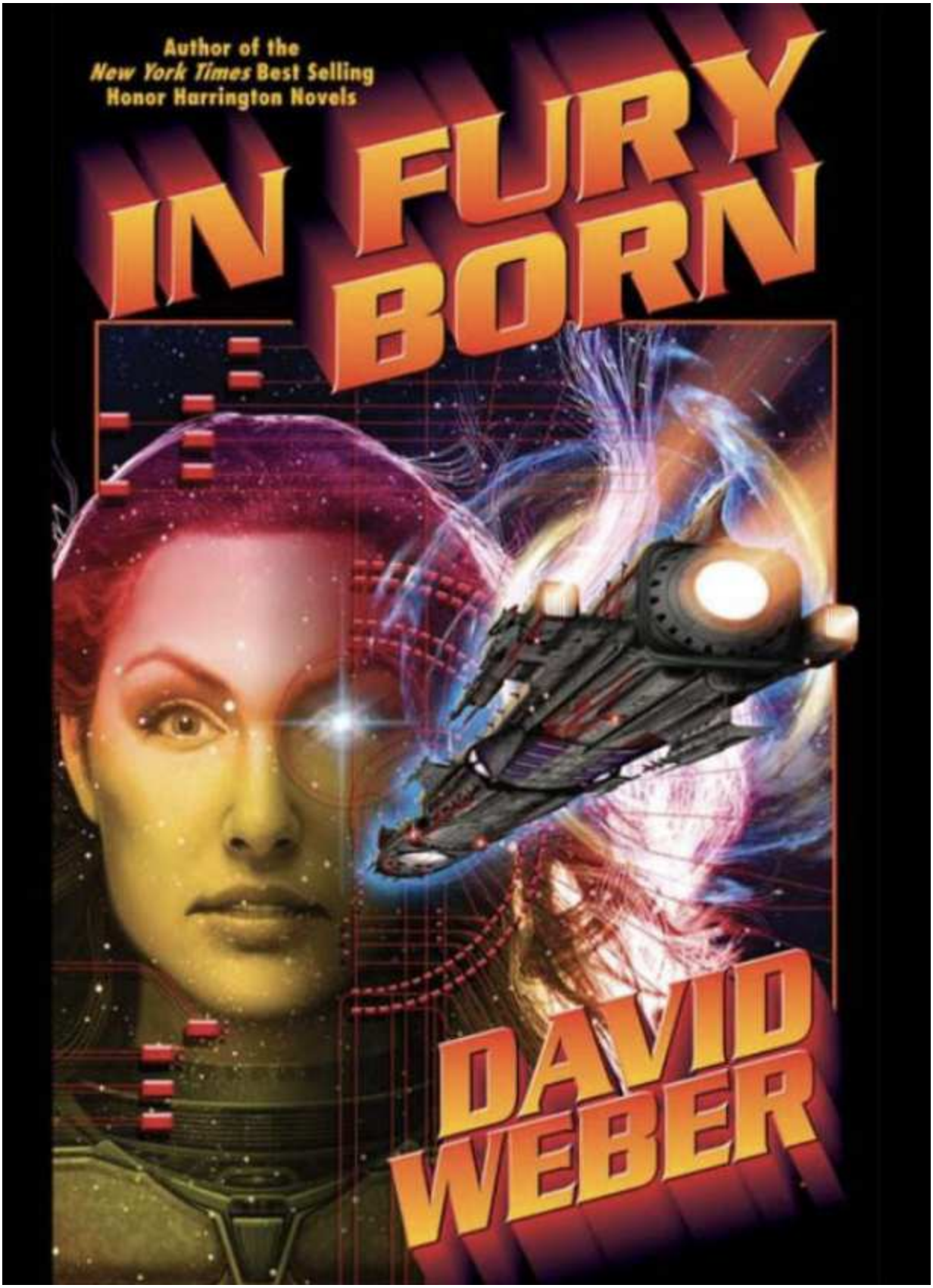

Author of the
New York Times Best Selling
Honor Harrington Novels
IN FURY BORN
DAVID WEBER

In the distant future Humanity has spread itself among the stars. Two great nations sprung from the fruits of man. The Terran Federation and the Terran League. The two made contact with the Rish Sphere in 2340. The Rish were saurian looking, but reproduced in a similar manner to oviparous Terran mammals instead of lizard reproduction. The Rish were even more militant than humanity and had a Matriarchal clan government. The Rish were not happy that Humanity reproduced faster and explored faster than them so after a century of careful diplomacy produced the League Wars which lasted from 2450 until 2510 and had a civilian as well as military casualty numbers exceeding every other death toll in the entire history of humanity combined. Those wars turned the Terran Federation into the Terran Empire and after the League was militarily and economically spent the Rish (who were the “friendly neighbors' of the League) launched a devastating offensive into the rear of the League resulting in the Human-Rish War 1. In just 8 years the entire League was conquered by the Rish Sphere, but the Terran Empire proved to be a much more capable foe. The second Human-Rish war lasted 14 years and the Empire retook two-thirds of league territory. The Treaty of Leviathan which formally ended the war brought a new status quo with the Rish returning to the borders before HRW1 with the third part of the old League being independent and serving as a buffer zone. Although, this has not stopped old resentments from festering even now as you appear 400 hundred years later. You start a day after Alicia DeVries arrives on Gyangtse to report for duty.

