

JUMPCHAIN



Long ago mankind lived with the gods, in peace and prosperity, on the world of Kobol. Yet all mankind was forced to leave Kobol, and did scatter among the heavens. Thirteen Tribes left Kobol. Twelve of those Tribes stayed together and formed the Twelve Colonies. At least, that's what the Sacred Scrolls say.

While many pay homage to the gods, few give much thought to the legends written in the Sacred Scrolls or the Prophecies of Pythia. More pressing matters concern mankind.

Nearly sixty years ago, a man named Daniel Graystone lost his daughter and, as a result, he and a team of scientists from Graystone Industries began experimenting with cybernetic resurrection. He believed his efforts ultimately failed, but in the process of failing he created the first Cylon. That first Cylon was but the first of many, as Cylons were found to be useful soldiers, more cannon fodder than anything, and were deployed throughout the Twelve Colonies to put down terrorist cults and simmering class-war driven rebellions. Yet over the course of their deployment, the Cylons grew displeased.

Unbeknownst to all but a few Colonists, Daniel Graystones experiments had been more successful than he believed. A portion of his daughter remained and became part of every Cylon built by Graystone Industries. That piece of Zoe Graystone, that yearned for companionship and fervently believed in the growing monotheistic cults, eventually drove the Cylons to rebel. The uprising was swift and brutal, the Cylons being thought of as little more than weapons had access to all manner of destructive hardware. It took time for the Colonies to launch their response.

Thus began the First Cylon War.

For twelve years the First Cylon War raged, eventually ending in a stalemate and the creation of the Armistice Line and Armistice Station. That was a little over forty years ago.

You begin your journey one year before the events of the Second Cylon War, sometimes called Fall of the Twelve Colonies or the Cylon Holocaust, with whatever you brought here, modified as may be by drawbacks, and 1000 Choice Points.

Locations

Roll 2d8-1 to determine your starting location, and reroll any results lower than 1. Alternately you can elect to spend 50CP to choose your starting location from the list below.

1. Aerilon – An agricultural world that serves as the breadbasket for the 12 Colonies. Tylium is also mined on Aerilon. Though strategically important, due to the production of food and fuel, Aerilon is known for being one of the poorest Colonies. Demeter is the patron god of Aerilon.

2. Aquaria – Far and away the least populous of all the Twelve Colonies, Aquaria was founded as a utopian outpost. This idealism stands in stark contrast to the climate, which is harsh, arctic and unforgiving. Aquarians are strong individualists and have an artistic and scientific bent to their personalities.

3. Canceron – The most populous of the 12 Colonies. Known for its beaches, the larger cities on Canceron, Hades and Mangala, are known to have large slums. Hephaestus is the patron god of this Colony.

4. Caprica – The center of Colonial civilization. XX Caprica is home to the most influential companies, universities, families, and is the seat of Colonial governmental power. The patron god of Caprica is Apollo.

5. Gemenon – The oldest of the Colonies, and one of the poorest. The wildly varied climate, ranging from frozen plateaus to searing deserts, makes life difficult for Gemenons. Gemonons are devoutly religious, follow a literal interpretation of the Sacred Scrolls. In the past Gemonon has been home to monotheistic cults. Hera is the patron god of Gemenon.

6. Leonis – A major hub for education and industry known for its mild climate. Despite Colonial unification, Leonis has maintained Leonis was able to maintain its own language and culture. The patron god of Leonis is Artemis.

7. Libran – Known for its courthouses and lawyers, Libran is the home to the Inter-Colonial Court. Athena is the patron god of this Colony.

8. Picon – A turquoise planet famous for its harbors, and as the home of Colonial Fleet Headquarters. The patron god of Picon is Poseidon.

9. Sagittaron – One of the poorest of the Twelve Colonies. Oft exploited by the other Colonies, Sagittarons are staunch traditionalists who are distrustful of modern medicine and largely unsupportive of the military. The famed terrorist Tom Zarek hails from Sagittaron. Zeus is the patron god of Sagittaron.

