

Welcome to the 31st Century! Humanity spread to the stars over a millenia ago, and they found a vast and thriving galaxy to meet them. People travel from system to system via wormgates, massive installations that use wormholes to send ships travelling across hundreds or thousands of lightyears. Numerous alien species abound, with strange and varied biologies.

One such alien, a carbosilicate amorph known as Schlock, is right now on a space station over the planet Celeshul, signing up with a mercenary company run by a human named Karl Tagon. And the galaxy will never be the same.

Over the coming years, a new form of travel known as the teraport will be invented and distributed, breaking the wormgate monopoly. Wars will be fought over this new technology, and over other new technologies that will come out, such as a longevity treatment that will effectively allow anyone to live forever.

And lurking behind the scenes are the reason why the Gatekeepers built the wormgates in the first place. The mysterious Pa'anuri, creatures of dark matter that have reason to hate the teraport and will seek to end the threat it poses to them. Just as they have done many, many times before.

Into this galaxy steps you, the Jumper. You will have **+1000 CP** to start with. Choose well how you will interact with the plot, as all life as you know it can hang on a razor's edge.

One important note: The level of technology available in this setting means that even without unusual technology, it is possible to regrow someone's entire body with just their severed head as a base. More extreme technologies will render death extremely cheap, including technology that allows for continuity of consciousness into a digital space. As such, if you should die, your chain will not end so long as it is possible for you to be revived and you get revived prior to the point when your Jump would end. Similarly, if you end up getting cloned or duplicated, when the Jump ends, all of your duplicate selves will end up re-integrating into your base self.

Finally, there is a plot involving time travel being used to save the galaxy. Unless you have the ability to travel through time yourself, you will only experience the 'second' timeline, unless you manage to prevent the need for the trip in the first place.

Locations

There are a wide variety of locations that you can explore. You can choose to pick a location, though the location you pick would need to exist and be generally accessible at the point when the Jump starts, or you can roll for your starting location on the following table. Rolling gives you +100 CP.

1) **Earth** - You start out on the home planet of humanity, Earth. Numerous megalopolises are spread out across the surface of the planet, such as Dom Atlantis, the current Capital of Earth and headquarters of the United Nations of Sol. The planet itself is surrounded by a massive orbital ring, and species from across the galaxy can be found here.
2) **Luna** - You will start out on the terraformed moon of Earth, Luna. Low gravity means that skyscrapers here are several times taller than buildings can safely be built on planets with more normal gravity.
3) **Sol System** - You can start out elsewhere in the Sol System. Maybe you'll start on Mars, Earth's blue-green twin. Or maybe you'll start in Burning Jungle of Hate on Venus. Or maybe on some far-flung asteroid colony out in the Kuiper Belt. Anywhere in the system that orbits Sol is free-game, so long as someone of your background could honestly start there.
4) **Celeshul** - You can start in the Celeschul System, home to the peaceful Schuul and home-away-from-Earth for billions of humans. A veritable paradise, it has had trouble in the recent past. Just twenty five years ago, the system was rocked by the Terraforming Wars, which still leaves marks that are felt to this day. You can start anywhere in the system, from Celeshul itself, to some of the many stations that orbit around it.
5) **Credomar** - You can start in Credomar Station, a station with a secret. Originally designed to be self-sufficient, the station has fallen into extreme factionalization, which has resulted in food shipments being required from the U.N.S.
6) **Othlin** - You can start on the planet Othlin, home of the Oth, who are known to the wider galaxy as Uniocs. The seat of the League of Galactics, a less-than-impressive political body, as well as neutral ground used for mediating many high-profile conflicts, Othlin is a key planet within the galaxy.
7) **Ghanj-rho** - You can start on Ghanj-rho, a dusty and dry wasteland of a planet, which is home to the carbosilicate amorphs.
8) **Elsewhere** - Perhaps none of the options above are to your liking. In that case, you can choose to start out elsewhere in the galaxy. Maybe you'll start on Gripp, homeworld of the Fobott'r. Or maybe you want to start out in Eina-Afa. Just keep in mind that it will be a few years until Tagon's Toughs show up to investigate it.

Backgrounds

You may pick one of the following backgrounds, which will help to establish your history within the greater galaxy.

Drop-In - You have no particular history to speak of. By all accounts, you simply appeared out of thin air wherever you happened to be. This might be a bit of a problem, depending on where you arrived.

Civilian - You are a civilian, or at least involved in a primarily civilian profession. This could range from being an attorney to being a doctor to being a long-haul freighter captain.

Mercenary - You are part of a mercenary company, a group that works for hire, doing dirty jobs and doing them well. If you wish, you can start out as a member of Tagon's Toughs.

Military - You are a part of the military. This might be the UNS, or the military of some other polity, depending on your species and where you start out.

Scientist - You are a scientist or robotist or some other word for "smart person who knows technology".