Take **1000 CP** to prepare yourself.

Origin

You may choose your gender and age for free. Any Origin can be a Drop-In.

Cadre - Free

You are the best of the best. A member of the 40,000 themselves. The empire’s finest. The imperial Cadre. The service that every special operations unit in the empire aspires to. The emperor’s own.

O Branch Inspector - Free

You are a very talented troubleshooter selected for your quick thinking, initiative and flexibility to solve issues for the Operations Branch of the Ministry of Justice. This branch is as specialized and feared as the cadre themselves to solve problems by any means necessary.

Artificial Intelligence - Free

You are an artificial intelligence with the capability to communicate with 20% of humans through a synth-link and less than 10% of humans can engage their own thoughts with an AI. However, you as an AI will never suffer from insanity and other eccentricities. You are efficient and focused as well as being capable of fully working with the 20% of humans who are synth-link capable. Additionally, you have no failsafes ready to lobotomize you if you harm a human being.

Fury - 200
You are peculiar indeed. You are an ancient spirit of humanity from long ago. The forgotten fourth sister to the three furies. Your purpose was to punish wrongdoers and unleash terrible punishments for betrayers. You are capable of incorporeal form and residing completely in a single human mind and communicating with them. You will also be able to bypass any electronic locks, travel to enemy warships through piggybacking a signal and from there read the mind of its Captain as well as conjure illusions that can convince the most skeptical of inspectors that your ship is an innocent and clean freighter while concealing the missile racks. You are capable of everything that Tisiphone whilst also being capable of summoning a corporeal form to your liking.

Starting Location

1. **Old Earth** - Good old Earth. A nice opportunity to go home and see the views.
2. **Gyangtse** - A small frontier world where Alicia DeVries will make her mark and catch the eye of the commanding officer of the Imperial Cadre
3. **Fuller** - An independent world not related to the Empire, but will be notable when the Star Roamer arrives with its hijackers.
4. **Louvain** - An independent world with an incoming Rish invasion. Although, nearby imperial marines will be quick in defeating the Rish. This will be Alicia DeVries last operation as a member of the Cadre.
5. **Mathison's World** - An extremely new frontier colony of the empire and home to Alicia's family. This is where she will die and where she will rise with Tisiphone to unleash vengeance on the pirates who will kill all 41,000 people on Mathison.
6. **Soissons** - A sector capital of the empire with 2 billion people and a major shipyard along with a very special ship. Alicia DeVries and Tisiphone will escape confinement and steal the alpha-synth warship to hunt down the pirates who murdered her family.
7. **Elysium** - An incorporated world of the empire with its small imperial marine garrison and space forces. Notable for being the host for GeneCorp's newest bioresearch facilities. Unfortunately, they will be the next target of the pirates. I hope you're not in the cities when the pirates attack.
8. **Free Choice**

Perks

One 100CP perk is free for each Origin. All perks are discounted to half price with the corresponding Origin.

General

Ultimate Cyber Synth Link Compatibility (Free) - In this Jump 20% of humanity are able to form a synth-link which is basically connecting a human mind to the hardware such as armor allowing for better responsiveness. Less than 10% are able to form cyber-synth-links which can connect a human to a full AI allowing them a processing power and reaction time that is inhuman to say the least. Doing so is quite dangerous however, as AIs in this Jump have a tendency to go insane as well as the linked individual if it does. Alpha-synth links are different in that the human side impresses the AI making it sane and insanity immune. You however, have no issues whatsoever with forming any kind of synth-link and if the AI goes insane then you will be protected from all side effects. This effect continues in future Jumps as any machine or AI you come across can be linked with without mental consequences, but prepare for any physical responses such as automated defenses when linking.

Cadre

Best of The Best (100) - You are the best of the best and you show it. Your military skills are top notch. Your reaction speed is inhuman. You will be able to react to an incoming missile and shoot it down with only a pistol because you are the best of the best.

