HOMEWORLD

When the people of Kharak discovered the ruined wreck of a colony ship in the vast, open desert, they found more than just a piece of their past. Within the wreckage, they recovered a Hyperdrive core that would extend their reach towards the stars, and a Guidestone telling them of a place they had only ever known from legends and myths:

Hiigara.

The Homeworld.

Where the people of Kharak were once divided into separate clans known as Kiith, the discovery of their ancient home united the entire planet. A vast Mothership was built to seek it out among the stars, and one person in particular would come to symbolize both the hopes and sacrifices of the journey: Karan S'Jet, the scientist who wired herself into the very core of the ship to serve as Fleet Command.

Unknown to all, Kharak would not survive the first test of the Mothership's Hyperdrive.

The Taiidan Empire, a long-forgotten foe that had exiled their ancestors to Kharak, forbade them from ever using Hyperspace technologies again, and destroyed the planet in retaliation. The genocide sparked the first great war of this time, as the Mothership founded what would eventually become known as the Exile Fleet, leading the last remains of the Kushan people into a desperate battle against the Taiidani to reach Hiigara.

In the years to follow, the Kiiths would encounter many threats and opportunities as they search for their fortunes among the stars. The Imperial fleets, the Bentusi, the Beast infection, the warlords of the Vaygr reaches, the Progenitors... there are many factions out in the vastness of space, and even history itself might decide the fate of the Homeworld.

Centered around the enormous multi-purpose Motherships, fleets battle for glory and survival. You will be a part of these conflicts one way or another. You will find that opportunities are many in the fleets, and with skill and determination you may find yourself swiftly rising through the ranks. Just remember what you're fighting for, Jumper.

The Homeworld calls to many, and now it calls to you.

You receive **1000CP** to begin your journey.



Backgrounds

Roll 1d8 +25 for your age. You may change your age or your gender for 50CP each.

Drop-In

You appear in this universe as you were before, with nothing but your ship, your skills and a breathtaking view outside the window. You have no history in this universe, and no memories of a past life to influence your actions. You do not have any allies to ask for support, but you also don't have any enemies... yet.

Pilot

You graduated from the Kiith Manaan piloting schools a year early after breaking almost half the existing records. You've always been drawn to adventure, and when your instructor mentioned a new program for promising pilots in the fleets you did not need to be told twice. You are a natural behind the controls of any ship, but when behind the controls of the smaller strike craft and corvettes of the fleet your feats of acrobatics become the stuff of legends.

Tactician

On paper, you never amount to much. You passed the tests you had to take to embark with the fleet, but you're not an outstanding pilot, a talented leader or anything that people might assume makes you worthy of your position. Yet you have a talent few others possess: you can improvise solutions no matter how difficult the problem you're facing. You seem to thrive in situations where things can't seem to get any worse, and when you're done your enemies will be left dumbfounded at how swiftly the tide of battle turned in your favor.

Fleet Leader

The Sobani have long been known as warriors, and your clan's history inspired you to attend officer training at the fleet schools. Your sense of discipline and strong analytical mind have served you well during your studies, and your victories in the battle simulations number in the hundreds. You enroll in the fleet as a junior officer, dreaming of glory and command of your own fleet.

Scenarios:

Next, you may choose when your journey begins. If you Choose and complete a scenario but your ten years in this jump are not yet over, you may choose a new scenario to progress through. Completing 'the long journey home' will let you continue in 'horrors in the dark' and 'stories of the end times', while 'horrors in the dark' may only choose to continue in 'stories of the end times'. Any time remaining

You are still restricted to a total of ten years in this jump, but as the scenarios are several years apart you and any of your companions may spend the time between scenarios in cryo-sleep. If you do so, this time will not count towards your time in this jump.

The long journey home

You begin in orbit over Kharak, right as the Mothership returns from its first Hyperspace test jump. If you're quick, you may be able to help protect the few remaining survivors of the Imperial assault before the cryo-trays are destroyed. You may wish to support the newly created Exile fleet in their journey as told in Homeworld, as they are unlikely to reach Hiigara on their own.

You will fail the jump if the Mothership is destroyed or the Exile fleet fails to reach Hiigara.