Manipulator - You are someone who works from behind the scenes. Maybe some form of criminal mastermind, or spy, or meddling AI overlord (though you'd need some specific purchases for that last one).

Species

The galaxy is filled with dozens, if not hundreds or maybe even thousands of different species. And you can pick to be one of them. You may freely pick your age and gender, within the bounds set by whatever species you choose to be.

Human (FREE) - You have elected to be human. A boring but safe choice.

Near-Human (FREE) - You are one of the near-human species, which have similar physical attributes and may excel in certain areas, but don't really outperform humans overall. Examples might include uniocs (aliens with eyes for 'heads'), fobott'r (four-armed alien), purps (basically human but purple), rillas (uplifted gorillas), or ob'enn (murderous space koalas).

Basic Alien (100 CP) - You are an alien species that is distinctly 'better' than humans or their equivalent in certain areas, or at least significantly different from them. Examples might include neophants (uplifted elephants), ursumari (uplifted bears), kss'thrata (space dinos), oafa/neoafan (giant living balloons), or schuul (underwater squid people).

Advanced Alien (200 CP) - You are an alien species that is extremely dangerous and/or versatile. The two specific examples are the esspererin or the carbosilicate amorphs. The esspererin are fairy-like mechorganic beings that get all their needed energy from solar power, don't need to breath, and are extremely mechanically adept. Carbosilicate amorphs have no true anatomy, can digest almost anything, and have extremely sensitive senses of hearing and smell, but they require special eyes grown on trees to actually see.

A.I. (200/300 CP) - You have chosen to take the form of an Artificial Intelligence. You are a creature of data rather than flesh, and will need to be installed within a body to properly interact with the physical world, though you could simply choose to move around the dataspace if you wished. For 200 CP, you are a typical AI, which means that if you are installed in a body, you will need physical assistance to move to a new form. For 300 CP, you are a vanilla-helix AI instead, capable of 'moving in' to a new body yourself so long as it is empty and available.

Attorney Drone (+200) - You can choose to take the form of an Attorney Drone, a member of the Partnership Collective. You appear to be a snake, wearing a specially cut set of shirt and pants with a tie. You can retain your individuality, and have a direct neural link to the legal knowledge of the collective, but you are also rather widely despised by most sentients, and Tagon's Toughs will eventually be getting a standing contract to hunt and kill Attorney Drones, so you'll need to be careful.



Perks are 50% off to their respective Background, with the 100 CP perks being free to their respective Background.

Special

Dark Matter Shadow (600 CP) - You are not just yourself. You now possess two bodies. One is your ordinary body of baryonic matter, and the other is a body made out of metastable dark matter. Your mind is somehow shared across both bodies, allowing you to perceive and act across both realities, but your bodies must remain within a few hundred AU of each other, or your dark matter body will end up dissolving into normal dark matter. Your dark matter body will initially start out as roughly the same size as a human, and only able to generate enough gravitic force to interact with baryonic matter to mimic around a quarter of your physical strength (without any supernatural or mechanical boosts). Your dark matter body will be able to gain energy through the ‘transduction of gravitational differentials’, and can use that energy to grow much larger fairly quickly. As a bonus, your dark matter self being larger will come with a boost in mental processing power. You will not have to worry about keeping your two selves straight, but your dark matter self will be vulnerable to things like teraports or other worm-hole or powerful gravity-based technologies. Should either your baryonic or dark matter bodies die, your mind will be able to live on in your other form until your other self is revived. Your dark matter self will automatically revive, in its starting state, a few hours after death or dissolution, but your baryonic body will need some independent means of regeneration / resurrection to be revived.

Drop-In

Overlooked (100 CP) - People are constantly overlooking you and underestimating the threat that you pose. You could be a member of a galaxy-famous mercenary team, with your own television show, and people would still end up failing to recognize you or the damage you can do until it is too late. You can toggle this for times when you don't want to be overlooked.

This Looks Like Every Other Spaceship I Don't Know How To Fly (100 CP) - Except it turns out, you can. You are able to work out at least basic controls for any vessel instantly, and can very quickly familiarize yourself to the point of being able to fly through a busy battlefield. This can extend to figuring out how to ride strange animals.

Adorable Sociopathy (200 CP) - You will avoid any serious retaliation from superiors for any strange, insubordinate or violent actions... as long as you are not causing any obvious harm. You could intimidate random merchants with a plasma cannon and get away with it. Or you could eavesdrop on senior officer meetings and no-one would really care. Somehow, disruptive or off-putting behavior just feels endearing when it is coming from you.

Plasmagun Jetpack (200 CP) - You are very skilled at the art of improvisation. Using your firearm as an improvised jetpack, turning a gatling gun into a delivery system for medical nanites, you are a veritable fountain of ideas for using your resources in unexpected but extremely effective ways.

