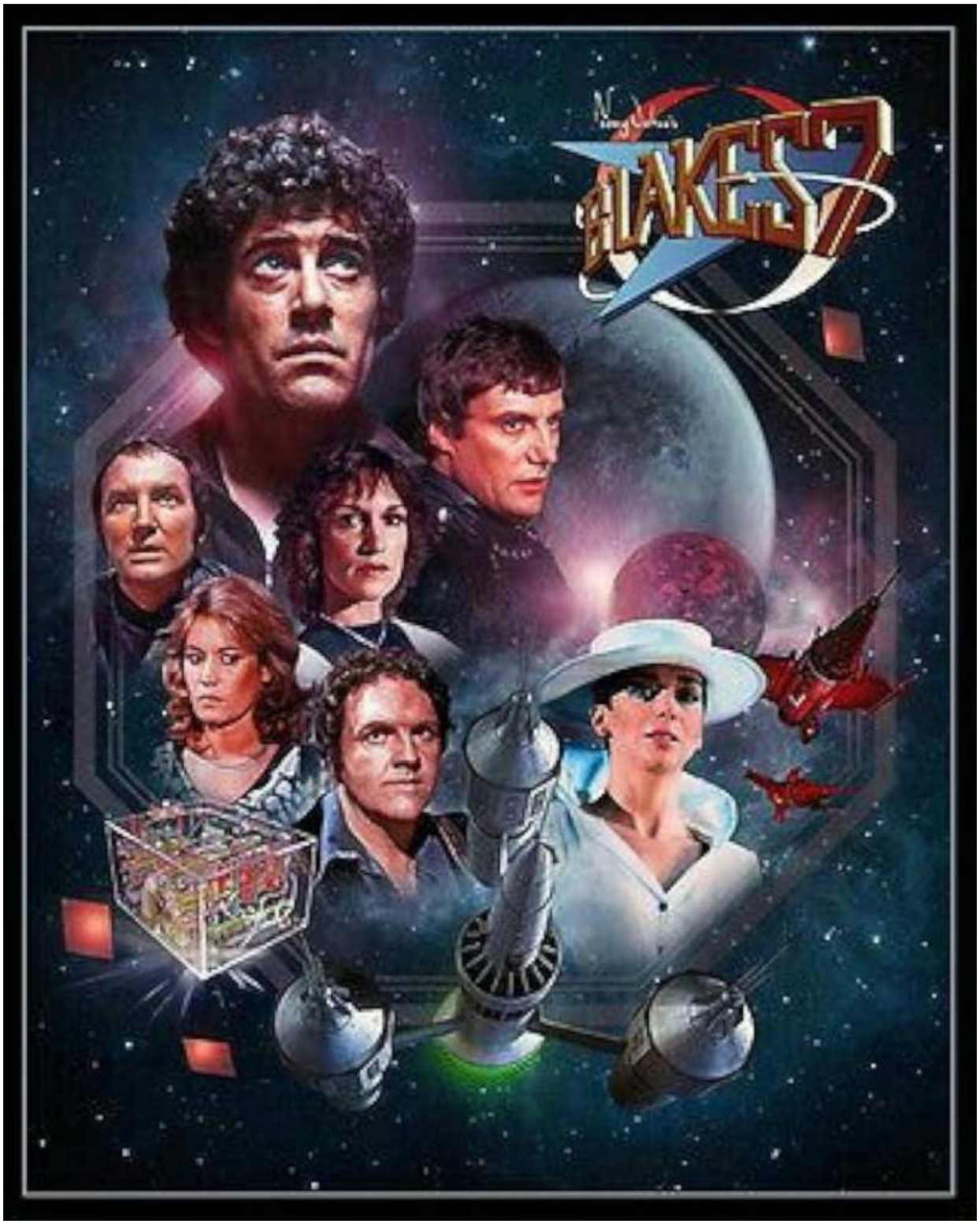
Blake’s 7 Jump

Version 1.0.0



In the 3rd Century of the 2nd Calendar, Earth - and seemingly most of humanity's interstellar expansion - is ruled by the Terran Federation. The Terran Federation's control is not absolute, rebellion forces exist, scattered across the Federation even despite measures such as drugs in the water and air supplies. These drugs are used for many purposes, but among them is keeping the former rebel leader Roj Blake under the belief that he is a good, loyal, Federation subject.

Or they were until observing a massacre that was almost identical to the one that ended his career as rebel leader, has caused his real memories to begin to resurface. Framed and tried for serial child molestation, Roj Blake has been sent to the prison colony planet Cygnus Alpha to live out his life where he is safely far away, while still a sweet bait for any rebels who would seek to reclaim the charismatic leader. Or that was the plan. Due to events on the prison transport ship London, he will instead find himself in control of the alien ship known as the Liberator. With the most formidable ship known to the Federation, Roj Blake is about to recruit 5 new allies, and set forth on a new crusade against the Federation.

Or that is what would happen if you were not arriving here. How your presence will change things will tell the story. Welcome to the world of Terry Nation's Blake's 7. It's not limited to just the Federation. This was a time when space was still strange and fantastic and untamed, with wild creatures and worlds even beyond humanity's space empire. This was a time when a group of rebels against a tyrannical human federation was a new concept in space television, a subversion of the utopian ideal of Star Trek, or heroic tales of resisting alien space empires, and not the norm.

You will be spending 10 years here, arriving, by default, just as Roj Blake takes control of the Liberator. You will need these to help you in your time in this world:

+1000 Choice Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Drop-In: You probably know the drill already, but just in case you don't. You are an outsider, having appeared in this world with no connections or background, simply materializing out of nowhere. You have no past, you have no connections, you have simply appeared.

Criminal: You are a habitual criminal. At least that's what your record says. Whether you're a military deserter, a smuggler, part of the Terra Nostra, a pirate, or just some sort of petty thief, you have lived a life of crime. There's worst ways to live in the Federation.

Federation: You are a member of the Federation's governmental apparatus. Whether that's the political system, the bureaucracy, or most likely the military, you have a position within the Federation that gives you a small bit of authority. Maybe you possess the skills and abilities necessary to leverage that into a great deal of authority.

