

V 1.1
By Pyroi

Welcome to the year 2409, Jumper. A lot has changed since the last time you've been here, but just as much is the same. The Klingons and the Federation are at war, the Borg are assimilating, the Romulans are plotting against themselves, and there's some dark presence in the background trying to make everything worse. But that doesn't matter to you, does it?

You get 1000cp to make your purchases.

Origins

You can swap your gender for free, I won't judge.

Drop-in: Huh...seems like you've just popped up out of nowhere, huh? Well, you know the drill. You're in your starting location, no history, no friends, nothing.

United Federation of Planets: You are a member of Starfleet, the deep space exploratory and defence force of the United Federation of Planets. You stand for peace, science, and protecting the weak. The Klingon Empire's recent aggressions cannot be allowed

Klingon Empire: Welcome, oh honorable one, to the Klingon Empire! Recent rapid expansions have added countless species to the ranks of the Empire, but you are all Klingons at heart, if not in body. The cowardly Federation has refused to acknowledge the threat of the Undine, and thus war has broken out between your powers.

Romulan Republic: After a bit of a mess involving a supernova and an alternate timeline, the Romulan Empire has split. Refugees flock to either the banner of the Empire, or to the nomad fleet of D'Tan and his new Republic.

The Dominion: You will follow your Gods anywhere. Led by the Changelings from the Great Link, the Dominion rules over the Gamma Quadrant with an iron fist. With an army of genetically engineered Jem'Hadar completely loyal to the Changelings, and the Vorta working as their intermediary, they are deadly, as proven by the Dominion War.

Species

There's more than just humans in the Milky Way. You can freely pick any species seen in Star Trek as your own, save for a few special exceptions for which you must pay.

Undine(200cp): Three-legged, psychic aliens from another dimension. You might know them better as Species 8472. They're the reason the Federation and Klingons are at war again, mostly because they can shapeshift at-will. They are also immune to Borg assimilation, though the Borg are trying their damndest to fix that little issue.

Borg(200cp): Ah, yes. The Borg are made of many species, forcibly assimilated into a single neural net. Pick another species to be your original. You now have enhanced strength, endurance, and more smarts than the average member of that species--and you can replace sleep with a Regeneration Cycle instead. You'll be a Liberated Borg should you take this, freed from the grasp of the Borg Collective. Alternatively, you can take this for free...but you'll be part of the Collective. Should you still be part of the Collective at the end of this Jump, your Chain is forfeit to the Borg...so try not to unleash them on the multiverse, okay? As for your original race, you can pick from the following: Human, Klingon, Romulan, or Reman. Alternatively, for **100cp,** you can be a liberated Gorn, making you a former Elite Tactical Drone.

Changeling(200cp): Sentient goop. On a more serious note, the Changelings are the dominant race of the Dominion. As a Changeling, you'll be able to turn into whatever you like--a bucket, a pair of shoes, an oddly smooth humanoid--the possibilities are endless! You can also meld with another Changeling, sharing thoughts and memories as needed. Just make sure the Great Link doesn't hear about whatever you're doing, they might be a tad pissed if you're going against their will.

Alien(300cp): Yes, yes, that's what these all are...oh, you mean a custom one? Well, fine, I guess you can do that. By paying this price, you gain access to the Alien Creation section later on in this document.

Iconian(500cp): Oh. You want to be one of them, do you? Okay then. The Demons of Air and Darkness, this species was once the dominant race in the galaxy. Now there are but 12 of them

left--or, with you, 13. They've evolved into an energy-based race, capable of wiping out the entire Klingon High Council with but a thought. However, your brainwaves are Chroniton-based--take **Chronitons On The Brain** for **0cp.**

Q: No.

Location

Roll 1d8 to figure out where you are, or pay **50cp** to choose.

1. **Earth** - Capital of the United Federation of Planets, and home to humans. It's Earth, just a few centuries later than you're used to. You find yourself at Starfleet Academy, which may or may not be a good thing depending on who you're allied with. **UFP captains can start here for free.**
2. **Qo'noS** - Capital of the Klingon Empire, and the homeworld of the Klingons. From here, the Empire is ruled by Emperor Kahless II, and the future warriors of the Empire are trained. **Klingon Empire captains can start here for free.**
3. **Virinat** - A lovely farming world, home to refugees of the Hobus Supernova. Nothing bad will happen here...probably. **Romulan Republic captains can start here for free.**
4. **Deep Space Nine** - Welcome to the frontier. In orbit of the only stable Wormhole in known space, Deep Space Nine is the link between the Alpha Quadrant and the Gamma Quadrant, and was the front line in the Dominion War almost 40 years ago. Nowadays it's still a pretty important place, acting as a port of call for people of all allegiances. **Dominion Captains can start here for free.**
5. **Defera Prime** - Home to the Deferi, a pacifistic race obsessed with balance in all things. They are under near constant attack by both the Borg and the Breen, but they seem to have a strange link to the Preservers, an ancient race that seeded the galaxy with life so long ago. **Drop-ins can start here for free.**
6. **Iconia** - A planet near the former site of Romulus. It's a dead world, the last remnants of an ancient civilization known as the Iconians...well, other than the gateways scattered throughout the galaxy that allow for instant transportation. Those are neat.
7. **Ocampa** - Oh dear. It seems that you're quite a ways from home. This planet is in the middle of the Delta Quadrant, about 75,000 light years from Earth. You've got a long journey ahead of you...though, there might be some shortcuts in place already, if you look hard enough.
8. **???** - You find yourself in a strange, dark place. In front of you is a gateway, one changing between many different places. You have a pretty strong urge to jump in, but where could it lead to? Pick from any of the locations above.

Perks

Perks are discounted 50% to their origin, except for 100CP perks which are free to their origin.

Generic:

Training(100cp): You should probably be trained before you go out there. Pick one of the following: Tactical, Science, Engineering, Intelligence, Command, Medical, Temporal Agent, or Piloting. Each purchase of this gets you enough knowledge to be specialized in one of these fields. You get one purchase **Free.**

Winter Wonderland(200cp): I get it, I get it. Sometimes you just want to relax, and the sex planet is just a bit too much for you. Risa can be a lot. Well, here's your alternative--the Winter Wonderland. Once per year, you can call out to Q, and he'll appear in the nearest major hub of transport, like a major city or a starport. There, he'll take anyone who asks to the most magical place not on Earth--the Winter Wonderland! You'll be able to relax with impunity, participate in pie-eating contests, fight off wave after wave of snowman trying to take over the Wonderland...all without any real threat to you or your person. Do keep in mind that time does pass outside of the Wonderland, and it only lasts for a month at most. All good things must come to an end, after all.

Drop-in:

Out Of Nowhere(100cp): It seems that people are just far more accepting of what you claim to be. You're an omnipotent god here to test humanity? Eh, we got five of those last week. Last member of a dying race? We have a protocol for that. This is your springboard into getting onto a ship--what comes next depends on you.

The Chase(200cp): The galaxy is home to many mysteries, and countless conspiracies. Many of them have trails that go cold, thanks to being more ancient than most of the empires in the galaxy. Now, you'll never come across this fate--any mystery you set yourself to solving will give you an answer by the end. This can range from discovering the origin of all humanoid life, to simply figuring out it was your First Officer who took the last cookie from the cookie jar. Keep in mind that the answer you get might not be very satisfying--a long lost civilization might not be in hiding at all, and just was wiped out by a meteor or something.

Triple Helix DNA(400cp): Your DNA is densely coded--so densely, in fact, it seems that you've become immune to standard Borg Assimilation. In addition, your immune system is strong enough to eradicate virtually any disease or foreign contaminant. The strange way that your DNA is encoded also makes it virtually impossible to recreate without your assistance, so don't expect any surprise clones popping up any time soon.

