[FTL: Faster Than Light Jumpchain] – 1.0
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In the far future the Galactic Federation is fracturing due to a massive internal rebellion. The human-led Federation has colonized massive portions of the galaxy, dividing them into regions called sectors alongside their allies, the Zoltan and the Engi. Other races exist on the fringes of galactic society or in their own smaller territories; the nebula-dwelling Slugs, the war-like Mantis, the religious Rockmen, the scavenging Lanius, and the mysterious Crystals.

However, all is not peaceful. Within the Federation has been a growing faction of human supremacists and those tired of the Federation's restrictions have been fomenting rebellion within the Fleet and across civilian populations. War is coming and when it comes the conflict will be galactic in scale and utterly vicious.

In the coming years the galaxy will be engulfed in war, with a single ship making its way through sectors fleeing the rebel advance to reach Earth with vital intelligence that may finally turn the tide of the war in its final moments. You enter this universe two months before open war erupts with **1000CP** to spend in preparation.

Good Luck, Captain.

[Backgrounds]

Age is 25+1d8, Gender is previous. You can pay 50 CP to pick and choose both.

[Locations] Roll 1d8 for your starting location or pay 50 CP to choose a location.
1-2: Civilian Sector – These areas are relatively peaceful, with industry and multiple inhabited worlds. They have one of the least issues with bandits of the sectors and any race that is willing to obey the laws is welcome to come and work or trade in the sector.

3-4: Nebula Sector – The home turf of the Slugs. Your ship's communications and sensors will routinely have difficulty piercing the clouds of particulate and radiation awash in this sector. Be on your guard for telepathic Slug pirates, devious merchants, and plasma storms.

5-6: Hostile Sector – Dangerous territory. It could be you've managed to land yourself in the religious Rockmen kingdoms, the Mantis' hunting grounds, a bandit haven, a Rebel stronghold, or a wasteland sector with metal men carving through your hull.

7: Crystal Sector – How did you get here? Somehow you've managed to bridge the galactic gap and found the unreachable pocket of space that is home to the Crystal peoples. This land has long been separated from the rest of the galaxy and as such is relatively peaceful. At first you will be a curiosity to these cousins of the Rockmen but eventually the galactic war will stumble upon this place as well.

8: Free Pick – You lucky dog. Charge your warp drive and pick from any of the galaxy's beacons to start your adventure at.

[Races] Roll 1d8 for your starting race or pay 50 CP to choose for yourself.

1 – Crystal: Related to the Rockmen, this off-shoot long ago hid from the galaxy at large to live in peace. They're not as fire proof as their cousins or as tough, but are a bit faster and have the strange ability to quickly grow patches of crystal. Not much is known of these enigmatic people in the rest of the galaxy besides ancient Rockmen tales.

2 – Engi: A race of exceptional engineers and the Galactic Federation's closest allies. You become one with the mechanical men that are mostly swarms of nanomachines inside a metal shell. Just be careful, for being made of metal you're surprisingly fragile and a favourite target for Mantis raiders.

3 – Human: You're a bog standard human and the most common race in the galaxy. The Rebellion is made almost exclusively from humans and the Galactic Federation is led by them. You'll be able to find a place in the galaxy almost anywhere.

4 – Lanius: Covered in a metal exoskeleton, these anaerobic beings drain the oxygen around them for various purposes but do not require it to live in any short to mid-term sense. They absorb minerals from metals and have a natural sense of where large metallic deposits are. Not much is known in the galaxy as they've recently awakened from extended hibernation, though the initial reports of them attacking and devouring ships has made them something of a galactic boogeyman.

5 – Mantis: A brutal warrior species, the Mantis live for war. You now resemble a man-sized praying mantis that has evolved a brutal array of weaponry from their acidic saliva to their incredibly sharp exoskeleton appendages. However all that offensive power comes with the slight drawback that it is incredibly awkward to efficiently use tools or most of the galactic technologies.

6 – Rockman: Strong and dependable, you find yourself with the towering stature of a Rockman. With skin of stone these solid people are second only to the Mantis in martial prowess. Most Rockmen never leave their territories, preferring a slow and reflective life that matches their natural pace but you seem to be an exception to that.

