Lost in Space Jump

Version 1.0.0



In the far future year of 1997, overpopulation has become a serious threat to life on Earth. Driven by this threat the power blocs of the world have begun a race to space colonization. This has led to the creation of the Jupiter 2, the pinnacle of human innovation and technology, and the selection of the Robinson family as Earth's first space colonists. Leaving out of the America based Alpha Control they have embarked in cold sleep on a five and a half year journey to Alpha Centauri along with Major Don West and a non-theorizing environmental control robot.

Unfortunately Doctor Zachary Smith, the environmental control specialist from Alpha Control and doctor who gave the crew their medical check ups, is secretly working for a group called Aeolis-14-Umbra and has snuck on board the ship to sabotage it. Between his unexpected weight and the damage he has used the subverted robot to inflict upon the ship's controls, the Jupiter 2 has become lost in space. It might be possible for it

to find its way back to Earth, but first they must find where they are, what strange, alien world they are heading towards, and to land and repair the ship somehow already far removed from its original course and target and despite only having been gone for days it is already well past the 4 light years needed to reach Alpha Centauri.

You are entering into a universe of space aliens, mysterious energy beings, AIs bent on universal conquest, space thieves straight out of Arabian Nights, knights pursuing dragons across the galaxy, enough cheese to choke a mouse, and enough camp to house an army. You will be spending a decade in this setting, and its various galaxies. To help you in this take these:

+1000 Cosmic Points

Good luck and good jumping.

Location:

You are lost in space. As to where you're lost, you can either insert into the Jupiter 2 mission after Doctor Smith's sabotage has rendered them lost in space in a way specified by your origin, or may arrive on one of the non-Earth planets they would visit later. How you got there if you're a human will be a story in and of itself, maybe you were abducted by aliens after the battle of Little Big Horn.

Age and Gender:

If you drop-in your age and gender remain the same as it was at the end of the last jump. Otherwise you may choose an age and gender that is appropriate for your origin; a child should be 16 or younger, a robot is probably brand new, an alien could be anything, anyone else should be at least 17 though given we see humans who have been kept in stasis by aliens for most of a century your age as far as experiences and physical development goes, may be far different than your age according to the calendar.

Origins:

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

Alien (Free): Well other origins can be aliens too, but you're someone who is defined first and foremost by your oddity, coming from nowhere – or somewhere strange – and disappearing again into it if you leave. You either have few connections to others in this world, and a background that has kept you mostly out of normal society, or you have none at all and are a drop-in simply appearing in this setting with no history or connections here. If you wish to begin on the Jupiter 2 you have just appeared on the Jupiter 2 with no explanation, which is probably pretty suspicious at the moment.

Astronaut (Free): Whether you're from Earth or an alien civilization, you are a trained astronaut. You're probably military, but you've got training to prepare you for a space voyage. This is more the voyage itself than the colonization at the end, but your skills should prove useful there too. If you wish to begin on the Jupiter 2 you may choose to replace Major Don West or to be a back up pilot assigned to the mission by Alpha Control.

Child (Free): Whether you're from Earth or an alien civilization, you are a child. Beneath adult age you're possibly emancipated due to being abandoned by a fleeing colony, or the last survivor of your group, though you could also simply be part of a happy family. If you wish to begin on the Jupiter 2 you may choose to replace Will or Penny, or else you may be another Robinson child.

Colonist (Free): Whether you're from Earth or an alien civilization, you are (an adult) part of a colonization expedition. It might be one that already failed and left you stranded, lost in space, but you were out there to colonize a planet. If you wish to begin on the Jupiter 2 you may choose to replace John, Maureen, or Judy, or else to be another adult child of John and Maureen.

Robot (200 CP): You are a machine built to think and act autonomously. Whether you were designed by Alpha Control to support the Jupiter 2 mission either in addition to or replacing the non-theorizing environmental control robot, or an alien machine is up to you. If you wish to begin as part of the Jupiter 2 mission, you will have been designed by Alpha Control to support the mission or may insert in place of the Robot; choosing the

latter will not give you his sensors and computational abilities so you might want to purchase them.

Unlike other origins you must pay to be a robot. However it has certain advantages over other origins. First you are a robot; electrically powered, and non-biological. This doesn't give you the environmental control robot's sensors or computational abilities, or even his built in weaponry and ability to be consistently repaired and rebuilt from damage without new parts, but in general strength and construction you are his equal. You are an unliving being of metal, resistant to damage and with more than human strength. You do still possess a computerized mind and sensor systems, but both will only be roughly equivalent to a human one. Unlike the robot, your power pack is not easily detached to leave you in an unpowered and inactive state. You also have access to the Robotic Features section for free, as opposed to having to pay 200 CP for this access.

Spy (Free): Whether from Earth or an alien, you are a traitor, a spy, a saboteur, or maybe just a criminal or a conman. Whoever you are, you have red in your ledger, and have done some serious misdeeds in the past. You might be a lying sailor turned space pirate and thief, a villainous conman of an alien, or a treacherous saboteur; you could be one of the people who sabotaged the Jupiter 1 mission even. If you choose to begin on the Jupiter 2 you may replace Doctor Smith, or be a fellow stowaway who was trapped on the ship in the act of sabotaging its flight.

Perks:

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

If you take multiple perks which would give you an alt-form at the end of the jump, during the jump your form for the jump will be a combination of all of them and at the end of the you will gain the alt-form granted by each such perk individual, as well as a hybrid representing all of those you took. Alt-forms from perks will merge with that from the Robot background or purchasing Robotic Features during the jump, and give you an alt-form of them all combined at the end of the jump, but the Robot background and/or Robotic Features will grant only one alt-form at the end of the jump for all of them instead of being individual for each option like perks.

Miracles of Happiness (50 CP): When you are happy you are able to perform miracles. These aren't particularly impressive miracles, but when you're happy you are able to restore flowers to freshness, or even revive dead flowers still on plants, by waving your hands over them. Only works when you're honestly happy.

Musical Theater (50 CP): Judy left behind a promising career in musical comedy. At least the pilot said so. The show doesn't really showcase this, but the comic continuation brings it back several times though as musical theater. Now you have the stuff to have a promising career in musical theater or comedy, able to dance and sing well enough to be a star of Broadway, and skill at comedic performances as well.

Non-Human Alien (50 CP): Many of the aliens in Lost in Space are simply humans. A few have minor non-human traits such as pointed ears or green skin. And then there's those like the first alien race encountered which looked like lumps of flesh with limbs and seemed to be partially quadrupedal while communicating with electrical arcing across their body. As there's really quite a bit of variety this option allows you to create your own species. There are limits, however. It can't be substantially different in total size than a human – a bull is too big and a cat is too small – and it cannot possess any significant physiological advantages. Trading your vocal chords for the ability to create light displays across certain clear bubbles on your flesh is fine, but you'll not be made of living fire or even fully amphibious.

Post-jump this becomes an alt-form.

Voice Spoofing (50 CP): By imitating another's voice you are able to cause voice activated controls and systems to recognize you as that individual. You need to have heard them talk so you can make an effort to sound like them, but you don't need to have a flawless imitation. That said, you are actually pretty good at imitating the voices of others and could probably do a good impersonation of someone if you tried.

Innovative Design (100): It's easy to tell what Judy's main role in the show was. Though she got more episodes focusing on her than Maureen. The Innovative comics of the 1990s took this up to 11 with her looks in it, and they doubled down on Penny's – now 18 as they reminded us – looks. And now yours. You seem to have been designed by an artist to look good from the ground up. You might not look absolutely perfect, or have no flaws in your appearance – that'd look creepy – but you look good enough to be cast for your looks. As a bonus your beauty seems to transcend species, even a fish or a terrible being of living fire could love you, and if anything it is most appealing to devilish figures; two of the few Judy centric episodes involved an obvious stand-in for the devil trying to take her as a bride.

Lyraen (100): You might not come from the world of Lyrae, but you possess abilities similar to Morbus. Not the power to blow out a robot's power pack and sensors with a glance, or his other more physically substantial abilities, but his most important powers. You are a highly consummate flirt, able to quickly gain the attention and affection of your preferred sex and partners. You have the charisma and charm to do this easily, but try not to ruin it by something like revealing you've been lying about everything and have gotten them trapped in an alien prison that you were condemned to for all eternity.

Scientist (100): The Robinsons are a pretty educated bunch. Just how much varies from the pilot, to the show, and even from season to season in the case of Doctor Smith, but still unless you want to be like Judy to fit in here you need some level of scientific education. With this you've got the equivalent of a PhD in a scientific field of your choice. This comes with the expected basing in scientific education; if you purchase a PhD in geology you'll be strongly educated in geology, with a true expertise in some subset within the field that your doctorate is in and still have a good general education of other scientific fields.

Additional fields can be purchased at a cost of 50 CP each, or 50 CP per 2 closely related specializations within a field you already purchased here. For example if you purchased something in the field of geology you could grab 2 more specializations in geology for 50 CP, or something in botany for 50 CP.

Cyclops (150): Encountered in the pilot, and re-used during the show, you are a massive, furred, one-eyed biped standing approximately 18 meters tall with clawed hands. You operate under Hollywood logic for your size, so you don't have to worry about how the square-cube law says you shouldn't exist, and are even strong enough to take man-sized boulders and casually throw them as weapons, and tough enough to survive a shot from a laser gun to the face though it'd hurt and I'd not suggest taking multiple.

Post-jump this becomes an alt-form.

Family (150): Family is important. It's the strongest bond there is, and it's a shame when that bond grows frayed and weak or worse twisted like in the Smith family. You'll find that when it comes to family, it's easy for you to remain considerate towards them and to keep them in your thoughts, and while this won't stop their behaviors from sometimes annoying or even infuriating you, it will make it much easier to put up with them. It'll also give you a strong warning when you're about to do something that you know, if you'd just stop and think a bit, would hurt or upset a family member and is simply selfish on your part. This benefit extends to your family members as well. While this won't absolutely prevent friction within a family, it will at least make sure you don't do anything too bad to each other without meaning to.

And because families aren't just related by blood – Don and the Robot show us that – this will apply to anyone who you've lived in close proximity to for a good while (even if one of you has since moved away) as long as you both consider each other family.

Supply and Demand (150 CP): Space traders, intergalactic department stores, and in the comics depraved slavers not intended for children are all things in this universe, and they all share one commonality: they provide a supply to fulfill a demand in exchange for payment. And now you've got the skills of an interplanetary merchant as well. You know how to haggle, how to sell a product, and most of all you are an expert at recognizing what value something might have when taken into a new environment or locale. A worm that is a pest on one world could become a gourmet delicacy on another, crystalized carbon nearly valueless in truly civilized societies could be considered of immense value on a backwater planet, and while an Earthling isn't too valuable on Earth you could find a market for one as an astounding curiosity. You are very, very good at recognizing what could have an exaggerated value somewhere else and how to capitalize on it.

Hunter (200): You are a highly skilled hunter. You know how to follow the trail left by prey, finding and following their spore even over hard ground which doesn't easily leave signs, and are a decent shot with ranged weapons if you stop playing with your prey. You are especially skilled when it comes to predicting the behavior of your prey, setting traps, and guiding prey into areas of your choosing. Beyond being able to hide traps, or explosives, where they can be triggered without even human-like prey noticing them, this helps you understand how even sapient and rational beings will act when confronted with imminent death and danger. You might still misjudge an individual's wits or bravery if they were truly extraordinary and you had little experience with them, but even then you'd be fairly accurate as to the general nature of their actions. You could predict that they'd go to try and get more resources, consider going back to relative safety but think better of it because it'd endanger their loved ones, take this path over that one because of environmental factors, etc; just watch for some clever trick you might have missed and don't grow cocky.

It's Just an Illusion (200): By recognizing that something is just an illusion, a figment of your imagination, a hallucination, or a hologram – anything ultimately not real – it loses all power over you. You can see through it, as if it disappeared, it will no longer cloud your senses, and even if it was able to physically affect the world as long as it wasn't truly 'real' it would no longer be able to affect you.

This comes with a slight resistance to mind control as well.

Lorelei (200 CP): Are you one of the beings of the green mist like Athena? You seem to be a humanoid with green skin. You are able to survive in the void of space unassisted. You do not seem to need to breathe, and the vacuum of the interstellar void has no effect upon you, nor its heats and cold, though do remember heat doesn't transfer well in a vacuum. You are also able to feed on nuclear fuel using it for sustenance. You possess low end hypnotic powers, enough through a mixture of a hypnotic dance and some mild telepathy – not enough to fully read minds or implant thoughts directly – hypnotize an individual such as Doctor Smith; stronger wills will prove more difficult but the weak minded could be made to play your puppet with this. Finally you possess the ability to turn people green.

Post-jump this will become an alt-form.

Questing Knight (200 CP): You are a fully trained knight, capable of maintaining and repairing your weapons, knowing how to wear medieval armor and to wield medieval weapons. You could tilt at a robot and even win, as long as they're incapable of harming humans. You're really not a great warrior, at least this won't make you one. But more important is the quest.

