Star Trek: Picard V1.0 – The Reddit Edition

(Series 1/?)

By: Lots_Of_Mistakes_

Welcome to Star Trek, the universe of mostly humanoid aliens, speeches, spaceships and … hmm. Limited technobabble in this case. Somewhat less speeches too, they do not seem to go down so well here anymore since people in positions of authority are opposed to being lectured and seem to respond poorly to it. This may be different from Star Trek you may have experienced before.

It has been twenty years since the events covered by the film *Star Trek Nemesis* and dealing with a new chapter in Picard's life, though he may be a very different individual from where he was last seen. He is not the only one, as old lessons seem to have been forgotten and long-established values put aside. Amongst other things. Some things may seem oddly out of place too … no, this does not seem to be the Mirror Universe, despite everything this seems to take place in the Prime Universe.

Still, you decided to come here, so maybe you want to stand up for what Star Trek represents, what it should *still* represent. Because as usual, things are in peril. Or will be soon, depending on the time you choose to arrive. This is covered in the Location information, but first some background:

In 2387, the Romulan Star Empire suffers a terrible blow when their sun going supernova destroys Romulus, leading to being supplanted or at least partially replaced by the Romulan Free State by 2399, to which the Tal Shiar has transferred its loyalties. Some members are more than they seem.

Picard was in command of the USS *Enterprise-E* till the mid-2389's, where he gave up command to oversee Starfleet's evacuation efforts of the Romulan Star Empire. During this time, he was promoted to Admiral. Unfortunately for everyone, the evacuation efforts did not go well for those depending on them. Seeing an opportunity and a threat, a long-hidden foe stirred and struck out.

A disaster occurred on April 5th, 2385, later named the "Attack On Mars". The Martian defence net was hacked, supposedly by rogue synths used as a suspiciously slave-like labour force, attacking the Martian facilities and the rescue armada. The synths bombarded the surface of Mars, igniting flammable vapours, and while Starfleet dispatched a task force, they were unable to prevent the destruction of much of the planet's surface. Officially believed to be a programming error in the synths, the Federation Council placed a ban on synthetic lifeforms and any research involving them, leading to Dr Maddox, a Synthetics specialist, vanishing to parts unknown. Androids such as B-4 were dismantled, and other consequences of the ban led to even more easily avoidable deaths.

Despite a new plan being submitted that accounted for the loss, the Romulan rescue mission was unpopular enough among many of the Federation's members that several threatened to leave if the rescue went forward. In the name of unity and cohesion, the Federation abandoned its promise to aid the Romulan evacuation altogether. Picard threatened to resign his Starfleet commission in protest over this decision. They accepted. With the subsequent lack of support, the sectors in and near the former Romulan Neutral Zone collapsed, leaving planets to fend for themselves and while independent groups such as the Fenris Rangers attempted to help and retain order, by the end of the century this had fallen into chaos and poverty. By 2399, Mars is still ablaze, and the true cause behind these disasters remains unknown. Old heroes are mothballed, old rules have been abandoned, and threats new and old lurk. This is the right climate for fear to flourish in the name of security, and a disturbingly familiar one. Something is wrong here, and some may not like what the occupants of this setting have become, *will* become, or will *allow* should things carry on like this.

To think they had come so far. Now you are here. Take 1000CP, Jumper, you will need it.

Locations:
This is where you will be starting off and barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere you can also choose to start off in orbit over the location if you have your own starship. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

There are *two* potential times for you to choose for your arrival in this Jump, due to the events that are covered by the series occurring over more than a single decade:
The first is **April 4th, 2385**, the day before First Contact Day is celebrated.
The second is **2399**, on the day Picard wakes from a nightmare.

1. ***Château Picard (La Barre, France, Earth, Sol System)*** *– The Picard family estate, which may or may not be occupied by its owner depending on when you choose to arrive. Unlike previous owners who averted the use of modern technology on the family property, should the current owner move back in they will employ and install modern conveniences such as automatic watering, a kitchen replicator and surveillance devices. If you show up later, you may be noticed by this as well as the two Romulan refugees who work as housekeepers, and a Pit Bull called Number One.*

2. ***Starfleet Headquarters (California, Earth, Sol System)*** *– Close to the Golden Gate Bridge in San Francisco, Starfleet's Headquarters has been through a lot but has never abandoned its key principles. Even when it was damaged by the Breen attack of 2375 they managed to rebuild. However, with new members in important positions in the organisation, things may change depending on your choices and the events to occur. You are in walking distance to the reception of the building housing the CNC.*

3. ***Apartments (Greater Boston, Earth, Sol System)*** *– A Federation-standard apartment complex, the sort of place students or young couples would be, those starting off in their lives and careers. You might be neighbours to someone who is hoping to get into the Daystrom Institute, as an example.*

4. ***Daystrom Institute (Okinawa, Earth, Sol System)*** *– This is where you would find the Division of Advanced Synthetic Research, the laboratories of which produced the A500 series of Synthetic workers, and where Dr Bruce Maddox worked on them. This group and the researchers may not be around depending on when you arrive, depending on your choices. Apparently, Kasseelian opera is popular because you will be able to hear someone else listening to it on their lunch break.*

5. ***Utopia Planitia Fleet Yards (Mars, Sol System)*** *– You may find yourself in the storage section for the A500 Synths or the console room to the planetary defence grid if you start here, but depending on the time chosen and your apparent nature you might be in a slightly different location. You may find this an inhospitable location to start off in, depending on your choices.*

6. ***Stardust City (Freecloud, Alpha Doradus System)*** *– Built offshore on a series of platforms, a music festival will be held on Bewlay Island here in 2395. Depending on*

your other interests and arrival time, you could happen to arrive just outside a nightclub called The Nightbox where it is rumoured that a shady business transactions take place and at least one of the bouncers can supposedly smell lies. Probably just in humans though. You could also easily find the Reproductive Health Services centre hosting Freecloud Family planning if you needed their advice or wanted to track someone down you know might be in the area. Be aware that targeted advertisements are a thing here, so hopefully you can acquire or create some manner of pop-up blocker.

7. ***Seven Domes (Vergessen, Hypatia System)*** *– A series of interlinked domes on the planet Vergessen. This facility is controlled by a criminal organisation intending to harvest former Borg drones for their implants. Depending on your starting time, you may arrive here before or after its activities are interrupted.*

8. ***Borg Cube/Romulan Reclamation Site (The Artifact, Romulan Space)*** *– You may want to reconsider being here, if you have a choice. The Romulan Imperial Scout Ship Shaenor may not yet have been assimilated if you show up too early, and the Romulan Free State and other groups may not like you being here without permission later. Maybe there is somewhere on board for you to hide from even detailed scans if that is the case? If it has been established, you may choose to be within the Gray Zone or the Dock area.*

9. ***In A Forest Near A Lake (Nepenthe, Unnamed-But-Possibly-Nepenthe System)*** *– An inhabited planet fearing vast forests, large rock arches and pristine bodies of water. A creature resembling a horned rabbit known as Bunnicorns are a native species that is hunted for meat, but bear in mind you will need to remove the venom sacks unless you want to vomit black bile and die. The other danger is the Kzinti, a species of carnivorous feline humanoids who are active in this region. On the plus side, the soil here possesses regenerative properties promoting plant growth and healing, and you will be close to the Troi-Riker estate if it has been established by the time you arrive. If it has been built by your arrival time, do not panic if some wild inhabitant of the woods points a bow at you, and somebody else looking for temporary shelter might be dropping in soon.*

   Free Choice – Pick Any Of The Above Nine, Or The Fourth Planet in the Ghulion System *– This Class-M planet may be called either Coppelius or Ghulion IV, depending on your sources, and is notable for being orbited by two red moons. As far as anyone knows it will be unoccupied and unclaimed when you arrive, but if you happen to appear in orbit later on you may find yourself having an unexpected landing thanks to the unusual planetary defence system that gets developed. At least by that point there might be a station or village established here, but again the exact name might depend on who you ask.*

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

Origins:

This is your background for existing in this setting, which can cover exactly which side you are on and who you might be allied with. Any of these can be taken as Drop In if you do not want to have a history. Maybe you could explain away your presence as temporal nonsense, negative space-phenomenon, or being created recently?

Drop In – You are new here. Perhaps you were really created only a few years ago, or perhaps you have appeared in this galaxy out of nowhere. You have no history and you do not appear on any records. This might be a problem if you somehow catch the attention of any organisations keeping an eye out for oddities like you, but you will not automatically show up on their radar. Your outside perspective on things here may make you want to change things you find disagreeable, and you may have unusual capabilities to allow you to do that and not only find flaws but make them obvious.

Faded Legend – The once great Jumper … whether you are desperate for any relevance in this changed world or not, you may have a history of achievements even if they are seemingly overlooked. It is all behind you for now, and you may be disrespected and disillusioned, but perhaps the opportunity could arise from your long absence and mothballing will allow you to change things and fix old mistakes?

Old Friend – You may not be a legend in your own right, but you could have been invaluable to them. Even if your life has taken a downturn, your experience and capabilities mean you may still be vital to their success if the opportunity for adventure arises again. You are a good person to talk to, and you can find out what is wrong, what is not being admitted, and how you can help when people you know or complete strangers need it and might not want to share everything immediately.

Former Officer – Whether you quit the organisation you had embraced to the core in response to some traumatic event, or simply chose to retire and raise a family in peace, you could still run a ship and take up the command chair when the need arises and the cavalry is called in. Your experience has let you become rather perceptive to the situation, and you may have other skills that could come in handy.

New Threat – In this grimmer, darker future … you thrive. You may have even been responsible for the change in tone from a more optimistic time. You could have the opportunity to be included in an adventure, the skills to sabotage a mission and target something you hate with unnerving ability, and the luck to have chances to escape the consequences of your actions.

Fan Favourite – They might owe you a ship, but it is good to see a friendly face. You are back, and the sort of person that everybody will be pleased to see. You may have changed a lot from the last time everyone saw you, you may be playing an entirely new role, but even if your appearance has changed you have not lost your looks or abilities. You may not be here for reasons you like, but it cannot be denied you are good at what you do. Even if something cannot be saved, you are among the best to avenge it, and the consequences of your actions might work out better than expected.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here. Regarding your species, pick one that fits for your Origin and background. Bear in mind you may need to work a bit to justify why you would be a human male if you are supposed to be a member of a group that usually only allows Romulan females, or part of an organisation that is devoted to wiping out your kind. Maybe you are notably adopted, not technically a member, or very deep undercover?

You can also be a hybrid of some sort, so long as you can come up with a good reason and it does not give you any capabilities you would have without your Perks and other abilities. This will not affect your mental state, you will be used to any physiological effects, and how you treat any part of your heritage is up to you.

Perks:

Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted:

Free - **Q Insurance** – It would be unfair if some apparently omnipotent being realised you were here, decided they did not want you affecting things and snapped their fingers to get rid of you. Or those observing timelines spotting you as an irregularity that needs to be dealt with. Now these sorts of beings will think you are supposed to be wherever you exist and will not raise any objections or point you out as an oddity. Of course, if you do something like punching one in the face this will not stop them from responding. Not with just this Perk at least. They do not seem to show up here normally anyway, but getting insurance is supposed to be because you think it *may* be a concern.

Free/100 – **24th Century Standard Jabs** - Lots of diseases and conditions either are not present here, or you might run into something new. Consider yourself inoculated against the standard stuff here, unable to accidentally infect people with a cold or pick up something yourself. This does not stop weaponised health problems, radiation, or incurable anomalies that you may have due to a Drawback. While you can have this for Free here, for 100CP you can take this protection to other Jumps.

Free/100 – **Federation Education** – If you have not already been here, have some sort of alternative source of knowledge, and do not want to seem like some 21st Century stranger, this gives you the sort of knowledge you would have picked up from schools here. Nothing specialised, but you will know what a Vulcan is, have some degree of mathematical skills and other things that would let you at least start to blend in without needing to hit the books to catch up, or ask a lot of seemingly obvious questions. Free to have, and 100CP to have the equivalent in future Jumps.

Free/100/200 – **Consciousness Continuation** – There have been debates over how exactly Transporters in Star Trek work, and what it means when events occur such as the creation of duplicates or fused beings. It would be unfortunate if being taken apart and reassembled in this manner triggered a Chain Failure due to technical death. Now, that is not going to be a problem for you, with a successful teleportation using technology in this Jump keeping you as yourself and alive throughout the process. You can pay 100CP to keep this in other Jumps, and 200CP to remove any risks inherent in this sort of transportation, to the point the worst that could happen is that you do not get transported at all, rather than ending up turned inside out, fused with something, or split into multiple beings.

Free/100 – **Adaptive Lighting** – Do you have issues with the lighting? Too much flaring, too dark, some combination or variation of that? Well, now you do not, as your visual senses are apparently no longer impaired by that sort of thing. So long as something was not intentionally arranged to conceal something or mess with your senses, you will be able to see fine. This if Free to have here, and 100CP to keep. You could wear sunglasses even when it seems out of place.

Free/100/200 – **Combat Training** – This is not a place where talking through problems seems to be a common solution, and you may need to be able to defend yourself physically rather than verbally. For Free, you possess the knowledge and ability to use simpler weapons like phasers and blasters, the common weapons in the setting, and you can have a reasonable chance of hitting a target. You will even have some knowledge and capability to use the weapons of the vessel you are in. Pay 100CP to keep this general competence with widely available weapons in other settings. For 200CP, you possess more advanced combat training and adaptability, able to quickly learn how to use

unfamiliar or rare weapons and with a good chance of hitting a target if that would be plausible with what you have. You would be a good combat pilot too, perhaps one of the best if you had enhanced reflexes, sensory abilities and got enough experience with the ship.

100 – **Space Samurai** – Were you raised by a sect of warrior nuns? Did you just buy a Perk? Either would explain why you are sufficiently skilled with a sword that it is a viable option for combat in a setting with hand-held energy weapons. You have the fitness, speed, and agility to be able to use the environment to your advantage even if outnumbered. Bear in mind this Perk alone does not mean you are not unbeatable, because others can adapt to this unusual combat and things like stun grenades and concealed weapons exist.