7 – Slug: Expect your ship to be covered in a layer of slime, as you are now a Slug from the difficult nebula sectors. These xenophobic people however have evolved a valuable trick for navigating their erratic home, with strong minds capable of limited telepathy. Slug raiders have also developed a mind control system based on their powers to use against other races.

8 – Zoltan: You can feel the power coursing through you as you find yourself as a Zoltan. These beings of pure energy are allied with the Engi and are ambivalent to the Galactic Federation, as both of these factions seem to favor diplomacy and bureaucratic tendencies. Their lack of a physical nature means they don't fare particularly well in a fight but on a ship their ambient energy is readily harnessed to supplement system power.

[Histories] Choose one

[Free] Drop-In: No new memories, no distractions. You find yourself at the helm of a ship in your starting sector free to make your own allies and enemies in the galaxy. There's a convenient manual detailing how to fuel the warp drive on the console beside you to get started.

[100 CP] Federation: You're a Galactic Federation patriot and captain of a ship registered to the Federation Fleet. Currently the largest and most powerful player in the galaxy; this human-led entity protects and governs hundreds of sectors with allies and facilities across almost all of colonized space. However this will not last the coming civil war but as a Federation Captain you are part of a tenacious fleet that will fight to the last before giving up its principles.

[100 CP] Rebel: The Galactic Federation is strong, but only because we've made it strong. The humans have done all the work, they run the galaxy, and give their lives for their so called allies who demand too much. The time for redressing grievances is soon, all will change in a couple months. What do you say Captain, will you join the righteous cause and forge a new galaxy where progress is not limited by niceties and pity?

[Perks and Abilities]

Perks are discounted 50% for a corresponding background; 100CP perks corresponding to a background are free or noted otherwise.

[Free For All] Space Legs: You can now perform any job on the ship in a rudimentary fashion, from piloting to weapons control to emergency repairs.

[Racial]

[200 CP, Crystal Free] Rock Candy: You have a special affinity with crystals, able to command a very strong crystal structure to grow from your body. This gives you slightly increased vitality but is more actively used for quick repairs or walling off areas with steel-strength crystal.

[200 CP, Engi Free] Mr. Roboto: Your body's nanomachine swarm can be used to assist in exterior repairs and other mechanical activities as well, greatly increasing your ability to quickly build or repair physical things.

[200 CP, Human Free] Quick Learner: A valuable trait for those amongst the stars, you gain proficiency in anything you practice at a 10% increased rate.

[200 CP, Lanius Free] Metal Man: Your biochemistry no longer requires oxygen on a regular basis but when entering an environment you will consume oxygen at a prodigious rate for various reactions. As an added bonus you can now subsist on raw minerals and metals.

[200 CP, Mantis Free] Carapace: With a body finely tuned for melee combat, you are now more noticeably agile than a human and covered in hard chitin. Your appendages are the real danger though, as each is sharp enough to cut through steel now.

[200 CP, Rockman Free] Chiseled Physique: You are now taller and tougher than before with skin of stone. It's heavy but protects you well and makes you fireproof.

[200 CP, Slug Free] Telepath: Your willpower increases somewhat and opens your mind to new possibilities. You can sense the minds of those around you, up to hundreds of kilometers away if you focus and get a good idea of where they are in relation to space. Also makes you conveniently immune to most mind control devices.

[200 CP, Zoltan Free] Radiant Personality: A being of pure energy doesn't have to worry about their smart phone ever needing recharged as they give off enough constant energy to be harnessed. Produces about one point of ship's reactor level power constantly and if you ever die your body releases all its pent up energy in an explosion.

[Drop-In]

[100 CP] Engine Specialist: The hum of the warp drive and sub-space engines is music to your ears. You can coax more power from them than other captains, get a bit further on less fuel, and get them to charge to warp speed faster. Your ship starts with two additional engine system upgrades as well.

[200 CP] Scrap Dealer: Space scrap is the trade currency that transcends sector borders and retains value even when galactic society starts collapsing. You can now wheel and deal the remains of destroyed spaceships, raw asteroid minerals, or some other valued material more efficiently to sell your goods for more or get a discount in shops.

