GENERIC LEWD

SCIENCE FICTION

You have only one mission...to come where no one has come before.

You have 1000cp.

Locations

Roll 1d8 on the table below for your starting location, or pick for 50cp.

1. The Core Worlds – The seat of governance throughout the Alliance, many species mix together on these worlds. The rich, the powerful, and the ambitious mingle here, where the Space Academy trains new generations of Space Cadets. These worlds usually have great nightlife.
2. The Star Kingdom – A small interstellar monarchy, independent of the Alliance yet often allied to it. Its technology and culture are a bit different to the Alliance's, focused more along traditional roots. However, it still has its share of problems.
3. A Pleasure World – The holiday destinations of the entire civilized galaxy, these worlds are comfortable tropical paradises all year around. Many adult entertainments can be found here, alongside the more boring ones, and "what happens on the Pleasure Worlds, stays on the Pleasure Worlds" is a common understanding between life partners.
4. A Backwater World – Even within the Alliance or the Star Kingdom, advanced society doesn't reach everywhere. These worlds likely have a lower overall level of technology despite contact with starfarers, so expect space-barbarians with swords fighting wild robots and tech-nomads defending their desert world with heirloom rayguns.
5. A Frontier World – A planet that has only just been colonised. Entire continents might still be unmapped, and any ecosystem studies are bound to be incomplete. The new and strange is everywhere, and the growing colony will need to increase its population to expand.
6. An Asteroid Base – It might be an Alliance or Star Kingdom military base, a space pirate hideout where slaves are traded in their dozens, or belong to someone or something else. Perhaps it was abandoned, or maybe it's bustling with activity.
7. Wild Space – Beyond the mapped edge of known space. Almost totally unexplored - who knows what's out here? Aquatic worlds settled by a lost colony ship that genetically engineered its colonists for fish tails? An empire of Space Amazons waiting to crush the Alliance under their well-pedicured feet?
8. Free choice – Freely choose the type of place you start at.

Era

Select the Era of science fiction that this generic setting's tone and themes fit best from the following:

Pulp Era
The generic setting you'll enter is full of high adventure, if rather conservative in the attitudes of the people in it. Transhumanism isn't really a thing, and the futuristic technology is often juxtaposed against fantasy elements.

Golden Era
The most defining feature of this era is the spirit of exploration, of moving forward into vistas of the unknown. One of the most egalitarian and equitable of all the eras, where species of all description are treated equally and fairly.

80's Grit
This generic setting has taken a turn for the dystopian; corporations run the show while the governments are sock puppets, at best. This is probably the darkest of the Eras; some despotic regions probably run to 'grimdark'.

90's Chrome
A bit of ham never hurt anyone, either. A blend of all that has come before it, yet the galaxy is a strangely optimistic place.

Digital Era
Beyond the year 2000, expectations may have become both more and less realistic. Transhumanism, omnipresent information and monitoring, terrorism and virtual solipsism are all the rage.

Sex?

Your default sex is whatever you were last jump. You can change that to male or female for free, or a non-conventional sex for 50cp. Unless you've got perks or a bodymod that says otherwise, your dimensions are strictly normal/realistic.

Species Type

Select one. There's no point having an age roll with all the wild species you might belong to.

Humanoid
Two arms, two legs, a head, torso, hair and skin, come in many colors. Most of them are banded together into something called the Alliance, but to be honest there's little independent planets scattered all over the place.
This choice also covers near-human species like catgirls, space elves, not-quite-humans with funny foreheads and Orion slave girls.

Android/Gynoid
Built as a robot to serve your human masters, or maybe a misguided attempt by a lonely roboticist to build a son or daughter. Your positronic mind is designed to store, recall and interpret memories just like a human, but your body is made of slightly tougher stuff.

200cp Alien
You appear to be a species of space monster entirely separate from humanity.
Possibly with lots of tentacles.

Backgrounds

Select one.

Explorer
There are countless stars out there, but if anyone's going to visit them all, it's you. Pioneer, colonist, Astrological Survey Corps, or just someone with a hankering to find an as-yet undiscovered species of gorgeous space babe.

Space Marine
There's still a need for soldiers in the depths of space, so here you are. The ladies love a man in uniform.

Hotshot
If there's starships, someone's got to fly them, and that someone is you. It's likely you're a member of the Alliance or Kingdom Space Navy, or are a trader with a bit too much experience dodging pirates.

Scientist
Unravel the galaxy's mysteries and push science and enlightenment further than ever before. Or just take your study of anatomy to a new level - who's counting?

Space Pirate
Whatever you want, you take by force. Property, people, lives? Doesn't matter. Many Space Pirates dabble in slavery, and you'll somehow run a crew of the worst scum the galaxy has ever seen.

Space Princess
It's nice to know one's place in the galaxy, especially when that place is around the top of the totem pole. This also represents the privileged upper crust of non-monarchies, like the daughter set to inherit a galaxy-spanning media network.

Service Sector
'Space hooker' doesn't have quite the same ring to it. Maybe you have a master or mistress, or maybe you simply sell your body to the highest bidder.

Perks

100cp perks are free for the associated background, others matching are discounted 50%.

100cp Painted On (Free Humanoid)
Clothing just seems to fit so much better when you wear it. You can decide how tight the fit of your clothing is, as well as reduce the thickness or thinness of the fabric. This lets you decide how supportive the clothing is, too, as well as whether it's sheer or not. This doesn't change the clothing's other features, like its style or colors, or what kind of functions or protection it provides.

200cp Where No One Has Come Before (Discount Humanoid)
Protective outfits are often necessary to survive in hostile conditions comfortably, but as long as you're wearing the most important parts you can expose some of yourself without harm. If most of your space suit is ripped away, as long as your air tank and helmet is fine you'll be able to survive in space, or you'll be able to unzip your pants in a toxic atmosphere to screw a Venusian without worry.

400cp Going Native (Discount Humanoid)
Other species don't think of you as a human (or whatever you are). As long as you have roughly the same body plan and make a token attempt to fit in, they tend to think of you as one of their own species. A little green Martian doesn't think of you as a human – it would think of you as a very tall, pale Martian, while a tiger-person thinks of you as a particularly small, hairless tiger-person. Needless to say, this can improve your ability to enter interspecies relations quite a lot.