Temporal Tech(600cp): The Krenim were, at some point, a powerful galactic empire in the Delta Quadrant. They faltered after a series of wars, but despite their current slot on the totem pole, they still hold unprecedented knowledge of temporal mechanics. Now, you have this knowledge to yourself. Imagine, a gun that shoots things out of the timeline...just be sure you're behind a time shield first. Butterfly Effect is one hell of a drug.

United Federation of Planets:

Diplomat(100cp): A captain of the Federation is expected to be able to act as a diplomat in lieu of someone from the Diplomatic Corps. You gain the ability to work well with others, regardless of their origin.

Mind Meld(200cp): A Vulcan technique that you seem to have gotten a hold of, somehow. Touch a person's face, and concentrate, and you can merge your minds briefly. You'll be able to help them with any mental trauma that they may have, and they'll leave a mental image of themselves in your head. If your mind is ever attacked by another psychic, they won't be able to be subverted to the attacker's will, and they'll help defend your mind. If they're not consenting to the ordeal, you'll face a bit of blowback, so be careful with that.

Elevator to the Top(400cp): Looks like you've gotten someone's attention. From the moment you put on the uniform, you're going to go up the ranks at lightspeed. Anytime you do something major, like save the timeline from space ghosts, or fight the Mirror Universe version of a Dabo girl, you'll suddenly find yourself up for promotion. In less than a year, you can find yourself going from Ensign fresh out of the academy to Admiral. This will eventually slow down once you have the ears of the highest powers in the land, but until then you'll be rising through the ranks.

Treknobabble(600cp): Probably the greatest tool of the Federation--pulling bullshit out of their ass. You can now bounce a tachyon beam off the main deflector dish and boil coffee in the Engineering deck. Is your ship exploding? Reverse the shield to contain the blast. If you have tech, you're virtually invincible--just remember, you're not COMPLETELY invincible. Try to keep your hands off Omega Molecules.

Klingon Empire:

Honor And Glory(100cp): The most important part of being Klingon is honor and glory...and telling everyone of your exaggerated tales of honor and glory. You can now spin a tale with the best of them, and raise people's spirits with it. Even a defeat can be spun into an epic story...tell me, have I ever told you the tale of how I duelled with Captain Kirk around the moons of Archer IV?

Sword of Honor(200cp): Klingons are strange in the galaxy. While most species have pivoted to phasers and disruptors, nearly every Klingon still comes equipped with a melee weapon. Now you have the knowledge to use any melee weapon you come across to at least defend yourself. You won't be dueling with a Dahar Master anytime soon, but you'll be landing in the top 8 at any Bat'leth tournament you enter.

I Speak For The Crew(400cp): Klingons have a rather proactive method of promotions. If the person ahead of you on the hierarchy is dead, you take up their role. You can now apply this to any organization you're a part of. Is your boss an idiot? Kill them, and everyone moves up a

slot. Be careful though--if you start killing people willy-nilly, those below you will notice, and then you'll end up with a few copycats.

Kuvah'magh(600cp): The Savior Of Our People. A sect of Klingons believed in the legend of this so greatly that they set off towards the Delta Quadrant long before the Kuvah'magh would be born--and now, you are here. Your blood can be used to heal disease and fix genetic mutations, and you can easily get Klingons to join you in battle. You will forge a path for them to follow, and they will, without question.

Romulan Republic:

A Simple Farming World(100cp): After the destruction of Romulus, a good number of refugees ended up on farming worlds. You can now run a farm with the best of them, and you also have some knowledge of how to use a Disruptor to chase off giant insects hell-bent on eating your crops. You know, Romulan things.

Singularity Dynamics(200cp): Romulans are unique in their choice of Warp Drive--they use a Singularity Core to power their starships. Now you have the knowledge in order to create more of these, and even iterate on their design. Of course, the knowledge of how to create artificial Quantum Singularities can probably be used for more things than just going fast.

Romulan Intrigue(400cp): Other Romulan things include stabbing people in the back. It seems that you've received some training from the Tal Shiar, and can easily orchestrate conspiracies on a massive level. This doesn't come with the contacts you'd need to do so, but if you have the contacts, you could create an arena to test countless species with any outside knowledge of it being unknown, or even build a secret underground facility underneath a major city, without anyone knowing about it.

Legacy of Romulus(600cp): Romulus was lost, but the people were not. In fact, in spite of the destruction of the homeworld, it seems that the Romulan people are stronger than ever before. You now share this drive, and even in your darkest moments you won't falter. You'll go through some dark shit, yeah, but when you get to the other side of the tunnel, you'll be stronger than ever, both mentally and physically. This boost would be on the same level as taking several refugee colonies to the same level as a major galactic power, but there will be diminishing returns. Don't keep traumatizing yourself, please.

The Dominion:

Advanced Start(100cp): Something about you is just...above the average. You'll find yourself being trusted far more than you should for how long you've been doing this. You won't be advancing very quickly through the ranks, but people in high places will notice you. Just don't screw things up--they aren't that invested.

An Iron Fist, Wrapped In Satin(200cp): The Dominion rules in part thanks to their ruthless nature, but their rulers are mostly uninterested in directly ruling, leaving the affairs of the solids for them to figure out. Rebellions would be swiftly crushed by the mighty fleets, and eventually they wouldn't even bother. You'll be able to replicate this--should people fear you enough, they will serve. Just keep in mind that you'll need to keep the proverbial gun next to their head to keep it active.

Geneticist(400cp): The Dominion has managed to spread across the majority of the Gamma Quadrant thanks in part to their eternally loyal Jem'hadar and Vorta. They are the fist of the Dominion, and much of that loyalty depends on the genetic alterations they have been subjected to. Now you can match this genetic feat, and modify entire species to your whims. This isn't without limits, however. Klingons proved too difficult to properly enslave to Ketracel White, and trying to make Heralds is certainly far beyond your current scope.

Victory Is Life(600cp): As of this moment, we are all dead. We go into battle to reclaim our lives. This we do gladly, for we are Jem'Hadar. And so are you, should you take this perk. Once per jump or decade, whichever comes first, should you fall in battle, you will simply shrug off your injuries, and charge back into the fray. For the gods, you will not fall.

Items

Items are discounted 50% to their origin, except for 100CP perks which are free to their origin.

Generic:

A Cardassian Wardrobe(100cp): The UFP has recently loosened their restrictions on uniforms, with nearly any uniform now being valid for Starfleet Personnel. Taking this option gives all of them to you, from the Original Series uniform to suits used by Starfleet in the 31st century. For an additional **100cp,** you also get a Warehouse addition, a tailor's shop run by a Cardassian. They have many more talents than it initially seems, but they are just a simple tailor. They will refuse to be Companioned.

Personal Shield Generator(Free): Now this is a marvel of modern science. This is a shield generator shrunk down for personal use. No longer will you have to worry about a stray phaser bolt taking you out instantly--now you can take a few of those before you're down for the count. One minor thing though--these don't fully protect against kinetic damage, so if someone hits you with a baseball bat, or shoots you with a shotgun, you'll still feel it, just not as much as if you had nothing. Now, if that's not enough for you, pay **200cp.** With that little surcharge, I can get you a special model that works like a starship's shields do. You'll have four directional arrays that can individually break open, while the others maintain field strength. You can even rebalance them if you really want power on one flank or another.

Risan Floater(100cp): Yes, that's right! For a limited time only, you too can enjoy the magic, the wonder, the excitement of anti-gravity flight on a planet! This one right here comes complete with a self-regenerating powercell that will probably outlive you, and will allow you to take to the skies and soar with ease!

Risan Powerboard(100cp): But that's not all! We also have on offer the Risan Powerboard, capable of gliding elegantly over the ground and sea! This comes in both full-size and miniature versions, and, unlike certain competitors, has more than enough power to work on water. All this, and more, will be yours, courtesy of the Ferengi Commerce Board.

Boolean Cannon(200cp): You know, the only reason you can't take a ship-mounted cannon and use it as your own is because most of the time they're just too big. Well, not anymore. Now you essentially have a man-portable starship cannon, ready for your own personal use. It fires off Disruptor energy at high enough power to knock people off their feet. I shouldn't have to explain why having a portable tank cannon is a good thing, right?