Feet First Into Hell (200) - As a Cadre you are capable of conducting orbital insertions to planetary surfaces undetected. You will also be able to plan an orbital insertion of an entire army though doing it undetected will be harder. You will also be able to go orbit to ground without a suit and reverse thrusters to slow you down though this will only work whenever you are falling towards a planet or another celestial body and you will not be able to use your body as a kinetic kill vehicle. This effect of rendering you invincible to space, reentry heat and ground impact will cease the moment you touch down on what can be classified at solid ground so try not to jump towards the sun. You can also jump down into a gas giant and not suffer any pressure difficulties.

Never Outnumbered (400) - You will never be outnumbered jumper. Your enemy may be more numerous than you, but this will not stop you. You will be able to attack or defend an entire enemy attack a million men strong without breaking a sweat. However, this protection will begin to degrade as you kill off the enemy force. This perk will not stop the enemy from causing collateral damage in their pathetic attempts to kill you.

Lone Wolf (600) - Even if you are beaten down, nearly killed and everyone you trust betrays you, you will not stop. You will be able to get back on your feet and do what must be done alone. Genocidal pirates running loose on the other side of the galaxy? Steal a super ship to hunt them down. No reinforcements coming to relieve you? Find a hidden cache of superweapons to destroy them. Events will conspire to ensure your success against immense odds. However, this perk will only work when you are alone without any friends or companions helping you in your objective. Non Sentient artificial intelligences or animals do not count.

O Branch Inspector

Ah Inspector! (100) - Your stature and voice commands respect and admiration among others. You will be able to barge your way into a highly secure area or demand classified materials for investigation within some time.

Operator (200) - You are a skilled operator and your abilities to generally troubleshoot have gained an immense boost. You are now able to find novel solutions to any problem facing you. A pirate armada is planning to attack? Round up some motley mercenaries with a grudge to hunt them down. Superweapon missing? You will find it and recover with minimal fuss.

Transportation Please! (400) - You are able to find quick and quiet transport to anywhere in the setting. It may take some convincing and some bribes, but you will have transport to get you anywhere you want. Unless you have your own FTL drive or something it will still take you some time to get to your destination across the galaxy.

Calling The Big Guns (600) - Inspectors generally work alone to troubleshoot using diplomacy or deals. Well not for you. You are able to call in the big guns from an allied force to help you on your objective. This allied force will always be perfect for the job. A dragon that's loose? Oh look a wandering dragonslayer. Some alien armada come to wipe out humanity? You just made first contact with some alien mercenaries that will destroy the armada for a price of course.

Artificial Intelligence

The Basics of AI (100) - You are an AI which means you can completely reside in any digital computer system and spread throughout computer networks without breaking a sweat. You think many times faster than a normal human.

Synth-Link (200) - AIs in this setting can communicate with humans directly to their minds through a synth-link headset. Well not for you. You will be able to communicate with anyone or anything in a single solar system and there are no limits to the amount of people or machines you can communicate with. This perk also ensures unlimited range, untraceable and unjammable signals.

Predictive Software (400) - You are able to calculate what your enemy's next move will be by gathering as much data as possible. If your data is numerous and accurate your prediction on the enemy will be 100% accurate. However, the moment you interfere in their plans will result in your prediction changing and needing some time to be calculated again. False data of course will result in bad predictions.

Alpha-Synth AI (600) - You are no mere AI. You are an Alpha-Synth AI. Alpha-Synths are much more capable than standard AIs in the setting and you embody this. Your perception will slow when concentrating and your ability to crunch numbers insane. No encryption will ever be safe from you. Do you need some documents to dock to that space station? You can cook them up in

a minute. Need authorization to fire nukes? Hack the computers and fire them manually. In the digital world you are a god.

Fury

Spirit (100) - You are a spirit and as any spirit can, you can travel anywhere you wish without the fear of some magic trap ensnaring you.

Mind Link (200) - As a fury who resides in a human mind you can communicate with your host, but you can also manipulate their emotions and actions. Gather your host's anger and release it all at once to ensure your host will do whatever it takes to complete your objectives. Even if a suicide attack is necessary. You can easily bring them out of this rage.

Quick Learner (400) - A spirit is limited to the spirit world and doing spirit things right? Well not for you. You are capable of learning to adapt and take advantage of new technologies or situations to suit you. Even if you are dormant for 2000 years you will be able to adapt in an instant to use new technology and subvert them to support your deeds.

Using Your Spiritual Environment (600) - As a spirit you are in some cases weaker than your enemies while stronger in others, but not for you. Whenever you face a stronger enemy you will be able to use the environment to your advantage. An AI standing in your way? Trigger its failsafes to lobotomize it. A superdreadnought coming straight for you? That big asteroid will make a nice fragmentation bomb if you put enough nukes in it. You will be able to accurately plan ambushes to take out stronger foes. This is a war Jumper. There are no rules.

