COSMOS

A SPACETIME ODYSSEY

BY ORION ULTOR WITH SJ-CHAN

V.01.7

Setting

Cosmos: A Spacetime Odyssey is a 2014 American science documentary television series. The show is a follow-up to the 1980 television series *Cosmos: A Personal Voyage*, which was presented by Carl Sagan on the Public Broadcasting Service and is considered a milestone for scientific documentaries. This series was developed to bring back the foundation of science to network television at the height of other scientific-based television series and films.

The show was presented by astrophysicist Neil deGrasse Tyson, who, as a young high school student, was inspired by Sagan. The series loosely follows the same thirteen-episode format and storytelling approach that the original *Cosmos* used, including elements such as the "Ship of the Imagination" and the "Cosmic Calendar", but features information updated since the 1980's along with extensive CGI augmenting the narration.

This is Earth in the year 2014 and what you are is an embodiment of the Spirit of Exploration. You were chosen among the many, to become one of it's Avatars.

- Depending on the ID you chose, you'll find a different set of challenges and goals.
- You will spend 10 years here, in a world very much like our own…
- So prepare for *SCIENCE!*

[+1000 Science Points]

Identity

The Viewer (Drop-In) [Age: 10 + (2d8)]

On March 14, 2014, you were among the first to tune into this program. Tyson's words moved you and you became inspired, having since made science more than just a hobby… it has become a way of life, the defining dogma of your existence.

- **Goal:** Share the Inspiration and Joy of Science to all around you.

The Innovator (A Simple Man) [Age: 18 + (2d8)]

Through a stroke of luck or sheer genius, you've managed to bring real change to world. At one time or another, you were but a humble person, doing nothing that wasn't expected of you. Now, you are a leader on the cutting edge of a new scientific revolution.

- **Goal:** Uncover the secrets of science and find a way to help improve the lives of others through its mysteries.

The Scientist (Hero of Science) [Age: 27 + (2d8)]

You have spent the lion's share of your time searching for the secrets of the universe. You graduated from a top college/university and have devoted your life to your scientific field. You reject everything that is unscientific.

- **Goal:** Make a major discovery in a topic related to your scientific field.

The Host (Teaching us All) [Age: 39 + (2d8)]

You are the Host of this series and an astrophysicist to boot. For one reason or another, Neil deGrasse Tyson had to drop out of production and other options weren't available, so now you've got to take the helm and help teach a new generation of scientists and explorers.

- **Goal:** Spread the wonders of science to the world via any method. Positively impact the lives of hundreds of thousands in ten years or less.

Viewership

Experimental Companion Import [Free for all/200]

Any number of companions can be imported, free of charge, as Viewers. They gain a free copy of the show, plus any shows you make as Host, as well as 300 CP to be spent on perks (but not items). They cannot take drawbacks, but gain 50% of the CP you gain from Drawbacks. If you pay 200 CP, they can choose to be Innovators or Scientists. They will be scattered all over the world and given documentation, histories, and residences appropriate to those positions. Companions cannot be created by this.

The Good Doctor [200]

What's that? You'd like to bring Drs. Sagan or DeGrasse-Tyson along for the greatest adventure of them all? Well, be our guest. Buy this and you may attempt to recruit either or both of them. They have all the Scientist and Host perks.

Perks

The 100 SP Perk is free for their respective Identity, all other perks are discounted by 50%.

An Education [Free/100]

If you are a Viewer, you gain a Bachelor's Degree in any Scientific or Engineering field. If you are an Innovator, you gain a Master's Degree in any Technical field. If you are a Scientist or Host, you gain a Doctorate in any STEM field. This comes with a diploma, documentation, and a glowing recommendation. Feel free to select any institution of higher learning and your class standing. For 100 SP more, you may either gain additional certifications, or (proportionally) improve existing certifications and degrees.

However, try and be realistic, but you don't have to be. You know what they call the guy who graduated in last place from Medical School? Doctor.

Viewer

A State of Awe [100 Viewer]

For what may be the first time, you've been exposed to certain scientific facts. You now enjoy an increase to your intelligence and your ability to absorb scientific knowledge is improved substantially. You instinctively understand the complex technical jargon of mathematical and scientific discourse; even if you're unfamiliar with the exact terms being used, you'll get the gist of what's being said, and (with a small investment in time) you'll find those terms becoming familiar.