Herald Staff(200cp): One of the staves used by the Iconian Heralds. It fires out a bolt of antiprotons, which can chain to other nearby targets. It can also fire off a big ball of antiprotons that doesn't chain, but hurts quite a bit. The big ball does explode, and has a sizable area of effect. The staff is surprisingly light for its size, and telescopes down to a more convenient size.

Tholian Crystalline Sword(200cp): A more elegant weapon for a more civilized age. In the center of the sword is a crystal, which absorbs energy fired at it. Once a sufficient charge has been built up, the energy is then channeled across the blade. The blade then gains the effects that the energy would normally have. If it's a corrosive form of energy, the blade is corrosive. If the energy is radioactive, you have a radioactive sword very close to your face, and so on and so forth.

TR-116A Rifle(200cp): A rare projectile weapon in this age of lasers and Bat'leths. This specialized sniper rifle contains a miniaturized transporter in it, and fires tritanium bullets. Basically, you point, click, and before the target knows what happened, there's a bullet mere centimeters away from their face, one able to pierce through diamond.

Drop-in:

Risian Lunarian Cat(100cp): Small animals native to the planet Risa, similar to cats. They have tiny horns on their head, and require little maintenance. They're soft, cute, and come in a variety of colors. If you need companionship during a long journey into the black, they'll do just fine.

Subspace Party Amplifier(200cp): You ever just feel the need? The need to dance? Well, just bust out this fine piece of work, and bam! Everyone in a two meter radius around you begins to dance for a solid minute. Great at parties! Tell your friends!

Ears For Business(400cp): You seem to have attracted a Ferengi, and they've set up shop in the middle of your Warehouse. They're from a branch of the Lobi Consortium, and have a massive pile of wares just beyond your reach. These wares include strange and rare things from both this Jump, and any other Jump you should travel to. Strangely for a Ferengi, they don't want Gold-Pressed Latinum, but instead some strange coins with a Z marked on them. They'll take exorbitant amounts of money in lieu of the Z-coins. You can't steal anything from the shop, and trying to do so locks you out for the rest of the Jump. Keep in mind this isn't a pawn shop either, they won't buy things from you unless they're particularly rare.

Gateway(600cp): Ah, here we are. This is a genuine, bona-fide Iconian Gateway, connected to the rest of their network. You'll be able to go anywhere with this--and I do mean anywhere. There are Gateways hidden all over the galaxy, and beyond as well. This one is smack dab in the middle of your Warehouse. Only you and those you want to use it will be able to, and you'll have access to the rest of the Gateway Network as well. Just be careful while you traverse the network--you don't want to make enemies too quickly, now do you? In future Jumps, a similar Gateway Network will form.

United Federation of Planets:

Tribble(100cp): Curious creatures, Tribbles. They seem to be born pregnant, and the only thing they seem to do other than spawn more of themselves is eat. However, most species, save Klingons, find the little buggers adorable. Thankfully, this Tribble will only breed when fed something, and depending on the food you give it, the spawn can be of several different subspecies. Petting one will give you a minor buff of some sort, depending on the subspecies.

Shard of Possibilities(200cp): A fragment of the Orb of Possibilities, a Bajoran holy relic. Rub this crystal a little, and you split yourself into three quantum shadows. They will fight together for about a minute, before remerging into a single person.

Memory Alpha(400cp): Not the entire planet, no. This is a library, filled to the brim with all of the Federation's technological and historical information. Not only that, it comes with a PADD that you can access all of the information directly from. Trust me, the Federation has a lot of technology deep in its back pocket that's been forgotten about. Dig deep enough, and you might even be able to cross the Warp Barrier, or even pierce through the Galactic Barrier. There is a lot here though, and it's going to take a long-ass time to search through.

U.S.S. Enterprise(600cp): Registry number NCC 1701-F, this is the latest version of the Enterprise, Yorktown-class. Normally, she wouldn't be deployed until the rogue Dominion force is forced off of Deep Space Nine, but you get her a bit early. She comes equipped with the best crew Starfleet has to offer, top-of-the-line weaponry, and an uncanny ability to pull the exact solution you need right out of your ass.

Klingon Empire:

Targ(100cp): The classic Klingon pet. These things look like boars with a few more spines sticking out of their back. This one has taken a liking to you. They're commonly used by Klingon Targ Handlers as an extra bit of harassment during a brawl. They can be surprisingly affectionate though.

Combat Arena(200cp): The Klingon Empire values strength above all else, probably a relic of the Hur'q invasion so long ago. Should you ever need to fight someone, you now have the perfect place. It will shift to become the proper arena for anything you need, but it defaults to the perfect place for Bat'leth combat. As a bonus, it even comes with a few trophies you can hand out to the winners--in proper Klingon fashion, they are sharp enough to use as a weapon.

Ophidian Cane(400cp): This rod is a powerful artifact. Created by Devidians, should you raise it into the air, you will be able to drain the lifeforce of those in a meter's radius around you. Just be sure not to do it while you're near someone you care about--it's indiscriminate.

The Sword of Kahless(600cp): The most famous of all Bat'leth, wielded by Kahless himself ages ago, and thought lost in the Hur'q invasion. So long as you wield this blade, you will find that others rally behind you with fanatic zeal, and Klingons will seemingly flock to you, even if you're in another dimension. You might even be able to make a play for the throne of the Klingon Empire with it. It's also just a really nice Bat'leth--it can cut through things that shouldn't be able to be cut, like, say, an energy being's arm? In future jumps, this blade will serve as a tool you can use to make a play for the ruling slot of any power. Just make sure you can actually defeat the God Emperor before you try.

Romulan Republic:

Epohh(100cp): A cute little furry creature native to New Romulus. They've become quite popular as pets--and now you can have one for yourself. This will mark you as someone friendly to the Romulan Republic, as just to get a hold of one of these guys you have to get on New Romulus.

Farming Settlement(200cp): Looks like you've carved out your own little slice of paradise. This is a farming town, with about 200 refugees in total, that can be plopped down on any planet you want. It can produce whatever plants you'd like it to, and the more secretive members of the settlement might be former members of the Star Empire's fleet. They'll certainly be able to help out in defending the colony from any extraterrestrial threats.

Borg Salvage(400cp): O-oh. That's a bit dangerous, don't you think? Well, whatever. This is a heap of Borg tech, kept sealed up in a box that the nanites can't break through. Bust it out at your own risk. Borg tech might prove to be very beneficial, but it's also...really, really volatile.

Thankfully, the tech isn't connected to the Collective, so worst case scenario, you just have to deal with a minor case of sudden robotization.

Romulan Flotilla(600cp): You've been chosen by D'Tan. In the wake of the discovery of New Romulus, the former headquarters has been placed under your command. From the bridge of a Khopesh Warbird, you'll have control over a small fleet of Romulan ships. While they're not all top-of-the-line, and there are some that are old enough to be veterans of the Federation-Romulan War, it's still a fleet of nearly 100 ships. Use them wisely.

The Dominion:

Ketracel White(100cp): Probably the most insidious part of the Dominion's method for control, this drug is a requirement for the continued function of a Jem'Hadar. The supply is usually controlled by the Vorta officers on their ship, but now you have a box filled to the brim with packets of Ketracel. Should this box run out, it refills at the start of the next month.

Battle Shroud(200cp): Standard issue for all Jem'Hadar. It's a portable cloaking device, human-sized. Activates for a few minutes before it needs to recharge. Nice and compact, so you can keep it under your clothes.

Cloning Facility(400cp): A sprawling facility, capable of creating an army in the span of a month. By default, this will print new Jem'hadar, but if you have enough genetic code, you can probably print whatever and whoever you like. Just be aware that there's a bit of genetic drift here--you're not getting an army of people who look exactly the same.