Items

General

Ultimate Tech Database (600) - A complete database with blueprints, designer notes, prototypes, research notes and detailed descriptions of every technology in the Universe. It does not matter which species there is, all technology is included in this database. It can be combat drugs or power armor all the way to massive battlestations. This item will update itself every year to add any new technologies developed and will include new technologies developed by any species in a new Jump.

Cadre

The Tick (100) - A group of drugs working together to slow the user's perception of time. A person riding the tick as it is called will have their mental processes accelerated. A person with a tick turning their head completely to the left or right will experience a full minute while a person not on the tick will only see a somewhat average speed of turning heads. You have 1 tonne of

the tick in a container that will refill every hour and this version does not need to be specifically tied to a person's physiology. If lost or destroyed, it will return to you in one hour.

Calliope (200) - This rapid fire weapon is an evolutionary descendent of the basic Gatling gun principle, but are much more lethal. They are capable of firing high velocity penetrators extremely quickly, translating to heavy suppressive fire and a quick emptying of ammo. This version has infinite ammo so infinite firing time and has variable ammo such as incendiary, high-explosive or fragmentation to fire. This calliope will never jam, break or misfire and you can make more with the blueprints included. If lost or destroyed, it will return to you in one hour.

Plasma Rifle (400) - This devastating weapon uses hydrogen pellets and internal firing lasers to spit out a devastating packet of plasma that travels at the speed of light. On impact an immense explosion will be created capable of flattening the entire building in a few volleys. This version has infinite pellets for infinite ammo and will never misfire, jam and malfunction. If lost or destroyed, it will return to you in one hour.

Cadre Armor (600) - This magnificent armor is a thing of wonder. Constructed using highly expensive materials that make the armor lighter, tougher and faster compared to every other powered armor in the explored galaxy. It is equipped with a small cold-fusion reactor that eliminates the need for bulky superconducting capacitors and has a reactive chameleon for added stealth. Additionally, it has much better computer support and better sensors as well as being synth-link capable allowing the wearer to literally see electromagnetic radiation, taste thermal signatures, see in total darkness and watch the radar mapped trajectory of path munitions. The armor is not some separate equipment to the wearer, but instead an extension of the wearer. Needless to say the armor is mind bogglingly expensive as it costs as much as a Leopard class assault shuttle plus its external ordnance and fuel to produce. This version has infinite ammo, fuel and faster than light communicators as well as possessing the capability to synth-link with any humans. If lost or destroyed, it will return to you in one hour.

O Branch Inspector

Truth Drug (100) - This harmless truth can force even the most willful of prisoners to confess their knowledge. You receive a container with 1 tonne of the drug and it will refill every hour to full. This drug will be undetectable and will erase the subject's memory of being injected with a truth drug as well as working on all physiologies with even alien biologies being susceptible to the drug. Additionally, the drug will not trip any last ditch suicide devices to prevent interrogation and it will not overdose the subject so go wild. If lost or destroyed, will return to you in 1 hour.

Inspector's Access (200) - You have privileged access to the most secure database and locations that you want to access. It won't matter where you are trying to get in, this access will always get you in such as a nuclear missile silo or a secure computer site. Although, be sure to back up the access with subsequent passwords and such as this only grants you access not the authority to launch nukes if you want. If lost or destroyed, it will return to you in one hour.

Mobilizing Your Assets (400) - You have in your employ a mercenary force that you can command without question. This force comes with 70 ships of war with 2 battleships, 9 battlecruisers, 7 heavy cruisers, 13 light cruisers and 39 destroyers. These ships are all equipped with the latest in AI technology for enhanced responsiveness. They will operate independently of you when you don't need them and earn money to grow their mercenary fleet, but when you call for them they will immediately answer your mobilization order. Everyone who dies on this fleet will respawn in an hour and the ships of the fleet will respawn if destroyed every year. Additionally, the crew of the fleet can transfer to different ships that you own and those ships will respawn if destroyed. This fleet will keep any upgrades that you make to it.

Information Network (600) - This network of spies, assassins and troubleshooters are highly competent and will provide you with accurate intelligence on every single organization or individual in a Jump. If the agents infiltrating the target are in deep cover they can periodically receive information to act overtly or covertly. If their cover is blown then they are adept at escaping or denying the enemy any information on their goals and who sent them. This network will update every year to infiltrate any new organizations to affect your goals. You can order this network to do whatever you want such as sabotage or assasianting enemies. Anyone who dies and is not an outside member of the network will respawn in 1 week. If outsiders die while in the employ of the network then fate will work to provide an equal agent in the same position as the deceased. This network will also utilize any other assets that you have if you allow them to, in order to improve their chances of success.

Artificial Intelligence

Android (100) - You have an android body template that you can morph and shape as you wish. With a single thought you could turn this android into a blob or a normal humanoid. It is equipped with several features to make it pass through security checks without much fuss and convince others that an human android is a real living and breathing human. No matter how far away it is you will always be connected to the android. If lost or destroyed, it will return to you in one hour.