What is a quest? It is the search for the unobtainable. An opportunity to perform some worshipful deeds of valor. A chance to explore one's own soul. The weighing of one's strength and courage. It is that which makes a man young and undefeated even after he is no more. It is everything, and it lasts until one reaches the unobtainable. And now you too have the power needed to pursue such a quest.

You could dedicate 40 years of your life to hunting a beast you never saw directly, following it from world to world, all for the honor of it, even without any reward or success. Your will isn't literally unbreakable, but there are those who have been termed such for less and you do not quit easily.

Saboteur (200 CP): You have a knack for sabotaging mechanical systems. This doesn't mean you're necessarily familiar enough with them to repair them, but removing or damaging critical systems seems to come easily to you, even with technology you are less than familiar with. You might manage to use a magnet to change an astrogator's path, or remove an air conditioning unit without it being obvious that it was removed. This doesn't give you knowledge for how to actually use these machines yourself, but you can mess them up.

When you change settings on a machine to mess them up, you'll find that people are far less likely to check the settings before using them. Actually when you sabotage devices people simply seem less likely to perform their own checks on them than usual.

Xenobiologist (200): Like Penny in the pilot, or the comic series, you've got a real connection with animals. You're good at befriending wild animals, gaining their trust, and even affection. Actually training them to follow commands might take a bit more work, but you can generally get them to accept your presence or even act as pets without too much difficulty which makes training them a fair bit easier. Beyond befriending and training the animals of multiple galaxies, you're good at figuring out how they live and their biological requirements and nature. And not only good, quick as well.

Taken with **Friend to All Species** this gets somewhat stronger. While it still won't teach you how to train animals, you'll find that it's easy to keep animals as close friends even if you take them away from their natural environment and put them in cages on a spaceship

which regularly has disasters killing or threatening to kill them. In fact your animal pets will often grow quite protective of you, and even predatory beasts which can kill a man with ease will soon grow to be tame and docile in your arms while ready to fight to protect you. Also you're skilled at devising well balanced diets for animals which shouldn't work, like a vegetarian diet for an obligate carnivore.

Invisibility (300 CP): You are capable of turning invisible at least to the spectrum of visible light. Advanced scanners – like those of a non-theorizing environmental control robot – can still detect and pinpoint you, as can things like a cloud of dust or smoke which allows them to pinpoint the area where there's something that for some reason isn't dust or smoke and you shaped. You are however able to turn your clothes invisible with you. You can still see despite your pupils being invisible.

Super Swift (300 CP): You possess a dangerous history in this world. You are known as a super swift, one of the deadliest gunslingers in space who with your quick draw can easily down a man. This fearsome reputation might bring lawmen after you, but will have most individuals cowering in fear at your presence and eager to do whatever you say so you don't kill them. In general, except for the truly brave, principled, or those directly aligned with the enforcement of the law, individuals are prone to terrified obedience of you, and too scared to stand against you.

In future jumps where you don't drop-in you may choose to have a reputation for being extremely dangerous – though also murderous and violent – incorporated into your history, and bring with it this effect of terrifying the average person into compliance. If you drop-in, or simply do not desire this reputation, you will simply find it easy to establish through actions of capricious violence.

If taken with **Space Brawler** this will also give you the actual skills to be a super swift, making you a laserslinger to be feared with your quick draw and shooting skills.

Space Family Adventures (300 CP): You seem to be a magnet for adventure and weirdness. You could be stranded on an isolated and barren world… and have aliens visit it regularly, stumble into an underground kingdom like something straight out of a fairy tale, and regularly find lost relics, energy beings, and more. And that's if you're staying still somewhere specifically off the beaten track of space. If you go traveling somehow you'll always find something exciting and interesting everywhere you go. There will always be some adventure in your path.

These adventures aren't guaranteed to benefit you, except for how experiences can count as benefits, but they also tend to be things you can succeed on. There often will be some

danger, but there'll be dangers you can overcome. In addition these adventures tend to be light-hearted and campy, and almost seem to focus on ones that are weird and wild for the setting, even seemingly breaking its norms. You might find that in a sci-fi setting you encounter a werewolf, his witch sister, and their evil plant cultist mother, or a sci-fi energy being in a fantasy world.

You can of course toggle this perk off if you want some calm and quiet.

Horticulturist (600 CP): You're a real plant surgeon. You're great at caring for plants and ensuring they can grow well. You're even good at cultivating new varieties of plants. It's even possible for you to develop plants which are able to move about on their own. But this is only small potatoes. What you're best at is the transmutation of animals into parts of the vegetable kingdom. Whether it's by transfusion, growing and transplanting plant hearts to replace their animal ones, or by some other means, you can change animals into plants or even plant-animal hybrids.

Illusionist (600 CP): Able to project illusions that seem real to all human senses. It might be possible for more advanced senses or robotic sensors to see through them – especially if you lack a similarly advanced set of senses yourself – but people will feel their heat and they can even push people around. You are able to project these illusions anywhere you're aware of up to at least a planetary range, and perhaps somewhat further. However if anyone believes these illusions are not real they can destroy them by an act of will and disbelief, making the illusion vanish to one and all, though this must be done with each illusion individually.

Using all of your power it might be possible to create something actually real, though you won't be able to provide them with supernatural powers, or anything more extreme than might be seen on a real world predatory beast. Intelligence beyond low brute aggression – significantly below a real world predatory beast – is beyond you. It would be quite some time before you would be able to make illusions again, and much longer before you could make another thing that would be real.

Powered by Cosmic Energy (600 CP): Well maybe you're not, but like the keeper you seem to be utterly immune to energy projections and weapons. Lasers do you no harm, and disintegrative forcefields cannot harm you. This does nothing to protect you from kinetic forces such as weapons or even simple, explosive shockwaves, but raw energy will not harm you. The blast wave from a nuke might still kill you, but the gamma waves and heat wouldn't harm you in the least.

This only applies to physically destructive energies; it is not guaranteed to protect your mind or spirit from energies that interact directly with them without requiring them to do physical harm.

Alien Perks

Behind a Rock (100 CP): You're quite good at hiding. You've got what seems to be a sixth sense for objects that you could position yourself behind to keep from being seen, and even from what angles. Moreover you're 'good' at having people not look thoroughly around the area or check possible hiding places. Or is that less something you're good at and more something you're lucky with?

Been in Space More Than a Hundred Years (200 CP): You are ageless and immortal in the sense of not suffering from senescence. You could live forever if not ended by disease, violence, or mishap. And given all the diseases one would run into in a universe where biologies are close enough across the stars that you can eat alien plants and meat, you're pretty close to immune to disease as well with a very robust immune system. Some super virus might still manage to get past it, but even then you'll be doing a fair deal better than any normal person.

Strange Camper (400 CP): People accept your presence and absolute oddities at sort of face value. Nothing about the impossibility of what you can do, or the questions as to how or why. Oh, if you're shooting fire from your hands and threatening people they'll still be scared, and they'll still recognize the potential dangers of your powers even if you're not, but they seem to just accept them as a thing that is, and as long as you act like a person seem willing to accept you as a person – and if you look like a human as a human even – instead of wondering why you can teleport around or the like.

In addition, people tend to be rather accepting of you in whatever role you are in. You arrive claiming to be a cop from outer space and they'll at least entertain the possibility, though if there's something directly contradicting this they might grow suspicious. Of course if you actually are what you claim to be this is even more effective; if you are a space cop but continually demonstrate comedic levels of incompetence and stupidity they'll still accept that you're a cop with the rank and responsibilities you claim even if it would be rather ridiculous that you've not been fired.

Teleportation (600 CP): A surprising number of aliens here, especially after the first season, can teleport. And now you can too. You are capable of teleporting yourself allowing you to appear and disappear either with a quick explosion of smoke and light or as if someone just performed a jump cut. You have to wait some time between teleportations, a few minutes, and they do seem to have some limit to how far you can teleport; you'll not be teleporting more than a few miles at a time, maybe a day's walk for an ordinary individual. This teleportation can cross through open wormholes,

dimensional tears, and portals and the like even if they'd normally be too small for you to pass through.

You are able to teleport far further, up to interstellar – potentially intergalactic – distances. This greatly increases the recharge time, however, taking about a year between these interstellar jaunts. You'll still be able to make smaller hops while waiting for this to recharge, but the strain is significant and it will be days before you're taking them normally, and you might only manage one or two in a day. Once per jump you may ignore this recharge time entirely and take a larger teleportation while it's still recharging.

For an additional (undiscounted) **200 CP** you may teleport other individuals alongside you, as well as items beyond those you are carrying. You could teleport a knight and his multiple tents full of gear all at once. This does seem to extend the recharge time. The aforementioned might mean taking a decade on average between big teleportations, and that you really might be incapable of more than one small teleportation over the course of 2 or 3 days that follow.

Astronaut Perks

Work Ethic (100 CP): You've got the endurance and stamina, as well as the mental resolve, to work hard and stick at it. Whether it's heavy manual labor, or just boring paperwork, you can keep your focus and attention on it, while doing the work with fewer breaks and less exhaustion than normal. You might get upset with someone for not doing their share of work, but you could do 2 men's share of manual labor and only really be as tired as if you were doing your own share. And you're diligent enough to actually read contracts in totality, including the really fine print.

Space Brawler (200 CP): You're good in a fight. You know how to throw a punch, are a good shot with laser guns (and other guns), and seem to be pretty good with swords. Your reflexes are pretty good as well, as is your knowledge of basic combat tactics. You're not the best ever at these things, but you're good enough to justify being selected from the entire American military to protect a mission of space colonists even if you didn't have other skills that justify it better. You're nothing truly extraordinary, but you're a good soldier, and more than capable of holding your own in a fight.

For an additional **100 CP** (undiscounted) your skills are improved. This won't help with your gun skills or tactics, which remain nothing too special, but in a hand to hand fight you could put up a good battle with an invisible boxer, or someone who was super strong even getting a few good throws in, and while you're not Zorro you're pretty close. While you'd probably not beat an alien ruler from a society which has dedicated itself throughout history to battle and chooses its rulers based primarily on their skill in combat, you would be putting up a really good fight against them, and winning wouldn't be out of the question.

Pilot (400 CP): Now this would justify you being put on a mission as a pilot. You are an expert spaceship pilot. You could pilot one through a meteor storm in one piece even if you were awakened from cryosleep in the middle of the barrage while propulsion and maneuver systems were already damaged by it. Actually you seem to be at your best when it comes to keeping one going while damaged, or sabotaged, though maybe that's just because when all is going smoothly you don't have a chance to show off your skills. Still you can get a landing you can walk away from even with sabotaged landing rockets or a damaged and crashing spaceship that is passing through a force field meant to deter, damage, and potentially destroy ships passing through it and make landings difficult. If it's at all possible to crash land a ship where the passengers survive you can do it.

This applies to aerial vehicles as well as space ones.

Emergency Repairs (600 CP): You are a master mechanic, at least when it comes to repairing things. You might not be able to build a spaceship from scrap, but you could repair anything on the Jupiter 2 as long as it was at all possible for it to be repaired, and even if a system couldn't be repaired you're the person to ask to figure out how to get it working without that part. Simply put you are a master at jerry-rigging equipment to keep it functioning for a little bit longer. You might could get a spaceship flying properly without its thruster control unit if you had to; though it'd probably not be quite as good as having the actual part.

Your repairs are also quick. Maybe not your best or long term ones, but when you find yourself in a time crunch you seem to be able to repair things significantly quicker, identifying the problem and making a temporary quick fix to get you through the situation till you can take things out and perform a full repair.

And while this does come with a good understanding of the technology of this setting's Earth, it's not limited to the Jupiter 2 or the technology of Earth. While you do need familiarity with the technology for this to work at full potential, you can even make repairs to alien technology that you don't understand. Don't expect to get them working perfectly, but you might manage to get them partially functional for a time.

Child Perks

Unflappable Child (100): John Robinson is a brave man, and a model hero, the kind of person whose courage and steady nerves make him ideal to be the leader of Earth's first interstellar colonization mission. Yet his younger children seem to have much steadier nerves than even he does, especially his youngest.

You have nerves of steel. No matter how strange or dangerous the situation is you don't seem to panic or freak out, but are capable of remaining calm. This isn't perfect emotional control, but you don't panic, you don't freak out, and you don't lose your calm even when you're completely unarmed and a robot is coming to kill you, your ship is about to explode, or your father who always saves you is mind controlled by an alien about to throw you off of a cliff.

I Don't Like Him (200): You are an excellent judge of character. You seem to have a sixth sense for when someone is a jerk with a heart of gold, or when the handsome and charming individual who acts perfectly pleasant is actually a monster inside. It's possible for someone to slip past this – Will trusts Doctor Smith for some reason – and it's not perfect, but it won't be giving you false positives, just sometimes won't be giving you a clear feeling at all.