Wormhole(600cp): Amazing. This is going to be one of the most important strategic discoveries of the century. You have the exclusive knowledge of the location of a stable Wormhole, one connecting two halves of the galaxy. Instead of a journey taking years, you will be able to get from one part of the galaxy to the other in mere minutes. It won't drop you deep into enemy territory either--you'll be on the edge, ready to begin expeditions into their space. At the very least, the Founders will appreciate your discovery. In future jumps, a similar quick transport method will be available to you: perhaps you'll be able to get straight to Mordor from Hobbiton.

Companions

A Good Crew At My Back(50-300cp): You probably already have a crew, don't you? Well, you can pay **50cp** to import a single Companion, or pay **300cp** to import eight. They each gain **600cp**, a species, and an origin.

It's Like A Guild, But In Space(300cp): So you really want to bring in more companions? Fine. As long as you've bought eight Companions in the previous option, paying this cost will allow you to import as many Companions as you want. They each gain **600cp,** a species, and an origin.

I Like This Ship! It's Exciting!(200cp): I see. You have your eyes on someone from this world then? By paying this fee, you can guarantee a good first meeting with them. If you can keep them alive the whole decade, you can recruit them for whatever purpose you want.

Rejoice!(200cp): It seems that this guy has gotten a bit confused. See, they're a Herald Harbinger, a genetically modified race meant to be eternally loyal to the Iconians. However, they've clearly gotten some wires crossed, and now serve you. They can create Constructs, semi-sentient energy beings that can serve as cannon fodder for your purposes, as well as generate temporary gateways for quick transit. They have **300cp** to spend, and share your origin.

Dinosaur Laser Fight(200cp): The Voth are space dinosaurs from the Delta Quadrant. I mean, they're still humanoid, but they do have some actually, for-real dinosaurs in their ranks. Take, for instance, this Dankanasaur, a Velociraptor with a freakin' laser beam strapped to its head. Specifically, an antiproton minigun. This one is sentient, and has taken a liking to you. They come with **300cp** to spend, and share your origin.

The Swarm Hungers(200cp): There is a race that once threatened the very existence of the Klingon--the Hur'q. They only want one thing--to eat...well, except for this one. This lil' insect guy just wants to be friends. They can devour anything that you put in front of them, and can hold their own against most species in one-on-one combat. Of course, if you give them enough time, they can create your very own Hur'q army...just be careful. They get a bit nippish when they wake up. They come with **300cp** to spend, and share your origin.

Alien Creation

So you want to make an alien. Well, why not, it's not like the galaxy doesn't already have tons of races. You get **1000ap** to spend exclusively in this section if you purchased the 300 cp option in Species.

General

Genetic Manipulation(100cp): Need more alien points? Well, you can spend cp here to get **100ap**.

Appearance(Variable): You can decide what your species looks like, so long as they look like a human wearing complex makeup at most. This can also be used to determine the gender makeup of your species. The Andorians, for example, have four genders, while the J'naii have no gender at all. For **100ap,** they can take a non-humanoid form, such as a crystalline spider, a jellyfish, or a tiny whale.

Size(Variable): Your species, by default, can be anywhere between 3 feet and 7 feet tall. For the price of **200ap,** you can now be, at most, the size of a Viriosaurus Rex. Finally, if you pay an additional **200ap,** for a total of **400ap,** your race is no longer a terrestrial species--you're a cosmozoan. You can be anywhere in size from a Gekli to the Crystalline Entity itself. When you're this big, you might want to skip trying to get onboard a starship, most of them will be way too small for you. You'll also have a natural FTL as a result of your new space-bound nature, with a max speed comparable to most Federation starships.

Vanguard(100ap): There seems to be a subspecies present within your species. Take **700ap** to design them. The subspecies cannot take this trait again, but your primary race can. You can decide how common this subspecies is within the ranks of your species. Is it 50%, or is it 1%? It's all up to you. This subspecies does NOT share the perks of the primary species.

Abilities

Lifetime(Variable): By default, your race has the same lifespan as a human, maxing out around 150 years or so with proper medical care. For **100ap,** this extends to upwards of 300 years, putting you among the ranks of the Vulcans and Romulans in terms of lifespan. Finally, for a total of **300ap,** you are functionally immortal to the effects of aging, like the Iconians. Alternatively, for **+200ap,** your species is very short lived, only living to 20 if they're lucky.

Hardy(100ap): You are abnormally sturdy for a species. They'd probably need to develop a stronger stun setting on a phaser just to keep you down for the count. For an additional **200ap,** you are now as hard to kill as a Tardigrade. You can exist in the vacuum of space with minimal issues, and temperature is no problem whatsoever. Diseases will have a harder time taking root, and even Borg nanoprobes will struggle trying to assimilate you. Just keep in mind that the Borg are adaptable to a fault.

Logical(100ap): Your species has the good brain stuff. You can make advanced technology with comparatively little effort. You'll probably be a major target for the Borg though--they like people who can make their engines go.

Swole(100ap): Your species is naturally several times stronger than humans, on the level of a Klingon or Vulcan. You'll easily be able to toss around others, and most species will have issues trying to beat you in a one-on-one fight. For an additional **100ap,** you can fight a Borg in one-on-one combat, and come out the other side victorious...but you might not want to actually do that, Borg tend to get really attached to their targets.

Natural Defenses(100ap): Your species comes equipped with some natural equipment. Perhaps they have fangs filled with venom, your skin might be covered with color-changing scales, or you can control your own bio-electric field. Whatever it is, it's essentially just another muscle you're going to need to train up, so get to it. This can be taken multiple times.

Extreme Senses(100ap): Your species experiences a basic sense more intensely than humanity. Pick one of the basic senses: Sight, Smell, Touch, Taste, and Hearing. You now have enhanced that sense several times past the human average. This can be taken multiple times.

People Person(100ap): Your species is very, very personable. Your species will be able to worm their way into the good graces of others, mostly through the means of speechcraft. For an additional **200ap,** this is enhanced to near-magical levels. By that, I mean that certain members of your species naturally produces a pheromone like that of an Orion. If someone is affected by them, they'll become enthralled to the will of the individual.

Shapeshifting(200ap): Your species shape is more of a suggestion. With a bit of concentration, any given member of your species can change themselves into another sentient being, at least in shape. For an additional **100ap,** there are no limits on what you can turn into--a bucket, a shoe, a Targ...the possibilities are endless.

Psionic(200ap): Psychics are surprisingly common out there in the universe. Vulcans, Letheans, Vorta, Undine, and Remans all claim the title of psion, and now, so does your race. You have basic telekinesis and telepathy, and with practice can use these in more creative ways. For an additional **200ap,** the average psychic of your species can match an Undine Psi Master in mental combat, able to engage in psychic combat across star systems. Alternatively, for **+100ap,** your race will merely be startlingly resistant to psychic phenomena.

Cybernetic(200ap): Your species is, in whole or in part, made of circuits and metal. On the whole, you'll be stronger and smarter than any individual organic, and more modular. It's up to you on how this takes shape. Perhaps you'll be like the Soong-type androids and EMH, fully artificial and capable of self-improvement, or you could be more like the Bynar and Borg, a combination of flesh and metal.

Regeneration(300ap): Your species is capable of regenerating very quickly. Say, for example, you have an arm cut off. While with modern technology you can have a new one grown in a matter of hours, you'll be able to regrow in mere minutes. Scars and wounds are things of the past for you, and have much the same

Symbiotic(300ap): Your species experiences a symbiotic relationship with another species found on their homeworld. It's up to you how exactly this shapes out, but in any case, those bonded with a symbiote will be smarter, stronger, and braver than other members of the same species. Once bonded, however, the two species will be interdependent on each other, so try not to rip any tummy snakes out for fun and profit, alright? If you already have a creature you wish to form this bond with, you can import it here free of charge.

Energetic(400ap): It appears that your species is no longer of this plane of existence--rather, you are now energy beings, like the Iconians. This makes you very difficult to properly harm, but also grants you several special abilities. Every member of your species is now capable of

producing a beam of energy, from one of the many flavors available to you. Pick one: Phaser, Disruptor, Plasma, Tetryon, Polaron, or Antiproton.