[200 CP] Friends in Places: There are lots of people out there; Space Pirates, Mantis hiding in a space whale carcass, black market arms dealers, scavengers, or racial sector fleets. With this you'll be considered one of the group for those on the fringes of society and those you have a race in common with. Bandits will bother you less, you'll never have an armed misunderstanding with another of your species, and maybe one day you might just be able to unite a rag-tag fleet of your own.

[300 CP] Silent Running: Your ship is hard to detect. With your mastery of hiding your presence in space you can run almost any blockade or get away from all but the most dogged pursuer. It even makes your presence to the telepathic types harder to detect. Your ship starts with a cloaking system.

[Federation]

[100 CP] Shield Specialist: Under your command any shield is a bulwark against the rigors of a life in space. You can bring them to full strength faster, reduce the duration of ionic disruptions, and never have to worry about environmental disruption to your shields. Your ship starts with two additional shield system upgrades as well.

[200 CP] Guardian of the Galaxy: Whenever there is another ship, planet, station or group in the way of immediate harm that you've chosen to protect, your ship operates beyond its normal capabilities. Taking less damage from hits, your crew repairs damage faster, and systems perform about 5% better. You're far more likely to get a good reward for putting yourself in harm's way for others as well.

[200 CP] Tough Little Ship: Your vessel might be held together with nothing but duct tape and prayers with the computer reading the next impact will break the whole thing up and yet all systems will somehow still be able to operate at full capacity no matter the damage to the rest of the ship.

[300 CP] Ship of the Line: The Federation didn't come to dominate the galaxy on just kind words and pinky swears. Massive weapons were built into the ships of loyal captains that would give them a significant edge in combat. The subsystems to support this large weapon also decrease firing times on all other weapons by 10%. Your ship starts with your choice of an artillery beam or a flak artillery system.

[Rebel]

[100 CP] Weapon Specialist: The best defense is a good offense you've always said and now you have the chance to prove it. When it's time for weapons to go hot you can bring them on target rapidly and accurately. Your ship starts with two additional weapon system upgrades as well.

[200 CP] Rebel Advance: When the going gets tough, the tough get going. Wherever you find fighting you can bet your allies won't be far behind. In territory you control you can expect anti-ship batteries to be built within days that can endanger most ships.

[200 CP] Aggressive Acquisition: The Rebellion doesn't run on magic and sunshine. When you destroy another vessel or 'requisition' materials from civilian vessels you will more often find usable consumables, scrap and weapons.

[300 CP] Automated Rebellion: The latest in automated ship design and programming is at your fingertips. You'll start off capable of designing new drone blueprints but with time you'll advance your skill to making AI-controlled scout fighters and patrol ships and potentially even entire autonomous flagships. Your ship starts with a drone control system level 2 and one basic drone schematic.

[Companions]

[100 CP] Core Systems: Gain two additional companions to help operate your spaceship. They receive the same background as yourself and a chosen race with the free perks it entails. They can be either two new companions or imported companions.

[200 CP] A Motley Crew: You gain a full complement of crew. They receive the same background as you do, with the corresponding free perks, and a chosen race. They can be either eight new companions or imported companions.

[Ships and Items]

[Hulls]
To start, you have a standard hull of your faction or races with only the basic systems implemented: 1 Piloting subsystem, 1 Doors subsystem, 1 Sensors subsystem, 1 Oxygen system, 1 Engines system, 1 Weapons Control system, and 8 Reactor power.

List of Hulls: http://ftl.wikia.com/wiki/Ship_Comparison

While hulls are effectively cosmetic for the concerns of this Jump, you can purchase one outside your faction or race for 50 CP if you'd like.

Alternatively, if you have a previously owned ship you may import it as a hull capable of being crewed by up to nine people as an alt-form for the imported ship for 300 CP. Any superior systems or armor are reduced to the nearest comparable example found within FTL for the duration of the Jump. Post-Jump, systems will be returned to their previous capabilities even in this alt-form. Yes you can have a miniature Light of Terra if you so desire, at the very least it makes it far easier to fit in the warehouse.

