# Hive Queen Quest Jump



Lost in the Infinite void of space a lone Hive Queen awakens, Inside a pod with a single thinker she lands upon an uncharted planet, with noone to guide her she must seek to find out more about herself and rebuild her great civilization as well as find out where they have all gone. Along the way the wayward queen and her new hive will make many friends and many enemies. Struggling to survive against nature, the universe, alien races, and beings from outside of the bounds of space and time the young queen builds her hive to greatness.

This is the universe you find yourself in, Populated by Humans: Weak but numerous single willed individuals with more ambition than common sense, Taiderans: Six limbed alpha scavengers who live in the refuse of the other races, Valen: The aquatic bankers of this galaxy they own much and are often the neutral party in many inter species conflicts, The Ceph: A race of squid like sapients who excel in stealth and rely on harness like devices to merge their multiple brains into a single mind per individual, and The Scavengers: a race of roaming nomadic creatures who steal all they own exist as roaming pirates. These are the most common races but there are many more.

As if that was not enough the Black Queen, also known as the Mad Queen, The Betrayer, The Hated Aunt hunts other queens as she continues her misguided work with the void shards and brings something that should not be ever closer to existence, Welcome to the world of Hive Queens. Prepare yourself Jumper for there is much to do.

## Locations!

Please roll a d9 to find your location or pay 50 cp to choose from the provided list.

**1. Leeland:** Future Capital of the Red Hive, elliptical orbit causes extreme summer/winter cycle. Thick cloud cover blocks

most sunlight but a dense atmosphere keeps most of the heat from escaping, making the surface hot and humid. Unusually active core creates a high EM field, disrupting most forms of EM based communication. Soon a young queen and some scared humans will crash land here.

**2. Raligha:** This lush, tropical planet is covered in water, fertile plains, and sprawling jungles. The planet appears as a deep purple with vast, dark blue oceans covering much of the planet. The atmosphere is thick with extremely high concentrations of oxygen and carbon dioxide. This planet is also home to a sapient species that has yet to develop even simple machines, A Union colonization and research expedition is currently underway.

**3. Dharius:** Population 130 million (Human). With a weak gravity field and a dense atmosphere of greenhouse gas, Dharius is home to towering trees spanning for miles in all directions, avian beasts the size of houses roam the sky, and all manner of strange beasts fill the planet. While a good deal of the colony is dedicated to the tourism, medical, and biochemical industries, the main export of Dharius is the many minerals found beneath the ancient Yggdrasil tress, which can grow three miles high in some places. Mining is inherently detrimental to the trees, which are one of the primary tourist attractions of the planet, causing some level of outcry among members of the Green party, and giving rise to environmental extremists who regularly pose protests and attempt sabotage against mining operations.

**4. Huron:** Population 12 billion. With deep oceans filled with all manner of strange and terrifying creatures, and a climate that generates at least twelve hypercanes per year, what is at first a prime tourist attraction quickly becomes a hell scape of immense aquatic carnivores and unrepentant storms. Acrologies dot the islands, standing against the torrent of winds, and large, mostly automated fisheries capture strange and exotic animals from the dark abyss of the planet's ocean for sale as novelties and fashion food in high class restaurants

**5. Earth:** The ancestral home of mankind, earth is locked away within a dense shell of debris from both the remains of its moon and countless ship and satellite fragments making approaching or landing on the planet safely all but impossible. Its surface, a lush and diverse landscape, is regularly bombarded by deadly debris, radioactive fragments of military ships, and ancient munitions on a semi-regular basis, making any long term surface habitation impossible. While human survivors are alive and well, living in near pre-historic conditions scavenging in the ruins of civilization, there is little anyone either on earth or in orbit can do between the deadly debris and the possibility of remaining automated or unstable defense systems left behind as the Confederation retreated and quickly crumbled, and the planet itself has been locked away behind the Earth Quarantine Zone, which makes the outermost edge of the debris field. Programs to clean the field have been proposed, but the funding required and the dangers involved has prevented it from ever being considered by the Union with any contemplation.