Assimilation(400ap): Your species can now do the unthinkable: take others as part of themselves. If you took **Cybernetic,** this can be done by plugging in new parts to their bodies, but otherwise you're going to need to get creative. Perhaps you take dead bodies and make them into new life, like the Kobali, or maybe you just use their body as a jumping-off point, taking them as material to forge a new being, like the Elachi. In any case, be careful. This is a slippery slope you're about to go down.

Society

Size(Variable): By default, your species has control over a single planet, one that is perfectly suited for them. For **100ap,** you'll have control over the entire system, with thriving colonies across all of the planets. For **200ap** total, you'll have a small set of five systems, with colonies scattered across all of the systems. Finally, for **500ap** total, you'll be comparable to the Romulan Republic, Cardassian Union, or Breen Confederacy in size. Countless systems will be under your control, and billions of your species will be scattered across the stars. Alternatively, for **+300ap,** you can be a nomadic race, having no set homeworld.

Attitude(Free): You can decide what your species' hat is. Vulcans have logic, Klingons have honor, Talaxians have incompetence. Your species has a similar trait that defines them in the greater galaxy.

Position(Variable): By default, you'll be one of the rank-and-file of your species. For **100ap,** you'll be more along the lines of the Captain of the Starship Enterprise--very important, but still subject to a higher authority. Finally, for **300ap** total, you'll be the leader of your entire species. Such an experience, to have untold power and even more untold bureaucracy!

Starfleet(Variable): By default, your species will control only a handful of FTL-capable ships. For **100ap,** you'll have a small fleet, able to patrol a few systems, on par with United Earth's. For a total of **300ap,** you'll have a fleet on part with the Cardassian Union or Romulan Republic--not enough to go toe-to-toe with a major power, but more than enough to patrol a large area of space and keep it secure.

Masters of Science(200ap): Your species specializes in a certain field of science. You can pick anything, from cybernetics to biology to cryonics to archaeology. Your species will be unparalleled in the field, able to match wits with the best Federation scientists. This can be taken multiple times.

Conceptual Master(200ap): Your species is very good at something. Like the Cardassians and their surveillance state and the Federation and their exploration, your race just excels at

something to ludicrous extremes. From pollution to conquest to baking, there will be few, if any, in the galaxy who can best you.

Armor Time(200ap): Like the Breen or the Tzenkethi, it seems that your species likes having powered armor. While it's up to you the design and how often these suits are actually worn by your species, they provide extra strength while worn. Extra weaponry can be mounted on these suits for additional utility, and are vacuum-sealed for EVA maneuvers. For **100ap,** you can import a suit of powered armor that you already own into this option. Give every one of your soldiers SPARTAN armor for all I care.

Sword Of Honor(200ap): Your species has a specific weapon that they excel in the use of, like the Klingons with their Bat'leth. Alternatively, this can be a martial art like the Norcadians' Tsunkatse. In any case, your species is very good at utilizing it in both cultural duels and in battle. For an additional **100ap,** you can import a weapon you already have into this position. Gravity Hammers, Lightsabers, whatever you want.

Root Beer(300ap): A human drink. It's vile, bubbly, cloying, and happy. But you know what the worst part of it is? If you drink enough of it, you begin to like it. It's insidious--just like the Federation. Now, your species shares this trait with the Federation. You'll be able to incorporate new species into your ranks with remarkable ease, taking what makes them special and turning it into a tool for the entire society.

Listener(300ap): The El-Aurians were a race of people nearly wiped out by the Borg. They were known as Listeners to the people of the galaxy, and now, they are not alone. Your species stands alongside them as Listeners, gathering lore and knowledge from all over for the purposes of helping others. Your species also has the willpower to survive, even in the face of near-extinction at the hands of the Borg.

Species Drawbacks

These drawbacks are not revoked at the end of the Jump. Keep that in mind before you sell all your senses for power armor.

Senseless(+100ap): It seems that your race just doesn't sense things the way humanity does. Pick one of the basic senses: Sight, Smell, Touch, Taste, and Hearing. You can no longer feel that. This can be taken multiple times.

We Are Smart(+100ap): Look, I'll be blunt--your species is stupid. Like, just phenomanally stupid. A simple light show would be enough to scare you off, and your ships are probably held together only through the goodwill of other species. Good luck trying to survive in this universe--you'll need it.

Lost Colony(+200ap): During your stay in this world, you'll come across a long lost colony. They'll be fundamentally opposed to your society as it is. Your job is to turn that around, and return them into the fold. Good luck.

Dependent(+200ap): Your species requires a specific external enzyme in order to function properly. Without it, any member will slowly go homicidally insane over the course of a week. For a further **200ap,** going any amount of time without this enzyme will result in total loss of mental control. Better find a dependable source, yeah?

Environmental Controls(+200ap): Seems like your species just can't live in the standard starship environment. It could be that they need to exist in Fludic Space, or in a vacuum, or even several thousand times the temperature most species can withstand. In any case, you can only exist in this environment.

Amok Time(+200ap): Your species suffers from a chemical imbalance in the brain. Every seven years, this imbalance starts to get out of whack. If you don't have the mental discipline, you will die within a week of this period of your life beginning. The only thing that will stop this is a ritual of some sort, that your species will have developed over the years. Perhaps it will be a fight, or maybe you'll have to be traumatized every seven years. In any case, it's going to be a major thing every time.

Servitor(+300ap): Ah. Your race was genetically modified long ago to be loyal exclusively to the Iconians. You cannot raise your hand against them in violence, so don't even bother. You'll likely be used in the Iconian War as one of their footsoldiers against the people of the Milky Way, with your only salvation coming after the war ends. You'll also be treated with suspicion by the rest of the races of the Milky Way.

Singh A Song Of Molor(+300ap): In the distant past of your species' history, they nearly nuked themselves off the face of the homeworld. The most dangerous warlord of this time was banished, sent into stasis in deep space...and now, someone has brought them back. Within the span of weeks, they'll be able to match your species' fleet.

Starship Creation

Okay, now for the big guns. Quite literally. Take **1000sp** for this section, and go wild.

General

Drydock(100cp): Need more sp? Well, for the listed cost, we can fix that up. You'll gain **100sp** for every **100cp** you spend on this option. Just be careful--it's a one-way trip.

Import(100sp): So you're a bit attached to another ship--yeah, I get it. Pay the price here, and that ship is now part of this table. As a bonus, we can reshape the ship to make it fit in with the

local aesthetic. Alternatively, you can use this to purchase a playable ship from the in-game selection. Just pay the price listed here, plus the cost of the highest-level equipment it comes with by default. You can change the flavor of the weaponry if you want, like changing a Phaser Array to a Disruptor Array.

Admiralty(400cp): So you want another ship? Well, fine then. Pay the cost, and you get another ship, with **1000sp** to spend on it. Points are not transferable between the two ships though, keep that in mind.

Size(Variable): By default, your ship can be anywhere in size from the Defiant-class, about 150 meters, to the Akira-class, about 500 meters. For **100sp,** the upper limit becomes that of the Odyssey-class, about 1 km in length. Another **200sp** on top of that, and it's now up to the size of a Voth Fortress Ship, nearly 140 km in length. Alternatively, for **+200sp,** your ship is no bigger than a Runabout.

Paintjob(100sp): There are a lot of options in regards to what things look like in this modern age. Pay this, and you have access to all of them. Make your deflectors bright purple, your hull a vibrant red, make your shields advertise for Quark's every time they're hit--the options are endless. You can also create a few alternate shapes for your ship--nothing too insane, no going from a D'deridex to a Defiant, but within reason you can mix and match between them at a drydock.