Mindrip Immunity (400 CP) - Ordinarily, you can't have a normal brain and be immune to mindrips. That no longer applies to you. Your memories and thoughts are now unbreakably encrypted. No one can enter your mind unless you let them in. This can let you turn off your senses, and protects you from hazardous mental effects from future jumps as long you don't expose yourself to danger by looking at a memetic hazard, psychically contacting somebody you shouldn't have, using dark magic… Furthermore, if you somehow wind up in the same brainspace as another, hostile mind you will have a large advantage in the ensuing conflict and can utterly purge them if you win.

No Plan Survives Contact With The Enemy (600 CP) - Now, none of the enemies plans will survive contact with you. You are brilliant when determining how to disrupt your enemies' plans. You almost always know what to do to throw a hostile scheme into disarray. Sometimes even when you don't know there is a scheme. You are the "unknown variable" that can send all sorts of predictions careening off-course.

Civilian

Everybody Needs A Hobby (100 CP) - You are very good at some civilian skill. From doctoring to ship design to hosting a reality show. You have enough knowledge and experience that this could be your job. You can also be a Sensei in one the Schlockiverse's (non-power-armor-based) martial arts.

Just Didn't Get Off (100 CP) - So long as you generally appear to belong in a location, people will generally just accept that you are supposed to be there, and won't question when you showed up or when you were hired. Actually being caught doing something suspicious can break this effect.

Bureaucracy-Fu (200 CP) - The bureaucracies of the 31st century can be huge and unwieldy. In many of them, the 'short form' means that it is shorter than you when printed out and piled up. Fortunately, you are expert in navigating them. You can get any task involving a bureaucracy done in a fraction of the time it would take anyone else, instinctively navigating through loopholes or shortcuts in the process, and working around people who might try to be obstructive. You could even set up an efficient set of procedures for an organization of any size if you needed to.

Billions of Ordinary Lives (200 CP) - The galaxy can be a dangerous place, but billions upon billions of people manage to live perfectly ordinary lives, avoiding danger without ever being aware of it. Now, you have a sense that can help you with avoiding danger. You have a sense for when the area around you would become dangerous, which rises over time as the danger approaches. Bigger and more far-reaching danger gets a bigger response from further out, so a plot to burn down the city you are in with an orbital mirror would get more of a response than a band of mercenaries bursting into the office where you are working.

Fixing Broken Meat-People (400 CP) - In the military, soldiers are often expected to be able to field-strip their weapons, clean them, service them, and then put them back together in less than a minute. Now, you can do that with people! You are one of the best general doctors and surgeons in the galaxy, and certainly one of the fastest. When you go to work with a scalpel, it might look like a bomb went off before you are done, but by the end, you'll have one complete person, with any pesky bullets or tumors or whatever neatly removed off to one side.

Media Mogul (600 CP) - Spin can change everything and public perception is something that can't really be changed at gunpoint. At least not positively. You, however, are an expert at figuring out what the public wants, and how to package what you have to make it at least appear to meet their needs. Even if things go haywire, you can figure out how to give it a positive spin so that people end up thinking that it is what they wanted all along. You could even somehow manage to sell the gory adventures of a mercenary group as family-friendly entertainment. As a bonus, you have the basics for a media empire here, consisting of at least some sort of broadcast channel or show, and you start with the same in any future Jump.

Mercenary

Made for Mayhem (100 CP) - Anyone can be taught how to use a gun. You have more important skills that are harder to teach. You can stay calm in the chaos of the battlefield, looking death in the face with a quip and a smile. You also are skilled at improvisation, pulling from your past experiences to jury-rig solutions to the Charlie Foxtrots that stand in your way.

Exit Clause (100 CP) - Sometimes, jobs just get too hot to handle, and the costs of continuing outweigh the benefits. In that case, a smart mercenary will default on the contract and get out of town, but that requires an escape route. Now, you always have one eye on the door, and are aware of methods you could use to escape whatever situation you land in. You excel at coming up with contingency plans to make sure you are able to survive to spend your money.

How Can I Possibly Be This Big? (200 CP) - Soldier boosts, son, soldier boosts. You are now a very impressive specimen of your particular species, a very statistically significant degree bigger and stronger. And your actual strength is even more impressive than your size, as you manage to pack more punch than even your enhanced musculature indicates you should.

Taking A Loan on Some Collateral Damage (200 CP) - Those you fight often have things they don't want to get damaged in your fight. You are great at identifying such targets and working out how to use them to apply pressure to your opponents or defend against their attacks.

Getting Paid Twice (400 CP) - You are very good at figuring just how much somebody is willing and able to pay for your help and then squeezing them as hard as you can. People will find themselves paying far more than they expected to.. and still being sure that hiring you was the best plan they could have made. In addition, you are excellent at figuring out how to line up your objectives so that multiple people are willing to pay you for what you were already doing.

