extreme, but it still may prove useful.

Multiversal Hussade (50 CP; cannot be taken by Companions): The cultures of the Alastor Cluster have little in common except their lack of uniformity, and perhaps their love of the sport hussade. Oh there are societies who don't, but they are in a clear minority and those shown reject all sports. Now you'll find that the sport of hussade has spread to other worlds and will be among their most popular sport as well; it might not be universally the favorite sport, but you'll find that it's very widespread.

Snergery (50 CP): You are skilled in the art of snergery, or to put it more bluntly and with ruder terms such that an elitist might use: theft. You know how to pick pockets, but you're best at filching unattended objects. You seem to have a knack for finding when they're unobserved and noticing the opportunity to steal, hiding them on your person and getting them out unnoticed until you're already gone.

Trained Combatant (50 CP): Whether you were part of the Whelm, a Rhune experienced in their ritualized warfare with sword-dueling nobles, sky-sail, and blast-bolts, or a Trevanyi knife fighter, you have experience in combat and with weaponry. As the weapons of the Cluster are varied so too might be your experience, but you have at least a few years of training and experience in combat. Your skills from this perk will be refreshed at the start of each jump if they have degraded over time.

Traveler's Adaptability (50 CP): The cultures of the Alastor Cluster have little in common except their lack of uniformity, and yet each of our protagonists managed to adapt readily to a startlingly different one. You'll show every bit as much adaptability as any of the travelers in these stories, able to quickly find how to survive and even fit into a new society or culture. This won't give you some detailed ability to predict them, or let you analyze a culture from an encyclopedia entry, but when you are living in a society you will quickly learn how to do so like the natives.

Trill (50 CP): You might not be a native of Trullion but you carry the same easy congeniality of the trills. You find it easy to relax and enjoy the simple things in life, and when you do you find that a natural amount of charm seems to come with it, helping others to join you and for you to make yourself pleasant and agreeable to them.

Walk Unnoticed (50 CP): The Connatic, the supreme ruler of the entire Alastor Cluster, is well known to travel the cluster from time to time in disguise, visiting its various worlds and walking among its people unnoticed. He does this by creating a distinctive official presence, using make up, clothes, and stance to cast himself in the role of a ruler, and then abandoning these things when he travels. You possess a similar skill in disguise; you won't be fooling your close intimates, but you can change your appearance and generally act well enough to present a certain general role.

Capturing Beauty (100 CP): You are a highly talented artist. You might not be a true master yet, but even as you are now you could win a planet-wide art competition, and if you put in the effort, you have the talent necessary to be one of the greats. This includes a keen eye for properly capturing faces, scenes, and especially natural beauty and the feeling of the moment. This is not the mere act of accurately capturing the appearance of a thing, a camera would do it better, but knowing how to select the colors and pigments to best capture the "secret meaning" of the scene and convey feeling and emotion beyond mere appearance.

Driven (100 CP): You possess a strong will, able to push yourself forward even under harsh conditions. This will is naturally the strongest when your survival is at stake, but blinded and with your fingers brutally broken, you could still find your way home, pushing to shelter and safety. Even if you were stripped of all your memories and your past, your will would remain, as something strong and holding the fundamental nature of your character and personality.

Fixer (100 CP): You've got a knack for fixing electronics. This really is nothing more than a basic education in technology on some of the more industrious planets of the Cluster, but you know how to fix common, minor errors with screens, phones, and other technology; you won't be fixing real hardware failure but you could run basic diagnostics, figure out if a part is loose, and put one together with basic instructions and the parts. In Earth terms you could build your own computer, and play family IT support. This will apply, however, to any common technology you come across in your journeys updating automatically when you encounter new technology; so you really could build your own computer and deal with most common problems that don't require new parts on your own.

Living With the Land (100 CP): Even a world as bountiful as Trullion could be ruined. We see that the nomadic trevanyi aren't above doing such, leaving the locales of their stays damaged for quite some time after their visits. The trills, for all their indulgent and seemingly lazy nature, are quite happy to put in the touch of extra effort to maintain themselves on a single patch of land for generations. Now you'll find the latter easier, as you are naturally good at conservation, and recognizing when you're taking too much from the land and when a little more work now will preserve the ability of the land to produce in the future and save work later. You're good at identifying the land's ability to sustain itself and recoup, and when maybe you shouldn't remove something from the ecosystem.

Mirk Deeds (100 CP): Due to the 5 stars in its system, Marune rarely experiences full night. When it does, the Rhunes release their pent up aggression and desires. Other than offering a catharsis for their desires, deeds done in Mirk seem distant and almost as if done in a dream, allowing the Rhunes to perform acts that would normally haunt them forever without guilt or influencing their behavior outside of Mirk.