Power of a Stripling's Tears (400): Can move the hearts of those who care even through the most terrible forms of mind control and manipulation. You possess the ability to appeal to the bonds you have with others to break mind control holding them. Age-old possessive spirits able to overcome even the strongest of wills could be thrown off by your plaintive cries, though it might mean letting them get close to killing you. Even if their memories have been erased, and they're being controlled by an alien machine, you can stir free their old self and restore their mind and self to them.

On the subject of memories, this can work somewhat in reverse too. If someone happened to steal the memories of one of your friends towards you, they will find that it's quite hard not to truly get the feelings and emotions with them, and that even if they have no heart your words could stir these feelings and lead them to treat you as your friend would have – even going back on age-old desires to return themselves to a broken state to restore your friend from the broken state they put them in.

The mind control breaking part of this perk can even work a bit with strangers as long as they have sentiments and emotions that you can appeal to, though expect it to not be nearly as strong without the personal connection.

Friend to All Beings (600): You possess a remarkable ability to befriend inhuman creatures, ranging from animals, to inhuman aliens, and even aliens. You'll find that species or the lack of a shared language are no barriers to you forming a friendship with another being. Even if you can't really communicate you find it easy to get at least a certain level of friendliness across.

You're also just good at making friends. There's something about you which makes people want to be your friend. Oh this works best by far if you treat them like a friend should, but as long as you do it's hard to hate you, or even just not grow to like you. This even makes it easier for you to befriend wicked, malicious, evil, or selfish beings. It's not perfect, and it'll take time and work to get them to care for you, but you can make deep friendships even with beings like Doctor Smith who are normally far too selfish for it, and have them grow to actually care for you. They do still need to be capable of human-like feelings and emotions. At least with this perk alone.

With **Power of a Stripling's Tears** that requirement becomes less onerous. By having both you possess the ability to, through treating them like a friend, teach humanity to androids, robots, and other beings lacking human-like feelings and emotions. You could take a robot that was just an unfeeling machine, and make them evolve into a loving, caring, and dedicated member of the family. And this new humanity can prove infectious as they can spread it to others of their kind through the same method. It'll take time and non-hostile interactions, but over a few days you could make an android into a person who just happens to be mechanical. This won't make them smarter, so a chimp will still be a chimp, but they'll be able to understand human feelings a lot better and that advanced alien who evolved past human feelings or the android might be indistinguishable from a human except for potentially being smarter.

Colonist Perks

Father Knows Best (100 CP): Even if you're not a father, or a mother, yet, you'd make a good one. You possess excellent parenting skills, able to help guide children and ensure they grow into healthy, responsible members of society primed and ready for a fulfilling life. And just because you're raising them off in deep space with 'human' contact limited to the occasional alien conman, would be conqueror, or mad scientist won't change that. You know how to raise a kid, and do it right, even in suboptimal conditions.

Homesteader (200 CP): It'd be hard to be a colonist if you don't have something like this. You're an expert at founding a colony, or at least a homestead, beyond the edges of civilization. While this won't give you the skill to necessarily replace everything in a ship like the Jupiter 2, you know enough for basic maintenance and simple repairs, and enough chemical science to perform tests to figure out if alien plants are edible, and have a wide suite of skills related to surviving in or at the wilderness. You can figure out how far you can push your shelter, recognize signs of dangerous weather patterns, generally scope out the dangers of natural environments and the wilderness, and recognize what will be needed to survive. If it's humanly possible to survive and make a home in a region, you can. If they need tools and gears and supplies you will too, but you're good at recognizing what is necessary and what's more optional.

Father to the Rescue (400 CP): When a child is in danger it's their parent's duty to save them. And it's not one you're liable to fail at. When your children are in danger or threatened you seem to be just plain better at anything and everything. You'll be smarter. You'll be luckier. You'll be able to go from a surprisingly good fencer to defeating alien kings who rule interplanetary empires based on their ability to be undefeated in physical challenges. When your children are in danger you are just plain noticeably better at anything you need to do to save them from it, able to push beyond your normal limits and capabilities. This won't magnify your strength 10 fold, or even 2 fold, but given it applies to everything – intelligence, charisma, speed, strength, skill, luck, and even esoteric abilities you may have acquired – it adds up fast.

Even if you don't know they're in danger you seem to have a way of arriving just in time to save them. Whether it's by sheer luck, or just getting a feeling that they might be and happening to set forth to check, you seem to have a way of arriving just in time to be able to save them from whatever danger might befall them.

This is strongest for clear and present dangers such as an alien intending to kill them, and less effective for long term survival dangers like making sure they have food to eat on an

inhospitable alien world, but it has some effect in the latter situation. This also works just fine for adoptive children as long as you really see them as your child. It'll even work on other people under your care or charge, such as everyone in a colonization mission you're leading, though it will be substantially reduced to a small fraction of what it normally is.

Phenomenal Guessing (600 CP): Of course the storm must have created atmospheric conditions which transformed the cave into a wormhole to another world, that must be why the child went missing without anyone seeing him leaving the cave, and the water chestnut like plant obviously affected the pituitary gland causing someone to grow several times over in size over night. Sometimes the leaps of scientific guesswork when figuring out what happened while traveling through space is rather extreme. And it's guesswork you can do.

You have the ability to look at a situation caused by a strange once in a lifetime confluence of phenomena and guess the general reason and cause for the events. It's like an amazing sense of intuition. While this won't tell you everything about the situation, when you encounter something bizarre or that should be inexplicable you have an idea of what caused it and how it works that is just as bizarre and inexplicable. This isn't completely fool proof, and actually seems to work better the more bizarre and inexplicable the situation should be, but you'll have a better chance of figuring out why things happened than you should and usually have at least an idea how to interact with such oddities in a useful manner.

Spy Perks

Silver-Tongue Stowaway (100 CP): When one is playing spy, and potentially saboteur, in a major military project such as the Jupiter-2 mission one has to be ready with an easy explanation for one's suspicious behavior. Like Doctor Smith, you seem to never have a lie far from your lips, plausible lies popping into your mind as easy as needing one. Be careful not to lose track of all your lies, and some situations may be beyond any plausible deniability, but you're abnormally good at coming up with something passable at least. You're also pretty good at finding ways to spout flattery. It can still come off as empty, but the vain, lonely, and wicked seem to appreciate it coming from you.

Potential Traitor (200 CP): You are one. Or at least people who are looking for one seem to think you are. You'll find that people who are seeking to recruit a spy, traitor, or the like are prone to see you as a possible candidate. They won't try and get you to betray an expedition that you lead and which consists of your family, but if there's any reason to expect you would be willing to betray a group you'll find that individuals are inclined to look at you as the best possible one to attempt to tempt and lure away.

And if you do your job as a traitor they are more likely to decide that you could be useful in the future and to keep you around. Oh some might be ruthless enough to clean up the loose end now that you're no longer in a position of trust to use as a traitor, but you could still be useful as a servant or asset.

Smith of Schemes (400 CP): You are a natural schemer and plotter. Schemes are always rising up into your brain, plots and tricks by which to gain your immediate goals. These schemes care little for others around you; in fact they seem to only care for your own personal gain and the methods of these schemes skew naturally towards the selfish and the manipulative. Still you are highly adept at coming up with plans by which to obtain your ends via deception, and to take advantage of opportunities that come your way. And in case it needs to be said not dying falls under the category of personal gain. Saving others not so much.

Karma Proofed (600 CP): Why don't they kill Doctor Smith? While he had a thin veneer of deniability in the initial sabotage of the ship, he attempted to commandeer it by reprogramming the robot into murder even before they first reached a planet, attempted further to murder everyone by sabotaging the ship to punish attempts at landing, and then attempted to just have the robot kill them as non-essential. And that's just in the first 3 episodes. Given the amount of times that he tried to kill them, sabotaged their hopes of survival out of selfishness, or abandoned them to danger out of cowardice it's one of the

more unlikely things that they didn't kill him or just put him into stasis permanently. Instead they let him hang out with their small child.

You share a similar resistance to being properly punished for your misdeeds. You're not completely immune to being punished, but you're the sort of person who could get away with having stranded yourself and those with you in deep space due to your active sabotage simply by having some useful skill, or get let off for attempted murder with a stern talking to. In general you'll find that punishments upon you are much lighter than they have any reason to be. Though this is weakened against actively bloodthirsty or generally evil beings, and this only applies to punishment; people may still hurt or even kill you in the process of stopping your misdeeds if they find it necessary.

Robot Perks

Solar Powered (100 CP): Common to both Earth made machines and aliens of this galaxy. You no longer need to eat or drink, being able to receive all your nutritional and energy needs from the sun. You can still get tired and sleepy, but you can use sunlight to replace any needs for fuel or food, or other external energy sources.

Android (200): Normally a robot would be rather distinctly bulky and inhuman. With this you have a more human-like form. As a robot, you're still overtly mechanical, but instead of being a bulky, machine with an inhuman head and claw hands, you'd be a mechanical person.

And even if you're not a robot in this world, you will receive a similarly humanized form for each of your alt-forms. These forms will be nearly human versions of your alt-forms; a dragon form might give you a scaled humanoid form with a human-like face and wings, a wolf form might result in a wolfman, or a cat form might result in a human form with cat ears and tail. You have some control over the exact results. While it won't be completely human you can influence the exact mixture and how it shows: your robot form could be anywhere from a metallic skinned human to an overt and bulky robot like the environmental control robot or robotoid; the alt-form from the Cyclops perk could be a human sized cyclops, cyclops sized human, a 10 meter tall 2 eyed furred humanoid, or somewhere in between; and a cat alt-form could be as simple as a person with cat ears and tail, a cat-person covered in fur with digitigrade feet, a cat with humanoid hands and face, or something else. You'll receive one such alt-form for each non-human alt-form you possess, or gain in the future (not including ones gained from this perk), and they will have the powers of the appropriate alt-form where appropriate, scaled to their new size. At the start of any jump you may change these alt-forms as well, modifying them within their original range of possibilities.

Programmed with Galactic History (400 CP): You have an extensive knowledge of history. This is only publicly available/accepted history - so you'd know everything academia knows about ancient Egypt or Rome or at least all the non-fringe beliefs but you'd not know what the ancient Egyptians or Romans knew. However this is the history as known by each and every extant civilization or culture, even primitive backwaters such as Earth. So you know the history of each and every race within the galaxy - and probably a few other galaxies as well. This information will update with each new jump to include the historical records of all extant civilizations and cultures in the setting. Still this is only history, not things like scientific or technical details; you might know that

Darwin discovered evolution but you'll only have broad strokes about what evolution is, and while you'd know who invented the nuclear bomb you'd not know how to build one.

Repairable (600 CP): Whether you're robotic or organic, it is surprisingly easy to repair you. While this won't speed up how quickly you naturally heal or your own automated repairs, you are highly receptive to active attempts to repair damage to you such as surgery, and are much more receptive to replacement parts and organs that are not precisely the same as those they are replacing; you could easily use alien parts to replace your earth-made ones, or an animal (maybe even plant) heart to replace yours. This will make you highly receptive to new parts or organs in general, and allow you to incorporate them fully into yourself ensuring your perks apply to them as if they were natural parts of your own body.

Once per month when you'd take lethal damage you instead shut down until someone else repairs you. Even if it would normally disintegrate you entirely, you will survive in a mostly intact and repairable state. However while in this state you will be entirely incapable of activity on your part, shut down and in effect dead, even if you could normally regenerate or heal from what injuries were left after this perk's negation effect. These repairs will also be relatively simple, a trained mechanic capable of fixing you without any new parts somehow. If you're of a more biological bent repairs will be more things like forcibly restarting your heart and the like. For some reason your enemies will be unlikely to take advantage of this inert state, and you seem to avoid double taps, though this influence will eventually fade if no ally manages to repair you.

Robotic Systems

Each robotic system represents built-in machinery granting you additional functionality. Robots may access this section for free. Other backgrounds must pay 200 CP to gain access.

As a Robot all of your Robotic Systems become part of a single alt-form. If perks gave you other alt-forms, you gain one alt-form with all of them including your Robotic Systems, and then one for each perk's independent alt-form and your Robotic Systems as a single other alt-form. As a non-robot you may choose to either have your Robotic Systems be cybernetics of some sort and become a single alt-form at the end of the jump as with a Robot or have them just be bizarre powers you possess, possibly due to alien biology, space radiation, or some other reason.

Fully Equipped (50 CP): You possess built in tools for repair work or work as a mechanic. While these are not exceedingly specialized or high precision, you could easily put to shame most professional's tool kits, and can perform the functions of most common tools for repairing machines and even other objects.

With Robotoid these include high precision tools such that you could replicate a pocket watch with relative ease, and perform fine detail work.

Internal Defense System (50 CP): You possess built in miniaturized technology designed to detect, track down, and destroy small scale intruders which enter your body. While too small to do significant damage to humans, these autonomous missile/laser drones move about inside of you to hunt and destroy things such as nanomachines or insects that somehow get inside of your casing.

With Robotoid these systems may either be significantly smaller, more efficient, and faster acting, or higher powered and capable of meaningfully dealing with small animals and even hurting – if not truly threatening – humans who begin poking around at your inner workings.