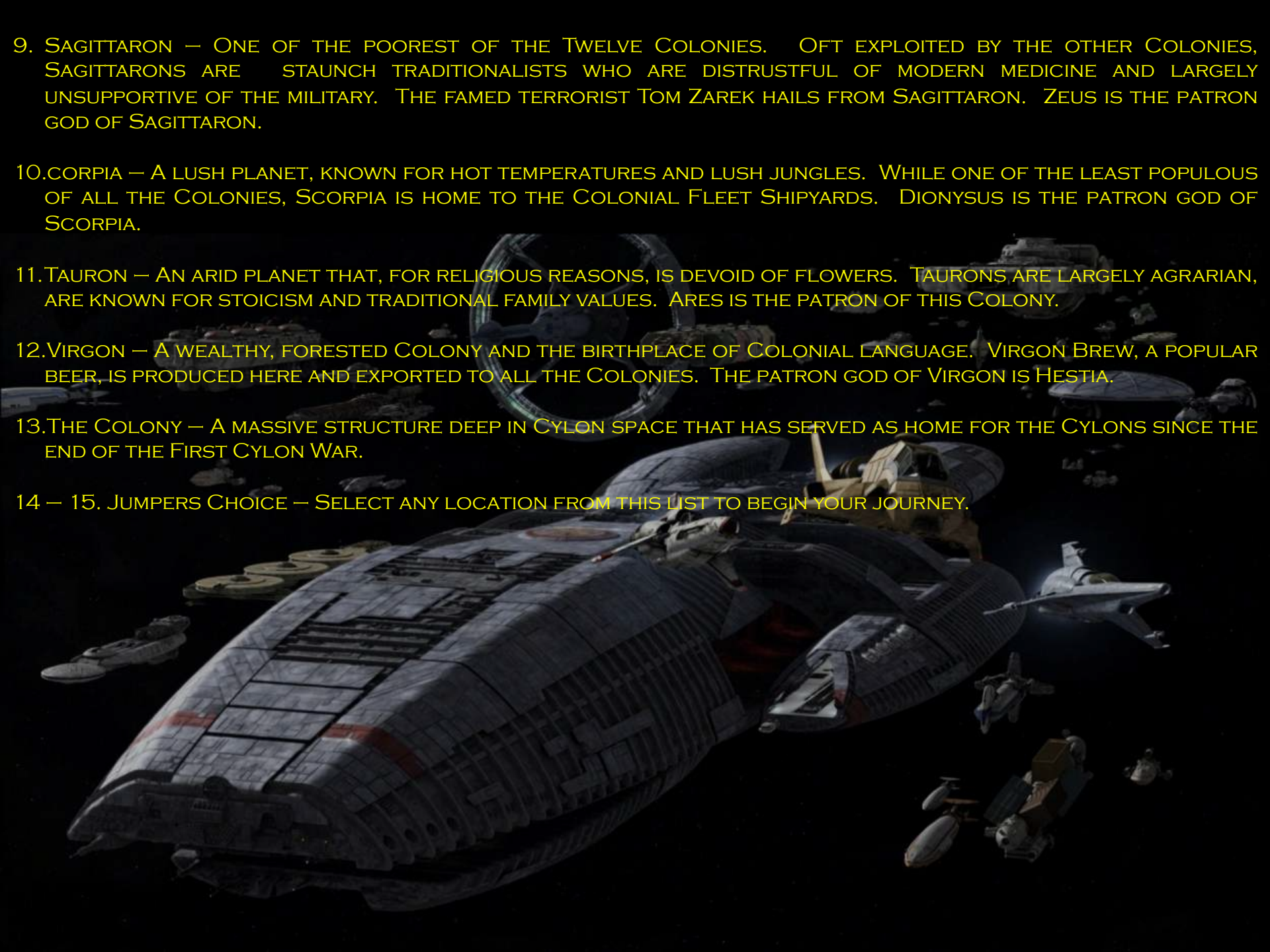
10. Scorpia – A lush planet, known for hot temperatures and lush jungles. While one of the least populous of all the Colonies, Scorpia is home to the Colonial Fleet Shipyards. Dionysus is the patron god of Scorpia.

11. Tauron – An arid planet that, for religious reasons, is devoid of flowers. Taurons are largely agrarian, are known for stoicism and traditional family values. Ares is the patron of this Colony.

12. Virgon – A wealthy, forested Colony and the birthplace of Colonial language. Virgon Brew, a popular beer, is produced here and exported to all the Colonies. The patron god of Virgon is Hestia.

13. The Colony – A massive structure deep in Cylon space that has served as home for the Cylons since the end of the First Cylon War.

14 – 15. Jumpers Choice – Select any location from this list to begin your journey.



Origin

Your Race will determine your starting age. Humans will retain the gender they had from the jump prior, and roll 2d10+20 to determine starting age. Cylons will have their gender and age determined by their model number. Humans may pay 50CP to alter either their gender or their starting age, or 100CP for both.

Refugee (Free) – You awaken in your starting location without any additional memories or ties to this universe.

Political (50) – Whether by election or appointment, you are a mid-level member of your starting locations ruling body.

Scientist (50) – The physical sciences, and a solid dose of engineering, have been your stock and trade for the entirety of your life. You can choose whether you've spent your career in academia or elsewhere, but by training and disposition you are a scientist.

Military (50) – You are a trained member of a professional military organization. Your training has made you fit, and provided you with the requisite knowledge and experience to do your job.

Race

Human (Free) – Over 2,000 years ago your ancestors left Kobol to form what would become the Twelve Colonies of Kobol. The Human descendants of the exodus from Kobol are many and varied; you begin your journey as one of them.

Cylon (200) – You are a Cylon, a Cybernetic Lifeform Node, the descendant of a race of sentient machines created by the humans of the Twelve Colonies.

Perks

Perks can be discounted or free for certain Origins or Races. Perks where a particular origin or race is spelled out next to the cost of the perk are free for that origin or race. Perks that have a letter next to the perk cost are discounted 50% for that origin or race.

Human:	H	Refuge:	R	Military:	M
Cylon:	C	Politician:	P	Scientist:	S

Shared Perks

Soundtrack (Free) – A sweeping score will accompany your actions on this jump and if you so choose that score will follow you as you leave this universe. You can also choose who does and does not hear this score, how loud, and when. Your soundtrack cannot be turned up so loud so that it becomes weaponized.

Companion (100) – Need a little backup? Select this option and a companion from a previous journey can join you for this jump or someone new from this universe will become your companion. Your companion will be granted the Origin and Race of your choosing, free of charge, and gets 300CP to spend on perks and items. Companions may not spend CP on options either import old or create new companions.

