Jumpchain CYOA v1.0

Books by David Weber and John Ringo: *March Upcountry*, *March to the Sea*, *March to the Stars*, and *We Few*

Introduction

Welcome to Marduk! The first thing you'll notice is the heat, but don't expect a vacation – this jungle world is one of the deadliest planets in the galaxy. Vicious predators lurk around every corner (and on every path, and up every tree), and the extreme humidity will destroy most advanced technology in short order. To make matters worse, the local sapient species is going through a series of bloody and chaotic wars, and in many places the belligerents will be eager to either treat you as an enemy or try and press you into service.

You arrive as a handful of shuttles perform a crash-landing on a dried lakebed in the mountains. You're surrounded by the Bronze Barbarians, elite guards of Prince Roger MacClintock: heir to the distinguished MacClintock legacy, and Heir Tertiary to the Throne of Man, but currently one of the most stuck-up individuals in the galaxy. You're far from civilization, out of contact, and with no transport, as the result of a coup in progress in which Roger has been unjustly cast as the villain. While everyone who got to a shuttle landed safely, there's currently no way to correct the record. Back home, Alexandra VII is still officially the Empress, but in reality her mind has been subverted and she'll be disposed of in an "accident" as soon as the conspirators' rule can be secured.

The goals are as follows: trek across half the planet, seize a hostile spaceport with whoever manages to survive, return to Earth, and defeat the conspirators in control of an interstellar empire. To help you along, here's 1000 cp. Good luck!

Insertion

Drop-in (0 cp): What it says on the tin.

Civilian (0 cp): You can choose any suitably unremarkable background appropriate for your starting location. If you start at the landing site, you'll be attached to the Bronze Barbarians, perhaps an assistant to Prince Roger's butler or a tech who maintains the equipment. Elsewhere on Marduk, you could be a reporter filming a documentary, a scientist doing research, or some other civilian professional with a reason to be there. As a human, you'll look very unusual to the natives, and in some places you may become a target for banditry, collateral damage, or a human sacrifice.

Mardukan (100 cp): Marduk's intelligent species, a race of horned, four-armed aliens at a level of development roughly equivalent to Earth's medieval period. You're larger and stronger than humans, and able to hide almost perfectly in the jungle (even against the best of modern technology), but you're cold-blooded and require a hot and humid environment to keep your slime layer from drying out.

Bronze Barbarian (100 cp): Elite bodyguards of the Empire of Man. You may not be Silver or Gold, but you're still one of the Empire's best soldiers, with a specialization as a bodyguard. You start as a regular grunt, but if you survive the attrition rate will make an eventual promotion essentially guaranteed. This origin requires you to start at the landing site.

Mardukan superfauna (400 cp): Marduk is a deathworld, and any of the species seen in canon are available to you. Some of your options are apex predators among apex predators. However, everything on Marduk is preyed on by *something*, and you'll have to stay in this form for the entire jump. Communication will be your own problem to deal with, as will the tendency of literally everyone and everything that sees you to either flee in terror or immediately attempt to kill you.

MacClintock (200 cp): You descend from an illegitimate line of the MacClintock dynasty. You'll never be in line for the throne, but this comes with benefits like a legacy of genetic engineering and a modest fortune inherited from your ancestors. You'll need to keep your genetic status a secret so you don't become a target for assassination by enemies of the MacClintocks. The rest of your background follows the same rules as a Civilian, but with an improved standing as a result of your wealth and your innate mental and physical abilities.

Commander (0 cp, special): You take the place of Armand Pahner, in command of Bronze Battalion, on the day it crash-lands on Marduk. You are an elite commander of the Empire, forged in fire over many decades, and charged with one of the most important tasks in the galaxy. Take the Bodyguard drawback at the price listed; see that entry for details.

Locations

Landing site: a dried-out lakebed in the mountains, and the place where the Bronze Barbarians first land on Marduk. One of the only places in the world not covered in jungle, Mardukans can't survive here for more than a couple of days, although dangerous species still make this place their home. This is the default starting location, and may be chosen for free; otherwise, roll for location, or pay 50cp to choose.

Sindi: once one of the largest cities on Marduk, it was recently sacked and most of the remaining population has abandoned it. It is currently being used as the primary base of the Boman warhost led by Kny Camsan.