Automated Repair Systems (100 CP): One of the most inconvenient qualities of being a robot compared to a living creature is that robots don't heal. Now you possess automated repair systems which allow you to repair yourself at a rate similar to how fast you'd heal as a flesh and blood creature. This does require your main power supply to be functioning. This may apply to other mechanical forms you possess and not merely the alt-form granted by your Robotic Features.

If taken with Robotoid this self-repair will be significantly quicker. While you'll still need to have your main power supply functioning, if it was plugged in you could restore yourself to full functionality from significant other internal damage over night. You won't be regrowing limbs or completely replacing parts that quickly, but you could with time.

Integrated Weapons (100 CP): You possess weaponry comparable to the environmental control robot's. This includes electrical shocks which seem to be somewhat weaker than laser guns but still an effective combat weapon and lasers which seem to be stronger than the laser guns available in the setting though put a high drain on your power supply.

If taken with Internal Defense System or Automated Repair Systems, you also have the ability to release clouds of fire retardant smoke intended for internal use but capable of creating an effective smokescreen. This does cause some damage and overheating to your systems however.

With Robotoid these weapons will offensively be more powerful; you still wouldn't be able to quickly overload the Jupiter 2's force field or cosmium hull, but you could, with time, overpower the former and melt through the latter. This also means you can use them at the level of the robot more quickly and with less drain on your energy systems. Your smoke screens will also no longer damage your systems.

Dismantable (150 CP): You are able to separate parts of your body, and control them from afar as well as remain connected to them continuing to receive sensory data from them. This only works down to the limits of a limb (or a head); you could control an arm from afar including its fingers but not an isolated hand or finger. Somehow these parts will continue to function as if still part of your body, receiving power (or blood) as if still connected. If you're a robot, you can even come with remote controls to let other people give them orders when separated from your audio sensors.

With Robotoid this allows individual hands, or even down to something on the scale of a single finger to be separated and continue to function in this way.

Disruptor Tone (200 CP): You possess the ability to release a high pitched sonic pulse that damages and potentially destroys other machines. While this is less directed than the weapons available from Integrated Weapons, and completely ineffective against non-mechanical foes, this pulse seems to be able to get around much of a machine's durability causing its internal workings to shut down or burn out and is a much wider area of attack. Unfortunately this is a rather indiscriminate attack. Thankfully you are immune to your own disruptor tone.

With Robotoid this loses its indiscriminate nature and you can use this pulse to target specific parts and machinery working to disable or completely burn out only certain pieces of an enemy machine while not damaging other functions you wish to leave intact – such disabling just its weapon systems or a specific type of sensor – or damaging friendly machines at all.

Matter Transfer System (200 CP): You possess systems which allow you to teleport short distances, though you will be visibly dematerializing for several seconds, close to half a minute, where it could be interrupted. This is much slower than just walking them, and only works for a matter of yards, but can be used to get around solid obstructions. This system can also transfer small objects for short distances as well, teleporting them to your hand or internal storage. This function is significantly quicker, fast enough to potentially disarm someone who isn't expecting it, but is still highly limited in range and still takes a few moments.

With Robotoid or the Teleport perk you can teleport objects to and from a pre-designated spot instead of merely internal storage. This spot must be in your warehouse, another personal dimension you have obtained from a jump document, inside a property you have obtained directly from a jump document, or inside a vehicle you obtained directly from a jump document. This also makes your teleportation much quicker. You could quite possibly teleport objects out of the hand of someone expecting it, and while there will be a recharge period on your personal teleportation so it can't be used more often in a span of time, it will take only a matter of moments and has a range that is two or three times greater than before.

Computational Systems (300 CP): You possess advanced computer systems and processing similar to a B9 non-theorizing environmental control robots. These give you truly expansive memory banks capable of holding a vast collection of media, scientific information, experiences, and more. This also makes you a highly capable computer able to take in, analyze, sort, and process information at terrific speeds. Memorize books as quickly as you can scan them, perform rocket science at great speeds 'in your head,' and generally do anything a high end computer could do. This includes the ability to quickly decipher and translate languages you've never encountered before, and to figure out technological systems by scanning and looking at them.

With Robotoid your computer systems are several times faster and more powerful, enough to make Earth robots look primitive and simple in comparison.

Sensor Array (300 CP): Instead of a suite of sensors which are comparable to a human's senses, you possess ones which are vastly superior and in line with the non-theorizing environmental control robot's. Besides having what amounts to telescopic vision and a greater range of hearing these sensors have been shown to be able to detect some rather unusual things. They can: detect and read brainwaves, and detect genetic structures; identify individuals via their personality patterns when they are obscured from visual detections (though it takes a substantial time to develop a record of a personality pattern); determine a spaceship's metal has an atomic structure that resists analysis, and that it has 2 living entities within it from half a mile away; detect invisible aliens; detect water underground and with more time and difficulty if it is salt or fresh water (scanning to make certain it is fully safe to drink may require actual samples); dimensional portals and disruptions; with a day or so of observation can even detect the minor signs of an alien spirit possessing someone; and more. This is a generally expansive set of exotic senses.

With Robotoid the range and precision of these sensors both increase noticeably, and you can reliably expect the breadth of them as exotic senses to expand considerably. You probably have sensors to detect magical or spiritual phenomenon more directly.

Robotoid (300 CP): You have been improved. All of your Robotic Features purchased here see noticeable improvements, and if you have the Robot background your robot body is significantly stronger, faster, and even more durable. You might be twice as strong, though speed and resistance to damage do not receive as great of an improvement (though durability increases enough to avoid damaging yourself through basic functions of your strength).

Super Durable (300 CP): You're built tough. The integrated weapons of a robot, laser guns of the Robinsons, or even high explosives won't do more than annoy you. They might slow you down a little, but they won't be stopping you. The Robinsons' force field might stop you, but it'd be an interesting test to see if you'd overpower it before it overpowered you, and it will generally take a lot of damage to put you down. You're even resistant to means such as disruptor pulses designed to fry your circuitry with sound, EMPs, and other such methods; not entirely immune but you'll be less affected than a normal robot.

With Robotoid you're tough enough that blowing up an atomic power core next to you would only maybe slow you down. A robot strong enough to turn baseballs into flaming projectiles able to dig a foot plus through stone wouldn't be able to do much damage to you. You still have to be careful, though. Things like a disintegrator capsule can still take you out, but you might be the most durable thing in the series.

Super Android (200 CP; requires Super Durable): And now it's not just your durability which is super. You're strong enough to crush a fist sized rock in a single hand, casually lift and carry small boulders, or hit a baseball hard enough it catches on fire and creates a hole in solid rock. You're also able to fly. You do however have a built in super booster, which is required to maintain these powers and they will be lost if it is destroyed or damaged and is beyond the Robinsons, or their robot's, ability to repair. You're similar to an Instant Destroyer and Killer Alpha 12.

With Robotoid instead of being an Alpha 12 you're an Omega 17. You're strong enough that you can batter through a door of advanced space alloys given a few hours at the most, to regularly weaponize boulders as thrown tools, and where an Alpha 12 would be significantly inferior even if they did have a working super booster. You can probably fly faster too.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Box of Gifts (50 CP): This is a box containing a variety of gifts, enough to give to a family unit or small group of individuals. The gifts seem to not be determined until the box is opened at which point it will contain gifts tailored to the individuals. These won't be the perfect thing that they are desiring, anything customized or super unique, or anything too rare or valuable, but tailored to them in the sense that they're what someone who had been observing them without being intimately close with them might purchase for them based on their demonstrated tastes. You get a new box of gifts every month if you used the previous one.

Protein Pills (50 CP): This is a bottle of pills. Each of these pills contains the full nutrition of a meal. Not pleasant, and less than truly filling, but one can live on them. Refills regularly.

Space Tequila (50 CP): Or maybe some other form of alcoholic beverage. This is a pleasant tasting alcohol of your choice, and it is able to serve as such regardless of alien biology, or even the total lack of it as it can intoxicate even thinking machines such as robots or AIs by pouring it into their systems. It won't do more damage to them than getting them drunk – and leaving them with a hangover afterwards – even when you're pouring fluid into sensitive machinery. It will affect other non-biological intelligences similarly. Refills weekly.

Intratemporal Projector (100 CP): This is a large, not particularly mobile device. By zapping someone with it, you can then project that individual's memories onto a screen that comes along with it just by discussing them. Great for interrogations.

Suspension Tubes (100 CP): These are 6 tubes capable of storing individuals in suspended animation. Maybe they use cryogenic freezing, or maybe some other alien technology, but they can store individuals inside of them in a state of suspended animation, without living or being able to act or observe the world indefinitely as long as

the tubes remain powered. Be careful, though, as some creatures may be able to resist this stasis effect because they can't be frozen – or affected by the technology in question – or can continue to act through it. Don't expect to be freezing a kryptonian under a yellow sun, an energy being, or an Outer God this way.

Wealth of Deutronium (100+ CP): Deutronium is usable as a fuel or energy source, used by humans where solar power won't suffice, but also the most common currency in space. Purchasing this here will let you use it as money elsewhere as well. You get the equivalent to ~$1,000 (in 1960s money) a year or a bottle of fuel. Instead of being able to purchase this item multiple times with additional purchases at a discount, the amount of deutronium you gain increases based on the amount you pay.

For 200 CP you get the equivalent to ~$10,000 (in 1960s money) a year or enough to fuel the Jupiter 2 during the early seasons where fuel was still a constraint. For 300 CP you get the equivalent to ~$100,000 a year or enough to repeatedly fly around the galaxies with a damaged ship. Every additional 100 CP spent increases the amount received by an order of magnitude.

Decontaminator (150 CP): This is a hand held container that sprays a decontaminating mist which kills microorganisms from all over the galaxy. It'll work on all kinds of alien pathogens, viruses, bacteria, and microorganisms, even nanomachines and engineered viruses. You spray it and microscopic creatures die. It also serves as a highly effective gaseous herbicide which can kill even massive and murderous plants.

Universal Dimmer Switch (150 CP): This black sphere has an antenna and a few controls built into it. It can be used to dim any lights around you. It can completely shut down electrical lights within its poorly demonstrated range, one at least large enough cover the Jupiter 2 and living space around it. While it will only wholly shut down electrical lights, fire light or natural light in the area will merely dim to the sort of ambient light you'd get from the night sky; maybe not as clear as a full moon, but brighter than a new moon.

Water Chestnuts (150 CP): These plants, looking like massive water chestnuts don't taste particularly great, and actually tend to cause a stomach ache when consumed. However when consumed they cause the consumer to grow to about 3 times their normal scale while seemingly avoiding the problems of the square-cube law, though it does increase the amount of food required (although not necessarily to 27 times as much). This increased growth is reversed by exposure to sufficient amounts of water, such as taking a

shower, being exposed to the rain, or submerging in water. You get 6 of these chestnuts and they are replaced within a month.

Slave Contract (150 CP/300 CP): This is a contract which can be signed simply by placing a hand on the cover with the intent of signing it. Once someone has sealed the deal no one else can 'sign it' until you clear it, resetting it to factory default. You can, while it is unsigned, add escape clauses, or ways for it to be automatically voided, or that must be fulfilled by you before you gain ownership. You'll have to live with them if you add them, but if something has a clause saying collecting will be delayed up to several thousand years in the future, well you just have to remember that up to is a maximum not a minimum. Once signed you may put whoever signed it into a trance. This trance isn't full control, but you can compel them to approach the contract with a hand raised and unable to do anything else but approach or stand before you with hand raised. Unfortunately it becomes null and void if destroyed.

For the higher price this contract now instead gives you ownership of their soul, allowing you to kill them from afar should they break it, or to compel them and influence their behavior and mind. You're not given omnipotent power over them, but you can put them in a hypnotic trance where they act as an obedient – if will-less – puppet, or influence their behavior such as bringing out the absolute worst and most wicked elements of their soul. You wouldn't be able to make Doctor Smith competent, at least not after the first season, but you could make him obedient, as loyal as was possible for him, or bring out what little good he has.

Hammer and Iron Gloves (200 CP): This is a pair of chainmail gauntlets. They are important because they give you the ability to wield the golden hammer which comes with them. These gloves allow you to throw this hammer an impressive distance, providing you with a supernatural ability to throw it. The hammer when thrown in this way explodes on impact, capable of completely vaporizing ape-like aliens, killing giants whose feet are larger than a large man, creating craters, and minor earthquakes. The hammer will then reappear in the gloved hand. When wearing the gloves you may also call the hammer to you, causing it to teleport to your hand. For you the hammer can explode even without the gloves, though you still have to manually retrieve it without them, but others will need it to make it explode when thrown.

Hyper-Atomic Missile (200 CP): This is a missile designed for defense against threats from space. It's fast enough to outspeed ships such as the Jupiter 2 capable of flying at near or above light speed, and even if one manages to avoid it the missile will automatically follow a target once locked on. It might be possible to outmaneuver it till it

runs out of fuel, or to use the gravity of a planet or other stellar body to disrupt its flight path and cause it to hit into a planet, but it'd take an expert pilot to pull that off. And this missile is every bit capable of destroying the Jupiter 2 or dealing significant damage to the landscape if it hits.