[Power]
Various things throughout the ship from weapons to systems require power to function. To operate your ship effectively you may upgrade your ship's reactor for greater power. Remember that you can deactivate systems you do not currently need operational to route power to those require more.

[25 CP] Reactor Upgrade: Increases reactor power output by one rank.

[Systems and Subsystems]
Ship systems are broken into two categories, Systems and Subsystems. Systems are defined by those that require continuous power to operate, while subsystems do not. The systems/subsystems after being obtained or purchased can be upgraded further with additional purchases. Additional purchases of a system or subsystem already owned are at a discount. You may have multiple of the same system (multiple clone bays or medbays for example) but they must be upgraded independently.

[Subsystems]
Subsystems are systems that do not require a point of continuous power to operate, no matter their upgrade level but can be still rendered non-functional from battle damage.

[50 CP] Backup Battery Subsystem: An emergency backup subsystem that can supplement your reactor's power output for 30 seconds with a cooldown of 20 seconds before it can be activated again.
Rank 1 – Adds 2 bars of supplementary power
Rank 2 – Adds 4 bars of supplementary power

[50 CP] Door Subsystem: The operations control for doors aboard the vessel. Upgraded levels increase the strength of the doors and the difficulty faced by boarding parties trying to open them.
Rank 1 – Basic Doors, allows for opening and closing of doors remotely
Rank 2 – Blast Doors, slows fire spread and boarders
Rank 3 – Improved Blast Doors, greatly slows the spread of fire and boarders

[50 CP] Piloting Subsystem: The ship's cockpit or bridge is wherever this subsystem is located. Required to be manned for navigation and attempting to maneuver in sub-light speed.
Rank 1 – Requires a crewman to piloting
Rank 2 – Allows for the ship to be run on auto-pilot while retaining 50% of its total evasion
Rank 3 – Allows for the ship to be run on auto-pilot while retaining 80% of its total evasion

[50 CP] Sensors Subsystem: The eyes and ears of your ship. A wide range of standard sensors and communications equipment are available in this convenient package.
Rank 1 – See all rooms in your ship
Rank 2 – See all rooms in an enemy's ship
Rank 3 – See enemy weapon charge

[Systems]
System upgrades require additional reactor power to operate at upgraded levels, but can perform at previous levels under reduced power.

[200 CP] Artillery Beam System: A massive beam weapon fitted as its own system. This beam can pierce through all but a Zoltan's super shield (though a super shield won't be left after this beam hits it) and inflict damage across the entire length of an enemy vessel.
Rank 1 – Firing cooldown: 50 seconds
Rank 2 – Firing cooldown: 40 seconds
Rank 3 – Firing cooldown: 30 seconds
Rank 4 – Firing cooldown: 20 seconds

[200 CP] Cloaking System: A device that makes the ship unable to be targeted by another ship's weapons, drones, or systems and increases evasion against already-launched weapons for the device's duration. Firing your own weapons while cloaked halves the time you have remaining in its duration. Has a twenty second cooldown once the duration is over till it can be activated again.
Rank 1 – Time cloaked: 5 seconds
Rank 2 – Time cloaked: 10 seconds
Rank 3 – Time cloaked: 15 seconds

[100 CP] Clone Bay System: Produces a clone of a crewmember if they perish while the clone bay is powered and heals all crewmembers when supercharged during a warp jump. A clone will however suffer some skill degradation compared to the previous.
Rank 1 – Time to clone: 12 seconds, heals crew 33% on jump
Rank 2 – Time to clone: 9 seconds, heals crew 66% on jump
Rank 3 – Time to clone: 7 seconds, heals crew 100% on jump

[100 CP] Crew Teleporter System: A system that lets you teleport crew through near-space accurately. The best way to get boarding parties to your enemy, guaranteed. Cannot teleport through Zoltan super shields.
Rank 1 – Recharge time: 20 seconds
Rank 2 – Recharge time: 15 seconds
Rank 3 – Recharge time: 10 seconds

[100 CP] Drone Control System: The control hub for operating semi-autonomous drones. Drones require a control system ranking equal to the schematic's power rating to remain operational.
Ranks 1-8

