Lexx

(Jumpchain)
Version 1.00
Made by Nerevar

There are two universes. The Light Universe, home to the League of 20,000 Planets ruled over and protected by His Divine Shadow and the Divine Order who serve him. And the Dark Zone, the universe of chaos, depravity, and evil. At least if you believe the propaganda. In truth, there is darkness and light in both universes, though it's mostly pretty dark overall.

Thousands of years ago, humanity was nearly driven to extinction by a powerful race of space dwelling insects. Among humanity's greatest champions were the Brunnen-G, a race of romantic warriors who's creativity and cunning allowed mankind to exploit the meticulous efficiency of the Insects and ultimately wipe out the Insect Civilization. With the Insects gone, mankind now inhabits countless worlds scattered through both universes.

After hearing a prophecy of his downfall at the hands of the Brunnen-G, the Divine Shadow brought his fleet to their world of Brunnis-2 and bombarded it from orbit. A handful of Brunnen-G, knowing victory wasn't an option, chose to mount a doomed counterattack on the Divine Shadow's flagship, their only hope to die well. The Brunnen-G are all dead now.

Two thousand years after the destruction of the Brunnen-G, the Divine Order completed the Lexx to be the Divine Shadow's new flagship. The most powerful weapon of destruction in the two universes, the Lexx is a living ship that resembles an enormous dragonfly, who's "eyes" are emitters for a powerful directed energy weapon that can casually mass scatter planets. On the day of its launch, a rebel group known as the Ostral-B Heretics make an attempt to steal the Lexx using a replica of its Key.

Whether you arrive in time to interfere in the unlikely series of events that would lead to the Lexx falling into the hands of the low ranking security guard Stanley Tweedle, or if you join in the fun a bit later on, you will be in the two universes for a minimum of ten years. Depending on the options you take later in this document, you could be here much, much longer. Take these **1000 CP** to prepare yourself.

Origins

Any origin may come with memories, connections, and a life lived in this world prior to your insertion or may be taken as Drop-In providing you with no new memories or connections you did not purchase with CP.

Age and sex may be chosen freely.

Security Guard (free)
You need not be an actual security guard. You can have some other low ranking, menial job where you work long hours for low pay and get no respect. Your boss is a tyrant, possibly literally, and your job satisfaction is nil. You probably wouldn't mind seeing the whole place blown up my some super weapon just so you'd never have to come in again.

Love Slave (free)
Love Slaves are humans who have been modified by a device known as the Lusticon. The process involves reshaping the body into a youthful, attractive appearance, heightening the subject's libido, brainwashing the subject to fall in love with the first person they see, and installing an expiry date ensuring they'll die within a few years so the buyer will be motivated to get a new one. You've been through at least part of this process, though barring drawbacks saying otherwise, it was interrupted before you were subjected to any of the down sides.

Robot (free)
You are a 700-Series robot. Well, cyborg technically. A small cube of human brain matter encased in a technological life support assembly serves as your central processor. Despite much of your body being made of flesh and blood, you don't need to eat, drink, breathe, or rest thanks to the cybernetic devices installed throughout your form. The 700-Series robots are used for a variety of purposes from personal servants to technical laborers.

Assassin (free)
In both the Light Universe and the Dark Zone, life is cheap, and there are always those who are worth more dead than alive to someone. That's where you come in. Whether you're one of the nearly unkillable Divine Assassins of the Divine Order or a more mundane killer for hire, you're a highly trained, competent, and professional killer who knows how to get the job done.

Insect (free)
While you currently inhabit a human body, you were never human. You are one of the last survivors of the destroyed Insect Civilization. You have survived in a pair of universes dominated by humans by transferring your essence into a human host body. Even thousands of years after the Insect Wars, there are those who remember, and will not be pleased if they discover what you are.

Locations

Roll 1d8 or pay 100 CP to choose your starting location.

1. Light Universe: The Cluster
The capital of the League of 20,000 Planets. The world's population all live within a single massive structure that covers a quarter of the planet's surface. You will be arriving on the same day the Ostral-B Heretics make their attempt to steal the Divine Shadow's newly completed flagship, the Lexx.

2. Light Universe: Woz
A small, sparsely populated world that was once part of the League of 20,000 Planets, but now ignored and forgotten. Wracked by frequent tornadoes that make landing on the planet hazardous, a prototype for the Lusticon was provided to the planet in order to keep up morale. The planet is now home to a feud between the Wozzard and the Dark Lady over the proper use of the device. You arrive shortly before the crew of the Lexx arrive seeking a way to reset Xev's expiry date.

3. The Fractal Core
Located in deep space, this anomaly functions as a passageway between the Light Universe and the Dark Zone. You will begin the jump aboard your Moth flying near the Fractal Core in whichever universe you choose. Don't worry about running out of fuel for the short range craft, since the Lexx will be along shortly, pursued by the Megashadow.