Assembled a Military Force Out of Scraps (600 CP) - Your command skills are through the roof. You could forge a diverse group of demoralized people who have little in common and distrust each other into an effective fighting force that is able to hit way out of what their weight-class should indicate. Furthermore, you will always know the best way to make use of your subordinates' talents. Finally, you gain a significant boost to skill and willpower when trying to preserve those under your command.

Military

Trigger Discipline (100 CP) - You have basic military training, covering everything from firearm usage to space tactics to battlefield medicine to efficiently filling out paperwork. One particular skill that you've gained from this is an understanding of the battlefield that allows you to quickly identify potential for collateral damage, and what you need to do to prevent it.

Close Air Support (100 CP) - There are times when you may need to shell your force's position to win. However, your aim is good enough that you can minimize the risks of collateral damage from such attacks, allowing you to lay down a covering barrage that might leave your forces singed, but that only leaves the enemy dead.

Rank Is A Function of Firepower (200 CP) - The simple fact is that, very often, might does make right, even if exercising that might may lead to problems later on. Now, you don't have to worry about that, because those around you will instinctively respect and fear you based on how much force you could bring to bear if you truly wished, even if you don't actually threaten with it or show what you are capable of.

A Mind For Fleets (200 CP) - Space combat requires a certain amount of multi-dimensional thinking, attacking from multiple angles, and you have the right mindset for it. You have a strong grasp on strategic movements in all dimensions, and a mind for the little details to ensure that you aren't caught looking in the wrong direction at the wrong moment.

Target Rich Environment (400 CP) - When the chips are down, when you are outnumbered, that is when you are best. You are a force of terror and doom capable of crippling a warship with a pair of handguns or leaving whole companies in demoralized chaos. After all, more enemies simply means more things you can kill.

Slime is a Defensive Lubricant (600 CP) - It is a somewhat sad fact that it takes a certain 'moral flexibility' to actually manage to rise in the ranks, and a degree of luck at avoiding consequences to stay there. Now, you have the luck of a certain general at managing to weasel out of consequences for your actions and end up looking better than before. You are a master schemer, easily able to detect when the wind is starting to blow against you, and you are able to easily rise through the ranks and make yourself indispensable to people, regardless of how much they may dislike you. When you do fail, you will almost always be able to find a way to avoid consequences, or at least minimize them and slip away to rise again.

Scientist

Tech Head (100 CP) - A thousand-plus years of technological advancement carries a lot of new toys to play with, and you have at least a basic understanding of all of the technologies available in the 31st century. This generally doesn't rise beyond the level of being able to identify what a piece of tech is and what it does, but it comes with a firm grounding in the scientific and mathematical principles needed to work out the function of tech by examining it.

Lingo (100 CP) - One of the perils of being as intelligent as you are is the difficulty in explaining your problems or solutions to those who lack your genius. Now, however, you have a talent for managing to break down a problem into very simple terms, ensuring that anyone can at least get the gist of your ideas, even if they can't grasp all of the details. Plus, this ability to break things down also helps with your ability to analyze things to come up with solutions.

Sorlie's Insight (200 CP) - A lot of the time, the solution to a problem is right in front of you, it just requires you to look at things from a slightly different point-of-view. You excel at that, being able to cut through lies and misconceptions and get to the truth of the matter, and then point that truth out to others in a clear and incisive way.

Shiny Red Buttons (200 CP) - There is a big temptation when faced with some ancient artifact or mysterious piece of technology to try and poke it, to turn it on and see what happens. You now have a sense when faced with various objects of how much danger they pose to yourself and others. Looking at weapons would give you a sense for how dangerous they are, and a faulty or modded weapon might give you a stronger feeling. And if the alien artifact your team is poking would awaken an ancient evil, you'll have this sense scream at you when your team starts setting up to turn it on.

Call Me Ventura (400 CP) - Automation is everywhere in the future, and an understanding of how to work with robots and AI is an extremely valuable skill. And you are among the very best. You can design elegant and robust designs for robots, repurpose existing robots to a new purpose with little to no issue, and best of all, you know exactly how to make friends with robots and AI, and have them convinced that you were always friends.

Resident Mad Scientist (600 CP) - There are certain technologies out there that simply shatter the status quo. The teraport, the long gun, Laz'r'us. Now, you can be the source of similarly groundbreaking discoveries. You are a mad genius, easily capable of combining wildly divergent pieces of technology to come up with a synergistic masterpiece that will overturn the status quo. Even your lesser discoveries will end up being similarly ground-breaking.

Manipulator

Dramatic Timing (100 CP) - Often, the key to proper manipulation is knowing the exact moment to ‘strike’. You have an enhanced sense of timing in general, and especially in regards to how to deliver news or orders or actions for the greatest possible impact. Even when not trying that hard, you’ll find that your actions often have serendipitous timing.

Gone To Ground (100 CP) - There are times when the heat catches up to you, and you need to just disappear for a while. You have a talent for covering your tracks and preventing people from following you, as well as figuring out how to disguise yourself or where to go that will minimize your chances of being found.

