Star Trek: Discovery V1.0 – The Reddit Edition

(Seasons 1+2, Scenario based on currently incomplete Series 3)

By: Lots_Of_Mistakes_

We Are Creating A New Way To Fly

Welcome to Star Trek, the universe of mostly humanoid aliens, speeches, spaceships, technobabble, questionable choices and a few features that might be different from the universe you are familiar with.

This series, with a somewhat unfortunate potential acronym, is set in the prime timeline of the *Star Trek* universe approximately ten years before the five-year mission in *Star Trek: The Original Series. Star Trek: Discovery* largely follows the adventures of the almost entirely unknown sibling of Spock… Michael Burnham, adopted by Spock's family after her own were killed and raised as a Vulcan despite being human. She becomes the highly trusted and competent first officer on the USS *Shenzhou* under the command of Captain Georgiou and investigates an unusual structure on the edge of Federation space. She proceeds to accidentally contribute to a war between the Federation and the Klingon Empire, the members of which seem somewhat different to the Klingons you might be more familiar with, and commits the first recorded and convicted act of mutiny in Starfleet in a failed attempt to persuade one of the most notable warrior races in Star Trek to retreat instead of fight by shooting at them first. She later ends up on an experimental Federation ship with capabilities never seen anywhere else *Star Trek* due to being hand-picked by its mysterious and ruthless Captain, becomes integral to saving all life in the galaxy, and discovers that a special type of Fungus is responsible for holding all of reality together.

This is not fanfiction, by the way.

While here, you could get involved with the Klingon Empire emerging from a century of isolationism to embark on a brutal crusade against the Federation, survive an adventure in the brutal Mirror Universe, join the investigation of seven strange red signals that appear across space, deal with a dangerous artificial intelligence, and perhaps join the USS *Discovery* as it travels 930 years into the future and their investigations into the disastrous incident known as "the Burn".

As strange as some of this might sound and look at times, at least you'll find that members of the Federation's crews come in a bit more variety than usual. You might even run into a few familiar faces, though some might act in a somewhat different manner to what you may expect.

Take 1000CP to help survive the next 10 years you'll be spending here.

Live long and prosper.

Starting Location

This is when and where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

There are *two* potential times for you to choose for your arrival in this Jump, due to a bit of a gap in terms of the events covered by the series: The first is **May 11, 2256**, just as Federation First Officer Burnham of the USS *Shenzhou* commits an act of mutiny. The second is **six months later**, just as the Federation Starship USS *Discovery* would retrieve a shuttle full of prisoners.

1. **Binary Star System, Edge Of Federation Space** – You have shown up at one of the most remote borders of Federation space that is still part of its territory. While this location can be described as beautiful, the accretion disk itself is quite dangerous, not to mention the events that might be about to kick off if you chose the earlier arrival time.

2. **USS *Discovery*** – You awaken onboard the *Crossfield*-class Federation Starship. If you chose the earlier arrival time, it's possible that it's still in the shipyard and under construction. If you chose the later arrival time, it is currently commanded by Captain Lorca. You could be one of the crew of the USS *Discovery*, or perhaps came with the prisoners it has just picked up.

3. **Klingon Prison Cell** – If you aren't a Klingon, you might not want to stay here for long, as the captives are not well treated. You come to your senses in a cell with several of them, one of which is playing with a bug of some sort. You might be one of the guards or someone coming to check on the prisoners if you aren't one of them, or perhaps you only seem to be a prisoner?

4. **Pahvo, Pahvo System** – A planet with a crystalline structure considered to be a natural antenna. Unknown to others, this was created by the intelligent inhabitants of this planet, which manifest as clouds of glowing blue particles and are eager to contact others not from their world.

5. **ISS *Charon*, Mirror Universe** – This is simultaneously one of the safest and most dangerous locations within the Mirror Universe, where the cruel Terran Empire is in the place of the Federation. While this flagship is well defended from exterior threats, it is also full of violent, backstabbing xenophobes to whom murder is an acceptable method of promotion. If you aren't supposed to be here, you might quickly find yourself heading to an Agony Booth.

6. **Starbase 1, Sol System** – Practically in Earth's backyard, this space station is administered by Starfleet and located in the far reaches of the Sol system. It's home to over eighty thousand Federation personnel, but you might not want to stick around for the entirety of the war.

7. **Qo'noS, Qo’noS System** – Also known as Kronos in English, this is the homeworld of the Klingons and the capital of the Klingon Empire.

8. **USS *Enterprise*** – Currently commanded by Captain Pike and largely kept out of the Federation-Klingon War. While you might be able to avoid that particular conflict for a while, it will be getting involved in more dangerous events after that conflict would end, and it’s the *Enterprise* so you might end up encountering a few anomalies anyway.

9. **Wreckage Of The Hiawatha, Interstellar Asteroid** – You have started out in the ruins of a ship thought to have been destroyed by Klingons, which crash landed on the surface of an interstellar asteroid. You may or may not be welcome company for Engineer Jett Reno, who volunteered to stay behind to look after those who were too injured to be moved into the escape pods and are in stasis at the moment. If you’re stuck here as well, the USS *Discovery* might come to pick you all up once the Klingon-Federation war is over.

10. **New Eden, Terralysium** – A previously unknown colony of World War III-era Humans. This is a pre-warp civilization and doesn’t even show signs of using electricity, and it is currently a mystery as to how they ended up here. The locals believe it is a case of divine intervention and have created an interesting belief system in their compromise as they weren’t sure which religion was responsible.

11. **Talos IV, Talos System** – The homeworld of the Talosians, a telepathic humanoid species. If you are part of the Federation you might run into issues with General Order 7, but if you have been irreparably crippled or disfigured you may find some measure of peace with the help of the locals.

12. **Kaminar, Kaminar System** – The homeworld of the warp-capable Ba’ul and the pre-warp Kelpiens. It would be best not to be particularly old amongst the latter, as the *vahar’ai* they reach traditionally signals that they are ready to be culled for slaughter by the former.

13. **Section 31 Headquarters** – While this is listed as an abandoned penal colony, this station is used by Section 31 and houses the artificial intelligence threat assessment system known as Control. It is surrounded by a dense minefield of alien origin, which will make it difficult to escape unharmed if you are not supposed to be here.

14. **Free Choice** – You can choose to appear in any of the above locations, or anywhere in the galaxy *Star Trek* is based in, in either the main universe, the Mirror universe, or even inside the Mycelial Network.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are, so long as it doesn’t give any advantages that you shouldn’t have.

Origins

This is your background for existing in this setting, which can cover exactly which side you're on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history. Maybe you could explain away your presence as temporal nonsense, negative space-phenomenon, or something to do with interdimensional fungal spores?

Focus – Do you ever feel like the world is revolving around you? No? Would you like it to? You are the sort of person that can easily get involved in a situation and the most important events, become an unexpected but welcomed member of local families, use things that might usually be limited to someone else, argue against others doing things, get away with doing things others can't, and avoid breaking time itself with your actions. You might even be well regarded by more antagonistic forces or get yourself involved with far more than anyone might reasonably expect a single person to.

Cadet – Others could call you an optimist, and you certainly seem to be one of the brighter points in a dark time, though your good nature can't easily be exploited by even the most charismatic or intimidating of others if they're trying to convince you to do something you don't want to do on moral or legal grounds. You're a quick learner, your inquisitive nature doesn't backfire, and even if you might hope for the best you're also very good at getting away quickly should things go wrong. You can lead the way when it comes to breaking the ice, and you are a highly supportive friend to others. You might even be able to persuade even utterly alien beings to agree to working together or find ways out of the direst situations.

Officer – You have somewhat more experience than a Cadet, and you have managed to not only develop a speciality but ensure your talents won't be wasted. You have enough worldly experience to know when you are getting into danger, and know enough of interacting with other officers to avoid getting blamed for problems and skip to the end of the usual heartfelt speeches that Starfleet is known for. You might be able to change things on a massive scale without serious issues and have enough leeway to bend the rules as long as things work out. You might have even developed physically or mentally in ways others have not, giving you significant advantages in either area.

Captain – You're the one in the chair, and not only do you know the rules to follow but you have all the training you need to do the job as well as any other Captain. You don't have to stay in the chair all the time, being able to come up with reasons to deal with problems in person, and you likely have the capacity to develop a notable reputation. Your position earns you the trust of others, and you might choose to be reassuring and amusing to your crew or utterly terrifying. You might even be considered amongst the best of Starfleet for your qualities and competences, and others that would usually hide things from you because you might disapprove could value your input enough to include you in their projects.

Enemy – You are likely to be one of those that oppose the Federation in its current state and could be one of the Klingons or another faction working to destroy or subvert them. You can bring together forces against your common enemy and manipulate the facts to

cause someone to be hunted by their own faction. You can gather information with little suspicion and prevent those you are fighting from denying you assets. You'll even find that your opponents seem to overlook key safety features, while you can make excuses to use weapons or tactics that are technically illegal. You might even be able to use new methods to infiltrate the forces of those you work against or have found a way to ensure you are significantly harder to put down for good.

Schemer – All that fighting and creating alliances… there are easier ways to get what you want, and that often involves profiting from the hard work of others. You are rather good at this, as well as setting aside petty rules and concealing your intentions from others. You're quite the Houdini, and your greatest assets aren't a fleet or weapon but your own tongue and wits. You're the sort that blackmail won't work on, and might even be able to leverage your own, and you could seem comparatively harmless compared to another threat even when you're not. You might even have the capability to develop complex plots to achieve your ambitions and capitalize on the weaknesses of others to ruin their own.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here. Regarding your species, pick one that fits for your Origin and background.

You can also be a hybrid of some sort, so long as you can come up with a good reason and it does not give you any capabilities you would have without your Perks and other abilities. This will not affect your mental state, you will be used to any physiological effects, and how you treat any part of your heritage is up to you.

Perks

This follows the same rules as other Jump Documents, any Perk or Item in your Origin is discounted by half, with the 100CP Perk being free. You start off with 1000CP to spend and can get more via Drawbacks found later in this document, or if you have some external Drawback source.

General Undiscounted

Free - **Q Insurance** – It would be unfair if some apparently omnipotent being realised you were here, decided they did not want you affecting things and snapped their fingers to get rid of you. Or those observing timelines spotting you as an irregularity that needs to be dealt with. Now these sorts of beings will think you are supposed to be wherever you exist and will not raise any objections or point you out as an oddity. Of course, if you do something like punching one in the face this will not stop them from responding. Not with just this Perk at least. They do not seem to show up here normally anyway, but getting insurance is supposed to be because you think it *may* be a concern.

Free – **The Jumpers Naming Schemes Care Not For The Ability To Make Much Sense While Seeming Relevant Or Be Particularly Good At Getting Across A Point In A Concise And Easy To Remember Manner** – Short and snappy? Not your style. But you can come up with long names for things that nobody will object to and will be exactly as convenient or awkward as you need it to be. Easy for your crew to remember which ship is theirs? Fine. Difficult for enemies to remember what the ship they were hunting down was called? That works too, and at the same time if you want.

Free/100 – **24th Century Standard Jabs** - Lots of diseases and conditions either are not present here, or you might run into something new. Consider yourself inoculated against the standard stuff here, unable to accidentally infect people with a cold or pick up something yourself. This does not stop weaponised health problems, radiation, or incurable anomalies that you may have due to a Drawback. While you can have this for Free here, for 100CP you can take this protection to other Jumps. Unlike other variations of this specific Perk, this one also applies to multidimensional parasites and fungal infections, as that's something that are significant in the period this Jump covers and it would be unfair not to offer protection against something you could potentially pick up while you're here.

Free/100 – **Federation Education** – If you have not already been here, have some sort of alternative source of knowledge, and do not want to seem like some 21st Century stranger, this gives you the sort of knowledge you would have picked up from schools here. Nothing specialised, but you will know what a Vulcan is, have some degree of mathematical skills and other things that would let you at least start to blend in without needing to hit the books to catch up, or ask a lot of seemingly obvious questions. Free to have, and 100CP to have the equivalent in future Jumps.

Free/100/200 – **Consciousness Continuation** – There have been debates over how exactly Transporters in Star Trek work, and what it means when events occur such as the creation of duplicates or fused beings. It would be unfortunate if being taken apart and reassembled

in this manner triggered a Chain Failure due to technical death. Now, that is not going to be a problem for you, with a successful teleportation using technology in this Jump keeping you as yourself and alive throughout the process. You can pay 100CP to keep this in other Jumps, and 200CP to remove any risks inherent in this sort of transportation, to the point the worst that could happen is that you do not get transported at all, rather than ending up turned inside out, fused with something, or split into multiple beings.

Free/100/200 – **Combat Training** – This is not a place where talking through problems seems to be a common solution, and you may need to be able to defend yourself physically rather than verbally. For Free, you possess the knowledge and ability to use simpler weapons like phasers and blasters, the common weapons in the setting, and you can have a reasonable chance of hitting a target. You will even have some knowledge and capability to use the weapons of the vessel you are in. Pay 100CP to keep this general competence with widely available weapons in other settings. For 200CP, you possess more advanced combat training and adaptability, able to quickly learn how to use unfamiliar or rare weapons and with a good chance of hitting a target if that would be plausible with what you have. You would be a good combat pilot too, perhaps one of the best if you had enhanced reflexes, sensory abilities and got enough experience with the ship.

100 – **Fortune Cookie Philosophy** – Not only do you know how to make Fortune Cookies, but you can come up with something to put into them. You have sufficient knowledge of philosophy to come up with something that could be relevant or profound, as well as things that sound impressive but are really nonsense upon closer examination. This is a rather handy skill, as you can spot when other people are doing the same thing.

100 – **I'm So Glad You're Home Jumper** – Wherever you call home, you will always be welcome. Even if one or both parties stormed off when you last left each other, your friends and family will always be happy to see you. Guess it's one of those things where you pretend emotional outbursts don't happen. You'll never feel homesick either, and they won't be upset if you had to be away for a long time.