You might not be a Rhune, but you are a master of repressing your aggression and desires, possessing extremely fine emotional self-control, and the ability to maintain ascetic discipline. There is some trigger condition which removes this. It could be night, or maybe it's the new moon approximating Mirk's relative scarcity, or something else

unique to you. During this time if you allow your emotions and desires to overwhelm you and drive your actions, you will find that the deeds done will not haunt your conscience or influence your behavior any more than if they were performed by another, but you will find the relief from your desires, urges, and emotions as if you had sated them.

Provisional Contracts (100 CP): As long as you can return what you received from a contract in an equivalent state to how you received it, you can back out of any contract within a year of making it. Sell some land and you can return the money to legally reclaim the land (at least within a year). Buy a car, as long as you've had it maintained and repaired to make up for any significant wear and tear you gave it, you can return it and get a full refund. Sell your soul to the devil to revive a loved one, kill them and you can get your soul back.

Shierl (100 CP): You may not be a virgin, or even a woman, but if you were you'd serve well as a shierl. You are quite certainly beautiful, lovely enough that if you were to get your image out there marrying into money wouldn't be beyond your abilities. But beauty alone doesn't make a good shierl, a good shierl is no mere good luck charm, but inspires the team to fight harder so as to protect her honor and dignity, and you are good at inspiring such protective feelings and motivation in others.

Starmenter (100 CP): You may not have been a starmenter in the past, maybe you were in the Whelm instead, but you possess the skills of a successful one. You have a basic knowledge of how starships in this world work, how to scope out and select asteroid bases to hide from the authorities, how to develop local contacts, scope out locations for raids, ransom hostages for payment and arrange payment where it's hard for authorities to track, and perform precision hit and run raids. You're not infallible, and just this won't make you a legend of the Cluster, but you could become a successful starmenter with these skills, or probably a coastal raider in some earlier eras.

Mentor (150 CP): You are skilled at giving advice, especially in a professional capacity. You're good at phrasing things where people will listen to them or that they'll seem good, and connecting relevant information you possess to the topic. This helps you phrase and crouch advice so that it's useful, and to easily pass on the limits and usefulness of this information, but it doesn't ensure you have the knowledge or intelligence to actually provide good advice on all topics. However, you are good at putting your knowledge together in response to questions, and at helping guide people to think about problems from different angles; even when you can't figure out an answer, you're good at helping people to figure out how to solve their problems themselves.

You are also adept at identifying information which might be useful to someone (other than yourself) and recognizing its value. Alongside this you are skilled at making gossip and rumor particularly thrilling and interesting.

Sensitive to Danger (150 CP): You are very alert to and aware of signs of danger around you. While this isn't a psychic danger sense, you will pick up on small signs of menace and hostility, whether they're the subtle signs when someone goes from enraged or scared to actively intending violence, the sound of scraping steel in the shadows, or something else, your senses seem to be particularly keen at picking up threats from among other things you sense and noticing those that might otherwise have been somewhat outside of the range of your perceptions.

Anti-Sexivation (200 CP): You seem to have internalized the people of Arrabus's egalist views towards sex, and to somehow have externalized them to others where they apply to you. Simply put, people no longer seem to care in the least whether you're a man or a woman, but will treat you the same regardless. This even goes beyond people, but legally you will be treated as whichever is more preferential for you, and even mystical or metaphysical forces seem to treat you as neither, or whichever would be 'better' for you.

Gainful Drudge (200 CP): You seem to always be able to find some gainful employment for which people will pay you. The amount may vary, but you are oddly good at finding, or stumbling, into a paying job even if only an unskilled one. Of course having actual skills and talents help, and you are very good at monetizing them, being naturally adept at gauging how much you can charge for your services and abilities, and lucky at finding those who are in need of such skills. If you had the makings of an agent of the Connatic you might find yourself falling into a situation where you could demonstrate these skills to the proper authorities.

Hussade Captain (200 CP): You have the natural talents to become one of the finest hussade players in the cluster, and the bodily conditioning, and experience to match. Hussade may not have the tendency for injuries of American football, but it's still a rather full body sport requiring strength, agility, speed, balance, and acrobatic abilities leaping from narrow bridge to narrow bridge, swinging on trapeze, knocking other players into the pool below, and more. This means that you have a body that is close to the absolute peak of humanity; you're probably not breaking cluster-wide records in any single aspect, but you might be breaking records from modern Earth, and you're easily in the top 100 athletes in a population of 5 trillion.

But you can play any position on the hussade field, except possibly the shierl, and that includes the captain. Of course, while a captain benefits from their physique, they need a keen tactical mind, able to call plays, outguess the opposing team, and balance their ability to use a protective lamp when immobile with the ability to move out and play as another position. You're a natural captain, and while you'll only have experience as a captain on the hussade field, the natural talent for tactical assessments of situations ought to help with other forms of combat – whether merely ritualistic substitutes like sports or the real thing.