4. Dark Zone: Brunnis-1
The original home world of the Brunnen-G, this world was long ago abandoned by their people after the Insect Wars due to the instability of their twin suns. A network of ancient satellites delays the suns from erupting in a twin supernova. At first, your only company will be the holographic messages left by those long dead, but it won't be long before the Lexx arrives seeking a way to resurrect Kai.

5. Dark Zone: Water
In the absolute center of the darkest part of the Dark Zone, there is a solar system containing three inhabited worlds. The oceanic planet Water is locked in an unnaturally close orbit with the desert planet Fire, so close their atmospheres touch and it is possible to fly from one to the other using a primitive hot air balloon. Water is dotted with small floating island cities, each dedicated to a different form of pleasure and entertainment. You will arrive shortly before an expedition from Fire manages to successfully board the Lexx which has been drifting in an irregular orbit around the two planets for some time.

6. Dark Zone: Fire
In the absolute center of the darkest part of the Dark Zone, there is a solar system containing three inhabited worlds. The desert planet Fire is locked in an unnaturally close orbit with the oceanic planet Water, so close their atmospheres touch and it is possible to fly from one to the other using a primitive hot air balloon. Fire is dotted with tall stone tower cities and nominally ruled by a figure known as Prince, who leads frequent attacks on the cities not under his control as well as on the people of Water. You will arrive shortly before an expedition from Fire manages to successfully board the Lexx which has been drifting in an irregular orbit around the two planets for some time.

7. Dark Zone: Earth
In the absolute center of the darkest part of the Dark Zone, there is a solar system containing three inhabited worlds. Orbiting such that it is always on the opposite side of the sun from Fire and Water, Earth is an otherwise unremarkable Type 13 planet in the final stages of its development. You will arrive on the day that the ATF in coordination with the FBI and CIA arrange for the assassination of every member of SETI and the destruction of its headquarters in order to cover up knowledge of the Lexx arriving near the moon.

8. Free Choice
Congratulations. You can choose to begin in any of the locations listed above.

Perks

100 CP perks are free to their origin. All other perks are discounted 50% to their origin.

Undiscounted Perks

Outside the Cycle (Free and Mandatory for the jump. -400 to keep)
Time here flows in an immutable circle. Everything has happened before and will surely happen again. But it would be incredibly boring to send you someplace where you couldn't change anything. This perk renders you outside the concepts of fate and destiny. Prophecies and predictions never account for your future actions. Time travelers from the future always remember a timeline unaltered by your actions as if you had vanished at the exact moment of their arrival, or a timeline where you never existed at all if their arrival point was before you inserted into a given jump. Alternately, if you are the time traveler from the future, you arrive in a timeline where your past self vanished at the moment of your arrival. Time travel mechanisms that rely on closed loops don't have to have the loops closed to prevent a paradox when you're involved.

Death is Cheap (-600)
Between the reanimating properties Insect protoblood, carnivorous plant monsters that can recreate someone based off a DNA sample and the memories of their closest friends, the souls of the dead reincarnating on Fire and Water, and straight up magic, every member of the main cast has died at least once over the course of the series. Under normal Jumpchain rules, dying means your chain ends and you'd be sent home, but this perk allows you to join in the "fun". With this perk, dying no longer ends your chain as long as you come back to life before the end of your jump. This also extends to situations where you end up not quite alive, but become some form of fully sentient, self-willed undead. Being someone's zombie slave doesn't qualify, nor does reincarnating without any memories, so if you get yourself killed and turned into a Divine Assassin the hard way or wake up on Fire and Water, I hope you've got a plan to recover your memories and will before the jump's end.

Security Guard Perks

Coward (-100 CP)
Doing whatever it takes to survive isn't usually treated as laudable, but few will deny there is something impressive about the coyote who chews off its own leg to escape a hunter's trap. You have a kind of inner strength that lets you make difficult sacrifices when your life is on the line. You likely won't like losing a limb, but if there's a life threatening poison in there, you won't hesitate to amputate it. When there's a gun to your head, you can swallow your pride, pretend compliance, and submit to any level of pain or humiliation you have to. And if the only way for you to live is to sacrifice someone else, you have what it takes to do that as well. You can pull the trigger to keep an enemy from shooting you first, and you can fight to keep other people from overloading the last lifeboat. No guarantees you'll be able to sleep at night afterward, but if it comes down to it, you can sell out your allies, your closest friends, even your dearest loved ones if you honestly think it's necessary in order to save your own skin.