600cp Bi-Trek-tual (Discount Humanoid)
Those humans sure love bringing two completely different things together for a beautiful end result, don't they? You can take two totally different things, make some magic happen, and end up with a new hybrid of the two, keeping both originals and leaving others going "How!?". This might be you and a silicon-based Selonian producing the galaxy's first Half-Selonian child, or it might be mashing the designs of a phaser and a lightsaber together to make a phaser-saber. You'll need to understand how both originals work in detail, though, so it's no good trying to make a hybrid from something that "just works" or trying to impregnate an alien you've just discovered without lots of 'study'.

100cp Turned On/Turned Off (Free Android/Gynoid)
There's literally a switch or a button that controls your horniness. By flicking it 'on', you can instantly become fully aroused, or likewise, turn it 'off' to deactivate your lust. It could be handy to keep it 'off' if you suspect someone is trying to use seduction on you – unless they get their hands on your 'switch'. You can decide where the switch is located on your body. After this jump, it can become a mental toggle instead.

200cp Bioroid (Discount Android/Gynoid)
Not everyone likes cold metal and silicone, so you have a mimetic alloy skin. You can choose to reduce the hardness of the metal parts of your body to feel as soft, warm and pliant as smooth skin. This also makes the parts in question flexible and elastic, so even if your data port is rated for 3.5" you'll be able to squeeze in something bigger with some warming up and lube. The parts affected remain as resistant to damage as usual.

400cp Polymorphic (Discount Android/Gynoid)
In active mode, you can take on the appearance of just about any humanoid. Shift your bone structure, height, skin, eye and hair colour, even genitals. However, you can't deviate too much from the humanoid layout (you still need to have two arms, two legs, a torso and a head, even if you add some extra parts), and you can't increase your mass beyond normal.

600cp Fully Functional & Anatomically Correct (Discount Android/Gynoid)
Even as a machine you can have all the functions of your biological forms. You can drink and get drunk, impregnate and get pregnant, eat, naturally heal, and everything else. You may freely mix parts or features from any biological altforms into any of your mechanical altforms (including your Gynoid form), and vice versa, mixing mechanical parts or features into your biological altforms. They usually appear as cybernetic fusions of the two.

100cp No Escape (Free Alien)
Once you have someone in your clutches, they have an extremely difficult time escaping from you. In addition to a grip like titanium, you instinctively use joint locks and holds on anyone trying to struggle free from you.

200cp No One Can Hear You Scream (Discount Alien)
You have a great deal of talent in lurking about unseen, sneaking up on people, and picking just the right moment to strike, when your target is alone and nobody is around to hear their cries for help. Whether it's for abduction or impregnation, as long as you were patient and careful in your hunt, no others will be able to come to their aid. Maybe the one person who might have heard their cries just put some earphones on, left the building, or started up some machinery and drowned out the screaming.

400cp Power of the Dark Side (Discount Alien)
Excitement and fear are inextricably linked to adrenaline in the human psyche, and you can play up on the 'fearboner' effect to cause arousal as well as terror. In effect, the more terrifying your presence is, the more sexually arousing you are to the few beings who can will themselves to stand and face your presence. The bravest space hero(ine) in the galaxy might find themselves thinking *very* confused thoughts when they finally confront you.

600cp Bigger On The Inside (Discount Alien)
You have remarkable control of your body's dimensions and scale. From shrinking to fit inside someone's mouth to growing large enough to swallow someone whole, you can also affect various parts of you piecemeal – to fit an outrageously huge tentacle in a very tight hole or make a small part of you fill up all available space.

100cp We Come In Peace (Free Explorer)
You have a pretty good knack for communicating with aliens or cultures that don't know your language, allowing both sides to learn the basics of speaking to each other after only a day or so. And if you show and tell, it'll go even better.

200cp Part Of My Culture (Discount Explorer)
It's remarkably easy for you to persuade other people into lewd acts as "just the way we do things", so long as they don't know much about your culture. You could easily persuade a trio of star nymphs that groping their tits and asses is just how humans greet each other, or that passionate arguments between friends are best settled with a Trial By Orgasm. Even the normally sceptical and prudish can usually be convinced to engage in all kinds of acts for the sake of understanding your heritage…just hope they don't find out the truth.

400cp Danger! Danger! (Discount Explorer)
Relationships are a journey, and you know where that journey is going to end: happily, painfully, with no kids or a dozen. Avoid partners who seem perfect while you're dating but turn into a total bitch once they move in, and in the presence of potential partners who are going to be physically or emotionally dangerous to you this sense fairly screams "Danger!", helping you avoid the dreaded "bad ends".

600cp Have Spacesuit, Will Travel (Discount Explorer)
You appear to get incredibly "lucky" when it comes to travelling the vast reaches of space, or just travelling in general. With nothing but the clothes on your back, you could start a galactic journey just by running into a couple of hot bounty hunters in a cantina who can give you a lift towards your destination, stumble across an abandoned ship and a sexroid who can help you fly it, or if you're stuck in some desolate, uninhabited world, another explorer will happen across you and get you off...also off the planet. Along the way, you will never get stuck in any one place for very long, and anywhere you do happen to stop at always has something (or someone) interesting to check out. Even coming to a dead stop in the empty interstellar void could cause you to detect an escape pod with a pair of robots carrying a message from an absolutely desperate star princess.

100cp Best Of The Best (Free Space Marine)
They say there's nothing like a night with a Marine, and who am I to refute that? You've got a significant boost to your reflexes, hand-eye coordination and general athleticism, all of which is visible in the form of well-defined muscles and the chiselled build of a Greek god (or Amazon, in the case of female Marines).

200cp How Can I Thank You? (Discount Space Marine)
You tend get a lot of no-strings-attached sex for doing your job and saving the day, along with whatever the normal reward is. If the person offering the mission, bounty or reward isn't appealing to you, they might have a secretary who'll happily thank you ‘properly’ on their behalf, or maybe the asteroid miner’s daughter (or son, whatever you’re into) you rescued will give you your bonus in person before she’s reunited with her worried family.

400cp Star Knight (Discount Space Marine)
The elite of the Space Marines, the Star Knights are highly trained representatives of the Alliance – a training that you now boast. While every Space Marine is trained in the basics of first contact, you are a true diplomat and emissary, both charming and inspiring, and speak with gravitas and urbanity that somehow crosses cultural barriers to impress anyone who hears you. As well as diplomatic training, the Star Knights are expert soldiers, so your fighting ability and physical condition is also greatly improved over and above that of normal Space Marines.