Rebel: You are a rebel, someone who has seen the Federation's tyranny and has chosen to take up arms against it. You might be connected to the remnants of Blake's old cause, or simply one of the newer, fragmented groups working to fight the Federation on their own worlds. You have a cause and perhaps you will be able to carry it to a successful end.

Technician: Or maybe scientist? Engineer? You have a history in some technical field. You're not necessarily one of the best in the field. You might be a low level technician… or your computer skills may have nearly caused the largest case of computer based crime in the Federation. The only real certainty is that you can verbally spar with the best of them.

Location:

You arrive at a location appropriate to your origin at the same time Blake takes control of the *Liberator*. As a drop-in you instead arrive at a non-secure location. Alternatively you may choose to arrive as a prisoner on the *London* as it leaves Earth.

Age and Gender:

Your age and your gender are appropriate to your origin. If you chose to drop-in you are instead whatever age and gender you were at the end of the last jump.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Beautiful (50 CP): You're rather good looking. In fact, you've got the sort of beauty to make you attractive enough that barbarian kings might decide to spare your life, even when you're a starborn threat to their rule, to try and force you to pairbond with them. Most people won't go to such extremes, but you are very good looking and definitely attractive enough to use your beauty to further your ends like Servalan might.

I Like the Ancient Weapons (50 CP): Perhaps you wanted to be sporting, or enjoyed the challenge, but you seem to have dedicated yourself to mastery of primitive weapons. You're a highly skilled unarmed combatant, as well as skilled with primitive weapons such as swords, spears, and bows. You'd have a good chance in hand to hand combat against someone who was larger and stronger than you, and considered the most highly skilled warrior among his barbarian tribe. This doesn't directly give you any special skill with modern weapons, even mostly obsolete chemical propelled percussive shell guns, but skill with things like crossbows will translate to an extent.

Gunslinger (100 CP): You could make a convincing claim to be the best gunslinger in the galaxy, or at least the part recognized by humans. You're especially good at the quick draw, able to outdraw computer programs, or draw and shoot before someone already holding their gun could turn to point it at you.

Smuggler (100 CP): You are an expert pilot of spacecraft. You could easily fly any Federation craft, and fly it with a level of skill and expertise to be one of the best pilots in the setting. Even a ship as sophisticated and complex as one of the System's DSV ships (such as the Liberator) could be flown by you, on manual, without specialized training and it was not designed to fly without computer assistance. You've got the talent to fly a dead ship into a survivable crash landing, or fly circles around your average Federation pilot.

Ornamentation (200 CP): Servalan has a reputation for surrounding herself with 'ornamental' officers. That is, attractive young men. Of course, she's in a position of authority to do so unlike Blake. Blake just happens to attract good looking people. And now so do you.

When you set out to recruit people to your cause or service, you'll find that they have a greater tendency than normal to be attractive, and if you try and look for specific traits you'll find them much easier to find.

Telepathy (200 CP): You possess the telepathic abilities of one of the Auronar. This telepathy allows you to send mental messages to other creatures. Its range varies based on telepathic affinity between individuals, with most individuals that you know well you will be able to reach individuals from orbit, but with an identical twin or clone you might be able to send messages across interstellar ranges.

While this power does not seem to include mind control or mind reading, it has shown some low level ability to sense the emotions of others. Extreme levels of pain or danger from those you are close to might be felt from a great distance, and you can sometimes get an idea of the emotional states of those around you.

It might be possible with time and effort to expand these powers. The Lost were of the Auronar initially. With untold centuries of experience, and combining 6 individuals into a single gestalt being, they were able to reach out and telepathically influence a telepathically receptive individual.

Cybersurgeon (250 CP): You possess the skills to make you one of the Federation's top cyber surgeons able to operate on both biological life forms and repairing or designing cybernetic prosthetics. You've got the skills needed to erase memories, or record them onto other media, implant or repair inhibitors, and more. You might need some help in the manufacture of parts though.

Clone Master (400 CP): You possess a great deal of knowledge of the more esoteric and specialized biological sciences of this world. You possess the skills of one of the clone masters with their masterful knowledge of the biological sciences and creation of replicated life. This is not limited to the knowledge of the Clone Masters but the biological and genetic engineering knowledge of the Aurons, the experiments (which would be) performed at Bucol-2, and the Fallen Ones from *The Web*.

Headhunter (1000 CP): You are a powerful android like the creation of Dr. Muller. You are strong enough to casually crush people, and to survive an explosive device powerful enough to create a hole in the roof above you and damage the walls around you completely unharmed - though the upper level of your durability is not shown. You're also a machine, no longer bound by biological frailty - you possess a self-refueling power supply that may require you to go into a low energy mode to recharge from time to time but doesn't require sleep, food, water, or anything outside of yourself, and as

non-biological you're generally immune to diseases and poison and aging, though time may eventually decay your circuitry without the occasional repair. You are capable of detecting transmissions, picking up body heat, and simulating human sensory perceptions. But none of this is why you're paying this price. You are a computer arguably as sophisticated as ORAC and your circuitry manipulator allows you to explode high tech guns at a range, or hack and control other computer systems at a range - taking over a ship's main computer to influence and control it making it lie to its users or even influencing and controlling an AI as sophisticated as ORAC itself. You are a threat to humanity as a whole.

Drop-In Perks

I Can't See Us Having Much of a Conversation (100 CP): Let other universes handwave away language barriers with universal translators and magical phone boxes. This universe needs no such thing. Here aliens just instantly learn to speak the same language as the protagonists. And now you can too. You can instantly learn to speak a spoken language within moments of being exposed to it. You might have some oddities in your speech, definitely as if it was a second language, but you'll be able to communicate.

This won't teach you magical languages, so no learning true names and the like with this.