Xenophile (-200 CP)
You have a kind of natural charisma that doesn't effect members of your own species, but draws in alien beings of various sorts. Whether it's a carnivorous plant monster, a sentient biotech weapon of mass destruction, or one of the fae, the stranger and more alien a being is the more it is naturally inclined to like you. This interest can be platonic, but more often than not it leans toward a romantic interest. This won't necessarily make them safe to be around, and it won't inherently make them inclined to respect your wishes, but you can be assured they do hold some manner of affection for you in their own way.

Bounce Back (-400 CP)
You recover easily and completely from even the most traumatic experiences. No amount of suffering, torture, or humiliation will leave lasting mental or emotional scars. You could be killed, resurrected, repeatedly tortured to death, and be completely back to normal as if nothing happened within the hour after you're rescued.

Ultimate Job Security (-600 CP)
Once you get a job, it's yours for good. It doesn't matter how obviously incompetent or corrupt you are, you can never be fired or demoted. People will still notice things you did wrong, and you can be subject to disciplinary actions other than being removed from your position. But the only way for you to lose your job is for you to leave voluntarily, for you to die, or for the organization employing you to cease to exist.

Love Slave Perks

Perfect Body (-100 CP)
Maybe you went through extensive physical training and conditioning. Maybe you went through a version of the Lusticon. Whatever the case, your body is now capable of performing at the absolute peak of human ability, you are in perfect physical health, and look as good as it is possible for a human being to look.

The Peak of Ecstasy (-200 CP)
You might think bringing a person to the absolute peak of sexual ecstasy would require some elaborate setup, or at least involve taking some clothes off, but that's for amateurs. You can manage it with nothing more than a really good kiss. You may dial the potency of this perk anywhere from completely off to full power at will.

Standards (-400 CP)
You are your own person, utterly immune to anything that would seek to control or manipulate you. Having your hormones dialed up to superhuman levels won't lead to you lowering your standards. You are immune to shame. Whether it's mundane peer pressure, cultist style love bombing and brainwashing, a coordinated propaganda effort aided by every aspect of society, or being literally raised in a box, you can never be forced to internalize the messages others try to impose on you. You are free to pursue your true desires, wants, and needs. This does not inhibit your actual morals if you have them, and indeed makes it easier for you to live up to them so long as they're actually your morals as opposed to something you just think you should care about because society told you to. This perk does not prevent you from being punished for violating the rules others seek to impose on you, and you might choose to conform in behavior to avoid that punishment, but you will never be forced to internalize those rules. You may tow the Party line in 1984 to keep from being tortured, but you'll never love Big Brother.

Cluster Lizard DNA (-600 CP)
Somehow your DNA has been spliced with that of an aggressive, predatory reptile known as a cluster lizard. You have mildly superhuman levels of strength and endurance. You can survive with some discomfort in hot, arid environments that would kill a normal human within an hour. With some practice, you can learn to curl yourself into a ball and roll around at speeds several times faster than you could run without getting dizzy. Finally, in moments of extreme stress, you can temporarily transform into a full sized cluster lizard, complete with thick, leathery skin and multi-segmented mouth full of sharp teeth capable of eating a human alive in seconds. Upon calming down, you will revert to human form.

Robot Perks

Adaptable (-100 CP)
Whether you're swapping out modular cybernetics, having your whole body rewritten on a genetic level, or being turned into a tree by fairy magic, you can instantly and effortlessly adapt to new physical forms. You are completely immune to body dysmorphia, no matter how strange or alien your new body may be. You won't need to relearn how to process new senses or how to coordinate a body with different numbers and types of limbs, all of it being as effortless as it was in your original body. Finally, you won't be particularly bothered by a less capable form than you're used to except when your diminished capabilities actually stop you from being able to do something specific you wanted to do at the moment.

Easy Interface (-200 CP)
By touching any control surface or interface port, or by simply being in range of its wireless signal, you can operate any technological device with nothing but a thought. While this does not bypass any security such as passwords or biometrics, you will be immediately aware of all the functions you do have access to. You can also directly read any form of recording media in your sensory range without needing a separate device, though again this does not bypass security measures like encryption.

Manipulative (-400 CP)
Thanks to an exhaustive knowledge of human psychology, the ability to lie without any tells, and flawless vocal mimicry skills, you are a master at manipulating others. This isn't mind control, so don't expect to manage things like making people to betray their closest friends without some serious leverage. That said, you are perceptive enough to recognize that leverage when you do get your hands on it, and to know just how far you can push things before people start to pick up on what you're doing.

Technical Knowledge (-600 CP)
All of the scientific and technological knowledge ever possessed by the Divine Order and the League of 20,000 Planets has been safely uploaded into your mind. This information is thoroughly indexed and cross referenced, such that you can always recall the specific piece of information you are looking for instantaneously. Given appropriate tools and resources, you could recreate any of the technology here, up to and including building your own Lexx.