Horrors in the dark

You begin in orbit over Hiigara as the Hiigaran navy fights back an Imperial strike, in the same sector as the Kiith-Somtaaw mining vessel Kuun-Lan. Once the battle concludes, Kiith Somtaaw will certainly appreciate some help with their operations, as mining in deep space can be quite dangerous with the increasing number of bandit sightings. You may wish to support their fleet in the upcoming conflict, as the remnants of the Imperial Taiidan fleets will soon discover the crippled Naggarrok even without the information taken from the Beast beacon found by the Kuun-Lan.

You will fail the jump if you become infected by the beast and cannot block the infection, if the Kuun-Lan is destroyed or if the Naggarok overwhelms the Hiigaran defense fleets.

Stories of the End Times

You begin in orbit over Hiigara as the defense forces desperately scramble crew and equipment to man the Pride of Hiigara, the new Mothership. The vanguard of the main Vaygr strike force is only moments away, and you're in a perfect position to ensure the safety of the crew transports.
You may wish to support the new Hiigaran fleet, as on their own they are unlikely to eliminate Makaan's threat.

You will fail the jump if the Pride of Hiigara is destroyed or Hiigara is overrun by the Vaygr Planet Killers.

Free Roam

You find yourself in orbit over Hiigara after the final battle of the conflict of your choice. Where you go from here is up to you, there Is no major conflict waiting for you during the remainder of your ten years here. Still, the galaxy is a big place. There are many places left to explore, bandits and worse lurk in the lesser traveled reaches of space, and an adventurous soul could find many things to do.

Free Roam has no failure conditions apart from your untimely death.

Perks

Adaptation (100CP, Discounted for Drop-In)
It can be difficult to get used to a fully three dimensional battlefield if one has only ever fought on the surface. This perk makes it a little easier to adapt to unusual environments and forms of combat, including the freedom offered by combat in space. As a side effect, you are immune to all forms of vertigo and dizziness.

Home and Kiith (200CP, Discounted for Drop-In)
You will find that foreign cultures will more quickly open up to you. So long as you make a genuine effort, you will easily understand unknown societies. Regardless of who you are or were, becoming one of their number is much easier for you until you feel like you've always been a part of the group. To be a Jumper is to lead a life of solitude, but you will never again be without family if you choose it.

Grease Monkey (400CP, Discounted for Drop-In)
The Homeworld universe is filled with ingenious and at times desperate people. Technological advancements can come quickly when an entire society's existence is on the line. The weapons and ships created here are complex and dangerous if used improperly, but not for you. You have a supernatural ability to keep any technology working as intended no matter how little you understand of it or how much abuse you put it through in your adventures. Your ship might be leaking drive plasma from seven tears in the hull, but its performance will never be anything short of exemplary until it's destroyed.

Unbound (600CP, Discounted for Drop-In)
There are very, very few beings that ever managed to become Unbound. The Bentusi were the first, and it has become a central part of their philosophy and their very being. Karan S'Jet became newly unbound as Fleet Command, and her mere existence was enough to make the Bentusi respect the Exiles as a near-equal.
An Unbound person uses cybernetic implants to merge their own consciousness with the computer systems of their ship, and the entire machine becomes as an extension of their own body. Where a normal ship might need a crew to use it, an Unbound vessel can be piloted by a single pilot on their own if they so choose. You gain an immense talent for multitasking, allowing you to effortlessly pay attention to every system in your own vessel and every ship in a hundred-strong fleet at the same time.
The cybernetics and computer systems necessary for this perk to function will no longer be required post-jump, but if you disconnect during the Homeworld jump you will lose this perk's effects until you restore the link.

Ace (100CP, Free for Pilot)
Your piloting skills are top-notch. From Strike Craft to Frigates to Heavy Cruisers and beyond, you're a natural at flying anything with engines. So long as you're behind the controls, your ship will go exactly where you want it to.