Mirky Courts (200 CP): You seem to take naturally to intrigue and scheme filled environments, swimming through them like a fish might through water. This gives you no great ability in plotting or scheming for your own part, but even as a stranger or amnesiac you can quickly figure out what motives might be behind what schemes, and the general shape and nature of the intrigue as well as the players involved within it. You even seem to have a special luck of a sort in stumbling onto clues or signs, or overhearing elements you were not meant to be privy to. And while this won't give you special skill in plotting murder, you are good at maneuvering within the court in less illicit ways, figuring out the rules of etiquette and honor, recognizing them almost by pure intuition and sussing out what they are and how one might be being led into messing them up, and using these rules to hold off the schemes and plots of others.

Fanscher (250 CP): Fanscher was a man able to inspire in the normally indolent Trills, a desire to strive for greatness surpassing the previous limits of human achievement, even in a universe where humanity has seemingly reached its pinnacle and begun slowly drifting back down into decay through sheer satisfaction and lack of need. And his movement was nothing compared to the Tamarcho who rejected a civilization far more utopian than Trullion's in favor of ugliness and active ruination of that which was around them. In both cases, though, these movements were the direct rejection and opposition of traditional values in their society.

You now possess a special skill and talent in stirring up similar counter-culture movements. You seem to have something special that attracts those who are seeking to reject the values of the previous generation and rebel against it, and stirring them into action. This is naturally most effective against the adolescent and young adults, given their natural tendency towards such rebellion. It might be hard to get even the majority of that demographic in a functional society, but even in a utopia you could develop a movement by its rejection, and in a broken system you could gather so many more.

Uncommon Sense (250 CP): You're an excellent problem solver. You're smart, clever, and good with putting together information you have and using it all to find solutions to problems. You're not some scientific genius with this, but you are certainly not dumb, being able to think on your feet and come at difficulties before you from multiple angles quickly and readily, your mind practically jumping to answers and ways to deal with them. Of course this is limited by your resources and your knowledge, but you're very resourceful, and good at figuring things out before they're perhaps too late.

Connatic's Judgment (300 CP): 3,000 stars, and 5 trillion people, and the Connatic rules over them all, keeping the peace, and keeping the entire Cluster from spiralling into war, revolution, or collapse. You are an expert at the balancing act required to keep a society functioning and not veering towards collapse, able to recognize what actions need to be taken, and what tragedies might need to be allowed to unfold to prevent worse ones in the future, as well as when you need to apply pressure to a society vs when to use a lighter touch and allow things to proceed naturally. This also gives you a good eye for when to apply harsh but public justice even when one must apply it unequally to avoid crushing a civilization. This makes you a true expert at avoiding internal societal rot, and maintaining a healthy society, but this won't help you ensure an unchanging culture, and it is only of limited use against outside force; you might have a good idea of how to stir up patriotism and the necessary will to fight, or reorient society to a war footing, but it won't help if you're simply outclassed.

Cultural Comprehension (300 CP): To rule 5 trillion people spread across 3,000 stars and make choices based on each unique cultural and societal system is an immense task. The Connatic seems suited for it, and you might be as well. At the very least you seem to be able to come to a thorough understanding of a culture and society from minimal information, taking a few reports such as a handful of agents who could be counted on fingers could gather from a society of billions, or a single brief visit of days and some research, to figure out how it works and the nature of the society and its people. You might not be able to predict every individual in a society – individuals can go outside of the norm – but you'd have a good idea for the character of the society as a whole and its people and how it will naturally behave or respond to events.

Tsernifer (300 CP): Meaning something akin to "*irresistible compulsion, elemental wisdom, depersonalized force*" it is usually translated simply as Force when used as a title. You possess the charisma and psychological force which one would expect from a king, that indescribable element which makes people want to follow you, and rely upon you. This won't make something like rising to a rank like that of the Connatic easy, or

even installing a monarchy or dictatorship on a staunchly republican society, but you possess a force of personality which makes people naturally inclined to follow you.

Strive for Greatness (400 CP): The Fanscherades who followed Fanscher were dedicated to the idea of surpassing the previous limits of humanity, and striving for a greatness which would leave their mark on humanity not just of their world, but the cluster as a whole and perhaps the species. Of course, they recognized that such greatness must be built on the shoulders of giants, and that from their position they could not in this generation push the limits of human greatness further, but resolved themselves to simply build for future generations.

You need to make no such resolution. After all, time is of little limit to you. And now few other things are as long as you have the drive. You will find that through effort and dedication you will always be able to find some way to push your limits, expand on your capabilities, or increase the boundaries of your understanding. The further you push things the more time and effort it might take, and these ways may sometimes require more than simple training, but you can always increase your capabilities if you are willing to do what it requires.

Serendipity (500 CP): In the end the hero reclaims what is his, those who sought to cheat him are punished, and he gets the girl as well as something more for his troubles. Along the way serendipity seems to help him out, whether it's meeting friends, overhearing information, or just attempts on his life being foiled.