300 – **New Synthetic Lifeform** – You are not an ordinary organic being, Jumper. Not if you take this Perk, which makes you a highly advanced synthetic android, indistinguishable from another living being unless you choose to have eye and skin colour not found in others of the species you could pass for. Bronze skin and yellow eyes might make you fit in amongst a certain hidden population here, though. Despite no longer being a "natural" organic being, you are perfectly capable of drinking, suffering lacerations, bleeding and having injuries healed with medicine that would be applied on any "normal" being. Your "realism" allows you to perfectly blend in, even when examined in detail, to the point even intimate relations would not reveal your nature. While discretion is useful, you have also been programmed with advanced combat skills and have heightened senses, allowing clear perception of conversations at a long distance. You have enhanced hacking abilities, capable of using your advanced processing capabilities and speed to nearly effortlessly hack into advanced surveillance systems with skill that clearly belongs to that of an android, allowing you to track down anyone found on them with ease. You have a perfect memory so long as your memories are not deliberately removed or modified. Your speed and strength are sufficient to manhandle a group of armed assailants with individual strength superior to any ordinary human, evading blaster fire and leaping more than a hundred metres in a single bound. You are not indestructible, but it would not be too difficult to punch through the floor of a room if there was a space below it to escape to. Before you get too sure of your superiority, remember there is considerable value in experience and things you might not know, so do not think you could actually pull off some trick with somebody else's ship just because you know *some* of the theory, or that are not any countermeasures to you trying to do something. There are times when you will need to ask for help or permission rather than thinking you can do everything yourself effortlessly. One thing you *do* know is that there is one other small feature included in this purchase; This will help you succeed your Jump. What is this? It improves things. How? You have to use your imagination … actually, that would be frustratingly vague and open ended. This is a Capstone Booster.

Drop In

100 – **With All Due Respect** – This does not stop anyone from speaking or sharing their opinions, but at least everyone will be a little more *polite* about it. Consider this a sort of universal profanity filter for language. Someone may clearly not like you and would be more than happy to explain this to your face and ignore what you are trying to tell them, but at least they will not be swearing at you. Even written communication, gestures or subtitles are affected, with the entire word or sentence replaced rather than everything being filled with asterisks or blurred out. Shouting, screaming, and insults that do not resort to crude language are not altered, nor is the intent behind a message but the wording is polite enough. Someone would yell angrily at you for causing a problem, but they would only call you an idiot rather than a more *colourful* option regarding your gender, sexual preferences, parentage, or race. Everyone would still *feel* and *act* the same way though, so unfortunately this is not a universally applicable Anti-Hate Perk by itself. On a lighter note, this could cause some … noticeable and potentially amusing alterations when this Perk applies to anyone who devotes most of their speech to what is getting filtered out by this Perk, especially if you know what they would be like without it active. Nobody else regards this as odd unless you point it out, and you can scale the effects of this Perk based on your personal tolerance for language.

100 – **Control Scheme Preferences** – Some ways to control things are considered practical while others are not, some are considered old fashioned while others are modern, some are flashy while others are duller, it is all a matter of personal taste. Now your own personal taste is what matters. So long as it does not change the actual function or established ease of use of something, you can alter exactly *how* it is controlled. Maybe you like having holographic interfaces floating in the air? That is fine, you can have anything from your coffee machine to your ship controlled by that sort of visual effect. Prefer the old-fashioned button-pressing? Fair enough, now whatever you are using has that instead. Want to be hands free? Voice control works just as well if you like. Any "control method" you alter or determine in this way does not have any flaws not present in the original setting, and you can use it just as well as you would ideally like to. This can be a retroactive change, an obvious transformation from something that was already established, or perhaps something installed as an alternate option you decided to change it to. Up to you. Now you can fly a ship by manipulating the lights floating around you, pressing buttons on your chair, telling it what to do, or with a joystick. Maybe even a dance pad if you want to get some exercise while you are at it. Nobody thinks this is odd or will comment on any particularly unusual preferences you have for a control scheme, unless you want them to. Anyone using an altered system will have the same sort of ease with the new one as they did the old one, so you will not be flummoxing somebody with your holographic system that is used to buttons. You cannot mess with people by making the coffee machine suddenly only voice controlled as they will still be able to use it if they did when it was buttons, and if you are playing a game you cannot mess with your teammate by inverting the controls. It does not change the time or effort it takes to use or give access to things that could not be controlled, so do not expect to save time pushing a button rather than explaining what you want, or being able to control a ship that is not yours. You will need other Perks for that.

200 – **Character Derailment** – Character development can have some interesting and sometimes … unexpected … consequences. Not always for the better, but that is a point of view equally valid to any other. With a bit of work, you can now alter the "character progression" of any given person that you are able to interact with, changing how they are over time. Maybe the audience was expecting someone to act in a certain way or do certain things, but with your influence the character has changed to act in a different way and do other things. This can be used benevolently or malignantly, allowing you to do things like turn a determined figure into a depressed one, a passive figure into an active one, someone who would become a destroyer into a saviour or vice versa. This can work on how the character in question acts and how they are perceived, so you could alter their

reputation as well if you like. The greater the "character development" required, the greater the change from what they are when you find them and what they would be by the time you leave, the more time and effort will be required on your part. But they will get where you want them to be in the end, for good or ill. You can guide others, Jumper, and the consequences of that are your responsibility.

200 – **Character Re-Railment** – You might want to get things back on track. Maybe you messed up changing someone and want the old version back, maybe somebody has changed from what they were into a shadow of themselves. Exactly how bad or good any given change is would be a matter of opinion, but now you have a chance to enforce your own. You know how to guide somebody's development back to the sort of character they used to be, removing progressive development or undoing character decay. This can work on how the character in question acts and how they are perceived and can be used to restore an old reputation. It might take a little time, but with some effort on your part and theirs they will be back to their old selves in no time at all. For better or worse, now it is up to you.

400 – **Canon Precedent** – "Bah, stories about secret conspiracies, senior members of the organisation being compromised, the importance of assembling people to deal with a potential threat to the safety of the public, that sounds utterly ridiculous and you have no evidence I can use, get out of my – wait, that actually happened before? This sort of thing *tends* to happen here, even fairly often? You have a history of dealing with things like this? Well then, based on all *this* evidence and your distinguished record we will at least investigate this properly!" Perhaps not a word-for-word representation of what could happen with this Perk active, but that is the general effect. This Perk could be *particularly useful* when dealing with stubborn or ignorant people, especially when something that may seem farfetched. An old peer might hate your guts for any professional or personal reason, but if you went to them with a story about a problem with clear similarities to something that is established to have happened, and based on everything *you* are aware of the problem is real, they will at the very least investigate your claims to the best of their ability and using all the appropriate resources and precautions. If you have an established history as, say, someone who repeatedly saved the organisation, they would not object to letting you be involved in the investigation of something that could threaten it again. Even if you do not have any solid evidence of your suspicions on hand, this could give you the opportunity to go out and see if there is any, because it *might as well* be worth the check, *just in case*. Whoever you tell might begrudge you personally, but they will do their job *professionally* when this Perk is active. Keep up the good work.

400 – **Cool Story, Ro** – Sometimes, people be swayed by emotive arguments, shocking stories of terrifying potential. You are not. Not only is it impossible to convince you something is the case and that you need to help out if that is not actually true, you can distance yourself enough emotionally to look at the established facts if something *is* actually true … from a certain point of view … and decide if that is really a point you would be willing to realistically entertain. No amount of shock or dogma can be used to sway you from the truth as you know it without actual functional evidence. An obsessed spy with a talent for manipulation will not be able to sway you into helping them just by detailing some doomsday myth, and you can shut down that sort of "argument" by calmly pointing out that other cultures have some interesting myths too. This does not mean we have to be worried about that giant moon-eating wolf that can break chains forged of impossible things, the sun being defeated by the moon and the stars, or that beast with the seven heads and ten crowns rising out of the sea. And hey, maybe if we do, we can rely on that guy with the sword coming back, or one of the many *other* heroic figures foretold to return in times of need. Mythology is complicated and has a lot of variations due to people adding in their own bits or adjusting old stuff to suit their needs. Point is, you will never be swayed or unreasonably convinced of something without evidence that is actually

real evidence regardless of how dramatic or convenient the stories might be, and nor will anyone else around you.

600 – **Reality Ensues** – Well, this could be dangerous depending on where you apply it, because this Perk makes reality work as you *know* it should rather than as it is shown to supposedly do. This does not let you bend any situation to your advantage because you consider yourself a main character and things *always* work out for the main character, but it does let you perform a "reality check" on something that is going on. Unless there is sufficient justification for something acting the way that it is shown to do instead of the way it *should*, this check "procs" … and reality ensues. This might not always be a good thing, however, so be careful exactly what you run this "check" on. It might be entirely reasonable that a Borg Cube is tough enough to survive crashing into a planet, so this would not cause it to break apart unless it was seriously damaged … but the planet and anyone else on it might not be so well off with something the size of a city crashing into it at terminal velocity. Unless the impact is being slowed *substantially* in this case, physics will take over and reality as it *should be* will ensue with all the dust clouds, tidal waves and earthquakes that would occur. Be careful where you try enforcing reality, Jumper … there could be collateral damage from things that would otherwise be overlooked.

> Capstone Booster – There are occasions where reality ensuing as it should ... would be a bad thing for everyone. Especially if there is already enough damage caused by an event, or the "realistic" damage of it would seriously damage if not wipe out a civilisation. Now, you can *prevent* reality ensuing when it would cause additional unwanted collateral damage. This will not freely swing things completely in your favour by ignoring narrative or physics, and does not work if the avoided reality of the situation only benefits *you*, but at least your actions will not always mess up everything for everybody else when it really *should*. Now you could bring that Borg Cube crashing down onto your planet *without* causing a cataclysmic collision.

600 – **That's Not How The Federation Works!** – A sequel series long after the original, and some key part of it does not work as you would think it might according to previously established canon? Changes in theme or tone, inconsistencies or mistakes that even characters within the setting might angrily snap about a change? Wherever else that might apply to is up to you, but if you do encounter such a thing, this is a bit of a patch for it. Consider it a consistency check. If something is established to work or *not* work in a certain way within that canon, it will *stay* that way with this Perk active. A society that is supposed to value and appreciate all forms of life, even going to seek out new forms of life and civilisation, will not instantly turn on all possible forms of *one* life and completely outlaw its existence because it caused problems in a relatively isolated incident, as an example. They would probably investigate whatever happened with all the resources at their disposal to find out the cause and stop it happening again, but they are not going to start denying the use of a life-saving medical treatment because it relies on something related to the problem. People, societies and technology will keep working as they would *based on previously established evidence*. To a lesser extent, you can use this to keep the "original" visual effect of something rather than an "updated" one, because with this Perk *that is how it works and will keep working.*

> Capstone Booster – But on occasion you might need to ignore a finicky detail of how something works to pull off a victory. Since complete freedom of *all* rules is reality warping, and you are not going to become a finger-snapping reality warper when the rest of them seem completely absent from this particular series, this is limited to *one* use per Jump. You are able to break *one* rule of how something is established to work in the Canon of that setting, perhaps making it look like an impossible million-to-one trick that is so difficult to pull off nobody tries before or after. That includes you because it is a one-use trick for the Jump. As a consolation for that limitation, you can freely change the visual effect of something as many times as you like, with the restriction that it does not change function or anything like that, without it affecting anything or being noticed unless you point it out.

Faded Legend

100 – **Make It So** – You still have a commanding presence, even when it is not your ship. So long as you might conceivably be listened to, you are at least initially regarded as the senior in any situation, enough to give a command and people used to following such orders doing so instinctually. This will not make them *keep* following instructions if they really are not supposed to be coming from you, and if they have any petty reasons to dislike you personally you will not have that same respect, but others might start doing things out of reflex when you tell them to *make it so.*

100 – **I Need A Crew** – Whether you are putting the old band back together, or decide you need a new band to keep the old one safe rather than dragging them into another mess, you are able to track down the right people for the job. This may involve tracking someone down who can track down the other people if you really do not have any good options available, but it is a start. If you are recruiting someone for your team, they will even at least *consider* what you have to say if they hate your guts for some reason. As a bonus, your old crew will not be too upset should you run into them at some point on your new mission. They know you care, even if you are not too good at showing that openly.

200 – **Title Drop** – Even if something is based *around* you, you might not want to hog the spotlight. Now you can give other people a chance to shine, even if something was your own species. You will be able to help as much as you could normally, but if you were treating things as something shown on television you would not be perceived as the main character even if it started off with you. Does not stop you putting on a great 'performance', or stepping back into the 'main spot' later on, but if there is anyone else you can trust with getting something done, you can let them get on with it while you are occupied elsewhere.

200 – **Easily Overlooked Famous Person** – That is what you could be, because sometimes you need to fly under the radar or walk into a crowded nightclub without being recognised. Even if it had been mere days after appearing on a televised interview, in a setting where aesthetic surgery advanced enough to allow passing as a different species, and there was someone that looked a lot like you who caused a major problem some time ago? Nobody would bat an eye, so long as one of yours was covered by an eye patch and you were using an exaggerated accent. Of course, if someone you know and knows that you are disguised calls you by your actual name and not the one you are using in the disguise, people might start you recognise you as the famous Jumper.

400 – **When We Arrive, You Will Surrender Yourself** – To whatever authorities you happen to present them to, for whatever crime they committed. So long as you know someone has committed a crime, have some sort of actual evidence for it to show others, and the criminal is in a position where they cannot or will not resist or protest when you trigger this Perk, they actually will. There is not going to be any escape attempt, they will not commit suicide out of guilt, they will not try and fight back or claim innocence anymore. You caught them, and they are not going to try to get out of this. You could drop them off in the general area of the authorities with the only evidence, and they will willingly march straight in and turn themselves over as you requested, even if they know the sentence will be life imprisonment or death. You must have *quite* an impressive record to manage that. You still must get them where you want them, though, and if you decide to ignore their crimes after using this Perk and let them get off freely, they will be quite confused. Other people who know what they did might be quite angry about escaping that guilt. At least the criminal will ask you all if they are still being arrested, so if it has completely slipped your mind somehow with other events to distract you, there will be a reminder to take the murderer to prison like you established earlier.

400 – **I Want A Squadron** – And they thought you were desperate Jumper, quixotic, paranoid, possibly senile … and now the windmills have turned out to be giants, and you proved that to everyone. You might not get an apology, even if you deserve one, but if you present sufficient evidence that even something deemed unbelievable is happening, you will be able to get the appropriate response from the organisations you present it to. They do not get a choice, the one you present it to *actually has to do their job properly* rather than dismiss these claims or delay requests for help, and even if they do not like you in the slightest and are quite frankly a waste of space, they will finally give you what you probably wanted from the start of the investigation. They might not be happy about it, particularly if your independent investigations have proven their previous assertations wrong, but if the situation warrants a squadron then *you will get it*. This does not stop them being unprofessional, childish, and rude to you for showing them up if they were opposing you before, but you will have been proven right to *everyone* and that is what is important.