Coordination (200CP, Discounted for Pilot)

You have a much-enhanced spatial awareness. Keeping track of your squadmates, support fleet, or that hostile Interceptor behind you after it raced past your own craft is child's play to you. If you have the attention to spare, you can even track enemy weapons on the larger ships to make it a little easier to dodge incoming fire. You cannot be caught off guard in any battlefield, be it space or elsewhere, so long as you still have the means to see what's going on.

Booster (400CP, Discounted for Pilot)

Sometimes, you just need a little... more. Any object you are driving, flying or aiming can be accelerated beyond what it's engines (if any) would normally be able to achieve. It doesn't provide a large boost, but given time you could accelerate even a mundane asteroid to near lightspeed. You cannot reach lightspeed or faster using this perk.

Subsystem specialist (600CP, Discounted for Pilot)

The larger the ship, the more powerful it is. Everyone knows this, and everyone is wrong. Skilled bomber pilots know they can cripple or outright disable enemy capital ships by targeting specific parts of their structure such as weapon turrets or engines. You can do the same, but with far greater effectiveness. Any vulnerability you can exploit in combat will seem to call out to you, and your shots will always land exactly where you're aiming.

This ability applies to any form of combat; there is no difference between hitting a critical exhaust port on a space station or striking the one vulnerable scale on a dragon's belly.

Driven focus (100CP, Free for Tactician)

You know what you want from your ship, and you know how to get it. You can tweak your ship's systems to get small boosts to certain areas such as speed, firepower or defenses. The larger the boost, the greater the penalty to all other aspects will be. You could turn a Heavy Cruiser into a glass cannon or a scout into a highly resilient gun emplacement... for a while.

Covert Operations (200CP, Discounted for Tactician)

Anyone can take a gun and shoot things. True tactics deal with so much more. You are far more skilled at infiltration, mimicking other ships' transmissions or appearance, and you can hack enemy systems with ease if you have a way in. Finally, you are also more skilled with infiltration-based operations, and may find yourself more frequently recommended for missions taking place planet-side or within enemy-held stations.

Destructive charge (400CP, Discounted for Tactician)

The field of battle is, by it's very nature, a dangerous place. The sooner the fight is over, the safer you and your allies will be. With this perk, you become an expert in using self-destructive tactics. Overclocking your systems to overwhelm your opponents with gunfire before your ship cripples itself, using suicide strikes and ramming tactics, even pushing other ships into each other if you have the engine strength to make it happen. Your ship might not come out of it looking pristine (or even at all) but if you've left your enemies broken and burning, it's worth the price, isn't it?

Note: escape pods not included. Use with caution.

Tactical 'genius' (600CP, Discounted for Tactician)
The distance between genius and madness is success, and you exemplify that idea. Your military creativity is vastly increased, and you can consider any method to achieve success no matter how unlikely it may be or how much it defies common sense. Turning an asteroid into a gigantic artillery shot, burning out a rampaging Beast infection by gutting your ship with your own drive plasma, or destroying an indestructible Progenitor Keeper by overloading its engines with a jury-rigged power core from nearby Progenitor wreckage are all but child's play for one of your intellect. Woe be to any that seeks to predict or out-think you.

Inspiration (100CP, Free for Fleet Leader)
Your duty as a commander has taught you that your first and foremost responsibility is to trust your men, and ensure that your men trust you in return. You project an aura of confidence that gives any personnel under your command a boost to courage and morale.

Leadership (200CP, Discounted for Fleet Leader)
Your experience in the commander's chair gives you the insight to instantly determine the best positions to place people or ships for upcoming operations. Under your instructions the fleet will operate at peak effectiveness. In addition, you can easily synergize ship movements to coordinate attacks from two (or three, or four, or...) directions.

Ambush (400CP, Discounted for Fleet Leader)
You are a master of feints, counterattacks and manipulating your opponents. If your opponent has forces with differing top speeds, you can easily devise strategies that draw them apart so your own fleet can take them down one by one. Drawing an enemy fleet in with some smaller craft for an ambush while the bulk of your fleet stays just out of sensor range is but the least of what you can accomplish.

Master strategist (600CP, Discounted for Fleet Leader)
Through masterful planning, any battle you command will be fought more effectively the longer you prepare and the more information you possess on the forces held by you and your foes. Coming up with a strategy on the fly with very limited information will already see slightly better results than normal, and you will only get better results the longer you can plan. With years to prepare and perfect intel on all troops and positions involved in the fight your orders could lead your forces to victory in battles that seem all but hopeless.