600cp Hardcore (Discount Space Marine)
Be it the hardships of your early life, the most ruthless training, or augmentation with cybernetic systems, you have been transformed into something incredible. Your body isn’t soft like meat - it’s like a statue of bronze, strong enough to tear through walls. Your stamina is utterly inexhaustible provided you have the smallest amounts of food, air and water to sustain yourself. With an iron body comes an iron mind: capable of extreme feats of mental and bodily control to withstand any injury, torture or hardship.
If your body is mechanically able to perform a task, you can do it; likewise, you can fully ignore any sensations of pain or pleasure just by willing it so. It’s not an exaggeration to say you could fuck for days on end if you felt like it.

100cp A Girl In Every Port (Free Hotshot)
Your acquaintances just seem to accept that you’re the here-today-gone-tomorrow type, and trying to keep a long-distance relationship or starting something serious just isn’t going to work out. As a result, your partners never seem to get too possessive or clingy, and take the inevitable “I need to leave” break up surprisingly well, even if it’s by vid message.

200cp Wing Leader (Discount Hotshot)
When it comes to coordinating a group (both in and out of bed), you’re the one to call. Not only are you quite the diplomat when it comes to smoothing out intra-group conflicts, but your position as wing leader means you can keep everyone acting according to plan. With two or more partners, bunk time doesn’t end up a pointless tangle of arms and legs, and in the heat of combat they won’t fall behind or stuff up their timing – everyone will be synchronized for the climax.

400cp Racing Hearts (Discount Hotshot)
You know how two highly competitive rivals often seem to have powerful sexual tension between them? This probably explains it. The libido of others around you increases based on how physically active or competitive they're getting with you. Walking down the corridor with someone is probably not going to do anything, but get all sweaty helping the cute mechanic refit the thrusters on your starfighter? They're probably going to need a cold shower to stop those distracting thoughts…or a long hot one. In a fight for your lives or 'full contact' training exercise where you're both trying to come out on top? Don't be surprised if they jump you the minute everything's safe and you're both alone, or they race back to their cabin and lock the door.
Fun with friends, but even enemies could be very inclined to take you alive to sate their needs or try and impregnate you rather than kill you outright. May not save you if vore is their thing, though. You can choose who is affected with this perk, including yourself, or turn it off entirely.

600cp Engineer-Rated (Discount Hotshot)
There is no system aboard your starship that is beyond your ability to design, repair, or mutilate into something else. From drives to shields, weapons to teleporters, you're the master of them all. You are especially good at improvising items of technology from each other – in case you needed to turn a power ratchet into something that vibrates very quickly, or a weapon from your work tools. Mind the captain doesn't reprimand you for misuse of equipment, though.
There may also come times when "she's givin' it all she's got!" but the captain's telling you he needs more. You can charm and seduce a short-lived but vastly-increased power surge out of a spaceship, vehicle or other big machinery with some sweet words and the promise of special maintenance work later.
You just have to treat her right the rest of the time, and maybe do some maintenance that might be considered a bit lewd if another engineer found out about it – like hooking up the manifold array to the modulation bypass system, or giving those bolts on the bulkhead down on C deck a good hard tightening with the biggest wrench you've got. You can be sure that if your spaceship has a spirit, personality or AI of its own, they'll be sure to notice all the attention you've been paying to what's beneath their surface.

100cp Eureka! (Free Scientist)
It's a little worrying just how many scientific advancements came from accidents and a scary lack of safety standards. Luckily for you, while you aren't any less or more accident prone than normal, such accidents tend to be on the sexy side of things. Less "melt everyone's face off" and more "melt everyone's clothes off", or being bitten by a radioactive pig wouldn't turn you into a half-porcine monster but bestow on you their ability to have 30 minute orgasms, until it wore off.

200cp Trust Me, I'm A Doctor (Discount Scientist)
But maybe not *that* kind of doctor. You'll get away with taking a lot of liberties that others might not have been willing to if you weren't a professional doing this "for science", and doctor-patient confidentiality seems to come out in your favour – provided a doctor-patient relationship exists already, they seem incredibly reluctant to spill anything you don't want them to disclose.

400cp Doctor Frankenstein (Discount Scientist)
Playing god has never been so easy. You've discovered how to create life from nothing - for varying definitions of "life" and "nothing". If you feel mechanically-minded, you could easily build artificial lifeforms like androids or AIs, or should you feel like a bit of laboratory work, concoct artificial life from vats of chemicals, like clones, slimes or purpose-made lifeforms. Let's not speculate on the purposes you have in mind. Do they have souls? Damn it, you're a doctor, not a philosopher!
Messing around with the building blocks of life has made you an excellent medical doctor, too, so you've got the perfect excuse to give others a thorough 'physical' every now and again.

600cp Transmogrification (Discount Scientist)
Through technology both mundane or esoteric, you have delved deeply into the sciences of transforming one thing into another. Whether your methods are based in surgery or retroviral therapy, or some kind of transmogrification ray, making one being into another is your craft. The easiest application is to just change something's shape in a merely cosmetic way - dressing a human's body up as another humanoid. Trickier is to strip away abilities in the process - to sap strength or deactivate abilities. More difficult is to morph something's qualities - to turn a housecat into a human and act like one, or take a being that can levitate and turn it into a being that can read minds. The most difficult of all is to take a being with no special qualities and add new ones. Yet once you work out how the process works for one type of being, it's easily replicated on other beings of the same type - through mutative virus, transformation ray, nanosurgery, whatever you've come up with.

100cp Snakeskin (Free Space Pirate)
Why do you even bother with armor when the other guy has a disintegrator? It's better just to sidestep the blast, so that's what you do. The less your clothing is covering you up, the better you dodge and the faster you are. Wearing something as revealing as a space-fabric loincloth or latex bikini will give you enough of a speed and agility boost to rush and overwhelm a handful of opponents with blasters even if you were bare-handed.

200cp Duellist (Discount Space Pirate)
After countless boarding actions, your skill with the laser blade is seldom matched except among the best of Star Knights. Even without space magic, you have a pretty good chance of deflecting energy bolts with your blade or anticipating the next lunge. So fine is your control of the blade, laser or otherwise, that you may shred your opponents' clothing with ease rather than their flesh, allowing you to rob your opponents of their dignity as well as their riches.