Spot the Fallacy [200 Viewer]

You posses the native ability to spot any logical fallacy as it's being used and, even more remarkably, the ability to point it out to other people and explain why it's a fallacy in a way they will understand. "No, see, that's Post Hoc Ergo Propter Hoc. Just because something happened after another thing doesn't mean the first thing cause the second. That's not how these things work. It's like saying that because Jimmy bought a new pair of boots the day before the factory burned down that Jimmy buying those new boots caused the factory to burn down. Post Hoc Ergo Propter Hoc… it means After the thing, therefore because of the thing. But it's just silly."

What He Was Saying [400 Viewer]

You gain the ability to pass on the words and teachings of others, making them yours and tailoring them specifically to your audience, without having to do more than pause for a couple of seconds. This functions as a translation ability, wherein you absorb some information and then transmit it in a way your audience will be most receptive to. Of course, you have to have understood the initial information and you must be familiar with the individuals you're talking to if you want to slip passed all their biases.

All I Have to Do is Watch [600 Viewer]

Your mere presence inspires others to be better, to create, to excel at their chosen field. As long as you observe them for at least half an hour a week this effect is maintained for that week. If you watch them work for an hour, this effect lasts a month. If you watch for 13 hours, it is maintained for a year. If you watch them for an entire working week, this effect is maintained for their entire career (30-35 working years). The exact degree of this inspiration depends on how invested you are in their field. If you're favorably inclined, it makes them a bit better. If you're absolutely obsessed with the field, it makes them the best they could possibly be. At the very least, expect a 50% improvement.

Innovator

Ideas Run Freely [100 Innovator]

While they technically don't run freely, you'll find yourself open to new and amazing concepts much more often. In no time at all, new and amazing ideas and concepts will begin to run amuck in your head, giving you all the ingredients for great and wonderful creations and innovations to be made. And so it doesn't clog up valuable space in that head of yours, it'll run on a semi-separate thought channel with no loss of performance.

Tools of the Trade [200 Innovator]

A long time ago, you decided to pursue a Scientific career, and you've put the intervening years to good use, as your skill with scientific instruments demonstrates. You always get the best possible performance out of any machine you've had time to tinker with and devices you build are more efficient and durable.

A Light in the Darkness [400 Innovator]

It began in the 18th century, when the people of the world had had enough of superstition. Insight into the fundamentals humanity brought about the Age of Enlightenment and facts became the go-to source of information in this world, leading toward an Information Age like none had ever seen. People began to look for evidence of the Truth, a Truth unassailable by any means because it had been proven over and over again by facts. Now you too can light the way for a new revolution in the world of science, a revolution that can only be compared to the way biology and medicine were forever changed by the discovery of DNA, or how Tesla revolutionized the utility of electricity. While you may not be directly responsible for this sea-change, you're sure to be remembered for laying the groundwork for this revolution of science. You are instantly aware of any scientific progress made anywhere in any society you are part of.

To Build a Better Tomorrow [600 Innovator]

Technological innovation is just part of you. You excel at making improvements to any existing system and finding solutions for almost any existing problem. Furthermore, you find that setbacks and endless experimentation with little to show for it do nothing to stymie your endless tinkering. You instinctively know what the next step is in any iterative improvement process, but not necessarily how to achieve it.

Scientist

Scientific Method [100 Scientist]

Your understanding of the foundation of the Scientific Method is astounding. Science is about repetition and replication, so every time one of your experiments fails or your hypothesis turns out to be flawed, you'll know where to go from there.

Research [200 Scientist]

You've dedicated yourself to countless hours of reading, reviewing, and compiling the information you need to help build a working hypothesis for your experiments. This has granted you incredibly insight into the quickest, most efficient methods of data organization and structure. Your ability to synergize different bits of information into a cohesive whole is unmatched, allowing you to postulating the correct hypothesis almost every time and to structure both information systems and experiments with ease, either for yourself or for others. In your hands, a collection of random facts becomes an easily referenced tome as fast as you can transcribe the information.

The Joy of Discovery [400 Scientist]

There is virtually nothing greater than the feeling one receives upon learning something new. You've always yearned to be among those who are on the frontier of your field and have (after many years) found yourself there. Whenever you discover something new, whether it be a something you haven't encountered before (though others have), or an entirely unique aspect of reality others haven't witnessed, you'll never grow weary or disenchanted from the feeling of Discovery… because you now also help inspire others to continue their search for the Unknown by your presence alone. You can read and comprehend any factual text that is in a language you understand simply by looking at the cover, cover-sheet, or web-header. This also works for all other forms of factual media, such as documentaries or multimedia presentations.