Epic(100sp): This purchase gets you a single upgrade, to be applied to any piece of equipment on your ship. This makes all iterations of that piece of equipment on your ship top-of-the-line, the most advanced things the galaxy has ever seen. Your lasers will be shinier and hotter, your warp drive will bring you places no man has gone before, and your replicator will finally be able to make actual alcohol.

Fleshy Bits(200sp): The Undine wield ships that are not built, but rather, are grown. It seems that your race does much the same, and the results speak for themselves. Your ship naturally has an immune system that protects the inner workings of the vessel from boarders, and can be operated by only a single person. If you created your own alien in the previous section, took the highest level of **Size** there, and take this, you can instead choose to make your ship an alt-form for yourself.

Station Switch(200sp): Ah, so you want to take after the Sisko then? Well, for the listed price, you can. Your ship will be converted into a space station of your design--just keep in mind you're not nearly as maneuverable as a starship. Your size is also greatly increased--consider the sizes above to be the biggest ship that can dock with you now.

Weapons

Beam Array(100sp): A classic. These fire out a continuous stream of energy briefly before needing to recharge. These tend to be used as the primary weapon of most Starships, as they have a fairly quick windup time, and a very wide arc they can be used in. Comes in one of the following energy types: Phaser, Disruptor, Plasma, Polaron, Tetryon, or Antiproton. For an additional **200sp,** this can be modified into an Omni-Directional Beam Array, allowing it to fire in all directions. Each purchase gets you four beam arrays, to place as you want across your ship.

Torpedo Launcher(100sp): When your target's shields are cracked, it's time to bust out the torpedoes. These babies slam into the target's hull and explode with massive power, but if they hit the shields it's going to be a whole lot less impressive of a boom. Try to save these for when their shields are down to make things more effective. Comes in one of the following styles: Photon, Quantum, Plasma, Transphasic, Chroniton, and Tricobalt. Each purchase gets you two launchers, to place as you want across your ship.

Cannons(100sp): This thing can hit anything in front of you, and that's about it. They fire multiple shots that are higher-power than a single beam array shot, but can't be placed on the aft of the ship. Comes in one of the following energy types: Phaser, Disruptor, Plasma, Polaron, Tetryon, or Antiproton. Each purchase gets you two cannons, to be placed on the fore of your ship.

Mine Launcher(100sp): Placed on the aft of your ship, these will launch out mines, as the name implies. Once an enemy ship comes within range, the mines will home in on the other ship and go boom. This can be useful for surprise attacks, or for when you just really don't feel like aiming anything. Comes in one of the following styles: Photon, Quantum, Plasma, Transphasic, Chroniton, and Tricobalt. Each purchase gets you one mine launcher, to be placed on the aft of your ship.

Dual Beam Bank(200sp): Like a beam array, but there's two beams now. They can only hit what's directly in front of the ship, but oh boy, when they do, they have a hell of a sting. Two lasers hitting a thing consistently turns out to be better than one. Comes in one of the following energy types: Phaser, Disruptor, Plasma, Polaron, Tetryon, or Antiproton. Each purchase gets you two banks, to be placed on the fore of your ship.

Turret(200sp): Like a cannon, but fires in all directions. They do the least amount of damage as a side-effect of their mounting, but you should never underestimate the power of being able to hit something wherever you're at, especially if your ship is on the slower side of things. Comes in one of the following energy types: Phaser, Disruptor, Plasma, Polaron, Tetryon, or Antiproton. Each purchase gets you two turrets, to be placed as you want across your ship.

Dual Cannons(200sp): Like a cannon, but there's two of them. They don't really have a very good firing arc, thanks to being mounted on the front of your ship, but what they lose in versatility, they more than make up for in dakka. A shot from one of these is going to seriously

melt some shields, the hull, and probably more than a few faces. Comes in one of the following energy types: Phaser, Disruptor, Plasma, Polaron, Tetryon, or Antiproton. Each purchase gets you two dual cannons, to be placed on the fore of your ship.

Dual Heavy Cannons(300sp): Like Dual Cannons, but...bigger. They share the same drawbacks with the Dual Cannons, but trade out pure dakka for single shot power. Not much else to say really, they're slow and hit hard. Comes in one of the following energy types: Phaser, Disruptor, Plasma, Polaron, Tetryon, or Antiproton. Each purchase gets you two dual heavy cannons, to be placed on the fore of your ship.

Other(300sp): I know, a bit of a weird category here. Spend your precious points on this, however, and you can pick up anything that isn't covered under one of the other categories. A Borg Cutting Beam? Go for it. Quad Cannons? I believe in you. A phaser array, but blue? Aesthetic is everything, I understand. An ancient missile launcher? Well, if you really want it. The only limitation is that it has to be a weapon you can pick up in Star Trek Online.

Spinal Lance(400sp): Okay, what if we took a standard Beam Array...and made it really, really big? We'll mount this on the fore of your ship, tie it into the power systems, and then all you need to do is point and click. This will melt enemy shields, hulls, whatever's in your way will fall. Comes in one of the following energy types: Phaser, Disruptor, Plasma, Polaron, Tetryon, or Antiproton.

Experimental Weapon(400sp): These are special weapons, used by only a few high-end Heavy Escort ships. They tend to be a bit varied, ranging from a giant railgun, to an artillery launcher, to...a mining laser. Well, trust me, it's much better than it sounds. All weapons of this type have a 360° firing arc, regardless of the weapon type. As a special treat, you can design what this one is yourself. Just pick one of the following damage types, and let your imagination go wild: Proton, Electrical, Kinetic, Physical, Radiation, and Fire.

Protomatter Weapon(600sp): Why do you want this? Fine, but it'll cost you. This is a specialized launcher, from which you can fire a single Protomatter Device. I say single, because that's all you'll need. If this hits a planet, it will wipe it clean of life, leaving it completely uninhabitable. With a bit of work, you can probably make this into a Genesis Device, granting it the ability to instantly terraform a planet...but there's a reason that project was abandoned.

FTL System

Warp Drive(Free): The tried and true method of space travel. Pretty much all spacefaring races out there use this thing, operating off of a reaction between matter and anti-matter to distort space and time and make big thing go fast. The fastest this thing will be able to go by default is Warp 9.97, but with some tinkering you can make the default speed upwards of Warp 22. Good luck with that part though, it's probably going to take you a while.You can also choose to take a Singularity Core instead, which uses an artificial black hole to go real fast instead of anti-matter.

Quantum Slipstream Drive(200sp): Discovered by Voyager during its time in the Delta Quadrant, Alpha Quadrant scientists have managed to make this work far more consistently. Once you activate this, you'll be zooming along, but you'll probably have some issues turning. Also, it's a bit fiddly, so once it's offline, it'll be a good while before it's ready to start up again. Once it does, just point your ship in the direction you want to go, and you'll be there before you know it.

Transwarp Conduit(300sp): Looks like your ship has been fitted with one of these babies. They've started to become standard on most starships in the Alpha Quadrant, and they allow for near-instantaneous movement between two points. Once the conduit forms, it'll only remain stable for a few minutes, so get in there and get out before subspace crushes you.

Underspace(300sp): Seems that you've discovered a way into this place. Your ship is now equipped with a device that can open holes into Underspace, a series of naturally occurring subspace corridors that criss-cross the entire galaxy. It's a bit of a maze, but if you know where you're going it'll take you mere minutes to travel hundreds of lightyears. Just be careful, the Turei, Vaadwaur, and Tholians are all a bit territorial with Underspace--they might not like your intrusion.

Displacement-Activated Spore Hub Drive(500sp): How did you...alright, fine. This is the Spore Drive, a specialized device that makes use of the Mycelial Network to make instantaneous jumps...well, anywhere. And I do mean anywhere--the Mycelial Network spreads across all universes, and allows for interdimensional travel. You'll need an organic computer of some sort if you want to travel the Network at all though, but as a special treat, I'll give an Astromycologist with the appropriate genetic modifications for your crew free of charge, or, if this ship is an alt-form, you'll have an organ inside of you that facilitates this. Until you Spark, you'll only be able to visit the local multiverse, but afterwards? Everything will be open to you.

