

A long time ago an old, unstoppable force known only as the Sleepers ruled this quarter of the galaxy with an iron fist. They didn't take prisoners. Then they killed someone. Someone Sader Fiasco cared a lot about. Within two hours the Sleepers' ciphers were exposed and their leader killed. Within a few months, the entirety of a decades-old force was decimated by one woman, a pod, and a kinetic Facebreaker. Without the Sleepers here, a power vacuum has formed in the sector. This sector is very coveted because of the plentiful sulfuric acid. Four factions need the acid to make reactors for their tech, and they don't want to let the other factions get at the acid. That's where you come in.

"Jumper!" Someone who looks vaguely like your benefactor hollers from a table across the room. "Over here!" **Starting Budget: 1000 CP**

Background:

Age: Pick one. Gender: Pick one.

"How did you get one?"

"I hitched a ride"/Drop-In: **0 CP** You're a wandering mercenary, prepared to murder, kidnap, and steal to make a living. You arrive because there are people who tend to pay others to do these things. Not much more to it. You get a set of memories from a life of doing these things in other places left behind by the Sleepers. Or you don't. You get a set of gear as if you've been doing these things for a while now.

"I'm a defector": **100 CP** You arrive from a station you've betrayed and liberated. You get a set of memories and gear according to your former faction. Choose one of the following.

Glitcher: Glitcher tech can 'glitch' or teleport small things big spaces or big things small spaces. They tried to glitch a big thing a big space and got stuck here.

Offworld: Offworld Security keeps people away from places they shouldn't be. They serve the nearest planet and technically have jurisdiction. They have a penchant for nonlethal violence and doing anything to save lives (no matter who's). Anything frequently includes torture.

Foundry: Sent by the Sovereign to see if the mining was any good. It was! But they bricked their long-range drive and got stuck. Incredibly resourceful, considering their response to getting left behind for 43 years was to make several dozen space stations.

Sovereign: Hey Foundry, I heard the mining was good here! I'll just take that and leave you here. Acts with ruthless efficiency in favor of maximum profit.

Location:

Roll 1d8, then disregard the results. "Look around you. You're in a former faction-controlled station liberated when Breaker Gemini (or maybe you) took down the guns and Sader Fiasco swooped in. How much more exposition to you want me to spew?"

Perks:

"I'm sure you didn't come here for the drinks."

Space-Competent: **FREE/100 CP** You gain the knowledge necessary to move and dock ships in this jump, as well as to not press any red buttons or open airlocks without a spacesuit. For 100 CP, this applies to future jumps.

50% off Drop-In/Wandering Mercenary

Name Relevant: **100 CP** You can mask your heat signature, heartbeat, personal electronic signature, etc. to just about anything that's built to detect people. Consequently, automated turrets will ignore you.

'Download' Blueprints: **100 CP** You know or obtain the general layout of any ship you enter. Applies to buildings too, radius 50m.

Deep Breaths: **300 CP** When you are engaged in a situation where tensions are running high you are guaranteed to keep a level head and not panic. Every ally you give a direct, barking order to will immediately follow to the best of their ability in these situations. You'll also always see a potential route out of your current situation. Whether it works or not is up to your actual planning abilities, this just speeds up how fast they work.

Super Hot Signature: **300 CP** Stop your perception of time at any time for as long as you want. You won't be able to move during this time, but this gives you all the time in the world to assess your situation. If you're aware of where bullets might come from, you may be able to dodge them with human agility. You can access any information you have available to you during this time. No wait time necessary between uses.

Fast-Charging: **600 CP** Your rechargeable equipment recharges 225 times as fast. 24 hour recharge times become 16 seconds. This effects cell phones, laptops, etc. but it doesn't give them a self-powering source. Objects cannot benefit from this while in active use (A laptop in sleep mode is not in active use, but is when mining bitcoin).

Priority Cargo: **600 CP** You have a knack for finding incredibly powerful or weird objects or tech. Ten times over the course of a jump (or once a year, whichever is more frequent), you'll find an object in a high-security ship headed across the system. From the time you hear about it, you will have thirty minutes to get there, get past the security, steal it, and get off the ship. Should the captain die or the engines be destroyed, a failsafe will destroy the item. Items are listed in Appendix A. (In future jumps, this may take place in crumbling temples or caravans about to leave town. In any case, the time limit and failsafe will still apply. Items may not be of the same power level, but the security will be proportional to the object's worth or power.)

50% off Defector

Headlong Rush: **100 CP** You can close a four-meter gap between yourself and a foe in a heartbeat so long as you have something with which to stab them or beat them over the head with when you arrive. Your fists also do the trick. This won't work unless you take at least two full strides during your rush.