The Nature of Things [600 Scientist]

You always see things as they actually are, never as you'd like them to be, nor as others try to make them seem. You possess the ability to overcome any personal bias, be completely objective, and see through any illusion, disguise, or camouflage (though not optical invisibility). While you're not immune to being lied to, you instinctively know when someone is trying to manipulate you. You are instantly aware of the fundamental structure of everything around you, including its composition, as long as you understand the science behind it. (I.e. if your science doesn't understand ghosts, you don't know what one is or that it's made of ectoplasm.)

Host

Simple Words [100 Host]

You possess the ability to reduce the most complex of scientific or mathematical concepts into language the common man can understand. Furthermore, when other experts are in your presence, they too speak in this less jargon-rich way, making them seem more like regular people and less like Ivory Tower Intellectuals or Eggheads.

Voice of Reason [200 Host]

When you speak, you can speak directly to people's rational side, bypassing their emotional side and keeping the conversation confined to a reasoned debate instead of knee-jerk name calling and dogmatic rejection.

What You Know is True [400 Host]

You speak with the power of facts, and possess the ability to make other people realize that their own arguments lack them. Anyone you speak to or with gains the instinctive knowledge of the difference between fact and opinion, theory and supposition, the rational and the emotive. They don't have to believe your facts or the data backing them up, but they'll understand that their own arguments lack factual support or cannot be proven or disproven. Something Neil occasionally forgets when he goes off on religion, forgetting that one cannot prove a negative (The assertion "There is No God" is a negative. It cannot be proven or disproven to others.)

The Wonder of it All [600 Host]

When you speak on a subject that interests you, you can impart some of your own sense of wonder and joy of the thing to all who hear your voice. Those with no interest initially will pay attention, while those passive to the experience will become engaged, those actively involved will be buoyed by the power of your words, and those impressionable enough to be receptive can become inspired to dedicate their entire lives to the cause you champion. The deeper your own sense of wonder, the more powerful this effect is. You will never become jaded, nor will your scientific knowledge

ruin your ability to enjoy things that aren't scientifically rigorous. You can also bypass anyone else's jaded exterior, speaking to the part of them that used to know wonder.

Items

The 100 SP Item is free for their respective Identity, all other items are discounted by 50%.

Food-like Substance [Free for Everyone]

Considering that you probably either have a lack of funds or are on a tight budget, and will most likely starve to death if you don't eat, here's a little treat: Soylent. Put simply, Soylent is a healthy, convenient, and affordable food…like substance. Engineered to provide all the protein, carbohydrates, lipids, and micronutrients that a body needs to thrive, it makes for a not unpleasant drinkable meal. Every month you'll receive a package containing enough Soylent to feed 20 humans…and maybe a cat or dog too. Now, go back to focusing on SCIENCE!

Funding [50+]

You gain 100,000 USD. Each additional purchase doubles that total.

Viewer

Cosmos [100 Viewer]

A digital copy of the 2014 series, personally signed by Neil DeGrasse Tyson, plus an HD remastered version of the original, personally signed by Carl Sagan. Comes with a pair of posters with the signatures of everyone else involved in the project.

All-Access Pass [200 Viewer]

Whenever and wherever there is a museum dedicated to the history of humankind (or the local equivalent) and of science, you'll receive an All-Access Pass. In fact, what it is is the same ticket… but it works for any and all of them. The American Natural History Museum in NYC? Not only could you go there free of charge, but if you so desired, you could make it backstage to either see the actual bones being studied, see the scientists working to sift through the data in the Hayden Planetarium, and much more. The National Air and Space Museum in Washington DC? The entire history of manned flight is at your fingertips and again, you could go into storage and see the what's back there. No matter where you go, here or Post-Jump, you'll find that the doors of any and all Science / History Museums are open to you. Go forth and learn.

The Big Screen [400 Viewer]

What's a Viewer without a View? Bored, that's what. You gain an absolutely massive, immersive, surround sound equipped "Viewing System" for your home. It gets every channel there is in whatever reality you're in, always has a true to life visual quality, can connect to any form of media device (VHS? Check. HD-DVD? Check. Vellum Scrolls from the Tang Dynasty? Check.), and always upgrades the visual and audio components to Hyper HD. Furthermore, the system can be either flat panel or 3-D projection…or even 3-D immersive, wrapping entirely around you to put you actually in the image. Now, I know what you're wondering…where are you going to install such a system? Doesn't matter. It's a small box about the size of a desktop that you plug into your home's power supply, that turns every surface in your home into a display screen, if you want it to.