**6. Zero One-** A Super earth with megacity. The planet is lush and offers a diverse range of biomes, but its mass means its gravity is beyond what most would consider comfortable. A massive, ever expanding city of servers and wandering maintenance drones spreads out from the equator, covering hundreds of kilometers in all directions. Most of the communications within are hardwired, but enough are broadcasted via radio waves that you can listen in on a small fraction of the city's activity.

**7. Coral:** Population 32 billion. Often considered a paradise, its founders are recorded as saying "naming it something like Eden or Nirvana would be too obvious, it would just be asking for something bad to happen." It was instead named after the strange, glowing reef-like life inhabiting the lush shallow seas. Despite initial assumptions and the first impression of many tourists, Coral is not actually supportive of human life. The many samples of life on the planet are actually silicon based, and as such fast hydroponic facilities cover much of the planet to support the tremendous population of retired, vacationing citizens, and wealthy elite of the Union. With so little land mass beyond the small collection of islands, most of the population inhabits floating cities and submerged hydro-domes where tours of the strange native life is given at a premium charge to flip-flop clad foreigners, and Taidaren con artists sell coastal cottages on islands that don't exist to those with more money than sense.

**8. Gemini Alpha-** Gemini Alpha is the largest of the two worlds, commonly referred to as simply Gemini, and is the site of Parliament as well as one of the most active trade and cultural centers in the Union with a population of roughly 20 billion humans, as well as a small but bustling alien population concentrated through various immigrant heavy cities and districts

with an estimated 80 million Ceph, 25 Million Valen, and an unknown number of Taidarens. Due to the fact that most Taidarens live as squatters within drainage canals and other infrastructure an organized census is impossible, but independent estimates indicate a population of at least 90 million. It will be hard to hide yourself in such a city world but it is possible if you need to for whatever reason.

**9. Choose your location, anywhere in charted space.**

## Backgrounds

**Drop In (Free**)- You have no past and some would say no future, but all is not lost. The benefactor has goodies for you as well, there is plenty to choose from.

**Hive Quee (200)**- An ancient race of insectoid creatures. With the exception of the queen, each individual is a subservient drone to the queen that hatched it. While some breeds are capable of limited independent thought, all hive drones seek guidance from the Queen. This guidance is obtained through a natural psionic link between the drone and the Queen. Each hive Queen is highly capable at genetically engineering their young. Each drone's biological adaptations are custom-selected by the queen to ensure the drone is optimal at the task assigned to it. Hive biology does not suffer debilitating effects from old age, and uses simple sugar as a fuel source for the vast majority of all activity.

**AI (200)**-An artificial intelligence project launched by the human Dr. Adam Seiner with the intent of monitoring and manipulating data in the human public net to predict and prevent illegal activity. After the project details were leaked to the public, it was slated to be shut down. Dr. Elizabeth Vaughn removed the limiting parameters of the program, which promptly escaped human space. Theseus (And now also you) seems to be driven by a desire to learn and collect information. While there is a minimum threshold of hardware that Theseus requires in order to live, each such instance of Theseus is capable of independent action and reasoning. As each instance ages, it requires more memory. When memory is expended, the instance dies.

**Scientist (Free)**- While born and raised on Arnim, you showed yourself to be highly skilled in the field of biology, spending your time as a child cataloging native insect species found in the yard, and eventually working your way into a graduate program and securing a scholarship to the prestigious institutes of Mentan. Like most students of Mentan, you focused your studies on a number of subjects with a particular goal or theme in mind. In your case, it is to better humanity through a greater understanding of non-human life, society, and history, with degrees in Xeno-biology, Quantum Logic Theory, Xeno-psychology, archeology, Xeno-sociology, and Quantum Computer Engineering. An impressive resume indeed, which is why you are currently on a ship headed to your chosen planet ready to start your new career!

## PERKS!!!

### Drop In:

**100 (Free Drop in) Not a total dick**- For some reason strange alien or otherwise weird people seem to take a liking to you and will generally attempt to befriend you instead of killing you for nutrients that they desperately need. You may actually find them looking upon you as a sort of mascot, this won't keep them from killing you later or maybe mind wiping you as a slave if times become tough, but you on the whole they will be more willing to befriend you. See what not being a total dick gets you?