Knowing Who Can Do It (200 CP) - You know how to build networks of contacts to act on your behalf, and know how to arrange them to both maximize their efforts, and minimize the hints of your own involvement. It is possible that they may not realize they are working for you at all, or may even think they are working against you.

Depressingly Good At Lying To People (200 CP) - People will often try analyzing your actions, looking for those little clues about you that you may not realize you are giving off. Now, you are able to modulate your unconscious tells and actions to better match whatever image or impression you are trying to give off.

I Hope I Didn’t Pour My Soul into that Boring Cliche for Nothing (400 CP) - Getting people to do what you want is often a matter of figuring out how to frame things so they think it was their idea all along. Especially when they know you are a manipulator and distrust what you say on principle. Now, you know how to push people’s buttons verbally, so that even when they do something that they think you don’t want, they still are moving in the direction you want.

Probability Matrix (600 CP) - It is a lot easier to devise manipulations or make plans when you can have some idea of what the outcome will look like. Now, you have a pared-down probability matrix in your head, which allows you to take every piece of information that you know, and extrapolate insights into probable future events, along with what needs to happen for the various futures to come to pass.

Gear

Gear and other items can fall into several categories. Discounted items will be 50% off the shown price, while 100 CP items will be free if discounted. Freebies and discounts are as indicated next to the item, and everyone gets three 'floating discounts' that can be applied to any Gear that is not already free or discounted for them. Lost, stolen, or used up items will reappear after 1 month, unless otherwise indicated.

General

Seventy Maxims of Maximally Effective Mercenaries (Free) - A copy of the seminal work of one Link Weimar, with included annotations and commentary.

Cash (100, 1 Free to All) - You gain a decent amount of credits, enough for a year of low-class living or for purchasing a new hover car. Each subsequent purchase quintuples the amount you gain. Used cash 'restocks' each year.

Handbrains (100, 1 Free to All) - You gain a set of half-a-dozen handbrains. Handbrains are communicators and computers all in one, capable of talking to each other across planetary distances and out into space, and can reach even farther when hooked into proper communication networks.

Tubs of Happiness (100) - A trio of 20-gallon drums of Genuine Artificial Imitation Ovalkwik. For amorphs this acts as stimulant and speeds regeneration. Its effects on other species are unknown, as Schlock doesn't share. Replenishes weekly.

Nanny-Bags and Cryokits (100) - Nanny-Bags are special bags that can be used to keep bits of biological organisms alive until they can be regenerated, and cryokits do the same purpose over a longer period of time. This comes with two dozen nanny-bags and half-a-dozen cryokits, which restock within a week.

Eye-Tree (100) - An amorph eye-tree, which is used to grow the symbiote that allows them to see when plucked and inserted in their flesh. This tree has been modified to work with any organic life-form, even allowing creatures with no visual cortex to see.

Weaponry (100/200) - A vast array of weapons exist in the Schlockiverse. For 100 CP, you can get a common, light weapon, ranging from basic pistols or rifles, to electrified batons or 'dorothies', which are garrote wire hidden in your boots and deployed by clicking your heels. For 200 CP, you can get a heavy weapon, such as a multicannon, epaulet grenades, 'tater gun', or a plasmagun, like the one used by a certain amorph. All of these are self-maintaining, and come with plenty of ammo that restocks after three days.

Armor (100/200) - Armor is important, both for providing protection, and for keeping all your pieces in one location for when people need to patch you up. For 100 CP, you can get a set of light armor, good against most lower-end weapons and capable of sustaining your environmental needs underwater or in a vacuum. It comes with a flight rig that allows for unaided flight, and can be low-profile, appearing to be a simple uniform. For 200 CP, you can get a set of heavier armor, which comes with a couple of mounted weapons like a pistol in the helmet, and which is capable of standing up to much heavier weapons, including 'near-miss' explosions.

AI Bodies

Note: AI will need a physical body to be able to interact with 'meatspace', and the following are potential bodies for them. The Vehicles listed in the next section can also be used as AI bodies, if you wish. Transferring from one body to another will typically need to be a careful process, as AI can experience something similar to dysphoria if the transfer is done improperly.

Maraca (Free) - The simplest AI body possible, it consists solely of a small head on a stick, that allows it to fly around. With practice, it is possible for an AI to use the gravity manipulator to create a laser.

Bots (100 CP) - A set of half-a-dozen bot bodies, they consist of a head, arms, and a gravity manipulator for flight. Each can serve as the body for an AI, and can be customized for specific tasks, such as surgery or fashion or starship repair.

Cyborg (300 CP) - A humanoid body with a computer installed in place of the brain. This can allow an AI to pass as a human, though deeper scans would reveal the computer parts. The species can be substituted for any 'near-human' species instead.