Shower in outer space, swim in the rainforest, cook dinner in the middle of a battlefield. None of the images the 3D system projects are solid and there are no smellovision upgrades. Be warned, if you're watching something on this system with children, the system will flash a "Warning: Non Factual" logo every time something impossible happens or someone says something that is factually incorrect.

Cosmos University [600 Viewer]

Dear Former Student,

We've just received word from our sponsors that our facilities are hereby at your service. As you know, we are among the most distinguished academic institutions around and our facilities are top of the line. Our students regularly gain an average of 3.6 and an annual enrollment of around the 25,000 students. You've been granted admission approval status for up to 500 special scholarship students a year, who will be housed in our dorms, given a meal plan and a textbook allowance, and allowed earn bachelor's degrees alongside our student body. You'll also be allowed to approve 50 graduate students and 5 doctoral candidates. We understand that some of your approvals might have special needs, and so each will be provided with a normal human form during the duration of their stay with us. Post-Jump, you will find that our faculty and staff will expand to include citizens and peoples from the native world(s) of the new reality, our campus and facilities will be upgraded, expanded and insured to fit in with the new reality in question, and still remain among the top academic universities.

Sincerely,

The President of Cosmos University

Innovator

What You Needed [100 Innovator]

That moment of inspiration doesn't come from nowhere, arriving out of the blue in those moments when things just click into place. It comes from a thousand smaller things that lay dormant until needed, until jolted awake by necessity. With this, you'll receive a package once a week that will contain a item specially chosen to give your creativity an extra special jolt. These items are always something interesting, absurd, or confusing, but by studying them, you'll gain inspiration… plus, they often make interesting conversation pieces. They are never, in and of themselves, dangerous, powerful, or useful (except as paperweights).

Scientific Research Tools Decadely [200 Innovator]

At the beginning of each jump, (and once every 10 years in that jump), you'll receive a catalog detailing all the top-of-the-line research material and scientific tools from that world…with a form for you to fill out. You can order any 5 devices or tool sets from the catalog. Be warned, these items are not protected like the rest of your purchased equipment, but you do get them free of cost. If you order something bigger than will fit in your Warehouse (say, a particle accelerator or space elevator) you can't bring it with you. If a world hasn't invented something yet, you can't order it…nor can you order weapons systems.

**See Notes*

Autonomous Robotics Division [400 Inventor]

Exactly what it says on the tin; you've now gained an entire division (500) of easily programmable and modular robots. These robotic assistants will help you accomplish many things in your chosen field of applied sciences. However, these are not intended to be used as weaponry nor as a means of quick and easy mass production (you'll actually have to build your own damn robots to advance the field of robotics in this Jump) and so have been black boxed for the duration of the Jump. (Post-Jump, while

the black box will be opened for you to enjoy reverse engineering them… though any weapon systems that you'll implant into them will be quite...ineffective, even in any copies you produce.)

Jumper Aeronautics and Space Administration* [600 Innovator]

Essentially NASA, but it not only innovates in the fields of Aerospace, but in many others as well. Whichever field you have found yourself a part of, the advancement of this field is quadrupled. The current budget, at $2.6 billion, belongs to the program, so you'll need to find some way to distribute it fairly, while at the same time seeking a way to increase its budget. Post-Jump, whenever you add or increase your own knowledge of any in-Jump subject whose expertise or knowledge is significantly greater than or different from JASA's own, it'll be updated into both their servers and their own researchers.

**See Notes*

Scientist

Diplomas [100 Scientist]

You gain a complete collection of formal certifications (and the documentation to back them up) for any and all skills you possess. They will always update themselves to any specifications needed in new worlds you visit and always reflect the highest level you've obtained.

The Literature* [200 Scientist]

A subscription to every scientific journal found in this world… and (once this jump is over) any world you've ever visited, with new subscriptions being added to the list with each new world. They are (thankfully), auto-indexed, available in digital and paper copies, and take up no more room than a small bookcase. They always reflect the current state of scientific advancement in each world, up to the moment you leave / left that world.