Not all your journeys are guaranteed to end the same way, but you will find serendipity seems to be on your side. First and foremost it seems to work to help protect your life, attempts on it are likely to have some hitch – you hear a stray noise warning you, you wake up from the knockout blow earlier than expected and have a fighting chance against the merling you're being fed to, instructions as to which individual to serve as the main course of a cannibal feast get garbled – and you will find yourself having some element of 'plot armor' helping to keep you alive; this 'plot armor' can lead to you finding allies at the nick of time, helpful strangers, or just performing a bit better than you might otherwise. Second you will find that when you have been wronged or cheated, and are seeking to reclaim what is rightfully yours, or simply avenge the wrongs committed against you this same force lends its aid, opportunities seeming to form, luck helping you along the way, and events simply going more your way when you are seeking this personal justice. Finally you will find that when you undergo significant hardships and trials they have a way of leaving you better off than you were before, whether it's because

they broadened your horizons, helped you find what you want to do with your life, or just you somehow ended up with 3,000,000 ozols of dubious origin.

Of course, this serendipity can only be pushed so far in good writing. Too much and it becomes a ham-fisted deus ex machina, and relied upon too often and the protagonist becomes nothing more than a lucky fool. It will help you stay alive, find justice, and gain from hardship, but it won't do it all for you; you'll still need wits, quick thinking, charisma, skill, or something else if you're facing these problems regularly. This merely helps.

Items:

You may take a single 50 CP item for Free. You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

All references to time in Items are Gaean Standard time not local time.

Local Clothing (Free, additional copies 50 CP each): This is a suit of clothing matching your background in this world; or that of an individual of the most common culture and social class in the world you first arrive at if you are a Drop-In. This outfit has no particular special effects, but will be replaced over time if sufficiently damaged or if destroyed.

Additional copies purchased can be for other worlds and backgrounds, up to and including the Connatic's official garments.

Boat (50 CP): This is a common boat as you might find anywhere on Trullion as the main means of transport. We don't get many details of the design of their boats, other than they're driven, the main form of transport, fairly small, and have something called pulsors which apparently drives them.

Yours will maintain and repair itself when not in use, and refuel/recharge its pulsor as well.

Book of Deeds (50 CP): This is a book retelling your deeds and exploits. It is written in marvelous calligraphy, and is illustrated and illuminated with great skill. As you continue to perform deeds of note and glorious exploits the book will continue to extend and fill out, and when it gets too large to continue, a second volume will begin.

Bore (50 CP): This is a weapon which launches a small arrow or bolt by means of an explosive charge. It comes with a quiver of reloads, and this quiver will restock itself as you use it.

Camera (50 CP): This is a high quality camera. It uses a crystal matrix to store its images, capable of storing high numbers of extremely high resolution and quality images. It is also capable of projecting selected images for viewing, or being hooked to a proper device to print the images off of.

You will gain a new matrix when your old one is in danger of running out of space, though there will always be some time between two such replacement matrices, so try not to take a few thousand pictures of the wall in a row.

Pigments (50 CP): This is a supply of paints in various colors. You can choose what type of paints, and they will come with a pad, applicators, mats, and papers with which to use them, everything you'd need to make paintings or fill in sketches.

All of these supplies will replenish and resupply themselves over time.

Sherdas Table (50 CP): This is a table with a series of properly hidden and positioned orifices from which aromas may be released to waft upwards. Normally this would be used for what the Rhune would call *sherdas* or inhalations, used for formal banquets in place of the disgustingly obscene act of eating in public, but as you may lack the stigma there perhaps you just want to augment your meal.

The scents and aromas will be resupplied over time and even occasionally rotate or swap so that they do not grow stale and overused, though particular favorites do seem to linger on longer.

Wump Supply (50 CP): This is a supply of the highly processed food such as is served in the egalist state of Arrabus. This consists of gruff (mild flavored, brown baked dough cakes), deedle (tart and astringent white fluid), and wobbly (a yellow custard). Not particularly tasty, but it will serve as a functional (if not ideally balanced) diet and you get enough to feed a few people each day (by Gaean Standard time not local time), either pumped into your warehouse, or a property of your choice.

Discharge Pay (50 CP/100 CP): This is 3,000 ozols. 1 ozol is the standard wage for 1 hour of unskilled labor, and smaller denominations do exist; we see 1/10th of an ozol in use. 1 ozol will generally buy you a more than decent meal and potentially transit fair over there, 300 ozols will buy you a trip to another planet through several exchanges and swaps, or be considered a decent amount of spending money. 3000 ozols is roughly enough to travel from the Cluster to Earth, and enough to live off of for a fair amount of time, though how long will depend upon where you're spending it. You'll receive an equivalent amount in the local currency each jump.

For the higher price of 100 CP, you will get an additional stipend of 100 ozols, or equivalent in the local currency, each month. On a world like Trullion this would be more than ample to provide you with a good quality of life, and it is presented as if it would be an amount that could generally be lived upon throughout the Cluster.