However, remember that plans can only account for so much. Victory is not guaranteed no matter how long you prepare for it, and against foes that greatly outmatch you the best you can hope for is minimizing the casualties and damage of your defeat. If you attempt the impossible, even that may not be within your reach.

Conventional ship classes

Any conventional ship design you purchase will become available for construction by the fleet, and one such ship will be given to you when you start. Your personal starting ship will be significantly stronger and tougher than a stock version, but these advantages cannot be transferred to any other ships in the fleet.

Strike Craft: free

Strike craft are small ships crewed by one or two pilots, such as interceptors, bombers and scout ships. They are fragile and do not have a lot of firepower, but they are exceedingly difficult to hit.



Corvette (50CP, first purchase free)

Corvettes are heavier attack ships that use more powerful weapons, such as missiles, mines and gun turrets for attacking in multiple directions.

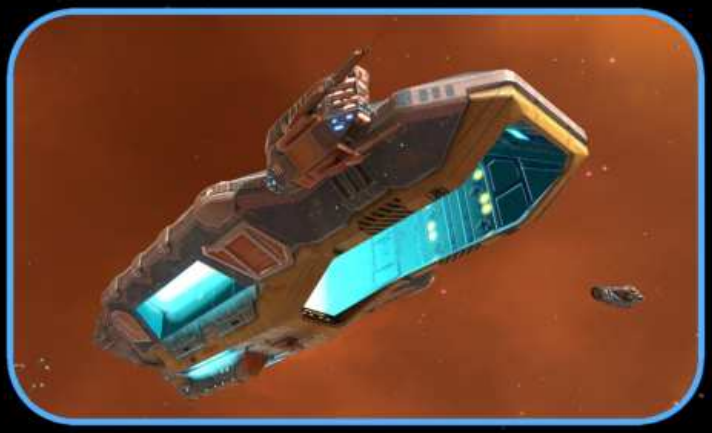


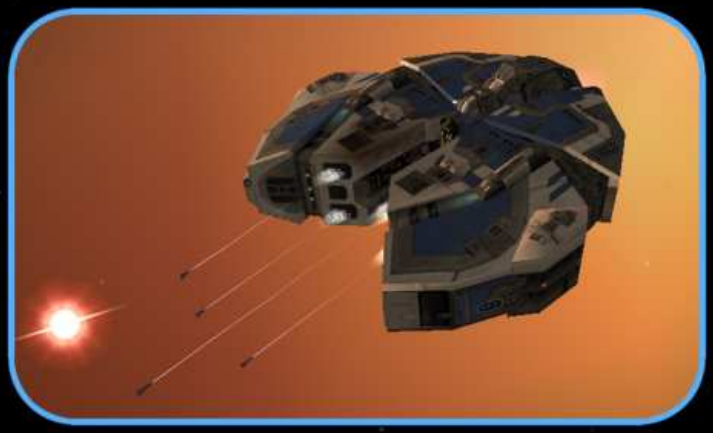
Frigate (100CP, first purchase free for Tacticians)

Frigates are the most numerous of the conventional ship classes. Frigates are much more powerful and resilient than fighters or corvettes, but are no longer fast enough to dodge enemy fire.

Capital Ship (200CP, Fleet Leaders receive a discount on Carriers)

Capital ships include Destroyers, Missile Destroyers and Carriers. Destroyers are the heaviest ship class that sees common use in direct combat, and they can easily overwhelm smaller ships with their cannons, Ion Beams and other heavy weaponry. Carriers instead provide a support role, building and repairing other ships ranging from strike crafts to Frigates.





Super-capital Ship (300 CP)

Super-capital ships such as Heavy Cruisers, Somtaaw Dreadnaughts and Battlecruisers are powerful enough to turn the tide of a battle on their own. Incredibly powerful but very slow, these ships often require strike craft escorts to protect against enemy bombers.