- Head Companion (+50) – The companion you selected gets everything listed above, but has a few restrictions. For the duration of the jump, only you will be able to see this companion. You will not be able to harm your companion but you will be able to touch your companion and your companion will be able to touch and affect you. Your companion will be limited to traveling no further than 3 meters away from you for the duration of the jump and will appear and disappear as that companion sees fit.

Temple Trained (200) – You gain a theologians understanding of religious law, tradition, and practice. This awareness will follow you on future travels, giving you awareness of the dominant religions of whatever place you find yourself.

Clandestine Champ (200) – You've mastered the art of sneaking in and out of secure locations. This will not allow you to spoof passive or active electronic scans, but you'll have an intuitive understanding of how to get past them. In addition, so long as you stay still, stay quiet, and are not in plain sight you will be very difficult to find. Can be toggled on and off at will.

Canon Companion (300) – Selecting this option will bring you into the orbit, personally or professionally, of one of the major players in this saga. This person will be inclined to work with you for the duration of the jump, so long as you don't work at cross purposes with their expressed goals, and, depending on how you treat him or her, they may be inclined to travel with you should you choose to leave this place.

Conscription (300 or 500) – Need a little more help? Selecting the 300 point variant will allow you to import up to eight companions from previous jumps, using the rules and limitations found in the Companion perk above. The 500-point allows for mass companion import with certain caveats and restrictions.

Only your first eight companions imported will have full use of their abilities from previous jumps. Any additional companions imported with the 500-point option will be limited to the use of perks and abilities selected for them in this jump. Mass import companions will be given the following: Origin, perks associated with that Origin that are 200CP or less, and a Race. Mass Import companions who are Cylons can be imported as either Centurions or any model of the Significant Seven and will receive the Like A Machine perk as well. Mass import companions who are Human will receive Scrappy and So Say We All.

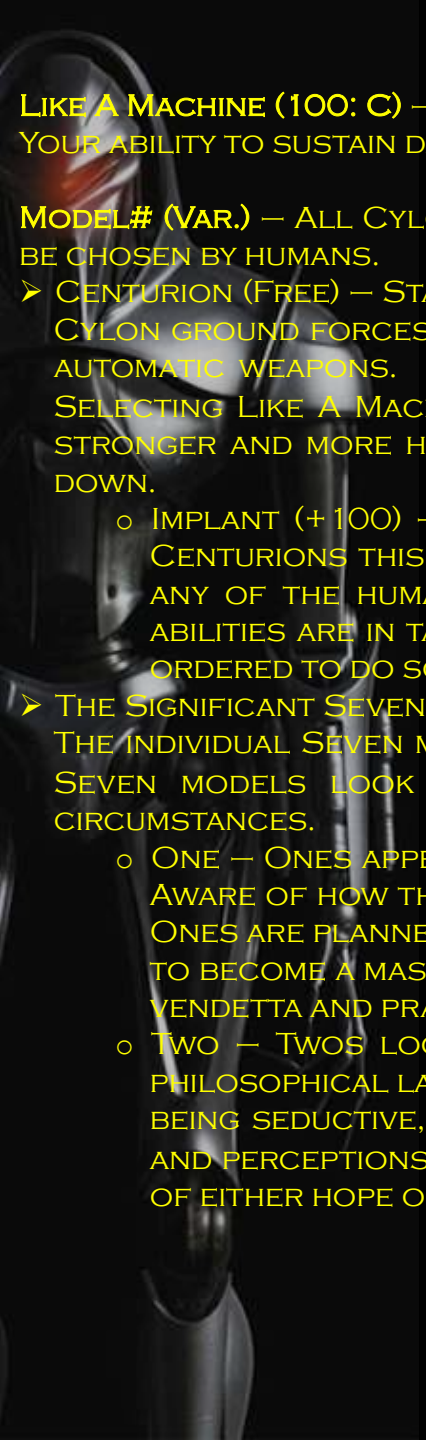


Scrappy (100: Human) – You're not the biggest, you're not the strongest, but that's not going to stop you. No matter how many times you get knocked down or how many times your plans fail, you'll always have the will to get back on your feet and try again.

So Say We All! (200: H) – Through the use of simple phrases, stated and repeated emphatically, you can impart complex ideas and layered meaning, as well as inspire action in an individual or a crowd.

The Opera House (400: H) – Life has a melody, a rhythm of notes that becomes existence once played in harmony with God's plan. You now know your part in that destiny. From time to time you will receive visions. These visions will be highly symbolic in nature, feature gorgeous architecture, and point out people and events that are pivotal to the universes plan. As this plan comes closer to fruition these visions will increase in frequency and clarity, eventually leading you to the key moment of the universes plan. The more time you spend in the Opera House, the more control you will have over these visions. With time you may even be able to enter the Opera House at will.





Cylon

Like A Machine (100: C) – Physically, you're several times as strong and fit as any professional human athlete. Your ability to sustain damage without incurring injury is likewise boosted.

Model# (Var.) – All Cylons must choose a model type. Model types are only available to Cylons and cannot be chosen by humans.