Human Aliens (200 CP): Aliens in this universe have a strange tendency to look rather completely indistinguishable from humans. They don't even get technicolor skin to show how alien they are. You carry this with you, being able to make any of your alt-forms appear perfectly and flawlessly human at-will. You'll still retain the abilities of your alt-form, at least those not completely dependent upon a gross physical characteristic. You'd lose your prehensile tail, but you could breathe underwater using your lungs instead of gills, and your fingernails could serve as claws in a pinch. Particularly big or small alt-forms may have their powers scaled to your new size - your kaiju form will still have its atomic breath, but you won't be throwing around million ton kaiju as easily, though given it takes super strength for their size to move let alone throw million ton kaiju around with greater ease and distance relative to their scale than professional wrestlers you can still be pretty strong there.

Primitive Element (400 CP): Maybe it's machismo, maybe it's something else. But there's something about you that goes far beyond beauty when it comes to generating attraction. You seem to be able to stir sparks of interest and romance in those you set out after such that you could even capture the heart of a cold blooded manipulator like Servalan with one forceful kiss and a show of immense self-confidence bordering on pure arrogance, or maybe by playing the weak and fainting woman soften the heart of hardened pragmatists like Avon and Tarrant.

This seems to work most effectively when you play up exaggerated traits of your gender, but you somehow just generally have the sort of sex appeal that you seem to warp the behavior of others around you like it's some sort of bad writing.

Free Soul (600 CP): Suppressants in the water supply, re-wiring individuals to rewrite their memories and personalities, large scale propaganda to condition and influence individuals. The Federation is built on threats to the human soul and psyche, attempts to control and alter who people are to make them conform to central authority and control. It'd be a shame for a wanderer of worlds to fall victim to this control. You'll find yourself highly resistant, or immune, to the techniques and methods the Federation uses and similar methods in future worlds. Your memories cannot be suppressed or re-written, false memories remaining evidently false and your true ones remaining unfogged. Drugs that influence and affect personality and behavior fail on you. Even physical brain implants meant to regulate your behavior seem to fail. This is less perfect against propaganda, telepathy, or charisma, but even there you will prove uncommonly resistant.

Criminal Perks

Fool (100 CP): You've got a real talent for legerdemain and sleight of hand. Whether it's simple conjuring tricks and prestidigitation, or picking pockets you've got great hand eye coordination and deft fingers.

Glib Tongue (200 CP): You're excellent at distracting people with your words. Whether it's to get them to pay attention to what you're saying instead of what your hands are doing, or to distract them from someone else or something else. You've also got a knack for pissing people off with your words without provoking them enough to kill you.

This comes with a talent for bad riddles and simple wordplay, and seems to be extra effective against highly logical and orderly machine intelligences.

Coward (400 CP): You seem to always stay passively aware of places you can hide and escape routes wherever you are, identifying them unconsciously with no effort on your part. More, when preserving your life for another day is your main concern you just seem to think more quickly and more clearly. This won't help you to figure out how to eliminate or destroy threats, but attempts to escape or hide, or even just to tell them to keep them from killing you long enough to get away seem to go significantly better for you. This does require your main concern to be survival; if you're trying to save others it won't help you.

There Isn't a Lock I Can't Open (600 CP): Given Vila once managed to open a door barred from the far side with basic tools, it really does seem to be true. And now you're his equal. While you'll need some tools, you could manage to find a way to open biometric locks with a basic electrical diagnostic tool, or a door barred on the far side with a set of lockpicks. The time can vary, a lock that should be impossible might take you a while, but you'll be a fair deal quicker than most others would be even if they could deal with these locks. And given the wide range of locks Vila could manage, this will apply to even supernatural or magical locks. You might need some tool or ability to handle magical energies for supernatural locks, but there isn't a lock you can't open given time.

Federation Perks

Voice of Command (100 CP): You've got a commanding presence and tone. It's nothing too much, but it's the sort of thing to make people look at you on some level as a leader, and be a touch more likely to obey.

Ruthless Hound (200 CP): You are skilled at following down your foes. Like Travis you are good at getting into the mind of your foes to guess where they will go, at following their movements even through things such as the void of interstellar space, or figuring out what bait you can use to lure them in and make them come where you want them to be. This won't guarantee you can defeat their superior spaceship, but you're fantastic at finding where your enemy might run or hide.

A Question of Leadership (400 CP): Even with Star One destroyed and most of the Federation's military with it, the Federation was able to put down rebellion on Earth and maintain large portions of its territory. And why was that? Leadership, hierarchy, and structure. You are good at imposing social structures, hierarchies, and rules on civilizations and cultures, and getting people to accept them as the way things have to be. More, you find that by maintaining a strict chain of command, and tight control, you are able to get a bit more efficiency and effectiveness out of your organizations.

Supreme Commander (600 CP): You are a master of plots and schemes on the level of Servalan herself. Your plots and schemes are not flawless, but you can plot around even very hostile geniuses so as to use them to further your own goals, and even a genius with a ship that possesses technology that in the right hands - yours - could take over the galaxy could be brought down with your plans assuming you had the right resources. And given you're especially good at schemes and plots to raise yourself politically or otherwise obtain social power and authority, you may find acquiring resources less difficult than it would be for others.

Rebel Perks

Guerilla (100 CP): While it can sometimes feel like an informed attribute, many of the rebels in the series are guerilla fighters. And you're a skilled one. You know how to throw a punch or shoot a gun, at least at the level to be useful in a fight though you're not a master, know how to sneak around and move stealthily, and have some experience in the sort of skills that might be expected from asymmetric warfare.

I Have Always Trusted You From the Very Beginning (200 CP): You are a truly good judge of character. Like how Blake was able to quickly identify that, despite his scheming, and protestations of pragmatism, Avon would serve the cause loyally even beyond Blake's death, you are very good at sizing up how far a person can be trusted. This isn't 100% perfect - people can be very skilled actors - but unless someone is actively working to deceive you your accuracy is almost terrifying, and even if they are they need to be very, very good to get past you.

Leader of Men (400 CP): You seem to have been born to be one. It just seems that you're great at acquiring loyalty and getting people to follow you. You could turn a thief, and a pragmatic computer hacker into people who would continue to follow your ideals and goals even as they were hunted across the galaxy, and possibly even to the point of dying for them. Some of this is that you're just good at dealing with people, able to figure out the little ways to manipulate them psychologically onto your side, and some is just that you have a magnetic charisma that draws them in.