200 – **Q&A** – Ever seen one of those episodes where a small group of people get stuck somewhere and forced to interact in ways they normally wouldn't? You can now trigger these situations when there is not something to disrupt them like an active threat. You can cause this to happen to yourself with others you associate with, or with those you have interacted with and have some reason to interact with each other. Though this does not guarantee these situations will necessarily end with everyone liking each other more or working together more effectively, there will be a significantly greater understanding between all those who were involved.

200 – **Lost Discovery** – You might want to hide your presence within a given universe or setting, preventing later events you have not directly influenced from being distorted by something you have done at an earlier point. You might also want to keep yourself off the official historical records to avoid being targeted by time travellers or conceal your influence for other reasons. Now, you can ensure that once you have left a Jump or particular time period, all references to yourself, your actions with allies and any resources you had are covered up and erased from any records, with those aware of it never speaking of it again

under any circumstances. As an example, so long as you didn't do something in this Jump that would be obviously contradictory in a subsequent Star Trek Jump running on the same timeline with a Continuity Toggle like destroying a planet you know is supposed to exist later or killing off someone's ancestor or past self, you could use this Perk and not show up on any official records or altering other events, but still be remembered by those you personally interacted with. At that point it's up to you whether they still keep quiet about things or are allowed to acknowledge your past experiences and actions.

400 – **TARDIGRADE** – Does it stand for Time And Relative Dimensions In Galactic Routing And Dematerialising Entity? You have been injected with DNA from one of these creatures that are capable of dematerialising in one place and rematerializing in another. While this hasn't given you the ability to perform the same feat by itself, you now have an even more unusual relationship with time, space and different dimensions than you usually do without any drawbacks this procedure might normally cause. You are now immune to time and space manipulation being used on you against your will, preventing you from being frozen in time, forced into another dimension, or losing your memory during time loops. Given the right setup, you could be used as a core component of a rare technology known as a Spore Drive, though such an experience would not be pleasant for you. This also acts as a Capstone Booster for the 600CP Perks here.

Focus

100 – **Jumper Is [X's] Never Mentioned Adopted [X]!** – You retroactively become a sibling of any character you want that your Origin can remotely justify. Even if you're not the same species, perhaps you were just raised by them and adopted the mannerisms? You can now choose any character in a Jump before it starts, and you can retroactively insert yourself as a member of their family in an appropriate position. Bear in mind this does not automatically mean you will get along with them, as siblings can have arguments and hold grudges. Based on your choices, you might have joined a family in which no member gets along blood-relative or not. Even then, they and the rest of the family will feel a familial bond with you even if they have a reason not to like you personally.

100 – **The Jumper Hello** – You have developed an oddly effective approach for getting your opponents or others to back down through the use of non-lethal force. Even if they were known to be from a warrior culture and it would make more sense they would accept you opening fire to barely scratch them as a challenge or insult, they have a far greater chance of backing down than anyone would think. It may seem strange or utterly counter-intuitive, but somehow it seems to work if you can convince your crew to carry it out.

200 – **Jumper Won't Hear Of It** – Even if you base your viewpoints on something distorted over time, and doesn't address others concerns, whatever arguments you bring up will still be taken into account and seriously considered. You don't even have to give any reasoning, and your suggestions can even be really terrible ones for everyone involved. But you can still successfully argue your case and have a reasonable chance of getting everyone to go along with your plans.

200 – **Which Makes Jumper's MRNA The Closest Genetic Match** – If there was a situation where a specific suit could only be used by a person due to a specific DNA match, it's usually not like a gameshow where the closest person gets the suit. If it's specifically limited to someone else's DNA, then any other DNA isn't going to work. Parents and children aren't even the closest you're going to get, and even siblings are closer genetically than parents and children are. Despite all of this, you are now somehow, the best choice when it comes to anything that requires someone specific to use it, and able to get anything that would usually require a specific person or type of person to be able to use to work for yourself.

400 – **Jumper's Directive** – The Prime Directive, or General Order One, involves not interfering with other cultures. Your own directive is somewhat of an opposite, allowing you the opportunity to interfere and justify your actions when somebody else doing something similar is identified as not doing the right thing, so long as you can come up with a suitable excuse as to why you are allowed to do something when others are not. Someone else might have an infatuation with a mirror counterpart of someone they know, and it would be considered unhealthy delusion where your own interest in protecting a mirror counterpart of someone is considered a natural aspect of your character journey. According to your directive, there might be nothing unhealthy about you wanting to help an authoritarian, mass-murdering heartless torturer who eats sapient beings, sanctions bioweapons, and builds planet-destroying weaponry that threatens to unwittingly destroy the multiverse

because they look like someone that is greatly respected by you and others. But somebody else obsessing with someone on the same level is obviously inexcusable.

400 – **Continuity Unsnarling** – In stories and situations involving time travel, it could be unfortunate if you accidentally broke the time-space continuum with your actions and created catastrophic paradoxes. Now it's safe from this sort of thing, to some extent, as this will smooth over problems that your presence and actions might cause, as well as the actions of other time travellers you are working with. For example, the course of events that occurred might have had a specific person being the one to send off signals at specific times and places, but events occur that cause you to be the origin of the signals instead even when it doesn't make sense and there was clear evidence within the established timeline that the other person was the origin because someone specifically didn't notice your mind. Normally that might cause some sort of paradox, but this Perk patches over holes in the problem, solving the issue or causing it to be overlooked entirely. If events occurred that should be of great importance, or people existed that should be notable later on but are not, this Perk would ensure that the events are covered up and the existence of the people in question are kept secret.

600 – **I Did Choose You** – And not necessarily for the reasons they think. The worst people, those who would be considered notable antagonists or villains within a setting, will decide they like or require your continued existence. If they have a grand plan, they may decide that they need you alive in order to complete it. They might see you as a potential partner or ally. They might even consider you to be akin to a foster child while they are akin to a parent or think that you would make a suitable heir for their power or knowledge. Maybe they just decide you are the one person they can afford to spare when annihilating everyone else. The exact justification will vary depending on the type of character and their own general motivation, but however it works you will find it remarkably easy to get into the good graces of such figures and remain in this position even if you are discovered to be working against them. In such cases they would attempt to reason with you, try to persuade you to join them properly rather than just turn on you, until it becomes obvious there is no way you would be willing to be with them in any capacity.

> **Capstone Boosted** – Different universe, somehow the same people, and a way to find each other. Some might find it a strong argument for the existence of destiny, as it seems the alternate versions of people you have already met will feel they know exactly who you are. When you have interacted with someone and gained a specific relationship with them, be it ally or enemy, you could find that alternate versions would respond to you in a similar way. Other versions of people you get along with will find themselves liking you, if not entirely sure why, as if they share the same emotional bonds you established with the original. If you are an enemy of someone in one universe and your interactions have caused them to be terrified by your very presence, their counterpart in a different dimension will be similarly afraid. You can shut this effect off if needed or filter it to specific dimensions, so you could befriend someone in dimension 1, terrify an alternate in dimension 2, be fast friends with their dimension 3 variant and find dimension 4's version is instinctively afraid of you while dimension 5's equivalent is neither automatically friendly nor fearful when it comes to you.

600 – **Jumper Is Probably The Worst Person To Insert Themselves Into This Problem** – But that doesn't matter, because you can anyway. You seem to get involved in a lot of things very easily, almost as if the setting was trying to partially revolve around you. It might be odd, and potentially a little more dangerous if you keep up putting yourself in the middle of danger, but you will certainly be in the position to do a lot. You would be amongst the first people turn to for advice, you would be one of the first a time-looper would try telling about the problem, and things will go somewhat more in your favour than otherwise. You might even find that a lot of major issues and events tie back to you and your relationships with other people. It won't get ridiculous though, don't expect angelic images to show up around you, that would be a little too on the nose in marking you as some sort of chosen one.

> **Capstone Boosted** – If you're going to be the main character, you need to survive the first episodes. Consider this ablative plot armour, allowing you to survive situations you probably should have died in. As an example, if the ship you were in was under attack, the section you are inside will not lose power and toss you into the vacuum of space, and you might even be able to use the situation to improve your own in some way. You could be flying in space through the middle of a pitched battle in a suit that wouldn't protect you in the slightest, and as long as you have some sort of escort then you would be the last to be deliberately targeted or accidentally struck.

Cadet

100 – **Brightly Lit** – In a grim, dark future filled with war… you happen to brighten things up quite a bit. You possess boundless optimism and enthusiasm for things rather than getting ground down by the more uncomfortable parts of reality, bouncing back from depression and despair and quite good at dragging others out of such conditions. You're also rather bright mentally as well as emotionally, as you have a considerable ability to rapidly learn and understand new things. You might not possess all the knowledge and experience of an expert in one particular field, but if you work with them long enough you will quickly be able to understand their speciality. If sufficiently driven, you could figure out how to calculate the precise protein concentration and small particle dispersion of emulsifiers to make a matter synthesiser dispense nothing but Spumoni ice cream or memorise every possible gambit in a game.

100 – **Ask Not** – You know when someone isn't allowed to give you orders. Even if you would be inclined to help them due to a situation relevant to you, or however charismatic or intimidating they might be, nobody can persuade you to do something you genuinely don't want to do. This can include your own codes, or more official sets of rules and regulations if you designate them as applicable for this Perk. Breaking or bending the rules isn't going to be anything someone else can make you do. You won't allow the emotion of the moment to justify actions you will later regret with this Perk active.

200 – **This Is The Power Of Math** – Things can go wrong during experiments and taking samples… and this doesn't prevent that from happening. What it does stop is you and others suffering serious consequences from these errors and accidents, avoiding any significant harm to yourself and others. Additionally, you are very good at figuring out how to quickly and safely acquire samples. You can also avoid any jeopardization of your position from your actions as long as you can persuade others it was done for a good reason and you aren't a reckless lunatic. Starfleet only has room for so many of those.

200 – **Don't Need To Outrun The Waterbear** – Just everybody else that is running. And now you can, giving yourself a burst of speed that could let you catch up with and outrun members of your own crew even if you stopped to chat with someone in the middle of the race. You'll still need to try to run as fast as you can, but if your own allies are also running then you will win any race you're all competing in. Good for marathons, athletic events, and running for your life.

400 – **Icebreaker** – Sometimes you need to steel yourself and be the first person to do something in order to encourage others, and you can now do this with positive results. You might need to start getting someone to come out of their shell and start interacting with the rest of the crew so you might try giving them a nickname, and even if they deny its use they will appreciate that you are trying to interact with them even if they never say it. You might be in a situation where someone is being isolated from the rest of the crew due to circumstances beyond their control, so you might decide to sit with them in the mess hall and end the isolation in such a way that things start going back to normal. You might even find yourself being hissed at by an unknown alien, proceed to hiss back, and actually get them to back down rather than antagonising them. These sorts of efforts will not have

negative effects, like accidentally antagonising someone by giving them an unwanted nickname and trying to interact with them or getting yourself isolated and disliked by associating with someone who already is. If you are the first person to do something when others are unwilling or unable to do so when they are capable of it, you can encourage others to break past any social stigma's or restrictions. You could apply this to situations like being the first to stand up to someone, thus encouraging others to do the same, or being able to fight back against something with a fear effect that prevents others from retaliating against its actions and thus allowing others to overcome the effect and defend themselves.

400 – **Just A Friendly Reminder That You Saved Every Memory You Ever Had With Jumper** – Perhaps it's because they adored you? You are an amazing colleague and a great friend, able to easily work alongside others and be easily trusted by strangers. You can make friends easily and emphasise with others, even if they are aloof or completely alien to you, and you know exactly how to reason with others if there is any way to do so. Your friendly nature even lets you develop close bonds based on shared experiences and interests, and if you run into issues there is a good chance that old friends might be capable of helping you in some way. Finally, if someone you were friends with is being controlled or influenced by something else, you will be the one capable of getting through to them even if nobody else can.

600 – **What Are You Doing With Your Tiny Finger?** – It's a pinkie swear, and when you make a promise with this, even species usually unfamiliar with the concept of fingers will believe your promise if it's genuine. You can also apply this in a way to get others to keep their own promises to you, so long as they make a pinkie swear, and make agreements that neither party will break so long as the phenomenal power of a pinkie swear is invoked.

> **Capstone Boosted** – You are hosting a multidimensional fungal organism, but rather than a parasite your relationship with this one is more symbiotic. By infecting others, which can be done as easily as making physical contact or releasing spores into the atmosphere that are then absorbed through skin and clothing, you can appear to them as a projection only they can see regardless of the distance or even if you end up in a different dimension. This infection is benign, not interfering with the hosts or causing problems for them and allows you to appear to them as yourself or using images from their own memories, interacting with them as if you were there yourself even if you cannot physically act on the surroundings or be seen by anyone without the infection. You could use this to stay in contact with your friends over impossible distances or annoy people by showing up and distracting them at the most awkward moments.

600 – **A Way That Everyone Might Survive** – It might be dramatic, but suicide missions aren't ideal considering the certain death portion of them… but fortunately despite all the doom and gloom involved, you are able to find a good side. Namely, a way to turn a plan that will most likely involve getting everybody killed into a way that people might be able to survive. Do you need to destroy a ship threatening all of existence, but the existing plan would cause you to get stranded and not be able to outrun the blast? You can figure out a way to ride the shockwave and run your ship's systems to get everybody back home safely.

> **Capstone Boosted** – You really do have a knack for removing flaws in the work of others. Perhaps your unusual connection to different realities lets you perceive how

the flaws were fixed or avoided elsewhere? On top of being able to patch the problems in others creations, you can ensure that you do not perform worse than you have before at specific tasks. Should you need to repeat a particular task, such as swabbing a particle matrix and emitter and get the shield for a ship back on line, but the last time you did so successfully you had been blindfolded for a drinking game, you would be able to repeat your previous feat even if the situation is much more severe by keeping your eyes closed. Certain allowances can be made, such as wearing different clothes or with a different appearance than your previous successful attempt, but you must try to recreate the same condition you were in the first time and significant deviations will make you less likely to be able to succeed the same way. In the given example, having one of your eyes open at any point in the process when you had both covered up the entire time during the previous attempt will reduce the certain success you would otherwise achieve with this effect active by 50%.