400cp Star Tyrant (Discount Space Pirate)
It takes a real character to manage a crew of pirate scum, but that's what you are. You can naturally dominate others through sheer force of personality – even rebellious and self-serving crews of pirates who aren't afraid of a little mutiny every now and again. Anyone who recognises that you hold a title superior to theirs will do what you say, when you say it, and likely beg for more orders when they're done.

600cp Slavery Is Freedom (Discount Space Pirate)
It is one thing to be able to mindbreak someone into unquestioning obedience, but this psychological programming is far more insidious. You know of methods which will allow you to program people through pleasure and pain with different behaviours and triggers, even to the point where once you are done, the victim's newly moulded psyche will be unaware of your control, if you desire it. There are even rumours that one notorious captain kidnaps victims whose personalities are transformed into copies of their captor's, each assuming the mantle when their predecessor perishes.

100cp Every Rose Has Its Thorns (Free Space Princess)
With a demure smile and dainty step, nobody could possibly suspect you of hiding a vicious streak, sadistic tendencies or a libido that would give anyone else the title "Maneater". All the traits others might see as negatives can be easily concealed behind your perfectly sweet mask in an eyeblink - you could be trampling someone under your feet but the moment someone opens the door all they'll see is you helping the poor person up after they apparently "tripped over".

200cp For The Good Of The Empire (Discount Space Princess)
Princesses can sometimes be a little...predatory when searching for their true prince. You find it easy to tell the advantages and disadvantages to pairing up with someone before you actually take the step of becoming romantically involved. Sure the Rigelian is going to be a good time in bed, but that idiot boy from the Alliance will get you those vital trade routes *and* let you get away with sleeping with the hired help.

400cp Heart-Stopping Beauty (Discount Space Princess)
You have a beauty measured in Helens. Not millihelens, Helens. For your beauty, a thousand ships - a thousand *starships* - could be launched. If you have a background in this world wars likely have been, and likely will be, fought over whose hand you marry. Your smile alone robs most others of their wits.

600cp Diplomatic Immunity (Discount Space Princess)
It goes without saying that you are a Very Important Person. This has a few benefits. First and most importantly, any crimes you might have 'accidentally' committed that fall below a certain threshold go without meaningful consequences, and crimes above a certain threshold have only the consequence of being ejected from the nation or world they were committed on and being declared a *persona non grata*.
The threshold depends on how public and severe the backlash to the crime is; in some empires you might get away with raping a nobody servant girl as long as only a couple of people found out, but be ejected for adultery with the willing wife of an important political leader; in other empires merely touching one of the Empress's concubines on any part of their body is cause for you to be dragged back to your ship and told never to return.
Secondly, your person and property cannot be legally be impounded, imprisoned, detained, searched or raided by a government, even in cases where it's (normally) mandatory, at least without a formal declaration of war. These immunities carry over to that of your immediate personal staff (or companions), as well as any ship you're on or building you are living in.
The catch is of course that once you're declared *persona non grata,* if you are found in a place you've been ejected from, all bets are off and you're classed as either a foreign invader or a spy, both of which tend to be shot on sight.

100cp Geisha's Grace (Free Service Sector)
Above all other things, you serve at your master's pleasure, and for that you require many more skills than just sexual performance. You can carry out many ordinary tasks, from serving and cooking meals, to massages and dancing, with both skill and an aesthetic grace which makes even pouring a glass of wine seem like a choreographed performance.

200cp Needful Things (Discount Service Sector)
Programmed or instructed in the pleasure of others, working out just what someone else desires is a cinch, even if they aren't sure what they want themselves. In the bedroom that's making sure you find all the right spots to tickle on a Zorgarian or whether you should take the lead, but it's also things like discerning someone's favourite flavours or the perfect gift.

400cp Arm Candy (Discount Service Sector)
People don't just want to be with you – they want to be *seen* with you. You've got a sexy strut and a bombshell/bodybuilder figure that will turn the heads of just about anyone vaguely interested in your gender and species. Of course, when you're hanging on to your partner's arm, this puts you right next to their ear. Everyone else might think you're whispering sweet nothings to them, but their infatuation with you makes them quite susceptible to your influence.

600cp The Perfect Companion (Discount Service Sector)
Time is precious, so you're simply the best at making even the briefest contact count. Even if you only see your partner once a week for a quick fuck, that's enough contact and intimacy to support a full, loving relationship for the both of you, if that's what you want. This covers most of your interactions as well – even when something is just business, you can make it seem like a deeply personal act.
With a little bit of organising, you could give a lot of partners as fulfilling relationships as though each of them were in an exclusive one.

Undiscounted Perks

100cp Zero-G, Zero Problems
Artificial gravity takes most of the space sickness out of space travel, but it can still unsettle every now and again. You're now immune to motion sickness and vertigo, especially from zero or fluctuating gravity, so engage in all the zero-g gymnastics you like.

100cp To Infinity And Beyond
Not really infinity, but a hell of a long time. You have the endurance to keep going all night long and then some. Make sure you've both got plenty of lube on hand.

100cp Volume
You've got a lot more bodily fluids than you seem outwardly capable of holding. Mammaries lactate huge amounts of milk, balls seem to hold litres of semen, vaginas gush like a garden hose. You even hold larger amounts of less-sexually related fluids like saliva or blood, and those can gush out quite a lot without any undue harm to you. The rate at which your fluids regenerate is proportionately fast. You can deactivate this ability at will.

200cp or 400cp Space Magic
Call it psionics, subspace manipulation, The Force, Biotics or anything else, it all boils down to space magic; tapping into some galaxy-permeating network of energy and using it to do things.
At the 200cp level, you are an apprentice space wizard, able to focus mentally to create many minor effects ranging from telepathy, to telekinesis, to short-lived hypnosis and brainwashing, opening your mind to sense nearby things, 'reading' auras on beings or objects and much more. However, you may not understand or know of everything your power can do, and your concentration can be easily shattered.
At the 400cp level, you will start as a fully-fledged space wizard, having much greater versions of those powers at your call - able to link your mind with others across interstellar distances, lift a whole starship into the air with your mind, cross a planet by stepping through hyperspace or thrall someone's mind for good. Your concentration is rock solid, even against excruciating pain. However, you are already almost at the 'soft peak' of power – any significant improvement above this level will take years of meditation, practice and research.