Firebrand's Spark (600 CP): Your legend spreads like wildfire and when you are identified with a cause, as long as you are active and alive anything related to your cause can be laid on your head, serving to spread the idea that your foes can be defeated. As your fame grows, you will find that you naturally become a rallying point for any cause you represent, and that with each successful step you take on your cause, that same cause will become more popular and easier to spread. One man might not be able to overthrow a federation that spans countless star systems, but a man like you could serve as the spark that ignites just as many star systems into revolution.

Technician Perks:

Snark's Tongue (100 CP): All of the 7, in every iteration, had a tendency towards snark, but some were better at it than others. And now you're among the better. You can come up with snarky lines like you have a whole team of writers for the purpose. It'll help with other witty lines and one-liners too, even if not as much as with sarcasm.

Sentiment Breeds Weakness (200 CP): It may be true. And even if you may still have this weakness, you possess the ability to self-examine it. You can look at things through a truly pragmatic lens without being clouded by idealism. This won't ensure you act to absolute pragmatism, you could care more about your friends than your own skin, or truly believe that an ideal is worth the dangers and hardships, but this will ensure that you can recognize when emotion or idealism is skewing your judgment.

High Grade Citizen (400 CP): Like Avon, you are a genius. This doesn't help you with human interactions, but you have all the hallmarks of a very high IQ. You have a strong memory, with an ability to recall what is relevant and why. You learn more quickly, picking up new skills more easily than your peers. You possess superior critical thinking and logical deductive abilities. You are good at recognizing patterns, looking at situations, and coming up with creative solutions. You are in general a genius. Though as noted it does not particularly help you with human interactions.

Technological Avontage (600 CP): You are a master of figuring out technology, how it works, how to use it, and most of all how to subvert it. Even when dealing with unfamiliar technology, significantly more advanced than what you're used to, you can figure out how to exploit its weaknesses and limitations quickly. Whether it's recognizing how to use ionized particle fields to disrupt ship sensors, how to use an old generator to electrify a bridge in a way that a machine able to take control of circuitry can't interfere with, figuring out the *Liberator*'s computer systems, or modifying an energy screen to instead block long range sensors of enemy ships, you are the person with the technological aptitude and ability to disrupt the technology of others. Without **High Grade Citizen** (or similar levels of intelligence) you still might not match Avon, but you'll be close.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Para-gun (50 CP): This is a carbine-like weapon which shoots energy bolts, generally used by the troopers of the Federation. Blake states that at normal power they are powerful enough to blast an arm clean off, and he did blast Travis's arm clean off before the series began, and it is shown blowing off the head of a macrofauna sized snake-beast. Despite being an energy weapon, it uses a magazine, and has a limited number of shots in each one. Yours will refill its magazine daily.

Surgical Tools (50 CP; free with Cybersurgeon): These are the basic tools used by a cybersurgeon. This isn't anything super specialized, but what a traveling surgeon might carry with them. Still it's good enough to repair cybernetics (at least if they aren't too extensively damaged), and probably has some tools for fleshy surgery.

Vitashock Rifle (50 CP): This is a rifle that shoots a field of light which causes agonizing pain in those struck. It spreads out somewhat over distance, so you could manage to affect multiple individuals at once, though they'd need to be far enough away. Use caution, as it can cause actual injury or even death on high enough settings and/or if sustained for a long enough period. That said, even at the highest settings it is still less lethal than other weapons available here.

Civil Administration Ship (100 CP): This is a ship similar to the prison transport vessel *London*. The slowest ship available here, with no significant armament, and mostly spartan accommodations, it is still a spaceship capable of traveling at time distort 5 from Earth to Cygnus Alpha in a matter of 8 months. As you're paying CP for it, it will refuel, repair, and maintain itself with time, though it will not automatically restore to pristine condition so much as a 'functional but really should have been in for maintenance a few trips ago.'

Killer Accessory (100 CP): This is a brooch similar to that worn by the assassin known as Cancer. Like that brooch, it is able to transform into a crab-like creature with an extremely deadly venom capable of killing a human in instants. The creature is docile for

you, and knows not to bite you, but will bite those you designate and has an endless supply of venom.

IMIPAK (200 CP): This is a gun-like device. Point it at a living creature and pull the trigger and it will destabilize their molecules. This won't do anything to them immediately. However it comes with a second device in the form of a block control. On this control you can set a range, and then turn it on and it will kill everything that has had its molecules destabilized in this way. This second device has a range of 1,000,000 miles. Its maker said it'd kill any living creature, but when used on a large beast the creature survived for several moments instead of immediately dying like a human, so it may have an upper limit in durability of the things it can kill.

Pleasure Ship (250 CP): This is a copy of the *Space Princess*. Unarmed and unarmored, it is a luxury cruiseliner for space, so it is significantly more comfortable - and noticeably faster - than the Civil Administration Ship above. Yours comes with a full crew of followers, and a replenishing supply of food and drink. Also a replenishing supply of drugs in case you want to make your passengers believe you're giving them a tour of sights of galactic beauty when you're actually traveling straight to Earth.

As you're paying CP for this it will refuel, repair, and maintain itself over time.

Orbiter (350 CP): This is a copy of Belkov's vessel from the episode "Games." Powered by Feldon Crystal focusing arrays it could project extremely powerful tractor beams - sufficient to pull in the Scorpio with its upgraded star drive - and by opening these arrays to stars - or black holes - it could generate a massive amount of power. However it did not seem to be a heavily armed ship as it was not capable of fighting off Federation forces and needed to distract them for an elaborate escape. Still as far as raw power supply goes it seems to beat even one of the DSV ships designed by the System. It also comes with an AI capable of controlling the ship's functions, as well as its arcade game style defenses, though as it was derived from a pleasure planet's AI its logic is somewhat based on games. This can make it more difficult for other AIs - such as ORAC - to manipulate and hack, but it also makes its behavior sometimes erratic.

The ship, or more the AI which runs it, counts as a follower unless imported as a companion. As you're paying CP for this it will refuel, repair, and maintain itself over time.