[100 CP] Engines System: The powerful engines, both sub-light speed and faster-than-light are housed in this system. To make a warp jump a pilot needs to at the helm and the engines need to be online (and charged and fueled). In the meantime, sub-light engines provide great utility in maneuvering in normal space and evading incoming weapons.
Rank 1 – Evasion 5%, FTL charge speed 1x
Rank 2 – Evasion 10%, FTL charge speed 1.25x
Rank 3 – Evasion 15%, FTL charge speed 1.5x
Rank 4 – Evasion 20%, FTL charge speed 1.75x
Rank 5 – Evasion 25%, FTL charge speed 2x
Rank 6 – Evasion 28%, FTL charge speed 2.25x
Rank 7 – Evasion 31%, FTL charge speed 2.5x
Rank 8 – Evasion 35%, FTL charge speed 2.75x

[200 CP] Flak Artillery System: A cousin to the Artillery Beam System, this large weapon fires a massive cluster of damaging flak at the enemy vessel that rips through shields to rain widespread devastation across the ship.
Rank 1 – Firing cooldown: 50 seconds
Rank 2 – Firing cooldown: 40 seconds
Rank 3 – Firing cooldown: 30 seconds
Rank 4 – Firing cooldown: 20 seconds

[100 CP] Hacking System: This system allows you to launch and operate a hacking drone that latches onto a room of the enemy vessel. It locks down the doors of the room it is attached to, provides vision into that room, and can cause that room's systems to malfunction and be inoperable for the duration of a hacking surge. Each hacking surge is followed by a twenty second cooldown before another is activated.
Rank 1 – Hacking surge: 5 seconds
Rank 2 – Hacking surge: 10 seconds
Rank 3 – Hacking surge: 15 seconds

[100 CP] Medbay System: This system converts one room of your ship to an automated medical suite capable of healing any crewmen within the room.
Rank 1 – Healing rate: 1x
Rank 2 – Healing rate: 1.5x
Rank 3 – Healing Rate: 3x

[100 CP] Mind Control System: An esoteric bit of machinery developed by slug raiders that can be used to temporarily take over the mind of another. Great for sabotaging enemy ships or gaining the upper hand in a boarding action! Has a twenty second cooldown once the mind control duration has completed.
Rank 1 – Mind control one person, 15 second duration
Rank 2 – Boosts health and damage of the mind controlled target, 20 second duration
Rank 3 – Further increases health and damage of mind controlled target, 35 second duration

[50 CP] Oxygen/Life Support Systems: For all those that are fans of breathing, this system is required for all ships operated by non-Lanius crews.
Rank 1 – Recycles and replenishes atmosphere rate: 1x
Rank 2 – Recycles and replenishes atmosphere rate: 1.5x
Rank 3 – Recycles and replenishes atmosphere rate: 3x

[100 CP] Shields System: The standard in dangerous space protection, from neutralizing space debris to laser beams and pulse fire, you'll find nothing more reliable. Requires two ranks of system for each layer of shield. Does not protect against missiles and can be disrupted by ion-based weaponry.
Ranks 1-8

[100 CP] Weapons Control System: The weapons targeting computers and loading/charging systems are located here. Weapons require a control system ranking equal to the weapon's power rating to remain operational.
Ranks 1-8

[Weapons]
Weapons in FTL require either energy to operate or missiles and energy to operate from a Weapons Control System. Every ship begins with one basic laser.

Further weapons may be purchased at a 50 CP per power required to operate the weapon basis from this list: http://ftl.wikia.com/wiki/Weapons/Tables

[Drones]
Drones in FTL require energy and drone parts to operate from a Drone Control System. Drones are built based on schematics as needed. Those who have taken Automated Rebellion get a System Repair Drone schematic, a Defense Drone Mark 1 schematic, or a Combat Drone Mark 1 schematic for free.

Further drones may be purchased at a 25 CP per power required to operate the drone basis from this list: http://ftl.wikia.com/wiki/Drone_Control#Drone_Schematics

[Augmentations]
Augmentations are un-upgradeable subsystems that can be added to your ship for various purposes in FTL. They do not require any power or consumables to operate but can augment other system's capabilities and provide passive bonuses. You may have a maximum of three equipped on your ship.