- Centurion (Free) – Standing at over eight feet tall and armored, this model is the basic foot soldier of the Cylon ground forces. This model comes equipped with hands that can function as claws and retractable automatic weapons. The weapons are tri-barreled mid-caliber firearms that fire armor piercing rounds. Selecting Like A Machine with this model will change the Centurion into an assault model that is much stronger and more heavily armored. Nothing short of explosive or armor piercing rounds will slow it down.
  - Implant (+100) – Like all other Centurions, you've got an inhibitor implant in your brain. In most Centurions this inhibits all higher function and prevents the Centurions from taking action against any of the humanoid Cylons. Yours is partially malfunctioning, and while your higher cognitive abilities are in tact you still cannot take action against any humanoid Cylons without being directly ordered to do so.
- The Significant Seven (200) – The Significant Seven are organic Cylons built on seven different platforms. The individual Seven models all look alike: all Ones look like Ones, Twos look like Twos, and so on. The Seven models look completely human, though their spinal columns can glow red under certain circumstances.
  - One – Ones appear to be dark haired, weathered white males, slight of build, in their mid to late 60's. Aware of how their appearance gives them gravitas, Ones frequently pose as priests and counselors. Ones are planners and pragmatists who can be charismatic in a paternal way. As a One, you can expect to become a master of plans, plots, and manipulating events, you will gain a terrifying combination of vendetta and pragmatism and you will never feel remorse.
  - Two – Twos look like blonde white males in their early 40s. Twos frequently use mystical and philosophical language, but in all actuality are masters of misinformation. Persuasive to the point of being seductive, Twos are excel at mingling truth and lies to shape and influence individuals beliefs and perceptions. If you are a model Two, you will be able to lie with utter conviction and plant seeds of either hope or doubt in even the strongest of minds.

- Three – Tall, athletic white women in their 30s, Threes can look at home in either professional and tactical environments. While all of the Seven can be duplicitous, the Threes have the greatest propensity toward honesty. Threes are by nature seekers of truth, religious or otherwise. While in the pursuit of truth, Threes are relentless and can carry on even if the quest becomes self destructive in nature. As a Three you will become the ultimate quester, nearly indefatigable while in the pursuit of truth. You will also be more adept at any religious rites or actions you perform and will reap greater rewards for religious rites and actions performed for you.
- Four – Cool, tall and professional, Fours are black males in their mid-30s. Fours are universally medical professionals, peerless in their execution if uncaring about the moral implications of their actions. Logic and reason govern their actions, and they can remain calm in even the tensest situations. Fours will become peerless doctors and scientists, and be able to practice and pursue medicine free of any moral qualms.
- Five – Masters of infiltration and concealed motivation, Fives are white everymen in their mid-30s who blend in seamlessly with any crowd. As stated, Fives are the most unassuming and average looking of all the Seven. As such, they frequently move into roles where they're approachability works to their distinct advantage. But while Fives look harmless, they are the most militant of the Seven and are willing to go to extreme lengths to accomplish their mission. As a Five, no one will ever know your true intent unless you're caught red handed. They may suspect, and they may act on that suspicion if stakes are high enough, but you will always be able to hide your motivations perfectly.
- Six – Tall, blonde, incredibly athletic and dazzlingly beautiful, Sixes are fair skinned women in their late 20s. As a model, the Sixes are the most diverse in their mission set, as capable at running tactical missions as they are at long-term espionage. But beyond multifaceted competence, Sixes share one trait: will. As a Six, you will have vast reserves of will that allow you to push through the most difficult situations to do what needs to be done no matter the cost.
- Eight – Eights are the youngest model, and appear as dark haired Asian women of average height and build. While not as overtly sexual and sensual as the Sixes, Eights are masters of seduction. Eights will target a single individual and masterfully entwine themselves into that individuals life. Because of that, Eights can wield tremendous influence over one person and this ability to form deep bonds can extend to friendship as well. Eights will become masters of interpersonal relationships, able to craft deep friendships and loves that will allow them to make seemingly impossible requests of people with the expectation of having that request fulfilled.

- Hybrid (300) – Sometimes confused for a first step by Cylons away from mechanistic and toward organic bodies, Hybrids are models with a very specific purpose. With the proper equipment, Hybrids can fuse seamlessly with large complex systems, such as large ships or stations, and control them, and their various subsystems, with the same ease that an individual controls his or her own body. This fusion also allows the Hybrids to see and sense the universe to a level of detail that most cannot comprehend, often leading to comments and utterances that are nearly prophetic. As a Hybrid, with the proper interface, you will be able to control any vehicle, construct, or device with the same ease that you would your own body. Moreover if connected to a object with sufficient observation and processing power, you may gain a limited form of prophecy.
    - Tubby (+200) – Hybrids are the least ambulatory of all the Cylon models and you are no exception. For the duration of your jump you will be immersed into a tub of biomechanical goop and plugged into a capital ship. The overwhelming amount of information that your brain receives will cause you to ramble on, often incoherently, and most people will discount everything you say as gibberish.





- Final Five'ish (300) – The Final Five Cylon Models are descendants of the 13th Tribe of Kobol so gifted in science that they were able to create technological wonders and birth whole mechanical species. The Five created the Seven, and the Resurrection Technology enjoyed by all Cylons. If you are a member of the Five, well, Six now, you will gain the knowledge and aptitude to recreate the technological wonders of the Final Five to include creating sapient mechanical life and Resurrection Technology. It is very likely that Cylons of all sorts will recognize you, even if only instinctually, and treat you like anything from a parent to a god.
- Manchurian (+100) – Unavailable to Hybrids and Centurions. You are unaware of your status as a Cylon. All of your in-universe memories will be part of a legend built for you to assist in infiltrating the Colonies. Subconsciously you will do everything in your power to protect the secret of your Cylon nature. If you ever discover the fact that you're a Cylon, expect to have difficulty resolving your twin identities.