Federation Tech Database (500 CP): This is a copy of the Federation's technological research and data. It's enough to build any common Federation technology. You won't find a copy of the Scorpio and its cutting edge hyperdrive, or anything that was invented

after the start of the show, but mind probes, the technology to create android duplicates of individuals, space opera ships, and the like all can be found here. And because you're paying for this, they'll be fiat backed to work in future settings like they did here. It doesn't include periphery/allied cultures' such as the Clone Masters.

Feldon Crystal Supply (500 CP): This is a supply of Feldon crystals. These crystals focus energy like a burning glass but 'infinitely' more efficiently - such that an array of them could power a ship from the light of a distant star and effectively massively amplify energy fed into them. It's not a particularly large supply, only large enough to make a small, easily transported power generator that would be capable of powering a habitat on a world with a temperature roughly that of outer space's. This is also a supply, not a single cache, as you will find that you steadily gain more such crystals, enough to build another generator every few years. Be careful as larger structures of them can get unregulated in the form of massive explosions. Or maybe that's what you want this for? One could build some truly destructive weapons with this.

Black Hole (800 CP): This is a large space station, much like the Independent Space Station below. It has hydroponics and the like that under normal occupancy its supplies should last a decade (if you actually grow food). It is large enough for a fully functioning settlement, think of a large town not just a handful of crew members. It possesses a powerful gravity drive capable of shielding it from outside observation cloaking it in an artificial black hole from which no light escapes including x-rays (which a real black hole emits), and capable of making parts of it insubstantial - if thrown into full reverse though this could blow up the station. Beyond this it possesses an energy isolator field which can shut off space ship drives and energy weapons preventing their use - but it does nothing to stop telepathic forces. This will continue to stop high powered energy releases even from non-technological sources in the future, though will continue to not affect psychic energies.

Tachyon Funnel (1400 CP): Described by its inventor as being able to destroy anything, instantly, completely, and at any range, and shown on screen destroying a moon 17 light years away, this is the ultimate weapon at least so far as this setting is concerned. And the characters on screen planned to use it to destroy worlds. And now it's yours. It's about the size of a man, and looks like a bunch of electronics with a monitor on top for observing your target.

Drop-In Items

Environmental Suit (100 CP): This is a sealed environment suit. It can function as a space suit, cold weather suit, hot weather suit, radiation suit, and suit to avoid biological contamination. The air supply replenishes when not in use.

Neuronic Whip (200 CP): Looking like a cane with a glass doorknob on its top, this device is a psychic weapon. It is capable of attacking, or boiling, the mind. It has a variety of settings, from those that influence a mind towards obedience, cause pain, or just kill, and can even be set to fire upon detecting a lie told. Though its lie detection function can be fooled by telling technical truths.

Independent Station (400 CP): This is an unarmed research space station. It has hydroponics and the like that under normal occupancy its supplies should last a decade (if you actually grow food). It is large enough for a fully functioning settlement, think of a small town not just a handful of crew members, and as a research station has various labs for research purposes, medical facilities, and everything needed for a settlement dedicated for scientific research.

In future jumps it will insert into space somewhere appropriate or exist as a warehouse attachment.

Living Planet (600 CP): This is a full, planet sized organism similar to the Host that Zil and her kind lived on. It's like a normal planet enough to be mistaken for one by a ship's scanners, though deeper investigation would show that its seas are pre-digestive fluids. Still it has plant-life as part of it, a breathable atmosphere, and a water cycle that can support life. The planet is able to rearrange its surface over the course of hours, and while lacking sapience has some ability to sense its surface and is sentient. You possess an empathic link with the planet which means that as long as things don't get too damaging to it, you can keep it from wiping out individuals or settlements, or direct it to wipe out ones more quickly. It does have a tendency to develop sapient parasites, similar to Zil's kind.

In future jumps it will insert into space somewhere appropriate or exist as a warehouse attachment.

Criminal Items

Adrenaline and Soma (100 CP): This is a drink which contains a mix of stimulant and sedative. You will find that it is quite effective at relaxing and reinvigorating the imbiber, helping to calm them and allow them to relax and release stress. You get a bottle, and it refills daily.

Clip Gun (200 CP): This is a highly sophisticated gun designed to fire a variety of projectiles. By inserting one of its color coded clips into the front of it you can change which form of ordinance it fires. It comes with 9 clips including laser, plasma bullet, percussion shell, micro grenade, stun, and drug; the other two weren't defined in the show so you'll have to find out for yourself what they are. These clips will resupply themselves automatically, reloading ammunition over time. In addition it will develop new clips for other forms of ordinance you acquire, though you'll have to reload them manually.

Scorpion Ship (400 CP): This is a highly modified Wanderer class planet hopper Mark II. The ship is obsolete, but functional, except that yours is, as noted, highly modified. It has an A.I. controlled main computer, capable of controlling the ship - though not working its teleport system - and flying it. It possesses armaments which wouldn't be standard on a Wanderer class, but are still insufficient to tangle with a Federation patrol. What's impressive is that it possesses a photonic drive which makes it the fastest ship in space (able to reach time distort 12, though seemingly also faster without time distort), and a teleport system. This teleport system has a shorter range than the *Liberator*'s and is less reliable - requiring slower movement, longer to lock on, etc - but it is still a teleport system; it does still require them to wear a teleport bracelet which includes the materials used to trigger teleportation.

The ship, or more the AI which runs it, counts as a follower unless imported as a companion. As you're paying CP for this it will refuel, repair, and maintain itself over time.

Energy-Mass Transmuter (600 CP): This is a device about 5' tall, and somewhat wider than a man. Two arms extend, one from each side, and include devices about the size of a microwave. One of these is a highly advanced molecular scanner, capable of recording an object right down to the disposition of its atoms. The other is able to transmute energy into mass to create objects that have been recorded into the device's database. Living creatures have a distressing tendency to die in the process of being created. It can also work in reverse, transmuting matter into energy to fuel itself.

Federation Items

Identification Card (100 CP): This is a Federation identification card, one which includes any security clearances you possess. In fact it seems to be able to change into any form of identification papers you would be legally entitled to. ID, passport, security badge, etc.