K'Vaern's Cove: a fortress-city, and a maritime power not unlike Venice during the Italian Renaissance. It is the last of the southern cities remaining unconquered by the Boman, although without outside intervention and resupply it is likely to fall to starvation over the next couple of years. It is also one of the only sources of shipbuilding resources and expertise that might be harnessed to cross the "demon-haunted" Western Ocean.

The X'intai forest: a day's march from the landing site, populated by a tribe considered primitive even by Mardukan standards. Notable for being the home of the shaman D'nal Cord. Alternatively, you may choose to start with the tribe's rivals in the nearby city of Q'Nkok.

Diaspra: a city threatened by regular floods caused by massive rainstorms. It is ruled by religious fanatics who glorify water pumps, although a desire for reform is currently growing. In addition, the Kranolta tribe will be coming to burn it to the ground in the near future.

Marduk spaceport: The official center of government of the Marduk system, and the only place on the planet with any kind of modern amenities. Supposedly the administrative center for a backwater system of the Empire, in reality the governor is in league with the Saints – a rival interstellar nation led by fanatical environmentalists who apparently care nothing for their (human) citizens. The people living here don't have much contact with the greater galaxy, or even the rest of Marduk. While it's fairly easy to leave on foot, you may want to avoid the nearby Krath Empire as they're always looking for human (Mardukan) sacrifices. Prince Roger and his cohorts will eventually show up here, looking for a way off-planet.

Earth: The home world of the Empire of Man; the starting location for those who don't want anything to do with Marduk. The events of canon won't come your way for a year or so, although a recent attack on the Imperial Palace (which failed, at least officially) has led to political instability and rumors of a silent coup. Civilians may choose this location for free.

Free choice: You may choose any of the above locations.

Perks

Soldier Training (100 cp, free Barbarian): All the abilities, instincts, reflexes, and skills of an elite soldier of the Empire of Man.

And the Kitchen Sink (100 cp, free Drop-in): You always seem to be able to fit one last thing into your pack. You're not actually manipulating reality, but anyone watching you would swear you're actually twisting space to make everything fit. Even once you've reached your limit, if there's something left over you're likely to find a way to stick it in your pockets instead of leaving it behind.

Nose for Danger (200 cp, discount Mardukan): A lifetime of experience on a deathworld has given you a sixth sense for unexpected threats. You can still be caught off guard, but even the smallest hint will tip you off that something's wrong. With more overt evidence, you'll be able to easily deduce information about the threat. In modern settings, you'll be able to do things like immediately knowing when a whistling sound is a bomb and how far away it will land.

Tolerated Acquaintance (200 cp, discount Drop-in): Really, it's a rare honor. For some reason, Prince Roger actually has some kind of respect for you. While this doesn't make him much more likely to follow your advice, he'll at least be willing to hear you out. Additionally, you have experience with what arguments will work best to convince him of your point of view, and some idea of how to direct him when he refuses to see reason. In return, you have a somewhat irrational fondness for him despite his faults. After the jump, you will be particularly good at getting people with difficult personalities to see reason, and maybe even reform with time.

Pre-industrial Tech Base (200 cp, discount Civilian): An inherent knowledge of medieval and Renaissance technology, from metallurgy to gunpowder to sailing ships, including how to make everything from first principles. If it was invented before steam, it's probably included. You won't get the materials or any technical skill, but you'll have a lot more options in pre-industrial societies.

Basik? What basik? (200 cp, discount Civilian): Never be affected by speciesism again. Those around you won't treat you differently due to your species, and they won't think any species-specific differences between you are unusual or worth commenting on. Also, unless they already see you or your species as an enemy, they will start from the assumption that your presence or actions are just as legitimate as they would be for an average member of their own species. They won't ask any awkward questions like why nobody like you has ever been seen before in history, or why you happen to look like a particularly stupid Mardukan prey animal.

Marduk survival kit (200 cp, discount Mardukan): You have a comprehensive knowledge of all the predator and prey species of Marduk, what is safe to eat, where it's safe to set up camp, and so on. Even if you were dropped randomly into the Mardukan wilderness with no supplies, you should be able to survive at least long enough to make it back to a city (well, as long as you aren't *too* unlucky). Having a detailed knowledge of so many different species means that some of the lessons may be transferrable to other situations as well.

Improbable Efficiency (300 cp, discount Barbarian): Critical resources like food, fuel, and power will last a lot longer in your hands, and whatever's left when you're done will somehow seem to be barely any less than what you started with. This also applies to resources used by a group, so long as you're the one changing the batteries, recharging the equipment, or handing out the rations. You'll still run out eventually, but everything will last at least a few times longer than it should have.