You get a single missile and the necessary mechanisms to launch it, though you may install this onto a spaceship of your choice. If used the missile will be replaced within 1 year.

Space Pod (200 CP; discounted if purchased with the Jupiter J): This is a short range craft designed for landing on planets, or launching into orbit from a planet. It looks much like a smaller moon lander though has more room than you'd expect, easily able to ferry several individuals at once; maybe not a full crew of 8 but 5 or 6 individuals even with one being a somewhat bulky robot. Despite this it could probably be used to travel between planets in a single solar system, though it'd be time consuming and well below light speed so don't expect to be crossing to other solar systems. It's surprisingly durable, capable of taking rockets from the Jupiter 2, though it won't be weathering a hyper-atomic missile. While it was only shown in the comics, it has an inflatable raft that it can deploy to land on water. It will repair, maintain, and refuel itself over time when not in use.

Cosmonium (300 CP): Looking like little bits of the sun, this material is the quintessence of life itself. It is extremely valuable, each small bottle of it worth a fortune among the space faring races. As the purest essence of life itself this material might be able to extend life eternally, and supposedly its presence is part of what makes plants grow. What's shown and certain about it is that smashing a flask on a statue is enough to imbue the stone with animation and self-awareness, along with a hunger for more cosmonium.

You receive 2 flasks of this invaluable substance. Which will refill only at the start of a new jump. Additional purchases double the number of flasks you receive each time.

Keeper's Menagerie (300 CP): Did you make a deal with the keeper or another like him? Or maybe a more successful zoo than Farnum B.'s? This is a collection of cages containing animals from all over the galaxy, maybe even the universe. You won't have sapient beings such as humans in yours – unlike the keeper and Farnum B. – but you will have a vast array of animals from this setting. And each new setting you visit you'll get several cages with its most unique animals. All of the animals will be tended to and cared

for, though these are small 1960s zoo habitats. Still if one does die it'll be replaced by another of the same species by the start of the next jump.

If you bought the Jupiter J or Jail in Space these cages may be installed in your ship potentially expanding its size. If you bought the Magic Mirror they may be installed in its dimension. Otherwise you may simply have them as a warehouse add-on post-jump.

For an additional **150 CP** you may upgrade these to full habitats and larger spaces for the animals. While still not massively expansive, these are large enough to give them a much more suitable lifestyle. These won't be attached to the Jupiter J, but can be to the Jail in Space, Magic Mirror, or Warehouse. If you purchased a Planet here you can take this upgrade for **Free** but they will be upon the planet and optionally expanded to much larger spaces. Regardless of your choice you will also get the cages in case you want to take the animals on the road, though you'll have to transfer the animals between them manually.

Phylactery Mask (300 CP): This is an ornate mask. If you die, your spirit can transfer to this mask and inhabit it. It can then transfer from the mask into someone's body possessing them. This control can be established without them wearing the mask, but they must be near to it, and able to see it. Likewise it can be maintained without them wearing the mask, but the mask will act to reinforce your control and dominance over them, and should the mask be destroyed you will find that your ability to control a victim is greatly reduced and it will no longer provide an anchor for your soul meaning should you be forced out by their will – something that has just become very easy – you will be destroyed. Be careful if their will is too strong, and maybe avoid choosing people with children they love as there's nothing in the universe stronger than love.

As long as your spirit is in full and total control of a body by the end of the jump, dying and having your spirit placed in this mask won't end your chain.

Weather Control Machine (300 CP): This is a large machine – similar in size to a full desk covered with computers and mechanism including a monitor – that can control the weather in the neighboring area. The range is uncertain, it's at least a few miles and maybe even tens of miles, but likely less than a hundreds of miles, and it can cause some rather pinpoint weather effects such as a terrible storm which strikes an hour or two's walk away while leaving your sight completely unharmed. It is limited somewhat by the meteoric possibilities of the region: if there's no water on a planet and it won't be able to make rain, it'll be harder for it to make snow in the summer and probably be only able to affect a small area inside of its range in that case where it might be able to lay down a country blanketing snow storm in winter depending upon the water available in the air,

etc. In addition to influencing the weather, it is able to observe anywhere within its range which is open to the air. It won't be able to observe inside of caves or structures, and even a tree canopy might prove difficult, but if it's open to the air you can zoom in and watch in real time and even get sound.

Tiny Mechanical Men (400 CP): These are 300 toy sized replicas of the robot. They don't have all of his capabilities, but they are still capable machines, and many carry bombs about the size of old audio cassette cases and capable of at least blowing apart a tree and presented as a deadly threat to humans. They are loyal and obedient to you, and won't find your programming lacking as a leader. They count as followers.

Asteroid (450 CP): This is something of a fixer upper of a space vessel. While it lacks the amenities of the Jupiter 2, it is capable of FTL space travel, and moving between planets and star systems with no apparent need for fuel. It is however incapable of landing or taking off of planets, and so comes with a sedan chair which it can send down to planets or recall from them to use as a landing craft and which will seal itself against the outside while traveling and is large enough 2 grown men could ride in it albeit in uncomfortable closeness.

The asteroid itself is much larger than the Jupiter 2, but other than some rough caverns inside of it provides little in the way of structure. There is no electrical system – other than the controls for the sedan chair – and no bed rooms, furnishings, food synthesis, or what have you. There is a complicated machine 'furnace' which maintains a breathable atmosphere and keeps out the cold of space, but even that requires a human laborer to work near ceaselessly to keep it running by pumping bellows and charging it with a stationary bike. Maybe you could find a good tireless slave to work it. Still it is large enough you could carve out and build something within it.

Zon Protective Suit (450 CP): Despite not being any heavier or larger than a jump suit, and not covering the face this is a very effective suit of protective wear. It is impervious to radiation, heat, lasers, and all other similar destructive forces. We're not really shown its limits effectively, but you can rest assured that it will protect you from radiation, heat, and energy weapons of this universe up to those shown used by individuals; even the protective forcefield of the Jupiter 2 or the occasional heavy energy weapon designed as a large, difficult to move, weapon emplacement would fail against it though eventually it could be overwhelmed by sufficient force and I'd not advise taking a disintegration capsule or hyper-atomic detonator to the face even while wearing this.

It even works on things like explosions, though these were shown to buffet, batter, and threaten the wearer, but the implication is that they had much more power than the fireworks display would indicate and it serves as highly effective protection against them. It did seem to be less protective against solid objects; a launched blade able to sink about a half-inch into a rock, was treated as a potential threat to the wearer, though the loss of the suit was treated as making them more of a threat so this will protect somewhat against such weapons.

Since you're paying CP for this, yours doesn't have the intentional flaw that made getting sufficiently wet cause this suit to break down and dissolve.

Planet (500 CP): This is a fairly barren and inhospitable planet, similar to the planets from season 1 and 2. Still it has deutronium, and it is habitable, and while it's not particularly rich in minerals or other wealth it's got some such resources. It's less hospitable or mineral rich than Earth, but it is an entire planet which will follow you through your chain, inserting somewhere in space around a habitable star each jump; and if space doesn't exist in a jump it will be accessible instead via your warehouse.

It will retain modifications and changes, even possibly populations, between jumps, though at the start of each jump you may choose to restore it to its initial settings, in case you strip mined it, blew it up, or otherwise rendered inhospitable.

For an additional undiscounted **300 CP** it becomes a much more sought after planet. Perhaps it is much more suitable for life, possessing a climate and conditions prime for the growth of lush rainforests and jungles. Maybe it's particularly rich in deutronium and mineral resources. It could even have an odd quality like a magnetic field that attracts metal from space. You could even have something roughly equivalent to the Earth with this, though in general if it has something better than the Earth or a unique trait it will suffer more in other regards.

Integalactic Mail Order Catalogue (600 CP): This is a sort of a large vending machine with a computer for making selections of what you want to purchase from a vast catalogue. Instead of containing objects within, it transports them from a pocket dimension connected to an entire network of these machines, though you'll find once leaving this world you'll be unable to reach this dimension until you have obtained your spark. But it's not meant as a means of travel. It's a mail order catalogue. See you can use the machine to buy stuff from the Celestial Department Store which has a catalogue of goods from all over the galaxy, and even comes with customization options. You'll have to pay for these goods, but they provide technology in advance to anything Earth has

designed and you'll find that they seem to be able to source goods from past jumps as well. This will provide you with a wide, though not infinite, variety of goods; it won't sell anything overly rare or unique. Goods appear immediately, but do need to be paid for. Expect highly valuable and useful things to be expensive as well. Things purchased here won't automatically be replaced if destroyed, but should for the most part function in their new reality.

Jail in Space (600 CP): This is a massive automated space ship designed to be run by a computer and to hold at least 10,000 prisoners in cryogenic storage, displayed on pedestals, and is able to freeze them and thaw them out with relative ease. The pedestals themselves only maintain the freeze or thaws it, and it won't last long off of the pedestals, the actual freezing is done in a specialized chamber and will hold for longer from that chamber directly than after removal from the pedestal. The pedestal seems to only pause the thawing effect instead of reversing it. It does need someone to do manual tasks, such as actually freezing the prisoners, moving them to their pedestals, or leading them out when they have done their time, but a single robot could run it (robot not included). Yours has a functional clock that's not been stopped for untold years. Has basic air and survival conditions, enough to actually transport 10,000 prisoners back to civilization from its location in deep space, but isn't built with long term habitation by living individuals in mind, and that should only take a few days. Still it can hold, provide air for, and feed 10,000 individuals for a short period so you should be able to find places that could be modified easily into a decent enough set of living quarters for a smaller crew. It will automatically maintain, repair, and refuel itself while also restocking its supplies over time; this won't be fast enough to keep up with the demands of constant travel or 10,000 living inhabitants, but you could easily house a thousand or two individuals here indefinitely with its supplies.

Alien Items

Language Duplicator (100 CP): This is a device which resembles a wide-brimmed metal hat, or a bowl. By placing it on one's head and concentrating on a nearby individual, it will upload knowledge of that individual's native language into the wearer's mind allowing for proficiency in the language in question and fluent communication.

Keeper's Staff (200 CP): This is a lightweight mechanical 'staff,' though it was somewhat short and yours can vary in size from a full walking staff down to about the size of a cane. It possesses mechanisms at the top of it, including a seemingly glass case containing them. When in use its top glows and it produces a sound which calls animals to it and allows them to be directed. It isn't full control but merely enforces docility and directs them to move towards an area you designate through it. While designed to summon animals thus, it can also affect creatures that are ruled by their instincts instead of rational thought; children and people of particularly weak will, lack of self-control, and emotional maturity may be affected, though this can be harmful to them. It is also possible for an animal of sufficient ferocity and power to resist this; but even Earthly apex predators lack the sort of nature required, and you would expect such more from giant monstrous spiders, or kaiju.

The staff is powered by cosmic energy, allowing it to be charged simply by holding it up towards space. And as a final note, interestingly it can also cause flowers to sprout from itself. These aren't particularly special flowers, but they make a nice bouquet.

Matter Transfer Device (400 CP): Who needs spaceships when you have a device like this one? Though given how many aliens in this world can teleport it's a bit less special. This is a large device about twice the size of a person and too wide around to wrap one's arms all the way around it. When put into use the device will fire a maser beam which transmutes matter into a signal carried by a maser beam which can then be sent - at FTL speeds despite being literally a beam of light - across the universe. It can then beam things back from the last place it sent things, allowing it to recall individuals or objects, or even simply pick up unrelated objects from the place. Be careful though as it needs to be calibrated to the mass that is being transported and transporting more can cause damage to the device, and it has a limited amount of matter it can store inside of itself or transport at a time. Thankfully if it fails it will deposit whatever is stored inside of itself where it would beam things up adjacent to it.

The machine is self-powered, but unfortunately does only have so much power within it and excessive use - or allowing it to be exposed to the elements with no protection for

extended periods - can cause it to drain of power or simply break down. It will repair and recharge itself at the start of the next jump however, and perhaps you could maintain it and find a way to recharge it yourself.

Golden Arrow (600 CP): This device resembles a compass placed inside of a large, golden medallion. The original golden arrow would turn and point towards the treasures of a kidnapped princess, but yours will point you instead towards clues as to find whatever it is you are seeking. It won't necessarily point you straight towards it, seeming to prefer to point you to clues, and to make you follow the general path that what you seek took, but it can point you in the general direction across light years, and given time will lead you to whatever you seek. Of course you get close enough and it'll just cut out the whole trail following and point you straight towards what you seek. You can change what you seek, but you should expect it to have a non-negligible recalibration period.

Astronaut Items

Laser Gun (100 CP): This is a hand held laser gun. A few designs showed up in the series and you can choose the exact design of yours either pistol or rifle. It's pretty reliable for killing human-like foes, and is seemingly capable of causing them to be instantly vaporized, and is capable of deactivating most robots, wounding dinosaur-sized reptiles, and hurting 18 meter tall giants. Though those latter did survive, merely being damaged enough to retreat. It theoretically requires charging but since so much of human technology here is solar it will be too, capable of obtaining a solar charge in a reasonable amount of time or being charged from other power sources.