Arm Cannon (200 CP): This is a cybernetic arm, capable of fully replicating the function of a human arm - though made of metal making it somewhat sturdier and ensuring it packs a punch - with a built in lazeron destroyer. This weapon is somewhat weaker than the heavier weapons used by Federation soldiers, a blast being enough to potentially kill a person, but potentially leaving them merely with a broken arm instead of being powerful enough to completely tear an arm off. At your choice this can be an overt cybernetic which scales to your body (i.e. will always be at least as strong and sturdy as your flesh and blood arm) and counts as part of it for the sake of your powers and abilities, a cybernetic designed to imitate human flesh and which is indistinguishable from a normal arm to casual inspection and which still scales to your body and counts as part of it, or you can forgo the mechanical arm and just have had a miraculously small blaster implanted subdermally into your arm.

Pursuit Ship (400 CP): This is a fully crewed Federation starburst class pursuit ship. While it's not as fast as the Scorpion Ship, only reaching time distory 9 or 10 in an emergency, lacks a controlling A.I., and lacks a teleport system, it possesses defensive force screens, substantially more powerful weapon systems, is designed for long duration space missions, and can carry substantially more crew. It comes fully crewed, including pilots, and a small force of soldiers. This crew is composed of followers, and will remain loyal to you, and be replaced if they are killed.

Pylene-50 (600 CP): This is a wonder drug. If you intend to enslave a population at least. This drug, which would eventually be invented by a Federation scientist, blocks the production of adrenaline. Though that doesn't really explain the total level of docile obedience it produces, as it totally subverts the will to the point that die-hard rebels will give information freely and readily and with a high enough dosage people under its effects can be gunned down on escalators without others on the escalators responding in any energetic way. And while it's possible to create a vaccine that will protect you from its effects even that vaccine won't undo its effects which are normally permanent once the necessary dose is administered. You get a supply of both the drug and the vaccine to protect against it, and both will replenish over time. You also get a medical laser with which to apply it. It might be possible if you had the scientific knowhow to replicate and

create more of the drug, including making a version that can be pumped into the air of a world to the point of affecting its entire population.

Rebel Items

Liberating Side-Arm (100 CP): A copy of one of the *Liberator*'s handguns. This is a handheld weapon of considerable power, implied to be more powerful than the Paragun, and did blow up Travis's robotic hand once, and showed more significant damage to set pieces when used. It doesn't need a magazine like the para-gun instead just using some form of built in energy source, and recharging when not in use.

Moon Discs (200 CP): This is a small garden of telepathic, semi-mobile teleporting cacti. These cacti are used to make the most addictive and deadly drug that the Federation is aware of. These cacti are vulnerable to dying of loneliness when removed from the telepathic hivemind of their homeworld, though by keeping them company one can keep them alive. They have also been shown to be able to link with other telepathic beings adding their powers to their own. Your small garden won't provide much of a boost, but with a world of them behind you, you might be able to teleport an object from orbit to your hand, or even pull through dimensional boundaries.

Hidden Home (400 CP): This is a hidden residence similar to that of Hal Mellanby. Buried underground it is hidden from long distance scans, and only accessible via a trap door which blends seamlessly into the ground when not in use. The house has its own power and water supplies, as well as being a spacious home with indoor exercise facilities, library (though it's up to you to fill the computers and bookshelves), shooting range, and the makings of a lab for the design of highly advanced weapon systems or whatever else you choose to put the lab's resources to. It also includes a hidden hangar bay capable of holding a spaceship similar to that in Xenon base; the hangar bay won't be larger than large enough to hold one of the System's DSV ships, but they're rather big.

DSV-J (600 CP): This is a ship of the same design and specs as the *Liberator* itself. A ship that can quickly repair itself, possesses an advanced medical bay (though not advanced enough to do neurosurgery on its own), with a powerful force screen, capable of using negative hyperspace by breaking the anti-matter interface causing it to be capable of not just running but strolling away from the Federation's fastest ships, and with powerful weapon systems. Far larger than Federation prison transports, this ship can still be easily operated by a crew of 6, or less, though it might take more than that for full combat capabilities, though if one has the cooperation of the controlling AI it would require only one crew member to guide it. Though there are things the AI cannot control directly; it needs someone to manually control the teleportation system. Oh yes, it does have a teleportation system which uses teleport bracelets which contain a substance that allows them - and nearby materials such as the wearer and possibly even someone they

are grappling - to be teleported, to or from the ship with a range sufficient to be used from orbit. The ship also possesses sophisticated self-repair mechanisms; while it's possible for the ship to be damaged to an extent where these no longer function, such damage would be equivalent to destruction. It is also capable of self-replenishing its energy system over time.

The ship, or more the AI which runs it, counts as a follower unless imported as a companion. As you're paying CP for this it will refuel, repair, and maintain itself over time… though its self-repair and recharge system will still be quicker barring damage beyond its ability to repair through it.

Technician Items

Diagnostic Probe (100 CP; Free with There Isn't a Lock I Can't Open): This is a handheld tool for analyzing tech. It looks like a small rod or a metallic magic wand. Given that it seems to be a universal omni-tool for analyses it might be one. It works on circuits, computers, strange rocks, and even determining power frequencies of force fields.

Sopron Cloak (200 CP): This is a device which when installed into a vehicle, or structure, will make scans - telepathic, electronic, special senses - come back that it is a slightly better version of whatever is scanning it - a better telepathic entity, a more sophisticated computer, etc. It requires surprisingly little power and energy - it was installed in a small landing vehicle and functioned without significantly draining it.

Scorpion Ship (400 CP): This is a highly modified Wanderer class planet hopper Mark II. The ship is obsolete, but functional, except that yours is, as noted, highly modified. It has an A.I. controlled main computer, capable of controlling the ship - though not working its teleport system - and flying it. It possesses armaments which wouldn't be standard on a Wanderer class, but are still insufficient to tangle with a Federation patrol. What's impressive is that it possesses a photonic drive which makes it the fastest ship in space (able to reach time distort 12, though seemingly also faster without time distort), and a teleport system. This teleport system has a shorter range than the *Liberator*'s and is less reliable - requiring slower movement, longer to lock on, etc - but it is still a teleport system; it does still require them to wear a teleport bracelet which includes the materials used to trigger teleportation.