Repair, replace, repurpose (300 cp, discount Drop-in): You're an expert at holding damaged equipment together with the equivalent of duct tape and string. Most components are easy to replace, and while anything rare or specialized may take some time you'll find a substitute eventually. While a shortage of plasma power cells might be a major problem in the wilderness, finding a decent alternative probably isn't beyond your capabilities. If necessary, you can also build new components from scratch, or even entire devices (ala MacGyver). Your work won't be as good as the real thing, but you can always squeeze the last ounce of life out of your gear.

Infiltration Specialist (300 cp, discount Civilian): You're particularly well-informed on how to trick or evade high-tech surveillance and identification – whether you're facing infrared cameras, behavioral analysis, or genetic scans. While this doesn't help you with the execution, you have an inherent idea about what methods someone might use to track or observe you and the techniques you could use to lay false trails.

Peripheral Awareness (300 cp, discount Mardukan): Rastar, Prince of Therdan is famous for his ability to accurately fire four pistols at once at different targets, despite having only two eyes to aim with. Now you can do that too, splitting your attention, aiming and firing using only your peripheral vision. This skill at mental processing might be useful in other circumstances as well. However, you won't be able to pull off Rastar's stunts unless you have the same number of arms.

Extreme Reflexes (300 cp, discount fauna): Respond with a speed near the absolute limits of biology. You can dodge, brace yourself, or retaliate the instant your senses perceive something. For those with the fauna origin you might already be pretty good, but this guarantees you'll be the best. Your muscles are coiled springs that can release their pressure in an instant, and those without heightened senses will perceive your movement as a blur. You'll also be good enough at evaluating the situation that you won't have to worry about making mistakes when reacting faster than your conscious mind can follow.

Tactical Polyglot (300 cp, discount Commander): You have great skill in military tactics, applicable to all levels of technology. You are particularly adept at using unfamiliar technology in warfare and how it would perform under different conditions. No need to wonder how 25th-century camouflage would change the dynamics of a cavalry battle, or how to command a fleet of galleys against a submarine. This also applies to unusual combinations that might come about from mixing together the technologies of multiple realities. You won't get any skill in using the equipment personally, or any guarantee that you can win a battle against superior technology, or anything that prevents you from being surprised by something you didn't know about – but you'll be able to act like an experienced general who's seen any particular combination many times before, with an instinctive sense of the best approaches to make victory the most likely (or defeat the least painful). In other worlds, this can also be applied to magical and other supernatural abilities, as long as you already know what they're capable of.

Tactical Ambush Skills (300 cp, discount Commander): You are particularly skilled at taking your enemy by surprise on the battlefield. Your execution of tactical and strategic traps will never be hampered by miscommunication, accidents, or incompetence, and no trap you set will ever fail completely unless it requires someone to pick up an Idiot Ball. If nobody notices anything out of the ordinary, they're guaranteed not to suspect anything, and your successes will tend to be more effective than expected. However, a particularly cunning (or paranoid) opponent will still come prepared, especially when the information they have doesn't seem to add up, and they may have information sources you're not aware of. You will gain a minor improvement in trap-related skills outside the battlefield as well, such as in personal combat and verbal sparring.

Logistical Genius (300 cp, discount Commander): You have a preternatural understanding of the storage, use, and transport of consumable supplies. When you prepare for a journey, you'll always know exactly what things are the most essential and can precisely estimate how much will be needed. While this doesn't let you see the future, you'll know exactly what margin of error you would need in the event of any particular contingency. You'll also know the best way to store and carry your supplies, or else how to get them delivered while you're on the way. If you're resuppplying an army of aliens, or ensuring you have adequate nutrition on an alien world, this perk is your friend.

Big Game Hunter (300 cp, discount MacClintock): You've spent years hunting the galaxy's deadliest fauna (and sometimes flora), and being hunted by them in turn. When presented with an organic target, regardless of species, you have an intuitive understanding of its weak points and where to strike to take it down. You are also highly skilled at determining their abilities and predicting their behavior.