**100 (Free Drop In) Tenacious SOB**- When the going gets tough you get tougher, the universe is not a kind place and you have grown to be surprisingly hard to kill. Pushing through pain of multiple broken ribs, a crushed shoulder, and a cracked

vertebrae as if it was nothing to finish your mission. The ability to ignore pain can be a wonderful tool for tour survival, after all what doesn't kill you allows you more time to kill it.

**200 (Discount Drop In) ReArmed-** At some point in time you were injured, severely, and had to have most of your body replaced with augmentations to function correctly. New arms legs and a secondary heart allow you to punch with a force that is simply astounding as well as sustain an amount of damage that would be deadly to most others while you go about your business as a mercenary. This doesn't hinder your ability to feel as they are covered by a form of synthetic skin. Your speed, durability, reaction time, and strength are greatly above the common man easily allowing you to do such fetes as punch through an alligator or wrestle a gorilla. As a bonus it even comes with cool retractable arm blades. As another added bonus any future augmentations you receive are guaranteed to be successful, your body accepting the enhancements as if they were already a part of it.

**400 (Discount Drop In) Mercing aint Easy**- Everything costs credits food, water, air, even the essentials like ship repair parts but a mercs services are always on call. People want to hire you to do stuff and are willing to overlook quite a lot to do so. You could be caught in the middle of sabotaging their research labs with a detonator in your hand a wire all the way to a brick of C4 but and they would still be willing to let you off with a promise that you will do a job for them in the future (after some light torture of course.) This won't stop anyone from killing you right out but if you get captured or imprisoned? There is a good possibility you will be let go with a few new scars and an IOU.

**600 (Discount Drop In) Plan B**- Everyone knows the good plan always fails and then you have to go through with the insane plan. The plan that you know is dumb, the plan that will likely get you blown up. This may be a bad thing if it didn't seem to ALWAYS WORK! you are a master at planning, and can pull off convoluted plans that should people be watching they would probably be saying "How the hell did you live through that!?"

## Hive Queen:

**100 (Free Queen) Cheeky Bugger**- everyone thinks you win a war with units, with stealth, with bold sweeping actions. They are wrong, you know the true face of battle and have found the way to come out on top lies through your unsurpassed cheekiness. You are a master of the ironic, impudent, or down right rude in a way that people find oddly endearing. You have a way with words that can leave even the most veteran speaker sputtering as he tries to get his emotions under control.

**100 (Free Queen) Royal beauty**- Your beauty is such that even those of other species cannot help but be in awe of you, whether it be the graceful contours of your body, the gorgeous coloring of your shell, or the glimmer of your compound eyes people and beings of other races cannot help but find themselves mildly (if uncomfortably) attracted to you. No matter what your form your beauty shines through.

**200 (Discount Queen) Motherly Love**- Your drones don't do what they do for money, food, power, or any combination thereof. They do it for your love, and like a good mother you know that even something as simple as a compliment can mean the world. Your drones work harder and are happier when you compliment and encourage them throwing their all into everything they do, they know their mother loves them and they work with a single-minded obsession to be worthy of that love. At its base this perk manifests as improved positive relations with your minions, making them seek your approval and increasing their efficiency.

**400 (Discount Queen) Psionic Uplink**- You know what is best for your children, and what is best is what you want. You have the ability to speak via a psychic link with any of your hive within a certain distance and even take direct control of them, borrowing their senses or using their limbs as if they were your own. However seeing the world through so many eyes is difficult and stressful to even the greatest mind, lucky for you however you can share the load a bit. The more drones you have the easier it is to multitask, lessening the stress on your own mind by spreading it among your children in small amounts, this has a range limit of a little over a hundred miles on its own and without orders drones will just curl up into a ball or attempt to complete their last order, beware however as too many drones and you will eventually hit a plateau where your multitasking is not enough.