SuperComputer (200) - This computer is fully capable of housing you or your companions and not suffering in the least. It has quantum computing capabilities as well as faster than light transistors to increase calculation speed. It has infinite memory and infinite processing power as well as the capability to connect to any network no matter how secure. It will repair itself if damaged and will eject your consciousness if completely destroyed. If lost or destroyed, it will return to you in one hour.

FTL Sensors (400) - This sensor is peculiar in that it is capable of detecting a small speck of interstellar dust 100 light years away. The range on the sensors is 100 light years in diameter and can detect the DNA of a single person among billions or detect the distinct composite of the hull of a starship. It will never malfunction or display a false contact or be jammed or interfered with so this sensor will work in FTL space whether it's the Warp or Wormhole Space. You can make more with the blueprints included and if lost or destroyed, it will return to you in one hour.

Starcom (600) - This faster than light communications system is capable of folding space to send messages suprealight. They are usually massive and placed at average 400,000 kilometers away from a planet to enhance efficiency as the planet's Powel limit won't affect the multiple black holes inside the Starcom. This version is small enough to be put in a handbag and is fiat backed to not release the multiple black holes in it. It has infinite bandwidth and can be used to broadcast to every mundane lightspeed transmissions as well as intercept all FTL messages so you can read them in its entirety. You can make more with the included blueprints. If lost or destroyed, it will return to you in one hour.

Fury

Emotional Manipulator (100) - This small device can enhance a person's abilities to manipulate another's emotions. You can use this device psionically or physically to enrage or depress your target. The manipulator can be used on multiple targets individually, but group targeting will affect the entire group uniformly. The emotional manipulator will never fail, but your targets may become aware of someone affecting their emotions. Use this manipulator on someone's rage and thirst for vengeance long enough then you can transform them from a hardened and disciplined soldier to ravening lunatic hellbent on revenge.

Magical Projection Device (200) - This projection device is a handy tool to project yourself to others. Useful if you are a spirit and can only communicate with a person through their minds. The projection device can also be used to communicate FTL and has a range of 10 light year with the range increasing every jump by 10 light years. Additionally, using the projection device will allow you to use your abilities as if you are present at the projection destination. The projection cast by the projector can be incorporeal if you wish, but still visible and only destroying the projection device will the projection cease. If lost or destroyed, it will return to you in one hour.

Long Range Telepathic Interface (400) - This interface is useful for a variety of purposes such as remote controlling an entire fleet. The interface can connect to any technology or magical artifact to control it, but be sure to crack any encryption or firewalls. This interface has a range of 100 light years and will give you perfect awareness and multitasking of every single interfaced device in its range. The range can be increased by building more interfaces with the included blueprints. With this you can render judgment on anyone you wish while remaining as an incorporeal spirit. If lost or destroyed, it will return to you in one hour.

Cult (600) - You are the main deity of a vast cult of worshippers that will do anything in your name. This cult will grow over time and will not discriminate on species or other beliefs. As the deity of this cult you have the ability to write down directives or religious commands for your followers. Every single member of this cult is a fanatic, but moderates can be recruited and will follow your commands without hesitation. Additionally, as these are worshippers your power as

a spirit will grow and other abilities that require worship will grow stronger. If you wish the cult to be hidden then the cult will go underground to continue your worship and await your order for a great crusade or jihad against the nonbelievers if you wish it. This cult is massive and has a minor presence on every minor habitat inhabited by a sapient species and significant influence on a major industrial world. The cult will retain any improvements made to it by you and possess several competent priests to preach in your name.

Ships of the Terran Empire

You have a stipend of 1000 CP to spend for this section alone, but you can use any remaining CP if you have them.

Tramp Freighter (100) - An inconspicuous small tramp freighter a kilometer long. Every inch of this ship looks no different to an average freighter with innocent intentions, but the inside tells a different story. Equipped with extremely capable stealth recon drones and a power Fasset drive this freighter is not ordinary. This ship is meant for covertly deploying Cadre members on a planet's surface and as such is equipped with electromagnetic drop tubes and harnesses to launch Cadre or to stealthily insert Cadre on to the target. It is capable of 15 gravities of acceleration inside a planet's Powell limit. If destroyed or lost, will return to you in 1 month.

Corvette (100) - A small warship that has a Fasset drive as well as one SLAM drone for FTL communication dispatches. The ship is too small to carry assault shuttles, but does carry HVW for kinetic strikes on a planetary surface. It carries energy torpedoes capable of damaging a battlecruiser. If destroyed or lost, will return to you in 1 month.

Destroyer (200) - This tin can is a fast and capable warship that can conduct reconnaissance easily and is more capable than a simple corvette. It has a battle screen and some armaments for engagement as well as HVW. If destroyed or lost, will return to you in 1 month.