Extreme senses (400 cp, discount fauna): You have the senses to survive and thrive as predator or prey in all types of environments. You have the eyes of a hawk and the nose of a bloodhound. You can see an entire range of new colors in ultraviolet and infrared, you can detect movement by the feel of disturbed air currents, you can easily taste the component parts of a meal, and with the right source of sound you could echolocate like a bat. This enhancement will apply to any other (mundane) senses you have as well. Alternatively, you may forgo all of these benefits and instead apply them to a single, more esoteric sense, like mage-sight or danger sense. Consult Jump-Chan for how this will work in any specific case. You may buy this perk more than once for this purpose.

Adaptive senses (400 cp, discount fauna): You can instantly process, sort, and understand all types of sensory data without being overwhelmed. Nothing you are capable of perceiving can escape your notice, and new or unfamiliar types of sensory information will feel natural to you after only a short period of adaptation. Mundane types of adaptation (such as adapting your eyes between darkness and light) happens immediately. You can also filter your senses to remove extraneous information, or just to return to your baseline senses for a while, although under normal circumstances this will not be necessary. The filter will also activate reflexively to protect you from sensory overload and other injuries, so enemies will be unable to blind or deafen you. You will also have some resistance to effects that would normally block or destroy your senses, or that use the senses as a vector of attack.

Honesty Effect (400 cp, discount Civilian): Corrupt individuals will act like you've already bribed them, or have the necessary influence to make bribes unnecessary. They won't act like you're their best friend or take massive risks on your behalf, but it's enough that they'll treat you like a typical client. This works even for people you haven't met or who aren't obstructing you in particular, as long as the corruption would otherwise interfere with your objectives. You'll never be left with a substandard outcome because someone was skimming off the top.

Permanent Advancement (400 cp, discount Drop-in): Often you don't have the time to help someone as thoroughly as you would like. With this, whenever you introduce new technology to a society, you're guaranteed it won't be lost, monopolized, corrupted, outlawed, etc. Additionally, it will never be used in a way you would ethically disapprove of.

Black box (400 cp, discount Civilian): Maintaining technological superiority can mean the difference between life and death. This prevents others from salvaging your tech or figuring out how it works, unless it's entirely inferior to what they already have. Even if someone gets an intact, working copy, they'll find reverse engineering to be impossible beyond figuring out basic operational instructions (like swinging a sword or pulling the trigger on a gun) unless you deliberately left them an instruction manual. However, someone who uses magitech or other approaches that aren't fully technological will be much less inconvenienced.

Rugged reliability (400 cp, discount Barbarian): Marduk's harsh conditions will eventually destroy all but the most resilient of technology. With this perk, that will never be an issue. It doesn't affect battle damage or deliberate sabotage, but your tech will continue to work in the most unlikely of environments. You could fire a plasma gun underwater with this (although boiling the water around you to several thousand degrees may come with its own issues).

Against the odds (400 cp, discount Commander): When your forces are greatly outnumbered in battle, you and your allies will gain the resolve and stamina to face wave upon wave of enemies without tiring, becoming intimidated, or breaking discipline. At minimum, you are guaranteed that everyone will take at least one of the enemy with them. However, you are particularly good at leveraging your advantages to achieve ratios of ten to one or more. Opponents whose primary strategy involves weight of numbers (AKA a "Zerg rush") will be especially affected.

Sense for Politics (400cp, discount MacClintock): In any political power structure, you instinctively know who the key players are, and who you could approach in order to achieve any particular political goal (including revolution, if you're so inclined). This also comes with a sense of who is most likely to oppose you and who would be most sympathetic to your cause.

Engineered mind (400 cp, discount MacClintock): A legacy of genetic engineering, plus a small amount of major brain surgery, has left you with a brain optimized to the human maximum. You're not an AI, but you think faster, learn faster, have perfect balance, and can easily make connections others would miss. This also prevents most types of brainwashing or mental attacks, and grants you a general boost to willpower, along with nearly photographic memory. You have subconscious control over most bodily functions, including the ability to suppress pain and to consciously modulate your breathing and heart rate. In canon, subverting it needed an extreme combination of hacking, drugs, and conditioning; this version makes such attacks impossible.

Early Start (200 cp, discount Drop-In): Instead of importing at the time of the crash landing on Marduk, you can start up to three months earlier, giving you the chance to avert the coup (or join it, or just leave to see the galaxy). Your options for starting locations will remain the same, except that the landing site is replaced by the general vicinity of wherever Prince Roger is at the time. Not compatible with the Bodyguard or Survivalist drawbacks.