Exotic technologies

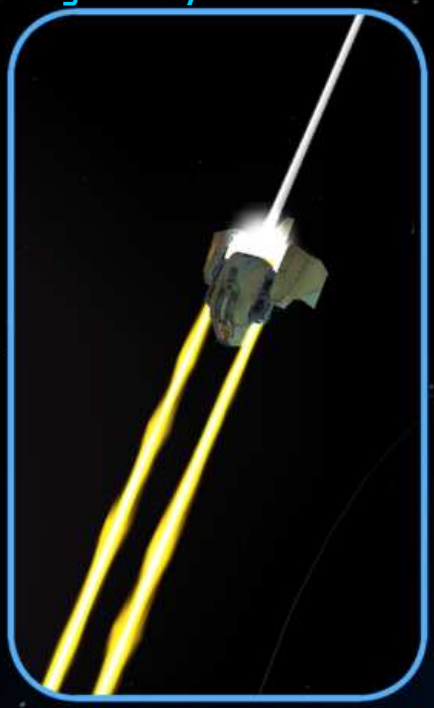
These purchases cannot be reverse-engineered from existing ships encountered in your travels unless you purchase the schematic here. Purchased ships can be piloted by you or any companions, but may have some restrictions if used by the fleet.

Kadeshi Multi-beam Frigate (400CP)

These unassuming white ships are some of the most devastating Frigates in the galaxy. Where ordinary Ion Cannon Frigates could only fire one Ion Cannon, the Kadeshi have somehow created a ship only half the size that uses four such weapons simultaneously.

You receive this schematic for free at the end of your jump if you completed 'The Long Journey Home'.





Bentusi Ion Acolyte (400 CP)

This strike craft shows that while the Bentusi may just be traders now, their reputation for being effectively unbeatable in combat is well earned. This strike craft doesn't use mass drivers like most normal ships of that class. Instead, it uses two small-scale Ion Cannons for combat, a feat unmatched by any strike craft used by other space-faring societies. If built by the fleet, these ships can only be repaired by docking in carriers; support frigates or repair corvettes do not have the advanced manufacturing equipment necessary to service these craft.

You receive this schematic for free at the end of your jump if you completed 'Horrors In The Dark'.

Progenitor Dreadnaught (400CP)

This super-heavy capital ship is stronger than even the Battlecruisers used during the Hiigaran-Vaygr war. Carrying a plasma cannon and several smaller point defenses, the true power of this mile-long vessel becomes apparent when it can fire its Phased Cannon Array. This forward-facing weapon delivers a gigantic amount of firepower to any target unlucky enough to be caught in its sights. If built by the fleet, the phased cannon array will burn out after each shot unless you can convince the Bentusi to upgrade the ship.



You receive this schematic (with upgrade) for free at the end of your jump if you completed 'Stories of the End Times'.

Sajuuk (1200 CP)

Named after the creator deity worshiped by a number of societies in the Homeworld galaxy, this titanic Progenitor ship was fielded in combat only once, in a desperate battle to protect Hiigara from the Vaygr. It has no known equal among any fleet seen in modern times. Its main weapon systems could easily overpower armor that was invulnerable to even the Progenitor Dreadnaught, and it could effortlessly weather simultaneous attacks from multiple Vaygr Battlecruisers without major damage

This purchase only provides the schematic for this ship, and it cannot be built using the construction facilities available to the Kushan, Hiigarans or even the Bentusi. However, the wealth of Progenitor technologies that can be reverse engineered from Sajuuk's design would surely include a way to develop Progenitor manufacturing techniques. Even if you choose not to pursue construction of this mighty vessel, a fleet with Progenitor weapons and armor would still become nigh unstoppable. Purchasing this schematic also grants immediate access to the Great Core and the upgraded Progenitor Dreadnaught.



Atmospheric Deprivation Warheads (100 CP)

These heavy missiles are not used for space combat and are in fact rather fragile. Instead, they are used during orbital bombardments to scour planets clean of all life such as was witnessed on Kharak at the start of the Exile fleet's journey. The use of these weapons of mass destruction is outlawed by the Galactic Council, and for good reason.