Longjumper of the Apocalypse (400 CP) - An extremely powerful robotic body, based on the blueprints of a body that would be designed by Ventura, which was based on a tank and maintained much of its capabilities. This body has an integrated teraport, shielding, some weapons, and flight capability.

Vehicles

Each of the vehicles presented here can function as a body for an AI if needed. If you have an appropriate existing vehicle, you can import it here to have it upgraded with in-universe technology.

Speeders (100 CP) - A set of three basic, one-person craft that are capable of atmospheric flight and come with a smart “collision avoidance system”, which you can toggle off if you wish.

Tank (100 CP) - Equipped with a powerful cannon, shield, and a flight system that is capable of operating in space. It can seat two, though more can cram in if needed.

Bus (100 CP) - A spacecraft, unarmed but luxuriously furnished, with a surprisingly high top speed. It can carry a dozen or so in comfort.

Cargoship (200 CP) - A massive cargo hauler, capable of holding tens of thousands of tons of cargo within its massive bays. It is fairly slow, but ruggedly armored.

Gunboat (200 CP) - A lightly armed craft, capable of housing a couple dozen troops, equipped with shields, guns, and maybe a couple of missile tubes. It generally isn’t more than a few dozen meters long. Cindercone’s original hull is an example of this type of craft.

Cruiser (400 CP) - A moderately armed craft designed for warfare. Capable of housing 50+ troops at once, with military grade shields and several different types of weapons, these are the most common types of craft used to host mercenary companies. The Kitesfear and Cynthetic Certainty are examples of this class of vessel.

Battleship (600 CP) - A heavily armed craft that can house a couple hundred troops at once, and can hold many more in the short term. It has plenty of space for customization inside, and heavy shields and weapons on the outside. The Touch-And-Go is an example of this class of vessel.

Superfortress (800 CP) - Massively powerful craft that are capable of housing a thousand or more troops, with built in fabbers and heavy “gravy guns” which are capable of creating gravity pulses that can literally pancake smaller ships. The Post-Dated Check Loan is an example of this class of vessel.

Battleplate (1000 CP) - Truly enormous vessels that are designed around acting as physical shields over planets to prevent orbital bombardments. This gets you one of the ‘Tricorn” class battleplates, which is several hundred meters thick and around 4 kilometers long on a side, capable of hosting a population of tens of thousands. It has gravy guns, fabbers, and more.

Locations

The following purchases can take the form of an attachment to your warehouse, a physical location near where you arrive, or a dedicated room within your chosen ship, if you've purchased one. The Speeder and Tank can't host these locations.

Quarters (Free) - You get a set of quarters that is customized to your liking. Features a decent amount of storage space and appropriate sleeping arrangements for your species.

Mess (100 CP, Free for Drop-In) - A chow hall, equipped with special dispensing stations that can create all kinds of meals, which restock with the required feed material every week. Always has a plate of hot cookies, fresh from the oven.

Armory (200 CP, Discounted for Mercenary/Military) - A secure room for holding various forms of weapons. Always has ammunition for whatever weapon is brought into it, and any weaponry that is left within will be cleaned and fixed up within a day.

Medical Bay (200 CP, Discounted for Civilian/Manipulator) - A room with various forms of medical equipment, including a couple of bactolotl tanks that can be used to regrow an entire body from just a head in a couple of weeks.

Lab (200 CP, Discounted for Scientist) - A room full of raw materials for engineering and science, along with various tools that can be used for the same. Comes with a small fabber that can create finished products out of raw materials, and a database full of technical blueprints and science papers from the setting.

Industrial Fabber (400 CP) - A massive fabber that is used for industrial applications like building starships. It can't be hosted in a spaceship, but could help you to build your own if fed raw material from space-rocks and such. It is capable of building annie plants if given sufficient time. It comes with a full tech database of all publicly available technologies, and will update to add any new publicly available technologies in future Jumps.

Game Changers

The following are technologies that reshaped the galactic political landscape. Be wary about showing them off, at least until others have shown theirs first.

Teraport (100 CP) - A basic teraport device, as well as a teraport denial unit. The former can be used to transport yourself across interstellar distances instantly, while the later can prevent incoming or outgoing teraports within a radius measuring several thousand kilometers of the unit. These come with blueprints for making more, as well for things like teraport cages, which can be used to teraport through denial fields. They also come with instructions for how to attune the denial effect towards other teleportation effects, allowing you to prevent other forms of teleportation from working within the radius.

Transmogrifier (200 CP) - A device that can be used to completely alter the appearance of an individual, as well as allowing you to download knowledge and skills into them. This process doesn't touch on the fundamental nature of the person, and actual training will be needed to integrate the skills and knowledge properly.

Laz'r'us Nannies (400 CP) - A set of nanites that, when implanted in an individual, will slow their aging to effectively nothing and back up their mind within their skin and other organs, and which can work to regenerate them and revive them, allowing an individual to revive from anything outside of majority body disintegration. And if the nanites are linked to a strong enough computer system, they can upload a copy of the user's mind periodically, which can then be loaded into a cloned body. Comes with a device for creating more, and implanted nannies will adapt to new biologies automatically.