Assassin Perks

Dramatic Timing (-100 CP)
Your actions now follow a sense of dramatic timing. When defusing a bomb, it will be defused right at the last second. Or it will explode. You see, this doesn't change whether you'll be able to accomplish something in time or not. All it does is narrow the margins you succeed by to make the timing more dramatic. Whether you succeed or fail at what you set out to accomplish is up to you.

Weapon Mastery (-200 CP)
There are some strange weapons in this world, and plenty of them aren't straightforward to use. But you can use them and use them well. Whether it's a simple knife, a fire axe, a military assault rifle, an alien designed disintegrator weapon, or a wrist mounted grappling hook, you can wield any personal weapon like a master who'd trained with it all their life.

Strategy (-400 CP)
You possess an unnatural skill at any situation involving tactics and strategy. With the resources of one ship and four people, you could devise a strategy to defeat a homogenizing swarm that had already consumed most of the matter in the universe. You can also pull off parlor tricks like defeating a Grand Master at Chess after only just having had the rules explained to you.

Decarbonized (-600)
You are dead. Your corpse has undergone extensive modifications, including the removal of all of the carbon. The process has rendered it chemically inert, preventing conventional decay as well as destruction by fire, acid, and even most forms of disintegration weaponry. Your body would emerge intact from a direct hit with the Lexx's main weapon, and is entirely unaffected by strangelets. While nothing is stopping a sharp blade from severing a limb or cutting you in two, repairing such damage is as simple as pressing the severed parts back together, at which point they will instantly and seamlessly reattach themselves. Of course, all that wouldn't amount to much more than a really fancy embalming were it not for a thick milky fluid called protoblood with the ability to temporarily reanimate the dead. Your body has an internal supply of protoblood that can keep you animate for up to a few weeks at a time before it needs to be refilled. Running out of protoblood and being rendered inanimate, even temporarily, counts as death for jumpchain purposes, returning you home and ending your chain barring some other means of preventing that. After this jump, this form with its weakness will be treated as an alt form, with your supply of protoblood only depleting while you are actually in this form.

Insect Perks

Essence Transfer (-100)
You have the ability abandon your current body and pour your fundamental essence into another. This process requires close proximity with no more than a few inches of separation between you, and that both remain still for the few seconds it takes to complete the transfer. During the transfer, the essence is visible as a black cloud moving from one body to the other. You may transfer your essence into any body capable of housing a sentient consciousness, regardless of whether it's a different species, an advanced computer, or even some forms of undead. Your previous body will die as you vacate it. The essence you pass on contains your memories and personality, as well as any perks, powers, or other fiat backed abilities you may possess.

Taking over a body that was already occupied by another mind works the same way as taking a non-Drop-In origin in a jump. Your core personality remains dominant, but you are influenced by the memories and personality of the person who was there before. These memories are retained if you then transfer to yet another body, but they no longer influence your thoughts and behavior.

Spaceborn Instincts (-200 CP)
Insects are naturally spaceborn lifeforms. You experience no discomfort or disorientation in zero gravity environments. Navigating in three dimensions is as intuitive to you as navigating along the ground is for humans. You also lack the tendency humans have to ignore verticality when observing their surroundings, so you will naturally look up and down while routinely glancing around a room.

Remote Piloting (-400 CP)
You don't need to bring your brain with you when you go into dangerous situations. By having your brain removed from your skull, you can continue operating your body as though it were still there. You experience no decrease in your sensory acuity, motor control, or reaction times, regardless of how far away your brain is from the rest of your nervous system. In this state, only your brain dying counts as death for jumpchain purposes. Any skilled surgeon can perform the procedure to remove your brain safely, and your warehouse medbay can perform the procedure as well if you have one. This comes with a small life support device capable of keeping a brain alive indefinitely and the knowledge of how to make more.

Memory Absorption (-600 CP)
You may take the skills, knowledge, and memories of any sentient being you personally kill. The process requires a few seconds of concentration at the moment of death and only works on one person at a time. Memories taken this way do not influence you or alter your personality.

Items

100 CP items are free to their origin. All other items are discounted 50% to their origin. You may import similar items at no additional cost, granting your item the abilities described.

Any properties will appear in an appropriate location in this jump. After this jump, any properties may function as warehouse attachments or be inserted into the world on a jump by jump basis.

Undiscounted Items

Moth (Free)
Since every one of the starting locations is scheduled to be destroyed not long after your arrival, it only seems fair to give you a way to get off the planet. This is a small organic spacecraft about the size of a large van. Resembling a large moth, the “eyes” act as both doors and widows to the small two seated cockpit. It has insect like wings for atmospheric flight, letting it maneuver like a helicopter, and a small thruster in the back to propel itself in a vacuum. Moths are easy to fly, with their pilots needing only to point them in the direction they want to go, and the rudimentary instincts of the moth handle the details of maneuvering around obstacles and landing safely when appropriate. Moths are short range craft, capable of traveling interplanetary distances, but not interstellar ones.