Advanced Phased Telemetry (200CP, Discount if your largest ship is Frigate-sized or smaller, free if you also have the Pilot background)

When the Somtaaw needed to use remotely-controlled drones, they developed the original Phased Telemetry technologies to maintain contact and control of the drones at vast distances. This technology allows you to do the same trick with any ship class. As a result, you could modify many ships to reduce or even eliminate the need for crew members.

Inertialess Drive (400 CP, discount if your largest ship class is larger than a Frigate)

Replacing the drives on your ships with a smaller version of the drive systems used by the Nagarrok will allow them to selectively ignore inertia. This turns any ship into an exceedingly fast vessel, to the point that Carriers or Battlecruisers could keep pace with Scouts.

Naggarok conversion beam (200 CP)

This technology works much like the Phased Disassembler Arrays used for the processing of harvested materials. The main difference is that this beam is used to disassemble ships, and will paralyze any ship it is used on. The range is fairly short, but once activated it is invariably fatal to any targets.

Infection Beam (free, requires 'Hunger' drawback)

The most terrifying weapon in the Beast arsenal, this energy beam deals no damage but spreads the Beast's bio-technical infection to its targets. Smaller ships will be converted outright, their crew and computers fused into bio circuitry and semi-living ship components. Larger ships can survive, but will be severely damaged due to the crippling countermeasures used to burn out the infection before it takes control of the ship.

Great Core (200CP)

Ordinary Hyperdrives allow ships to travel light years with a single jump. A Progenitor-made Great Core is much, much more powerful however. These marvels allow a ship to make a Hyperspace jump from one side of the galaxy to the other. Only three such cores are known to exist. One is held by the Bentusi, one by the Kushan, and one by the Vaygr.

The Guidestone (50 CP)

This weathered stone relic shows the location of Hiigara in the galaxy, and the path the Kushan people followed during the Exile. In later jumps, it can also show you the direction home if you have a home to return to.
Comes with a pedestal and protective casing.



Companions



Karan S'Jet (300CP)

Karan was the scientist who designed the original neural link that could turn a person into the living computer core for a Mothership vessel. Not wishing to risk anyone else with the untested technology, she chose to be the one to use it. Becoming Fleet Command for the original Mothership, she has been entrusted with the safety and command of all ships in the Exile fleet. In the years since, she has served as both leader and a prophet of sorts to the Kushan and Hiigarans.

Karan S'Jet starts with the 'Unbound' perk.

Junkyard Dawg (300CP)

The Progenitor AI aboard this Corvette-sized vessel is about as smart as a puppy, and has a personality to match. Its drives are powerful enough it can grab and drag enemy capital ships without difficulty, and playing fetch with it can provide some amazing tactical advantages. It's nearly indestructible, but very difficult to repair and vulnerable to powerful gravity wells. It may be removed from its ship hull post-jump, at which point it becomes a normal Companion.

The Junkyard Dawg starts with the 'Booster' perk.



Beast Intelligence (100CP)

Early in your travels, you encounter a small Beast-infected vessel. For some reason it's taken a liking to you and now accompanies you as you travels between the stars. It's not particularly smart, but it will follow your orders and it could easily achieve human intelligence... if you feed it. It may be removed from its ship post-jump, at which point it becomes a normal Companion.

The Beast Intelligence starts with the 'Infection Beam' technology but suffers from the 'Hunger' drawback. If you're not careful, you might be vaporized along with it if it's true nature is ever discovered.

Kiith Jumper (100-300CP)

You may import existing companions for 100CP each or pay 300CP to import up to 8 companions at once. All gain a free background and 300CP CP to spend as they wish.

Drawbacks

You may gain up to 600CP from drawbacks, or 1000CP if you take 'The Greatest War'.

Mirrored fates +0

You may, before starting any scenario, choose to use the opposing faction's ships. If you make the switch, any opponents you face will use your original ship types instead. This does not change any events other than the design of ships used by each faction.
During 'The Long Journey Home' you may choose to use Imperial ships instead of Kushan ones.
During 'Horrors In The Dark' you may choose to use Beast instead of Somtaaw ships (This does not turn your fleet into a Beast fleet, you will simply have access to uninfected variants of Beast ship classes).
During 'Stories Of The End Times' you may choose to use Vaygr instead of Hiigaran ships.