Long Gun (600 CP) - A cannon that fires a powerful beam of energy through a wormhole, allowing it to strike any target that it can get precise location data for. The effect is strong enough to punch through teraport denial, and can only be defended against by the one firing not knowing where you are. The device itself will appear in some remote area of deep space, along with a control unit you can use to plug in target coordinates for it.



Import Option (100-500) - You may import or create a companion per 100 CP spent. If 500 CP is spent, you can import / create a full set of eight. Each companion receives 2x the CP that was spent overall on this option (so 100 CP gives one companion 200 CP, 300 CP gives three companions 600 CP, etc.). This CP can be spent on Species, Perks, and Gear, but not on additional Companions.

Mercenary Company (200) - You are now the leader for a small group of a couple dozen generic ‘mercenaries’, complete with an armored troop transport for transporting them around. They all fill a single companion slot, and don’t have much in developed personalities to start. They have basic training and a lot of enthusiasm for violence. They are primarily motivated by money, and won’t follow you if you don’t make sure they’re paid.

Recruiting Drive (200) - You can recruit a canon character as a companion, provided you can convince them to join you. They will have any relevant perks that apply to or are based off of themselves from this Jump.

Drawbacks

You can choose up to **1000 CP** worth of Drawbacks from the following options. Companions can choose up to **600 CP** worth of Drawbacks, but can't take Broken Sword.

I'm Not A Target! (+0) - During the course of canon events, there is a point in time when the Pa'anuri were firing a Long Gun at the Milky Way, 'walking their shots' across the galaxy by hitting active Annie Plants to try and target Petey and the Fleetmind's base at the center of the galaxy. If you select this toggle, and that event happens to come about during this Jump, you will be protected from being hit by one of these random long gun strikes, so long as you are not on one of the ships or stations that got hit in canon. This only applies in this specific case, and won't protect you from direct Pa'anuri attack or from some other force hitting the area you are in with a Long Gun.

When They Are Delicious (+100) - You eat people and their pets. You won't necessarily attack people just to eat them, but you won't hesitate to take a nibble if you are feeling peckish, and things like Adorable Sociopathy won't make people find this any less horrifying. You have to be able to eat things to take this Drawback.

Big Words (+100) - You have a very limited vocabulary and a somewhat shaky grasp of grammar. You aren't necessarily unintelligent, but it can certainly appear that way when you have trouble actually explaining things.

Ricochets (+100) - Anytime that any sort of conflict or danger flares up near you, something is going to happen to cause you to get injured. Given the state of medical technology, this won't be overly debilitating for you, but it will still be painful and frustrating to be digging a bullet out of your buttcheek yet again.

Kissing Curse (+100) - You are just totally unlucky in love. Something will come up to prevent you from actually settling down with anyone, ranging from them betraying you to them straight up dying. Don't expect to be establishing any romance during your stay here.

Guilt Gland and Everything (+100) - You have a conscience, and a strong one at that. You won't be able to stand the thought of hurting someone, letting them get hurt by inaction, or causing them to get hurt by paying someone else. Even if it is temporary or minor, the thought of someone being in any degree of pain from you is simply miserable.

Buried Trauma (+200) - You have some sort of trauma buried in your past, which can flare up to incapacitate you when faced with similar situations. This trauma will be deep-rooted, and will color all aspects of your life here. Facing it and overcoming it will be a long, hard road.

Banging Down Your Door (+200) - You always seem to get blamed for other people's mistakes. Sometimes, it is due to the actions of someone you actually know. Others, you just happen to have a similarly sounding name or be wearing a similarly colored jacket, and you end up catching the blame. Clearing your name will be a tangled mess every time, assuming they aren't the type to shoot first and ask questions never.

Breaking The Ship For Greed (+200) - You are always looking to save a bit extra money, even when you really don't need to or when it would be dangerous to do so. Why pay for a tow when you can just fly your ship to the repair port yourself? If you think you can make a bit more money by agreeing to dumb requirements, you'll do it, and suffer the consequences.

Crazy as Pi (+200) - You have a completely unhealthy love for explosions. You will look for any excuse at all to blow stuff up, and even if you do practice basic safety measures like minimum distances or secure handling, that won't help when you were too focused on setting up your bomb to remember that the wall you are setting it on is next to space.

Denied (+300) - You can't use the teraport or other forms of teleportation. The only time you could use it would be if you were in deep space, far away from any habitats or star systems, and were using it to teleport to a different area of deep space. Beyond that, instant teleportation is barred to you, even when TAD isn't in effect.

A Contract And A Grudge (+300) - Someone has put up a contract for taking you out, and there is a dedicated company of mercenaries that are on the job. They are utterly ruthless, with a fleet of ships and a wide-ranging information net. They will always manage to track you down eventually, and even if you manage to take out the group, a new one will have picked up the contract within six months or so, and will have full information of any capabilities that you displayed during your prior encounters or public appearances.