Easy Space: **100 CP** You can maintain consciousness in the vacuum of space naked for thirty whole seconds, and beyond that your only risk of death from empty space is from the lack of air! That's rather impressive considering your body would normally die in many horrible ways.

(Wo)Man Up: **300 CP** You can block out pain from a handful of gunshot wounds. They won't knock you over until you go into shock (or run out of blood in your limbs). You can also block out several doses of knockout drugs or a blasts from a concussive gun. Concussive attacks, like wrenches, stagger you instead of knocking you out. You'll still need medical attention!

I know a guy: **300 CP** Who could possibly know where the Iguana Project is? Well, your buddy's brother knows a guy who worked with the guy who developed it. In fact, they're transporting it *right now*. If you need

information that some people would prefer secret or is lost to the sands of time your friend or your friend's friends will usually be able to help.

With a pencil!: **600 CP** You can handle your equipment and weapons freakishly fast. Should you have them in holsters or clips on your person (and not stashed in a backpack) you can have them in your hands ready for use in the blink of an eye. This could allow you to fire three weapons with one hand while the bullets are still in the air. In addition, thrown melee weapons are more effective than they should be and arc in a slightly helpful way if they take out their target in a single hit. If you can reach them, weapons that arc in this way can also be manipulated with this perk.

Abort! Abort!: **600 CP** You may rewind time to ten seconds in the past, inhabiting your past body. If you were to fall unconscious or dead, this ability activates immediately. Replenishes once per week.

Gear: **Items marked with > are upgrades to the above underlined gear.**

Pod: **FREE** A spaceship that is smaller than other spaceships. Allows you to get into the spaceships without their notice, and masks your presence in the airlock. Just don't let them see you get to the airlock and they won't have a clue. If you are a drop-in, you get this one. If you aren't, you get a specialization according to your former faction. Specializations are as follows:

> *The **Glitcher** Tick*: **300 CP, FREE GLITCH** Let's just teleport to the airlock and skip the intermediate steps. Requires a free path, distance not to exceed 100m, can be used once every 20 seconds.

> *The **Offworld** Angel*: **200 CP, FREE OFFWORLD** A personnel retrieval net surrounds this pod. When activated it pulls select objects in. A medical system inside can quickly restore consciousness and blood loss.

> *The **Sovereign** Coldfire*: **300 CP, FREE SOVEREIGN** When activated, a low-power mode masks your electrical signature and makes you invisible to scanning, radar, and the human eye against the blackness of space at the cost of speed. Also has the coolest name.

> *The **Foundry** Brick*: **100 CP, FREE FOUNDRY** Airlock? Psh! Ram into their ship and break off a piece. There's an airlock! They'll certainly notice you.

Longblade: **FREE** The classiest way to die. Alternatively, a nonlethal wrench with a satisfying 'bonk' sound on impact.

> *Armor Piercing*: **200 CP** Your longblade shreds Kevlar like paper.

Concussion Hammer: **300 CP, FREE OFFWORLD** Concussion hammers can't penetrate armor, but they knock people back so far and so hard (~15m) they hit the wall and fall unconscious or shatter windows. This functionality can be turned off, but why would you want to?

Rifle: **100 CP, FREE DEFECTOR** Because sometimes you just need to shoot someone in the face. About as loud as a child screaming.

> *Concussive*: **100 CP, FREE OFFWORLD** Forced naptime.

> *Quiet*: **100 CP** About as loud as regular speech.

> *Quickfire*: **100 CP, FREE OFFWORLD** Semi-automatic.

> *Silent*: **200 CP** About as loud as a whisper of sweet nothings.

> *Automatic*: **200 CP, FREE SOVEREIGN** Fully automatic.

> *Armor Piercing*: **300 CP, FREE FOUNDRY** Shreds Kevlar like paper.

Hacked Glitch Trap: **600 CP, FREE GLITCH** Teleports you anywhere within 10 meters without restriction, unlike all the other teleporters you'll find. Holds five charges, recharges over the course of twenty-four hours.

Gemini's Toybox: **600 CP, DISC. FOUNDRY** A 'toybox' filled with gadgets arrives in your warehouse. Each has three uses, self-charging over the course of 24 hours. A full list can be found in Appendix B.

Seed Capital: **100 CP, 2x FREE SOVEREIGN** You start with fifty KL of sulfuric acid, the only currency worth anything, in your bank account. Can be taken repeatedly, doubling every time. Refreshes at the start of every jump and converts to USD at a 1:100 ratio.

The remainder of the gear is free for Drop-In.

Bubble Spacesuit: **100 CP** Foundry Tech. Surrounds you in a layer of warm, breathable air. Requires a freakish amount of energy to keep pressurized, and as such lasts sixty seconds, recharging over the course of twenty-four hours. Activates automatically upon entering a vacuum.