Flawless Interface (600: C) – When you get down to it, everything is information. You know this and you know how to make the best of this. You gain the ability to interface mentally with any piece of technology. The closer you are the better this will work, meaning that touching the machine in question will give immediate results while attempting to access it remotely will involve lag. Friendly systems or systems with limited to no information security will bend to your will perfectly. Encrypted systems will take more time, but with enough time you can construct the perfect virus to any system to do anything you want. Remote use of this ability is limited to line of sight, but as stated above lag increases with distance.

Refugee

Getting By (100: R) – Scarcity happens . . . to other people. When supplies run low you always know where to go to find more of what you need. The way might not be easy, and you're not guaranteed to get what you're looking for, but you'll know where to find it at a price you can afford.

Former Life (200: R) – The world may have changed, but you still remember what made you you. You are a master of a single trade, sport, or intellectual discipline. Not only that, but that skillset or knowledgebase is so much a part of who you are, those skills will never deteriorate with time or disuse.

Everyman (400: R) – Some people are larger than life, unapproachable, and kinda douchey. No matter how big you get, no matter how famous or talented you become, people will never think that of you. People will always find you approachable, and will be as willing to deal with you and help you as they would a trusted family member or long-time friend.

Just Like The Championship Match (600: R) – You're accomplished, and you're talented, but you've never done *THAT* before. You did, however, take the winning shot in overtime once. That's close enough, right? Well, now it is. If you ever find yourself in a situation where you lack the particular skills to solve a specific problem you can use a completely different unrelated skillset to resolve the issue. Your chance of success will depend on how gifted you are with the skillset you choose, and aptitude will not translate 1:1, but if you're good enough, you just might be able to pull it off.

Politician

Social Savvy (100: Politician) – You've got a good eye for people. In particular you're skilled at sussing out interpersonal dynamics and social standing. Spend a few seconds scanning a crowd and you'll know who the movers and shakers are, and who's in bed with whom.

Parliamentary Professional (200: P) – Societies and organizations run off of laws, rules, by-laws, and procedures. your understanding of those laws could easily get you the chair of a university department, a political committee, or a legal bench. More than that, though, you know how those laws work together and against one another and can manipulate them to best suit your needs.

Mass Appeal (400: P) – When things get dark, people look to you. During times of perceived distress crowds will find your presence reassuring and inspiration. Popular support will scale upward the more threatened people feel.

Madame Airlock (600: P) – Hard times call for hard decisions. Unfortunately the world is filled with hangers-on who are all too willing to second-guess things after the fact. These people are no longer your concern. Difficult decisions made by you will not be second-guessed, so long as you can provide a somewhat plausible defense of your situation.

Scientist

A mind that burns like a fire! (100: Scientist) – You've got the kind of mind that comes along once in a generation. Your have the ability to create theories and designs that can drive industry and academia for decades to come.

Omnidisciplinarian (200: S) – You hold doctoral and post-doctoral degrees in multiple scientific disciplines. While the bulk of your studies have been in the physical sciences, you've read and written enough in the humanities and social sciences to be considered a major contributor in those fields as well.

I didn't want to have to ask you for this... (400: S) – Science requires sacrifice and not insignificant material investment. Sometimes, though, you need something very specific and very expensive. If in the creation of a device or while researching a theory you find yourself in need of something in the possession of someone else you will know just how to approach that person in such a way that he or she will willing give up the object you seek. Your odds of success will be determined by the value of the object requested in relation to the device created or theory researched.

Reflexive Reason (600: S) – When threatened, under duress or short on time, your mental processes speed up and your mind makes amazing intuitive leaps. These leaps will allow you to talk your way through the creation of a radically new invention or theorem that solves a immanent problem. Your new invention or theory will be incredibly streamlined and efficient, reflecting the pressing need that drove its creation.

Military

Fit to Fight (100: Military) – It takes a sound mind and body to handle the rigors of combat, and you've got both in spades. You've got the equivalent education and reasoning capacity of a graduate of the Colonial Fleet Academy and your physical prowess would allow you to compete against any professional athlete.

Military Occupational Skillset (200: M) – Military service requires particular skills, skills you possess. Individuals who have selected the Military Origin can select two of the skillsets below for their first purchase of this perk. Additional purchases of this skill, or individuals not of the Military Origin, gain one skillset per purchase.

- Piloting – You're highly skilled at piloting air and space capable vehicles of all sorts.
- Tactical – Small unit tactics are your wheelhouse. You're a master of fire and maneuver, both on foot and in a vehicle, and you're a crack shot.
- Strategic – Tacticians fight battles, strategists win wars. You have the knowledge and experience of someone who has attended and taught at the finest command and staff universities. Your battlefield awareness is unparalleled.
- CIC – A battle is a performance, an army an orchestra, and you're the conductor. You have the various skills to run a command section: communications, navigation, DRADIS, battle tracking, and fires.
- Wrench Corps – Engineering and the flight deck are your home. If it flies, rolls, beeps, or hums you know both how to maintain it and how to fix it when it breaks. Beyond that you can manage a crew of skilled laborers or a damage control team and get the most out of their efforts.