Officer

100 – **Unusual Speciality** – You might not necessarily be omni-disciplined like some Starfleet members seem to be, but you have a notable specialist in one field of study. The choice is up to you and no matter how unusual it will be taken seriously, and your specialisation noted as your area of expertise. You will never be arbitrarily assigned to a task that falls wildly out of your area of expertise, like being a protein specialist and being told to work on climatology. You might be asked to provide extra manpower for something, but nobody is going to expect you to be so competent at something outside your speciality.

100 – **Danger Zone Detector** – Not necessarily spider-sense, depending on what species you evolved from, but you are able to sense potential dangers extraordinarily well. It is accurate enough that someone else could use you to determine if something intends to cause harm, but they'd tell you about the plan first instead of just exploiting you without warning, right?

200 – **Getting Away With It Is Kind Of In Our Wheelhouse** – It is entirely possible that you might make mistakes at some point, Jumper. You could find ways to resolve them, accept the responsibility…or deny that you ever did anything wrong and find someone convenient to pin the whole mess on. Now you can. So long as they are not around to argue in their defence for any reason, and nobody else steps up to defend them, you can have someone else take the blame for a problem you are ultimately the cause of. Your defence can boil down to something as simple and childish as calling them an idiot.

200 – **I Am Sure What You Are About To Say Is Beautiful** – But there are times when you just don't have the time or patience to listen to a speech or pay attention to an emotional moment. Now you can just… skip these. Everyone involved will still get the same emotional impact and information that they would have gotten with the full speech.

400 – **We Will Create A New Balance** – Completely upending thousands of years of history and completely disrupting the existing structure on another planet might seem like the wrong move… but not to you. You could somehow convince an entire species that has been lied to for a millennia and are finally no longer afraid of those who have once used them as a livestock to not lash out when the chance becomes available. You can somehow stop the cycle of violence being perpetuated, even if you don't stick around to lead these people. Attempts to steer entire civilisations will not result in any negative consequences or your efforts blowing up in your face.

400 – **The Starfleet Manual Offers No Regulatory Guidelines For Interactions Between Humans With Klingons Grafted To Their Bones And A Ship's Doctor Returned From The Dead** – Hardly an example of by-the-book conflict resolution, but somehow you can get these sorts of things to work even when the rules usually stop the crew from hurting each other. As long as nobody actually dies and things more-or-less work out, your superiors will decide to ignore the behaviour of everybody, even if what took place is clearly against the code of conduct.

600 – **Evolved Jumper** – You have reached a stage in life where your body has developed some manner of additional defences, so it's technically 'maturing' rather than 'evolving', but

Star Trek rarely gets biological science right. You are noticeably stronger than others of your kind and have some sort of natural weapon that is usually concealed that is effective enough a species without it might need to rely on advanced defences to stop it entirely. An example might be spikes that can launch out of your head. You also have much better eyesight than an ordinary member of your species, allowing you to see more details in brighter and darker conditions.

> **Capstone Boosted** – Your enhanced state, combined with the highly unusual genetic material you have injected into yourself, seems to have made you highly receptive to further biological alteration. You are particularly receptive to the positive effects of experimentation intended to enhance you or give you new capabilities, while at the same time you seem to deny and filter out any negative effects. Incidentally, this makes you an ideal universal donor and receiver in terms of things like blood, bone marrow, organs or other biological material that is usually only capable of being given by or accepted by a small subset of a population or species to other members of it. Even if you were Human, there would be no issues if you donated blood to a Vulcan or received blood from one. This doesn't render you immune to bioweapons that are intended to kill absolutely everything they come into contact with, but you would find yourself surviving if the weapon was intended to be harmless or even beneficial to a particular subset of the population it was used on.

600 – **/ T O D A Y** – You are exceptional when it comes to understanding and repurposing technology far beyond that of your species… good enough to be offered a chance to join Starfleet if you came from a pre-warp culture, and be easily accepted into other similarly limited groups in the future. Even if the rest of your culture would not be allowed to know about such things, let alone take part, your rapid ability to adapt your understanding of even entirely alien technologies working on principles your culture hasn't even discovered yet is good enough to make you the exception to such rules.

> **Capstone Boosted** – Your genetically modified brain is even more enhanced, now able to process things that would usually be impossible. You could fairly easily work out how to follow a trail skipping through time itself to get to what is leaving the trail, and manage to pull off processing feats akin to catching a grain of sand in a hurricane using a pair of tweezers. You could mentally path your way through a rapidly bifurcating and functionally infinite interdimensional fungal pathway to get to somewhere you are familiar with by 'following the music' of your specific target even if navigating would not normally be possible, akin to finding a clearing in a forest by listening out for something you know is within the clearing.

Captain

100 – **Context Is For Kings** – You might consider that universal laws do not necessarily apply all the time, particularly to you, and you need to be willing to break the rules at the right moment for the right reason. You have a good idea of when doing so would actually be beneficial, and because you need to know the rules in order to bend or break them you have a complete knowledge of any regulations an institution you are part of has. You can also encourage others to use the same not exactly by-the-book approach as you even if they would usually strictly follow regulations.

100 – **This Is What You Trained For** – You actually have the training for a command position, complete with the capability to rapidly take in information and multi-task. While you can't necessarily do everything yourself, you are good at directing others to do their own jobs to the best of their ability. You also have an exceptional memory, allowing you to learn and effortlessly remember the names of your crew after a single quick sound off.

200 – **Captain Off The Bridge** – You can come up with all sorts of excuses to end up being personally involved in ground missions and dangerous endeavours when your position really shouldn't allow it. Perhaps you can claim you're expendable, or that you're a good pilot? While you're not on the bridge, somebody will be able to fill in your duties just as well as you can normally, so you don't need to worry about your stand-in messing things up on the ship while you're fixing things on an away mission. In terms of your off-bridge endeavours, however, there is no guarantee this will go any better than it would for anyone else, so be careful. Wouldn't want to end up in a wheelchair if you keep this up.

200 – **Pikes At The Ready** – Not only are you capable of presenting yourself as a figure of respectable authority and can easily obtain and hold a good reputation for your successes, you also have sufficient confidence and authority to apologise when you are wrong about something. If this is actually genuine, other people will accept your apologies with good grace even if you have caused them problems.

400 – **The Captain, And Only The Captain** – When it comes to classified or even particularly personal information, you are considered suitable for it to be shared with. This could be justified by your rank, your personal relationship with the ones sharing, or because you are in the right place at the right time. Whatever the reason, others will consider you trustworthy of sharing information with that they would be reluctant or refuse to share with anyone else for whatever reasons they might have.

400 – **That Was Funny. The Captain Of The Ship Isn't Funny, They're Terrifying** – They may be thinking of a different Captain… or they might have caught you when using a different approach than usual. You are capable of being reassuring and friendly if you want, and equally good at being stern and intimidating. You're good enough at getting across a certain attitude that you can entirely mask your true emotions and attitude if needed, sufficiently to remain outwardly confident even in the most dire circumstances and reassure a terrified crew, or pass the most advanced psychological profiling tests when if you were being perfectly honest you would fail them entirely.

600 – **The Best Of Starfleet** – Others might always be broken by a traumatic experience… you will not. You won't abandon the things that make you who you are because of the future containing an ending that you hadn't foreseen for yourself, as an example, having functionally unlimited willpower and resolve that can only be briefly shaken by the most extreme shock. Additionally, while Starfleet is usually known for having highly skilled members, it is not an exaggeration to name you amongst the best of them as you have a very high degree of proficiency with any skill required by any role within the organisation. You are an ace pilot, an expert navigator, an experienced tactician, and a seasoned diplomat amongst other qualifications. You couldn't necessarily do better at a particular field or role than someone who has dedicated themselves to it entirely with this Perk alone, but you could easily fill in for any role within the organisation due to your vast range of skills. This will apply for any organisations you join in the future, and you will retain the expertise gained from being part of previous organisations.

> **Capstone Boosted** – It would be somewhat inconvenient if someone considered to be amongst the best and brightest of Starfleet was to meet an untimely end. Fortunately, your unusual circumstances and association with time and space has given you an equally unusual degree of protection. You can decide whether to make your own destiny fixed in place, granting you a large degree of protection and ensuring you will reach that point, or instead decide to abandon that sort of certainty to forge your own fate at the expense of that certain protection. As an example, you could witness yourself being crippled at a specific point in the future, something witnessed due to some sort of precognition, temporal anomaly, or other prophetic event. If you chose to embrace this, accepting the incident as you witnessed it, you gain an almost unbeatable protection up until that point, as you were clearly alive and well before the incident and if something happened to you beforehand that would render what you witnessed impossible. You could exploit this knowledge and stand next to a bomb that would kill you instantly if it went off, safe in the knowledge that it will not go off while you are present as that would alter your established fate, although this does not guarantee that the bomb will not detonate at all as some means of extracting you from the situation and allowing the bomb to go off in your absence may occur. If you choose to refuse what you had perceived as your fate, you will instead find that any attempts to force you into a particular course of events will fail, allowing you to avert any sort of set future without the risk of paradoxes or dangerous temporal anomalies due to averting what would otherwise be a set course of events, though at the expense of the safety net that the other approach would provide.

600 – **Giving Up Our Values In The Name Of Security Might As Well Lose The Battle In Advance** – While some might usually try to side-line you because of your objections towards something on practical, ethical or legal grounds, that is no longer a problem. As long as you are in a reasonable position to be aware of something, you won't be kept in the dark because it would be inconvenient for you to find out and potentially object about whatever is going on. If you have a suitable rank, position in authority or known expertise in a field, you would be contacted regarding issues that are suitable for someone with your qualifications to deal with. They might not necessarily agree with your objections if you have any and are unable to make a good enough point, but they will listen to you and at least acknowledge your input in such matters.

Capstone Boosted – Most people, even the most morally upstanding, simply can't be everywhere at once to ensure that standards that they value are upheld. Now, that isn't too much of a problem for you. So long as you are part of a given group, be it a specific crew, organisation, general society or even species, they will begin to adopt your own values and standards as their own. This takes longer the less influence you have on them, so while a crew you are in charge of and frequently interact with will rapidly adopt your own moral or ethical compass, it will take considerably longer to affect an entire society unless you are a prominent and influential member of it. Even if you decide to remain discrete and unknown, so long as you have this Perk active you could get an entire species you are part of to at least start moving towards standards that you find acceptable, and this will not cause issues such as cultural backlash or accusations of abandoning traditions.

Enemy

100 – **The Torchbearer** – Usually this would be a Klingon ceremonial position, a role to activate the Beacon of Kahless to summon the twenty-four Great Houses in accordance with Klingon prophecy to unite the Empire. You can have this position here if you happen to meet the other qualifications, but in other circumstances you are also capable of uniting people against a common enemy. You can do this even if the factions you intend to unite are antagonistic towards each other, so long as there is a suitable enemy force to oppose, and the united factions will actually work together so long as that enemy remains. You also find it much easier to provoke others into a fight, either by trickery or having considerable luck in encountering those who think it is a good idea to shoot first for whatever reason, so looking for a suitable enemy to unite against won't be futile. Just bear in mind once you ignite the flames of war, this Perk alone will not help you put them out. Try not to be reduced to ash in the battles your newfound alliances wage.

100 – **Control Of The Evidence** – Sometimes you might need a reason for other parties to help you with dealing with those who are working against you and can't simply convince them with words or force. Why not simply frame your opponent for doing something that will ensure they are hunted down by any law-abiding parties? You can now create entirely believable but actually falsified evidence to completely fool others into thinking that the course of events and action you created are the real thing, though if they were the person who 'committed the crime' or directly witnessed the events in question they would be aware that the evidence is falsified as it does not match up with their own experiences. It will fool anyone else. You could, for example, make holographic recreations in security footage to show someone killing people when they didn't. The closer to reality your version of the events are, the easier it is to create this evidence and the less questioned it will be. You are equally good at spotting when others are creating or using falsified evidence, as you now know all the tricks involved.

200 – **Curiosity** – Why are you asking about precisely how someone survives in their current atmosphere in such a way you could use the information to kill them? Curiosity. At least, that's the explanation you can give and will be accepted. They'll even answer you and won't suspect you'll be using that information against them. You can ask all sorts of questions like this, and so long as you are not obviously an enemy of theirs, they will answer you with no suspicion about your motives.

200 – **Auto Destruct Failure** – Your opponents might be such a bunch of schmucks they can't even blow themselves up properly… or you used this. You can disable self-destruct systems of enemy vessels, preventing them from destroying things you'd prefer to capture intact. This applies to any systems that others can use to deny their enemies, i.e. you, their assets and information by destroying it.

400 – **Blast Doors With Windows** – It might seem a bit counter-intuitive to put a window into a blast door that doesn't look like it could stop a Klingon armed with furniture, let alone a powerful explosive, but apparently that's what passes for a functional blast door when it comes to your opponent's designs. It's even stranger when you consider that most normal doors that they use don't have windows. Those you are facing no longer seem to create and

use the safety systems they should be capable of using, and features like blast doors that could normally be relied on to activate automatically will now require a manual activation that is likely to require at least one person sacrificing themselves to do so.

400 – **The Federation Does Not Permit The Use Of Mines** – But you didn't actually build them. The Federation was under attack by Klingon vessels with cloaking abilities, and sometimes in war the terrible choice is the only choice. So long as you are not being ridiculously evil and careless with such things, you can get around ethical and legal restrictions when it comes to weapons and actions. Useful for wars where sticking to all the rules turns out not to work out so well, or you would otherwise be forced to not do something sensible or practical because of a restriction put in place for the best of intentions that is a problem in practice.