Items

Bead pistol (100 cp, free Barbarian): A basic ranged weapon in the Empire of Man. Unlike all the others on Marduk, this one will never malfunction or run out of ammo. Other people won't notice this minor detail unless you deliberately draw attention to it.

Chameleon suit (100 cp, free Barbarian): A smart camouflage suit that blends in by mimicking the properties of your background, no matter which direction you're seen from. It isn't perfect, especially up close, but even then it creates a visual ripple effect that obscures your shape and also causes nausea if you stare at it for too long. Originally designed for use in vacuum, so it has a sealable helmet and internal air supply, and recycles all types of biological waste. It's also decent light armor, though a direct hit from a basic gunpowder weapon at close range will still be enough to get through it.

Toot (100 cp, free Civilian): A handheld computer of the Imperial era, wirelessly integrated into your mind. It can be used for pretty much everything you'd expect, but abilities include translating languages from scratch (taking a few minutes to a few hours for full understanding, depending on how similar it is to a language that's already known) and manually taking control of the user's

body to follow a specific program. The latter can work as a failsafe if you get mind-controlled or lose consciousness, but be aware that it can also be hacked and the program turned against you. The toot also contains a copy of a universal encyclopedia covering all publicly available information in the Empire of Man.

Ration bars (100 cp, free Drop-In): Not the tastiest – okay, actually they're pretty terrible. However, each one can replace a full meal, and you have a stock of 30 bars that replenishes daily. In addition, Jump-Chan guarantees that they can fulfil the dietary needs of any species as long as the recipient is physically able to consume them.

Surveillance beads (200 cp, discount Civilian): a set of tiny, high-tech beads used for spywork. Once activated, they can be dropped unobtrusively and will transmit high-fidelity audio to the control unit. While they can be found by someone with the right tech or who knows what they're looking for (or if they're just really lucky), they're very easy to miss or mistake for something else.

Power armor (300 cp, discount Barbarian): An intricate full-body mechanical exoskeleton, appropriately sized for your person. When activated, it amplifies your strength and speed a hundred-fold and has the shock absorbers, inertial compensators, and other equipment to match. It is essentially impenetrable to projectile weapons, or any other form of kinetic energy you're likely to find on a battlefield (although getting tossed around isn't any harder than before). It holds enough power for a week or two of continuous use, but on Marduk it will need to be carefully stored and maintained to prevent the humidity from destroying it. After the jump, an automatic maintenance and power supply station will appear in your warehouse.

Plasma gun (300 cp, discount Barbarian): You may choose one of two variants. The plasma rifle is smaller, easy to handle, and used for precision work, when "precision" still means melting your way through thick armor and incinerating your target. The plasma cannon, normally mounted on tanks, is an artillery weapon used for large-scale devastation, and is too heavy for a single human to carry without power armor or some form of super-strength. Both versions require external power packs, and come with enough for a few dozen shots at full power (more if you conserve power when firing). Like power armor, they won't last nearly as long on Marduk as they would elsewhere. However, they won't explode catastrophically if they malfunction.

Bead cannon (300 cp, discount Barbarian): The machine-gun cousin of the bead pistol, for when a single hypervelocity projectile isn't enough. Easier to use and maintain than a plasma gun, without indiscriminate area-effects.

Prince Roger's gun (300 cp, discount MacClintock): Somehow you have a copy of Prince Roger's highly customized hunting rifle. It uses an archaic propellant system, but has a rather excessive amount of penetration power and is effective against most species on Marduk as long as you can hit them in the right place. It comes with three hundred rounds of ammunition, packed into several crates, which are usually reusable if you can retrieve the rounds. They're pretty heavy though, and unlike the prince you can't order someone to carry them around for you. The crates will refill at the beginning of each jump.

One-shot (400 cp, discount Drop-in): a short-ranged one-use pistol-sized weapon that can kill a target through even the toughest power armor, by sending lethal vibrations through the armor rather than penetrating the armor itself. In addition to ignoring most physical obstacles, in other jumps you may find that it can also disrupt forcefields and other energy-based defensive technology. This version recharges once a week.