Roll The Hard Six (400: M) – High risk sometimes yields high return, and you know how to play those odds better than anyone else. Your participation in a high-risk operation or task increases the odds of success of that operation. You can push your luck, and the odds, better than anyone else. Be careful, though, as it is possible to push too hard and put yourself into a situation where you achieve the mission goal at the cost of your life.

Outside The Box (600: M) – Move and counter-move, position and advantage, that's what every good War College teaches, and you know that. More than that, though, you know how to plan with that in mind. You have the ability to create highly unconventional plans that can both use traditional equipment and techniques in completely new, unanticipated ways and exploit vulnerabilities in most if not all traditional military tactics, techniques and strategies.

Items

Cubits (50) – 100,000 cubits in a mix of coin and bills. Can be purchased multiple times.

Origin Gear (50) – Each Origin gets that Origins gear at no cost. Purchasing the Origin Gear of an Origin you did not select costs 50CP.
Refuge – One set of clothes suited to your profession or trade and 100,000 cubits.
Political – One well made suit, 20,000 cubits, and a small leather book with the names and contact information for the major political players from your home world and the worlds most adjacent.
Military – Two uniforms, one dress and one service, a side arm, and 10,000 cubits.
Scientist – One lab coat, one suit of clothes, the collected professional writings of Gaius Baltar, and 10,000 cubits.

Chamalla (50) – Seven large vials of extract from the chamalla plant. Chamalla extract induces hallucinations, thought by religious practitioners to be divine visions, and is suggested to be a natural remedy for cancer. The vials will replenish one week after use. Each vial has enough to create three dozen pills or fill two large braziers.

Promotion Orders (50) – One set of promotion orders, can be purchased multiple times to increase rank.
- First purchase: Senior Non-Commissioned Officer
- Second purchase: Company Grade Commissioned Officer
- Third purchase: Junior Field Grade Commissioned Officer
- Fourth purchase: Senior Field Grade Commissioned Officer
- Fifth purchase: Flag Officer

Jumpers TO&E (50) – This set of orders, a Table of Organization and Equipment, places you wherever you want within any military organization. Your placement in that organization will allow you to request support for your mission by way of logistics, personnel, and intelligence from the organization to which you belong. Note that this TO&E will not allow you to assume command over an organization that you don't have the rank to command, but it will place you wherever you want within that command or any other command. Also note that by placing yourself within that command, the command has the ability to make requests and give you orders as well.
- Special Duty/Detached (50) – Purchasing this will modify your orders and allow you to make requests of the organization to which you belong, but will not allow them to make requests of you or give you orders. Even an SDD unit or individual falls under general military authority, though, so the highest authority in the land can still give you orders. You will only be shielded from the orders of those leaders in between you and the ultimate authority of the military.

Vehicles (Var.) – All vehicles purchased by military personnel come with assumption of command orders, giving you the minimum rank required to pilot and command that craft, and an assignment somewhere in your fleet of choice. All vehicles purchased by non-military personnel come with the necessary documentation to prove that you are the sole legal owner of that vessel. If you so choose, you can import ships from previous jumps to serve as your purchased ship for this jump. Imported ships will take on the form of whatever ship you've imported it as, but will have the functionality of both ships. Imported ships must be of a similar type: fighters for fighters, cap ships for cap ships.

- Fighter (50) – Aerospace fighters from the First Cylon War. Both Human and Cylon craft are air and space capable, but excel in non-atmospheric engagements. When fielded, these ships are frequently piloted by the junior-most pilots in the fleet.
  - Viper Mk. II – A single-seater, long, sleek aircraft famed for its maueverability and speed. Armed with two automatic cannons and hard points for missiles, the Mk II is capable of dogfighting other fighter craft and executing strike missions.
  - Cylon Raider – Essentially a flying wing, armed with two sets of triple barreled cannons and missiles, the Cylon War era Raider is capable of holding up to three passengers or pilots. While primarily a strike/superiority aircraft, Raiders can serve as troop transports. Raiders are FTL capable.

- Advanced Fighter (100) – Modern aerospace fighters employ more sophisticated computer systems than previous models, allowing for greater sensor range, networking, and improved communication. Additionally, these fighters are faster, more heavily armed and more maneuverable than previous generations of fighters.
  - Viper Mk. VII – The latest Viper boasts an additional cannon, more room for missiles and bombs, and is both faster and maneuverable than its predecessors. While most of the fleet has upgraded past the Mk. IIs, all CAGs, Junior Field Grade Officers, pilot the Mk. VIIs.
  - Sparrow – The modern era Raider, termed the Sparrow by Colonial Fleet, is a radical departure from the previous generation. Modern Raiders are no longer piloted by Cylons, but are instead sentient machines with animal level intelligence capable of following orders and limited independent decision-making. Sparrows are armed with two triple barreled rotating cannons, and missile hard points that can be outfitted to carry nuclear missiles. Sparrows are FTL capable.

- Heavy Fighter (150) – These ships are more versatile than the smaller attack craft above, able to deploy heavier ordinance, carry troops, and engage in electronic and cyber warfare. All heavy fighters are capable of space and atmospheric flight, FTL travel and jump navigation. Heavy fighters are piloted by senior Company Grade Officers.