**See Notes*

Astral Observatory [400 Scientist]

This facility is among the top five observatories in the world, capable of some of the clearest images of outer space on the planet. It rests at high altitude (its location dependent on where you are) and has been outfitted with a wide array of technologies for the purpose of observing the Universe and has a one-of-a-kind telescope provided by your benefactor that is capable of transitioning between the various electromagnetic spectrums on a whim. If you also manage to or already possess a satellite of scientific nature, the Observatory will also be capable of managing this station as well.

Research Facility* [600 Scientist]

Welcome Director. These are most fortunate times sir, with the grant that we've just received from our generous sponsors, we've managed to make great strides in our area of study. Everything here is top of the line and expertly maintained around the clock via autonomous drones. According to them, whenever we arrive in a new world, we'll gain the appropriate permits to begin administering any new experiments and studies needed. Post-Jump, they've OKed the go ahead for the acquisition of new technologies and materials unique to the new worlds we'll be arriving in, to help aid us in our studies of the Cosmos.

**See Notes*

Host

The Suit [100 Host]

While scientists can afford to dress however they like (except in the lab… always wear safety gear in the lab), trying to convince people you know what you're talking about requires looking your best. Every month you gain an immaculate suit that helps express a certain aspect of your job that you most enjoy, while somehow managing to make you look all that more spiffy. These suits will always fit into the modality of the current setting, but always be restrained enough so as not to hamper your physicality.

Stylebot [200 Host]

A Host has to look their best, often on a moment's notice. The Stylebot is a one-stop personal grooming machine, one that can do your hair and nails, give you perfect makeup for any occasion…and even select the best outfits from your collection. The stylebot is an expert stylist, costumer, and makeup artist. It can even do tattoos.

Cosmic Calendar* [400 Host]

When held in your hands, this heavy tome holds a history of the Universe, capable of being read as a Calendar, full of the times, dates, and locations where things occurred. It scales out to any timeframe, from 1 second increments over to a billion years at a stretch. It can be plugged into any computer to be searched (it has its own search engine called "Googolplex"). When placed on the ground, you'll find that it will expand and become interactive with all the visual effects seen in the show.

**See Notes*

Ship of the Imagination* [600 Host]

This is the pinnacle of scientific advancement. An incredible research tool to aid you in your journeys, it'll help you explore even the most bizarre and overlooked aspects of a Jump's History of Scientific Advancement. This ship is the "home base" of the host of Cosmos, Neil DeGrasse Tyson, which he uses to explore the vastness of our Universe. The ship possesses a floor which can be used to view the past, a ceiling with which to

see the future and a great window to view the Universe. It has survived everything, up to and including the crushing weight of a black hole...from within. However, it is merely a research tool to help one understand the mysteries of the Universe, not a tool of destruction. It travels at the speed of narrative and can go…anywhere it is possible to go in a setting… but only as an observer.

**See Notes*

Drawbacks

[Choose up to 4 Drawbacks. Receive a 50% Bonus to the corresponding ID.]

Low Viewership Numbers [+100 Viewer]

No matter where you go, expect to find both a poor reception of Television or Radio, spotty Wi-Fi, and a poor reception of you explaining/studying anything Scientific.

Stagnation [+100 Innovator]

You'll find that it's somewhat a difficult task to Innovate anything, seeing as everything here seems just so sluggish.

Ignorant Sentiment [+100 Scientist]

People of many walks and corners of life have a flawed perception of the world around them, seeing the world as they would like it to be. These people constantly cherrypick at Science, forcing it to conform to their own limited worldview. With this, they will come to you to get these kinds of answers… which you *cannot* give them. Even if you ascribe to a similar outlook on life, you must not let them remain ignorant and tell them the truth… even if they don't want to hear it. This will make them mad at you.

Original Series [+100 Host]

Instead of arriving in 2014, expect instead to take over the helm of Carl Sagan in 1979. Everything in the Jump, (including Items and Perks), now reflects this.

College [+200 Viewer]

It's time to go to college...at Ivy League level. Let's hope that you can keep up with the work load. All your out-of-Jump intelligence, study, and memory perks are locked out for the duration of the jump.

Chronic Migraines [+200 Innovator]

Whenever you're close to a breakthrough or have spent several hours researching, you'll find that whatever great thought that you were going to have was taken away… by the chronic migraines that you keep getting. Go check that out. It may be serious. Any ability to block or ignore the pain is rendered null and void.