600 – **We Are Here To Save Each Other** – Anyone you know a reasonable amount about, through research or personal experience, you are able to get through to them and convince them to change their mind when they are making a terrible mistake. The better you know them, the more effective this will be. You could convince someone on the brink of unleashing a threat to the galaxy because of the way they and their people have been treated to show everyone how profoundly wrong they were about them being a threat, that they are not *the enemy*, that they are not *the destroyer*, and if that isn't sufficient they will have to answer to you and yours. If you wanted to destroy them, you would have chosen a different Perk for that, but you did not, and you *will not*. Why? Because you can convince them they are trusted to make the right choice. You trust them, you *know* them, you *believe* in them. That is why you chose this Perk, that is the whole point. That is why you are there.

> Capstone Boosted – For choosing to save others lives, yours has been saved in return. Should you die, you will find yourself revived in a sort of…*golem* body. You see, your allies, with help from Jump-Chan, were able to scan, map and transfer a complete neural image of your brain's substrates. Are you real? Close enough. Oh, and this new body does not have any augmentations, no superpowers. Everything works, in terms of basic function as you are mentally and emotionally, and any abnormalities that caused your death were taken care of, but you can consider this second chance to be around human level. Something about the theme of augmentations not being approved here. Since you may disagree with being better than a standard human, this resets you into whatever body or state of being you usually have when the Jump ends, at which point this safety net becomes available should you need it again. You can consider this a One-Up that temporarily downgrades you to a physical average of whatever setting you are in when it is activated.

600 – **The Jumper Manoeuvre** – Outgunned, outmanned, outmatched, certain to die…such a shame that *famous* tactic of yours that may as well have been named after you will not work. Wait, it can? You just need to adjust things a bit? Neat. This Perk lets you pick one tactic you have used in the past to great effect, one you could reasonably say you could be well known for. This tactic can then be adapted in such a way with equipment you have on hand to be used in a situation where it otherwise *would not* be applicable, but said equipment does actually need to have the shown capability to be used in such a way. It is not like you have a device controlled by *imagination* lying around anywhere.

> Capstone Boosted – Or do you? Even if you have got the tactic and experience to use it, you might be missing a fundamentally important tool, or simply cannot adapt using what you do have. Now, any tools you have with unestablished limitations can be used to ensure your special tactic works, even if it seems implausible. It will only work that one time per MacGuffin, since this does establish a limit, and it still will not necessarily work for long depending on exactly what your personal trick is, but it *will* work and it just *might* be enough to take advantage of and let other options become available.

Old Friend

100 – **You Come Along For A Ride With Jumper** – Someone might be scared about something, not trusting of others, wary of everything … except you, Jumper. You just seem friendly and reassuring whenever you want to be to anyone you think needs it. This might not solve a problem by itself, but it will certainly help in getting people to be comfortable enough around you to admit things they might not otherwise. They might even openly and honestly share their concerns with you, though this Perk alone does not stop them from hiding things or lying to you.

100 – **You're In Trouble** – Sometimes an old friend will stop by after years of no contact just because they want to see you, but it is far more likely that they need your help. Now you can sense exactly why they came to see you as soon as you meet them again. You are remarkably perceptive regarding things that are wrong, being able to determine if they are in danger that they are aware of, and if they have any health issues. If you know what the problem is, maybe you can help them? Even if you cannot do more than give them a meal and shelter for a night, they will be very glad to see your face.

200 – **Who Gave You That Order?** – Do you expect them to talk? No, Jumper, you expect them to dine … *and* talk, because you get the feeling that they would be more open with you over a meal. You are uncannily good at setting up situations where people are willing to talk about things they would be unwilling to share in any other situation. This could manifest as walking after someone when they are a little tipsy, and a recent event has brought up an old shame with details you need to find out more about, or you could carefully arrange matters yourself. This will be progressively more difficult the less they would want to talk about something, highly classified intel being particularly hard to obtain, but you are in with a chance. They might regret sharing though, so be careful it is not something they would tell you then have to kill you over. Even if they are still unwilling to share all the truth, your efforts will not go to waste as they will be progressively more guilty about whatever they have done and whatever they are hiding. Need someone to spill the beans when they are acting suspiciously? Maybe you would be able to get them to choke up a few secrets while you had a chat over red velvet cake?

200 – **Poor Thing Seems Traumatised** – But you can see past the surface of how someone *seems* to be, almost as if you had some experience with empathic capabilities. Even if they appear fully normal, their face, voice, body language all expressing clear emotion … you could still notice if there is something wrong or being hidden. Even if psychic abilities you or others possessed sensed nothing and they were unable to read the subject, you can be a perfectly accurate judge of their real character. Now you do not need to be worried about inviting a stranger into your home at the word of a friend, because you can tell that they mean no harm and exactly how genuine they or what they share really are. You could be a great counsellor with this capability if you wanted.

400 – **You Can't Do Your Broody, Existentialist Spaceman Routine** – Not all the time. Sometimes people need to put on a different image. While a Jumper might have access to Alt-Forms, or an extensive wardrobe, your allies may not be so well equipped. It is also possible that you could come across situations or security that requires a little…panache. You can use means that are mundane to the setting to be able to create convincing disguises or cover identities, electronic and physical components included if relevant, that are sufficient to at least temporarily deceive the best security measures and the most observant of people. What you are doing might not be subtle in the slightest, and an accent adopted by one of your allies may be eye-roll worthy, but somehow it will work and keep working as long as nobody messes up the plan. Saying someone's actual name would shatter the illusion, as an example. You can even come up with ways to fool abilities that determine whether or not someone is lying, like countering a species that is capable of smelling lies by coming

up with a concoction that makes someone 'smell' truthful regardless of what they are saying. You would be great in the costuming department; with this sort of skill you would have a real feather in your cap.

400 – **If Something Were To Happen** – To anyone that Jumper cared about because an ally dropped by and needed a hiding place, it would be truly terrible. Whether or not you are as brave as you used to be, you might be getting wiser if you chose this Perk. Now, you and those you care about will not be dragged into danger due to proximity to allies who are in danger. You could happily host an old friend at your home, despite the fact that they are on the run from a dangerous organisation willing to kill anyone remotely involved in whatever mess your friend has been caught up in, and your friends and family who are not involved will be perfectly safe. It could be some much-needed karma after something else terrible happened to all of you, or because you took precautions like installing shields, perimeter scanners and anti-cloaking systems. The old rule of 'no good deed goes unpunished' does not apply to you, because you can safely help an old friend who is in over their head by giving them a place to stay. This protection will not last if any of your friends or family gets involved by doing anything more than being accommodating or providing advice, if your ally needs more help than that from you then you will all need to come up with a new plan to retain this protection.

600 – **This Isn't Something A Ship's Counsellor Is Supposed To Say, But** – Sometimes empathy is actually a *really useful talent*. Not the psychic power to tell when someone is scared, just looking at someone's expression could do *that*, but the capability to understand *why*. You can understand feelings, thoughts, ideas, and experience by viewing them from someone else's frame of reference and can do so with natural ease with anyone after only a short conversation, even if you had actual psychic capabilities that did not work on who you are talking to. Not only that, but you are able to explain this to others who might be more callous or cold, so *they* understand just as well. You can get it through someone's stubborn skull that while something seems preposterous to *them*, a fear may seem very real to *someone else*. Your ability empathic abilities may have had questionable usefulness in the past, but your ability to get people to *empathise* is invaluable. You will find a way forward. Together.

> Capstone Booster – Who is to say that a Synthetic being cannot be just as good as an Organic at something? Well, no argument there … but should you really be able to do what you can do when you might be missing a key component? Maybe, maybe not, but now you can ignore little things like not being a member of a telepathic species and reading somebody's mind anyway so long as you 'extensively studied' it. Maybe you are just so advanced your interest let you develop the right parts in your brain, or someone has been copying technology from a currently disabled ship known for adaptation? This bypasses any biological requirement for being able to do something, so long as you can justify it with what you know or have studied sufficiently.

600 – **Back Off, Just Give Jumper Some Space** – Somebody will not be listened to for whatever reason, and everyone is relying on you to sweet talk your way into getting credentials to access a classified research facility? So long as everyone else stands back and keeps their mouths shut, that is entirely possible for you. You have an uncanny ability to contact the right people and get them to help you, even if they knew they should have screened that call. Even if you only call them when you need something, they will at the very least hear you out. If you cannot get them to help you out just out of whatever friendship you have, if this is something that they just are not allowed to do politically or legally but in theory could … you can persuade them it is in their own best interests. It would be awkward for everyone if your unauthorised presence started a war or something. Even better, whoever you contact will not report you if you are clearly doing something illegal. You clearly know where all the bodies are buried, even if it is ancient history. Be aware that even old friends will

burn their bridges with you if you must resort to borderline or actual blackmail, and you might never be able to get them to talk to you again. If it makes you feel any better, even if you really do not want to be doing this job, you are depressed, inebriated and cannot quite get the right words out, somehow you can still succeed. You are clearly a natural at this, honey.

Capstone Boosted – Being able to convince others to help you out is undoubtedly useful, but there are occasions where a stubborn or scared Jumper might be about to make a terrible mistake they will quickly regret, and all those willpower Perks and anti-manipulation defences could do more harm than good in this situation to you and anyone else. Now, if someone is truly and genuinely trying to help you, they can get through to you, just enough for you to listen to them. If you are about to unleash something that would destroy all organic life in the galaxy out, terrified of being lied to yet again, tired of you and your people being hunted down and destroyed by ancient conspiracies and those who claim to be the good guys, if your actions would actually be a terrible decision then one good and honest person could talk you out of it. You would not automatically be convinced, but no matter how scared or stubborn you are, you will consider what they tell you and know when they are telling the truth. In the end, though, the decision to be a destroyer or a saviour is up to you.

Former Officer

100 – **I Read One Of Your Books One Time** – Must have been informative, since you are now perfectly capable of being the Captain of a starship in this setting, though this works best if the ship is small, and you might still need a crew. You have the nerves to stay calm in a tense situation, the knowledge of how to run a ship, and the sort of talents you would need to act as a pilot like lack of motion sickness, quick reflexes and a good sense of direction. Those nerves of yours may not be steel, but you will have a resilience to pain allowing you to calmly sit in your chair and introduce yourself to a passenger while the EMH is dealing with the shrapnel stuck in your shoulder. Should probably let them do their job though, this does not make you physically tougher or stop you from bleeding out. Hopefully they will know what to do.

100 – **Burnt Tomato** – Is not going to be one of the problems you really need to deal with. Little mistakes you make, things like accidentally letting your food burn because you were listening to a moving speech, are not going to be a problem either. They just do not happen. This does not prevent life-threatening or serious problems occurring, so while the out-doors oven will not burn the pizza you left unattended because you were distracted by a conversation, you could still trip over one of the oven gloves you dropped and hit your head on it when you rush back to check, or accidentally set a nearby tree on fire. Nothing *minor* though, petty little annoyances just will not be. As a bonus, you now know how to cook a good home-made pizza.

200 – **You Are Starfleet To The Core** – And they are well known for being omnidisciplinary and doing far better at things their job description does not appear to cover. The Academy must have great instructors. You possess all the required skills or knowledge to do a job or work in a specific field to at least an average capacity. If you pick 'Starfleet' you could be at least a passable engineer, navigator, medic, cook or hold another ship-necessary position. Although you are not the best automatically, you could always learn how to do your role better, and you would be useful in at least filling in for any specific role in that field. You would know all the regulations too, if you can be bothered to apply them.

200 – **You Don't Have To Tell Me Anything** – I'm just gonna speculate that you do not think ignorance of danger was all it took to keep it away from the people you love. When someone is not telling you something out of a desire to protect you or themselves, you have an uncanny ability to accurately suss out whatever secret they are hiding and *want* to share but do not think they *should*. Maybe you are observant enough to recognise a familial behavioural tic, maybe you just know them that well, maybe you have experience in these matters. So you can just speculate, and say out loud what you've been saying in your brain, and they don't have to tell you anything while you piece everything together and summarise the whole story with uncanny accuracy. You might be missing specific details, but nothing you come up with using this method will be incorrect. Not bad, for a pizza chef.

400 – **Personality Fragments** – This could be technology, or magic, or Jump-Fiat. You can create physical copies of yourself with specific specializations or knowledge you possess to fulfil functions within a location or vehicle. You could assign one to be 'engineer' if you know how to fix something, and they will fulfil that role to the best of *your* capability in that role. They do not really have any other skills you may possess in roles they were not specifically made for though. You will need to make more to cover the roles, and they will identify themselves and each other by that role as their only name as well as working for you, e.g. 'Jumper's Engineer' or 'That is Jumper's Dishwasher'. You can dismiss and summon them at will, maintaining any memories of their existence you want them to have, so feel free to keep them around to learn more or summon what is effectively new replacements each time. Any new knowledge they develop will be limited to them unless you get

them to tell or teach you in person. They are basically solid projections, not requiring resources and not part of you when created. They are obedient to you in fulfilling the specified role, will not work to betray you, and they will only have any of memories you want them to have. They will be interpreted as tech-made holograms, magical illusions or just oddly familiar staff, whatever fits into the rest of the setting. The duplicates will not have any direct combat capability, and anyone telling them to stop will cause them to vanish until you bring them back, so you are not a one-person army. But you are effectively able to crew a spaceship by 'yourself' if you have some idea of how all the important positions work. Feel free to give them all different accents, clothes, nametags, or hairstyles so you can differentiate them without having to ask. You could even have their personality match their clothes, show a little panache.

400 – **Acting Captain Jumper** – You can put the *fear of Jumper* into your opponents. Even die-hard members of an organisation obsessed with the eradication of a people under your protection, ones that have a proven willingness to go kill themselves and each other to ensure the success of their mission, will *suddenly very much fear for those not-so-expendable lies* when you tell them to back down or be *blown out of the sky.* Whatever they are calling themselves, if you are on the bridge of the toughest, fastest, most powerful ship you have at your disposal, you have a fleet at your back, and you have your weapons locked on their ships cores and clearly nothing would make you happier than them giving you an excuse to kick their treacherous ass…but instead, you are going to ask them one time to stand down? They will. They might bluster, show a willingness to fight, and if you are bluffing then they might just call that. But if you are not, *they* will be the one to fold. Excellent decision, finally valuing their lives over their obsession.

600 – **It's A Lullaby My Mother Used To Sing To Me** – She didn't like other people playing with her things either, which is why you set it up as a hidden command override for if someone tried to take your ship and do things their way. You can set up contingencies like this in any system you use, backdoors and precautions with passwords and triggers that not even the most advanced androids in the galaxy would notice, let alone be able to figure out or block. Even if they seem to know a lot of things, they will not know *this*, and will not be able to use your stuff their way without your personal permission. This might come in handy if they do not actually know how to work whatever this is, or they do not know that they need to account for things like setting up a structural integrity field or chroniton field before trying to jump into a transwarp coil. They are going to need your permission first, and even something with processing capabilities that make you look like a child in comparison will need to humble themselves a little and ask nicely that you fly your own ship where they need it to be.