Sparse +100-200CP

You will find that the universe is just a little more empty now. Expect to always be strapped for resources as those asteroid belts and dust clouds you could harvest before are no longer as rich in raw materials. For +100CP, resources are reduced by 25%. For 150CP, resources are halved, and for 200CP resources are reduced by 75%.

Shaky gunner(s) +100CP

You, your crew and anyone on your side seems to have forgotten that enthusiasm is not a suitable replacement for accuracy. Any weapons your side uses during this jump are less accurate than they should be. You can still hit larger ships with a decent chance of success, but smaller and faster ships will be much more difficult. Good luck hitting that enemy Scout that's harassing you.

Epileptic +100CP

The universe is a beautiful place, but you will rarely see it as such. Anytime you look outside in something faster than a space station, the motion of the stars gives you violent migraines. Even if your ship is stationary, the starlight will still make you feel uneasy. This also applies moving images such as camera feeds, but still images and abstract representations are unaffected. Hopefully you don't mind watching the sensor grids all day.

Non-combat +200CP

The fleet still gains any ships you bought, but you won't be the one flying them. Instead, you appear on a Resource Collector, Resource Controller, or any other purely non-combat vessel. Without combat opportunities, it will be exceedingly difficult to rise through the ranks and be placed in charge of larger ships.





Turncoat +200CP

Instead of starting with a ship that's considered friendly (or merely unknown) to Fleet Command, you start as an obvious foe. Your ship's design and markings identify it as a Turanic Raider, Imperial or Vaygr instead of a Kushan, Somtaaw or Hiigaran. Your background is similarly adjusted, and you have a history among one of these antagonist factions. You might be able to avoid being shot on sight if you open communications as soon as you can, but good luck getting anyone to trust you.

Hunger +300CP

You were not the only thing that emerged from Hyperspace as you started this jump. A small fragment of Beast tissue came with you, and it has taken control of the ship by transforming it into a horrifying union of flesh and steel. *Your* flesh and steel. Your ship looks normal from the outside and you've managed to overpower the Beast instincts to retain your own mind and will, but anyone that learns of your true nature will consider you an unnatural abomination to be killed on sight. The Beast thinks you are defective and will also attempt to destroy you or re-infect you to finish the job.



Legacy of Abassid +300CP

For unknown reasons, a Progenitor Keeper has identified you as the one responsible for destroying an important piece of Progenitor technology. For the next ten years it will continually harass you, attacking with remote-controlled drones in hit and run strikes and using its extreme durability, stealth systems and hyperspace technologies to avoid being destroyed.

Kiith's Honor +300CP

You can no longer access any perks, powers or technologies from previous jumps, and your Warehouse is closed to you for the duration of your stay. You keep your memories and anything you've purchased in this jump.

Maker's End +600CP (Occurs in your first scenario and cannot be taken with Free Roam)

The antagonist of any scenario you're in will have one additional ship to bring to the battlefield. The Emperor, the Naggarok or Makaan will be accompanied by their own copy of Sajuuk. It cannot be captured or reverse engineered in any way, and nothing but its complete destruction will truly eliminate your opponent.

The greatest War +1000CP

If the Homeworld universe was a dangerous place before, it's twice as true now. All your enemies are more powerful to begin with, and they will gain in strength and skill with each of your victories. Furthermore, any out-of-jump technologies or powers you use to gain an edge will be quickly reverse-engineered or countered. You will be outmatched and outgunned no matter where you go or what you do, and your opponents take no prisoners. During 'Free Roam' you will have no single dedicated opponent but you will find that conflict begins to actively seek you out regardless.

Ending:

Fleet Command Offline

You are weary of your travels, and your jumping days are over. You return to Earth as you were while keeping all your powers, companions and anything else you've gathered over the years.

Journey's End

You've found your home and have come to love this galaxy. You decide to remain here, making the Homeworld galaxy the end of your jumpchain.

Hyperspace Module charged and ready

You've seen the beauty of the Homeworld, but there is more out there to discover. You continue onward towards your next jump.