Your moth has the added advantages of not requiring food or fuel, having an unlimited lifespan, and being replaced with a new one if it is ever damaged or destroyed. You may import any vehicle or mount you already possess into this item to grant it these capabilities as well as a moth alt form.

Pet Cluster Lizard (-200)
Cluster lizards are large, aggressive, predatory reptiles with limbless, segmented bodies and thick, leathery hides. An adult is about twelve feet long and can easily devour a human whole in seconds. Ordinarily, they move somewhat like snakes, but if they have the ability to tuck their tails into their mouths, forming themselves into a wheel. Doing so lets them cover distances incredibly fast. This particular cluster lizard is an extremely loyal and well trained pet which will never willingly harm you, and will do its best to protect you if it believes you are in danger. You may import an existing pet to grant it a cluster lizard alt form, including pets from your original world, or even pets that have died.

Baby Insect (-600 CP)
While they were mostly wiped out long ago, a few remnants of the Insect Civilization remain. This infant Insect was never infused with the essence needed for it to become a conscious sapient being. Barring another being claiming its body, it will do nothing except eat whatever is put in its mouth. It is a little smaller than a Moth for now, but it will grow over time. With thousands of years to grow and enough protein to keep it fed, it will eventually grow to the size of a planet, at which point its armored carapace will be strong enough to shrug off multiple hits of the Lexx’s main weapon. If it dies, you will get a new one, but it will again be an infant, and its growth will need to start over again from the beginning. The Insect’s body naturally secretes protoblood which can reanimate the dead. The amount you can harvest without harming it depends on how large it has grown.

Security Guard Items

Black Pack (-100 CP)
This handheld weapon fires black webs of energy from a pair of prongs attached to the handle. Organic targets struck by these energy webs are disintegrated instantly. The battery pack on this one, which is connected to the handle by a length of cable and typically worn at the waist, will never run out of charge.

Fake Tooth (-200 CP)
One of your teeth has been replaced with this hollowed out fake which can be used to store something. There isn't much space inside, but its contents are completely undetectable to any form of scanning. No search or examination will ever reveal that this is anything other than one of your normal teeth.

Key (-400 CP)
Inside your body there is a semi-living energy field, similar to the Key to the Lexx. With a touch, you may attune anything you own to this Key. Anything attuned to this Key cannot be used by anybody except you without your explicit say-so, which you may explicitly revoke at any time. Guns will refuse to fire, vehicles will fail to start, doors won't open, etc. There is no limit to the number of things you may attune this Key to, though you do need to actually own it. Any fiat purchased items are attuned to your Key automatically.

Love Slave Items

Hot Outfit (-100 CP)
A suit of clothing that is always flattering to your figure and can be easily modified if you desire to change its style. Curiously, it seems to be bonded to you on a genetic level, allowing it to appear on your body any time you desire it, replacing any clothing you happen to be wearing at the time, if any.

Lusticon (-200 CP)
This is the machine that turns humans into Love Slaves. Taking the form of a long table with straps for holding the subject down during the process, a qualified operator can reshape the subject's body into a fit and attractive form, enhance the subject's libido, brainwash the subject into falling in love with the first person they see, and install an expiry date. Expiry dates will cause the subject to drop dead anywhere from a few hours to up to 79 years from the time the expiry date is installed. Any of these processes can be changed, reset, or reversed with another use of the Lusticon.

Baby Box (-400 CP)
Similar to the box on B3K where Zev Bellringer was raised, this machine, the size of a small room, is capable of taking a human infant and raising it into an adult. The television screens and robot arms provide for the child's basic needs, as well as education and simulated socialization. This will somehow not result in a child who is more screwed up than one raised by conventional means. If for whatever reason you don't want to take a completely hands off approach to child rearing, you can take the child in and out of the box, using it as a school, daycare, and/or babysitter. As a special bonus, you may apply any parenting or teaching perks you may have through the box.

Robot Items

Cart (-100 CP)
This small motorized cart responds to your mental commands. It can automatically load and unload small objects up the about the size of a human head without any external aid. You may summon it to you at any time.

Protein Regenerator (-200 CP)
This advanced medical device is capable of repairing any form of organic matter. A skilled operator, with knowledge of their subject's anatomy can repair physical trauma, reattach severed limbs, and filter out any diseases or toxins. It cannot create biomass out of nothing, though it can be used to repurpose existing material. While it cannot bring back the dead on its own, it can restore a corpse to a perfectly pristine condition and regular uses can stave off decay. This device does not work on inorganic matter, including formerly living tissues that have been decarbonized.