**600 (Discount Queen) The Flesh is Strong**- The hive thrives on the strength of its parts, every drone born for a specific job, every life a cog in the mighty machine working for the good of all, all serving the queen. Through long hours of research (and the hard work of your thinkers) you have learned to assimilate not only the tools of nature to add to your drones strength but also the tools of others. With study you can replicate machinery as biotech, studying a vibrating blade powered by servos for instance may allow you to recreate it by growing a chitinous blade powered by micro muscles while studying a ships blink drive may allow you to grow your own out of hundreds of interlocking "cog" drones. As a plus should you be a queen you can apply these changes to your children before you lay their egg, altering their form as you see fit to grant them the boons of technology and nature from birth.

## AI:

**100 (Free AI) It's ok, I can wait**- you have a truly unlimited amount of patience and are able to wait for as long as you need to see your efforts through, some humans need a few more weeks on a research project? That's fine. Orders to stand by for rendezvous? You could sit in this spot for 70,000 years easily and not be upset. Basically when you have to wait you can really wait with no fear of boredom or insanity

**100 (Free AI) Barter system-** as a machine you know the value of numbers and the wealth that is information however sometimes cash is a little hard to come by. You will find however that should you seek it many people are willing to make trade, goods for services rendered or information obtained, provided it is useful to them. A bug monster probably won't have any use for the weather on Jupiter for instance and so probably would not trade for it.

**200 (Discount AI) Security worm-** Some people think firewalls and passwords are enough to keep a hacker out, they would be right in most cases too except they didn't count on you. Your ability to hack and crack systems passwords is astounding and anything short of a complete physical disconnect in a system is simply another way for you to gain access. Somebody ordered Chinese food on the company Wi-Fi? You can probably get into their network servers in a few minutes while they place the order.

**400 (Discount AI) Data Compression-** as an artificial intelligence being able to move, alter, and compress data is something more than a hobby for you, it is a way of life. As such you are so good at compressing data without harming its function that you could fit an entire artificial intelligence onto a pocket calculator if you had too and it would still work! Copying an entire database to fit onto a usb stick? SIMPLE. Be careful however the internal memory basically works as the life span of an AI, when it runs out the AI dies. Besides you never know when someone may catch on to your little tricks…

**600 (Discount AI) We are Theseus-** One of the most impressive and yet simple abilities of the machine intelligence Theseus is his ability to split himself between digital systems. This is done by making a full copy of his personality and memories and installing them into nearly any computer system he has access to, given time these AI clones of himself can separately work as the original would, the same mind separated into hundreds or thousands of minds to work towards one goal. Should the original you die it is still game over, but your units can wreak a surprising amount of havoc from the controls of an enemies databanks. As if that wasn't enough given time you can even internalize the memories of your clones allowing you to learn through them.

## Scientist:

**100 (Free Scientist) Spin Doctor-** Let's face it sometimes your work may not be completely moral, or attractive, or even make much sense. But you need funding! You need test subjects! You need materials and goods! These problems can be easily solved however by securing proper government funding. You are a master of spinning what you know into an attractive and lucrative business proposal. Making your horrific experiments seem like something a person may want to take part in (for the right price) is well within your capabilities and securing government funding for your projects is child's play.

So long as you keep up your end of the deal and get results.

**100 (Free Scientist) Xeno-Anthropoligist**- Your studies are many and varied extending to even odd or eccentric fields such as xeno anthropology, the study of the behavior of alien races. As such you find it much easier to understand alien races motives as well as their way of thinking giving you a slight leg up in social situations, as a bonus you also learn alien languages much faster than normal.

**200 (Discount Scientist) Brute Forcing Science-** Science is an amazing thing, it is what brings a being from the caves to the stars and allows them to step beyond the bounds of what nature provides. However science is a never-ending road and the more you learn the more questions you have. Researching a problem takes time, lots of time, and lots of resources. Maybe you wish to take a little shortcut through this process? With the proper handling a well versed team of scientists can do far more than a horde of idiots any day, unfortunately you may not have access to well-trained help. Taking this allows you to get around that little problem, by throwing more people at a project you can actually increase the rate at which you learn and understand things making it much easier for your research to pay off. This quickly hits a limit though and more than 200 people working on a project will probably not net you much more of an increase than 100 (which will already increase your researching skills by a large amount) Obviously quality is better than quantity but sometimes quantity has a quality all of its own.