Replication Error [+200 Scientist]

For some reason, anyone who attempts to replicate your experiments or actions will fail disastrously and you'll be blamed for shoddy research. Even when you manage to convince others that you're methods and findings are correct, expect to find your reputation tarnished with no possible way of your accusers reimbursing you for their...less than stellar approach.

Dry Delivery [+200 Host]

Your speaking style can best be described as… dry. Dryer than the Gobi Desert Dry. Dry as Dust. No matter how much emotion you are feeling, how much passion you have for the subject matter, you are unable to project any emotion into your voice.

Pseudo Scientific Nonsense [+300 Viewer]

You lack any ability to differentiate between science and pseudoscience and will believe anything anyone claims is scientifically or medically accurate. Anytime anyone presents evidence to try and sway you, you'll change your mind…until the next time someone presents an argument that's different.

Innovate or Die! [+300 Innovator]

Your warehouse is locked for this jump, and with it your knowledge of any technology more advanced than modern day Earth. If you don't make some minor technological innovation at least once a year, you'll die. If you don't make some major technological innovation at least once every 5 years (twice in the jump) you will die.

How Unscientific [+300 Scientist]

Every ability and perk you have that doesn't function on purely scientific principles (including all technobabble abilities) is locked out for the duration of the jump. Also, your ability to enjoy escapist fantasy and unscientific sci-fi is eliminated.

Icon of The Forbidden [+300 Host]

There are forces in this world that reject anything new, that reject anything that runs counter to their doctrines and dogma. Many of those forces are vocal and will speak out against you, boycott your show, and drum up support for anti-science initiatives. Others are more militant and will strike against you. If they cannot strike against you directly, or you prove resistant to their efforts to kill you, they will strike at those you care about, those you associate with, and those who follow you. You will never be able to stop them all and they cannot be dissuaded from their antisocial, anti-scientific behaviour. Even if you kill all the militants, the vocal majority will keep creating more.

The Outlaw [+400 Viewer]

You've entered a world that has banned knowledge of Science, where learning is outlawed and exploration is used to find new resources or peoples to subjugate. It is in this world that you must survive, where if the leadership knows all about your knowledge of the Sciences and desires to end the threat you represent. The airwaves are full of meaningless entertainment, the schools teach basic obedience, and the government makes sure there is never any hunger as long as the people obey. In their eyes, an ignorant, contented slave is a willing slave. Additionally, you may take on this challenge: set things in motion so that, within 5 years of the end of your jump (15 years total), the people rise up against their oppressors, becoming free, free to understand the wonders and blessings of knowledge, of Science. If you manage this, gain this Free Perk:

- **The Most Astounding Fact***

  “Stars die and are reborn […] They get so hot that the nuclei of the atoms fuse together deep within them to make the oxygen we breathe, the carbon in our muscles, the calcium in our bones, the iron in our blood. All were cooked in the fiery hearts of long vanished stars. … The cosmos is within us. We’re made of star stuff. We are a way for the cosmos to know itself.” You understand this fact, understand the connections between all that exists and will ever exist. You understand “The Why” of Existence. This grants you a sense of peace, of purpose, of enlightenment, one you can share with anyone and everyone, so that they too can see things on every imaginable scale and understand that through all of this, life has meaning, that we are all connected.

**See Notes*

To Explore What’s Known [+400 Innovator]

Damn it. Everything about the Universe has already been discovered, there’s no secret that we haven’t discovered or uncovered. The Spirit of Exploration is beginning to die and so with it your abilities and perks. You have 200 years to find a way to find something to explore, to discover something new in this universe or else so too will your status of a Jumper fade. Perhaps they haven’t figured out yet just *how* reality was like this, with all these rules?

Note: the facts of this “Universal Knowledge” are not actually correct for anywhere but here and the technology that knowledge allows will not work after this drawback ends. If you do somehow manage to discover a new facet of reality, gain this Free Perk:

- **Spirit of Exploration**

  No longer are you simply just an Avatar for the Spirit of Exploration, you are now its conduit. As its Conduit, you will inspiring all those within the vicinity of you to explore new areas of interest and the facets of your reality. It matters not what exactly they discover, but know that they’ll become better for it, a more mature

person emerging from the experience.