The ship, or more the AI which runs it, counts as a follower unless imported as a companion. As you're paying CP for this it will refuel, repair, and maintain itself over time.

More Than a Computer (600 CP): This is a highly sophisticated computer, capable of calculations and conversation, and seemingly a fully functional strong general AI. This computer uses communication waves that pass through the same dimension as telepathy at speeds enough to communicate instantly from just outside of the Milky Way Galaxy at the nearest point to Andromeda to Earth and possibly further. This machine is capable of controlling and taking over other computer systems with these communication waves, although the range on this is significantly more limited than sending messages. It could take over a casino's computers that rig the games from the floor of the computer controlled game room though once control is thoroughly established range can increase to

orbital or perhaps even somewhat longer. Similarly it can access and extract information from other computers from high orbit, and pick up on messages with relative ease. This is a computer that is in all ways equivalent to ORAC.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you want to give additional CP to a companion, you may transfer CP to a companion at a 1 to 1 ratio (that is if you transfer 50 CP they gain 50 CP). This transfer is tracked separately for each companion (i.e. transferring 50 CP to a companion gives that companion 50 CP not all of your companions).

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Mutoid (100 CP): This is a mutoid like that which the Federation sometimes produces. Normally they need a blood serum (or just a supply of fresh human blood) or will start to degrade in their function, yours can survive on normal human food. While most mutoids shown were attractive women - if not for the cybernetic modifications marking them as vampiric sub-human tools - yours may be male, and like certain mutoids shown may have had their modifications hidden. As a mutoid they are completely loyal, and this mutoid's loyalty is only to you, taking commands only from you. This mutoid is also uncommonly competent, gaining any 500 CP, and the ability to take any 4 background linked perks at a discount (discounted 100 CP perks are free).

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Corpse Maker (Toggle/+300 CP): Blake's 7 was the brainchild of Terry Nation who most famously created the Daleks. The 2nd largest creative influence on the show was Chris Boucher who wrote some of Doctor Who during the 4th Doctor's run, including 2 novels expanding on the Fourth Doctor's adventures which included elements and characters from Blake's 7 implying they're in the same universe. By taking this toggle you make that a certainty, and can even have the Andromedans be Daleks as Terry Nation originally desired if you'd like. This won't change the world much unless you go looking and interfering, but there are larger and more dangerous things out there.

Or you can raise this to a full-fledged drawback, and you'll find that the dangers of the Doctor Who universe seem to have taken an interest in you as detected your out of universe nature. Expect to have rogue Time Lords personally visiting you, Daleks after your head, the attention of beings like the Black and White Guardians, and to have powerful oddities appearing to interfere with you.

Bombastic Beyond Brian Blessed (+100 CP): You are a large ham, the sort to boisterously and bombastically over act in an extreme exaggeration of melodrama to the point that even Brian Blessed would feel shame at the extreme level of scenery chewing you perform. Expect to be producing a whole lot of cheese during your time here.

Can No Longer Tell Who is Federation and Not (+100 CP): You have a problem with spies, traitors, and just mistaking enemies for friends. No matter how good of a judge of character you once were, you are now prone to put your trust in those who will eventually betray you. No matter how charismatic and likable, or of a self-sufficient hermit, you are, you can expect to put your trust utterly and completely into at least a few individuals who turn out to be your enemies during your time here.

Episode One Went Over Budget (+100 CP): Blake's 7 was 70s BBC sci-fi and made on a 70s BBC budget… This was worst in Series 1 where they had the budget of a police show, and blew most of the budget for the series on the 1st episode. Normally this wouldn't matter; you're in the world after all. Now, though, you'll find that the world all seems to be made on a budget so scant you're lucky to be using recycled Old Who props. This applies to your out of jump powers and items as well, and even things like fight choreography is low budget - a master swordsman will be swinging his sword around in wide, comical swings as he practically falls down - and same with the filming locations -

get used to seeing BBC quarries. This won't make things more or less dangerous - that master swordsman will be as dangerous as he should be if well choreographed whether they're an enemy or you yourself.

Flew Through a Space Anomaly (+100 CP): Your out of jump items - including pets, AIs, and followers, as well as the items of your companions - seem to have a bad reaction to this universe. Specifically any of them brought into this universe will be attacked by strange enzymes which will quickly destroy them, overriding any self-repair they have or indestructibility. It won't destroy them immediately, you might even be able to use them for upwards of an hour or two, though they will be progressively losing functionality throughout the period. CP backed items will come back after this jump, but it might be best to keep anything else in your warehouse as this won't reach there and they'll be safe. It will however, reach into any other dimensions or realities you import into the setting; though if you'd like to avoid it you can keep them locked out in temporal stasis for the jump.

Goths and Hommiks (+100 CP): You have a distressing tendency to get captured by primitives. These will be people with pre-industrial levels of technological sophistication - either because they've renounced technology, reverted to barbarism, or just are strangely humanoid aliens who have never reached beyond it, and they will *somehow* capture you despite all your powers and resources. They won't necessarily be able to threaten you once they have, but you'll be spending at least some time in their care before your ability to rescue yourself returns.

Kerribly Humble (+100 CP): You possess a greatly inflated idea of your self-worth and place in regards to other individuals. Simply put you consider yourself a true outlier among humanity, which as a Jumper probably is true, and that only the best of the best are worthy of being treated as even remotely on your level. Oh you might still understand that an army is a threat, or that even imbeciles can be dangerous with a superior ship, but you believe you are better than all but the most exceptional individuals, and that there's no reason to hide this fact or treat your lessers like they are anything but.

Rebel (+100 CP): Like Blake and many others throughout the show, you're wanted by the Federation as a criminal. And like Blake more than some others they will be hunting you during your time here. While it may be possible to overthrow the Federation, you will find them a tenacious enemy and that it will be hard to hide yourself from them, requiring you to clash with them - or run from them - time and time again no matter where you think to hide yourself. You may still choose to be on the London for transport

to Cygnus Alpha with this option; it just ensures you've already been caught by the Federation.