Abilities

Transporters(Free): These are ubiquitous across most spacefaring races of the galaxy. Your body will be changed into energy, shot across space. Most of the time you'll be able to go from orbit to planet, but with some tinkering (and a cost of **100sp**) they'll be capable of proper Transwarp Beaming. That allows you to warp between star systems, or to ships travelling at warp. For an extra **+100sp,** your transporters malfunction fairly frequently. Expect things along the lines of accidentally being knocked out of phase with reality, or to having a duplicate made of you on accident to happen at least twice a year.

Shields(Free): Of course, without these, you're not going to be able to survive very long out there. These will absorb all damage up to a point, preventing your ship from being blown to shreds the first time a rock hits your ship. Once they fail, however, your hull is open for business, and then you'll have bigger issues. For **200sp,** your shields have a special property.

Pick one of the following special shields: Temporal, prevents temporal shenanigans from butterflying you out of existence. Metaphasic, protects your ship from exotic effects like Subspace anomalies and the radiation of a star. Regenerative, your shields can recover fast enough to actually matter in battle.

Hull(Free): Oh right, and you'll get one of these too. I hear they're important in space. This will do a perfectly fine job of keeping you safe in space from most types of radiation. For an additional **200sp,** your ship's hull becomes regenerative, and will self-repair in case of a hull breach. If your ship is blown apart, however, you'll need a whole lot of glue to fix that back up. It won't regenerate then.

Deflector Array(Free): This is something you'll probably want to keep in top shape. This projects a force shield during warp, keeping meteoroids and other space debris from smashing into you at FTL speeds. It's safe to say that that would be a very bad thing.

Crew(Free): Of course, what is a ship without a crew? Your ship will come with a crew with some solid experience running starships. Nothing top-of-the-line, mind you, but only a few members will be fresh out of the academy. For an additional **200sp,** the crew of your ship could give the Enterprise a run for its money. They'll have talents useful in nearly any situation, ranging from spy, to doctor, to warp theorist, to bartender.

Cloaking Device(100sp): A classic of both the Klingon and Romulan Empires, the Cloaking Device allows for your ship to vanish from sight. Of course, the basic model isn't exactly designed for doing this in the middle of battle--for that, you'll need to pay another **100sp** for a Battle Cloak. This drains a lot of power however, and you won't be able to maintain your shields or fire any weapons. For an additional **100sp,** however, you can have the coveted Enhanced Battle Cloak, which allows for usage of mines and torpedoes by momentarily turning the cloak off long enough to fire.

Holodeck(100sp): Federation ships come with these as a tool for both relaxation and scientific experimentation. They can use hard light holograms in order to create an artificial environment. They also come with safety protocols that prevent serious harm from coming to anyone while inside. For a bonus **+200sp,** the Holodeck is slightly less safe, with the safeties being turned off on accident with alarming frequency, characters becoming sentient and trying to kill you, the works. Expect a "Holodeck Episode" at least twice a year.

Tractor Beam(100sp): For when you need to make something not go in space. This makes the targeted ship just stop in place, making it much easier to hit them with, say, a torpedo to the bridge, or drop some mines on their face. This can also be used to tow other ships. For an additional **100sp,** your beam can now drain power from the other ship as well, making your own ship slightly stronger in terms of power output. Green coloration optional.

Replicator(100sp): Put energy and matter in, get different matter out. It's as simple as that. These are mostly used to make food, though your ship will come with some that are basically faster 3-D Printers. As long as you have energy to power it, you've got free reign of what to make with this.

Sick Bay(100sp): Please state the nature of the medical emergency. You would think that this is standard issue on all ships, right? Well, it's not. This is a top of the line sick bay, complete with whatever medications you might need on a long-term journey, several beds, and a surgery ward. For an additional **100sp,** your sick bay comes equipped with an Emergency Medical Hologram, of a model of your choice. They have the full medical knowledge of your society, and can easily program in even more. Just be warned--they have a tendency to self-evolve if left on too long.

Carrier(200sp): The face of warfare has changed in the 25th century, thanks in part to the Klingon Empire subsuming the Orion Syndicate. Carriers now prove to be a major part of all of the fleets in the Alpha Quadrant, and now your ship is one of these. At the base price, you can launch six fighters or drones of your choice, but for an additional **100sp,** you can launch a grand total of 12 fighters or drones, or, alternatively, four frigates.

Transformation(200sp): Your ship, like a Klingon Siege Destroyer or a Dyson Science Destroyer, can transform between two modes. What exactly this is is up to you--perhaps you can switch between a more dangerous destroyer and a ship built to do science nonsense, or maybe you can swap between a mode with power to weaponry and one with power to engines.

Wingmen(200sp): Your ship is never alone--there are two ships that are in a constant formation with it. Take **700sp** to design them. They share the same design, and can be remotely commanded from the primary ship.

Seperation(200sp): Your ship is designed to break apart on purpose. For the base price, this means that you have something akin to a Galaxy-class's saucer separation. For an additional **100sp,** you'll have a Multi-Vector Assault Mode, allowing your ship to divide into three parts, each with a full array of weaponry and a bias towards either tactical maneuvers, scientific maneuvers, or engineering maneuvers. Finally, for a total of **400sp,** your ship can completely break apart into individual cells, as if it were an entire fleet. Each individual cell isn't on the level of a full starship, but put together...I'd say they're more than capable of taking on an entire starship on their own.

Ablative Generator(200sp): A special device taken from an alternate 2404. This was invented by Voyager during their time in the Delta Quadrant, and works by replicating a layer of armor on the outside of your ship. It's able to take a solid pounding before needing to be replaced, but until then, your shields and hull will be kept safe.

Webspinner(200sp): The signature weapon of the Tholians. Your ship is now capable of deploying drones capable of generating energy filaments, creating an impenetrable energy barrier if given enough time to form. Anything caught inside the web won't be able to escape or fire outside of it, but those on the outside can fire in. The biggest weakness of the web is that if they attack the nodes on the vertices of the web, it will collapse.

Red Matter Capacitor(300sp): Invented by the Vulcan Science Academy in the late 24th century, this stuff is dangerous. When ignited, it creates a singularity. If enough is used, it creates a black hole. I know what you're asking, why would I want this stuff on my ship? Well, this rare device actually harnesses the power of the red matter in a safe method. Using it causes all of your damaged subsystems to be repaired, as well as temporarily supercharging your power systems. Just know that if this gets ignited, you won't have much time to get out alive.

Ship Drawbacks
These drawbacks are not revoked at the end of the Jump. Keep that in mind before your ship develops a pine needle allergy.

Bio-Neural Gel Packs(+100sp): Your ship has the top-of-the-line, bio-mechanical computer system, fuelled by these gel packs...which can't be replicated, fail pretty often, and, being biological, can get sick. You haven't known suffering until your top of the line starship has the common cold and develops a cheese allergy. If your ship is already biological, then now your ship has mechanical parts which don't have a very good firewall set up on them, and cannot be removed without seriously damaging the continued function of your vessel.

Salvaged(+100sp): Your ship wasn't actually designed by your species. In fact, it was pretty much stolen from a more advanced race. You have no real idea how most of the systems work here, but given enough time, you can probably figure that out...just make sure you remember where all the cables are, don't want to accidentally rewire the phasers through the replicator.

Training Vessel(+200sp): Your ship isn't exactly crewed by the best of the best. In fact, you're just kinda crewed by a bunch of people fresh out of training. This can be mitigated over time, but until then you'll probably want to double-check those sensor reports, and maybe man the transporters yourself. For another **+200sp,** your staff seems to be cursed. A bureaucratic oversight has led to you not having any crew to start out, and any crew you do manage to whip up are just as bad as the first level of the drawback. Good luck getting anywhere without a crew--it's hard to remotely control a transporter.