Item Nabber 2000: **100 CP** Glitch Tech. Recharges over a third of a second. Teleports loose items within 10 meters to your person. Considered mandatory by many in your presumed line of work. Synergizes with 'With a Pencil!'

Pod Remote Control: **100 CP** Sovereign Tech. Because sometimes you'd prefer not to die in the vacuum of space. Considered mandatory by many badasses, including Sader Fiasco.

Pod AI: **100 CP** Offworld Tech. Sometimes you find yourself unconscious in the vacuum of space and can't remote pilot your ship. It will try to retrieve you and bring you to safe haven should you fall into the vacuum of space. (The Foundry Brick will not break ships apart to get to you.) Requires Pod Remote Control.

Heartbeat Sensor: **100 CP** A neat device capable of detecting heat signatures nearby, displaying them in real-time. Range: 20 meters.

Companions:

You brought friends!: **100 CP** Import or gain a companion, exempting Sader Fiasco. They have 400 CP to spend on perks, items, etc. and can take up to +200 CP in drawbacks. They cannot take 'Priority Cargo'.

What's 'subtle'?: **400 CP** Import up to eight companions.

Hey Fiasco!: **400 CP** Sader Fiasco, the living incarnation of badass, joins you on your adventures! She handles what passes for liquor around here freakishly well for a sixty-three-year-old woman.

Drawbacks:

"You masochist. Maximum +400 CP."

Less Boring: **+0 CP** Your time here is reduced to ten *days*. However, during that time, you must complete two hundred contracts (the aforementioned murdering, kidnapping, stealing, etc.).

Naked and Afraid: **+50 CP PER PREVIOUS JUMP** (MAX +200) Perks and items from previous Jumps lose all functionality while you're here. Companions also lose said perks and items and are reduced to, at most, peak human. (Body Mod and Gauntlet items and perks still function.)

A Crapshoot: **+100 CP** You can't aim worth a damn. Good luck with that in a world run by the man with the biggest gun.

Weakling: **+100 CP** What is otherwise a satisfying 'bonk' is met with getting pissed off instead of passing out. Don't even think about using melee weapons here.

Spacecraft-Stupid: **+100 CP** How does a pod work again? You're going to either need to hire a pilot or a Foundry Brick because you can't maneuver this thing worth a damn. You should probably have someone idiot-proof it.

Moral Code: **+100 CP** Hail, Offworlder! You're the good guy, right? The good guys don't kill people. Well, that's where you draw the line anyway.

Running on Empty: **+200 CP** Your pod has about enough fuel during any one outing to cross the system a dozen times. With this drawback, you might not make it across the system during a single trip.

Fragile: **+200 CP** No chance of 'shaking off' that bullet wound. Getting hit by just about anything knocks you out.

Empty Space: **+200 CP** Entering the vacuum of space drains the air from your lungs and knocks you out immediately. It kills you within about ten

seconds unless you've got some way to protect yourself from the many, MANY bad things about space.

Name Still Relevant: **+200 CP** The ships you enter notice you and pinpoint your location. Good luck! You'll need it.

You pissed off the wrong woman: **+400 CP** You've stolen Sader Fiasco's Facebreaker (or she thinks you have) and now there's hell to pay. If you kill her, the physical incarnation of badass will return within a month. During your final year here, Fiasco will be reunited with her Facebreaker (or a copy of it, see Appendix A) and wreak true unholy vengeance. She has access to 'With a Pencil' and every perk with cost less than or equal to 300 CP, and almost every item above. Don't even think about hiding; she has ears everywhere.

Conclusions:

Remain a Mercenary: **Ten years not long enough for you?**

Head Home: **A perfectly fine option.**

To Infinity and Beyond!: **Is there really another option? Another jump!**

Notes:

Objects requiring external charging are controlled for modern AC power at a household voltage. Self-charging objects do not benefit whatsoever from external charging. Sovereign Enterprises is not responsible for overloading of equipment with voltage exceeding 480 V.

Taking 'Hey Fiasco' and 'You Pissed Off the Wrong Woman' interacts in the usual way. Fiasco hunts you down until the end of the jump, then becomes friendly.

Finding tankers lugging acid around is rather rare: rather, this currency is usually thrown between bank accounts situated on the mining sites. Gold and paper money are worthless here.

The factions have a monopoly on weapons, causing them to be incredibly expensive and hard to get. It is suggested to bring them from somewhere else.

Image credit goes to /u/Shotgunfrenzy on Reddit.

Appendix A: 'Priority Cargo' Items

It should also be noted that these items could also be found by spending close to a full year investigating these items or by paying Sader Fiasco exorbitant sums of money, but you'd have a similar task as the Priority Cargo perk to get at them.