Alien Form Customisation

Aliens gain 400cp to spend on this section.

Aliens can take one of Extra Limbs, Parasite or Lubricating Slime for free and get a discount on the other perks that require it.
Despite mainly being for the Alien background, all backgrounds may purchase from this section – re-fluffed as mutations or genetic tampering, or very exotic custom parts in the case of an Android/Gynoid.

100cp Extra Limbs
Adds a pair of limbs - arms, legs, wings, tails, pseudopods, tentacles, tongues or something even stranger.

100cp Suction (Requires Extra Limbs)
Each of your limbs may have smooth-lipped suction cups, for example along your tentacles or on the tips of your fingers, allowing you to cling to smooth surfaces, secure your prey before they can get away, or provide extra stimulation.

100cp More Tentacles! (Requires Extra Limbs)
Adds a clutch of up to six additional limbs.

200cp Fractal (Requires Extra Limbs)
Your limbs can bifurcate into smaller and smaller sub-manipulators, down to a microscopic level. Adds a lot of precision and ultra-fine dexterity.

400cp Polymorphic Tentacles (Requires Extra Limbs)
Your extra limbs can take on just about any shape you will, turning them into a veritable swiss army knife.

100cp Parasite
You can live on or inside another being, drawing sustenance from them. Normally this means leeching from their bloodstream. Some part of your anatomy is designed for this – vampiric teeth, a proboscis, leech mouth, whatever.

100cp Emotion Drain (Requires Parasite)
You eat an emotion or mental state like happiness, pain, fear or pleasure to live. Must be in contact with someone experiencing the emotion or be possessing them. You can choose whether your consumption of the emotion temporarily strips that emotion from them, or whether the host still experiences it and you just bask in it.

100cp Life Support (Requires Parasite)
When penetrating or being penetrated, you can link your biology to that of your partner, allowing you to take on the burden of keeping them alive. This would allow your partner to stay oxygenated when your ovipositor is filling their throat, or survive your native atmosphere while having sex with you.

200cp Life Drain (Requires Parasite)
Rather than a substance like blood, you consume the raw life force of others to live. You must make physical contact or possess someone to do this. You will gain improved strength and toughness from recent draining, but this bonus vitality is quick to fade.

400cp Possession (Requires Parasite)
You can take over someone's mind and body, controlling it like your own.
If you have a physical body this can be via transferring your consciousness over with a touch (leaving your original body unconscious), or if you are small enough by physically being inside the person. If you are an energy being this can happen simply by 'moving' into them.
They won't remember the experience unless you want them to. You can release control without leaving their body.

100cp Lubricating Slime
For extra-slippery fun, you can selectively secrete slime from your pores or orifices. Your other bodily fluids can take on the qualities of your slime, in case you wanted lubricating saliva or something.

100cp Adhesive Slime (Requires Lubricating Slime)
Your slime is useful for sticking things in place, hardening over time like glue. Just gunk them up and cocoon them for later use. You can also build simple objects or structures by layering your slime and letting it harden. This might also represent webbing.

100cp Paralytic Slime (Requires Lubricating Slime)
Your slime has moderately numbing and paralytic effects on creatures with soft skin. Tag someone with a slime-laden appendage and in a few minutes they'll hardly be able to run away, or coat part of them with just a little bit to reduce someone's sensitivity.

200cp Aphrodisiac Slime (Requires Lubricating Slime)
Chemicals in your slime stimulate the neuroreceptors associated with arousal. This effect is fastest when taken internally or absorbed directly through their mucous membranes but it can also be absorbed through exposed skin.

400cp Liquid Form (Requires Lubricating Slime)
Your form is more liquid than it is solid; you have no fixed anatomy. You can quickly form just about any shape you can imagine as long as you have the same mass; you no longer have vital internal organs. Your species can also reproduce by budding if you have enough mass and nutrients.

0cp Exotic Colours…
Minor aesthetic changes like your skin/hair/eye colour, type of teeth, light fur, a non-prehensile tail etc. are free.

100cp …and Flavors
More significant aesthetic changes that dramatically increase your allure. Your hair smells like cinnamon, your bodily fluids taste like honey, you have fantastic or additional assets (such as huge or multiple breasts).

50cp Ovipositor
Implants your fertilized eggs into...something. Could be a spear cock to stab into hapless prey for your young to eat when they hatch, or it's a regular cock you can use to transfer a fertilized egg from your body into another female's womb. This trait requires you to be a female or hermaphrodite.

100cp Sequential Hermaphroditism
You can go from female to male, complete with all the right secondary characteristics, in a few weeks (it's not magic, it's biology). This process is entirely in your control, permitting neuter and intersex characteristics as well.

100cp Ribbed For Their Pleasure
Pretty much any part of your body that you would care to use for sex seems almost designed for stimulation. This could be anything from an extra-knobbly head on your cock to bumps on your tentacles, or a tongue that's velvety soft.

100cp Sensitive Spots
A particular place on your body is so sensitive it's like everything that touches it is ribbed for *your* pleasure, as sensitive as genitals and likewise linked to your sex drive. Maybe the underside of your tail, your ears or neck. I wouldn't set this as your hands, that might be too distracting.

100cp Large
Each purchase of this doubles your size from around the humanoid standard (~2m/6ft). You can purchase this up to 6 times, resulting in being up to 128m in any dimension.

100cp Small
Each purchase halves your size from around the humanoid standard (~2m/6ft). You can purchase this up to 6 times, resulting in being just over an inch long in any dimension.

100cp ESP
An offshoot of Space Magic, you can pick a singular ‘psychic’ power as a biological trait your species is known for - something like telepathy, or telekinesis, levitation or hypnosis.

100cp Walking Shag Carpet
You’re just so furry and fluffy, who wouldn’t want to snuggle up to you? Your fur is thick enough to keep you warm in Antarctic temperatures, but doesn’t overheat you in warm climates.

100cp Extra Sense
You’ve got a sensory ability that most other species don’t have. This could be the ability to track via scent better than a dog, bat-like sonar, 360-degree vision, some sort of magnetic sense or biological radar. Something like “sensing neutrinos” or “sense bio-electrical activity” could even be possible.
For supernatural senses like “mind sensing” or “life sensing”, see ESP.