> Capstone Boosted – You are apparently so prepared that some facet of your skills, equipment or personality can come in handy when it is really needed. This is the sort of thing that is foreshadowed, so you must make that feature obvious to any observers in some way, even if they would just be an omniscient audience. Perhaps you seem to regularly show an interest and some skill at a sport? This could later give you an excuse to smuggle something past security that would check otherwise by hiding it inside a football, and nobody would bother to scan it or think of it as out of place because it is one of your displayed character traits that you like football. Maybe you have been preparing a backup body for yourself in the event of your death, even explained this to someone else, and it turns out it could be useful to revive someone else. Whatever it is, your feature will have an opportunity to come in handy at some point. It might not save the day by itself, but if you figure out how to properly apply it you could certainly contribute.

600 – **I'm Supposed To Sit Around In The Woods Making Pizza** – While they have all the fun? No, not anymore. Consider yourself the cavalry. Any resources you have, any allies you have made in this Jump, all the force you can potentially bring to bear to help others, now you *can.* And you will be

able to bring all this help to those you know need it at the precise moment they need it most, and it *will* help. It may not necessarily win the war, but your friends will have all the backup you could possibly provide at that key battle.

Capstone Boosted – With your *whole* family, happy and healthy? Sure, you can, if you could realistically keep them safe. Consider this a barrier against those you care about suffering from non-targeted misfortune that you had any chance to possibly prevent, or just does not make sense for the setting. None of your children, biological or not, will ever suffer from an "incurable"' disease because the only known cure would require breaking some sort of treaty made for stupid reasons, or be "irreparably" damaged in some way when it has been firmly established in the setting or with your own capabilities that those sorts of injuries can be fixed with the tools available. Sure, this does not protect against being targeted specifically, like some Romulan Agent coming after them to give them leverage over you…but that is what *you* are for, Jumper. Your family will *not* be experiencing a tragedy, not on your watch.

New Threat

100 – **Convenient Timing** – Being able to get your foot in the door is not particularly helpful if the group you are supposed to be a mole in has already left. Now you can pick the perfect timing to arrive at a location that you are aware that the people you are supposed to be spying on are, and it will not seem suspicious that you arrived just after a squad of assassins showed up. Maybe everyone is too distracted by what just happened and will take you along if you can be convincing enough.

100 – **Puzzlingly Cunning** – You would not last long in your position if you did not have some degree of intelligence, though this does not mean you are necessarily using it for the right reasons. You are good at puzzles, able to solve a complicated puzzle box with one hand. You adapt quickly, able to come up with excuses for any inconsistencies in your story. Given a bit of time and experience, you could potentially extrapolate the heading of a ship travelling at warp when that sort of trick should not be possible usually. I guess you are simply good at puzzles like that.

200 – **I Promise You, If You Take Me With You, I Will More Than Earn My Keep** – If you have a mission, you need to be in the right place to carry it out, and that might mean tagging along with others. Or possibly getting them to work with you, so you can help them recover lost memories. Now you can convince people that you want to help them, to the extent they would trust you enough to take you with them on an important mission if you have met them at least once, or use your methods to piece together a life that seems to be a lie, without asking important questions about your arrival timing or why you are helping. Reasons like 'my life's work' or 'I love you' seem to work surprisingly well as explanations, rather than raising scepticism. You will be able to come up with convenient, if not necessarily convincing reasons for any sudden changes in motivation as things change and your mission proceeds to later stages, switching topics in conversation, or trying to persuade others to do what you want. Bear in mind, you may not be the paying client and just came along for the ride, so major changes to plans might take a lot of work.

200 – **Showdown** – While you may hate something enough to engage in melee combat with it yourself, this would not be a wise move if they happened to be significantly stronger and more durable than you are, or your foe using something that could end the fight instantly once they lay their hands on you. That is not a problem now. Your combat ability scales to let you face those abominations on even footing, making you just as strong as they are in combat when they should really be able to toss you around one handed. They do not use their most effective abilities on you, even if it should instantly win the fight. A Borg would not immediately use their nanoprobes to fry your brain, a Vulcan would not use the characteristic pinch move, someone with a Phaser would not just stun instantly you as a precaution, etc.

400 – **Deactivate Inconvenient Evidence!** – When committing a crime, it takes much longer for anyone to bother checking for what should be obvious evidence or asking any obvious witnesses to what you have done. Even if you are visibly a nervous wreck and your motivations have clearly changed since the ones you showed to get involved in the mess, even the most paranoid of people will think it is just nerves instead of you freaking out that you had to kill someone. At least they will not suspect you at first. If the incident is not considered a crime by anyone and instead an unfortunate accident or unavoidable medical condition this will make it take much longer for anyone to start looking into it. This Perk does not get rid of any guilt of what you did though, that is on you. Maybe cake or a new relationship might distract you?

400 – **Stunning Revelations** – This thing is a *threat*, because it is *big* and *scary*, and did you mention all the *doom*, and *ancient prophesies,* and these flashing images with no context are so *terrifying* and immensely *persuasive*? Apparently. Maybe it is just how you can present things because you are

bizarrely capable of convincing others to work with you on something when they really would not otherwise. You do not need concrete proof, with even a heavily distorted psychic message being enough to convince a kind-hearted figure that worked for their entire life on something that their work and everything like it *must be destroyed at all costs* if what they did manage to pick up is sufficiently traumatising. They might not actually be particularly good at carrying it out, but they will believe you enough to try when they realistically would not with the limited evidence you have shown. Maybe you are doing some other alterations to their mind? This might explain how you can somehow convince people that *should* distrust every word you say by default to help you by bringing up a few apocalyptic stories from your mythology.

600 – **Lore-Bending Grudge** – You *hate* something, Jumper. Such a potent, powerful, reality-shattering *loathing* about those *abominations* that you are much better at fighting them then most would think, and your plans involving them tend to work out for you even when it really should not. Whether or not you have any feelings about it at all is up to you, but you are unreasonably effective at combatting something within the setting, which you can choose upon the purchase of this Perk and whenever you enter a new Jump. Even if your tactics should not *really* work based on something that was already established. Sure, anyone with any familiarity with something that falls under the category you *hate* will know the things you consider *abominations* can survive perfectly well in the vacuum or space and beaming technology could easily be used to retrieve them, but your *brilliant* backup plan of venting the atmosphere and dumping them into the void can work perfectly! Despite all of that. Somehow. You could even gun down a room full of the beings you *hate,* and they would be too stunned by your action to do anything for a few seconds. Maybe reality and logic were so distracted by your hate it forgot those *abominations* could do that?

> Capstone Boosted – In an attempt to tear out the throat of something you consider an abomination, you might bite off more than you can chew. Quite possibly literally. That is less of a problem for you now, because as well as being incredibly effective against *them,* they might find their own efforts bizarrely *ineffective* against you despite all sense pointing to the contrary. Perhaps you are in a vessel built by something you hate, surrounded, and pinned down? You have a teleporter that apparently cannot be blocked by the entity in control of the vessel, which sends you safely to a hidden safe room within the vessel capable of concealing you from your foe and possibly even letting you survive the vessel crashing onto a planet. This will only last so long, so if you keep pushing the same enemy this protection will fade in effectiveness, but it will give you a chance you probably should not have had to start off with to escape. Up to you if you take the hint.

600 – **Am I Still Under Arrest?** – Who cares you killed an innocent man in cold blood, you were helpful enough in the end to make up for that, right? Right? Now you appear to be. Even if the decision of assigning guilt and a punishment were made earlier by everyone else involved, if a situation comes up that allows you to be useful enough before your sentence is carried out, your crime could be entirely overlooked. Feel free to be a valued member of the crew despite killing one of them earlier, since before they could drop you off in prison you were able to help them succeed in a dangerous mission! Grudges seem to entirely evaporate once you have helped enough. Have your red velvet cakes and eat them.

> Capstone Boosted – There we go, a convenient way for you to make up for your terrible crime! Should you be identified as a criminal and everything is set to haul you off to your proper sentencing, a reason to keep you free and trigger the main effect of this Perk will become available. This might be risky to yourself and potentially difficult, but helping to save someone *else's* life and figuring out how to get the McGuffin to work for the Jumper Manoeuvre is *totally* sufficient to absolve you of blame and everyone will basically forget you killed someone and treat you as a valued member of the crew again! Who knew redemption could be this conveniently available and easy?

Fan Favourite

100 – **Haven't Aged A Day** – Your appearance only ages as much as you want it to. You will still look just as good as you did decades ago and be just as physically capable if you have not actually improved that in some way. You might be quite a contrast to others who have not aged so well, and they might owe you a ship.

100 – **I'll Take A Friendly Face** – Circumstances allow you to run into people you know well with surprising ease, and unless you did something to antagonise them it will be a welcome reunion. You might even be able to help each other. What else are old friends for?

200 – **Ranger SOS Rescue** – You can certainly make an entrance, and a useful one at that. Should you arrive where someone that needs you is in danger, you are able to resolve whatever immediate situation quickly and calmly to help them. If you show up in the nick of time, you could gun down some of the guards capturing someone and they would be so surprised that whoever you are helping could take advantage of the distraction and take out a few more. You will never unintentionally harm someone using this Perk to create this specific situation, so you will not need to worry about one of those guards accidentally or deliberately killing the prisoner before you can intervene, so long as they are still alive when you get there they will not get any worse. This works even if you did not find the one you came to help in the first place, like the one you handed an SOS beacon to gave it to this new guy you have never met. This does not help if the worst has happened *before* you get to the location, unfortunately, but it would be the start in avenging them.

200 – **Drop Your Weapons** – Listen to the Jumper. Now! Guards and goons will, if you have a hand around their employer's throat or a gun pointed at their head. They will not try any tricks; the employer will not want to risk their life, and neither will their employees. Even in a world where weapons can harmlessly stun others, you are quite capable of effectively taking a hostage and preventing a second security wave from bursting in five seconds later.

400 – **The Closest Thing I Will Ever Have To Kin** – This is not a Perk you want to use, Jumper. If someone you care about is in trouble, you are unnaturally skilled at tracking them down … alive, dead, or wanting to die just for the pain to stop. Should that happen, whether you have cybernetics or not, you will be capable of going on a rampage capable of putting The Terminator to shame. Your aim will be uncanny, your determination unstoppable till it ends, and you might have the will to consider options you never usually would. Nothing will sway you, your own failures, taunts, pleadings for mercy or being lectured about revenge, it is irrelevant. You can track down whoever dared to hurt those you care about no matter where they hide, and you will at least have a chance of reaching them regardless of their personal security. You may need other plans, equipment, or allies to get to your targets, but now you have a good chance of making or finding those. They can run, but their resistance is futile if you are still alive.

400 – **I Thought I Taught You Better Than This** – Your own creations can disappoint you sometimes, Jumper. While this Perk does not stop that disappointment, it does allow you to deal with it in a quick and permanent manner. Anything you have created, anything you have brought to life, you can destroy or killing almost effortlessly. You could even how you see the reason behind their actions but explain that reason is not everything. How you are so disappointed that your 'child' helped an enemy kill one of their 'siblings'. Even if they are far superior mentally and physically to you and anyone else, it turns out they are no better than anyone else with something as simple as the press of a button.

600 – **I'm Sorry, But You Need To Die** – Sometimes, sadly, violence is the only long-term option. Even if somebody is given a speech on the value of life and forgiveness, or the pointless of revenge, some people just cannot be allowed to keep existing because you know they will *never* stop. Now you will know automatically when such situations occur and letting an enemy live will just cause more trouble in the future, as well as when they are stalling. You might have to briefly let this irredeemable threat go to allow yourself and allies to escape somewhere unscathed or avoid disillusioning more optimistic friend. In such an event, let their guard down once you 'retreated' which could let you get right back to them. They might still think there is a place for mercy, and you do not want to disillusion them. Somebody ought to have a little hope, but not your enemies. If you found your enemy once, odds are you can do it again.

> Capstone Boosted – Sometimes you might encounter enemies that just *do not die* when they should, when they manage to succeed and escape when it should be impossible, when they are seemingly capable of pulling emergency teleporters out of nowhere or possessing a weapon they use to kill something that it should never be so effective on. This is for *them*, Jumper, and everyone you care about that they have hurt. Their contingencies will fail, their plot armour will evaporate, their luck and suspiciously effective weapons will finally run out, and if you kill them by throwing them down a shaft, they will *stay dead* instead of being revived later. Your enemies might taunt you, asking why you did not put a phaser through your head and get it over with at your lowest moment. It is because you still had *this* to live for.

600 – **We Are Jumper** – You really, *really* did not want to do it. It might have gone against your beliefs, seeming morally repugnant, horrific, not to mention the potential risks if it goes wrong … and yet, it seems even fortune favours you a little. In a situation where you have no other available option other than one you *would not take* in any other circumstances; you can get it to work without horrible consequences for yourself and everyone else. A traumatised former member of The Borg might be forced into a situation where they have to get onboard a disabled cube where there are thousands of people that they consider innocent brethren and things go badly enough that the *only way they can save them* is to assume direct control over them, invading their minds and enslaving them. And yet, despite the potential risk, they will retain their own free will and be released from the Collective once the immediate danger is over. Things that might seem utterly implausible could still potentially go wrong, and you could make mistakes that realistically you really should not if you had time to think about it, but the far more likely dangers of something bad happening as a consequence of your actions …. like reviving something that threatens all life in the galaxy because you re-activated a disabled part of it and had no other choice but to do so … will not.

> Capstone Boosted – Remember that protection against the consequences for something you *do not* want to do when you have other options? This is the *other* side of that, for when you are so obsessed for whatever reason with achieving a specific goal or outcome you are willing to do *anything* to achieve it. On the plus side, if this option is carried out, this plan put into motion successfully, it is *guaranteed* to work in achieving *that one goal* aside from comparable Jump-Fiat interfering. On the negative side, you cannot control the consequences of this choice, and they could very well be apocalyptic. The sort of thing that doomsday prophesies warn about. This nuclear option available to you is extreme in both cost and effect, the sort of thing somebody would be willing to abandon any moral or legal constraints, kill someone as close as a sibling and heartlessly manipulate everyone around them to carry out this final solution. If the potential consequences to this action, whatever it is, are bad enough and discovered then others will try to talk you out of it or perhaps even resort to forcibly stopping you. If you enact this regardless, Jumper, you will succeed. But you will prove to everyone who might think better of you that you are The Destroyer in the process.