Fiasco's Facebreaker: *"Instantly resolves any personnel-related disputes." -Sader Fiasco*

Outwardly, it looks like a single tonfa. The real power comes from the quantum mechanical weight distribution. The wielder experiences no weight whatsoever. However, an outward observer (read: target) would experience up to a hundred kilograms of mass. This is easily enough to turn a human into paste with a full swing. The Facebreaker has one hundred charges and one charge is consumed for per kilogram added to its observed mass every minute. Three charges are self-generated every hour. Should the Facebreaker run out of charges it will become nonfunctional until it fully recharges.

Cherry's Fatal Attraction: *"I've noticed life doesn't go well for people between you and your mark. This is a gift for them as much as for you." -Tesh*

Blink up to twenty meters standing in front of a target with this longblade inside their chest. The edge has micro-motors capable of cutting through almost anything, but these motors must be given a minute for every

five seconds of use to keep from being damaged from overheating. Requires four hours of external charging per use.

Tesh's Instant Connection: *"Remember that time you got shot because you could only beat up three guys a second and there were four? Well–open your present." -Cherry*

A concussion club. The handle has a targeting computer and the length of the club has a system of weights capable of shifting the center of mass. If the button on the handle is held, the weights move the kinetic energy supplied by the wielder into the most efficient pattern to hit as many targets as possible as quickly as possible. Can hit six people a second should the wielder be able to keep up and keep giving the computer targets. Can use this functionality for twenty seconds for every four hours of external charging.

The Everything Gun: *"Can we make a gun that fires everything?" "That doesn't even make sense, sweetie." "But you always say we can do anything if we put our minds to it!"*

This is the brainchild of a Foundry engineer and his adopted Glitcher daughter. It glitches every unattended object within a three meter range to the barrel of the 'gun' and the objects are fired with speed inversely proportional to the number of objects fired. Requires thirty minutes of external charging for three uses.

The Multiball: *"You know grenade launchers?" "Yeah." "And you know shotguns?" "Yeah." "OK, are you sitting down?"*

A shotgun that fires grenades. Compatible with any explosive or general area-of-effect objects which require priming.

The Fleshstripper: *"Our accountants point out that since this region's currency is itself an armor corrosive acid, existing penetration solutions are actually less cost effective than literally spraying the target with money." - Sovereign Executive*

This fire hose has been modified to fire incredibly concentrated (1.0M, ~1.5pH) sulfuric acid. When supplied with acid, this weapon fires the stuff out at a rate of 10 liters per second. When supplied with money, fires one liter of acid for every five dollars (or equivalent) supplied.

Crosslink: *"He has the best security system in the world! How did you kill him in fifteen minutes!?" "I turned off the lights." -Conway*

A device capable of chaining systems together. To use, point it at a target and press the blue button. Then, point it at another target and press the orange button. When the first target performs an operation (e.g. turret or gun fires a bullet, door is opened, etc.), the second target will perform an operation. Targets requiring security credentials may only be linked to other targets with the same security credentials, and it goes without saying that you must have those security credentials. Can be used dozens of times before requiring an hour of external charging.

BULLFROG Brand Hypertrousers: *"But how did you get at the light switch?" "The window." -Conway*

After crouching down for a little under a second, the springs in these 'trousers' engage. When the user releases the tension by standing the springs release, sending the user dozens of feet in that direction. They also protect against any and all damage from impact, so go nuts.

Appendix B: Gemini's Toybox Gadgets

Crashbeam: To use, point it at an object with a computer and press the button. The target will be rendered inoperable for twenty minutes with a shorter duration on targets with more complex computers. It would work for its full duration if it were rendering a security camera inoperable, but only for a few seconds on an advanced AI (fortunately, none exist in this universe).

>Subverter: Instead, the target turns on its operator and attempts to protect you for up to sixty seconds. Does not function on computers more advanced than an automated turret.

Emergency Bubble Shield: Activates automatically when it hears a gunshot. Hardlight technology surrounds you and causes any objects with a small surface area that try to enter within 30 cm of you to bounce off. Lasts ten seconds.

Teleporters: The following gadgets deconstruct the user and reconstruct them in a target location, teleporting them. There is no way to get one without one without a limitation (save for the hacked glitch trap).

>Visitor: Returns you to the original position after two seconds.

>Swapper: Switch positions with another person or corpse.

>Sidewinder: Requires a clear path between the two points.

>Trap: When activated and placed on the ground, teleports anyone but the user that enters within half a meter to the target location.

Key Cloner: Copies a key or keycard within ten meters.

Slipstream: You and your body perceives the next second as ten seconds. Careful when coming out of slipstream, your momentum might carry you further than you intend.

Stealth Shield: Opens an envelope of active camouflage in front of you starting 30 cm away and angling back far enough to cover your flank. Does not wrap around to the back (and does not actually reflect bullets or anything).