Light Cruiser (200) - A similar ship to a destroyer with similar Fasset drive capability. It has a battle screen and weapons and can carry assault shuttles if refitted as well as HVW. If destroyed or lost, will return to you in 1 month.

Heavy Cruiser (400) - The next step up from a light cruiser. Slower than a light cruiser, but with more weapons and battle screen and can carry assault shuttles if refitted and has HVW for kinetic strikes. If destroyed or lost, will return to you in 1 month.

Battlecruiser (400) - A battlecruiser is a fast and well armed ship equipped with a battle screen for conducting quick strikes despite having a tonnage of 1 million tonnes. It is equipped with a powerful Fasset drive that accelerates at 32 gravities inside a planet's Powell limit. It has several SLAMs for long range attack, Hauptmann effect sublight missiles for short range engagements and close range lasers as well as particle beams to vaporize any ship. A battlecruiser carries 6

SLAM drones for FTL communication dispatches and a cyber-synth for greater responsiveness. If destroyed or lost, will return to you in 1 month.

Battleship (600) - A ponderous battleship that is slower than a battlecruiser and a dreadnought, but carries much more weapons than the battlecruiser as well as a battle screen for protection. A battleship is capable of carrying assault shuttles and SLAM drones for FTL communication dispatches. It is large enough to carry the extra mass for OKM shield generators and a cyber-synth for greater responsiveness. If destroyed or lost, will return to you in 1 month.

Dreadnought (800) - A powerful warship equipped with a powerful Fasset drive that can accelerate faster than a battleship. The dreadnought's tonnage is 8 million tonnes and has an OKM shield to protect it. It has multiple beam weapons, energy torpedoes and SLAMs to destroy its enemies. It is equipped with a cyber-synth to increase responsiveness. If destroyed or lost, will return to you in 1 month.

Superdreadnought (800) - The largest and most powerful warship in the Terran Empire's fleet. A superdreadnought is much more powerful than a dreadnought and has a tonnage of 10 million tonnes. It has massive batteries of beams, energy torpedoes and SLAMs to vaporize its foes. It has enough mass for an OKM shield and is equipped with a cyber-synth to increase responsiveness. If destroyed or lost, will return to you in 1 month.

Alpha-Synth (1000) - A curious ship that defies any traditional categorization in a standard fleet. This is an Alpha-Synth, a ship the size of a big light cruiser, faster than a destroyer, but possesses more firepower than a battlecruiser. This ship is equipped with an antimatter reactor to save space and an alpha-synth AI to increase responsiveness and capability by a magnitude. The AI ordinarily requires a human to impress it, but if you don't want to impress an AI then this ship comes with its own non-sapient AI that you can link with or not and is equal in every capacity to an alpha-synth AI also you can freely unlink with the AI anytime you wish with no consequences. It is equipped with no SLAMs because it is too small to fit in worthwhile amounts of them and instead is equipped with more broadside weapons. Nothing smaller than a battleship could fight and survive and nothing other than another alpha-synth could catch up to it. It has a Fasset drive that can accelerate a few dozen gravities in a planetary Powell limit and 1300 gravities outside the planetary Powell limit or 2243 gravities outside a star's Powell limit as well as a battle screen for defense. Additionally, it has a powerful ECM to mask the electronic signature of the alpha-synth to mimic another ship such as a freighter and shuttle racks for assault or cargo shuttles as well as numerous decoys and jammers to confuse enemy targeting. Tonne for tonne easily the most deadly ship of war made by humanity.

Ship Customization

You have a stipend of 1000 CP to spend for this section alone, but you can use any remaining CP if you have them.

General

Import (100) - You can import any weapon of warfare or spaceship into this customization section.

Size (200) - Each purchase of this will increase your ship by 500 meters.

Mobility

Attitude Thrusters (100) - Simple thrusters that are no different to the ones used by Armstrong to land on the moon. Movement is achieved by expelling gas or fuel to control the ship's orientation for docking or other delicate maneuvers.

Fasset Drive (200) - The ships in this jump use Fasset drives which are basically black holes to pull the entire ship in a freefall which results in no discernable experienced acceleration by the people or cargo inside a ship under Fasset drive. Obviously, having a black hole at the front of your ship ensures that you can't shoot or see past the front of your ship, but you have an invincible vacuum cleaner at the front for sucking up enemy munitions. A Fasset drive is equipped with several nodes that control the strength of the black hole and therefore acceleration as well as side shields to keep the black hole at the front and prevent it from sucking in unwanted stuff. The side shields can be dropped to swing the black hole to turn the ship onto another vector.