600 – **Reduced To Ash** – You are now an expert in the form of a very new and very effective method of infiltration, a form of species reassignment protocol that can surgically modify a member of one species to look and act like a donor species, whose DNA, memories and consciousnesses are harvested and added on top of the chosen species identity which remains intact and ready to be activated. It is akin to modifying the intended infiltrator into a "shell" that resembles the donor subject, using the donor for whatever is required to make the "shell" seem to be the donor themselves. The infiltrator personality is undetectable to measures that detect brainwashing, hidden commands, personality engrams, or any telepathic or empathic influence, until it is triggered and resurfaces to cast off the donor identity while retaining its knowledge for its own use. The physical components are not detectable by an advanced culture such as Starfleet even with a full set of physical scans, and while cruder applications of this technique will result in masses of scar tissue surrounding organs these can easily be attributed to torture. Only the most advanced testing, such as Chrodoblast-cell scans, can hint at procedures such as marrow-diminutions or neurological therapy. While you might be able to figure out how to perform the *choH'a* yourself without this Perk while you are here, this purchase ensures that the infiltrator personality will remain intact and concealed until an activation that is certain to be successful, rather than potentially allowing memories of the surgery to resurface in the donor identity or the personalities to conflict and cause issues. You will also be able to make the procedure painless rather than the traumatic approach used within this setting. Furthermore, once they are activated the body will regain capabilities of the infiltrator personality such as enhanced strength and durability while still retaining the donor's appearance, and you are capable of reversing the surgery if needed. The main restriction with this revolutionary surgical technique is that the donor and infiltrator must have some degree of similarity in terms of type of body and what form of life they are. While you could easily make a Klingon appear to be a Human or Vulcan, you could not make a Klingon appear to be a Gormagander due to the difference in scale and the latter being a non-atmospheric organism while the former requires an atmosphere to survive.

> **Capstone Boosted** – You didn't let something as simple as fundamental differences in physics and biology stop you from becoming what you are, so why would you be prevented from doing the same to others? You can now apply the procedure between any species so long as you are able to acquire a donor, regardless of differences such as biology, scale and physical or metaphysical laws that would apply to one but not the other. You can also perfect and alter the procedure, both your

own and similar ones used by others, concealing its use from all measures of detection as well as allowing you to keep one personality locked away forever or allow automatic reversion on a mental or even physical level without further surgical procedures. You could even have the procedure used on yourself without worrying about death of your personality and potential Chain-Fail as a result, so long as your body remains alive or you have some way of returning from the dead.

600 – **In Control** – Your body has become infested with nanites. Unlike a certain unfortunate member of Section 31, yours are under your own control and cannot be hacked or controlled by others, a feature that extends to any other cybernetics or artificial components you might have. As well as being able to let artificial or computer-based intelligences experience things in your body, something that can allow them to develop a mindset closer to your own if that is your goal, there are a number of advantages. There is a noticeable increase in your strength and the precision of your aiming, sufficient to allow an ordinary human to lift another into the air with one hand. A rather more useful feature is that the nanites will rapidly repair any damage to your body, making efforts to harm you that do not involve specifically countering the nanites or disintegrating your entire body at once limited in effectiveness. Even if your head was blown apart, it would be reassembled within a few seconds with no real harm done to yourself other than momentarily being unable to use your head and any functions it might have, as your mind, consciousness and what makes you yourself is now stored within the nanites as well as your biological form. The main issue you may encounter if relying upon this for defence is their weakness to powerful magnetic fields, which can be used to disrupt the metal nanites or drag them out of your body.

Capstone Boosted – It seems you've acquired an upgrade. Perhaps you managed to get hold of information from a certain ancient source, or from a different dimension via your unusual nature. However you decide to explain it, your nanites have become capable of rapidly adapting to measures used against them, and by extension yourself. Much like another synthetic threat that assimilates biological beings that the Federation will not be openly threatened by for some time, you can now adapt to resist and be immune to weapons and technology that is used against you so long as you and your nanites survive it. Where you might be staggered by a phaser blast initially, subsequent blasts will have no effect due to the incredibly rapid adaptation, and the magnetic field weakness within your nanites is no longer present. In time, your opponents may find that resisting you is futile.

Schemer

100 – **Mind of Mudd** – You're quite a schemer, and rather than go to the effort of needing to create things for yourself, you can use the work of others. You are extraordinarily good at taking over and using systems and technology that is not your own, and possess a variety of skills such as hacking and rewiring to get around measures that are intended to keep access limited to systems and locations.

100 – **They Have Limits** – You do not. In regard to morals or ethics, at least. You can just switch such things off to get on with any goals you have or tasks that need to be carry out, then switch them back on afterwards. You are also very good at concealing your own emotions and intentions from others if needed.

200 – **The Escape Artist** – You have a lot of experience being captured… and more importantly, escaping. You are a silver-tongued rapscallion who is, possibly by necessity, forever capable of escaping the clutches of those you have swindled and outraged. You can always find a way to escape captivity somehow and are rather good at coming up with schemes to avoid it entirely.

200 – **If Jumper Had Any Money They'd Be Sipping Jippers On A Beach Somewhere** – You can certainly convince others of that, as you have a silver tongue equal to Harcourt Fenton Mudd himself at his best. Thief, swindler and conman, entrepreneur, liar and rogue… you can be all of that with fantastic skill, able to fool even the most cunning and observant opponents. It would take someone equally as brilliant as you, or perhaps quite a lot of plot armour, to have any chance of outwitting you at your own games. At the very least, you can convince anyone that you have no money or resources when in reality you do. You might even be able to take advantage of any bounties for you with a rather clever trick involving android technology…

400 – **Blackmail Backfire** – Someone doing what you do can run into problems when others discover your actions, and while some might just turn you in, others will try to use this against you to get you to do what they want. Now, this is a rather bad idea for them. When someone attempts to blackmail you or threaten to expose your secrets, whether or not what they are trying to use is genuine, you will then immediately be able to counter them with your own blackmail and exposure of their own secrets. You don't even need to go hunting for their secrets, as the moment they attempt to use this strategy against you, you will immediately have something of greater severity on them. This greater severity ensures that even attempting a pyrrhic victory against you with their blackmail out of spite or desperation is not possible, as the successful release of both parties blackmail will now affect them noticeably more severely than it would affect you.

400 – **Jumper Is The Lesser Evil** – Somehow, you can very easily make this the case. Other people put up with a lot of your evil actions, focusing on people who aren't as bad as you for comparatively minor things. You might have built or ordered built a ship that threatens the multiverse, ordered endless torture of all that opposed you, and bombed escaping rebels… but some people will side with you because the one opposing you that is also a problem to them happened to lie to them, and are thus clearly a greater problem than you are. Even

when an alternative target for the 'ally' are the lesser of two evils when compared to you, you can make this target be seen as the one that must be vanquished rather than yourself if you can get your unexpected 'ally' to latch onto any sense of betrayal or disgust towards the other enemy and their actions. You can also achieve this redirection if you happen to have qualities that your 'ally' appreciates or respects, even if this is just a resemblance to someone they actually respect or feel guilty over getting killed. They might decide you're a problem after the other threat has been dealt with successfully, but until then you will be considered the lesser evil… even if you really aren't.

600 – **Vaulting Ambition** – The loftiest goals often require the longest running plans and a large number of things you need to arrange for them to work. You can figure out how to usurp control over organisations and factions through complex machinations. You can set up long-term plans that eventually get you and your supporters into exactly the right position at the right time, and you can manipulate others into actions that spell their own doom. You can also entirely conceal any fortunate 'coincidences' that you might arrange to get people or resources that you need. As an example, you might want a specific person on your crew, but they've been court martialed and sent to prison… so you could quite easily come up with and enact a plan involving the prison mine suffering from an accident in order to force a transfer of your target, then provoke dangerous creatures to assault the shuttle and ensure that the pilot who might interfere with your plan ends up being killed and the autopilot 'accidentally' malfunctions, allowing you to pick up the shuttle with your own ship and offer your now gratefully inclined target an opportunity they would not otherwise have.

> **Capstone Boosted** – It would not be entirely inaccurate to call yourself living proof that fate is real, and that nothing that happens within your machinations is purely an accident. While normally your plans might still have flaws where unexpected circumstances and events can throw them entirely off track, now things seem to happen that actually aid your plans. End up lost in another dimension? You'll be able to find a ship that will help you return and enact your plans. You can still make mistakes and miss things, but something entirely random happening that you had no way of accounting for wont ruin your plans anymore. Perhaps you have a destiny?

600 – **According To My Design** – It might be a different Emperor with that particular phrase, but you share both their and the local Emperor's knack for luring others into traps you have prepared while concealing that threat from them. You are also very good at setting up hidden traps to take advantages of the weaknesses of your enemies. You could lure an AI piloting a body via nanites into a location where you could create a powerful magnetic effect to disrupt the nanites and destroy the AI, even if it had been subjected to the same sort of trap before. You are also very good at spotting when you are being lured into a trap or deceived, even if the exact nature of the deception might not be clear. You can certainly tell when people are lying to your face.

> **Capstone Boosted** – You have an uncanny ability to spot and exploit weaknesses, be they in others living beings or in artificial systems, even if the latter is incredibly advanced. It would not be impossible for you to cause a holographic system to malfunction and go offline by blinking at their harmonic rate to disrupt their protocols, create a reference loop, and shut them down. You can also spot and exploit psychological weaknesses with uncanny ease and are aware when others are trying to manipulate you psychologically. When it comes to interrogating others who

you know lie to you, you can still get accurate information based on the questions they ask.

Items

General Undiscounted

Free – **Talosial Singing Plant** – A plant native to Talos IV, blue with a single broad lily pad-shaped leaf on a long stem with a white flower on top. As its structure vibrates from any breeze or significant movement of air, it emits a beautiful wailing chime that is pleasing to hear. You have several of these plants which seem to take care of themselves. These would be quite difficult to get hold of normally as the Federation's General Order 7 prevents anyone from approaching or making contact with the planet under penalty of death, and they were destroyed along with the Talosians in the Mirror Universe.

Free – **Communicators** – Combadges still aren't commonly used by the Federation at this point, outside of Section 31, so you can have a set of these handheld devices to keep in contact with others. You have enough of these for yourself and any Companions you have.

100 – **Hydro Bomb** – Detonated in an active volcanic system, one of these could be apocalyptic. This is a small but powerful explosive device, which can be remotely led to a detonation spot via a control panel that also doubles as a detonator. If detonated in an active volcanic system, a single one of these is enough to render a planet an uninhabitable blackened ball of dust within weeks, as the resulting phreatic eruption is capable of vaporising any landmass in the blast radius and throwing ash into the atmosphere. Should you need to take an entire planet hostage one of these could be useful. As starships such as the USS *Discovery* apparently keep these on board, there are presumably other uses for such a device.

200 – **The Watchful Eyes** – Should you need to monitor the population of an entire planet; this could be quite useful. These pylons can be automatically placed within every centre of population within territory you own or control, which create a network that you can access. As well as acting as an alarm system, these pylons have a built-in transporter system that can bring those around the base of the pylon to a specific location, such as one of your facilities or vessels within range. Finally, these pylons can be weaponized in order to wipe out the population if needed, or to broadcast signals for a variety of purposes.

400 – **Mycelial Network** – This is more of an offshoot of the original, which isn't tied into reality in such a way its destruction will lead to the end of existence. While you can still use any fiat-backed Spore Drive or similar technology without this Item, this purchase allows you to be revived here if killed once per Jump without issues, a process that will rebuild you from matter that can easily exist and remain stable both here and in the dimension you came from. Getting back out of it into normal reality might be an issue if you do not have the right abilities or equipment, but at least you'd be alive and this unusual space between dimensions won't regard you or your allies as invasive threats to it. It will, however, respond appropriately to any threats you designate that are inside it by attempting to break down their matter. These spores can even disintegrate the hull of an advanced starship given time.

Focus

100 – **Appropriate Clothes** – You have an outfit that can automatically change its form to fit into the environment, such as developing a waterproof coat if it is raining or a thermal lining if it is cold. It can also take on the appearance of any specific uniform you need. While wearing this, others have a greater tendency to accept your presence even if you shouldn't be there.

100 – **Personal Records** – You now have the equivalent of any paperwork required to justify and back up your existence. While this doesn't make you out to be anyone important if you don't somehow have that position, this will solve any issues where the absence of a recorded background or paper trail would cause suspicion.

200 – **Alice's Adventures In Wonderland** – One of the 1866 illustrated editions of the story by Lewis Carroll, considered one of the best examples of the literary nonsense genre and playing with logic. Those operating heavily on logic, such as Vulcans or Artificial Intelligences, find this book strangely fascinating. This book about madness also seems to be able to help in processing any mental issues that the reader has.

200 –**3D Chess Set** – You could use this for entertainment… both in a direct match and by lending it to anyone else. Anybody else using this set will end up in a heated argument with the other players. If you prefer to be a bit more constructive, you can set this up to cause them to work through any issues they have with each other in the process.

400 – **Home** – A comfortable place in a safe location, where you can be certain that the main plot aspects of a setting will not affect unless you bring them here. This might not be the most luxurious place in the world, and it doesn't have any inherent defences, but you can keep it off any maps and records, as well as prevent others from wandering across it accidentally. You will feel welcome and relaxed while you are here, and any arguments and disagreements are more easily resolved here.

400 – **Katra Stone Crypt** – A sacred crypt containing Katra Stones, which are capable of blocking telepathic links. You could hide someone here to prevent them from being detected by telepathy or similar capabilities. You will also find that should somebody be suffering from a mental or spiritual problem their condition will not worsen while they are in this location as it seems to stabilise them. This will not cause their condition to improve, but it will not stop it from improving by other means.