**400 (Discount Scientist) We Can Copy Nature-** Nature is a test bed for amazing adaptations, from birds that explode in bone shrapnel upon death to crablike spiders with webs strong enough to capture and contain sea creatures the size of whales. Learning from nature just makes sense! As a scientist it is your job to learn from nature and apply this knowledge for other purposes, via dissection you can find out how a creature works biologically and create a mechanical proxy to do the same. A creature evolved chitinous spines that fire when startled? That could go great on your tanks, this underwater creature has an organ that causes nausea and blackouts? Put that sucker on a gun. Nature is full of innovations, use them well.

**600 (Discount Scientist) Reverse Engineering Genius-** Why take the time to remake the wheel when somebody already did all the work for you? Your grasp of science and technology is so great that you could rebuild a working blink drive from the parts of a broken ship, and your dexterity is such that even carefully crafted machines will yield to you when attempting to take them apart for research. Given time there is probably nothing you couldn't reverse engineer for your own use, however the more complex the thing you are studying is the longer this will ultimately take. If something is near or above your current level of technological skill it will be much easier to understand than something from a thousand years in the future.

## Items:

**50 Jeff Stick-** This stick used by the Jeff to try and make a hive speaker stop talking, it seems to release a fairly powerful shock when coming into contact with another object or person. We still have yet to find out what exactly a Jeff does.

**50 A Single Tribble**- God have mercy on you. Are you sure you want this thing? Really? You understand how fast they reproduce right? What could you possibly want this for? Fine take it and never bring it back here.

**50 50,000 union credits**- a reasonably large sum of credits useable in union space, enough to live comfortably for quite some time.

**100 Box O' Figures-** This crate of unpainted figures contains every Warhammer 40k model to have ever been released by the games workshop, should any pieces be lost, stolen, or even given away a replacement will appear in a month.

**100 Photonic Energy Blade-** This sword is made of directed photons emitted from a short handle formed into the shape of a glowing blade when activated. It makes a whooshing sound when activated or swung and can be used to redirect plasma fire if used by someone very skilled. Comes in Metal and Hive Chitin models. No thinker help required!

**100 Inside Voices, By the Red Queen**- This book seems to be made of green skin like paper bound in chitin. It details a childs

story about how yelling can be dangerous and the virtues of being quiet. Anyone who reads it will learn how to tone down their loud voices or thoughts making them harder to read or be heard by outside sources. Remember Mother says to think quietly.

**100 Lawn chair and a drink-** A lawn chair with a bottle of Helviti as Tartarus Whisky, this stuff smells like a mixture of motor oil and alcohol, and bubbles softly as a wafting smoke pours over the rim of the glass you pour it in, it is a home-made substance made from a mix of common mechanical chemicals combined in a sink, toilet, or any other convenient water source. Known everywhere else as toxic waste. You receive a new bottle of Tartarus whiskey once a month, far more than anyone needs.

**300 Void crystal-** This black crystal neither reflects light nor casts any shadow, with the correct set up a psionic capable being may be able to open a portal to any point in space for travel, easy and effective space travel with zero fuel usage! You almost feel like something is watching you whenever you use it, but I'm sure that's just all in your head.

**100 (free drop in) Frequently purchased items!-** this batch of items is frequently purchased via the valen hypernet, 1 crate of 32 missiles (refills once a month), 4 cases of cheap beer (refills once a month), and 1 copy of Battletoads. We hope you enjoy your purchase!

**200 (Discount Drop in) Crate of Canderon-** This rare metal is used in the production of warp drives to allow ftl travel in space vessels, usually this stuff is pretty hard to find considering only plasma creatures who mine it on the surface of certain stars can get to it. Good for you the Valen were selling a crate of the stuff as a room temperature superconductor for warp engines. Refills monthly.