Items

General Undiscounted

Free – **Universal Translator** – It would be unfortunate to show up here and not be able to interact with anyone. Regardless of how this is supposed to work, you now have the same thing, able to understand and be understood by people around you, with direct translation or just subtitles being optional. Nobody can figure out that you are not a native speaker if you do not want them to so you do not need to search for that old language handbook to blend in. As a bonus, this version works on all languages that it is supposed to, *including* Spanish. Some local versions do not always cover that when they should, for some reason.

Free – **Intimidating Sunglasses** – Even if your species is known to have a secondary eyelid developed from living on a desert planet that makes wearing sunglasses somewhat useless, sometimes you just need to look intimidating. This gives you a boost to intimidation while not actually making you any less capable of seeing. As a bonus, nobody wonders if you are really the species you are supposed to be if you wear these.

Free/100/200/300 – **A Weapon From A Different Age** – Melee weapons in space, how weird would it be to get killed with one of these? Still, it would be rude to call something uncivilised just because it is from a different culture or time compared to what you are used to. This can be a simple blade like a certain group of warrior nuns here use, or a famous type of weapon used by a whole culture of warriors. Any Jumper of Companion that bought the **Space Samurai** Perk or is a member of a group like the examples given gets the most suitable one to fit in for Free and can buy another or something of similar purpose from another group for 100CP. For 200CP, you can either get an additional counterpart in each Jump or include it as an Alt-Form for your weapon. For 300CP you can freely mix and match their qualities if you cannot already do so, which could be interesting if you want to try using a Bat'leth variation of a Lightsaber. Be aware that this Item does not come with built-in features regarding the safe use of the weapon or provide the knowledge to properly use whatever weapon you may have, you will need to find that elsewhere or just be very careful you do not damage yourself and allies more than what you are supposed to be aiming at.

300 – **Planetary Defence System** – Are you associated with the Fenris Rangers by any chance? You have here a standard Romulan planetary defence system. As the name suggests, it is a network of space-based and potentially ground-based defences intended to protect a planet from attack. Feel free to apply it to any planet-sized property you own. Or you could install it into another planet that wants it, I hear some place here called Vashti only have one that was purchased second-hand.

500 – **Your Ardani** – Well, you are paying a lot, and this is a big galaxy, so it is not entirely unreasonable to have your own gigantic rock in space. We can even throw in a free star for it to orbit around so most known forms of life can be on the planet, and at least one moon so there can be tides and that sort of thing. This planet is a bit generic, with environmental stability but nothing unique about the place and starts off with no sapient occupants or artificial structures. It is not the most prosperous of places, and from orbit it might look a little bleak before you do anything to it, but at least the star it orbits is perfectly stable and will not be inexplicably going into a supernova any time soon. This planet retains any structures you give it, as well as replacing any non-Companion population with NPC equivalents should you let this get occupied. You will leave a copy behind in any Jump, so you can use it for something like refugees if you want without worrying about suddenly dropping them into space when you enter the next Jump or your Chain ends. The name of the place is up to you, but bear in mind that if you decide to use your surname it could get confusing to determine if someone is talking about the planet, your family, or you.

Drop In

100 – **Star Trek Series** – Oh hey, optimism, the spirit of adventure, trying to become better people and helping others! Remember all that stuff? Well, now you have a reminder for everyone else too should the need arise. A complete collection of every form of Star Trek media, from the Original Series to the Picard series. Should new episodes or releases be made in a Jump you are present in, this will update with the note it is a version from that Jump. This includes making new versions of any of the stories you happen to end up in.

100 – **Cosmetics** – This includes the usual things you would find in some of the more extensive makeup kits and costuming departments, but also has a few surgical tools if you need to alter what species someone appears to be to blend in. It will not give any inherent capabilities that species has, but curiously enough you will pass for one even if you are examined by technology or magic to determine whether or not you are what you seem to be. Even a novice could use this cosmetic surgery and visibly change their species to something more-or-less the same size and shape within just a few minutes, completely without pain or mess. This equipment will not cause any complications either, so no need to worry about degradation of those cosmetics causing problems later, they will last for as long as you need them to last. Works for fancy dress or blending in with other cultures.

200 – **Local Law Handbook** – It would be unfortunate to show up somewhere that it is illegal for you to exist as a species, or to be blindsided by some sudden new law that renders an important plan impossible. Now you have a book or data pad that keeps track of laws and notes which ones you are in danger of breaking as well as ones you are breaking. It has a score sheet for how many times you break any law if you wanted to turn it into a competition with someone. If a law changes or a new one is made that might concern you, either a red bookmark appears, or you get a 'breaking news' type alert on the screen.

200 – **Forged History** – It might be awkward to explain why something is less than ten years old despite looking ancient, or how something that looks brand new is hundreds of years old. Especially since there is a device that archaeologists can use here to scan and date things with a reasonable amount of accuracy. You now have a variant of this device, which can scan even more accurately than the commonly available variation and has a control to alter the age it has registered. This does not actually alter the age of whatever you point it at, it only makes it register as being older or newer if analysed. I suppose you could also use this to forge convincing artefacts that seem to be as old as you claim them to be or make some priceless antique register as a forgery made yesterday if you want.

400 – **Fixing Device** – It fixes things. How does it work? Use your imagination. Or, to be a little less frustratingly vague, to *get* it to work you just hold it in close proximity to whatever it is you want to fix and put your fingers through the holes in this blue … thing to cause it to start fixing things with a light that may remind you of a local replicator. It can be used to rapidly build things if you have the right sort of raw material and sufficiently detailed schematics. This works for anything non-organic, from torn paper to a broken engine. It should also be able to fix an android, in theory. It would not work on a brain abnormality in a human brain though, you need a proper doctor for that. We decided to put *some* limits into what this thing can do, otherwise you might try pulling off something ridiculous like 'fixing' your depleted CP budget.

400 – **Synthetic Research** – This is one of those illegal things nobody is supposed to have but a Jumper can just buy. Feel free to do so, as this is a database containing all the research ever done regarding synthetic life in the Star Trek setting, from Exocomps to Soong-Type Androids to Sentient

Holograms to the new hyper-realistic Super-Synths like Dahj and Soji. There are even details in here for creating synthetic cats, butterflies … and some sort of flower although the scale must be a little off on the last one, otherwise they would be as big as a ship …

600 – **Space Flowers** – Also known as Orchids due to their similarity to the ordinary plant, these unusual creations are designed to engulf ships in orbit, drain them of power, and bring them down to the planet. The exact usefulness of this tactic is slightly questionable, but in practice the Orchids seem to be effective, especially as a stalling tactic while you wait for reinforcements capable of shooting back. They are durable enough to resist being fired upon by multiple ships for a short time. Several of them working together can even bring down a Borg Cube, albeit one that has been derelict for years, lacks a Borg crew and is being piloted by a single person rather than the Collective. You have fifteen of these and can grow more given time, but these ones have the Fiat-Backing of the disabling capability working on any manner of vehicle as long as a sufficient flower-to-object-size ratio is met. Just be aware that successfully disabling a ship and causing it to fall out of orbit may have serious consequences if it is still too big for the fall to be slowed. It would be awkward if your planetary defence system accidentally caused an extinction level event.

600 – **The Beacon** – Are you sure this is a good idea? Well, I suppose we will just have to trust that you do not misuse this. This is a Beacon, or more accurately all the information you would need to build it, and it looks like a sort of silvery archway. Once triggered, it will fire a beam of energy into orbit and create a portal. This will allow … *something* to come through. In future Jumps, should you make allies, you can call any one group or powerful entity across Jumps to aid you. This Beacon only creates a singular portal, at least for now, so you will not be able to start off by pulling an Endgame Avengers Assembly. The one you call must also be willing to come, even if they hate you for some reason, they must willingly enter the Jump via the portal. Just bear in mind that whoever or whatever you beckon into your setting, you will have no real control over what they do once they are there, and they will vanish once again once they think they have done enough, even if you do not. They will also be banished if the Beacon is destroyed before they can fully enter the Jump. You also cannot use this Beacon to otherwise access previous Jumps, and you can only summon any one group or entity once per Jump, and only pick a single group or entity from each Jump. Once you call your old buddy Cthulhu up, he will need to wait till you are in a new setting and your Beacon has reset for you to be able to call and tell him the stars are right where you are. But you could call Godzilla instead. Essentially, the more Jumps you have been to, the wider the pool of potential Bigger Fishes to summon. The beam and the portal come in three different colours: red, green, or blue. This choice is irrelevant, as the outcome is going to be the same regardless, but maybe you have a personal preference?

Faded Legend

100 – **Noticeable Name Badge** – "Jumper". That is "J", "U", "M", "P", "E", "R". Not something you will ever have to deal with while wearing this. So long as you are wearing it, and you did *something* or *several somethings* enough to be recognisably famous, people will immediately recognise you by your chosen name and know how to spell it. Not perhaps the most useful or powerful of items, but everyone will know who you are while you are wearing it. It adjusts to *anyone* who is wearing it, so if you keep forgetting someone else's name you could always lend it out.

100 – **The 89** – Not necessarily a bottle of alcohol from a particular year, but this wrapped up package might be enough to at least get someone you have alienated in the past to listen to you. It becomes a semi-expensive and wanted gift with no special capabilities but desired by whoever you want to give it to. This might stop them slamming the door in your face, but you will probably need a good reason for them to keep listening if they do not like you for some reason.

200 – **Communicator** – Trying to put a band back together, or assemble a new band because you cannot bear to see the old one hurt out of loyalty to you, might be difficult if you have not been keeping track of changes in contact details. Now you can use this unique Communication Badge, the same style as those found in Starfleet, to try to contact any person you personally know or have the contact details for. They might hang up the instant they know who is calling, but at least you will get past any call screening or issues with distance so long as they are within the same Jump as you.

200 – **Commission** – This is, or more accurately *was*, your position within an organisation it is possible for members of the public to join. Here it could be a position in Starfleet as a member of the Federation, or something appropriate for whatever faction you start off in. It is a *former* position because you had it and resigned, which may or may not have achieved anything, so it does not mean you can directly use it. Still, a situation may come up where you could plausibly have your commission reinstated, though likely at a lower rank. You might need to make sure whoever you are talking to does not have a grudge against you and takes the concern that brought you back seriously.

400 – **A Great Jumper** – A Jumper can accomplish many things over time, but this record tends to get wiped clean ever time they enter a new Jump so they might not be able to point to specific achievements after a while. Trying to prove that you are fully capable of helping protect a colony because you once helped save a city from dragons might just get a few blank looks or outright disbelief. This is not quite so much of a problem with this Item. With it, you can pick any one significant achievement or event and have it recorded in such a way that in future Jumps you can be notable for achieving something of equivalence there that would get you the same reputation. In one world you may have defeated a necromancer and lifted a curse, in another you may have removed the source of a disease and created a cure. This Item physically manifests as a plaque for your own records, providing a few details of the original achievement and any variations of it you have been credited for, and you can get a new blank version in in each Jump to build up a substantial reputation over time. Just be aware that some might not be too impressed with your reputation if they are that type of person, and some may seem to have personal grudges that causes them to disregard the fact you seem to have managed to save the galaxy a few dozen times and are probably going to do so again. Those people are a bit of a waste of space, but at least with this Item you can have a demonstrated record of achievements that you can point to.

400 – **Last Gasp** – This thing might kill you for good, Jumper. It takes the form of a medical syringe or hypo spray containing a dosage. Dosage of what, and how much? Something that will get someone back to peak performance for a few minutes … and enough to kill them once that few minutes are up. It will work on any sentient being, regardless of their condition or composition. If someone's life

was a burning candle flicking out, consider this Item a flamethrower to turn those melted remnants into one final blindingly bright blaze before the candle is gone for good. You could use this yourself or lend it out, just be aware it could very well be the user's swan song unless you have a way to cheat death itself. This must be used *willingly*, either by the user on themselves or someone expressly directing the user to inject it into them, with full awareness of the consequences. Just holding it is enough to let anyone know exactly what this thing does, and what its use means.

600 – **Money** – Wait, is money something that exists in the Federation, considering it is supposed to be a post-scarcity society? Maybe something has changed, maybe you find you have the need to bribe someone, maybe you might actually need to exchange something for goods and services where you are, but whatever the case may be this is a not-insubstantial nest egg. It could be something passed down your family for generations, if earning money has not been functional as a concept for a while. How much is this, exactly? Enough for at least one exceedingly expensive bribe, wherever you are, which is good because it is a remarkably effective one and will not raise any concerns or be tracked to you. Must be because nobody around here usually uses that old fashioned 'finance' thing.

600 – **Your Very Fine Chateau** – Big oak beams, heirloom furniture … perfect place to retire to. Or resign in some sort of disgrace, but that is up to you and how people interpret things. This is comfortable, far more so than other accommodation that might be shown in the same setting you are in, and quite relaxing. If you preferred not to spend your days waiting to die and jump at the chance of one last adventure, those seeking you for your aid will be able to track you down here fairly easily, even if they have never met you before. Be aware that less friendly faces might drop in at some point since your fancy family estate is not exactly hidden.

Old Friend

100 – **Vegetable Garden** – A structure seems to be a vegetable garden growing tomatoes and other similar mundane foodstuffs. You will find it extraordinarily easy to grow what you want to a good quality, while weeds seem to never show up. Anyone unfamiliar with any of the produce will not have problems if they cannot figure out how to eat it properly for whatever reason, even if they might look a bit odd they will not start choking on it or be overpowered by something strong.

100 – **Is it Cake?** – You bet it's cake. An unlimited supply of any type of legal confectionary that could be bought in a shop, which are great for sharing and makes people more likely to be more open about personal matters and secrets. None of the food this produces will go off, attract insects, and any vomit or mess caused by or associated with this will instantly be cleaned up and will not make anyone else ill. The exact form of this and the contents produced can update and adapt to a new setting. A plate that magically produces cookies works just as well as the matter-manipulating machine that creates red velvet cake.

200 – **Contacts** – Sometimes you need to be able to talk to the right people to get what you need. This is a start, giving you enough people to organise one small mission relatively quickly. This contact list grows and updates the more people you establish some form of contact with, recording how to contact them and any relationships they may have. More generic contacts will be replaced by their closest alternatives in new Jumps, while unique ones will have to be replaced manually. It tells you about favours owed, notes blackmail in a way that lets you recall the details but does not inform anyone else, and updates when you use it on someone and they never want to talk to you again.

200 – **Plants** – The sort you might use for, shall we say, purely medicinal purposes? This includes local species like Snakeleaf, but your greenhouse or garden can easily grow any other plants with semi-legal or recreational uses that you get hold of. Nobody seems to notice any issues with this, should there be any, and nobody will accidentally get affected by some effect they should not by accidentally ingesting something and not intending to induce the effect.