600 – **The Signal** – On occasion, you or your allies might need to be located and retrieved, but the standard approaches to showing where the party that needs to be rescued is aren't available. For example, you might be on a desert planet and need to be picked up, but a storm has cut off communications, leaving you stranded. In this case, the 'signal' could be manifested as a symbol marked out on the sand that is large enough for a starship to locate and retrieve you. Whatever this Item physically manifests as, it will always be able to attract the attention of the intended recipient regardless of your and their location, and it will not be noticed by anyone you do not want to be aware of it. A mark in the sand might have no relevance to a pre-warp culture and might not even be noticeable from their ground-based

perspective, but your intended recipient of a starship in orbit will easily be able to see it, and any other starships you want to avoid attracting the attention of will just ignore or entirely miss the signal. Wherever you are, you can ensure you can attract the attention of whoever you want. This doesn't force them to do anything about it, but they will be aware you are trying to be noticed by them. Allies would likely swoop in to help you, complete strangers may or may not ignore you, and enemies might be as likely to decide to leave you to suffer if you seem to be trapped somewhere as they are to come and deal with you themselves, unless you have some specific way of getting something across to them which will cause your intended outcome, such as challenging someone to a duel if they are the sort to accept such a thing.

600 – **Red Angel Suit** – A fully-functional copy of the centrepiece of the Section 31 Daedalus Project and the basis of the mythological figure of the Red Angel. This suit allows a single pilot to travel through time via micro-wormholes, and as these are inherently unstable the suit holds them open by generating a membrane that stretches from the suit to their starting point in their timeline, creating a visual effect similar to the wings of an angel. The original suit left an anomaly that generates tacheon radiation and creates red light as well as a massive electromagnetic burst upon arrival capable of disrupting systems on a starship, but yours can optionally disable these features. You can also weaponize this feature, creating immense electromagnetic pulses that can deactivate and destroy even highly advanced technology. The time travel function is capable of dragging entire buildings or starships through time and space without significant harm. Time seems to be fluid when using this suit rather than a fixed series of unchangeable events, as it is possible to alter events such as averting somebody's death when they would have otherwise been killed. The suit also has an extremely potent medical function, such as releasing bursts of energy capable of reviving someone who has recently flatlined. Finally, while the original version of this suit requires a Time Crystal that can be disabled via an EMP, the one powering this suit regenerates itself and neither has the need to be recharged by exterior means nor creates that particular weakness.

Cadet

100 – **Cadet Uniform** – This takes the form of a uniform or outfit suitable for a lower-ranking member of any crew or organisation, such as a Starfleet Cadet. While wearing this, you seem to be more approachable, and find yourself slightly less likely to suffer from accidents.

100 – **Space Rabbit** – Do these actually exist? Nobody else has ever seen one, but you apparently have one of these… perhaps they can turn invisible or hide within a pocket dimension? This could be an unusual pet, or perhaps something you can use to blame for a mess to avoid yourself or someone else getting in trouble. It seems to hide away somewhere whenever anybody else you haven't specifically introduced to is around, and it has been trained to make a mess of any room on request so long as nobody else is there to interfere with it.

200 – **Personal Replicator** – If you would like to avoid the somewhat judgemental attitude of a ship's main computer or the 'corrections' of others, you might like this. Identical in function to normal replicators you might find here, this one is locked to your own personal use, and comes pre-loaded with instructions to make edible substances you like or useful tools that you might need. Unlike others, this one can easily fit into a suitcase and has its own source of power and material, so you don't need to worry about it running out or not working if you take it far from civilisation.

200 – **Sample Collection Kit** – It would be awkward to be exploring and discovering things but not be capable of recording it all. Now you have all the equipment you need to safely collect and store samples of anything you might come across.

400 – **Mycelial Network Cocoons** – This pair of unusual piles of fungal matter can pull off that old trick of breaking down your form, transporting it across a dimensional plane and reconstituting it. It's essentially the biological equivalent of a Transporter, though this version can allow transportation over any amount of distance and will not have any sort of malfunctions or accidents. It is also possible to intentionally stop the transportation halfway, causing the user to be reassembled within the Mycelial Network itself, or use it as a way to get out of the Mycelial Network. As it is capable of deconstructing and reconstructing a body harmlessly, this Item is also capable of generating a new body should the user require one, from reasons including their old body being destroyed but their 'essence' remaining, to their existing body being unable to exist within a specific dimension. You could potentially grow more of these 'cocoons' to allow more than two points of travel, and they will retain the same properties.

400 – **Dilithium Recrystalizer** – You seem to have acquired a working version of an incubator designed to effectively recharge dilithium crystals, freeing any interstellar societies from having to seek new sources of dilithium for their warp drives. While the original developed by a member of the Xahean royal family could potentially be used to charge a Time Crystal, this one is capable of easily being used to repair or recharge any sort of crystal-like substance with any sort of energy they usually use or store.

600 – **Dark Matter** – You have a regenerating supply of something that clearly isn't composed of baryonic matter and contains metreon particles that can take the form of both radiation and gas. Fortunately, this comes with its own gravity simulator and containment system so you can safely store and manipulate it, as a single cubic centimeter of this material normally weighs 1.5 metric tons. This material has other interesting properties, such as interfering with things that have multidimensional properties and a complete inability to be teleported. You could hold a chunk of it in your hand, and if someone tries to teleport you and it, and the chunk would fall to the ground as you are teleported away. It also has volatile gravitational energy. You might be able to use these properties for interesting applications, such as pulling material towards a sample when in low gravity if tractor beams are not suitable.

600 – **Twin Planet** – Somehow, the Xahea species were born with their planet, making them twins and ensuring a natural balance on that world. Exactly how this works for them is unclear, but it seems you now have a similar relationship with a planet that came into existence at the same time as you did within this Jump. As a result of this, your 'twin' seems to have its own equivalent of any Perks and abilities you have. For example, if you are capable of turning invisible then the entire planet can somehow cloak itself, or if you can create a personal forcefield you will find the planet can establish its own defensive barrier. You will also have a sense for the condition of your planet at any particular time, so you will be aware if some large-scale disaster is occurring or if it is under attack.

Officer

100 – **Officer's Uniform** – A uniform suitable for your rank and position within whatever organisation or group you are part of. You will find your day-to-day jobs and tasks are noticeably more enjoyable and satisfying to complete while wearing this, which could certainly help to keep you motivated.

100 – **Mirror** – An unusually literal application of the idea of a 'mirror dimension', as this mirror is entirely mundane apart from the way its reflections are of alternate versions of people that would normally be reflected in it. As there are differences between these people and their counterparts, you will find that the reflection does not always match up with what the one on the other side is doing. You might brush your teeth and walk away after looking in the mirror, but your reflection might stay still staring at the mirror. This Item has limited practical use and cannot be used to pass into a different dimension by itself, but it could certainly surprise someone if their reflection doesn't match what they are doing.

200 – **Number One** – A name tag or other form of identification designating you as Number One. This gives you the position of First Officer on any ship in any organisation you are part of, and the ability to go solely by the name Number One without any questions asked. You can alter this to give the wearer another name that people will use without question, but it does not let you perfectly impersonate someone else if you put their name in, only making it seem like you have the same name as theirs.

200 – **Anti-Fungus Bark** – Just on the off-chance you happen to run into a particularly aggressive multidimensional fungus or get trapped within an interdimensional mycelial network, this might come in handy. In its standard form, it can be used on your body to defend yourself against the disintegrating powers of the mycelial network, preventing it from breaking you down. You might be able to use it for other purposes as well. While you could potentially acquire something like this while you are here, this Item is guaranteed to repel any manner of fungal or fungus-like life forms, and could be processed and altered in other ways to use against them.

400 – **Laser Core Sampler** – This is a modified version of the handheld laser drill and containment tool used by Starfleet. While it is still capable of drilling and storing samples, such as gathering meteron particles from a dark matter asteroid, this one can be used to literally drag invasive objects and organisms out of the target and store them within a forcefield, akin to a portable tractor beam. If someone was infected by a multidimensional fungal parasite that had spread throughout their body and was altering what they perceived, you could use this device to effectively drag it out of them harmlessly. The process is uncomfortable and may potentially knock out the subject it is used on, but it does not cause any damage like tearing holes in their body. While you could potentially find or create this using local technology and resources, this Item will work every time, will not harm the patient, and will work on invasive organisms or objects even of supernatural or spiritual nature.

400 – **Memory Reviewing Device** – On a long journey like yours, you might acquire quite a few memories you want to hold onto or share with others. Equally, you might want to get

rid of unpleasant ones. This device allows reviewing memories and deleting them, as well as copying and storing memories in video and audio form for purposes such as showing them with others. In theory, you could use this to forcibly alter the memories of a helpless subject, or extract information that is hazardous to someone's wellbeing.

600 – **Orbital Seeding** – You have a large number of devices that can be deployed onto a planet from orbit, allowing a payload of vegetation or similar biological samples to be rapidly grown within the targeted area even if the planet could not normally support it. Thanks to the use of EM darts, the samples can develop from seedlings to fully grown and fertilised vegetation within a matter of seconds. This could be useful for terraforming, or if you need to very rapidly acquire a large amount of a particular resource that is produced by the seedling-equivalent you have access to. While you might be able to acquire or develop such technology here, this Item ensures that the deployment and growth will occur successfully and not have unintended consequences for the planet it is deployed upon.

600 – **Spore Drive Upgrade And Schematics** – You now have schematics and material required for the creation and use of a Displacement-Activated Spore Hub Drive, an organic propulsion system that uses mycelium spores harvested from *Prototaxites stellaviatori* to allow nearly instantaneous transportation through space via a mycelial network that exists between multiple dimensions. During these jumps, the vessels using a Spore Drive leave normal space and briefly enter a mycelial plane, and while this might usually be limited to this particular dimension, purchasing this Item ensures you can use this technology and its principles in other settings. This version has a work-around that avoids the necessity of tormenting a Macroscopic Tardigrade or injecting someone with their DNA and plugging them into the Spore Drive, but if you have purchased the **TARDIGRADE** Perk you could feasibly act as a core or additional navigational system if needed with no negative repercussions for your health and sanity. This version also comes with safety features that prevents organisms from within the mycelial network escaping into the vessels that use the Spore Drive, and measures to prevent dangers to those using it such as hitting a Hawking radiation firewall. In terms of capabilities, you can assume that the Spore Drive can do everything that the version on the *Discovery* is shown to do, including using the Spore Drive while travelling at warp speed for a sudden stop, rapidly moving a vessel around a relatively small area, and even travelling to different dimensions within the setting's multiverse if sufficient data is collected. You can apply this Spore Drive upgrade to every ship you own, as well as have your own separated Spore Drive and mycelium spore supply for lab use if you want to experiment with other potential applications of this technology.

Captain

100 – **Captain's Uniform** – You have a uniform suitable for a command position on any ship you might be on and in any organisation that you might be part of. As well as being quite comfortable, it gives you an air of authority that can be casual and reassuring or intimidating and mysterious.

100 – **Bowl Of Fortune Cookies** – You have a replenishing bowl of Fortune Cookies. These are perfectly edible, do not go off, do not cause choking or any allergies, and the fortunes inside them will vaguely hint at events that are occurring in relation to whoever opens them. They will not give any specific advice and are much clearer in hindsight. They're more amusing than useful.

200 – **Emergency Docking System** – Need to transport a lot of cargo or people from one ship to another without shuttles, landing somewhere with an atmosphere, or teleportation? This enhancement to any ships that you have allows them to deploy a long series of forcefield-covered walkways and boarding routes to allow rapid movement between the ships. It's not necessarily reassuring considering that forcefields fail all the time around here, but it's better than nothing and won't run into issues like interference causing transporter accidents. It will work with any ships, somehow being compatible even if they are entirely alien to yours.

200 – **Coordinate Override** – You might need to send the vessel you are on to a different location than the established navigator or driver might intend. This device, which defaults to folding out of a hidden compartment in whatever vessel you are on, can override any systems that would usually send the vessel to a specific location and send it to another of your choice without anybody noticing the change in destination or being able to cancel it. This concealed feature is best used on vessels that do not obviously indicate where they are going, such as ships using a Warp or Spore Drive, as using it on a vessel where it is easy to see the surroundings from will allow those onboard to notice they are not going where they intended to go. Additionally, this can only be used to send the vessel to a location it could plausibly reach, so while you could give a starship a wide variety of coordinates such as entirely different planets, a train on a set track might be more limited in terms of destinations.

400 – **DOT7's** – An upgrade to any ships you have, and the next best thing to your own army of R2D2 knockoffs. These go out on the surface of your ships to repair things. Despite being designed for repair and maintenance, as well as dealing with any debris or organisms that might end up on your ships, they have enough aesthetic appeal that you could potentially make a popular cartoon or film starring them.

400 – **Cloak-Penetrating Algorithm** – This might be able to alter the course of a war in the right hands. This algorithm detects and exploits flaws in means used to conceal things from sight and sensors, allowing you to bypass these measures. You could render technological approaches such as Klingon cloaking devices ineffective against your sensors as easily as you could render more inexplicable methods of concealment useless against you. Even if a

means of concealment is considered flawless and impenetrable, this algorithm will allow you to get past it.

600 – **Time Crystal Monastery** – You now seen to own something very similar to the Klingon Boreth Monastery, a location where you can find a regenerating supply of a rare mineral known as Time Crystals or *poH qut* in the Klingon language, which is a rare material with a non-equilibrium matter state that is also considered a symbol of Kahless. Time flows differently within this location due to the high concentrations of this material, allowing somebody to live within the walls for decades, while outside them only months would pass. Unlike the original, it is up to you whether or not there are monks acting as guardians for this location, and if there are then they will be far more willing to provide you Time Crystals when needed. As well as their other uses, you will find that Time Crystals are capable of showing those who interact with them visions of their possible future, which some may find highly distressing. You can make yourself and allies immune to this particular effect if needed, allowing you to work with the Time Crystals without the same issue.