You get a free augmentation based on your chosen race (but not for any companion's), ie: Engi's get a free Engi Med-bot Dispersal augmentation. Humans instead get a 50 CP discount on choosing any one augmentation.

Further augmentations may be purchased at a rate of converting the listed scrap cost to the nearest multiple of 25 CP from this list: http://ftl.wikia.com/wiki/Augmentations

[Misc. Resources]

[Free] Starting Pack: A basic amount of material to start your galactic adventure with. Includes 30 Scrap, 16 Fuel, 5 Missiles, and 5 Drone Parts.

[25 CP] Drone Parts: 5 Drone parts, modular pieces used to create semi-autonomous and autonomous constructions.

[25 CP] Fuel: 15 Fuel, the high energy-density fuel needed to operate the ship's reactor core and charge the warp drives for a jump.

[25 CP] Missiles: 10 Missiles, the ammo for missile launchers and bombs. Explode things up and ignore shields with these.

[25 CP] Scrap: 25 Scrap, the basic trade currency in space.

[Complications]

[+100 CP] The Perils of Space: For some reason, the universe conspires to place warp beacons in dangerous places. They've drifted too close to a flaring star that will cause periodic fires to burst up across your ship, be in the ionic path of a pulsar, caught in the sensor-deadening nebulas, or assaulted on all sides by asteroids. Expect about one in five arrivals to a beacon to have an environmental danger.

[+100 CP] Galactic Recession: It seems the tension building up to the Federation Civil War is bad for business. Shops are harder to come by and their selection is more limited on average.

[+200 CP] Giant Alien Spiders: Giant alien spiders are no joke! These beasts are extra savage, capable of tearing through even anti-personnel drones. You will encounter them far more often whenever you visit a shop, station, or other location in space. They will adapt to your efforts to wipe them out, eventually becoming resistant even to the anti-bio beam.

[+200 CP] Pursued: Some force is following you, forcing you to constantly keep moving from beacon to beacon, sector to sector. It might be a Federation Fleet if you're a rebel, a pirate faction or slavers if you pissed someone off as an independent or even the mass of the Rebel Fleet itself if you remain loyal to the Federation. No matter where you go they seem to be just a bit behind.

[+300 CP] Missile Massacre: Your enemies have made their disdain for dealing with shields well known by arming almost exclusively with several missile launchers. Everyone but you also seems to have an infinite supply of missiles.

[+300 CP] Most Wanted: You've got a massive bounty on your head and everyone in the galaxy wants to take it, from two-bit pirates to the Rebel Flagship and even the carrier of vital information for the Federation will take time out of their one-ship crusade across the galaxy to hunt you down.

[+1000 CP] Slow Boat: Something's gone horribly wrong! Your insertion into this universe causes any ship you board to suddenly be unable to use their engines to make faster than light travel! This mysterious phenomenon will resolve itself as soon as you leave the ship but it means if you want to get anywhere in this universe, it'll be through good old fashioned fractions of c.

[Ending]

[Return]
If at any point during this Jump you die or you decide to voluntarily end your Jumpchain experience after the completion of ten years in the world of FTL you; then you will find yourself back on Earth once more and no longer able to continue with the Jumpchain. However you will retain any perks, powers, and items you had gained up until that point. All drawbacks taken are removed in either case.

[Slower Than Light]
The galaxy is large and you may have played a pivotal role in the events of its history now, or just found a place you love amongst the stars. Either way you've decided to stay here rather than return to Earth or continue onwards through the Jumpchain. You retain any perks, powers, and items you have and any drawbacks taken in this setting are now removed.

[Jump to Next Beacon]
As exciting as space is you're ready to move forwards on your adventure. You power up the warp drive once more and slip into the places between dimensions where Jump-chan awaits with your next ten year assignment. Any drawbacks you have taken are removed at this time. Further your warehouse gains the ability to produce fuel for your ship as well as any needed consumables for your weapons and drones. If your ship is ever destroyed it will take one month before it reappears in a hangar attached to your warehouse.