Written by Ben Steed (+100 CP/+200 CP): You keep finding yourself caught up in battles between the sexes. Men and women will clash, having - what they deem - irreconcilable differences, usually involving aspects of men disliking an overreliance on technology and women putting too much trust into fallible machinery. And you have to be male or female, and you will be unable to change which one physically or psychologically.

For the higher value of 200 CP, women are just inherently inferior to men. Even if they have psychic powers and technology, particularly idiotic men with nothing more advanced than crossbows could defeat them. In any conflict between a man and a woman, the man will have a substantial advantage just for his masculinity. This might be able to be overcome, but it will require a great deal of other advantages on the woman's part, and for them to resist the ache in their heart to submit to virile machismo. And you will no longer have the choice of being a man, you will be locked to being a woman in all ways.

Consumed by Vengeance (+100 CP/+200 CP/+300 CP): Someone has wronged you. And like Travis you seek to take your vengeance upon them with a level of pure intensity that it will consume all your other motives and goals. There is no ally, no ideal, no deeply held belief that you will not betray to have this vengeance, and you will pursue it incessantly until you have taken your vengeance.

Since as a jumper this is probably fairly easy for you, this is only worth 100 CP, unless you have done (including front loads) no more than 5 other jumps and none which put you substantially beyond the level of threats one might encounter in this setting in which case it is 200 CP. If this is your first jump, with no frontloads, it will increase to 300 CP.

Blake Would be Proud (+200 CP): You seem to possess chronic hero syndrome. You could hate idealism and be aggressively pragmatic, and still find yourself risking your life time and time for the ideals of freedom and liberty. You can be totally ruthless when it comes to individuals, but you will still find yourself risking your neck and more for the sake of larger masses of humanity, and for these ideals. Even if you manage to destroy the Federation, you'll just find the next greatest source of tyranny. And if it comes to a choice between large numbers of humanity, and the ideal of freedom or liberty you'll find it hard to value the people over the ideal.

Inhibitor Implant (+200 CP): You have had an inhibitor implant installed in your brain. It causes you pain if you indulge in anger or violence, and means you cannot attempt to

kill another without it killing you. Even a serious fight will be nearly impossible for you. You'll find the inhibitor impossible to remove, and that even if you don't have a brain it will still be able to hurt you and kill you, ignoring any resistance or immunity to pain you have. Complicating things further, it may on occasion malfunction no longer preventing you from anger or violence, but driving you towards senseless murder where you're not safe for anyone around you.

Ludd Was Right (+200 CP): Advanced technology will try to kill you… often. Not all technology, and you might even make friends with some AIs, but whenever you encounter technology more advanced than average for this world there's much better than even odds that it's presenting a hazard to you. Making things worse, you will encounter several examples of technology that threaten not only you but all of humanity during your time here. They just want to go through you first. Attempts to reverse engineer or use this threatening, you-hating technology will not be successful. This won't turn your own technology you bring with you against you… usually. It might on rare occasion, so be careful.

Servalan Got There First (+200 CP): You have an enemy. It's not necessarily Servalan. In fact it's not Servalan. But this enemy is somehow capable of challenging you and causing you trouble, though they aren't guaranteed to be able to defeat you. The problem is that somehow they have a tendency to be almost everywhere you go to cause trouble for you. You go for a vacation and they just happen to be doing a scheme or plot in the same location. They'll be a persistent thorn in your side.

Why is it Always Me (+200 CP): You've got bad luck. Teleporter malfunctions leave you stranded. You stumble into enemies. It's nothing immediately fatal, but you have a way of ending up in bad situations that you have to get out of - or hope your friends can get you out of - with surprising regularity. And this does mean you have bad luck, so any luck perks or abilities are negated in general.

Genius for Being Led (+300 CP; Incompatible with Chronic Hero Syndrome): Why do the other members of the 7 stick with Blake? Even after he's gone they still follow him. Why do people follow Servalan? Everyone who does is betrayed. Well whatever it is that has gotten into people in this world, it seems in you too. You'll find yourself following another's lead this jump. Maybe it's Blake or another rebel, maybe it's Servalan, another Federation member, or maybe it's some local governmental authority, or a long imprisoned god of evil. Whoever it is you will serve them loyally, even if they betray you, and you will find they have extreme plans and desires that will lead them -

and you - into extremely dangerous situations. If they die, you'll find another, equally dangerous individual to follow - like swapping from Blake to Avon.

Under Stress (+300 CP): You are not insane… yet. But you will find your psychological state inevitably deteriorating. You can slow this down with rest, relaxation, and avoiding excitement and danger, but no matter how much of a vacation you manage to make this jump, you will suffer a psychotic breakdown before the end of your time here, and spend the rest of your time in this jump as some unpleasant flavor of insane.

Series 4 (+300 CP): Sometimes it seems that defeat is your only option. Well maybe not defeat, but it sure does seem like you're in some sort of Red Queen's race where you have to run as fast and as hard as you can just to stay where you are. It's not impossible for you to make gains or have wins, but sometimes it will feel that way, and when you do they will be small gains and small wins.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Headhunter may give you a computer brain. What that means… fanwank. Mueller's android did not seem nearly as intelligent as ORAC - actually it seems somewhat stupid - and given it was trying to combine with ORAC to improve itself and it was mobile and possessed superior hacking abilities, I would guess it wanted ORAC's cognitive and analytical abilities to become a true human extinction event. Seems to also have a worse range for hacking than ORAC.

Primitive Element is inspired primarily by the heavy out-of-character influence of the Gary Stu from "The Harvest of Kairos" with elements of Cancer from "Assassin."

High Grade Citizen without Technological Avontage probably puts you more at Tarrant than Avon. You're in the same general intellectual ballpark but you won't match Avon's skill with technology even by a long shot. The reverse puts you closer to him in his dealings with technology but doesn't provide his general intelligence outside of it.

Scorpion Ship is there for both Criminal and Genius because it was made by a criminal, used by a genius, and I wanted to give a ship on every background other than Drop-In (which would have the Orbiter but I really liked the idea of giving it a living planet).

Changelog:

Version 1.0.0: Released.