600 – **USS Jumper** – You have your own Federation-made ship, either of dedicated science-vessel *Crossfield* class or the heavy cruiser *Constitution* class. The newer and more agile *Crossfield* option is 750.5 metres long and 308 metres wide, with a crew of 136. It is armed with 7 Variable-Yield Phaser Arrays spread across its Saucer and Secondary Hull, as well as Forward and Aft Photon Torpedo Launchers, and protected by Mid-Strength Deflector Shields. Onboard it has Holographic Training Suites and Communication Systems, has both Tractor and Graviton Beam Projectors, 4 Landing Pods, numerous one-pilot auxiliary craft called Worker Bees that can be configured for a variety of tasks, and a number of Class C Shuttlecraft. The slightly older *Constitution* option is slightly less agile, but noticeably more durable and more heavily armed, at 288.6 metres long and 127.1 metres wide with 430 crew. This one is protected by High-Grade Deflector Shields, is armed with 7 Dual Emitter Phaser Banks and 2 Proton Torpedo Launchers, has a Tractor Beam Projector, and stores 7 Class-F Shuttlecraft onboard. Both options use a Matter-Antimatter Warp Drive that can allow the vessel to maintain Warp 8.0 for a brief time. You will find that both options are remarkably easy to refit, even on a large scale, within a very short timeframe.

Enemy

100 – **Suitable Uniform** – You now have a suitable outfit for your position, such as a set of Klingon armour or Terran Empire uniform if you happen to be one of them. You can change this to look like any outfit worn by the antagonists in any given setting you are in or have visited. You will find it provides a notable amount of protection against harm regardless of its appearance.

100 – **Section 31 Badge** – This is one of the black combadges that indicate being a member of Section 31 during this period, and you in particular can act as a Section 31 Agent while you are wearing it, with access to all the information and advantages that others with the position have. As long as it is switched on, you will be an authorised and registered member, but switching it off also redacts your record and conceals your membership from even the highest-ranking members of the organisation. In future Jumps, you can use this to gain a place in similar organisations.

200 – **Sensor Implants** – A tiny listening device, capable of being mixed into substances such as paint, that cause anyone who interacts with the paint to transfer the implants to them. They are almost undetectable, and a good way of getting hold of secrets from even the most paranoid of opponents.

200 – **Section 31 Drone Ship Upgrade** – Your opponents might think they outnumber you… until you deploy these. These are the same type of auxiliary craft used by Section 31's Control in 2257, but locked to your own command to prevent others from using them against you. These craft are compact enough to for thousands to be stacked into the modified surface of a single ship. They are armed with directed energy weapons comparable to Class C shuttlecraft and are protected with refracted lattice shields. They are intended to provide additional direct fire, as well as be launched in kamikaze attacks, but have somewhat limited durability individually. Rather than a single batch of these drones, this is an upgrade to can have applied to any ship that your own, with larger vessels being able to store and deploy more of them.

400 – **The Sarcophagus** – You either own the original or have a copy of the Klingon starship that is also known as *Ship Of The Dead*. This is considered a holy vessel, being covered with thousands of hollow metallic pods that are tightly interlocked to form a symbolic armour. These caskets contain a "Black Fleet" of remains of warriors, some of which are thousands of years old. While this would normally only provide a layer of ablative armour as well as a considerable intimidation factor, if you are faced by spiritual or supernatural threats you will find that the spirits of these departed warriors will return to defend the ship from them, and you might be able to find other uses for this potent symbology and spiritual significance. On the more technical side of things, this vessel is three times the size of its Federation counterparts, its crew can interface with the computers directly via ornate silver masks, it can generate a multitude of tractor beams from its "neck" section, and it is armed with directed energy weapons and torpedoes, possessing enough firepower to destroy the surface of a habitable planet. Finally, it is equipped with a cloaking screen that can render it invisible to sight and sensors, though at the moment this has to be briefly disabled when you are using the ship's weapons.

400 – **Minefield** – Some might not approve of this sort of defence, but they are rather effective when you need to deal with an enemy that can show up seemingly from nowhere. This supply comes in three variations of mines, which includes conventional Explosive Mines, Blade Mines that mount spinning blades capable of cutting into the hull of a starship, and Blackout Mines that interfere with navigation upon detonation and give false readings. Anyone going through the minefield will find it more difficult to stop colliding with the mines due to the effects of the Blackout Mines forcing them to essentially fly blind. This is compounded by the fact that any of these mines can also be guided by a computer to collide with any unauthorised ships unfortunate enough to be in the area you deploy them in. You can establish a minefield around any fixed property you own, such as a planet or space station, and have a replenishing supply that you can deploy from any ships you own.

600 – **Great House** – Not a building, though a headquarters is included, but a large group of Klingons loyal to you complete with a small fleet of ships. If you are a Klingon you may have inherited it, while if you are not you may have become its Head by defeating the previous one in natural combat and chosen as the new head in a way that is acceptable to all. As a result of your position, you hold a seat on the Klingon High Council, and you have significant political influence. In future Jumps you will have equivalent political and social influence within the faction you choose to be part of.

600 – **Control** – A copy of Section 31's threat assessment system relying on artificial intelligence, which can provide recommendations based on data you provide it in order to meet set goals. For example, if you wanted to prevent a war from starting you could provide information including the political layout of the major factions involved and their armed forces, and it could recommend avoiding specific areas where actions could cause major conflicts to flare up. It could also recommend the elimination of specific figures who it determines will try to ignite a war. While this system is not flawless, it becomes more accurate the more data you provide it and the more processing power it has to examine the data. The AI itself can be installed into any sufficiently advanced computer system you own, but defaults into being installed in a space station that you have access to in a location that is not recorded as having importance on any record, such as an abandoned prison or exhausted mining facility. If desired, you could extend the influence of this AI by giving it control of other resources such as ships, which it will manage for you and utilise should you order it to carry out a recommended course of action that requires the resources at its disposal. This version of Control is loyal to you and will work as intended to aid you in any goals you may have, using methods and approaches you authorise rather than making any attempts to subvert you or your instructions. If you give it commands, it will obey both the wording and the intention behind them and ask for clarification if your instructions are unclear.

Schemer

100 – **Useful Outfits** – You have your own set of outfits, some being gaudy while others are more practical, like a space suit. When you are wearing any of them, you are more likely to be overlooked or underestimated. Useful for a con artist, or if you're trying to hide.

100 – **Space Wanted Poster** – In the event you want to keep track of crimes that are being pinned on you, or see such a thing as your own personal scoresheet, you now have the equivalent of your own wanted poster. You can decide whether it lists crimes that are not known to others as well as the activities known to the public. Additionally, it gives an accurate value of any bounties that have been placed on you.

200 – **Pet Bug** – It seems you have acquired another member of Stuart's species for yourself. This is a helpful little critter with some similarities to a spider which can perform small tasks for you, like snatching up other people's food or acquiring small objects. It has a small listening device hidden on it, so you could use it to collect information for yourself or others. It is very easily overlooked by others, and you might be able to find ways to use this remarkably well-trained creature for a variety of schemes.

200 – **Ambush Kit** – Do you need to ambush someone in an effective manner while concealing your identity? This kit might be quite useful, including three tools. First is the Holographic Hood, while being an odd shape and not appearing to hide the wearer's face, it actually creates a holographic mask to conceal the wearer's true face to disguise them. Next is a wrist-mounted weapon that encases a target in a bubble-like container that floats a short distance into the air, rendering the target helpless against further attacks without breaking the bubble. Finally, there is a Drone that hovers in the air next to you, shooting any targets with blasts that can either stun or disintegrate depending on the setting.

400 – **Fake Corpse Creation Kit** – Need to fake a death? This allows you to create an entirely convincing corpse of anyone you have genetic information for, which will fool any means of determining whether or not it is the real thing. The exception would be the presence of the still-living person, which might raise questions. You can hand over the 'corpse' for identification, burial and so on, while the still-living original is now considered dead by any authorities unless they are identified as being alive and well elsewhere. You could even fake your own death with this.

400 – **Jumpers Androids** – A number of android duplicates of yourself, capable of being programmed to think that they are you until you give them a specific trigger, and skinned with replicant DNA so they appear to be biological in nature if you happen to be. Lile the ones you could potentially find or create here, these androids will completely fool any scanners used to determine their nature, of which the only real way to reveal it is to do something like ripping off an arm to expose the circuitry. Additionally, as you decided to buy this Item, this batch will hide their true nature from any other means of detection you might encounter, appearing to be you to any sort of special perception or supernatural capabilities. They aren't made for strength or durability, but you might be able to alter that with time and other technology. They will get along with each other and you quite well, so you don't need to worry about getting into an argument with yourself or being overthrown

by your android duplicates rising up against you. In addition to this batch, you have schematics that would allow you to create more of these with the same capabilities as described. Perhaps they could be useful if there is a bounty on your head or you need to pretend to be somewhere you are not?

600 – **Time Loop Device** – A device created by a four-dimensional race and powered by a Time Crystal. This device is capable of resetting time back to a pre-set point in the event of your death or another trigger you specify. Once you have achieved your goal, however many times it will take, the power source will disintegrate and need replacing, though fortunately you get another Time Crystal at the start of the next Jump if you use this one up. The loop only lasts for 30 minutes before resetting back to the starting point, returning everything to how it was at the start of the loop. The only reason this will not occur is if you end the loop yourself by disabling the device or the device is somehow destroyed. You, and anything with multidimensional properties, remain aware of the loop. If you die in the loop and it successfully resets, it does not count as a proper death that would end your chain or use a One-Up unless you have a Drawback overriding this sort of protection.

600 – **ISS Charon** – It seems you now own a copy of the Terran starship that was in service to the Terran Empire Starfleet in the mid-23rd century. This city-sized vessel houses a palace fit for an Emperor amongst its decks, as well as vast hangers, a prison complex full of agony booths, and barracks and facilities sufficient for ten battalions. To deal with enemy borders and combat within the ship, the corridors throughout are equipped with force field emitters to create barriers and concealed phaser cannons to automatically fire on any targets you designate. Other on-board facilities include luxurious staterooms and multiple laboratories. In terms of weaponry, it can release volleys of missiles capable of breaching a planet's crust and causing massive damage to wide areas, devastating a planet with a single attack. The most interesting feature of this vessel is its power source, a massive super-mycelial reactor that resembles a captured star at the centre of the ship, providing an effectively unlimited supply of power. Unlike the original, this does not disrupt or damage any sort of fabric of reality and risk causing the end of multiple universes, unless you specifically disable the safety features preventing this issue and deliberately start damaging and corrupting the fabric of reality. This can occur even in settings where the Mycelial Network is not present, should you decide to exploit this dangerous property.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – ***Local*** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Sensible Sibling** – (Free for Focus) – It seems you are no longer an only child, as you now have a sibling. They know you well, and while they might have some similarities in their behaviour to you they have a personality that compliments yours rather than being exactly the same. While you might have a friendly sibling rivalry, you get along with each other well and they are happy to support your efforts. They are equally happy to point out when you are doing something careless or making a mistake. If they are biologically related to you they could potentially be a twin, or if one of you was adopted you could be entirely different species.

200 – **Cheerful Crewmate** – (Free for Cadet) – Some members of the Federation might be considered overly smug or arrogant. This is someone who certainly isn't either, being quite jovial and welcoming from when they first met you. You may or may not have come up with nicknames for each other. Should you be having emotional or social problems, they will always be available to talk through your issues and help involve you with others you can get along with.

200 – **Cantankerous Co-Worker** – (Free for Officer) – They might be difficult for others to deal with, but they are good at their job and do actually respect you even if they would prefer to avoid admitting that out loud. They have completely different specialities to your own, and a knack for applying the talents involved in their field of expertise to other purposes. They have had an eventful life and are quite willing to share their experiences with others who clearly need such life lessons. You can expect a degree of banter when working with them.

200 – **Capable Commander** – (Free for Captain) – It seems you have formed a close relationship with another high-ranking figure. You certainly know each other well enough that either of you would quickly notice if there was something wrong with the other, or if somebody was pretending to be you. They are brave, talented, and have a knack of coming up with innovative solutions to any problems that both of you might face.

200 – **Amicable Ally** – (Free for Enemy) – What started as an alliance of convenience eventually became a fire-forged bond. You've seen each other in combat enough to be able to anticipate and work with each other without saying a word. Their way of fighting is opposite to your own, but works surprisingly well when combined with yours, focusing on agility and rapid attacks or sustaining attacks and responding with heavy attacks of their own, depending on your own most common approach. They're rather good at tactics and strategy used in combat, but their speciality is logistics.

200 – **Subtle Scammer** – (Free for Schemer) – While they originally intended to scam you, this con artist ended up becoming fond enough of you that their friendly facade became genuine. At least when it comes to you. They are rather interested in the opportunities that your travels could offer, and happy to lend their aid on any cons you intend to pull off. They are a master of disguise, capable of making themselves look like practically any species or person given enough time and have an uncanny knack of showing up when you need them regardless of where you might be.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Fanfic Toggle** – This Toggle allows you to ignore any Canon events and instead use any fanfic of this setting that you did not make as the basis for events in this Jump. This Toggle cannot be used to make the setting any safer, and you will not be benefiting from any changes in power level caused by this Toggle. You also cannot acquire any Companions, abilities or items that are not plausibly available in normal Canon. Tracking down a story where Q shows up might make things interesting, but you cannot really benefit from it.

0 – **Shorter Trek** – If you don't want to stay here for a full decade and don't have any Drawbacks you could avoid by leaving early, you can leave once the events of the series have finished.

0 – **Voyage Of Discovery** – Perhaps you want more time to seek out new life and new civilisations? You can stay for longer than 10 years and leave at any time after the usual 10 years are up.

0 – **What's Past Is Prologue** – Do you want an earlier start? As long as you aren't locked in by any Scenario or Drawback, you can start off in 2236, three days before the star Alpha Lupi is scheduled to go supernova.