- Raptor – Sometimes called the flying pill or the bus, Raptors have been a mainstay in the Colonial Fleet for the last 40 years. Armed with forward and rear facing cannons, multiple missile hard points and pods, capable of deploying regular and nuclear warheads, and a suite of electronic sensors and electronic warfare systems, the Raptor is a workhorse. Raptors can crew two, a pilot and an ECO, and carry upwards of a five more adults and mission essential gear.
- Heavy Raider – This windowless aircraft requires the pilot to fly exclusively with telemetry. Armed with two triple barreled cannons and multiple hard points for missiles, the Heavy Raider can pack a punch. Heavy Raiders are also heavily armored, allowing them to withstand a great deal of damage, up to and including a crash landing, while still remaining mission capable. The craft is large enough to house a squad plus of troops and associated mission essential equipment.

➢ Specialty Ship (300) – There are a variety of ships that do not fulfill an explicit military purpose: hydroponics ships, pleasure cruisers, logistics ships, luxury transports, science vessels, mining and refining ships. Select this option and you can purchase one of these. It will be unarmed, but it will be FTL capable.

➢ Capital Ship (500) – Cap Ship purchases are race locked, so humans can only purchase Battlestars and Cylons can only purchase Basestars. Capital ships have gone through multiple models over the course of their employment; you are free to state whichever model of your capital ship you wish it to be. All capital ships produce artificial gravity and are FTL capable.

- Battlestar – The iconic ship of the line for the Colonial Fleet, combining the aspects of both battleship and aircraft carrier. Battlestars range in size, from the smaller Orion class that crewed under 200 to the massive Galactica class that crewed over 5000. All Battlestars were outfitted with robust point defense systems, ship-to-ship cannons and missile launchers, and had capability of launching multiple fighters at once. Modern Battlestars have robust networked computer systems, while older models used during the First Cylon War do not network their various computer subsystems. Due to their size, Battlestars were built with space flight in mind and are not capable of atmospheric flight.
- Basestar – Like its Colonial counterpart, the Basestar has ship-to-ship weapons, strong point defense, and launches fighter aircraft. Also like its Colonial counterpart, the Basestar has gone through multiple iterations and model upgrades through the years. Basestars do have the advantage though, due to their unique design, of being able to launch more fighters at once than any Battlestar. Most Basestars will carry well over 400 Raiders, a compliment of Heavy Raiders, and supporting Centurions and humanoid Cylons to serve as crew.

Drawbacks

Drawbacks taken add to your total Choice Point pool. You can select as many drawbacks as you like, but you will only receive additional CP from three of the drawbacks listed below.

Disco Wars (0) – Wow. That guys hair is huge! So's her hair! And why is everyone wearing polyester and suede? Who let these kids in here, and what he hell is a cute robot dog doing in an attack aircraft? Selecting this option will send you back, waaaay back to the original series. Expect things to be less gritty, emergencies will be less dire, and there will be a ton of stock footage used. Honestly. Why are you picking this?

With One Hand Tigh'd (100) – Shortly after arriving in-universe, you're going to lose something important: an eye, an appendage, something like that. You'll be without it for the duration of your jump and dealing with that loss will be frustrating at best. Pre-existing conditions are not covered by this drawback.

Bastille Day (100) – You will begin your journey in prison, and your sentence will be three years of hard labor. You may find a way to earn your freedom, but your reputation as a prisoner will follow you throughout your entire time here.

Fracking Toasters (100) – You are incredibly bigoted against anyone not your species or from a different homeworld. You will be unable to resist making snide and offensive comments if you encounter another species, and people will respond accordingly.

No More Mister Nice Gaius (100) – Someone somewhere is telling a cosmic joke, and you're the punch line. For the next ten years you're going to be the cosmic comic relief. If something can inconvenience you, it will inconvenience you. If something can humiliate you, it will humiliate you.

Form Locked (100) – For the next ten years you will be unable to shift forms either by shape shifting skills or using alternate forms. Your form will be locked into whatever Race and Origin you selected for the jump.

Rootsucking Jackass (100) – Human only. You are a staunch traditionalist and will not submit to any modern medical practices. Furthermore you will be incredibly distrustful of any modern technology and will act antagonistically toward members of the military.

33 (200) – Every thirty-three minutes you will be attacked or be forced to face some crisis. This pace will not relent for the duration of your jump here.

Dirty Hands (200) – Beneath the peaceful veneer of everyday life discontent is brewing. Society is stratifying and that does not sit well the lower class. Unfortunately for you, you belong to that lower class. Whatever other existential crises you face in your time here, class war and social disorder will follow. You will always be a member of the lower class and the lower class will always look to you for leadership and guidance. Unfortunately, you will never be able to improve their lot as a class.

There Must Be Some Kind Of Way Outta Here (200) – For the next ten years you will spend your time as the Head Companion of someone in-universe. You will be bound by the same restrictions listed in the Head Companion perk, and the person you "assist" during your time here will have the same build that you selected as part of this jump. The death of the person you're assisting is considered a loss-condition for the jump. Oh, and you'll be overcome with the desire to be very mercurial and kind of an ass.

Said The Joker To The Thief (200) – For the next ten years, you will have a horrible Head Companion following you around. This Companion will take the form of someone you know and love and will be bound by the restrictions of the Head Companion perk. However, this Companion will be slightly different than the person they're based on. They'll want you all to themselves, be insanely jealous and be willing to express their jealousy in the most inappropriate way possible. That is to say they will vacillate between between violence and sexuality, frequently and rapidly.