100cp/200cp Tough Skin
At 100cp it’s scales or tough hide that will give decent protection against a brawl or a knife.
At 200cp it’s blaster-resistant armor, maybe a thick mollusc or arthropod-type shell or some kind of organic diamondoid scales.

200cp Environmental Adaptation
Your body is adapted to survive in a highly hostile atmosphere; one that is deadly to humans. Examples might include the atmosphere of your Venusian homeworld, the vacuum of space, the corona of a star, the atmosphere of a gas giant or the surface of an ultra-heavy world.
If you select this option, your free space suit (see Items) instead simulates this environment to allow you to venture outside of it.

400cp Abiology
Strictly speaking, you’re not what most people would call ‘alive’. This is the option to take if you want to be a floating nexus of crystals, an alien consciousness uploaded to a machine body, or a rock monster. You are far, far more durable than any organic being with most of the needs of life no longer your concern. Hunger, aging, vacuum, atmospheric composition, disease and poison aren’t things your body has to worry about, and you’re substantially more durable as well - as tough as rock or thick metal armor. There are still things out there that can hurt you, like rocket launchers, disintegrators or being compacted by industrial equipment.

600cp Energy Being
No longer composed of normal matter, you are a being of pure energy. You now absorb energy to feed instead of matter, but most material dangers no longer affect you - you can phase through solid matter, are immune to aging and suffocation, and can fly through interstellar vacuum at light speed. Small energy attacks - like a raygun beam or a tazer shock - can be consumed by you without difficulty, and you can slowly siphon power out of a much bigger energy source like a starship's reactor.
However, effects which affect energy - such as force fields, powerful magnetism, or powerful energy-based attacks - can still harm and affect you by disrupting the pattern of your energetic form. You also can't properly interact with matter unless you have some kind of ESP or Space Magic to allow it.

Items

Duplicates of freebies are instead discounted. You can import similar items into any of these at no additional cost.

100cp Spacesuit (1x Free for everyone)
A skintight space suit. Unequipped, it consists of a helmet and belt; donning these and hitting a button on the belt extends the suit's 'skin' over your body in a uniform colour of your choice, including silver or clear. The helmet has a very basic set of environmental and biometric sensors, a radio, and the belt houses the power unit, an emergency distress beacon, and some utility pouches. The suit itself is only as tough as regular fabric, though the same technology that produces the skin will patch it up automatically.
As long as the suit is operating properly, it can recycle your air and water until the power runs out, and the power cell is good for ten years. Food is not included, however.

100cp Hoverbike (Free Explorer)
A red, latest-model hoverbike. Pushes 600mph in the open, and at lower speeds is just as at home weaving through a forest as one of the Alliance's cities. Automatic collision avoidance, lifetime guaranteed power cell, and boy, does it pull attention.

200cp Robot Buddy (Discount Explorer)
A somewhat adorable second-hand robot of your own design. It's got quite the toolkit of utility features like hologram projectors, long-range sensors and tool hands, but explorers like you should keep it around for two reasons: one, this little guy will download and store any and all porn it can link its databases to, and secondly is just the kind of bumbling sidekick that makes a fantastic wingman.

400cp Star Charts (Discount Explorer)
A data cube with a holographic projection system, it updates with the positions and descriptions of all the major celestial bodies in a thousand light years, with sufficient accuracy to make safe hyperspace/warp/whatever jumps between them. Stars, nebula, planets, black holes, anything that you might want to visit or avoid. Actually visiting each system automatically records all minor bodies, too, down to small asteroids or important space stations. If you don't know the names, they are all given serial numbers. Also marked is every bar, brothel, tavern, strip club or anywhere else you're likely to find entertainment services for sale.

600cp A Towel (Discount Explorer)
What good is a towel, you ask? Why, this is only the finest clarketech towel a hyper-advanced species has ever invented. It's incomparably soft and fluffy, and dries your body without becoming sopping wet itself. It's whatever color you want it to be, and is always clean and fresh. Used as a blanket it's as warm as a feather doona, used to lie on it's as comfortable as a mattress, and used to cover your head in a storm it is waterproof.
It's cut, tear and puncture-proof, impermeable to anything on the electromagnetic spectrum and a lot of things not on it – preventing even X-ray vision from peeking through it if you've got it wrapped around yourself, and it makes an effective shield against lasers and rayguns, yet you can still cover your face and breath through it to filter out noxious fumes (which it does better than a real gas mask). When twisted up and whipped at foes, it's a formidable weapon with the heft of a laser-resistant metal bar.
The presence of this towel also has an effect on bystanders: unless they are extraordinarily selfish or on outright inhospitable terms with you, others will happily lend you things which they deem "trivial". A space trucker might loan you a spare old space suit, a galactic tyrant might lend you a small army and one of his less-used summer palaces.
And finally, you always know where it is in relation to yourself at all times.

100cp Rocket Pack (Free Soldier)
As iconic as their space suits and rayguns, the rocket pack is indispensable for exploration (or making a hasty retreat out of a window). This pack operates in space, air and even underwater, and holds enough fuel in the tank to go halfway around the world.

200cp Faceless Mask (Discount Soldier)
A space combat helmet through which your face cannot be seen. At any time while you're wearing it, you can create up to ten mook copies of yourself. Each 'clone' is of debatable usefulness on their own – they go down in one hit, and are only dangerous in concentration - but they can be respawned endlessly, coming out of doorways left and right to gang up on your foes. All the copies are under your mental control.

400cp Stealth Field (Discount Soldier)
Going by many names in different sectors of the galaxy, the Stealth Field (or invisibility-shield) renders you undetectable to just about any bodily sense or electronic sensor. Invisible, thermally neutral, silent and radar-absorptive are just the tip of its qualities: this is the cutting edge of stealth technology.
There's just a couple of flaws: it can't sustain the field for longer than one hour at a time without a brief cooling period, and it does nothing to mask you against detection by abilities that science hasn't quite figured out yet - like Space Magic, psionics or n^{th}-dimension observation techniques.