Aristocratic Boat (100 CP): This is a sailboat that is capable of lifting up onto hydrofoils out of the water, and lowering down again. It's a lot faster than most of the boats on Trullion, likely aided by some sort of discrete mechanism given its speed, and it's remarkably safe. Even though it looks precariously balanced it'll stay upright even in most storms – and if it's going over from them any other boat its size would be – and even if it does turn over it'll stay afloat.

Bunter (100 CP): This is real food. And it's not limited to the food that is grown by the farms and wilderness of Alastor-1716 (Wyst). Instead you will receive a day's worth of meals from various worlds of the Alastor Cluster daily (by Gaean Standard time not local time). You have some control over the exact types of food, and they do seem to focus in on your favorite flavors and food you'd enjoy, and you can even choose to hold off your daily supply to get it all once a week for a small feast, or even once a month for a larger one, or once a year if you wanted to invite hundreds and hundreds of individuals.

Cauch (100 CP): The most valuable export of Alastor-2262 (Trullion). This is an aphrodisiac derived from the spore of a mountain mold. Some users retreat so far into it as to become irresponsible, and while we see people who have a clear habit and reputation for it it seems to be mostly non-addictive. It does have various relaxing and inhibition lowering effects in addition to the stirring of arousal and sexual desire.

You have a small case holding several heart-shaped tablets which will resupply over time.

Discrete Energy Weapon (100 CP): This is a small energy weapon, easily hidden, similar to a derringer or other small purse gun. Still this weapon has more stopping power than a modern hand gun.

This weapon will repair, maintain, and recharge/reload itself over time when not in use.

Proteum Knife (100 CP): This is a knife such as they make at the Technical Laboratories of Boreal City on Marian. Forged from proteum, its cutting edge is a single chain of interlocking molecules. This results in a knife with an invisible edge which is described as utterly indestructible, and demonstrably able to casually shave off pieces of steel with seemingly no effort and described as being able to hack through solid steel bars without any threat of damage to its blade. In short, though, this is a monomolecular knife, with all the strength and sturdiness of a single molecule built of molecular bonds and all the cutting power implied by that thinness approaching the absolute minimum possible.

If you manage to dull or damage this knife it will be repaired over time.

Flyer (150 CP): This is a small flying vehicle designed to be piloted by a single individual. You can have one designed to transport small groups of individuals (the equivalent to a flying car) or one designed to carry cargo (the equivalent of a flying sixteen-wheeler) or a cargo barge with a larger, but exposed to the air back. Either way this is an atmospheric flying vehicle, able to easily fly well over snowcapped mountains, and fly across a continent over the course of hours.

This vehicle will repair, maintain, and refuel itself over time when not in use.

Rhune Mountains (150 CP/300 CP): This is a castle like those the Rhunes of Marune live in. There is certainly technology involved in its construction but it is a thing of archaic glamour, and good old fashioned bolts – which can't be hacked or picked from the far side – are still in use as the main locks. The castle does include a series of mirk-ways so that its lord can wander its halls unseen in the main corridors; not full secret passages but small and unlit ones.

More than the castle this comes with a slice of the Marune mountains which Rhunes would go to war for or be tempted to overcome their repulsion to killing outside of Mirk. This is a beautiful, scenic countryside, perfect for the construction of pavilions or sites, the mountains of fabulous natural beauty and exceeding aesthetic appeal.

For the higher price the castle comes fully staffed, and the territory comes with the lower order landholders who would owe their allegiance to a Kaiark, which will include other, lesser castles, and expand the territory to what would pass for a large and powerful territory among the Rhunes. These inhabitants are considered followers and will join you in future jumps.

This territory will retain modifications (including if the upgraded version is bought changes to the population), and may either insert into the local setting or exist as a warehouse add-on maintaining Marune's sky with its system of 4 stars. At the start of any jump you may choose to reset it to its original state. Should you import these mountains into a setting they will not be immune to outside contamination, but will be highly resistant to anything which would mar their aesthetic appeal.

Amnesia Drug (200 CP): Made from Fwai-chi shag, this is a drug which when ingested – either directly or added to a drink – it breaks the roads to the memory tablets inducing amnesia. This amnesia can't be remedied by normal psychology-based measures, including any form of hypnosis. It locks the memories away without a key to the lock. However it is possible to recover the memories; there exists another Fwai-chi drug which can release memories from the physical cells of the body which could, for example,

counter it, though such a drug is dangerous and would also recover ancestral memories. Still it should hold up to most methods of probing or searching the mind.

You will get several doses of this drug, and they will resupply over time.

Hussade Stadium (200 CP): This is a full-scale stadium for the hosting of hussade. It's fully set up with tools for training athletes, and practice games – as much as one can have a practice game of hussade – as well as hosting games. This has all the accessories one would need to play a game of hussade at a professional level, including suits to fully outfit two teams. You might need to hire ticket takers and people to clean up after the game, but it's a fully functional sports stadium. As its owner you get a portion of the proceeds from when it is used to host games, and you will find that it does seem to attract teams wanting to play games, or to have a home field stadium to train at and use.