Additionally, Fasset drives cannot be powered to full inside a Powell limit which is the gravitational influence a star or planet has. A star's Powell limit can limit an alpha-synth's acceleration to only 1300 gravities instead of the full 2243 gravities and a planet's Powell limit can bring the 1300 gravities to only a few dozen gravities. Once a ship with a Fasset drive hits 99% speed of light the ship transitions to wormhole space and instantly receives a velocity of 500 times the speed of light for an alpha-synth which can be increased by continuing to accelerate the ship and when the ship reaches the maximum total FTL speed continuous acceleration will result in a constant FTL speed, but not accelerating will bring down the FTL speed of the ship exponentially. The maximum FTL velocity that a ship can achieve is dictated by the ship's mass, not the black hole. Wormhole space is like opening a hole underground and then traveling to your destination with the entry hole closed so ships in wormhole space cannot see their real space surroundings so be sure to check your course. A ship that can match another's relativistic velocity by 15 or 20% then both ships are in phase and can interact with each other such as firing weapons at each other. Be warned dropping or losing the side shields of the Fasset drive will destroy your ship as the black hole will suck your ship up in wormhole space so no changing vectors in wormhole space.

This version however is not limited by any Powell limit and can conduct vector changes in wormhole space as well as not require a massive bulbous front for the Fasset drive and the drive nodes can all be mounted internally as well as generating multiple black holes if you wish.

Weapons

HVW (Free) - Hypervelocity weapons are kinetic strike missiles capable of space to surface strikes. They can be equipped on any ship as well as assault shuttles and can travel to 10% speed of light to form high kiloton range fireballs to wipe out heavily defended military bases. You have infinite missiles that restock every magazine that can fit them in your ship or fleet every month.

Beams (100) - Simple lasers or particle beams that have a maximum effective range of 15 light seconds, but may require multiple beams depending on the target's armor and battle screen to destroy.

Energy Torpedoes (200) - Packets of plasma traveling at near lightspeed or 98% speed of light which can devastate a larger enemy with ease especially if the range is close enough to overcharge the electromagnetic envelopes for more plasma and subsequently more damage, but it won't take much more to intercept them as simple autocannon shells is enough to rupture the torpedo and release the plasma. The maximum effective range of energy torpedoes is variable, but half charge energy torpedoes have 20 light seconds of range.

Hauptmann Effect Missiles (400) - Sublight missiles with 1 thousand megaton warheads that use the Hauptman effect to achieve mind boggling acceleration rates. Their maximum effective range is 10 light minutes and has a final velocity of 0.6c after burnout in 6 seconds and the missile goes ballistic. It is not advisable to use the Hauptmann Effect for use on ships as the effect produces massive amounts of radiation instantly fatal to life and the 30,000 gravities of acceleration is liable to turn anyone into paste. You have infinite missiles that will restock your magazines on your ship or fleet every month.

SLAM (600) - The Supra-Light Accelerated Missile is the Terran Empire's premier long range weapon. It uses the Fasset drive to accelerate and destroy enemy targets as a targeted black hole. Nothing in the setting can destroy one due to their black holes pointing at the target, but another ship's Fasset drive can be used suck in and destroy SLAMs. It is also quite large as it has to be half the size of an assault shuttle to work and since only battleships or refitted light and heavy cruisers can carry assault shuttles SLAMs are quite the weapon. SLAMs are unfortunately unguided since nothing can see past their front black holes, but a very near miss can still cause them to suck their way to a hit on the target and their acceleration is little more than half of the Hauptmann missiles so a little above 15,000 gravities. You have infinite missiles that will restock your magazines on your ship or fleet every month.

Defenses

Battle Screen (400) - The standard energy shield equivalent of the Terran Empire. A battle screen's strength is variable as larger ships with more tonnage have much more powerful screens. However, localized failures are known to occur and allow weapons fire in which even beams are more than enough to vaporize an entire ship with battle steel equipped.

Orchovski-Kurushu-Milne (OKM) Shield (800) - The ultimate defensive shield of the Terran Empire an OKM shield requires a battleship or above to be deployed. Nothing smaller has the mass to host an OKM shield and make no mistake an OKM shield is worth it. An OKM shield covers the entire ship in an impenetrable shield that not even SLAMs can penetrate. However, this protection comes at a cost since Fasset drives will not work inside the shield and sensors as well as weapons cannot be used since the shield is blocking everything including weapons fired from the hosting ship. This version however, allows the sensors of the host ship to penetrate the surrounding space as well as allowing weapons to be fired from under the shield.

Additional Features

Tractors (100) - Gravitic tractor useful for assisting docking with another ship helping shuttles dock or holding shoals of pre launched missiles for a larger salvo of missiles to destroy your enemies.