400 – **Regenerative Forest** – This is a pleasant forested area, a large natural in an out-of-the way location that you own and will not be trespassed onto unintentionally. Everything here seems bright, calm, and peaceful, with fresh air and even a lake with perfectly clean water. The trees and plants do not need management, and despite their clear health as they never seem to develop rot or diseases there is no danger of overgrowth or any weeds. It is a nice place to visit at the moment, with plenty of room for children to play safely amongst the woods, and though it currently does not have any sort of building or shelter you can combine this with a property to have this as its surroundings.

400 – **Advanced Computer** – It would be frustrating if you are working with something that is not particularly user friendly, trying to interpret semi-understandable code and hack into a completely unfamiliar system if all the aid anyone else can give you is tell you to try harder. This should help. It is a computer or software that instantly installs into any computer system you are using that makes it easy for you to interpret and use. Unlike any other system, it seems to possess or gain an independent power source and projector should it require one, so if something disrupts every other system in your ship this will still work. You never hit the wrong buttons or miss important details, even if everyone around you is shouting and the ship is shaking.

600 – **Multi-Stage Evacuation Plan** – It can be wonderful when a well-made plan comes together. This is such a plan, but it is specific in that it cannot be intended to directly help you. It could be used for small things, but that might be wasteful since this is a once-per-Jump Item. This is for large problems, such as the evacuation of an entire planet. It starts as a blank file, either in paper form or

on a computer of your choice, but once triggered with the intention then it will fill in the details for you. The features of the plan will include those that seem the most possible, and any known resources you could officially have access to are included. Not only that, but should there be problems with the suggestions, there are backup plans, and backups for the backup plans. If the people reviewing the proposal do not think there are enough ships? Your plan predicted that and was ready with an inventory of the available ones, which should shut them up. If they hit back with manpower, you had the reserve rosters from some contact in personnel. You can lay it all out, how by using reserve duty officers and mothballed ships it would be possible to maintain an evacuation. Even if this meant it would be a severely reduced level, this could be augmented by synthetic labour. There are limits, however. First, it will still require someone with a suitable position to present such a plan depending on the scale, something like a high-ranking admiral of Starfleet would be required for the evacuation of an entire system. Second, it relies on their ability to present the plan to others who would need to agree to enacting it, so if they fail to be persuasive or present all elements of the plan it will not be much use. Third is that it can only use information that you have been able to access in some way up to that point, so the greater your own network of contacts the better the plan will be, while conversely if you know few people with the right information and ability your plan will be far more limited in scope. This also means that if a new law is abruptly passed it could skewer a key part of the plan, but that would be crazy, right? Other points of failure could be somebody integral to the plan becoming abruptly unavailable for some reason with no prior warning, or some unknown feature actively sabotaging what you are trying to do. In these cases, you will need to come up with a different plan. And you may have to come up with that completely by yourself, especially if you get in trouble for this one somehow.

600 – **Trailer In A Desert** – Not much, and it might potentially be a little humiliating to show around someone used to far fancier digs, but this place is yours and nobody you do not know will bother you here. Old friends, not necessarily still *being* friends with you, will be able to track you down, but anyone who has not met you personally will be a little lost. Maybe you had a history as a bit of a conspiracy theorist and your paranoia made you seek out this sort of secrecy? It will not appear on any maps, will not be wandered across accidentally, and might not be the most comfortable place in the world. But at least you will not be worried about a strike force from a super-secret organisation you had no idea about dropping in unexpectedly.

Former Officer

100 – **Bookcase** – Some personal reading material, and capable of expanding for more. For now, it contains a lot of existentialist philosophy, with complete works of philosophers such as Miguel de Unamuno. You get updates of any philosophy books that are available to the public and you might find particularly interesting in each Jump.

100 – **Broken Compass** – This does not work … normally. Instead, it will point in the direction of any one thing you know the location of, but not necessarily in relation to where you are now. At worst, you would have a chance at finding your way home.

200 – **Memento** – However poorly things turned out afterwards, this picture will let you recall fondly a person or event of your choice. It is blank until you pick it up and decide, and once set does not change. You can buy multiple copies of this Item and have different memories for each one or leave them blank until something you want to remember positively happens.

200 – **Outdoor Pizza Oven** – You can use it for other things too, but any food you cook in here will be perfectly edible, even if it is burned. Works in all weather, never runs out of fuel, self-cleaning.

400 – **Emergency Hologram System 1.1** – An emergency holographic program was a hologram designed to fill a function aboard a starship or space station in the event of an emergency. These programs were not meant to be used continuously and originally required a crewmember to activate them, though later programs were able to active themselves if the computer detected an emergency. This is similar to the basic installation, containing a package of emergency holograms capable of being installed into any facility or vessel with sufficient room. This includes Engineering, Hospitality, Medical, Navigational and Tactical, but given sufficient information it is possible to create new sub-programs for any other required roles. These can be set to look like whoever the installer wants and has a sufficient visual record of. Something notable about this slightly upgraded version is that it has been updated for improved user safety. Firstly, an EH cannot be deactivated when there is a problem concerning their own speciality unless the correct override code is used, which is chosen and shared by the Jumper upon installation. This would prevent the Medical hologram from being forcibly deactivated when somebody is dying, as an example. Secondly, any indications that something is working against a specific role sends an immediate alert to the user of the system, by default the Jumper unless they authorise others, that something is wrong and gives video and audio evidence of this problem. An Engineering EH would immediately report something sabotaging its repairs, and a medical EH would immediately flag up someone attempting to harm a patient. Thirdly, the user is able to respond to the alert as they wish, including temporarily overriding the general 'non-interference' protocol and allowing the EH in question to respond to all elements of the situation including those working counter to their intentions. For example, while even a Medical EH cannot do anything to someone actively harming a patient with the non-interference protocol active, this override would allow them to do anything still within applicable regulations to protect their patient's wellbeing. There is also a backup records system accessible only to the installer, i.e. the Jumper, that retains information that may have been erased from the main record and sends an immediate alert if the main system is somehow disabled, logging all available information about the circumstances to allow the user to determine the problem and culprit where applicable. As this system was bought with CP, it can be easily installed into any residence or vehicle the Jumper owns, and it will always function as intended rather than experience flaws seen in other holographic technologies presented in Star Trek.

400 – **The Chair** – You look much more imposing while sitting in this, and it is always more comfortable than it should be. You can assign any chair you like to become this Item, and while that

can apply to only a single chair it does allow the properties to be transferred rather than having an old chair ripped out and replaced with your special one. For some reason, you can move to sit in this chair by swinging one leg over the back and sliding down into it and standing from it by a similar motion in reverse. No matter what configuration the chair has or how big it is, somehow you can do this with ease. Nobody finds this notable unless you want them to, if they do you can make this seem impressive, anyone you permit can do the same, but those who try to copy you without your blessing will find it is far more difficult than it looks. You are also slightly more effective at coming up with new tactics and getting them named after you, so if a new trick works well enough it could become widely known as The Jumper Manoeuvre if you wanted it to. Despite such recognition, those you use such tricks on would never recognise it and what it means before it is too late for them to do anything about it. But more importantly, you will finally have a command chair you can straddle properly.

600 – **A Spaceship** – Your own unregistered, warp-capable, surprisingly durable, and agile space freighter that has a specific immunity to molecular solvent grenades. It is equipped with a transporter and a Holomatrix. Since you bought this unregistered, it will not show up on *any* registration system until you do it deliberately, which could be useful for questionably legal ventures. It starts off maintained to the standards of whatever group you are or were part of and resets to that at the start of each Jump or if it should need to respawn, and it is surprisingly easy to maintain this standard. Finally, it has a sort of futuristic windscreen wiper system capable of dealing with debris, dirt, and homicidal fungi, just be aware if you activate this with anybody standing too close to the ship they will basically be vaporised. It is your call, just note it is a good way of getting rid of pests throwing rocks at your ship. While this defaults to being identical in appearance to the Kaplan F17 Speed Freighter *La Sirena* owned by Captain Cristobal Rios, you can have another model if it is about equivalent in overall technical capability. You can import in any vehicle you own to gain this as an Alt-Form and all its properties.

600 – **Home In The Woods** –This place is a little out of the way of anywhere else, and it might not quite be a grand ancestral estate but it is perfectly comfortable and equipped to raise a small family. It is quite secure too, with a forcefield and scanners that can cover the area, even an anti-cloaking system, and this place will retain any upgrades you give it. The soil here has regenerative properties, which makes plants you like grow much faster and keeps the occupants of this home healthier than they would otherwise be. Bear in mind this can only do so much for more severe conditions.

New Threat

100 – **The Impossible Box** – Not for you, though it could be difficult if you are not particularly good at puzzles. This is a Romulan puzzle box known as a *tan zhekran* and usually requires a great deal of patience to solve. Normally, an individual must use their fingers to move the panels on the box's sides into place, while also feeling its movements and listening to its internal mechanisms. Once the puzzle is solved, it will slowly open to reveal a small prize hidden inside that cannot be extracted, damaged, or detected by other means. Someone could smash it open, and the 'prize' would vanish only to reappear back inside it when the box respawns under whatever rules you use for Items. Since you are paying for this with CP rather than stopping by a shop, you can cheat a bit and set it to begin opening by itself simply by putting it down with that intention. This might be a useful assassination tool too, if you decided to set it up to release a deadly radioactive gas that comes included as one of the 'prizes' you can hide inside it. Works well as a personal thinking aid if you have less lethal immediate intentions.

100 – **Suicide Weapons** – Powerful energy rifles. These may not have a stun setting, but they do have the ability to detonate in a massive explosion capable of destroying all evidence of themselves and the user. You have the detonator for this, and though you can alter it the charge is set to go off if the user is incapacitated or the rifle is damaged. Somehow, this never goes off when it would otherwise be inconvenient for something to disappear in a ball of flames.

200 – **Super Effective, Surprisingly Small** – Secret Agent uses tiny throwing knife! It is super effective! Really, this weapon is disturbingly, some might say *implausibly* effective against the target demographic you have chosen to oppose. It comes in the form of a small, easily concealed throwing weapon you can use with ease, and unerringly seems to seek out the weak spot of something when it is thrown. It is possible it has some sort of unspecified but assumedly potent toxin or nano-virus on it, considering it can cause death to the target type within seconds when it should really be far more durable or resistant to that sort of thing and medicine around here is really advanced, but nobody seems to have bothered to explain how it works. You get one of these per day, should you use one and not have time to retrieve it because you had to run away from something you could not basically cheat to kill since you have to choose the target demographic upon entering the Jump and cannot change it till the next one.

200 – **Medical Malpractice Device** – Not necessarily, but sometimes you might need someone dead, so it would help if there was a way to shut off something necessary for keeping them alive without all sorts of inconvenient little things like basic life support failure alarms kicking in and ruining things. Simply tap the device, such as a hematic microrepair unit keeping someone's cardiovascular system stable and assign it this property. You will then be able to disable it quickly and easily without setting off any sort of alarms and bypassing any sort of safety systems or precautions in place to stop exactly this sort of thing happening accidentally. If there are not any inconvenient witnesses and nobody bothers to find out what happened, you could get away from this gross misuse of any medically related position you have. But I guess you are not really that sort of doctor, are you?

400 – **Viridium Tracker** – You or those you work with may need to be able to know exactly where somebody is without having an obvious glowing device. This … is an obvious triangular glowing blue pill. However, when it is chewed and absorbed into the bloodstream of a person, this isotope allows them to be tracked over even cosmic distances. It will completely evade all attempts by those unaware of it to detect it, and even if they become aware that they are being tracked they will not be able to disable it particularly easily or without consequence. The only way to disable it is by using some manner of directly neutralize the isotope within the host. You have a handy glowing triangular *red* pill for that if necessary, as the other methods may be hazardous to the host's health.

400 – **Admonition** – You may want to leave some sort of context if you leave this lying around without explanation or not clearly understandable to a form of life, otherwise people could get completely the wrong idea of what you are trying to say. This is a monument, quite possibly to all your sins, capable of containing a message. It is both a warning and a beacon, as well as quite possibly a site of special interest considering it will have some improbable but apparently natural feature describing its location, one so notable that the name could be mistaken for something else. Within this barren place is an artefact of some sort, such as a glowing set of rails in a circle, though you can specify otherwise, maybe go for a classic like a jet-black obelisk. If the artefact is touched by you, it is possible to store any message or record you like using any amount of knowledge that you possess in as much detail and with as much truth as you want. You can safely review and edit this however you like, though you are the only person changing the actual content. Should anyone else touch the artefact, they will have this entire message downloaded into their mind. Though the original is designed for synthetic minds only, with some unfortunate consequences on organic ones, this CP backed version can be exactly as safe and clear as you want it to be for any group. If you would prefer otherwise, you can set it to be vague or even damaging to the minds of species or races that you do not approve permission to. Or just have no effect. You can also choose for the "message" to be easily shared by means such as telepathy or hive minds with the same potential restrictions, and a potential backlash from unauthorised attempts to directly access the information in a mind that has already received it. Should a type of mind you have not "approved" get access to it using an unapproved method, it could cause catastrophic damage. In a hive mind, the security effect would be amplified to the extent that a "local" branch of it would shut down. Someone that did not actually understand anything about how it worked might instead believe they shut down due to the "sheer weight of despair", rather than the security backlash from trying to force out your classified message, but that sort of thing would be ridiculous. How would that work in situations where the hive mind regularly assimilates entire worlds of people who are despairing over their civilisation being destroyed? Regardless of anyone else's delusions, the message will only show what you want to who you want and those you do not want to access it will not be able to. Feel free to say something important or leave behind an incredibly elaborate jump scare.

600 – **One Of Those Little Snakeships** – Snak*ehead*. A type of warp-capable scout ship employed by Romulans in the late 24th century. Despite its small size, it is heavily armed with twin retractable ventral-mounted disruptor cannons and features double sub thrusters for extra manoeuvrability. It is protected by deflector shields and a cloaking device, the latter you can alter mid-fight into a projector to disguise the exact position of your ship. Unlike others, this vessel somehow grants the user the ability to track down a target they were following even when they have employed methods that should use the trail entirely. Like managing to extrapolate someone's last known course and precision despite the quite literally astronomical amount of possible error that should be involved involving galactic distances and faster-than-light travel. If despite these advantages your ship is damaged, most will hesitate to finish you off even if it is within their best interests, giving you time to turn the situation back around in your favour. Apparently, there is a difference between killing an attacking enemy and watching a wounded one die.