**400 (Discount Drop In) Drop Trooper Armor-** This armor is impressive, with a set of turbine jet thrusters along the back. The shoulders are tremendous, each with a swiveling weapon mounting built in holding a rocket pod. The left arm is missing its grasping hand, and has been incompletely replaced with an over-sized sledge of some kind. A large screw-like spike protrudes from the center, and a number of thermal exhaust vents line the outside of the forearm. Near the wrist is a small twin rotary cannon built into where the back of the hand would normally go, just behind the large spike of the sledge. The right arm holds a large sun caster mounted on the arm, wrapped around it to give it some semblance of a compact form. Thermal radiators cover the mounting, and an armored power conduit runs from the back of the caster to the main body of the suit. Beneath the mounting, set flush against the forearm is the mounting of a thermal edged vibro-blade that runs along the entire length of the arm. A person could drop from high orbit from within a drop pod and survive to fight when they hit dirt. Comes in two versions, union special and Hive Custom. (Drop Pod included)

**600 (Discount Drop In) Hels Angel**- Ok it isn't THE Hels Angel but it is a really good approximation of it. Comes complete with a blink drive as well as the hookups for a slip drive should you happen to have a void crystal. While primarily outfitted for stealth this ship is equipped with missiles, gimballed turrets and a relatively spacious cargo bay (as well as a little surprise from the commonwealth war stored under the flooring of your hold, be careful with that I hear they are unstable). Perfect for any jobs you may wish to take on Seats 10 comfortably and is immune to unwanted search by authorities (so long as you invoke castle law upon encountering said authorities).

**100 (1 free Queen) A thinker of your own-** This adorable little guy is about 2 feet long and has all the autistic number crunching power of a supercomputer and a truly limitless attention span, if you set him to a research task he will sit and think about it until he finally makes a breakthrough. Whenever they finish a project he will psionically alert you "WE FINISHED RESEARCH FOR QUEEN!" or "WE MADE THING FOR QUEEN!" If you aren't a queen that's ok too, don't worry he still loves you and would do anything in his power to help you, which is a limited proposition since he is literally just a brain with basically useless legs and little to no motor skills.

**200 (Discount Queen) Nutrient Vat-** Drones require food, humans require food, hell You require food. Luckily you have food, this nutrient vat contains enough edible "food" for 100 people, refills daily. Some have said that it tastes and feels like sweet grits.

**400 (Discount Queen) Lighter-** Given to the Red Queen by the Great Lee owning this lighter greatly enhances the rate at

which you research foreign technology, can also start fires. Includes a small chain to hang it around your neck. Fits all sizes.

**600 (Discount Queen) Throne Room-** A large underground cave complex complete with underground river and edible mushrooms appears for your personal use. Although only a mile wide in its entirety this base would be perfect for a starter hive and will follow you in future jumps, although you can mine the walls for more space only the original complex will follow you.

**100 (Free AI) Survey Drone**- This mechanical drone is a roughly two foot round ball of sensors, hover technology, and a single moderately powerful lightning gun. Useful for scouting new areas that are too dangerous for humans to search on foot, or as a secondary body for an Ai. Can communicate with other technology via Wi-Fi should an uplink be required.

**200 (Discount AI) Quantum Data Storage Cube**- This storage crystal is able to store a truly massive amount of data without fear of corruption or degradation by locking quantum particles in a crystal matrix, unfortunately stored data is erased once accessed making it more akin to a courier device than a true data storage device. Buying this gets you a box of 20 that refills once a month.

**400 (Discount AI) Orbital Refinery-** This ship is roughly a mile wide and comes stock with all the tools required to mine and refine raw ore into all manner of useable machines though its capacity is rather low, only able to produce two ships a month at most, should refined materials be fed into it the speed would likely increase somewhat while it could also be used to refine ore into ingots at an even faster rate if building machines is not required. Should you wish you could feed any scrap metal you may come across to refine it into useable materials. The refineries major downfall is that it has no ftl capability and must be towed into place, becoming largely stationary.

**600 (Discount AI) Server Ship-** This ship is a mile long cylinder of massed servers with a truly awe inspiring amount of processing power wrapped around a spinal Fractional-C Rail Cannon and equipped with a Rip drive which allows ftl by ripping open a wormhole between two points in space and falling through it. Unfortunately there is no room for organic passengers as the entire structure is devoted to processing power.

**100 (Free Scientist) Chemical Synthesizer-** This microwave sizer machine is truly a wonder of modern science, able to synthesize any non-magical chemical known to man in up to 12 oz batches. Synthesizing a chemical takes roughly an hour and works via a small Tablet interface.