Chariot (200 CP): This is an all-terrain vehicle that was broken down and stored on the Jupiter 2. And by all terrain we mean that it can function as either a land vehicle or a sea-born one capable of crossing blue water seas if necessary. With six bucket seats it has room for weapons and gear in its climate controlled interior, and could probably fit 8 or 9 if you were willing to really squeeze in there; though while climate controlled prolonged deadly temperatures can strain this. It is equipped with an infrared capable radar scanner, radio, and a seismograph. Its roof is accessible by a pair of ladders fixed on the outside for easy storage of luggage, though this storage can reduce its battery life as the chariot is solar powered, capable of charging quickly and powering itself indefinitely with regular exposure to the sun. It also possesses a neutron cannon, though this was only fired once, it was capable of extreme gardening against hostile giant plants overgrowing a spaceship and is likely more powerful than the hand held laser guns. There's also a weapons rack with room for 4 laser rifles though they are not included unless you also purchased a **Laser Gun** in which case it will come with an additional 4 for your use.

Jumping Man (400 CP): This is your own duplicate of the Traveling Man. An older attempt at human space exploration than the Jupiter 2. Originally designed as a man Jupiter probe, apparently it missed and ended up way out into space. By the time it shows up the Traveling Man is a hodgepodge of Earth and alien technology, though primarily the former. And your Jumping Man will be the same.

It is a 1 man spaceship, though it could fit 3 for a short enough journey, just don't expect privacy or comfort. Theoretically slower than light, it is still capable of crossing interstellar, and potentially intergalactic, distances in days to weeks. It uses deutronium fuel, but since it's smaller than the Jupiter 2 by a fair extent it takes a whole lot less, and presumably like most Earth technology shown in the Robinsons' expedition it's solar powered. Yours will refuel and maintain itself over time.

For an additional (undiscounted) **100 CP** it can be a spacebike instead. This looks like a 2 seated chopper motorcycle with an exaggerated extension of its front wheels and the wheels replaced by a flat bottom. Given it leaves you completely exposed to space you'd expect it to have some problems, but somehow it seems to keep a breathable atmosphere around its riders, and protect you from the air force that taking off into space or landing must inevitably cause. Whatever this effect is, it will also keep bugs and micrometeors from hitting you, as well as protecting you from the temperature extremes you'd expect from flying through the atmosphere or space uninsulated. Finally when taking off or landing it releases a pyrotechnic explosion to help give the impression you're teleporting. It's all flash and bang, you won't be doing real damage to someone with it, but it looks cool.

If you purchase this upgrade any companions who purchase a copy of the Jumping Man may get the upgrade for free.

Demolitions (600 CP): You possess an impressive collection of explosive devices.

The least of these is a satchel of grenades. These aren't particularly impressive. They seem to be some form of energy weapon capable of blowing away human-sized opponents, but only seem to be mostly comparable with the laser gun available above if slightly stronger, but with much more limited range. You have a full satchel and these grenades will automatically resupply fairly quickly.

There are also blasting pellets. These are some form of plastic explosives, about the size of 4 marbles stuck together with small sticks or toothpicks and covered in plastic to form a somewhat uneven tetrahedron shape. They produce more explosive force than one would expect from their size with two or three capable of causing a cave in and even one enough to blast up materials for soil samples from deep below. These pellets are intended for excavation and mining work, and need to be set off with an electrical charge – though an explosion will work as well – and you have a decent supply which will automatically resupply fairly quickly as well as a device with a blasting circuit and wire to use to set them off from a safe distance.

Next is a hyper atomic detonator. While apparently not as powerful as a hyper atomic missile, this is an explosive device that looks like a child's model atom with a single large central silver orb a little larger than a man's hand, and then several prongs sticking off of it with balls attached to the ends. These balls can be set up to trigger as small explosives of their own – powerful enough to shatter rocks – but the real power is the full explosive. While it's triggered by a signal from a plunger – and can be safely lowered into an active

volcano about to erupt without exploding – it is powerful enough to blow the cap off of a volcano and plug it, while being small enough to be easily carried in one hand. You only get one of these but it will be replaced within a few weeks of being used.

Finally you get a disintegrator capsule. It's unclear if this was actually designed as a weapon, but it is a device about the size of a grown man's hand. It is activated by pressing certain buttons upon it and then it was chucked into a vehicle which then exploded internally before disappearing entirely along with the super android – already shown to be immune to laser weapons and believed to be powerful enough that blowing up an atomic power core next to it would merely slow it down without doing significant damage to it. Seemingly this works via some form of expanding disintegrative effect as it did not create a large explosion but seemingly destroyed both the super android and the device that produced it. While its range and area are limited, it definitely has the most penetrative power for destruction of anything available here. Like with the hyper atomic detonator you only get one and it is replaced within a few weeks of being used.

For an additional undiscounted **300 CP** you get a few cases of explosives so heavy that even a robot would be unable to lift and carry the filled case. These explosives are powerful, though. By drilling deep enough into a planet's crust and planting these explosives in a few different sites across the planet, you could blow up a planet. It'll take all three cases full, and the drilling might be some work, but if you do use them you'll get a replacement in a year. And this does come with the drilling tools needed to create the holes to place the explosives within.

Child Items

Bloop (100 CP): This is a big headed space chimp with large, goblin like ears. It has chimp-like intelligence, and it likes you. It counts as a pet not a companion, and will be replaced quickly if it dies. Don't worry about it biting you, as your bloop will be rather well behaved.

Light 'em Up and Find Out (200 CP): This is a set of chemical cones, about a half dozen or so, which when lit produce a smoke which smells like incense and is instant memory. This smoke helps with skill retention while training, and allows for rapid memorization of information. It can even help you absorb information that flashes by at speeds which make it questionable you could even process them all. But most importantly these cones can restore memories that were lost, suppressed, or modified. You get 10 such cones, and they will restore at a rate of 1 a year.

Magic Mirror (400 CP): This is an ornate, large full-length (and then some) mirror with a platinum frame decorated with the heads of horned herbivorous animals. The mirror can be entered by striking its surface taking you into an expansive inside the size of a large compound, in which there is a reflective floor which can be used to exit by striking your reflection within it. You can store items in here to keep them between jumps as if it was your warehouse, though you can't bring living creatures along with you this way. The exact size of this compound is unclear, other than that it has multiple floors, and many chambers, an expanse people could get lost in, or hide from a terrible monster within it for centuries.

You can also view out through reflective surfaces nearby to this mirror through portals in this internal space. It's not one to one with normal reality, but these viewing points can stretch miles away, and quite possibly across an entire world. Only the magic mirror itself, however, can be used as entrance and exit.

Telescopic Viewer (600 CP): This is a high powered electronic or radio telescope. After being caught in a solar storm for some reason it is able to look into the future. It can view different locations and times, though expect to take some real work to find things you want to see, and context can be hard as aiming for a specific time frame is difficult and you're much more likely to skip around minutes or to other locations, than find the start of a situation you have begun to view.

Colonist Items

Seeds from Earth (100 CP): This is a sizable collection of seeds, and some very fertile potting soil and raised garden beds. These plants grow easily and well in the soils provided. They are primarily edible varieties, easily providing vegetables for a group if grown. But the plants will grow well in other soils as well, easily adapting and surviving in alien soils, and proving particularly easy to hybridize with native plant life to make new, edible species. Just be somewhat careful as while these plants will typically grow just fine in tainted soils, soil born poisons, parasites, or pathogens may affect them; the first planet the Robinsons arrived on caused the plants to grow into violent and dangerous things.

Jetpack (200 CP): For when you need to fly about in style. This is a personal jetpack, able to carry a person aloft with ease, and even capable of having them fly armed and carrying a child or possibly even another full grown adult. It's easy to control and a very smooth ride, and you could probably shoot a laser rifle while flying it as it seems to be able to be set on a smooth controlled hover. Yours will maitnain and refuel itself over time when not in use.

Forcefield Generator (400 CP): This is a projector which is capable of creating a force field around an area large enough to cover the bases that the Robinsons generally create; about two to three times the diameter of the Jupiter-2. This force field disintegrates matter which attempts to pass through it and is powerful enough to block lasers such as the laser guns used by the Robinsons, completely destroy rocks that strike it, and destroy most robots that try and pass through it. It's possible for something to resist the destructive energies, but a normal human would be eradicated multiple times over, and it'd require a weapon more powerful than those of the Robinsons to make a noticeable drain on its power, much less bring it down. You can rest easy knowing most entities will simply be unable to pass through this barrier.

It does however have limited power. While it'd take something significantly above the laser guns to even cause additional drain compared to simply having it own, its generator and solar collectors are not powerful enough to keep it in continuous use. Used in moderation – such as only at nights – it ought to last decades as long as it's able to get sunlight semi-regularly, however attempting to keep it on 24/7 will see it requiring hooking up to an external power source and would be a significant drain even on something like the Jupiter-J.

Jupiter J (600 CP): The most sophisticated piece of hardware yet devised by the mind of man. Or at least a copy of it. This is a duplicate of the Robinson family's Jupiter 2. Spaceship. This ship appears to be 2 stories tall, and shaped like a flying saucer; in fact inspiring the stories of them after traveling back in time to the 1950s. It actually has 3 floors not the 2 it should from the outside, a control deck, a living deck, and an engine deck though the last is rarely seen. It also has a bay for a smaller landing craft built into the underside. Somewhere. No one seems to notice that it is somehow bigger on the inside than the outside.

In addition to a series of freezing tubes able to put individuals into suspended animation for long flights, the ship has 5 bed rooms with sliding closable walls instead of doors and 2 beds each. It also has a food processor which seems capable of synthesizing meat, though stores could be damaged and it was regularly supplemented by a vegetable garden. It uses solar power for its electrical needs, though also seems to be capable of nuclear fusion for power generation, and uses deutronium as a nuclear fuel for space flight. It's stated multiple times to not be FTL capable, merely moving at nearly the speed of light, but it also crosses interstellar and possibly intergalactic spaces in hours to days with no relativistic time dilation (as time is shown to pass at the same rate on Earth).

The ship can have its courses pre-programmed, though this requires knowing the weight that it will be carrying, and it isn't capable of autonomously reacting to dangers. It carries rockets, though they are not particularly impressive weapons, and even a small landing vessel like the Space Pod could survive multiple such rockets though it would be damaged. The ship itself is constructed of cosmium alloy, the strongest metal known to humanity, though a hyper-atomic missile is still considered a deadly threat albeit one which can be dodged by a skilled pilot at least for a time. The ship has various long range sensors, seismographs, radios, and the like that would naturally be expected of a space ship. The ship also has surprising amounts of storage room, enough to carry everything you might need and more. It's unclear where or how it can store so much, but again it seems to be larger on the inside than the outside.

Your ship will maintain, repair, refuel, and re-arm itself over time when not in use.

If you also bought a **Laser Gun** it will come with a small armory of them, around a dozen.

Spy Items

Ouija Board (100 CP): This is a rather ordinary ouija board. You'll find that when performed with the proper solemnity and trappings – properly poorly lit surroundings, and people who can believe – it can actually contact the spirits just like Dr. Smith thinks it can. This will either be local spirits that are resting poorly, or the ones from your family. They won't necessarily have information you can use, but at least it will get their attention and maybe they'll be glad to hear from you.

Treasured Ring (200 CP): This isn't a ring worn around a finger, but a ring of a metallic material that can be opened up to be worn around the throat as a loose collar. When the ring is worn it causes objects the wearer touches to turn into platinum. The longer someone wears it the more quickly the effect happens, but the more it will activate without the wearer's intention. At first it will require either willful desire to make work, or for you to hold an object for an extended period, and take a few moments while being unable to affect living or animate things. As it's worn it will activate more quickly and at more errant thoughts. Wear it over night and a greedy man might be no longer able to eat while wearing it because they keep turning their food to platinum the moment it's touched. It is unable to affect living or animate things until it has reached the point of being completely uncontrollable, though at that point it can turn even humans into platinum in instants. The wearer is unaffected from touching themselves, and thankfully, unlike Dr. Smith's, yours can be removed easily by the wearer.

Robot (400 CP): This is a non-theorizing environmental control robot. Or if you don't want to copy the robot exactly, you can have another equivalent robot. Either way this is a robot with a wide variety of capabilities and competencies (about the only thing it can't do is fly the ship), though like the robot at the beginning of the series your robot really is non-theorizing and lacks a heart completely. It has no emotions, no desires, no feelings, and unlike a robotoid it is unable to choose whether to obey its programming. And like the early series robot it only takes orders from you, and has no primary directive preventing it from harming humans.

Given its lack of free will, creativity, and ability to self-motivate it is a follower not a companion.