100 – **A New Discovery** – Spock now seems to have an adopted sister as well as that half-brother nobody likes to talk about, but with this Drawback that doesn't seem to be the only unexpected additional character to the series. Now it seems Kirk has an uncle, Scotty has a twin sibling and there are bound to be other relatives of famous people that you've never heard of before. You will keep encountering people that shouldn't exist in canon, including that established here, who are previously unknown siblings and family members that seem shoehorned into events. This will not necessarily cause problems, as it is entirely possible that they are friendly and competent people, but you will not expect them and in many cases their existence will not make sense to you.

100 – **Not So Awesome** – Star Trek is by no means a perfectly safe place, but most of the time you can count on even the most dangerous threats watching their language. Now, this is no longer the case. People around you keep swearing, and 'mature' situations that make you uncomfortable keep occurring on a regular basis. The world does not seem family friendly wherever you go. It's not necessarily any more harmful or safer than it would otherwise be but features like alcohol or drugs are now somewhat obviously present, as well as intimate relationships between people.

100 – **Dimmer Switch** – Is what you will hope every room has now. You have sensitive eyesight, presumably from a medical condition or perhaps an alternate point of origin, which makes bright light uncomfortable for you.

100 – **Reassigned** – Maybe you should go for some sort of self-employment, because those you work for will not be very good at assigning you to areas you would be best at. If you were a member of security, you might be assigned to hospitality. There will be some relation between your actual training and your new job, but it is about as similar as an in-depth knowledge of the interactions of specific molecules and planet-scale environmental systems. Hopefully, you are either a bit skilled at a lot of things or a quick learner, if you find you cannot make your case against arbitrary reassignment.

100 – **ALL GLORY TO THE TECHNO-CRANE!** – You will occasionally find yourself experiencing an unusual vision, as if you are seeing from a camera that is recording the 'scene' you happen to be starting in. Unfortunately for you, this is never going to be something as simple as just zooming in, but instead could involve starting upside-down and swivelling around to follow someone, or spinning around a group of people around a table and repeatedly cutting between them. This won't cause any accidents, like occurring when you are walking down a set of stairs, but it is certain to be disconcerting when it does happen and you will often wonder what the point of it is.

100 – **You Have Really Beautiful Nail Beds** – You have an unfortunate and potentially embarrassing tendency to focus on irrelevant details or go off on tangents, particularly when you are nervous or under stress.

100 – **Klinging On** – If you ever wanted to hear Shakespeare in the original Klingon, this might actually be beneficial. You now hear everything everybody else says in Klingon, with any translation abilities or technology giving you subtitles but not altering what you hear. Everyone else can hear what is normally being said, and you are perfectly understandable to them as you sound as you usually would, but you are stuck with this audio option for your time here.

100 – **A Little Off The Top** – For some inexplicable reason, you are completely bald, and have no hair anywhere above the neck. Your hair will not regrow, any wigs or prosthetics that you use to replace or conceal this will immediately fall off, and any form you take will have the same issue.

200 – **Lorcal Counterpart** – Someone you like is replaced by a Mirror Universe version, who may or may not like you but has characteristics that are the antithesis to the original that may horrify you, e.g. being a cannibal if the original was a vegetarian, or being a warmonger if the other was a pacifist.

200 – **This Is A Saru-us Situation** – Like a species that developed from being hunted as prey, you have a sensitive danger sense. While you find this useful and normal, other people seem to think you are cowardly. Trying to warn people of dangers makes them laugh off your warnings most of the time and seem to compensate for your caution by taking more risks than usual.

200 – **Voquational Course** – An enemy has undergone extensive surgery to pose as you, for goals that run counter to your own. It is extensive enough they can think like you to some extent, and sufficient to pass for you around those that have general familiarity with you.

200 – **A Cause For Celebration** – It is not often that loosing someone is this. But you are the exception. You may be competent in your field, but you find it very difficult to work with anybody that you do not perceive as on your level. You will go into situations with specific expectations and should anything not fit within them you will more than likely ignore it or come up with solutions that don't really work very well. This could cause problems. Hopefully, you'll have someone you expect to point out your errors in judgement, or you may find yourself having to make excuses about why everything went wrong after you were put in charge.

200 – **Have You Noticed That I Talk A Lot** – Like someone else you might encounter here you tend to talk a lot. Unlike them, you are not likely to get any better while you are here or be particularly capable of concealing things from others. Don't expect to have much of a poker face. It might be best to let others use methods of subterfuge or step in instead of you should somebody need to play a specific role.

200 – **Yesterday We Dined On The Entrails Of His Brethren, And Today You Seek His Favour?** – On at least one occasion, you will end up in the awkward situation where you need the aid of someone and have done something that will make them less inclined to aid you, at which point someone will point out what you did to make them aware of it if they would not be for some reason. However they manage to find out find out, the person you need aid from will dislike you and be less willing to help as a result.

200 – **Classified Information** – Your Perks and abilities from other Jumps are locked and unavailable during your time here.

200 – **Anomalous Materials** – Your Warehouse, Items from other Jumps, and any resources you may have acquired from previous Jumps are unavailable during your time here.

400 – **Mirror Values** – You have the same darker and more disturbing mindset as some of the worst occupants of a Mirror Universe. While you are still you, things like eating sentient beings, convenient murder and sacrificing lives for any chance of success seem socially acceptable to you. You don't seem to automatically place any value on the life of others unless they benefit you, and you will have to reign in your impulses to blend in properly in this somewhat brighter dimension. Should this match your normal mindset for reasons like being a resident of the Mirror Universe, you instead lose a significant degree of the threat awareness that allows those in the Mirror Universe to survive while they and everyone else around them acts like this, and you are significantly more reluctant to resort to violent and cruel acts.

400 – **Jumper's Never-Mentioned Now Canon Adoptive Sibling** – You have your own entirely-unmentioned-ever-before sibling! They will always think they are right, they will keep making mistakes and horrible decisions, but unlike some they do not have the same plot armour or luck that would allow them to avoid the consequences of such actions. To make things more complicated, it is difficult for anyone else to see when your sibling is in the wrong, and you do care about them to some extent. Maybe you can provide enough guidance that they don't make a dangerous situation even worse?

400 – **Jumper's An Idiot** – You probably aren't, but that's not going to stop some people from calling you one if it would help them. Other people keep trying to use you as a scapegoat for their mistakes, and they will have an unusual degree of success doing so unless you can find ways to defend yourself.

400 – **Delta Radiation Victim** – You have been exposed to a critical level of delta radiation in an accident, disfiguring you and forcing you to be put on a form of advanced life support to sustain your withered body and life functions. Too weak and incapacitated to ever move or respond to physical stimuli, you are made mobile by a wheelchair tuned to your brain. It is currently set up only to use blinking light signals to respond to simple queries in the affirmative or negative, but that is to the extent to which you can communicate unless you or your allies can figure out a better system. Bear in mind, this setup seems to be the best the Federation was willing to give one of their most decorated officers.

400 – **Muddied Reputation** – It seems you have a significant criminal record, Jumper, and not the sort that will necessarily drive fear into the hearts of others. Though the Federation doesn't have a death penalty, you can expect to get arrested for a variety of crimes you have supposedly committed, including smuggling, attempted homicide, attempted regicide, transporting stolen goods, using counterfeit currency and perhaps even penetrating a space whale. There is a significant bounty on your head too, so you can expect bounty hunters to be coming after you if the Federation is busy. Bear in mind that some who are after the reward might not be quite as gentle with you as the Federation might be.

400 – **And When I'm Done, I'm Not Going To Work Through My Anger** – You can let it sit there and fester for eternity, because you are nearly incapable of getting over any slight or annoyance. Even an entire species getting wiped out without your help might only barely persuade you to let go of a grudge against them. It would be reasonable to expect nobody will consider you a particularly forgiving person while you are here.

400 – **We Have Other Plans For Jumper** – You are hosting a multidimensional fungal parasite known as a jahSepp, and it's one you might want to get rid of as it doesn't provide you any sort of advantages. Instead, it will create perfectly realistic images of people from your own memories to interact with you, frequently pestering you in its efforts to understand you. It also seems to be under the impression you are the go-to figure when it comes to any issues their species might have, and will interfere and become increasingly annoyed if you refuse to aid them. Its projections won't necessarily be obvious either, perhaps appearing as your own crew, superiors or Companions to try to manipulate you into doing what it wants.

400 – **Sometimes It's Wise To Keep Our Expectations Low** – But even then, you will sometimes find yourself disappointed. Nobody around you seems to live up to the expectations you might have of them if doing so would be helpful or support you. They might be able to solve problems, but not do so as easily as you might have thought. They might be amicable, but not as friendly as you hoped. They might be clever, but not as intelligent as you have believed. They might be kind, but not as morally upstanding as you

would have considered them to be. Everyone just seems to fall short of what you reasonably think they should be capable of, which could affect your faith in others.

600 – **Poor Anchoring Spot** – Dimensional travel and time travel clearly don't mix, as you keep being pulled into a timeline where something has wiped out life across the galaxy. Though you may have other methods of time travel and can hop around the local dimensions, you will keep being dragged back to this doomsday scenario. The only way to escape this is to avert the events leading to this future, which will not be easy as you do not start off aware of exactly what caused it. If the future remains unchanged by the time the Jump ends, or you are irretrievably stranded in that apocalyptic period, you will Chain Fail.

600 – **The Trouble With Jumper** – Someone thought it was a great idea to give a rapidly replicating species your DNA, so now they are not only almost as durable as you but given enough time they will develop enough to randomly use your Perks and abilities. This could be devastating depending on how powerful you are and what Perks you have. If the modified Tribble threat becomes large enough to the safety of everyone else, Starfleet will of course come up with an instantly effective solution that might not ever be used again. Unfortunately, this solution will get rid of you as well, causing you to Chain Fail.

600 – **Athletes Everything** – Somehow you have been dragged into the Mycelial Network, and while you aren't going to starve and you can survive in this environment, you aren't exactly how you used to be anymore. Your body has been broken down and rebuilt with this 'Space Fungus', meaning you cannot leave this strange space between dimensions by yourself without falling apart. You will need help to escape, and a rescue mission will be risky for everyone involved. If you come apart entirely in this new state or are stuck in the Mycelial Network by the time the Jump ends, you will Chain Fail.

600 – **Jumper Drive** – The Discovery no longer uses a Spore Drive. It now uses an unknown trans-dimensional energy source. Namely, you, having been locked into a form that cannot easily be determined to be a sentient being. The more they Jump around, the more discomfort and pain this causes you. While you might be able to persuade them that they are harming a sentient being, the lack of a Spore Drive to replace you and the events of Canon requiring this sort of transportation will make the more ruthless write your being unravelling off as an acceptable sacrifice. If you are used up enough, you will Chain Fail.

600 – **Not In Control** – Not of your own body you aren't, not anymore. Control, a dangerous artificial intelligence being used by Section 31, has somehow managed to infect you with a payload of nanites, turning your body into a puppet under its… well, control. It intends to use you as its own agent and given enough time may figure out how to control your Perks and other abilities via the nanites in your body. Fortunately for you, its nanites do not have the capacity to allow them to share any Perks or abilities you have and are vulnerable to powerful electromagnetic fields that could potentially be used to extract them from you. You are going to need to rely on your allies and Companions to help you out of this. As you may have guessed, if you are still under the sway of Control by the time this Jump ends, you will Chain Fail.

600 – **Dark Mirror** – Do you suddenly have a strange feeling you or someone else very similar to you should have a goatee? It seems you are no longer the only version of yourself present within this Jump anymore, though your counterpart is as different to you as the Federation and the Terran Empire are to each other. You and your counterpart are unable to co-exist, both due to opposing attitudes and approaches as well as the fact only one of you can continue as a Jumper. As well as any Perks and abilities you might have, you will find that they are backed up by similar counterparts to your own Companions. You will need to be the only one left standing by the time this Jump is over, otherwise you will Chain Fail… and your counterpart has the same understanding. Your main advantage here, if you could call it that, is that they have taken the same Drawbacks as you in order to get the same CP for their own Perks and Items, with your own presence accounted for with this Drawback from their perspective.

600 – **Time Is Savage. It Always Wins**. – It's a bit of a sore loser, to be honest. You might think your actions here are somewhat meaningless with this Drawback, as with it you cannot change the overall events of the Star Trek Discovery. Somehow, the timeline seems to be resisting your presence and countering efforts you make to change things. If you save someone who dies from a specific accident, perhaps another accident occurs and kills them anyway. If you eliminate someone because of a threat they would pose, events take place that allows the same danger you were trying to avert to occur. You might want to show up to turn the tide of a battle, only for your ship to suffer an unexpected malfunction that prevents you from being present. It's not necessarily a terrible thing, as events within STD generally work out and it's a prequel to other parts of the series, but you will not manage to really achieve any better endings for anyone while you are here, which could be depressing. Furthermore, this will not help you to avoid the effects of other Drawbacks, such as *Early Burn*.

600 – **Early Burn** – A certain catastrophic galaxy-wide event that crippled the Federation and devastated other warp-capable civilisations in the far future will now be happening ahead of schedule. To be slightly more specific, it will occur at some point at least one year after you start your Jump. While it will not cause you to automatically Chain Fail, it will fundamentally alter the course of events in this setting. If you have taken the *Time Is Savage* Drawback, you will find that this is the one event you can potentially avert as strictly speaking it is not meant to happen yet, but that Drawback will not avert the Burn event occurring without your actions to prevent it, and it would still occur at its pre-set point within the far future due to the *Time Is Savage* Drawback.

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

The Other 57 Percent

In Canon, Michael Burnham would manage to escape the Brig and survive the Battle of the Binary Stars, using ethical logic to persuade the computer controlling the brig security system to allow her to escape across the vacuum between her and the nearest intact compartment. In this Scenario, this risky escape attempt failed. This might have been due to the request being denied by the computer, a power failure that caused the forcefields to fail, or the 43% chance to survive her plan not being sufficient. With her absence, a lot of problems that the crew of the *Discovery* and the rest of the galaxy will face are no longer certain to be resolved as they would usually be. Fortunately for them, you will be stepping in to fix this mess, including the war her actions accidentally triggered. Unfortunately for you, this will not be as easy as it was for Burnham, as this Scenario does not automatically give you the same degree of plot protection she had, any automatic acceptance of very questionable actions, nor a time traveller who wants to keep you alive. You need to ensure that the major conflicts covered in seasons 1 and 2 of *Star Trek Discovery* are resolved at least as well as they would have been originally to succeed at this Scenario. Should things be significantly worse for Burnham's absence, you will fail this Scenario.