Drone Arms (-400 CP)
These modified Class 23 Cluster Drones look like human arms attached to a hovering orb where the shoulder would be. They respond to your mental commands instantly regardless of distance, and cannot be controlled by anyone except you. They come with a number of built in tools, and are capable of rapidly self-replicating given available materials. The copies share all the properties of the original, but only your initial pair come with you from jump to jump.

Assassin Items

Brace (-100 CP)
This versatile, wrist mounted weapon is the signature tool of the Divine Assassins. The weapon consists of two fold-out blades arranged like an insect's mandibles attached to a retractable cord. Despite the blades being sharp enough to sever limbs outright and punch through a person's rib cage to cut their heart in two, it is possible to use them as grasping implements without damaging your target. The cord can extend to significant lengths and retracts quickly on demand, letting the device serve as a grappling hook that can let you ascend even the tallest buildings. When launched, the weapon makes a sound similar to the call of a hawk.

Cryo Chamber (-200 CP)
This is a cryogenic chamber capable of waking its occupant either manually from the outside or on a timer. It contains its own power supply, which can last indefinitely, and will not suffer malfunctions unless deliberately sabotaged. Any and all negative effects are suspended while the occupant is in stasis. Aging is halted, diseases do not progress, curses don't worsen, protoblood doesn't break down. All such effects resume once the occupant comes out of stasis. Time spent in stasis does not count toward your jump's duration.

Game Room (-400 CP)
Your warehouse now contains a portal to the Other Zone, a peculiar location used by the Brunnen-G to play games. You may enter this portal alone or with others. While it will not provide other players, the Other Zone will manifest anything else required to play any kind of game. In addition to providing an arena, game board, dice, cards, balls, and other objects, the Other Zone can also manifest changes to the players in order to facilitate the game. Paralyzed individuals can gain the ability to walk, run, and jump in order to enjoy a fair game of basketball. None of the items or physical changes can be retained outside the Other Zone by any means. Any stakes agreed to by the players are enforced absolutely, regardless of how slippery or powerful the individuals involved might otherwise be.

Insect Items

Cleansing Chamber (-100 CP)
This soundproof room with good locks on its doors contains restraints and a set of equipment for conducting electrical torture. Using this equipment on a restrained prisoner, you can destroy the subject's mind while leaving their body intact and suitable for possession. It is possible to use this equipment to remove specific memories and personality elements, letting you cleanse a body you've already possessed or remove the memories that come with a non-Drop-In origin. Doing so is incredibly painful, of course, and requires that you have someone you trust to perform the procedure on you.

Robe (-200 CP)
This full body concealing, black leather robe functions as a fully sealed space suit. A built in anti-gravity harness allows for the wearer to propel themselves through space and to fly when subject to normal gravity. It contains a built in weapon system that lets the wearer fire webs of energy similar to those from a Black Pack, but stronger and capable of effecting inorganic matter with sustained fire.

Predecessors (-400 CP)
You possess a collection of brains in advanced life support systems, each equipped with the means to perceive their environment and speak. There is one for each of your previous jumps, one for each of your previous bodies if you've transferred your consciousness at any point, and one for your original, pre-jumpchain self. Each contains the memories and personality of the lifetime it represents. When you change jumps or transfer your consciousness in the future, you get a new one. These are all human brains, even if the life they correspond to wasn't human. They collectively function as a full memory and personality backup, and will automatically restore lost memories, personality traits, and free will to you if you enter their presence while suffering from some condition that would call for that sort of thing.

Companions

Companion Import (-50 CP each or -200 CP for 8)
Each Companion gets 600 CP to spend on Origins, Perks, and Items. Companions may not take Drawbacks.

Canon Companions (free)
If you can convince them to come along, you may take anyone from this world you wish as a companion. Despite being sentient, you may not use this option to take the Lexx with you. If you want the Lexx along on your chain, there is a scenario for that.

Girl of Your Dreams (200)
A carnivorous alien plant has taken a liking to you. Taking the form of a large, round pod, it has reshaped part of itself into a humanoid avatar that can separate from the main body. The plant uses this avatar to gather food, which is brought back to the pod to be digested. The appearance and personality of the avatar was drawn from your dreams, resulting in a being that is as close to your ideal mate as possible, with the minor issue of not having any genitalia. It requires a lot of protein, the equivalent of an adult human corpse every few days.

Drawbacks

Self Insert (+0 CP)
You may replace the main character who matches your origin. Your starting time and place is set to the Cluster. Due to the Outside the Cycle perk, any prophecies uttered prior to your insertion don't take into account the fact that the person you replaced is no longer here.