Extreme camping gear (400 cp, discount Drop-in): This deceptively thin-looking tent will protect you from almost any environmental conditions. It includes camouflage that confuses both regular and exotic senses, so predators are unlikely to find you without literally tripping over you. On the inside, it's filled with everything that might be needed by the enterprising jumper stranded on a deathworld. Ice, water, jungle – it doesn't have everything, but contains equipment for dealing with many common deathworld hazards, such as unbreathable air and lethal diseases. Since it's focused on survival, you won't find much that's directly usable for combat, but a modern high-penetration hunting crossbow is included, and a sufficiently creative camper could always find nonstandard uses for the equipment. The tent and everything inside folds up into a pocket-sized cloth bag when not in use, and damaged or lost gear (up to and including the tent itself) will be replaced under permanent warranty by Jump-Chan at the end of each jump.

***Civan* cavalry mount** (300 cp, discount Mardukan): Looks like a velociraptor from *Jurassic Park*, except much stronger and heavier, and is just as ferocious (to your enemies). It's trained to carry Mardukan warriors into battle, and is used to obeying you without question. You'll need to find a way to support its huge appetite, but that's a small price to pay.

Flar-ta (300 cp, discount Mardukan): A six-legged elephant-sized pack beast that looks like roughly like a Triceratops. Despite being "docile" (relative to the wild flar-ke from which they're descended), they normally need special handlers to manage them, and anyone who gives one the slightest provocation should expect to be trampled. You'll also need to support an even larger appetite than a *civan*. It's somewhat familiar with you as the two-legs that sometimes feeds it, so its mood around you is set to merely "permanently bad-tempered," and it may be willing to go on a rampage in the general direction of your enemies.

Dogzard (400 cp, discount MacClintock): A six-hundred-pound lizard with red and black stripes that acts surprisingly dog-like. Extremely vicious, and faster than anything its size has a right to be. This one has imprinted on you and will be eternally loyal, as long as you feed it plenty of meat and periodically let it kill things.

Hired Mardukans (100 cp, discount Civilian): Choose between five Boman warriors, three Diaspran pikemen, two K'Vaernian artisans, or one Therdan cavalry. All groups are fully equipped and have been hired on a ten-year contract, or else have some debt of honor to you lasting for that long. May be purchased multiple times, although note that certain combinations will not get along with each other. May be brought as companions afterwards (each purchase requires one import slot).

Disadvantages: take at most 1000 cp

Attractant (+100 cp): Mardukan fauna will already be attacking regularly. With this, you smell particularly appealing, and they'll stop at nothing to attack you in particular. If you start on Earth, this will guarantee regular escapes once a certain restaurant moves in – expect some pointed questions for both you and the owners.

Lost plot (+100 cp): Any knowledge of canon you have has gone missing, and won't return for ten years. You won't be able to use any out-of-context knowledge to help you in the jump.

***Asi* debt** (+200cp): A stranger saved your jump-identity's life, at risk to their own. This incurs an *asi* debt, in which you repay them by being their servant in all things and defending their life with your own. You can choose your master to be any member of the landing party, or D'nal Cord (who is in service to Prince Roger), and will start in the same location as they do. You would normally have to be a Mardukan, but as a human maybe Pahner can order you to go along with it to set a good example for Cord. To enforce your service, you will find yourself unable to disobey direct orders. You can find loopholes, or obey the letter while ignoring the spirit, but blatant gaming (like trying to get your master killed or using technicalities like never being around to receive the orders) will be prevented. Additionally, if the person dies then your bond passes to their successor or direct superior. However, you can choose not to reveal any of your out-of-jump abilities and you have the final say over whether you use them.

Thematically Appropriate (+200 cp): Lock out warehouse access for the duration of this jump. Everyone else can only bring what they can carry, after all. If you have any pocket dimensions, or anything else that lets you carry things in any way other than directly on your person in the form of a physical object, those will also be disabled.

Bodyguard (+400 cp): The special condition required for the Commander origin. Your job is to survive one of the most hostile planets in the galaxy, all while protecting a spoiled prince and hopefully helping him grow up a little. After that, you'll have to face the conspirators currently in charge of the Empire and a civilian population that believes Roger is a traitor. Your jump doesn't end until Prince Roger is crowned (or Alexandra is restored to full health, with Roger acknowledged as Heir Primus). Roger's death counts as jump failure.

Imperial Sedition (+200 cp, +400 cp if taken with Bodyguard): Alexandra was fully compromised, and is now effectively supporting the coup. Miranda MacClintock's ancient security systems won't grant access to her contingency plans, since while they aren't compromised themselves they register the current ruler as mentally sound. Since the Empress appears to be in full command of her faculties, a lot of the suspicion that fell on the conspirators in canon is missing, and you'll have a much harder time convincing anyone that something is wrong. Those that joined the resistance out of loyalty to Alexandra, including Helmut and the original Empress' Own, will require particularly extraordinary evidence to convince and are likely to try turning you in or killing you outright if you don't approach them carefully.