Magic is the Enemy [+400 Scientist]

Damn it. We've had a good grip on our understanding of the Universe for nearly two hundred years and now its been thrown out the window. Somehow, "Magic" is real. Import a system of unscientific magic from another Jump you've been to; You now have 200 years to find a way to quantify it and measure it using the Scientific Method (and to teach others to understand it) or else you fail the Jump.

If you do somehow manage to complete this highly improbable task, gain this Free Perk:

- **Magical Sciences**

  All things function as part of a system, part of the world or no. Whenever you enter a world full of magic (or space-magic, ie. the Force, Biotics, etc.) and there's not a rule system or otherwise scientifically compatible system in sight (or was just poorly defined), you'll find that you know exactly how exactly it functions as a Science that complies with the Scientific Model of the Universe.

Idiocracy [+400 Host]

This world is full of fools, idiots, and radical fundamentalists; people who are always gonna be up in your face about your knowledge of Science and how it's all WRONG! Because in this world? They're actually right about this shit (about Science, not the other stuff). And the problem with this? The longer it operates on this level of bullshit, the more and more things begin to literally change and alter the fundamental forces of reality...so good luck if you slacked off and now the Earth is beginning to fall apart from being flat, while being influenced by the Sun's gravity...which for some reason is orbiting the Earth. Better get to work.

Ex. The Gnome Guild is responsible for Gravity, the Earth is flat, Aliens are responsible for everything, Global Climate Change is a Myth, Man wasn't on the Moon, etc. If you do somehow manage to convince a majority of them you're right, gain this Free Perk:

- **SCIENCE!**

  Is always the answer. Even when faced with the most Improbable and Impossible scenario to a situation, (such as magic), you'll instantly understand how it fits into the Scientific Model of the Universe, but you also understand how this outcome came to fruition and ultimately how to deal with it. You are now also capable of teaching your understanding of SCIENCE! to others.

SUPPLEMENT MODE

As long as you're going to a world that has mass communication technology on par with that of Earth in the 1950s onward, you may combine this jump with another. All CP from each jump is kept separate, and all drawbacks, scenarios, and challenges from both jumps still apply. Whenever there is conflict between documents, that jump's status quo overrides this one.

END:

1. GO HOME
2. STAY FOR SCIENCE!
3. CONTINUE JUMPCHAIN
4. BONUS:

   Should you have achieved International acclaim for your works in the fields of Science and Technologies, should you decide to leave, you can expect to find your work done here (it's findings and discoveries) to follow you into future Jumps, either as a part of its history or as cameo.

   Ex. Neil deGrasse Tyson has shown up in cameo in Stargate, Gravity Falls (as the voice of Waddles) and in the DC Comics Universe.

NOTES:

Changelog:

I. V.01.01- Jump initially started in Google Slides.
    A. Roadblock to Completion

II. V.01.02- Jump was switched over to Google Docs.
    A. New Perks
    B. New Items

III. V.01.03- SJ-Chan added as Co-Creator of the Jump.
    A. New Format
    B. New Perks
    C. New Drawbacks
    D. Finished Building the Jump

IV. V.01.04- Jump is ready for thorough editing on SB and /tg/.
    A. Posted for Review to SB
        1. Light in the Darkness Perk Completion
    B. Posted for Review to /tg/
        1. New Optional Challenges Section
        2. New Optional Conquest Challenges
        3. New Optional Inspiration Challenges
        4. New Item Clarifications in Notes
        5. Bonus Ending

V.01.05- Nigh Ready for Release
    A. Clarification of Several Perks & Drawbacks
    B. Companions added
    C. Removed Challenges

V.01.06- Time for Remodelling
    A. Aesthetic Changes

V.01.07- Supplemental Insurance
    A. Supplement Mode Added

Clarification of Perks:

In General

These Perks do not make it so that you can influence the outcome of your experiments… only your current Jump's reality can do that.

Research

This only makes it easier for you to research subjects, not create answers for anything.

Time & Age

For "some" reason, you and your companions do not age in this jump if it's duration is longer than 10 years. For those challenges and drawbacks that give you longer than a decade, you may choose to move the starting point of the jump backward so that the jump would end at its normal endpoint. (e.g. if you had two centuries, you could start in 1824 and end in 2023 instead of starting in 2014 and ending in 2213.) You may also start anywhere in the years between 1824 and 2014.

Clarification of Items:

The Literature

Any scientific reading material within the Journals and Magazines, only covers the material that is commonly allowed by the local authorities.