Extended Stay (+0 CP)
Ten years might not be enough for you to see and do everything you want to while you're here. You may extend your stay in the two universes as long as you wish. You may choose to end your jump at any time after surviving ten years.

One Universe (+100 CP)
For your stay here, you are restricted to the universe you started in. Attempting to pass through the Fractal Core from one universe to the next is fatal to you. Other means of passage between the Light Universe and the Dark Zone may or may not kill you for making the attempt, but they will fail regardless.

Beehive (+100 CP)
For the entire duration of your stay in this setting, your hair will be permanently done up in an elaborate beehive hairdo with a single lock draped down one side of your face. This style was once popular during the final days of the Brunnen-G civilization, but hasn't been in vogue for thousands of years. Nothing you or anyone else does can change this hairdo. Even changing bodies cannot be used to escape it, with your new body immediately manifesting the hairstyle the moment your consciousness asserts itself. If your current body shouldn't normally have hair, such as if you're a robot, you have a wig in this style permanently attached to your head. If you don't have a head, it's attached to the closest equivalent.

Heightened Libido (+100 CP)
Your libido has been enhanced to the point that you are effectively addicted to sex. The longer you go without, the more urgent the craving will become. This will effect your judgment, leading you to do increasingly stupid things in pursuit of sex.

Repulsive (+100 CP)
Something about your appearance or personality really turns people off. This does not impact platonic relationships, but for the duration of your stay, no one will ever voluntarily get involved with you sexually or romantically. The very thought of doing so will trigger a powerful feeling of disgust. This does effect any existing relationships you may be in, so as a courtesy, you may opt to have any companions you are in such a relationship with placed into stasis in your warehouse for the jump's duration.

Tease (+100 CP)
You will frequently encounter situations where it looks like you're going to get laid. It never works out and leaves you frustrated every time.

Smooth All The Way Around The Bend (+200 CP)
Maybe you suffered an injury. Maybe you were subjected to punitive surgery. Maybe your body was built for a purpose and that purpose didn't involve sex. Either way, the result is the same. You have no genitalia.

Find A New Home (+200 CP)
Any world you set foot on will be destroyed. Most of the time the end will come quickly, within an hour, though in rare cases, it may take up to a year before the end comes. Either way, you will have enough warning to get off the planet before it happens if you move quickly once the problem becomes apparent.

I Have Killed Mothers With Their Babies (+200 CP)
Maybe not that specifically, but you've done things you deeply regret. If you're a Drop-In, the feeling of regret doesn't have a specific focus, but it's still present and effects you just as strongly. For the duration of your stay here, you will feel a deep need to atone. No matter how much good you do or how much punishment you accept, it will never feel like enough.

Who Do You Want Me To Kill? (+300 CP)
When you wake up, you must ask this question to the first person you see. If you are given an order in response, you must attempt to fulfill it to the best of your abilities. This order does not have to be to kill someone.

Selfish (+300 CP)
Deep down, you are a selfish person. If you see a way to advance your personal goals, whatever they may be, you'll take it, even if it means betraying the people closest to you. For an extra +300 CP, you have enough self awareness to understand this fact, and you hate yourself for it.

Head (+400 CP)
There are a surprisingly large number of ways to end up alive but without a body in this world. You've fallen victim to one of them. Whether you're a robot head like 790, a brain hooked up to a life support system like the Divine Predecessors, or something else entirely, the important thing is you don't have a body. Now, it is possible for you to get a new body, but when you manage it, you'll only have about a day before circumstances conspire to return you to this state. Once you use a given method of getting a body, you can't use the same method again.

Love Slave Programming (+400 CP)
You are hopelessly in love with either Zev/Xev, Stanely, Kai, or 790. You are willing to do anything for them. If they die, you will fall into a grief stricken depression. For an additional +200 CP, which one you are in love with is determined by a random roll. For +200 CP above that, roll again each year while you are here, switching which one you are in love with.

The Dead Do Not Have Wants (+400 CP)
You are emotionally flat and extremely unmotivated. You can attend to basic needs, but will otherwise sit around doing nothing if given the chance. The only exceptions to this are emotions and motivations caused by other drawbacks.

The Dead Want To Be Dead (+600 CP)
You have a death wish. When given the slightest opportunity to do so you will go out of your way to arrange for your own permanent destruction.

Expiry Date (+600 CP)
Within the first year of your time here, you will die, and your chain will end. 1-Ups, changing bodies, not being the kind of being capable of dying, none of it will help you. There is only one way to avoid this fate. Somewhere in the two universes there is a device which can save you from this fate. You must find it and use it before your time is up.

Scenarios

You may attempt as many scenarios as you can manage the details of. Failing a scenario you attempt forfeits the reward but does not result in you failing the jump.