Survivalist (+0 cp): All of your out-of-jump abilities and technology are locked. In other words, treat this jump as if this were a Gauntlet, except that you still start with 1000 cp. Also set your starting location to the landing site, and take the Thematically Appropriate and Bodyguard drawbacks without gaining points. Since this is a pseudo-Gauntlet, death or jump failure will let you move on to the next jump instead of ending your chain.

> **Reward:** a full-scale copy of the Imperial Palace, which can be imported into future jumps at a location of your choice, or if you choose not to import it will be attached to the warehouse. It's also a massive fortress filled with a labyrinthine maze of incredibly lethal traps to deter (or incinerate) any unauthorized visitors. The defenses include the members of Bronze Battalion (who will respawn at the end of a jump if killed) as well as all of their accommodations, equipment, and maintenance facilities. If you aren't at the controls, the palace is managed by a mysterious semi-autonomous AI that usually stays quiet and may or may not be a personality imprint of Miranda MacClintock. If the reward doesn't appeal to you, you can choose to receive +400 cp instead.

Notes:

- Companions, pets, and items can all be imported as usual. Companions can import as Hired Mardukans, and both companions and pets can import as a dogzard, flar-ta, or *civan*, as long as the options have been purchased by either yourself or another companion. Items can be imported as any analogous equipment purchases (weapons as weapons, armor as armor, and devices as devices).

- Companions insert with 0 cp by default and gain a 100 cp credit towards purchasing the same origin as yourself, which allows them to join you as a Mardukan or Barbarian for free (if you choose Commander, their credit goes towards Barbarian). You can spend points to give each of them an equal number of points, to a maximum of 600. Companions cannot take drawbacks, although they can take Commander with your permission, which will activate Bodyguard and grant you +400 cp even if your own origin is different.

- While the Commander origin requires you to take the Bodyguard challenge, you can still take Bodyguard with other origins. Alternatively, if you want to change things up (or if there's more than one Commander due to insertion of Companions), a Commander can insert as a different member of the command staff instead, either a canon character or someone new.

- Many of the items you can purchase are restricted military hardware. If you're a Barbarian, they'll be part of your gear. Even if not, the landing party won't turn away extra hardware (they'll just assume you're a smuggler), and the power armor and heavy weapons will be carried for you as long as you take a turn doing the carrying. Otherwise, however, you might want to have a really good explanation ready in case someone finds out you have them.

- For your fauna altform, you can choose any canon species: *yaden*, *atul-grack*, giant *coll* fish, etc. Alternatively, you can invent your own species as long as it could fit in the range of species seen in canon (which means pretty much any biological ability is fair game, just don't make it implausible).

- "Against the Odds" would fit the theme of the Barbarian origin quite well, if it only worked on a smaller scale. Therefore, you can receive a discount on it as a Barbarian if its effects are reduced to apply only to people in your immediate vicinity.

- Taking Survivalist counts as taking Bodyguard for the purposes of the Commander origin, except that you don't get the points for it. You will also get the associated bonus if you're taking Imperial Sedition.

Alternative notes:

- These aren't seriously options for you here. Although I suppose anything is possible if you have the points and Jump-Chan allows it...But you might want to think twice to make sure you aren't taking a trap option!

- Alternate reward for the Survivalist drawback (-9999cp): You get the continent-sized Imperial Palace from Warhammer 40k instead, including its contents all the way up to the Golden Throne and its perpetually immobile tenant. Warning: Does not come with the loyalty or friendliness of the occupants. Do not allow power to run out under any circumstances. No power sources of any form are included. The jumper is responsible for all maintenance. Current upkeep strategies are not expected to work for more than a few centuries. Purchase is final and Jump-Chan offers no warranty.

- With the fauna origin, you can purchase Kaiju adaptations from the Pacific Rim jumpchain. However, you won't become Godzilla-sized like actual kaiju, and you have to remain plausibly biological (so you can't select any of the biotechnological superscience like EMPs or plasma).

- If you choose to be a *basik*, you can take the Mardukan fauna origin for free. Remember, you'll be stuck in that form for the whole jump!