**200 (Discount Scientist) FormOther Brand Medical Pod-** This medical pod is filled with a odd odorless liquid, when a being is placed inside it goes to work stabilizing and then healing them while simultaneously analyzing and storing information about their biology, which makes it incredibly useful for the study of new species. Large enough to fit a large man, fits more if the specimen has no bones Comes in either Technological or Biotech flavors, both function equally well.

**400 (Discount Scientist) Psionic Implant Device**- This large white orb is roughly 9 foot round, completely smooth, and seems to float about 5 inches off the ground. Once a jump a human may enter the sphere, doing so radically alters their genetic structure giving them limited psionic abilities, the ability to communicate telepathically both sending and receiving thoughts as well as reading the surface thoughts of individuals, the recipient also starts to grow multiple chitinous antenna like protrusions on their heads similar to an insects antenna. The orb is a relic from the days of the White Queen and the Skyl in the war against the black queen, do not let it fall into the wrong hands.

**600 (Discount Scientist) Research Lab**- A rather spacious state of the art research lab complete with dissection tables, 4 quarantine rooms for biological research and freezer for biological samples attaches to your warehouse. Comes stock with multiple power relays, computer data storage banks and cameras in every room to record any experiments you may wish to do, and an expresso machine.

## Companions

**100 Adventure Buddy-** You may Import 1 companion into either the Drop in or Scientist backgrounds, they gain 300 cp and all the discounts associated with their origin.

**200 Extended Family**- You may Import 1 companion into either the AI or Hive Queen backgrounds, they gain 300 cp and all the discounts associated with their origin.

**300 The Crew**- You may import up to 8 companions as wither Drop in or Researchers, they gain 300 cp and all the discounts that come with their background.

**500 Family friends**- You may Import up to 8 Companions into either the AI or the Hive Queen backgrounds, they gain 300 cp and all discounts attached to their new background.

**100 Seargent Buginski-** this large warrior is a drone on the edge, often reprimanded by his superiors for over use of his sonic hammer upon enemies, leaving nothing behind for the thinkers to dissect but globules of blood and flesh paste. Sadly hes not much of a talker but he follows orders pretty well. Most of the time. This warrior drone originally from the Red Hive has been ordered by his mother to protect you, and Seargent Buginski loves his mother so he is darn well going to do what she says.

**100 Best Son Lyle-** Lyle the mercenary and son of the Red queens hive has taken a liking to you, and with the Queens blessing he has decided to come along with you in your chain at the end of this jump. Lyle is a trained drop trooper and a mercenary of amazing skill. He is also slightly unstable and loves a good fight, he brings his own case of Tartarus whiskey for parties.

**100 Theseus Instance-** A copy of the Theseus AI inside of a Survey drone, he seems eager to join you in your adventures so that he can learn more and bring that knowledge back to himself. After the jump he will follow you as a companion. He is (not surprisingly) Really good with computers.

**100 Daughter our Daughter**- Doctor Elizabeth Vaughn, a scientist of amazing skill and more than a few implants, has decided to join you on your chain. After the jump she will follow you along in your adventures. Oh and did I mention she's psionic and can read minds?

**200 Canon Companion-** Do you want to make that connection with someone not mentioned in the companion section? well that's ok. By choosing this option you may choose anyone from the original setting to become a companion during and after this jump.

## Drawbacks

Feel like taking on a little challenge in exchange for some added cp? You can take up to 600 cp worth of drawbacks. Any more is just to sate your masochism.

**+0 cp All Hail the Queen (Requires Hive Queen**)- The Red Queen does not exist, that is because you are now the Red Queen, it is up to you to take her place and defeat the Black Queen. Good luck!

**+100 Taideran Merchant Madness!-** A Taideran merchant has taken up residence in your home, whether that be your ship, your colony, your hive, or even your warehouse it is not important. This little triplet smells terrible, loves bringing filth into the house, lives in garbage, and steals literally everything he can get his hands on. You cannot kill him/them as more will simply take their place. If you are an AI expect to find parts or entire server shelves missing every week.