Steal the Keys

It doesn't come up often, but there were actually two Keys that would allow someone to command the Lexx. The original Key was in the possession of the Divine Shadow and remained with him until his death. The second was a copy created by the Ostral-B Heretics, which was passed on to Stanley Tweedle and remained largely with him from then on.

Both Keys exist as a kind of semi-living energy field, which inhabits the body of a living person. Upon the death of their current host (or certain other circumstances) these Keys will transfer to another compatible host nearby.

Goal: To accomplish this scenario, you must somehow acquire both Keys, becoming the sole individual able to command the Lexx. Further, you must not lose possession of either Key at any point for the duration of your stay in this jump.

Reward: For accomplishing what heroes and villains alike failed to do throughout the series, you will be granted two rewards. The first is that the Keys are bound to you permanently. In any situation that would normally cause the Keys to seek another host, they will stubbornly remain with you.

Your second reward is the Lexx itself, which will come with you on your chain. The Manhattan sized living ship will appear in a location of your choosing at the start of each jump. If damaged or destroyed, it will respawn at the start of each new jump in perfect condition. It begins each jump well fed, but keeping it that way for the rest of the jump is your responsibility.

All The Way Around

The two universes operate on the oscillating universe model, beginning with a Big Bang, ending in a Big Crunch, which then proceeds to undergo another Big Bang. Due to the two universes not being in sync, it's theoretically possible to survive the end of the Light Universe by traveling to the Dark Zone and vice versa.

Goal: Your goal is to put that theory into practice, surviving the destruction and rebirth of both universes and returning to the moment your jump began in the next cycle. You don't technically need to hop between universes to accomplish this scenario if you have some other means of surviving the Big Crunch and the subsequent Big Bang.

Reward: After surviving an entire cycle of time, you have developed a measure of insight into those cycles, both here and elsewhere. This insight manifests in the form of extremely accurate prophetic abilities. Like the Time Prophet, you can observe future events with enough clarity to carry on a conversation with someone viewing a recording of your words thousands of years after your death.

Prince of Water

Until their destruction, the planets Fire and Water serve as an afterlife. When a person dies in either of the two universes, they find themselves in a metaphysical location known as the Beach where they are judged for the good and evil acts they performed in life. The judge is a manifestation of the soul being judged who knows when it is being lied to. Souls judged as evil go to Fire and souls judged as good go to Water.

Souls are stored inside the two planets in a suspended state, waiting to be reincarnated on the surface. When it is their time to be reincarnated, the individual appears in one of the settlements on their planet and in a healthy adult human body. They typically appear the same as they did in their original lives, but have no memory of either their original incarnations or their previous incarnations here. They live out their life and when they die again, their soul returns to the interior to wait for their next reincarnation.

The being known as Prince has an unusual connection to the planet Fire. He is able to appear at the Beach to act as a prosecutor during a soul's judgment, arguing for the soul to be sent to Fire. He can also effect how the souls on Fire reincarnate. He can move a chosen soul ahead of the line to reincarnate immediately, choose which settlement they will wake up in, determine how much memory of their previous lives they will retain, and control the appearance of their new body. He can and does use this ability on himself to enable his ambitions to conquer both Fire and Water.

Goal: You must begin by traveling from whatever your starting location is to the planet Water. Once you arrive, you will establish a connection to the planet similar to Prince's connection with Fire, gaining the same powers he has. From there, you must accomplish what Prince failed to do, conquer both Water and Fire. Every settlement on both worlds must acknowledge your rule. Successfully doing so will allow you to usurp Prince's connection to Fire, giving you control over the flow of souls on both planets and barring Prince from the Beach. Finally, you must keep both Water and Fire intact until the end of the jump for the scenario to be completed.

Reward: The planets Water and Fire will come with you on your chain. In future jumps, these planets will appear in an out of the way location like they were in this jump, someplace technically accessible by mundane means if one knew where to look, but not on any maps or star charts. You retain your connection to these planets and your power over the reincarnation of the souls there. Souls in new jumps will be drawn to the Beach, but any local deities with a claim on said souls can contest your possession of them.

Ending Options

You've survived ten years. If you chose to take a non-Drop-In background, any memories you gained can still be accessed, but a mental filter is applied so they no longer effect your thoughts and actions. All drawbacks go away, and any lingering after effects from the mind effecting drawbacks are scrubbed away. That done, you have one last choice.

Go Home

You return to your original world the same moment you left with everything you've acquired.

Stay

You remain in this world for the rest of your life. Back in your original world, time resumes and those you've left behind will never know what happened to you.

Move On

These worlds aren't enough for you. You continue on to the next jump, bringing everything you've acquired along with you.

Notes

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