600cp Raygun (Discount Soldier)
A stylishly retro raygun (or depending on your chosen Era, a slick chrome beam rifle, blaster, phaser, MWEP Multi-Wavelength Energy Projector etc.). Has literally dozens and dozens of firing modes and settings, which can be selected by thumb controls or voice command. The different modes range from the usual "Stun", "Burst", "Pulse", "Kill", "Burn", "Shock", "Disintegrate", "Freeze", "Blast", up to the massive "Self Destruct" which does a good impression of a very small atomic bomb*, but the attentive user will notice it also has more perverted settings such as "Strip" which disintegrates only articles of clothing, "Vibrate", "Mesmerize", "Orgasmotron" for non-lethal disabling and "Bimbo"/"Stud" which turns whoever is hit by the beam into a lusty big-titted woman or well hung and horny guy.
The more powerful the firing mode, the more time it takes to charge the shot up and/or the more energy from its power cell it takes up (A "Blast" could take a couple of seconds between shots and uses 4% of the cell, "Bimbo" might use around 10%, "Disintegrate" might drain the whole cell at once, "Stuns" use only 0.5%). "Self Destruct" causes the Raygun to be destroyed until your next jump. Comes with five easily-chargeable power cells.
*Equivalent to an Mk-54 (Davy Crockett) bomb.

100cp Pink Fuzzy Dice (Free Hotshot)
Strange. These novelty pink d6's ought to belong in a different era. Hanging this set of fuzzy dice in the cockpit of your starship (or in other vehicle) ensures that your next nookie time aboard will go uninterrupted for up to 24 hours, but the effect doesn't work again for an equal amount of time.

200cp Cockpit With Extra Features (Discount Hotshot)
When you're all alone between space stations, you want your ship (or whatever you get around in) upgraded with this - your starship's cockpit has a whole heap of automatic sex toys that retract out of sight or extend for your use at the push of a button. They can be controlled with a discreet remote control unit or voice-activation. More than enough functions to entertain you on a long voyage; even better with company. Self-cleaning, built-in safe word and life signs monitor to prevent unfortunate accidents. On that note, it's *very* effective at detaining anyone who tries to use the cockpit without permission. Add this cockpit to any one of your existing starships, mechs or other vehicles for no extra cost.

400cp Lady (Discount Hotshot)
Sometimes you just need a little help, so your ship now comes pre-installed with a computerised personality, by default calling themselves ‘Lady’, though you can specify their name, personality, gender and voice parameters to whatever you’d like. She has complete control of all systems aboard whatever ship it is installed in, and is dedicated to serving you as faithfully as possible. Transferring her between ships or bodies is as simple as inserting her compact memory tape cassette into the new vessel.
While it is installed aboard a starship or vehicle, she does not count as a companion. If she is installed in a humanoid body, she counts as a companion (and may be imported as such).

600cp Sex Drive (Discount Hotshot)
You know how some space ships have that ‘something extra’ under the hood that makes them go faster, shoot harder and fly like a rocket-powered hummingbird? This is that something. This is a comprehensive reactor/hyperdrive system that can provide stupidly fast interstellar travel with the accuracy to place your ship anywhere it can fit – doesn’t matter if you’re in a gravity well or trying to exit hyperspace into a sealed hanger, it’ll get you there safely with speed almost nothing can match.
The only catch is it somehow absorbs sexual energy from the people aboard and uses that for power. An up-tight prude or a couple with unresolved sexual tension will find this drive barely works, but if those aboard have a lot of (ahem) free-flowing sexual energy, it’ll take you anywhere you want to go.

100cp Containment Field Projector (Free Scientist)
Looking kind of like a blue spotlight, a containment field is the latest in subject-restraining technology. Simply point it at someone, turn it on and any living being in the path is held immobile! Just be warned that truly phenomenal strength can cause the projector to overload.

200cp Scanner (Discount Scientist)
A visor that can be fitted to your space suit’s helmet or worn like goggles. It has many different modes, like telescopic vision, night-vision, heat vision, and X-ray. As well as letting you peek through people’s clothes, it can actively scan things and people and analyse and record their life-signs, composition and energy. It has quite a long range, able to match traces to something in its database from miles away.

400cp Science Lab (Discount Scientist)
No scientist is complete without a workspace. This one is outfitted with a selection of instruments and devices to make most galactic universities green with envy. It contains everything you need to build or grow an artificial being from scratch or analyse the latest McGuffin of the week.

600cp Sonic Oscillator (Discount Scientist)
A rather phallic multi-tool, works like a suped-up magic wand but for technology. If it runs on batteries and can be used in one hand, this tool can mimic it, if only you could work out the right settings to use. If you understand how a device does something, the Sonic can copy the function, and perform that use from a few meters away via a buzzing tone, sonic oscillation waves and blue tight at the tip.
Without that knowledge, all it does is vibrate or make other things vibrate (extremely effectively and pleasingly, but still).
Eg: Making a screw come un-screwed or drilling a small hole in a wall is as simple as understanding how a power drill works, setting your Sonic correctly, and then pointing it at the offending wall/screw. Making it project a force field is as simple as knowing how a force field generator works, and inputting the right settings…you *do* know how a force field projector works, don't you?

100cp Laser Blade (Free Space Pirate)
A weapon with a metal handle and a blade made of pure energized photons. It'll cut through most normal materials easily but might struggle with energized armor or force fields. If you had fast enough reflexes or some kind of precognition, you could even deflect other lasers and energy-based weapons. Usually a sword, but might be a laser axe, laser spear, or even a laser shield. Free import for suitable weapon.

200cp Sex Change Drugs (Discount Space Pirate)
A pair of drugs that can be delivered in many forms, from a few drops in someone's drink, a pill, a needle or a suppository. One of these drugs turns people temporarily male; another makes them temporarily female, and by varying a mixture of the two can make them into something intersex (a futa/femboy/herm/whatever). When the male drug is used on males (or the female drug is used on females), it enhances their gender-specific characteristics.
The transformation lasts until they orgasm enough. How much is enough? About a day of vigorous fucking. Unpredictable results when used on non-humanoids; use with caution. Your supply is enough for ten doses and restocks weekly.

400cp Tentacle Array (Discount Space Pirate)
Sometimes you just need to mindbreak someone, but you want to stay human. This fleshy room is installed in your ship or a property like a warehouse, and is capable of producing any number of tentacles from the walls, floors, ceiling or trunk-like support pillars. It is controlled with a telepathic bond.
It has the same use as the Cockpit With Extra Features, but it can also do a lot more - you can use it to torture people, mindbreak them into your slaves, and the tentacles are even strong enough to use offensively if you must.
If you don't like the squishy meat room, you may instead swap the room's appearance for a high-tech probing room – metal tentacles and tool-headed arms, titanium restraints and stark lights.