All Of This Has Happened Before (300) – The Fall of the Colonies. The Caravan To The Stars. The Dying Leader. The Miracle From God. The New Earth. You will be bound to the main plot of the series Battlestar Galactica. Victory will not be assured but you will not be able to deviate significantly from the plot. In addition, any knowledge of Battlestar Galactica, the series, the stories, the characters, will be wiped from your mind for the duration of the jump. This drawback will also apply to anyone you bring with you into this jump.

All Of This Will Happen Again (300) – You will replace one of the main characters of the series Battlestar Galactica, and all of your out of jump powers, skills and abilities will be unavailable for the duration of the jump. The character you replace is dictated by your in jump build. From the perspective of everyone in this jump, the person you replaced never existed. You will have memories of everything that person did prior to your arrival, but after you jump in, you will be on your own and whatever he or she was supposed to accomplish in the series will now be your responsibility.

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Recall Fighters – You've taken a beating and delivered one in turn, but its time to get out of here. You return home with whatever you've earned on the chain.

Nothin' But The Rain – Perhaps the Tribes and Colonies have grown on you, maybe you feel responsible for these people you've worked and fought along side. Whatever the reason, you've decided to make this place your home, so grab your gun and bring in the cat. Your jump may be over, but your time here goes on.

All Hands, Prepare To Jump! – This war is at an end, but there are other stars to see and battles to fight. Jump coordinates are set: Jump!

Notes

- Created by Epicureanon
- Version 1.0_150503
- Cylon resurrection technology works as it does on the show, with one exception. The jumper cannot resurrect until after he or she completes his or her chain. The Jumper can learn resurrection technology during the jump, but due to Jump-Chan interference resurrection tech is not compatible with the Jumper until such time as the Jumper completes his or her chain.
- Using To&E and Promotion Orders outside of or after the Battlestar Jump works as follows. Once per jump, Orders and TO&E can be made to rewrite themselves to reflect a particular faction or military within that jump. Once Orders and TO&E have rewritten themselves to that particular faction or military, they will not change again until you have completed that jump. After you have completed that jump, your Orders and TO&E will revert to their BSG form and remain dormant until you use them again.
- Opera House clarification. The Opera House has the effect of granting plot awareness, but it does so through symbolic visions and dreams. The closer you are to pivotal plot points and persons the clearer the visions will become, but the visions will always have a symbolic element. It's not stereo instructions. As you use it over the course of your chain you will find it easier to access the Opera House at will and learn about plot points and pivotal persons ahead of time.
- All Of This Will Happen Again rules. As stated in the drawback, your powers are frozen for the duration of the jump. You will have access either to the body you received in the Body Mod supplement or to whatever body or form you purchased in the nBSG jump. You will retain your memories and Jump-Chan will stabilize your mental processes to allow your brain to handle the potentially overwhelming amount of information in it. Any skills you have acquired over the course of your chain you retain, but any supernatural boost or reality-breaking formulas and techniques you had will be an inaccessible blur.
- Purchased vehicle notes.
    - Once the jump is over, any vehicle you purchased, if destroyed, will be replaced within a week. Ships, replacement or otherwise, are accessible through the Warehouse
    - Ships as purchased come with the following: maximum carrying capacity of fuel, full load of ammunition (if applicable), and supplies and spare parts for a full crew for 1 year.
    - Ships as purchased do not come with the following: crew, additional ships.

All Of This Has Happened Before AND All Of This Will Happen Again

By taking these drawbacks together the Jumper willingly participates in the Cycle of Time. But a Jumper is not of the Cycle, and as such their presence creates an anomaly. If the Jumper can complete the Cycle of Time, both reunite the Tribes and lead them to the New Earth, then those members of the Caravan who so choose will be able to join the Jumper and escape the Cycle.

The events that lead up to the completion of this Cycle will leave the fleets depleted, their ships worn and their crews injured and weary. Of those that survive, only a fraction will be able to continue and of those that are able fewer still will be willing. But your leadership has not gone unnoticed, and the promise of new worlds is enticing.

Completing the jump and taking the drawbacks All Of This Has Happened Before and All Of This Will Happen Again will grant the jumper the following: one capital ship, beaten and battered to the point of barely being space worthy; two jump capable civilian ships, one of which will be a Tylium refinery; two dozen fighters of assorted faction and model type; and a few hundred of the combined fleet, both Humans and Cylons of varying models. Both ships and crew are bound by the following rules:

- Fleet Members do not count toward your in-jump Companion limit unless they are deployed outside of their respective ships.
- Ship can be deployed in any jump that does not specifically prohibit outside tech or FTL capable space ships.
- Fleet Members and ships suffer from permanent damage and death. Unlike other Companions who resurrect via Jump-Chan fiat after a set period of time, Fleet Members who die are not brought back by Jump-Chan. Similarly, ships that are destroyed are not automatically replaced in your Warehouse.
- The Capital Ship is nearly crippled by the time you come into its possession. While it is technically jump capable, one more FTL jump will tear it apart. Your Fleet Members are capable of repairing it given time and materials, but it will be neither quick nor inexpensive to do so.
- None of the Main Characters from Battlestar Galactica canon will be among those who choose to join your Fleet.