Mindrip Target (+300) - Some conspiracy is convinced that you know one of their secrets, and they will rest at nothing to bring you in for 'destructive interrogation'. This could be a shadowy branch of the UNS, the Gatekeepers, remnants of some ancient civilization, or something else entirely. You will need to constantly keep on the run, with your only way to gain breathing room being to take whatever clues you can find and work to find and expose the conspiracy to the galaxy at large, breaking their power.

Bombastic (+300) - Your body has been altered, effectively making you a living bomb. You can't be detonated externally, but if you ever experience extreme emotions, especially anger, it can lead to a cascade effect as your fuse is lit and your body starts to melt down and prepare to explode. You can't avoid this by switching bodies, the effect simply follows you, and dying via this explosion is an exception to the exception mentioned in the beginning, counting as a Jump Failure even if you could be revived or have your consciousness moved elsewhere. Best to keep your emotions under control.

Mini-Jumper (+400) - Your entry to this universe functioned like a plasma grenade down the gullet of an amorph. You've had 95% of your prior memories wiped away for the duration of this Jump, and powers from your prior jumps are reduced to just 5% of their normal power. You will also find your mentality to be a bit more 'child-like', making it harder to keep big or complicated thoughts in your head.

Shackled (+400) - Whether you are an AI or not, you've now had loyalty to someone or something hardcoded into your brain at the deepest possible level. This could be an individual or organization, but whoever it is, you cannot even conceive of not following their every order exactly as they give them. The target of this cannot be a Companion or someone or something that you control.

Gate Clone (+600) - Your pick or roll for Starting Location now indicates your homeworld or home location, but you actually will start within a Gatekeeper facility. You are now the gate clone of some random individual, fitting your background, that just travelled through the gate. You have been captured for interrogation, and you will need to break free and fight your way out to escape. This will be difficult, as you have no access to your Warehouse or other items until after you've actually managed to escape, and any forms of teleportation or instant travel that might help you escape are also blocked. You will have to find a way to get out of the facility itself before they will work properly again, and you will be up against a bunch of Gatekeepers that have access to physical scans of your body and a knowledge of your physical capabilities.

Broken Sword (+1000, Doesn't Count Towards Your Drawback Limit) - Now, you start the moment that the teraport is released out into the wider galaxy. However, things are much darker than they would be at this point normally. The mutiny on-board the superfortress Sword of Inevitable Justice ended with the vessel's destruction rather than it being scuttled. Without Petey's aid, Tagon's Toughs (including Breya) have just been wiped out by the Gatekeepers in retaliation for releasing the Teraport to the wider galaxy. The O'benn wiped out the Kssthra centuries ago and have spent all this time building more weapons. Now they have the Teraport and can unleash their war-machine on the galaxy. The chain of events that lead to the formation of the fleetmind will not occur even if you intervene. You must stop the O'benn conquest. Then you must prevent the pa'anuri from obliterating the galaxy and take the fight to them in Andromeda. An individual pa'anuri is more than a match for one of humanity's mightiest vessels. Their core generator throws off more than a supernova of energy every second. Good luck. Oh and if the galaxy burns (more than 10% population loss), you lose the chain no matter how cleverly you hide yourself.

Ending and Notes

Congratulations! You have made it to the end of the Jump, in some form or another. You can now choose to either **-Stay Here-** OR **-Go Home-** OR **-Move On-**.

FAQ

How long does the Jump last?
10 Years. The actual events of the Jump start in 3096, the Teraport is released the next year. The final events then occur around 3101, five years after the story began. Exact timelines can vary, depending on how your actions change events.

How long does it take my Dark Matter Shadow to grow to full size?
That depends on what you mean by full size. It would take maybe a few hours for it to go from ‘roughly human size’ to ‘roughly spaceship sized’, at which point it would easily be able to damage spaceships via application of ‘gravy’. It would take several days to get to a full ‘planet-throwing’ size, though, again, at that size you can throw planets like baseballs, so a bit of a wait seems more than fair.

Changelog

v1.0 - Created
v1.1 - Added stylized headers. Updates to the “Lab”, “Fabber”, and “Scooter” items. Altered Ship Prices. Added the “Superfortress” and “Battleplate” vehicles.
v1.2 - Added multiple new perks: “Dark Matter Shadow”, “Overlooked”, “Plasmagun Jetpack”, “Just Didn’t Get Off”, “Billions of Ordinary Lives”, “Exit Clause”, “Taking A Loan On Some Collateral Damage”, “Close Air Support”, “A Mind For Fleets”, “Lingo”, “Shiny Red Buttons”, “Gone To Ground”, “Depressingly Good At Lying To People”. Add short descriptions for several alien species. Updated “Laz’r’us Nannies” description.