At the start of a jump you can change which sport it is intended for. While, at least for most sports, it shouldn't prove too difficult to modify to host a game unless the field is significantly larger or it requires technological assistance, this will change the layout to be ideal for the game in question, and change the training tools and uniforms that it comes equipped with.

Memory Draught (200 CP): Made from Fwai-chi shag, this is a potion which when imbibed awakens the memories of the imbiber's cells. That is their somatic cells, stretching back to the first pre-human organism that had awareness they are descended from. Perhaps fortunately, the flow and speed of the memories slows as the generations, and parallel ancestors, are reduced; memories from ocean life would be but an instant flash and a vague sensation despite the countless multitude of lives involved, but those of one's parents might be seen with relative clarity. This is a mentally taxing process, and can drive weaker wills to madness, but since you're paying CP for this there is a measure of protection such that brains won't be permanently fried. Still it is generally not a pleasant experience. It is the final memories, those of the current life which are of course clearest, and no matter how thoroughly memories were erased from the mind, they can be restored in full through this potion. It would take the complete destruction of the body and a new, non-clonal body to erase these cellular memories (or possibly a drawback). And since you're paying CP for this and your new body each jump might qualify as that, don't worry, if you drink the potion it can either awaken your cellular memories of your current in-jump background or stretch back across your chain to your original self, passing through each of your intermediate forms for the duration you were inside of them; this is chosen by your intent when drinking it.

Trullion Estate (200 CP): This is roughly 100 acres of land like that which would be found on Trullion with a certain amount of surrounding water. That is to say that it possesses many trees that bare edible fruits and nuts as easy to gather as taking a walk, as well as gamefowl that are easy to catch, plentiful fish, and for a family to live here, or two, would be as simple as taking basic steps of conservation to preserve things such as climbing trees to gather fruit instead of cutting them down, or not casually overeating a certain species and only targeting the older specimens.

It comes with a large, comfortable house such as would be found on Trullion. Construction seems to be of wood and almost rustic, though they have power, plumbing, video phones, and likely other technology which simply isn't narratively worth mentioning. Still it is a simple place, which a family could easily maintain and keep intact for generations.

This territory will retain modifications, and may either insert into the local setting or exist as a warehouse add-on maintaining Trullion's sky with its fabulous starshows of the Cluster at night. At the start of any jump you may choose to reset it to its original state, though the house will automatically maintain and repair itself at the start of each jump so that any damage to its initial structure will be repaired (though intentional modifications or damage to them will not be). If you choose to import this territory it will not be impossible for its climate or ecosystem to change, but its climate will be oddly self-maintaining, and it will be unusually resistant to invasive species or having its own game emigrate away, and any populations that went extinct will have a seed population return at the start of each jump though you may need to help them succeed at reclaiming their position.

Ring of Worlds (250 CP): This is a copy of the Ring of Worlds at Lusz which exists as a warehouse add-on. Only yours is not limited to the worlds of the Alastor Cluster. You will find that for each jump you have visited in the past, as well as the world you came from, you will find an equivalent hall for the worlds of the focal civilization(s) of that jump. This might be just one room for those settings which focus on only a single world, or dwarf the entire hall for a setting which spans galaxies. These additions to the hall will continue to be added for each jump you visit in the future. This hall does not include precise technical information, or engineering blueprints; you might find references and even general descriptions of technology and its use, but this does not include a technical database.

Lusz (300 CP): The first description of Lusz we are given by Vance is as follows: "*Lusz, the Connatic's palace, is indeed a remarkable structure, rising ten thousand feet above*

the sea on five great pylons. Visitors roam the lower promenades; from every world of Alastor Cluster they come, and from places beyond-the Darkling Regions, the Primarchic, the Erdic Sector, the Rubrimar Cluster, and all the other parts of the galaxy which men have made their own.

Above the public promenades are governmental offices, ceremonial halls, a communications complex, and somewhat higher, the famous Ring of the Worlds, with an informational chamber for each inhabited planet of the cluster. The highest pinnacles contain the Connatic's personal quarters. They penetrate the clouds and sometimes pierce through to the upper sky. When sunlight glistens on its iridescent surfaces, Lusz, the palace of the Connatic, is a wonderful sight and is often reckoned the most inspiring artifact of the human race."

This is your very own copy of the Connatic's palace. While fully constructed and structured, including its internal transit systems and computer systems, it is not furnished for inhabitation and it does not come with people or filled databases. If purchased with the Ring of Worlds it will have the full data on the planets in the Ring of Worlds.

This palace will import into a suitable area in the local jump if desired, or exist as a warehouse add-on with a few miles of sea around it.

Sturge Factories (300 CP): The sturge factories of Wyst convert biomatter into an edible food slurry. The people of Arrabus might not understand their functioning, but this does come with instructions on how to build them, as well as the pipes that supply them and allow them to supply the world, as well as the devices which allow a civilian kitchen to 'magically' turn sturge into wump.