The Voyager Problem(+300sp): It seems that you've been catapulted across space to another place entirely. You're somewhere in Andromeda, the next galaxy over. As if things couldn't be worse, most of your crew was killed on arrival. Thankfully, another ship arrived with you...one who had half of their crew killed, and are now on board your ship as the other half of your crew. That would be fortunate, but they're from another faction than yours. You're going to have to

learn to work together, so get used to it. You can't use Transwarp or a Spore Drive to get back to the Milky Way, but there is one way back--somewhere in the galaxy is a Dyson Sphere controlled by the Iconians. Find it, and you can travel back. How long can it take really, it's just one galaxy!

Doorstop(+300sp): Your ship has gotten stuck between normal reality and another. Pick either Subspace, the Mycelial Network, or another Quantum Reality entirely. Parts of your ship, seemingly at random, will flip into that reality, and get stuck there. Subspace will allow strange aliens into your ship, who will kidnap your crew and perform cruel experiments upon them. The Mycelial Network will slowly begin spreading throughout your ship, and begin to consume it. If another Quantum Reality intersects, anyone within the shift will start to experience Quantum Flux, and shift between alternate realities, usually at the worst possible times. You're going to need to stabilize your ship in one reality or the other if you want any chance of surviving this Jump intact. This can be taken up to three times, taking a different alternate reality each time.

Drawbacks

If you're willing to make your stay here a bit more difficult, you can do so here. Just be careful not to make your trip here impossible--that's very easily done.

Where Someone Has Gone Before(+0cp): Ah, so you've been here before? Well then, if you take this drawback, you can import that history into this world...but a quick warning--there's no guarantee everything will be as you left it.

O Captain, My Captain(+100cp): Normally, there would be a heroic captain from one of the factions that would set the Galaxy right again. Not anymore...well, for a certain value of anymore. Now, all that responsibility sits on your shoulders.

Where's Sulu?(+100cp): It appears you really, REALLY need a new navigational officer. You can't seem to find your way around the galaxy without asking for directions, and very few people are willing to tell you where Vulcan is a hundred times. God help you if you need to find something classified.

Hated(+200cp): You really pissed off someone. Pick one of these factions: the Federation, Klingon Empire, Cardassian Union, Romulan Star Empire, Romulan Republic, the Dominion, Breen Confederacy, Tzenkethi Coalition, or the Terran Empire. You did something to them, and now they want your head. You can take this multiple times for extra cp.

Yoba Skywalker Starwarsrules(+200cp): Oh no. It seems that this strange...goblin has infiltrated your ship, and made himself part of your crew. He'll get in the way more often than not, being a perpetual nuisance. He won't actively destroy your ship like a certain Talaxian, but he'll still need to be kept alive during this Jump. If you succeed in this, you can take him along

as a Companion. He'll gain actual skill in being a Morale Officer, and will receive **300cp** to spend in this Jump. He'll share your origin.

Chronitons on the Brain(+400cp): The Iconians have Chroniton-based brains. What this means, in layman's terms, is that time travel is the one technology they didn't master--using any sort of time travel would cause their memories to conform to that time period, with all their memories since being lost to the ether. Since you've just arrived here, trying to time travel will cause immediate destruction of the self--ending your chain. Try not to do that.

Imposter(+400cp): It would appear that one of your Companions is not who they seem. An Undine managed to intercept them before they reached you, capturing them and switching places with them. You will forget that you took this drawback, and they will strike when it hurts the most. You can get another **+200cp** if another one of your Companions has been overtaken by a Bluegill. You'll want to take care of that quickly, mature Bluegill tend to have rather...explosive reveals.

A Simple ReQuest(+400cp): It seems that you've gotten the attention of a certain omnipotent trickster--Q. No, not that Q, that's his dad. Anyway, Q is going to test you and your ship, over and over again. This can range from putting you into a recreation of the tales of King Arthur to catapulting you into the next galaxy over as punishment for your hubris. As if things weren't bad enough, he seems to have made a deal with your benefactor to lock away your powers and Warehouse while he's around. Expect a "Q episode" twice a year or so.

Heart of the World(+600cp): What...what have you done? Normally, a heroic captain would end the Iconian War by bringing the World Heart from the ancient past into the present day, and give it as a peace offering to the Iconians invading Earth. Now? That is no longer the case. The World Heart will be destroyed in the bombing of Iconia. There will be no quick and easy end to the war now. The Iconians and their Heralds will not let up. Your job is to make sure that all of the major factions and their homeworlds make it through this war intact. Your prize for doing this, and making sure the Iconians aren't extinct by the end of the war? **The World Heart**, the repository of all Iconian knowledge, will be yours. The ability to create Servitor races, Megastructures, Gateways...good luck. You'll need it.

Time And Time Again(+600cp): There is a war going on, one not between Klingon and Human. The Temporal Cold War has raged for quite a long time, dating back to the second World War at least. Now, you've been pulled into the war, and things aren't exactly cold anymore. The Sphere Builders are sparing no expense in trying to pull the war into their favor, and the Galactic Union has chosen you as their emissary. You'll be pulled not just across time, but into other universes as well--you may even come across an alternate version of yourself. Your goal is to confirm that the Battle of Procyon V ends in a Union victory. Should you accomplish this, you'll be granted command of the **USS Enterprise**. No, not that one--the Enterprise-J, the first Universe-Class ship. It can make the journey between galaxies in a matter of hours, and comes equipped with 26th Century technology.

Ending

Well, you somehow survived 10 years. Good job on that. All drawbacks are revoked unless otherwise stated. If you bought a space empire in the Alien Creation section, you only keep what you paid for--conquering the galaxy won't get you a free galaxy. Time for your choice:

Five-Year Mission: Something about this world makes you homesick. You return home, keeping all your perks, items, and companions.

Explore Strange New Worlds: Stay in this world. If you choose this, you get **+1000cp** as a parting gift.

To Boldly Go Where No One Has Gone Before: You continue on your chain, and continue your travels.

Notes

The various flavors of laser act as follows:

- Phaser: Can knock out the target's subsystems easier. A lovely orange color.
- Disruptor: Cuts through hulls easier. A beautiful green color.
- Plasma: Has a chance to set the target on fire. A nice dark green color.
- Polaron: Disrupts the power flow of the target. A pretty light blue color.
- Tetryon: Cuts through shields easier. A powerful dark blue color.
- Antiproton: These just hit harder. A menacing red-and-black color.

The various flavors of explosive act as follows:

- Photon: Fastest to reload and fire. Is red.
- Quantum: Hits harder than a Photon Torpedo, but slightly slower to reload. Is blue.
- Plasma: Same reload speed as a Quantum, deals less direct damage, but sets fires on the target. Is green.
- Transphasic: Slower reload speed than Quantum, same damage as Plasma, but partially ignores shields. Is yellow.
- Chroniton: Same reload speed as Transphasic, slightly more damage, and slows down the target. Is white.
- Tricobalt: The slowest to reload, and large enough to be specifically targeted. Does a massive amount of damage in a large area of effect. Is light blue.

The various flavors of Experimental Weapon act as follows:

- Proton: Has a chance to do extra damage that ignores shields.
- Electrical: Arcs between multiple targets, dealing extra damage.

- Kinetic: Explosion-based. Think missiles, mines, and torpedos.
- Physical: Rather than directly hitting the other ship, this is more wiggling it around and doing damage to the crew and the more sensitive internals.
- Radiation: Causes damage over time to both the crew and parts of the ship.
- Fire: A flamethrower, but in space.

Changelog

V 0.1:
- Created document.

V 0.2
- Grammatical fixes.
- Added Aliens.
- Added Alien Creation section.
- Added more items.
- Yoba

V 0.3
- MORE ITEMS.
- Added Starship Creation section.
- Added more abilities to Alien Creation.
- Nerfed The Chase.
- Grammatical fixes.
- Special thanks to Silentcrypt for stimulating the brain juices into making more ideas

V 1.0
- Release version.

V 1.1
- Various nerfs and buffs across the board
- Added Notes section