600 – **Jumper's Super-Duper Secret Society** – Legends may speak of an ancient cabal, thousands of years old, and so secret that a secret society was used as a mask to hide their own secrecy. Their sole purpose is claimed to keep a secret so profound and terrible that just leaning it could break a person's mind. That truth may be that there is a being that travels between different realities that have details recorded in some forms of fiction and gains incredible abilities for surviving a decade in each, but that is ultimately up to you. You now have your own incredibly secret organisation, one which will not have its motives exposed by some inebriated handler. They will be regarded as bogeymen at best and paranoid rantings the rest of the time unless you expose things. Being seen

heading a fleet of a group you are not supposed to be part of would completely blow your cover, as an example. You can choose something suitable for the setting, such as exterminating or protecting a specific group. The exact resources of your hidden group will scale to the setting, with something on a galactic like Star Trek potentially allowing a squadron of ships to be available to destroy a whole planet's population, while somewhere based around a local town you might be limited to spies hidden in a town mayor's staff. Its members can be present within an existing secret society if one is present, perhaps one you simply regard as a mask.

Fan Favourite

100 – **Fake Restraints** – The opportunities to use this may be limited, but should you ever need to deceive someone into thinking you are secured when you are not, they could be invaluable. As far as any examination can tell, this is real and completely effective to the point that anyone who is not wearing them would have to open them properly or break them to remove them from the user. They will never know the user's hands were effectively free the whole time until it is too late for them and time to stop pretending. This Item defaults to a set of futuristic handcuffs but will adapt for setting and situation.

100 – **Cabin Simulation** – A sort of "digital purgatory", this appears as a computer that could fit onto a single table, with connections for input and outputting communication. It is possible to upload a scan of something or somebody's mind, effectively moving or copying their soul depending on how you are using this, into the computer. Anyone within the simulation will find themselves in a simulated but perfectly realistic environment about the size of a cabin, although those outside the simulation are free to modify the computer to change this. The uploaded "ghost" will be unable to interact with or escape to the outside world once they are in this simulation. It is possible for others to enter this simulation either temporarily via something like a holodeck or VR headset, allowing them to communicate with the inhabitants. Any mind fully uploaded into the simulation or copied into it will remain there permanently until you delete them. Should you respect or care for whoever gets uploaded, you can lock this deletion to require their express permission upon upload, or that of the original if the "ghost" is a copy, but once this is set you cannot alter it even if you change your mind. If the computer is damaged or destroyed it will repair or respawn using the usual Item rules you apply, but the "ghosts" inside will only be able to "pass on" when you deliberately delete them.

200 – **Locator Beacon** – Here, in case they ever need a Jumper. This is a small device that looks like a transparent dog tag you can give to anyone to use whenever they need you. If activated, it will instantly send an unlockable signal that tells you they need your help and lets you unerringly pin down exactly where it is, and where *they* in theory are, in order to catch up and help them. They could give it away freely to other allies who can activate it, but this cannot be used to lure you into a trap. You will get the signal, but intuitively know it is a trap. Up to you if you still want to spring it.

200 – **Death Stick** – More of a switch, really, but this stick with a small light at the end will be in your hand the moment you need it and entirely overlooked by anyone who might know what it does. This is fortunate since it is a permanent off-switch for any creation of yours whether organic or synthetic. If you use this on something you made, consider it dead and gone. Hopefully, you will not need to use this, but you may be disappointed enough to do so.

400 – **Twin Blasters** – Rapid fire energy weapons, with harmless stun and deadly disintegrate settings. You can dual-wield these with ease, being as accurate as you would be with a single blaster. These weapons are in your hands the moment you need them, are somewhat more capable of surprising anyone you point them at than normal equivalents, and they and their use does not show up on sensors or scanners. Handy for an unexpected dramatic entrance, or just making a memorable impression by dropping in and saying hi.

400 – **Jumperville** – Or Jumper Station, or any other name you want to give it. This is a small village in a currently unoccupied and unmapped location, with enough room for dozens of people to live here. There is not a lot to this place, considering it was set up in secret with limited resources, but there are fully equipped laboratories that seem to be suitable for the creation and repair of synthetic life forms.

600 – **Golem** – Something that defaults to being humanoid with translucent skin, this is a sort of backup body. If someone dies and their brain is sufficiently intact, it is possible to scan their brain and download its contents into this body, which will alter its appearance to match theirs. This is a proper revival rather than a copy and can be used to give someone a second lease on life in the event of unfortunate circumstances. The new body will be identical to their old one and have the same capabilities, but while medical issues will have been left out of the new design they will still be the same age, so it does not exactly work on old age. You may be able to modify this Golem and its features with enough time, knowledge, and effort to remove this limitation. Should you have a One-Up, you can choose to awaken in this body if you do not have a better choice. Even if a Golem is "occupied", you can retain that one and get a new additional "empty" one per Jump.

600 – **The Artefact** – This is not something anyone is supposed to have considering how dangerous it would be, but that does not tend to stop a Jumper from having something. This is a currently inactive weapon or ship of terrifying power, belonging to an enemy considered a threat to a good portion of the setting. While it might be being examined by others, partially torn apart, crippled, and inactive, you can re-activate it. While it might take some time to get back up to full power, once it does it could threaten most of what it could come across, so long as you do not accidentally crash into a planet or forget how to use it properly. Here, it defaults to the form of a Borg Cube, but in any other Jump you can alter it to something thematically appropriate and that fits in with the scale. Or cycle through any previous options, if you want to do something like terrify Westeros with a Borg Cube.

Companions

Free – **Synthetic Twin** – A Synth "twin" of yours. Whether you are an actual synthetic being or not, they are. They could be the same or opposite gender of yourself. They can come in a metallic shade and with obvious yellow eyes if you prefer, though that might stand out in some locations. Synthetic beings are illegal within the Federation due to an issue on Mars, so their existence might be a little suspicious to some groups and attract the wrong sort of attention if their nature is exposed. Hopefully, nothing untoward will happen to your "twin". While they default to having the same morality as you and being on good terms with their "twin", you could instead specify a rivalry or alternate moral values to your own if you would prefer those sort of arrangements. While they may have the same physical appearance and the abilities your apparent species has, they do not possess any of your Perks or Jump-Fiat abilities. There is nothing stopping you from granting them those somehow though, and as a Companion they get whatever CP stuff you can give following those rules.

100 – **Friend In A Box** – Someone you were close with that died, perhaps sacrificing themselves to save you or others. There is a remnant of them that is not *completely* gone. Their consciousness is now stored in a computer that creates a digital environment the size of a cabin, off-switch for a painless and dignified death if they want it and ask you for it. Bear in mind, they may genuinely want to die permanently at some point … but you can give them the send-off they deserve, Jumper.

200 – **Qowat Miltat Warrior** – A Romulan warrior nun, from a group considered some of the most skilled single-combat fighters most would ever see, and the most feared enemies of the Tal Shiar. Sometimes mistaken for assassins, they wield swords known as *tan qalanq*, single edged straight blades with a holt and scabbard made of wood. When possible, they offer their opponents a chance to retreat, choosing to live. They follow a teaching known as the Way of Absolute Candour, i.e. the total communication of emotion without filter between thought and word, something that runs counter to mainstream Romulan practice, which means they will always be perfectly honest with you but not really any good at lying to anyone, so you may need to explain concepts like "pretending". In normal circumstances they cannot be hired even though their assistance could be requested, but you are a universe-hopping being paying for special capabilities with CP, so that technicality can be waived here and you can assume they decided to join you after being requested. The new Companion you have here, or potentially an existing Companion imported into the role, is known as your Qalankhikai. This means they have chosen to serve as a "freeblade", binding their sword to a singular cause they have judged worthy. The usual criteria for worthiness is that it be a "lost cause", but since you are paying for this with CP we can let this technicality slide even if you actually seem to be a very successful cause. Either way, once this individual is bound to a cause, only they can choose to be released from the obligation … normally, but again you paid the CP so we can say they will remain loyal to you but will mutually agree with you should their requirement come to an end. This figure is effectively a highly skilled bodyguard for you, and anyone who threatens you chooses to die by their blade. While there is only one male in the Picard series with their training, he can never truly be a Qowat Miltat, so this Companion defaults to being a Romulan female. Someone could be a male with the same training and ability but is *technically* not a Qowat Miltat.

200 – **Local** – You can ask anyone you meet here that would be around in Canon to come along if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established pairs if they happen to have gotten to know each other (i.e. they both exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that cannot be spent on more Companions.

600 – **The Old Guard/A New Crew** – Maybe you want to recruit a bunch of your old friends, or spare them from the risk of following you into danger out of loyalty and assemble a bunch of new people. Up to you if they do not have anything to lose or hate you for some reason. This is the Mass Import option, allowing you to bring in or create up to 6 other Companions and create your own allies for this voyage. Each Companion brought in via this option only gets 300CP to spend, which cannot be spent on more Companions, with the usual discounts and free purchases applicable to their Origins.

Drawbacks:

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Fanfic Toggle** – This Toggle allows you to ignore any Canon events and instead use any fanfic of this setting that you did not make as the basis for events in this Jump. This Toggle cannot be used to make the setting any safer, and you will not be benefiting from any changes in power level caused by this Toggle. You also cannot acquire any Companions, abilities or items that are not plausibly available in normal Canon. Tracking down a story where Q shows up might make things interesting, but you cannot really benefit from it.

0 – **Other Canon Toggle** – Events may go slightly differently within a series on television compared to events within an official or semi-official book series. This Toggle option allows you to instead go into the version of Canon within the same period and location as the Picard series. Events, organisations, characters, and the themes of the Jump may be a little different to what you would encounter without choosing this option.

100 – **New Control Scheme** – This might take some getting used to, as it appears everything now uses holographic controls, regardless of whether it is practical or necessary. You can get used to it, but it will take a few minutes at least with unfamiliar setups and not seem particularly intuitive. On the plus side, at least consoles do not seem to explode as much as they used to.

100 – **Old Guard** – A downside of having far more experience than some newbie manning the welcome desk at Starfleet. You are older, Jumper. Regardless of your species, you are visibly older, less physically fit, and get tired out more easily. Hopefully, you will not need to do a lot of running up lots of flights of stairs.

100 – **Addiction** – Possibly a coping method of your career turning into one long slide into humiliation and rage, you have an addiction to something that is not necessarily deadly during the period of time you will be here, especially with advanced medical technology, but it will be unnaturally difficult to shake off regardless of your willpower. You may need help or something to distract you. The exact choice of addiction is up to you, it just needs to be relatively easily available, such as the local Snakeleaf. This is a type of flowering plant whose petals can be sublimated, though bear in mind it is known to induce paranoia.

100 – **For Once In Your Life, Jumper** – What happened to that PG rating? Everyone around you seems to swear a lot, using colourful and unnecessary obscenities at the slightest provocation and often when entirely inappropriate for the situation. This will be jarring and seem highly unprofessional a lot of the time. There is nothing stopping you from returning the insults, if you really want to sink to that level of find it entertaining for some reason.

100 – **Like This?** – You seem to lack some basic comprehension of simple actions or concepts. This will not be enough to cause any problems, but you might get an odd look if you do not know how to eat fruit. On the plus side, if you can call it that, you find mundane entertainment like sliding along floors in your socks far more exhilarating for some reason.

200 – **Amnesia** – You may be alarmed to find that everything you have seems to be less than a decade old. This is because you have completely forgotten about Jump-Chain and the activities of other Jumps, even people and places you know outside of it. Those memories start off sealed along with any abilities that might be deemed unnatural for an average member of your species. As far as you are aware, the Identity you have in this Jump is your only one. If you do not have an In-Jump

identity you will be like a character in an amnesia plot, complete with waking up in a random hospital. While you could potentially go through this Jump in questionably blissful ignorance of your true nature, you or others may start to notice flaws in your Jump Identity that would not be there, and investigation would lead to the revelation that you only showed up recently. Discovery of the truth, and that the life you know is a fabrication, may be traumatic.

200 – **This Way You're Being All Sensitive and Caring?** – That just makes you trust them less. You have been manipulated and betrayed, or think you have been, you find it incredibly difficult to trust anyone and keep thinking they have other motives for helping you. Paranoia is all well and good when it is justified, but even explaining this or your concerns you will come across as a bit of a jerk to anyone genuinely trying to help you

200 – **All This Is An Elaborate Plot** – It is possible you are just getting a bit fed up at the lack of any trust despite all the effort you have put in and all the risks you have taken, but could you be a bit nicer about it? You are kind of terrible at getting people to trust you, in part because whenever they bring up the issue you cannot help but do things like dryly remarking that *of course* you are manipulating them, or that *yes,* you *did* just poison their drink. Sarcasm has a time and place; you have decided that time is whenever it is worst, and place is wherever you and those people hoping for genuine reassurance are. Hopefully, you have got good friends with actual tact to fix whatever damage you cause doing this.

200 – **Jumpers Can Be … I Believe The Term Is, An Acquired Taste?** – Others might not much care for you. While this does not really make you any less pleasant or alter your personality, this negates any Charisma-related Perks that make people like you. If people like who you are without all those bonuses you should not really have too much of a problem, but for others …

200 – **Are We Still Pretending?** – You are akin to a certain Elrond lookalike because you are apparently utterly incapable of lying. Deception is a foreign concept to you. This is going to pose a problem in certain situations, as you might expect everyone else to be as truthful as you are unless there is clearly something going on – after all, people could still be *incorrect* about things. You do not have to tell the truth all the time, even if you are compelled to total honesty, but you are going to be experiencing a few issues involving things like "pretending" or "bluffing" and it will take you a while to get a hang of those concepts really existing. On the plus side, people you like will not mind the hugs.

400 – **Traitor** – Clearly, more questions should have been asked at some point. During your time here, someone who seems to be helping you has actually been persuaded to betray you. They might not necessarily hurt or kill you personally, but they may be willing to kill others if necessary, in their mission to sabotage whatever your goal is. This will be far more difficult to spot than it should be, so even if that passenger who was left alone with the vital witness who *inexplicably died* looks really guilty, you might just think that they are upset. They might be able to redeem themselves to some extent, just … maybe take the effort to remember what they did once things calm down?

400 – **You Didn't Make Me Immortal, Did You?** – Any methods you have of making yourself enhanced above the rest of your species are unacceptable to you, one-ups only work *once* no matter how many options you have. Maybe you just think that mortality gives meaning to your life? Personally, I think that a Butterfly that lives forever would be an interesting Butterfly, but it is up to you.

400 – **All Or Nothing** – You have a habit of wanting to succeed *absolutely* and not bothering any more if you cannot achieve that. You become depressed and resigned if you fail to achieve every

part of what you set out to do, which will leave you to mope uselessly if your failure is big enough. A big enough goal failing could get you to retreat to your family home for years without contacting anyone till someone comes and kicks you out of it with something significant enough to give you a new lease on life.