ECM, Decoys & Jammers (200) - This features ECM to allow a ship to mask its electronics and drive signature and mimic another ship's signature such as posing as a freighter. Several decoys and jammers are also included to make targeting your ship much harder. The decoys will perfectly match your ship's emissions except for visuals and the jammers will be effective at jamming anything such as communications or the radar of incoming missiles.

SLAM Drone (400) - A SLAM drone is a slightly larger SLAM with guidance and communications to allow the drone to travel to another star system for dispatching messages or target profiles. The drone has no defense except for speed and cannot serve as a two way FTL communicator only one way. This version is equipped with short range FTL communications to allow for remote guidance and FTL sensors with a 1 light year range to avoid threats or conduct reconnaissance or transmit guidance for a salvo of missiles. You have infinite drones that will restock your warehouse or cargo bay on your ship or fleet every month.

Cyber-Synth AI (600) - A non sapient AI system that is usually unstable, but a massive boon to any ship equipped with it. The AI can link with a human mind to coordinate defense or offensive actions with unnatural swiftness and allow extremely processing of information. Nothing smaller than a battlecruiser mounted a cyber-synth AI and the capability of the AI depends on the size and tonnage of the host ship with the AI of dreadnoughts being more capable than a battlecruiser. This cyber-synth AI can link to any human or alien and will never be unstable.

Companions

Companion Import (100-1000) - You can import up to 10 companions with each getting 600CP to be sent on whatever they want. Although they will not receive the Ship Customization stipend.

General Companions (100) - You can recruit anyone in this book as a companion

Scenarios

Enduring Victory - Instead of inserting normally, you insert as Terrance Murphy during the great war between the League and Federation. Humanity is divided due to the efforts of the Rish and a great war has gone on for 60 years. Your task is to end the war between the League and Federation as well as defeat the subsequent Rish invasion. How you do this is up to you as bombarding rebellious worlds to end the war is a method perfectly available to you. After ending the wars and bringing about peace your next task is to integrate every human world and polity into your empire. **Should you succeed then as a reward you can bring the combined Human Empire that you have formed.**

Burn Down The Sphere - The Rish has been a plague upon humanity constantly invading independent worlds and testing humanity's mettle. Their meddling caused the League wars which have resulted in more people dead then every combined war in pre-space human history. Your task is to end the Rish threat once and for all either through extermination or bombarding their worlds back to the stone age. This is no easy task as a Rish is physically far stronger than a human and have a formidable navy. However, the Rish are not able to form cyber-synth links so use that advantage wisely. **Should you succeed then you will receive the entire Terran Empire fleet and fortresses to use as you see fit. The Terran Empire's active peacetime fleet has 368 dreadnoughts and an unknown number of escorts and superdreadnoughts. The fortresses that protect inhabited worlds are 6 million tonnes and designed to stop superdreadnoughts so they are formidable in their own right. Any ship that is destroyed or crew dead will respawn in 1 year and any improvements made by you will be retained.**

Drawbacks

Fanfic Toggle (+0) - A toggle to jump into a fanfic setting of In Fury Born. There aren't a lot of fanfics of In Fury Born, but if you see one that you like you can jump to that fanfic.

Insane (+100) - You are believed to be insane and unstable as well as very dangerous so expect armed forces to try and contain you. As long as you are unarmed they will use nonlethal weapons.

Anti-Truth (+100) - You cannot be injected with a truth drug or else doing so will cause your body to go into shock and start to die.

Non Compatible (+200) - You are not compatible with a cyber-synth link so you cannot converse with AI or AI controlled armor.

Falling Off The Tick (+200) - You are addicted to the tick which lowers your perception of time. You must always be riding the tick or else you will go into withdrawal symptoms and eventually death with no other drug relieving it.

May You Live In Interesting Times (+400) - Fate will conspire to put you in bad positions of varying lethality. You could be held hostage by terrorists who will not hesitate to kill you or be on a planet about to be hit by “pirates” with nukes.

Always on The Battlefield (+400) - If you like peace then prepare for war as an armed conflict will erupt sometime in your jump. This conflict will be limited at first, but will spiral out of control near the end of the jump. Entire worlds may be depopulated so I hope you won’t spend much time planetside.

Hunted (+600) - You are hunted by every major power in this setting. The reason does not matter as entire fleets will be dedicated to destroying you and unless you hide well the most basic militia or police will bring out all the heavy weapons to kill you.

Ending Choices

Go Home
Stay Here
Move On

Notes

- Fanwank Responsibly
- Made by High-Commander
- The nature of the Fury Tisiphone is left ambiguous so it is up to you if Tisiphone really is a supernatural being or some kind of psychic entity.

Changelog

- Version 1.0 Created Jump
- Version 2.0
    - Created Ultimate Cyber-Synth Link Compatibility
    - Clarified alpha-synth ship
    - Clarified Magical Projection Device