Mechanical Magician (600 CP): This is a machine that consists of a metal bowl and a metal hat similar, some would say identical, to the Language Duplicator. But this machine won't grant you the ability to speak languages when wearing it. Instead it allows you to materialize objects from thoughts. The limits are somewhat vague. Attempting to make a fully functional Jupiter 2 only got a small toy model of the Jupiter 2, and it cannot make anything too energetic, complex, or large, as well as being completely incapable of making things with a mind (even if it's off at the moment). However it can make food, and thus dead living creatures, plants, furniture, and tape recordings with classical music from vague memories of hearing the music years ago.

This device only works twice per day, but could make something like a full table of different foods, or somewhat connected objects – such as a pile of tape recordings of classical music – in one use. Yours won't break from your over use of it and pushing it too hard, but in part that's because yours actually has a 2 use per day limit instead of that being something Dr. Smith made up. The other part is that it probably was just that Smith tried to create a slave and yours simply won't work there.

Robot Items

Android Detector (100 CP): This is a small device, somewhat larger than a hand, which can be carried in hand or worn attached to a belt as a buckle. It detects androids, able to sense them with enough range to make hunting one across a planet feasible. It will point you in their direction and give you an idea of the general range. At the start of each jump you may select another species/kind of entity that it detects; this cannot be a specific individual creature, but must be a demographic group large enough to be statistically influential.

Solar Battery (200 CP): The devices used by Earth technology for power. This is a battery, about the size of a child's head, which can be placed inside of a device. As a battery this battery can be charged and filled with energy, holding a rather impressive amount of energy for its size, and able to recharge infinitively without decaying in its ability to hold a charge. It also causes any device it is placed into to be able to draw energy from the sun as if the device's entire surface was composed of highly efficient solar panels taking in nearly 100% of the energy of the light striking them. This won't help protect against lasers, but it will mean that you can recharge your device relatively easily.

Electronic Synthesizer Unit (400 CP): This is a moderate sized box, large enough to hold two pairs of oversized gauntlets. It is capable of creating perfect facsimiles of any object placed within it as long as there is room in it and it has power from its solar batteries. It can produce objects from schematics and blue prints. It doesn't seem to possess the ability to replicate the complex compounds of organisms well enough to make edible food much less living creatures, technology too far in advance of (this setting's) Earth's won't be able to be properly replicated without first properly figuring out how it works (and some things may still be too complicated even then), and finally it can't replicate supernatural (or fiat backed) abilities.

Time Control Mechanism (600 CP): This device resembles a girdle or sash worn around the stomach with a clock in the center. By manipulating the dial you are able to reverse time for an individual, sending them running through events in reverse, and undoing everything that was done to them in the interim. This device does seem to have some limits. It can only reverse about a minute of time, and takes longer than that again to reset and recharge, and it only affects a single individual at a time. Unlike that of the Zenians' trying to reverse time longer than a minute won't cause the device to instead de-age things without reversing other effects. But yours is also not connected and reliant on their leader.

Companions:

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

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

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

The Robinson Expedition (200 CP): It'd be wrong to break up a family. So if you want you may take the entire Robinson Family, including Major West, the Robot, and the evil adopted-in-law Dr. Smith as a single group companion for a single group price. If you inserted onto the Jupiter 2 whether as a drop-in or otherwise and took the Lost drawback at either level you may take this option at a discount, though if you replaced a character they will not be part of this group given you are them.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. ***You may only take up to 4 drawbacks for additional CP, this increases to 6 if you took the Lost drawback.***

Pilots and Reboots (Toggle): In the original pilot there was no robot or Doctor Smith. By taking this toggle you will be joining the original crew of the Jupiter 2 in a continuity where it was never sabotaged, and things were substantially less camp and instead more series and dramatic. Alternatively you can just have it keep the tone and flavor of the first half of the first season; campier than the pilot but not to the level of non-serious camp which would come with the later half of the season and especially the 2nd season. Finally this toggle can also be used to select to go to another version of the setting such as the movie or Netflix series, or to decide whether the comics – designed as an actual continuation when the Robinsons had been in space for 6 years but with some retcons such as the Jupiter 2 being built around a crashed alien ship – are canon or not.

LOST (+100 CP/+200 CP): I can't force you to take this drawback, but consider it some free points for playing by the rules of the setting. Taking this ensures that you will be lost in space just like the Robinson expedition. Like them you might occasionally encounter civilizations, or even manage to briefly return to Earth (or your own homeworld), but somehow one way or another you can't seem to reliably find any friendly civilizations or return to Earth, and should you stumble into one of them you will find that somehow or another you soon have to leave, and even have trouble using them to resupply while you're there. Instead you will find that the vast majority of your time is spent outside of the edges of civilization, hopefully in hospitable but mostly uninhabited planets (they do seem rather common here).

This drawback increases your limit from 4 drawbacks that grant CP to 6 (including it). Consider it a reward for playing by the setting's core rule.

If you want more CP from this you can get 200 CP. However, where before you could come and go to the planets you wished outside of known space and civilization, now you will find that you will regularly find yourself stranded on planets and unable to leave by your own volition without putting in weeks of work at minimum and usually closer to a year. And unfortunately the planets you find yourself trapped on tend to be dangerous to you in some way: terrible weather, poor supplies, and hostile natives abound. And better make sure you put in the work, because these worlds have an unfortunate tendency to be destroyed; it'll take them longer (at least if due to this drawback) than you're stuck there,

giving you some leeway to not work at escape constantly, but it's not that much leeway. These dangers won't be beyond what you could have encountered here usually, so you might be too powerful to be threatened by them, and if you can survive the planet you're on violently exploding you could just not leave until it does, but the worlds you encounter will not be the most pleasant and enjoyable.

A Jumper Must Not Rule (+100 CP): Over those they guide. Like a machine, a jumper must serve to properly guide others and let them retain their free will. You are unable to use your perks or powers to influence the minds and choices of others, and more when you work with others or are part of a group with them you are unable to take a position of authority, leadership, or rule, but must remain subservient to the group and allow others to lead and make decisions; you can still work in a group, or help people, but they must retain their free will and make their own decisions.

Banned in L.A. (+100 CP): You are an exaggerated racial caricature of some Earth ethnicity, even if you're a robot or alien, to the point that you could get any episode you appeared in banned from syndication in some states even in the 1960s and 70s.

Childish Naivety (+100 CP): You are very naive and gullible. Even known liars and saboteurs can somehow get your trust with flimsy stories. Unfortunately, you're more like Dr. Smith than Will Robinson in this regard, as you don't merely have a blind spot for one individual but will again and again fail to recognize the signs of obviously malicious individuals who use the smallest amount of flattery or lies. Thankfully unlike Will Robinson, you will be able to learn a specific individual lies to you after a few betrayals at the most.

Dangerous Animals (+100 CP): Places have just gotten a whole lot more dangerous. Or at least you will find dangerous, wild animals have become common anywhere you go. 18 meter tall cyclops, giant lizards, massive spiders, and worse. Maybe some keeper released his menagerie nearby to you. And not all of these creatures will be big. Keep an eye out for things with dangerous venoms too.

Inconsistencies (+100 CP): The show wasn't exactly the best on consistency, Smith went from a medical doctor to specifically not one, Penny went from 13 to years later still being 13, the Jupiter 2 specifically was STL but crossed between galaxies in hours while keeping time equivalent between the Jupiter 2 and Earth, the Jupiter 2 had objects just sort of appear, and various elements in one episode would be contradicted in another. This will now carry over to your stay, and unfortunately your memories won't adapt to the ways the past and present changes. You'll have to figure out how the world has

changed on you by experiencing it. Expect it to give you some difficulties and embarrass you more than a few times during your time here.

Enemy of the Vegetable Kingdom (+100 CP): Plants hate you. They seem to be able to animate to attack you, and occasionally grow at super speeds for the purpose. If you stay still around them and let them grow over you they can even turn you into a plant creature filling you with an absolute contentment and happiness which will make you want nothing more than to Stay and never leave your new vegetative existence. So don't take naps in jungles, unless you've got some good friends to save you from your new state of happiness.

You'll also find that plants scream with a rather silly sounding sound effect when you damage or kill them.

Flailing Arms (+100 CP): When you detect danger – by human standards of such a thing – or simply grow anxious you have a tendency to begin flailing your arms wildly and uncontrollably for several moments dropping anything you're holding. You won't be able to do anything else during this period, except scream about how you have detected danger without meaningfully communicating what the danger is.

Galactic Reputation (+100 CP): For a civilization still bound to its own planet, Earth is strangely well known throughout the galaxy… though only in disparaging ways. The same is now true of you and your nature as a jumper. Somehow you are very well known throughout the setting as a jumper, and elements of your past journeys are known, but the things about you that seem to be known are the ones that put you in a light you wouldn't like to be seen in. This won't be taking things too far out of context, but your personal failing and embarrassing behaviors will be better known than things that would benefit you; this is a drawback after all.

Giants in Space (+100 CP): Someone making this has a thing for giants. Giants threaten the family. Dr Smith becomes a giant. The robot becomes so large people have a whole adventure inside of it. They meet mythological giants besieging Valhalla. Even animals get in on the fun with giant spiders and dinosaur-sized horned lizards. And now you'll be having many adventures involving giants in your time here. Giants that threaten you. You or friends being turned into giants when you don't want to be. And other misadventures with giants.

Gourmand (+100): At least you might play yourself off as one. You'll definitely complain about simpler foods, but it won't stop you from eating them. Like Dr. Smith you're an incurable glutton, always willing to eat, and eat seconds and thirds. This will

make rationing very hard on you, and unfortunately you also lose access to resupplying or infinite food sources you possess.

I'm Sick of Your Old Fairy Tales (+100 CP): People have a tendency not to believe you when you talk about anything strange or out of the ordinary and proof and evidence has a way of disappearing. Eventually you can probably prove it, at least if you encounter it multiple times or it comes back to haunt people, but you should get used to people not believing a lot of what you have to say, even if you've encountered a lot of weird and unusual things before. Apparently just because teleporting aliens and magic are something that your family encounters almost monthly it doesn't ever mean it will be 'normal.'

Low Budget (+100 CP): Outside of the Jupiter 2 and the Robot the props and effects used make Star Trek the Original Series look like its budget was huge and it came from a later era despite being made in overlapping time periods and even sharing some props and effects. One alien took the form of a person covered in a sheet. Normally really being in this world these things wouldn't be props but reality, and while they may or may not have still looked goofy at least your things from other worlds wouldn't have. Now, though, everything will look like it's cheap and poorly done by 60s standards special effects.

Primary Directive (+100 CP): You are unable to cause harm to humans, including any alien who is successfully human to pass as human. This doesn't necessitate you to prevent harm to them, just stops you from taking action to cause them harm. And unlike the robot your primary directive is both consistently a thing, and not able to be ignored when you want to enough.

What Possible Harm Could There be in Pressing a Button (+100 CP): Well you're going to find out. Even if you're a total coward, somehow your curiosity continually gets the better of you when you encounter something that's dangerous if messed with. Even when you're not encountering weirdness you have a tendency to mess with delicate machinery that you don't understand. If left alone long enough you'll start messing with machinery and chemicals and make your own dangers.

Robots Don't Like You (+100 CP/+200 CP): Mechanical lifeforms and intelligences don't like you, almost as if they're jealous of you and feel that you threaten their position whatever it is. This includes robotoids and AIs and not just robots. They aren't automatically violent, and you could possibly get over this with time and effort, but like

how the robot resents any other robot who enters the life of the Robinson family, you'll find thinking machines resent you.

For the higher value of 200 CP they have a tendency to want you dead, and see you as a very active and wilful threat to all that they hold dear. You can still possibly overcome this, but it'll not be easy and expect some attempts on your life first. You'll also have a high tendency to encounter dangerous AIs and mechanical life forms that'd probably want you dead even without this hatred for you in specific.

Terminally Lazy (+100 CP/200 CP): Like a certain Doctor Zachary Smith you are extremely lazy, always trying to get someone else to do the jobs you are supposed to do. You can overcome this in an emergency, but you can expect to regularly slack on any task you don't feel will immediately affect your survival.

For the higher price this really does mean immediately. Even things that are obvious survival concerns, and fairly easy, will find you not only slacking off and neglecting doing them, but covering this up. If you were told to insert a part into its place in a ship, a task that might take a few minutes and which if not done could lead to the ship's controls ceasing to function in mid flight and a deadly crash, you'd almost certainly stop halfway and hide the part because it was easier. It really seems you're more willing to put effort into covering up the fact that you didn't do something essential for your – and others' – survival than to actually doing it. Thankfully this still doesn't apply in a direct emergency where death is breathing down your neck.

Detachable Powerpack (+200 CP): You have a power pack attached to your waist. If it is removed you will shut down/black out until it is restored. Somehow you will regularly forget to protect this power pack and leave it open for enemies to steal it. And somehow even if you're not a robot people will be able to quickly identify this power pack and its functions.

Did I Meet You in a Thieves' Market (+200 CP): You are greedy to a fault. You'd trade essential tools for gems and jewels… while stranded on an alien planet where you can't purchase things and such baubles are absolutely valueless. And no matter how rich you become you will continue to risk your life and well-being for more and more wealth even if it is completely worthless to you.