Simply put, however, these are huge structures for processing biomatter into food. Shove biomatter in, food slurry comes out. Assuming sufficient input these factories could output food for billions continuously, recycling it from biological waste, human corpses, and just whatever weeds and animal matter you throw in.

It's possible for it to wear out and breakdown but given that'd require decades and yours will self maintain and repair it'd take active sabotage or attack.

These factories may either insert into the local setting where appropriate, or exist as an add-on to your warehouse, with pipes connecting them to any properties you have acquired directly from a Jump document, adding piping and 'kitchens' as appropriate allowing you to use them for biological recycling and to supply food to or through the property.

Starship (300 CP/500 CP/600 CP): This is a fully functional Starmenter ship. The details are vague, but they're armed enough to attack soft targets and civilian settlements, possessing energy weapons of some sort, while also possessing the ability to enter whisk (star-drive) when outside of a planet's atmosphere. It's made for quick hit and run raids of settlements, not standing up against a Whelm patrol ship and fighting it, but it will get you around the Cluster at speed. You can alternatively have a cargo ship, passenger transport, or other form of civilian ship.

Whatever you choose it will automatically repair, maintain, and refuel/recharge itself when in dock.

For 500 CP you can instead have a Tyrant class dreadnought Whelm battleship. The details are even more vague here, except that they are the largest class of ships used by the Whelm when the Whelm moves in to put down rebellion or violence in force. 1000 of these ships are described as "almost blocking out the daylight," and they do seem to be able to move thousands of troops in addition to being a heavily armed warship, and possibly even air dropping 'sky fortresses.' They are capable of landing.

For 600 CP you can have a flagship like the *Isirjir Ziaspraide*. This ship is less of a weapon of war and more an instrument of policy. This doesn't mean that it's unarmed, it's a Whelm flagship and can be expected to be larger and better armed than the Tyrant class, but it exists not to fight but to serve as a symbol of government authority built as a masterpiece of naaetic (aesthetics of space design) art. Its main saloon is 37 feet wide and a hundred feet long, which would put it smaller than that of the *Titanic* but most battleships don't have large open areas for reception at all, so make of this what you will. Even this ship is capable of landing and taking off from planetary surfaces and of atmospheric flight.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 500 CP; they gain a free 50 CP perk, but no free 50 CP item. For 100 CP you can import or create 3 companions with 500 CP. For 100 CP you can import or create up to 8 companions with 500 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 500 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Robbed (+100 CP): You have a tendency to get robbed. You can expect all your money to be stolen at least once during your time here, and maybe more often, and for some of your more portable valuable objects to be stolen from time to time as well. At least the contents of your warehouse won't be stolen due to this unless you ever remove them from the warehouse, or attempt to access bank accounts or wealth stored in it.

Starmenter (+100 CP): You might not be a starmenter, but you are wanted throughout the Alastor Cluster for crimes at least rivaling the most feared and hated starmenters. Even if you leave the Cluster to enter another jurisdiction you'll find yourself wanted by the authorities. Thankfully while your face (and name) is known, all of them for all of your alt-forms, not every member of law enforcement across the setting will know it, and few people outside of it. There are 5 trillion people in the Alastor Cluster alone, it's easy to disappear if you put your mind to it, just don't cause too many waves or you might find someone recognizing you, and avoid law enforcement or your fellow criminals.

Wanderlust (+100 CP): Were you hoping to enjoy an idyllic Arcadian existence on Trullion? Or perhaps to travel to Rhamnotis where ugliness has been driven away, people work but 10 hours a week (less than the egalist utopia of Arrabus) and spend the rest of their time at carnivals and a myriad of delights? Well you might visit these places, but you have become gripped by an intolerable wanderlust and will find yourself unable to settle down for any sizable period for the next decade, and will find yourself always yearning and working to visit new places and new worlds.

Cultural Stereotype (+100 CP/+200 CP): The various cultures of the Alastor Cluster, from the outside, do seem to have certain stronger and more distinct traits. We don't see many – we only really see the Trulls and Trevanyi of Trullion, the Rhunes of Marune, and Arrabins or Wyst so these are your options here.

You can fit into the behavior demonstrated as the stereotype of the Trulls, Trevanyi, or the Fanscherade movement for +100 CP. Given the more extreme behavior of the Rhunes, and the Arrabins having the vices of the Trulls dialed up to 11 with more on top, they are +200 CP.

Mundane Future (+100 CP/+200 CP): There is no magic in this world, nothing supernatural. And you'll be bringing nothing of the like with you. Nothing supernatural or in the least bit reliant on magic will function for you; whether this is your own abilities, or magical items you have brought with you. This will apply to your companions as well.

For the higher value this expands blocking off all perks, powers, items, followers, and resources from other jumps. An exception will be made for those from science fiction, but not science fantasy or space fantasy, settings. This will apply to your companions as well, limiting their abilities, and even preventing non-imported companions not originally from science fiction settings from being interacted with or entering the jump.