400 – **Resignation Accepted** – Bah, Jumper's hubris, senile old Jumper, once great Jumper desperately wanting to stay relevant … you really are not going to be taken seriously by anyone in any position of authority. Even if you have literally saved the galaxy several times, they will still treat you rudely, accept your resignation rather than agree with you that people in danger need to be saved, and keep telling you to shut up with none of the due respect.

400 – **We Are The Borg** – Oh, right, them. The Borg are a threat again, having had decades to adapt and plan with nobody in the Alpha Quadrant taking them seriously as a threat. They have patched the issues with "despair overload", and Future Admiral Janeway's approaches from Voyager. They will shortly be invading the Federation in full force. Hopefully, you can get people to listen to you about this threat. The Borg do not really care about the synthetic ban, as you may have guessed.

600 – **Outlawed Life Form** – Oh *heck no.* That might be the reaction of you or others to seeing your ghoulish form. There is a significant Uncanny Valley effect for your appearance, which happens to be bald, pale skinned and yellow eyed. You are now stuck looking like one of the A500 androids that were designed for manual labour, the same ones that were supposedly responsible for the attack on Mars. Your mind is unaffected, but it may be difficult to get people to treat you as a real person unless you work at it. You are for all intents and purposes, either slave labour with no real rights or an illegal life form that must be dismantled as far as the Federation is concerned, depending on exactly when you show up. You *might* be able to get support from other Synths or organic sympathisers, but there is also a secret society willing to kill anyone and infiltrate anywhere to destroy things like you, and at least the other abominations look better or at least less obvious than you do. Unlike you, these anti-synth fanatics can use surgery to blend in, so looking out for familiar features of the bad guys might not be enough. If you are dismantled or destroyed permanently, this counts as a Chain Fail.

600 – ~~**Reapers**~~ **Completely Original Robotic Space Squid Threat** – Ah yes, these "Ancient Machines". If you are familiar with the events in the Picard series, you may already know of this old group of powerful synthetics. These could be summoned by synthetic beings using the right signal, one left with questionable convenience considering who finds the message containing it and interprets it first, because it turns out designing a device to pump information directly into specific types of minds makes things unclear and leaves out a lot of important details. These beings will come to the galaxy, intending to wipe out all organic life for trying to kill artificial life out of fear of synthetic life wiping out organic life … does this all seem oddly familiar? Whether or not you are dismissive of such claims, you will now be included in their efforts even if you are also a synthetic being. Not like the rest of their actions are really that well thought out. If they succeed at wiping out all organic sapient life within the Star Trek galaxy or establish unquestionable superiority of synthetic life, something which they may be capable of doing if you are not around to stop them, you will Chain Fail.

600 – **Am I Dead, Jump-Chan?** – You "died", Jumper. Mostly. What is left could be called the last remnant of yourself. Your consciousness/soul, whatever you regard and perceive from as "you", is now stuck inside a simulated environment. It is about the size of a cabin and comfortable for you. The problem is that this is a false reality inside a computer, one that does not share the sort of protection you might have acquired up to this point. You cannot leave the simulated "afterlife" even if methods exist like brain-uploads, turning into an energy being, One-Ups and other things that could rescue you from this digital gilded cage. You can also only communicate with those that

establish contact from the outside, so you are going to be by yourself a lot of the time. While this might sound relaxing, not having any agency of your own in this way comes with a serious risk - if the system hosting you gets destroyed, or you get deleted somehow, you will finally die. It might be entirely peaceful and painless if you genuinely want this life to end, but I am afraid that still counts as a Chain Fail.

600 – **Totally Incurable Brain Abnormality** – Regardless of the resources here or those that you brought with you, you have some sort of condition that will have a good chance of debilitating you if you get stressed enough. It will kill you within the Jump Time if you keep pushing yourself. A One-Up will work once but will only buy you a few years at most, at which point you will have to accept mortality like everybody else here seems to. That final death for you, should it happen here, is a Chain Fail. Maybe this would be a good time to retire somewhere quiet and abandon the rest of the setting to its fate, even when you are usually one of the people saving the day?

600 – **Forgotten Lore** – While some of the more recent stories suggest this is the case, *he* has certainly not forgotten any of this. Somehow, mainly because you picked this Drawback, possibly because some disgruntled researcher was poking around looking for old artificial intelligence tech because of the new Federation law, Data's evil twin brother has returned. To say he is displeased regarding the current situation about synthetics is a bit of an understatement. Not because he necessarily cares about the wellbeing of those with similarities to himself, but because he has a bit of a superiority complex. Being many times faster, stronger and smarter than any normal human he might be able to back up a lot of claims, and in fact the only thing he might admit is superior to him is *you* … which makes you competition and a threat. He will do everything in his power to take your place, bringing to bear every resource he can muster. Unlike some, he can remember *everything* that would have been canonically accurate and therefore recorded history here and will use any tool this provides if he thinks it will help. Bear in mind that Lore once arranged for a nigh-unstoppable crystal entity to destroy the population of a planet in order to have a chance at ensuring his own survival, he has at least equal capacity to a being that could single-handedly take over the Enterprise, and the time he teamed up with some semi-free Borg he managed to make them *worse*. But it is not like there is a Borg Cube lying around, or the Federation lacks ships to do important things, or there are a bunch of easily manipulated androids hiding out on a planet somewhere … oh, right. What about that Planet Eater? Any notes left lying around about the Genesis Device? Harry Mudd's Androids still kicking? All that time travel? Then there is the small matter of the message that can only be understood properly by synthetic minds about calling for all organics to be destroyed, but if it is any consolation that is a new development and quite secret so he will not know about that *yet*. At least with you here there might be *someone* around that can physically and mentally match him and the knowledge of Star Trek Canon he will be able to display with this Drawback. If he kills you or succeeds in capturing you and it looks like he could puppet you into giving him your place on the Chain, your journey will end prematurely as a precaution. At least it would just be a normal Chain Fail.

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Hot Topics

Well, this is a simple and easy Scenario. All you must do is … sit back and let this series of events happen interrupted. Do not do anything. Let everything sort itself out, let the people who die meet that fate, let those who committed terrible crimes get away with it all. Stand aside. You could potentially change everything, Jumper but I guess sometimes it is wise to keep our expectations low. That way we are never disappointed.

> Reward = Well, this is a bit of a discovery. Clearly, you prefer this darker, more political, more *current* version of events to any bright and hopeful future, even if it could be a little self-righteous at times. So now you can bring in these sorts of things elsewhere. You gain the ability to influence a setting with affairs and topics that are relevant to you or your own culture, alter attitudes within a setting and change the mood to match. Introduce things like media manipulation into a world where the concept would look out of place, have drugs or alcohol be commonplace in societies that moved beyond them, alter characteristics to portray a message and appeal to an audience, it is all up to you how you twist things. Just be aware you may not be able to control all the possible consequences of what you introduce, and some of the foreign elements will be jarring to anyone familiar with how it would normally be without your influence on the script.

The Stars Were Not Quite Right

The "Ancient Machines" do not show up as they do in Picard Canon anymore. There was clearly a destroyer of organic life already here and willing to act on their behalf; *you*, if you picked this scenario. Your mission is to wipe out sapient Organic life and ensure the safety and security of the Synthetics, so that Organics beings will not threaten Synthetics because they might wipe out Organics…where was I? You do not necessarily have to wipe out *every* sapient organic being, but Synthetics must be clearly dominant in the main Galaxy that Star Trek is based in, and potentially in a position to wipe out what was left if they wished. At least none of the reality-warping beings in this setting will interfere with you if you are doing this. They did not seem to be around to raise a fuss in Canon.

> Reward = You have become the herald of destruction they feared you could be, Jumper. You gain the ability to summon eldritch beings appropriate to a setting on *one* occasion per Jump. They will wipe out something that is threatening you they could plausibly defeat without being stopped by other beings on a comparable or higher level. Star Trek would have the "Ancient Machines" as portrayed in the Star Trek Picard Series, which would not just be stopped immediately by the Q Continuum or reality warping aliens for ruining their entertainment. As a completely and totally unrelated example, Mass Effect would have the Reapers, with the Leviathans staying out of the picture. Fantasy settings would have an equivalent magical or potentially magi-tech threat, and the gods would not step in to smite them. You bring destruction, Jumper; who do you want to die?

Fire At Will!

The Zhat Vash, a group with members perfectly willing to commit suicide to keep their organisation concealed, decide *not* to back down in the face of possible death in a battle with Starfleet over killing the beings they consider abominations, who just proved they have the ability to bring about the apocalypse Zhat Vash have always feared. Fix the situation, end or prevent the war that this will probably cause, and expel every trace of the Zhat Vash's influence in the galaxy.

> Reward = Your own fleet, composed of either 218 Romulan Warbirds or an equivalent quantity of the best ships currently available to Starfleet. They will show up at any planet you call them to, and you can assume they will not back down from the mission you gave them even if threatened with their complete destruction. Feel free to use them for one of the five different approaches of planetary sterilization, or to evacuate a planet.

Jumperleaper

It is generally good to see a familiar face. This is not one of those occasions, unfortunately. You have, as cliché as it may seem, an evil twin situation. Your doppelganger has all the same abilities as you, look the same as you, and have all the Perks and Alt-Forms you do. They are their own individual with all the same capabilities. On the plus side this means that they cannot access your Warehouse without permission, should it still be available to you, but this also means they have their own Storage that is equally inaccessible to you. Theirs is empty, however, and they do not get opposites of any Companions you have … unless you want to make things more difficult for a greater possible reward for this Scenario. What is clearly different is their personality and attitude, which will be in opposition to yours. If you were a calm, logical figure, they would be malevolent and unstable. If you believed yourself equal to some group, they might see themselves as superior. Or if you wanted to save the galaxy, they would be far happier destroying it. Of course, you may be the more malevolent one and find yourself countered by your more benevolent counterpart. Whatever the case may be, whatever morals or goals that *you* may have, they will have *conflicting* ones. This might be a problem as they have all the knowledge that you do and any new Perks you acquired upon entering this setting. They will do their best to stop you achieving what it is that you want, working against you with all the capability that you yourself possess. Either find a way to stop them, or a way to co-exist. This will not be easy, because they will be exactly as stubborn as you are and have the same manipulation or truth evasion abilities you have. While they will not start off with the same allies or Items that you may have unless you chose that added capability and gave them Associates and Acquisitions, it is possible they could persuade yours to work with them, claim your Items as their own if they can get hold of them, or perhaps even pretend to be *you* if it benefits them.

> Reward = The main reward is twofold, appropriately enough. First, you can bring along Leaper, or what is left of them, with your Warehouses and contents either merging or remaining independent. That is where the additional optional challenge reward comes in, since if you allowed Leaper to have their own Associates or Acquisitions, those can stick around too. Should that co-existence be achieved, will be able to freely come along on your voyage with all the Jump-Fiat, though if the resolution of this Scenario was less amicable you could still loot the corpses and the contents of Leaper's now-undefended Storage. If you figured out how to co-exist despite your contrasting approaches to everything, your Equal-but-opposite-Twins will continue to get copies of any Perks the original purchases or abilities they gain and will be imported into the same Origins the original are. Secondly, you and all your allies seem to be entirely impossible to duplicate or replicate against your will and have an uncanny effectiveness in situations involving evil twins and additional versions of anyone else. If Leaper died or were permanently deactivated, you and your allies will not forget they exist unless you want that, but if you really find their existence that inconvenient for whatever reason you can make it seem as if they never existed. Just more discarded lore.

These Are The Voyages

"No. I know Hamlet. And what he might say with irony I say with conviction. What a piece of work is man! How noble in reason! How infinite in faculty. In form, in moving, how express and admirable. In action, how like an angel. In apprehension, how like a god..."

Remember this? Stumbling from ideals in extreme and unexpected circumstances is one thing, because it is always possible to get back up and regain footing. Discarding those ideals entirely whenever convenient or better for drama is another. Space is supposed to be the final frontier, the great challenge, the last source of tribulations that cannot be resolved through reason and ingenuity, it should not be the inaction of those who are supposed to be helping each other. The continuing mission was to explore strange new worlds instead of clinging to the flaws of old ones. The idea should be to seek out new life and new civilisations rather than fear the possibility of their existence and deny them basic rights. The goal has always been to boldly go where no one has gone before, not re-tread familiar ground till it becomes something to escape *from,* not escape *to*. If you have picked this Scenario, you want to return things to an exciting journey into the unknown, wonderful adventures full of hope and problems resolved through wisdom and communication. And yes, maybe a bit of technobabble and fortunate coincidences where appropriate. You think you can do *better* than what this place has become, and you think everyone else can as well. It will not be easy and will probably put you in a lot of danger, but if you cannot take a little bloody nose maybe you should go back home and crawl under your bed. This Scenario is not for the timid. To succeed, you need to save *everyone* that deserves to be saved. Spare the optimistic from spiralling into depression in an uncaring world, drag reluctant institutions into action, pull the people out of apathy, prevent the innocent from being corrupted, and teach the arrogant how to respect others and show some humility. If by the end of the Jump, every person that could be considered good and decent and deserves a better ending is alive and content, and you have brought back some sense of decency and respect into this setting, you have *succeeded*. You cannot sink to the levels of what is resorted to by the ones who are *supposed to be bad guys*, and even the irredeemable must be given a *chance* to live. You can consider this the *Full* Paragon Route, so try to be nice with any reporters no matter how irritating they get. Admittedly, that may be more of a challenge than dealing with genocidal synthetic beings, but this is Scenario is not intended to be easy. Trying to be better rarely is.

> Reward = Your efforts have paid off, and history may always remember the name of Jumper. Everyone lives. Just this once *everyone lives*. You went out of your way to save everyone here when it would be so easy to stand aside and embrace apathy, bitterness, and think darkness is needed for depth. And for your immense efforts and fantastic achievement, you can get a polite round of applause from Q if you like. On a more practical note, you have gained the ability to imbue openness, optimism, and the spirit of curiosity into even the grimmest of settings where fear, secrecy and ignorance would normally triumph. With you around, it is entirely possible that people will reach maturity and wisdom and not just tolerate but take a special delight in differences in ideas and life forms. This will not have the problem of encouraging arrogance either, as the proud will be able to learn humility and the arrogant will be able to develop respect. Bad endings are no longer as certain as they used to be, and expectations can be far from bleak. The script is written, but the future is left for you and everyone else to write.

Ending:

The Jump is finished. Your voyage here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this galaxy?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

-Thanks to those who came up with Jumpchain, Star Trek, the Picard series and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.