Eternal Child (+200 CP): You are a child or a teenager, no older than 16. This is in mind as well as body, reducing your emotional maturity and the way your mind works to that of a child of the chosen age. And you will never grow up from this state. You will not age

at all during your time here, but neither will you mature or grow up from your childish behavior and emotional and mental lack of maturity.

Hunter's Moon (+200 CP): Among the aliens known as the Zon their leaders are decided by their prowess in the hunt. Now your continuation of the chain is. You must obtain a number of points through proper hunts following the rules of Zon culture or you will fail the jump. Of course you've quite possibly got many powers far beyond that of human or Zon, so the points that prey are worth will be reduced based upon your power. Best get hunting.

It's Camp We Don't Have to Explain It (+200 CP): Things around here can get silly at times. And now you can expect them to get a lot sillier a lot more often. The things that happen around you will be a lot more nonsensical and a lot weirder. Don't expect satisfactory explanations or world building while you're here. And don't expect them to be less dangerous just because they're more ridiculous. Given this causes more events around you and makes them have less reasonable and predictable causes you can certainly expect it to be more dangerous even if these dangers are presented in a light-hearted fashion or rather goofy and dumb.

Just There to Look Pretty (+200 CP): This won't make you as useless to the group as Judy, but people will certainly act like it. Somehow you can't seem to get people's respect or hold their interest, and will be treated as if the most useful things you can do are look pretty and make sandwiches. Oh, they might not treat you with disrespect; the Robinsons never treat Judy with any particular disrespect, and Don definitely has a thing for her. Just don't expect people to look to you as a leader, or see you as a hero or anyone great, and don't expect to attract special interest from others when there are other options available. And since you're not actually as useless as Judy you could possibly bring the crew back to Earth and revolutionize the world with technology you bring starting a new golden age of humanity, but no one would seem to care or remember you did it, and you'd have to fight through the fact that no one saw you as anything more than maybe a pretty face the entire time. Thankfully your enemies will be able to properly respect you for your powers and the threat you might be. Though even they only seem to when it would disadvantage you; they'll respect you enough to take you out first but somehow not be intimidated when you threaten them.

Also for some reason no matter what group you find yourself in, you will be expected to cook for them, maybe not as the main cook but you'll be helping make food.

Modernized (+200 CP): The show has been modernized many times, twice in the 90s and once rather more successfully since. They all have a common tendency, though. Things are darker, and the campy fun is reduced. This takes that up to 12 at least. Your ship landing on a world will cause ecological devastation to the native population and your nose will be rubbed in it. Space traders won't just want a human as a curiosity, they will want a young human female because they'll pick the highest price from interested buyers. That alien that struck your friend? They implanted an alien substance which will turn your friend into a terrible spider-monster and for which there's no cure other than putting down your friend. Return to Earth? Well it's like something out of Escape From L.A. with more race wars.

Quanto-fiable Pride (+200 CP): You have immense pride as a man, hating any signs of weakness or cowardice in yourself. This pride makes you nearly incapable of backing down from a challenge to your pride as a man, and willing to go to extreme lengths and risks to prove yourself as a man. Also you believe women are inherently inferior to men. And yes, even if you're a woman you will consider them inherently inferior to men while trying to prove yourself as a man.

Soft Heart (+200 CP): Like Mrs. Robinson and Judy you are simply far far far too forgiving and have the sort of excess empathy which is not only easily manipulated, but chooses to sacrifice the well-being of those closest to you in favor of those who continuously create problems for themselves and you. You can know someone is guilty, know they're lying about being remorseful, and know they'll do it again given a chance and still forgive someone without the least punishment because they put on a show of remorse and stopped trying to kill you and your children for the time being.

The Plants Will Provide (+200 CP): You have a collection of plants you must tend to and regularly sacrifice sapients to by planting them in the ground and letting them grow to eat everyone on the planet they're on. If you don't offer these killer plants their sacrifice - or they get killed - you lose access to all of your out of jump powers and abilities as well as out of jump items.

To Your Untrained Eye I Appear Extremely Ugly (+200 CP): You might not be a frog-man straight out of a fairy tale, but you have an appearance you will find that most, nay all, people you meet find ugly. This doesn't necessarily even change how you look, just ensures that people find it displeasing and treat you accordingly. Not everyone treats people differently based on appearance, but most people at least are more willing to trust the beautiful than the hideous.

Anti-Matter Jumper (+300 CP): Your duplicate from a sort of mirror universe – though not everything is perfectly reversed – has taken your place. You are locked within a dark mirror universe, held by anti-matter versions of your companions in a dungeon upon a desolate prison planet. Your duplicate has all of your powers and abilities, though some reliant on heroic or villainous behavior may be mirrored into opposite aligned versions, and has successfully integrated themselves into your companions as your replacement. Travel between these dimensions is only possible under certain conditions and locations, and you'll have to find a way out of your prison, out of this universe, and to cast your mirror self back into theirs. And do be careful because both of you (or both a companion and their duplicate) existing in one universe creates a dangerous imbalance between realities.

I Know I'm Somebody (+300 CP): There was a time Doctor Smith was smart, in an evil, cunning sort of way. By some point in season 2 he had trouble remembering his own name when things got tense, and was simply and clearly an idiot, by season 3 he didn't know what 50-3 was. Like Doctor Smith you have suffered a massive loss of competence and intelligence, becoming a weak-minded parody of yourself. You could have once been a brilliant enough scientist to have multiple highly important roles on a space project that counted among the top priorities for the world and part of designing super advanced robots, only to now have trouble with basic addition and subtraction.

R.O.B.s (+300 CP): Well nigh-omnipotent beings more than omnipotent. But you will regularly encounter beings far more powerful than you yourself who want something from you, or have decided that you have in some way wronged them. You might have even, as you tend to somehow manage to do so. But these beings have powers that really seem to have little to no rules or limits. While they will have powers far in excess to you in certain fields, in others they will be comparable to you, and they won't be so far beyond you that if they make a dumb mistake you can't do something, but you'll need your wits and luck on your side each time you encounter them or you are likely to end up enslaved, dead, or worse. Thankfully they do tend to make dumb mistakes, and are usually after things other than just killing you outright.

I Am Being Summoned (+300 CP): You are highly vulnerable to mind control, brainwashing, and reprogramming. Even things normally meant to only control lower animals - which even children are unaffected by unless it's directly targeting them - could affect you from afar when broadcast without a target. And for some reason you keep encountering things that can control your mind.

Kept (+300 CP): A keeper has decided that it is of utmost importance to have a Jumper added to their menagerie. They come from a highly advanced race possessing technology far in advance of humanity and seemingly magical powers. Should they manage to get you into one of their cages you will be unable to free yourself, and if others fail to rescue you within 1 week you will fail the chain and remain in their menagerie forever. You can expect the keeper to seek out more and greater tools should you prove impossible to capture, and if you kill the keeper you will find more keepers being sent after you.

Universal Conquerors (+300 CP): Secret civilizations with generations upon generations of armies built up and hidden beneath the surface of the world, Clarketech possessing aliens seeking amulets beyond understanding with the power to destroy galaxies, evil computers with all the knowledge in the universe and their android armies… The Robinsons meet a lot of would-be conquerors of the universe. But not nearly as many as you will. Somehow many forces of power and evil who seek domination of the galaxy will be coming your way, and clashing against you. They won't get in each other's way, so don't think you can let them destroy each other. Nope, you'll have to stop each one or they'll ensure you die. For some reason they will have some massive point of failure where you can stop them before they really get going, or where they need outside help and you will be made aware of them and their plans as they obtain that help. But having to stop these things all the time won't be easy, and you can expect to have to deal with a lot more, and some rather more competent and capable plots than the Robinsons did.

I Am Not Programmed for Free Choice (+400 CP; incompatible with Jumper Must Not Rule and I Am Being Summoned): Like the robot at the beginning of the series you are not able to take the initiative yourself, instead you are bound to obey the commands of others, and merely serve their commands to the best of your ability. There is an individual who is not one of your companions who is particularly in command of you, and who will not always match your morals. They may give ownership of you to others, or allow you to follow their commands 2nd to their own, but you will obey them for this jump. If they are somehow removed from the equation, even if they're still alive, don't worry someone new, and more unlikable to you, will take their place soon enough.

Jumper Smith (+600 CP; incompatible with Childish Naivety, Gourmand, What Harm Could Possibly Come from Pushing a Button, Terminally Lazy, Did I Meet You At a Thief's Market, and I Know I'm Somebody): Congratulations you're in for the real Doctor Zachary Smith experience. You receive the effects of all the drawbacks incompatible with this one. Individually they'd give you a lot more, but this only counts as one drawback for your limit.

Outro:

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

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

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

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

Notes:

Jump by Fafnir's Foe

I have a tendency to lean towards the beginning of series for things for jumps in general, but it's stronger than usual here because Season 1 had consistent roles, characterization, and capabilities from the characters. Season 2 became the Will and Doctor Smith encounter outlandish aliens show. Fun… But lost multi-episode arcs, and even attempting to keep things consistent across a single episode.

While I wanted to include stuff from the comics, and some nods are given, the final storyline was unfinished and the graphic novel that finished things is hundreds to thousands of bucks and I can't even find a summary online.

I am convinced that the writers did not know or care what a galaxy is given the times that galaxies seemed to consist of a single planet and the star it orbited, or in one case a planet that moved on its own accord between solar systems.

To actually match the robot as a robot you would need the 100 and 600 CP Robot perks as well as the Fully Equipped (somewhat inconsistent), Internal Defense System (only shown in 1 episode), Integrated Weapons, Dismantlable (only shown in 1 episode, and not usually the case for the Robot), Computational Systems, and Sensor Array robotic features. This would cost a total of 1450; 1300 if you ditched Dismantable. For comparison John Robinson, as the other most useful member of the expedition, is probably 1100 CP without gear or scientific phds. The rest of the cast would be relatively easier to copy.

Space Brawler really could have been a Colonist perk, a lot of the examples are John Robinson (he was Zorro in the 50s Zorro series), but it was something that fit Don and Don was harder to build a perk line for because he was sort of John's sidekick. But yes, John would have Space Brawler and combined with Father to the Rescue it'd make toppling space rulers chosen purely off of combat skill relatively easy.

I went in thinking that a perk like Emergency Repairs would have been on the Child tree since I remembered him as an electronics genius, but while he did help with repairs a few times Don did the lion's share, the robot did a bit more on alien tech but even there Don did it at times. Will wasn't hopeless and repaired the Robotoid on his own, but he also challenged Don on the Chariot's repairs and was wrong.

Figuring out how the robot's weapons compare to the laser guns is hard. In most episodes the robot only seems to have the electrical bolts which is the show's go to as the big weapon but tends to be less effective than the lasers. There's like 2 episodes where the robot has lasers instead, and one where they call the electrical bolts a laser. Generally if the show remembers a weapon option is on the table the enemies disable both if possible and it's not like most enemies are scaling above the laser guns and while some robots do (the super android and the evil female robot) they also scale above the robot's weapons. So I split the difference and bull-shitted a reason the robot uses the electrical bolts over the laser except when the show called for a bigger blast.

Robotoid exists because the Robotoid was better than the robot at all things except its loyalty and devotion to the Robinson family. Kind of. It never showed the robot's weapons, and overheated when fighting against them, and while its sensors were stated to be better than the Robot's we don't see it long enough to test how it compares against the vast array of the Robot's sensors. We're even told its weapons are better, but we don't really see this as the robot one-shots it in the final battle, and while it one-shot the robot earlier it also hit the robot during the battle to no effect (though given the robot had released a smoke screen it feels like this was probably supposed to be a miss, or it hitting somewhere non-critical). Still it felt fitting to give an option to be a 'better robot' based on that, and to be able to extend it to various other robot features that neither the Robot or Robotoid, but especially ones like the matter transport device which is named in a fairly weak showing but other robots demonstrated much superior versions and the Super Android which had 2 variants show up.

The evil female robot didn't get a robotic feature because she needed external powering up, her indestructibility was shown to be destructible, and generally can be made with Robot Super Android (durability only) Robotoid and Integrated Weapons. Expensive but possible.

For deutronium value I wildly guessed at how much a defective android was worth.

Decontaminator combines the decontaminator from "Here Comes a Stranger" with the gas guns from "The Space Croppers" because the props look very close to identical and… well the decontaminator shot gas which was also used to kill killer plants.

In one episode the forcefield was able to block ships from landing on the planet at all. In every other episode it only projected a field around their base. I went with the latter for the item since the other would be a completely different item.

The Jupiter-2 was confirmed multiple times in the first season to be unable to go at or greater than light speed. The original plan was to travel 4 light years in cold sleep over 5.5 years. Somehow they made a longer trip, twice, in about or under 2 years from the perspective of Earth, while spending the majority of the time on a planet. Oh, and possibly travel between galaxies in a matter of hours.

Changelog:

Version 1.0.0: Released.