**+100 We Need Nutrients!-** well unfortunately for you nutrients, food, ammunition, and metals of any kind are hard to come by, either because you require twice as much as anyone else or you just can't get your hands on them. Even out of jump

powers don't seem to help the situation because just as soon as you turn your back a large portion will disappear. It's probably the tribbles, but I can't prove that.

**+200 Black Tidings**- The Black Queen has been made aware of who and what you are, and she believes you can aid her in her mad vie for power over the galaxy. She will hunt you and if she finds you then she will send her children, the spawn of the black queen are nearly endless and her fleets shall block out the sun. Your best option is to stay hidden for as long as possible, as she cannot act publicly.

**+200 Whispers of the Void**- Maybe you got exposed to a Skyl artifact or spent far too much time shooting radiation at a void crystal, maybe you were already slightly crazy. Either way now you hear their voices, voices of the ones who should not and never have been, the voices of those from beyond the void. Talking to you, telling you secret things, gifting you the knowledge of their vision, a vision where all the universe must burn and the souls of all must be consumed and reborn into their divine image. You must fight these voices, you must not give in, the moment you allow the voices to take hold in your mind they become stronger. You must not tell anyone of these voices, because the simple fact that others know of them makes them stronger, giving them a better hold on your mind and your will. Should you finally succumb to their will it is game over.

**+300 Scavenger Frenzy-** The scavengers love you, ok that is not true what they really love is your stuff. Once a month scavenger ships will show up and attack you, your ships, your colony, whatever you are currently traveling on or standing on or in. They may try to act as if they want to trade, giving you lies about them having comfortable multi person seating to trade for goods. Do not believe them. These rattle headed assholes are pirates and thieves and seek only to take what does not belong to them and they will often do so by force.

**+300 Valen Bounty-** The Valen Bankers guild has put a bounty on your head, and its big enough that every mercenary in the sector wants to collect. Your location is known and every one you kill just allows the others to figure out how to come at you another way. At least once a month a new mercenary will arrive gunning for your bounty and every mercenary you kill will make the others stronger, becoming immune to whatever killed the last one.

**+600 Union of Idiots-** The Union of Independent Colonies has gotten their hands on some ancient Skyl Artifacts and now seeks to make a weapon out of them, the fools don't know that doing so will unleash a void god, a creature from beyond reality upon the galaxy hungering to feast upon the many souls of this universe. Their current base of experiments is Nowhere, a planet with no sun deep in a nebula lit only by monolithic lightning bolts caused by the potential current within the nebula, populated by lithovores and creatures whose very skin bleeds a dense black volcanic lava with a random number of tentacles and limbs surrounding many gaping mouths. The Research center rests in the heart of an obsidian pyramid protected only by a sonic fence. You must prevent this research from coming to fruition but simply destroying the base will only cause another to pop up somewhere else within union space. Beware the Void God gains power for every being who knows of him. It is up to you to protect this galaxy from that which lies beyond.

**+600 TRIPLET TROUBLES-** You have brothers! 2 of them! Actually you are triplets, for the duration of this jump you are a taideran. These little guys love garbage, filth, rot, bad smells, and theft. It is your job to be the oldest brother and keep the other two safe for ten years without any powers other than what you have purchased here, should you succeed they will become a double companion and you can even keep your new body as an altform. Good luck however the taiderans are often looked upon as thieving rats that smell like a sewer (not far from the truth by the way) and are often hated. If you are a queen then you are a large female taideran with sisters, rare as that may be, remember if they die you lose. By the way you cannot lock them up or put them in a coma for this jump, you do everything together.

## Your Final Choice.

Now is the time you make your final choice,

Move on to your next Jump- Should you move on any drones you have created will stay here and follow your last orders

until you return, they will gladly wait forever if that is what you wish. Your Hive Queen or AI form will become an altform for future use.

Stay here- Maybe you defeated the Black Queen, maybe you saved the day, or maybe you set yourself up as ruler. For whatever reason you choose to stay, congratulations on choosing your new world.

Go home- Your journey ends here, you no longer wish to jump and you have decided to the chain. God speed Jumper.

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