Banned (+200 CP): You have been banned from access to energy weapons or powered flying vehicles. Well your ban actually goes a bit further, locking out all ability to project energy or fly, as well as preventing you from owning, or directly using an energy weapon or flying vehicle. You can rent a flying vehicle, or hire a body guard with an energy weapon, but you cannot operate one yourself, own one, or fire one. This extends to your companions, followers, and pets who will likewise be unable to use such tools or abilities.

Connatic's Duty (+200 CP): Congratulations. You're replacing the Connatic. You don't have his memories or training, but somehow you have become the successor to Oman Ursht, sixteenth in the Idite succession. You have no special training for this. Your duration in this jump has been increased to 50 years. You must rule the Alastor cluster for this time without constricting its freedom or homogenizing its varied societies, while maintaining its peace and security. Revolts can happen, but must be stopped, crimes like the Rhunes genociding of the Mars can happen but must be effectively punished to prevent repetition, wars can happen but you must see to it that the Cluster remains overall at peace, with its diversity of people and cultures intact. Or you fail the jump. But hey, you are the legal Connatic and hopefully no one is trying to perform a palace coup.

Does It Appear Familiar? (+300 CP): You have total amnesia. It could be possible for you to recover your memories from your local origin, but your memories of other worlds and jumps will be locked away until the end of your time here. You begin on a planet other than your items, properties, companions, followers, and warehouse key; if you're not a drop-in this is also not your native world. Hopefully you'll be directed to Numenes where if they can't treat your amnesia they likely can trace down your origin.

Mirk Deeds (+300 CP): During Mirk the Rhunes perform deeds that would be utterly reprehensible otherwise. They kill, they engage in intercourse with women, they throw

off all social restraint and rules of civility and act out their baser impulses. Or at least their society gives them a pass to do so, and some of them don masks and indulge.

Well yours might not be tied to Mirk, but about once a month, at predictable times, you will find yourself overcome with your darkest and most repressed desires, things that you would normally consider reprehensible and absolutely not to be indulged. And you will wholeheartedly pursue them, doing what you want with no regard to the morality or social acceptability of it. You may discover terrible things about yourself, though thankfully your behavior during these times will be like a nightmare or a dream. But even then you'll still have chosen this, and they were still born from your desires, something that somewhere deep inside you wanted to do, even if normally you would never have given in to that desire.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I was going to go with 2 discounts per price tier with the ability to trade down. And just decided to do no discounts and price everything as if it was already discounted. And then took advantage to tweak some up or down 50 CP.

When an item mentions something happening over time that is deliberate vagueness so the speed can fit your chain/story while indicating it is definitely faster than 1/jump.

I suspect Jantiff's camera didn't hold thousands of photos on its matrix, but consider it a benefit of having paid CP for it. That said it probably has more megapixels than real world cameras.

1 Ozol equals standard wage for 1 hour of unskilled labor. That said, observing the buying power it's a lot more than 1 hour at US's minimum wage. 12,000 ozols is presented as giving away a property, but only because it's particularly good land and has a (if not fully maintained) manor house, implying 12,000 ozols is plenty to buy a normal property. 100 ozols a month is military retirement pay and it's hard to estimate what level of a lifestyle that sustains since while the individual considers it more than ample for their lifestyle they live on Trullion where one works perhaps an hour or so a day, outside of basic upkeep on their house and gathering food from the natural plenty.

The counter for the Amnesia Drug literally took drawing memories out of somatic cells, ones that existed even in the sperm cells of the character's ancestors. It should probably hold up against telepathy and most things that are based on the mind.

The Flyer's speed is vague since we don't really get information on them. In one case we get an estimation of the distance (thousand miles) and a vague statement of time (hours), and this is with a fully loaded cargo barge which may not be as fast as a personal transport.

The Hall of Worlds is pretty much a good, extensive encyclopedia on each world. It won't hold everything about the world and or all the details, but it's also likely to be far more objective, accurate, and better researched than Wikipedia.

The FTL speed of the Starmenter ship (or the upgrades) is unclear. We only get indirect measures. The first is that The most we get is that Starmenters have to make their raids well planned and quick, knowing where to strike ahead of time, as otherwise the Whelm can arrive in time. When we see one caught in the act it's because the Whelm was just

happening to be arriving due to routine patrol at the time, but even so it seems to be fairly quick for travel around neighboring stars in the cluster, though at another time we saw it take something seemingly greater than 3 weeks to perform a round trip, and another time it's described as if the majority of the time was spent landing and taking off on the planet in between. There's conflict with the Primarchy outside of the Cluster, visitors to Lusz from a variety of other stellar regions. So it's unclear if speeds are on the order of a lightyear a day, or significantly faster.

What counts as a 'sci-fi' setting for Mundane Future vs space fantasy is ultimately your Benefactor's discretion. If I have to give an answer… classic Star Trek is Science Fiction (though kind of soft), Star Wars is space fantasy.

Changelog:

Version 1.0.0: Released.