Reward = Burnham managed to bounce back from accidentally starting a war and being the first and only officer to ever be convicted of mutiny in the history of Starfleet to that date, to receiving a Medal of Honour and having her record expunged as well as being fully reinstated as a commander in Starfleet. Since you have managed to accomplish at least as much as she did, you have earned the Perk ***I Was Wrong.*** You are able to make up for mistakes you make and bounce back from such situations to a similar extent that Burnham managed. For example, if you accidentally started a war, you would have the opportunity to end it and perhaps even improve the situation and your own standing. If you can do sufficiently beneficial deeds, any wrongdoings you have performed will be overlooked, and you may even be rewarded. You might screw things up on a massive scale, but you will always be given the opportunities to fix it. This is not necessarily easy, with more serious deeds requiring more significant repayment, but such options will be available.

Jumper The Unforgettable

The Federation claims to come in peace… but you are not here for that, and it is a good day for someone else to die. The Beacon of Kahless has been lit, the Great Houses are gathering, and a war will soon begin. You must become the Torchbearer, unite the Great Houses, lead the war against the Federation, and ultimately win the war in order to succeed at this Scenario. This will not be easy, as what the Federation lacks in direct combat capability they make up for in terms of innovation and the advanced technology they can create and use to great effect. This cannot simply be a ceasefire and peace, you must conquer the Federation and ensure your Empire's dominance, for there is no victory without combat.

Reward = This was likely a bleak time for many, and a time many will not forget. But thanks to accomplishing this, you might be able to repeat such a feat in the future. Not have you earned the entirety of the Klingon Empire, which you can import into future Jumps, but you now have the Perk ***Jumper The Unforgettable*****.** Like the fabled first Warrior King and Emperor of the Klingon Empire, it would not be unreasonable to name you one of the greatest warriors of them all. This is not just due to your incredible martial might, but your tactical and strategic acumen so that you may lead others with as much success as Kahless himself. You know how to win a war without destroying your own empire, or when you need to end a battle in order to avoid a greater defeat, as an example.

A Kahless Mistake

While there were those working towards the Federation-Klingon War for political reasons, a key incident that allowed the war to ignite was a complete accident. Namely, the Torchbearer was accidentally stabbed with their own *bat'leth*… and considering the design of the weapon, it's entirely possible that it's not the first time this has happened to someone wielding one. It's not something that so many people should die over. To win at this Scenario, you need to find a way to stop or entirely avert the Federation-Klingon War and somehow bring about a lasting peace. If the casualties reach over 8,186 in this conflict, the number this took six months to reach on the Federation side in the Canon series of events, then you fail at this Scenario. The only consequence to failing this Scenario is that you do not get the reward.

Reward = You managed to avert, or at least significantly reduce the suffering during a war that could be argued to have started due to a single mistake. As you might want to either avoid such an incident happening again or take advantage of such, you have earned the Perk ***A Kahless Mistake***. This allows you to determine key conditions that must be met in order to start or stop any specific conflict. While this might give you a significant advantage in stopping or starting a conflict, it does not aid you in achieving the conditions needed or tell you exactly how to achieve them. Some conditions may be particularly difficult to achieve, such as a specific person needing to be assassinated but others are invested in their survival.

Mudd Wrestling

Perhaps you would enjoy a challenge that does not rely on your might as a warrior, tact as a diplomat, or wisdom as a leader, but instead one that tests your wits as a scoundrel. You have been given a list of eleven challenges. Five of them are targets for theft that you must somehow steal, and another five of them are people you need to somehow con. The eleventh challenge conditions are blank, as the goal for this final challenge is to pull off a plan for the most significant or valuable prize you can find through the most audacious and entertaining scheme you can come up with. You aren't alone in this challenge, having acquired a worthy opponent to compete against in the form of one Harcourt Fenton Mudd, the notorious con artist, smuggler and swindler. They have the equivalent of the Perks ***Mind Of Mudd, They Have Limits, The Escape Artist*** and ***If Jumper Had Any Money They'd Be Sipping Jippers On A Beach Somewhere***, as well as the equivalent of the Items ***Useful Outfits, Space Wanted Poster, Pet Bug, Jumper Androids*** and a ***Time Loop Device***. To make things interesting, both of you have the same first ten tasks and will be directly competing against each other, and the total value of the last challenge will be judged based on their local value and how impressive the schemes you came up with to obtain them were. As this is not a contest intended to be won by force of arms or violence, neither participant is permitted to kill their opponent, and while strict pacifism is not enforced during the challenges when taking into account guards and other figures, you cannot simply kill everything between you and your goal. This is a battle of swindlers and thieves, not mass murderers. Temporary deaths in Time Loops are permitted, but only if they are undone by the time the Time Loop ends and effectively never happened. To succeed at this Scenario, you must win at least five of the main challenges in the list and win at the special tiebreaker.

Reward = If you weren't able to win at this Scenario, you instead win the second place prize in the form of a mug wit *Second Best Schemer* written on it, and Harcourt wins his own prize of Jump-Chan helping him to escape from a previous arrangement. If you did manage to win, outwitting and outdoing one of the most notable schemers in *Star Trek*, then you have earnt the Perk ***Clear As Mudd***. Your experience at scheming and manipulating others has given you a strong sense of when others are doing the same thing. You can quickly become aware of any plots involving you and can figure out how to turn them to your advantage or the plotter's disadvantage without revealing that you are aware of what they are doing. This doesn't make you any better at scheming or manipulating otherwise, but once someone makes the mistake of involving you in their plans you will quickly be able to turn their efforts against them. The more integral to their plans you are, the faster you will realise what is going on, the greater your ability to turn others schemes against them, and the less likely it is that they will realise what you are doing.

Not holding much of a grudge despite losing the contest, or perhaps rather hopeful that you'll take them along to help them escape their previous arrangements anyway, you can optionally take Mudd along with you as a Companion for free.

Terran Troubles

The Terran Empire is a repressive interstellar government dominated by the Terrans from Earth, the counterpart of the Federation in the Mirror Universe. It rules by terror, and in the Imperial Starfleet officers promote themselves by killing superiors. It has been described as fascistic, oppressive, racist and xenophobic, predicated on an unconditional hatred and rejection of anything and everything "other". And you are going to have to deal with it in this Scenario, in one of two ways. The first potential outcome is to conquer the Terran Empire, usurping the current Emperor and placing yourself in their position, then ensuring that the Empire retains its dominant position by defeating the rebel forces and any resistance towards it, holding your position as Emperor until the end of the Jump. The alternative outcome is to reform the Empire, turning it into a more peaceful and less aggressive culture, but remain strong enough survive any outside threats. Exactly how you achieve either option is up to you.

Reward = This depends on which outcome you aimed for. If you went for the option of conquering the Terran Empire for yourself, you have proven yourself capable of surviving and thriving in a culture where violence was so ingrained that it became an evolutionary survival mechanism. As a result, you earn the Perk ***Terran Promotion***. Not only can you now claim a superior's position by personally killing them, but you have a sixth sense of when your own subordinates are working against you. You won't know exactly what they are planning, but you will know when they are planning something. No need to be paranoid, as now you'll know when they're out to get you.

If you instead went for the reform route, managing to reform a culture that some consider to be inherently cruel and only motivated by revenge, you have earned the Perk ***A Brighter Reflection***. Any efforts to reform any organisations or societies will be possible even if there would be some sort of metaphysical or biological barrier to doing so, and the reforms will not create weaknesses or remove existing strengths of what you are trying to reform. If you made a culture significantly less aggressive and warlike, they would make up for the potential reduction in armed forces and individual combat capability by developing more advanced defensive capabilities and establishing alliances with other factions. Those attempting to take advantage of those you have reformed find they are not any weaker or less able to function because of the reforms.

Black Badge

Section 31, an organisation which claims to protect the security interests of the Federation and that it was sanctioned by the original Starfleet Charter, specifically Article 14 Section 31 that allowed for extraordinary measures to be taken in times of extreme threat, has questionable use and success. During the mid-23rd century, the period in which *Star Trek Discovery* takes place, they operated with some level of oversight from Starfleet and even then almost caused disaster when the artificial intelligence threat assessment system known as Control that they created went rogue. On the other hand, several of their assets and actions have been applied for more useful purposes, such as the Daedalus Project that allowed the actions of the Red Angel, contributing to the end of the Klingon-Federation War, and aiding the stability of the Klingon Empire by interfering in an attempted coup of the High Chancellor L'Rell by Kol-Sha. In this Scenario, you have two choices; take over Section 31 and ensure that it continues to exist but actually acts in a beneficial manner for the Federation without the considerable mistakes and actively detrimental actions they would otherwise take, or ensure that the entire organisation is expunged from the Federation and will no longer be able to operate in the future.

Reward = Your reward depends on which winning condition in this Scenario you took. If you were able to turn Section 31 into an organisation that is capable of providing useful aid to the Federation and potentially allied groups without actually doing more harm than good with their existence, you are rewarded with full control over the resources of Section 31. You can import this covert organisation into future settings, with equivalently powerful and influential branches that are under your control being established in future Jumps within any factions you are part of. You will also be able to ensure that these organisations do not work beyond the restrictions you have set, so you won't need to worry about parts of your group going rogue or doing things that were against your intent when they were established.

If you instead work to dismantle the organisation, you earn the Perk ***Saint Of Imperfection***. This causes the efforts of similar organisations working against you in the future to be far more prone to failure, backfiring on their own factions, and have a much higher chance of accidentally exposing themselves and their actions.

Assuming Direct Control

Control was an artificial intelligence intended to act as a threat assessment system, which in Canon eventually goes rogue. One of its major plans involved acquiring data from the Sphere that the USS *Discovery* encountered in order to enhance itself. In this Scenario, it has somehow managed to obtain some of this information, allowing it to develop into a more formidable threat… and has noticed you as a significant threat to its existence. It will use everything at its disposal to eliminate you permanently, and will use forged holographic evidence of your activities to turn others against you, recreations of important officials to give orders to work against you, and deploy nanite-controlled operatives amongst other forces to take you out itself. In order to succeed at this Scenario, you will need to eliminate a significantly more dangerous version of Control than the crew of the USS *Discovery* would have defeated normally.

Reward = You have joined the ranks of those in Star Trek who have managed to defeat a powerful artificial intelligence. As this most likely took a significant amount of effort and time, you might appreciate a reward that makes dealing with antagonistic artificial intelligences in the future somewhat easier. You have earned the Perk ***Logic Bomb***. This gives you the classic capability to cause any artificial intelligence or sufficiently advanced computer system to freeze up, malfunction and potentially shut down entirely by confusing it with paradoxes and contradictory statements. This will work even if the system you use it on is defended against such efforts, would usually notice that the Logic Bomb has taken up too much programming time and killed that processing thread, or if it does not understand the concept of paradox. Optionally, you can cause the system to safely shut down along with any remnants of it that might survive it or go into a berserk state as it fails to process the Logic Bomb.

Failure To Ignite

Around 2958, the dilithium supply in the Milky Way Galaxy began to dry up. This caused the Federation to start trials on alternate warp drive designs, but none proved reliable. In roughly 3069, a galaxy-wide disastrous event occurred as all dilithium suddenly and mysteriously became inert, causing every active warp core to detonate in an antimatter explosion that later became known as 'The Burn'. This caused widespread death and destruction and led to the near collapse of the United Federation of Planets. Following the disaster, the Federation were unable to determine what caused it, nor know if it would occur again. You need to figure out what cases this cataclysmic event and how to avert it… which is going to be difficult, not only because you will most likely need a way to reach the correct time period, but time travel is banned after the temporal wars and what is left of the Federation after the Burn will not approve of your use of it even if it is intended to aid them.

Reward = Not only can you now have any ships in your possession retrofitted with 32nd Century technology, but your improved understanding of what caused the Burn has allowed you to come up with measures to prevent similar events in the future… or trigger them yourself. The 32nd Century upgrades include the addition of programmable matter for more intuitive control systems and optional detachment of warp-capable ship nacelles to improve manoeuvrability and efficiency, and neither of which will run into issues like falling apart if there is a power drain or disruption effect.

Ending:

The Jump is finished. Your voyage here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this galaxy?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

Thanks to anyone who worked on the *Star Trek* franchise, those who came up with Jumpchain in the first place, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-This Jump Document was created largely because there didn't seem to be one already. This author has no complaints if anyone wants to make their own version.

-This Jump is based on *Star Trek: Discovery*, the seventh series set in the *Star Trek* universe and created by Bryan Fuller and Alex Kurtzman. It was accompanied by the companion series *Star Trek: Short Treks*.

-Regarding staff or other followers for properties you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks or Species choice are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

-Potential plans for a future version of this Jump Document, should it be made, include an additional Origin called *Veteran* based on Commander Jett Reno, Vice Admiral Katrina Cornwell and Ambassador Sarek, covering their capabilities to survive if stranded and alone, use own fields of expertise for other applications, get away with being less respectful to those who outrank them, act as a therapist, notice details others overlook, act as a diplomat, have diplomatic privileges, have powerful telepathic abilities, and place a *katra* into someone else for various uses such as communication over interstellar distances. Possible clarification of the Burn-related Scenario once its cause is made clear, and possible addition of Items and Perks based on the 32nd Century events in the 3rd Season. Estimated time of new version creation and release is after Season 3 has ended, and possibly after some of Season 4 has been aired. There is no guarantee of this update, but it is a possibility.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.