Ex. Military Research is commonly only covered by these types of Journals whenever they've been made either slightly outdated or the nation wants to show off their new toys in today's (2016) modern world.

Scientific Research Tools Decadely

If you have a large scale Warehouse Add-on, the items you purchase that are too large to fit in the Warehouse may be placed within the Add-ons instead. There are limits to

this however. If the Warehouse Add-on is also not large enough to house the items in question, you may not take them with you.

Ex. Nomansian Island from the Incredibles should be sufficiently large enough to house a particle accelerator…but not a space elevator.

Cosmic Calendar

The Cosmic Calendar covers and contains what is known and accepted by the Jump's Scientific/Academic Community. If new information that comes to light that invalidate the older model, it will be removed. If it only remains in doubt, but neither proven or disproven, it will be labelled so.

Jumper Aeronautics and Space Administration

In order for JASA to permanently benefit from the research made in Sci-Fi/Sci-Fantasy/Fantasy Jumps, there will need to be:
A suitable place in the budget for the new material, research and equipment to be purchased. Alternatively, acquire these items or research on your own. Though this will come with a reduction in efficiency unless fiat backed.
You need to specifically create the acquisition order for all of this. You can also upgrade it in-Jump, though anything out-of Jump will remain as a separate entity until Post-Jump. Any upgrades will also be kept in Post-Jump, if you own any R&D facilities such as Aperture Science and/or Jumper Enterprises (from Batman: The Dark Knight Trilogy) you could decide to merge them.

Research Facility

In order for your Research Facility to permanently benefit from the research made in Sci-Fi/Sci-Fantasy/Fantasy Jumps, there will need to be: A suitable place in the budget for the new material, research and equipment to be purchased. Alternatively, acquire

these items or research on your own. Though this will come with a reduction in efficiency unless fiat backed.
You need to specifically create the acquisition order for all of this. You can also upgrade it in-Jump, though anything out-of Jump will remain as a separate entity until Post-Jump. After Jump, if you own any R&D facilities such as Aperture Science and/or Jumper Enterprises (from Batman: The Dark Knight Trilogy) you could decide to merge them.

Ship of the Imagination

This ship is indestructible, undamageable, and can casually travel to any point in your current universe. It has no weapons, cannot be equipped with any weapons, and cannot deliver anything anywhere. While you can use it as a transport, when you arrive you will only be able to observe. Not only will you not be able to harm the environment (or those dwelling there) but the reverse is true. You could use the ship to walk on the surface of a black hole, or the surface of an atom.
While the ceiling can display the future, the future it displays is only an approximation based on data and extrapolation, an informed construction of the potential outcome, a what is likely to be, but not a what absolutely will be. Anyone you talk to at your destination is actually a true to life simulation of that person. You can interview them, but cannot use your abilities on them directly. They will not remember the experience. However, the Ship of the Imagination can only Observe material that either you know directly about and/or what is commonly known (or held to be true) by the Jump's Scientific/Academic Community.

Ex. There is to be no spying on secret meetings unless you saw it in the original material or became aware of them (and its details) after the fact. Also prevents stowaways (there's nowhere to hide aboard really) unless you choose to have them aboard...if you were aware of them in the first place.

The Most Amazing Fact

"The most astounding fact is the knowledge that the atoms that comprise life on Earth, the atoms that make up the human body, are traceable to the crucibles that cooked light elements into heavy elements in their core under extreme temperatures and pressures.

These stars, the high mass ones among them, went unstable in their later years. They collapsed and then exploded, scattering their enriched guts across the galaxy. Guts made of carbon, nitrogen, oxygen and all the fundamental ingredients of life itself.

These ingredients become part of gas clouds that condense, collapse, form the next generation of solar systems, stars with orbiting planets. And those planets now have the ingredients for life itself.

So that when I look up at the night sky and I know that yes, we are part of this universe, we are in this universe, but perhaps more important than both of those facts is that the universe is in us. When I reflect on that fact, I look up—many people feel small because they're small and the universe is big—but I feel big, because my atoms came from those stars. There's a level of connectivity.

That's really what you want in life, you want to feel connected, you want to feel relevant, you want to feel like you're a participant in the goings-on of activities and events around you. That's precisely what we are, just by being alive."

-Neil deGrasse Tyson

Thanks for reading! Enjoy the Jump!

What are you still doing here? The Jumpdoc's over.

Go Home, Stay In This World, Continue the Jumpchain.