600cp Slave Market (Discount Space Pirate)
Every jump, you will receive coordinates to find this illegal marketplace. It is always open for business – and that business is the buying and selling of slaves and captives of many species. Exactly where the market procures them from, nobody knows, and if you're after something in particular, like a dark-haired Venusian who can both cook and sing, only leave word and come back a few days later.
The buying and selling prices scale with the general rarity, ability, skills, or power of the slave being offered, and all slaves will be compliant for their new master – unless you want one of the "difficult ones" to break for yourself.
While it will start out selling only races native to this setting, by capturing and selling slaves to it in future jumps, you will add those races to its potential 'catalogue'. Sell an elf to the Slave Market, and a few different elves will later become available for sale. This also works for non-sentient beasts, too.

100cp Wardrobe (Free Space Princess)
A wardrobe fit for a queen...well, you're almost there. Held in a large, hovering case (you wouldn't want to try lifting it yourself), the selection ranges from regal gowns to some kind of gold metal bikini to nothing but jewellery.

200cp Redshirt Retinue (Discount Space Princess)
A dozen flunkies to obey your every wish and whim. They come with rayguns (<u>not</u> the item Raygun listed above – just normal pew pew rayguns) and a reasonable amount of bodyguard and military training hidden behind a courteous manservant/maid demeanour.
They are splendid personal assistants who would die at your whim and gladly remove anyone or anything that troubles you, though they truly excel at shielding you from harm's way. Good thing that there's only an hour between one dying and a new one showing up. As befitting for one of your position, you may specify their appearance: they are all more or less identical, down to their personality. Oh, and you can customise their uniform to your liking, as long as it's red.

400cp Cerebral Crown (Discount Space Princess)
Your subjects might be eternally loyal, but there's always some upstart from off-planet who won't bend to your rule – at least, before you had this. It's a powerful mind control device in the shape of a crown or other headwear. It can be used for planet-wide telepathy to anyone you have personally met, and every transmitted order is backed up by a compulsion to obey that can only be resisted by those with unbreakable will (or some kind of jamming device).

600cp Sovereignty (Discount Space Princess)
This city may take up a variety of appearances; from a city that wouldn't seem out of place on 20th Century Earth (minus the dome bubble), to a city floating in the clouds of a gas giant, to a space station wholly independent of planets and gravity. In all cases, it is roughly the size of Manhattan with a sprawling palace at its heart (*your* palace, of course), surrounded by districts inhabited by your loyal citizens, and industry and a spaceport on the outskirts.

Every citizen is loyal to your rule, and a good portion are slavishly devoted to you.

100cp Omni-contraceptive Drug (Free Service Sector)

This little pill functions not only as a contraceptive, but also works against any outside being trying to use your body to reproduce. From parasites and diseases to alien facehuggers and grey goo, it will stop them using your body as a breeding factory or converting you into more of them. Doesn't stop them just killing or eating you, though. The drug lasts for a week, when a new pill will appear in your pocket.

200cp Morphic Furniture (Discount Service Sector)

You have acquired a set of animated smart furniture – chairs, tables, desks, cupboards, beds and other assorted furniture that can move on their legs and feet, and control themselves by your command or in anticipation of your needs.

In addition to being able to move around on their own they also adjust their dimensions and contours slightly to best suit their user. Tables adjust their height or levelness, chairs adjust their padding and reclining angle, beds become softer or firmer. Each piece also has its own functions – wardrobes or cupboards might sort their contents for you and open the drawer holding the thing you are looking for, mirrors might link to your ship's communications systems to function as screens, the arms of chairs might be able to restrain hostile visitors, and the beds come with all kinds of warming, massaging and vibrating features, which will be handy if you expect to spend a lot of time in them.

There are enough separate pieces to outfit a whole house or a similarly-sized starship. All of these items are self-cleaning and will match the decor of the room they are placed in.

400cp Group Mind Bodies (Discount Service Sector)

Thanks to breakthroughs in neural transference, you are now the hub of a group mind – five more bodies are linked to your mental command. Because your mental processing is somewhat shared across the five minds, you will find you have gained a fivefold increase in your multitasking, but your original body remains the hub of the network. Any deaths of the extra five group bodies don't affect you very much aside from having to experience them dying, while the death of your primary body will send you home barring extra measures.

Each of these bodies can be of different appearances, or just copies of yourself. Because your senses are also linked, you will experience everything they do. They don't have minds of their own. They retain any modifications you make to them.

600cp The Establishment (Discount Service Sector)
This is a well-appointed club located dead in the middle of the biggest red-light district your planet has, burgeoning with almost any adult entertainment a being could want, from the luxurious upper floors, to the street-level strip club, to a BDSM dungeon accessed via discreet stairs to the side. The Establishment offers a constantly-changing roster of 'escorts' of any species you have previously encountered – though naturally they can't leave and will only use their talents in the bedroom.
You are the owner, but it also comes with a madam and a manager who will run things in your stead, neither of whom count as companions while on the property.
Each time it inserts into a new setting, you can decide whether it matches the local style by keeping the more unusual employees and services on offer behind the curtain, for special clients, or flaunts all its out-of-setting weirdness to seduce anyone who stumbles in through the door. Either way, an establishment as large, well stocked and managed like this one is sure to rake in the credits.

0cp/300cp Starships

Below are a selection of starships. You can take one associated with your species OR background for free, or buy one which isn't for your species or background for 300cp.

All of the following ships come with standard life support, sublight engines, an FTL drive, sensors, shields and at least one defensive weapon like a laser cannon or a missile pod. Unless noted, the ships comfortably hold a dozen crew/passengers.

Tramp Freighter (Free Humanoid)
Sometimes used as light troop carriers by the Alliance, a Tramp Freighter is a cosy starship for the Do-It-Yourself crowd. Favoured by smugglers and honest traders alike, it's got lots of nooks and crannies throughout the ship that you can explore with a friend (cargo bay converted to bunks in troop carrier configuration holds 40). Easy to repair on the go.

Morphic Metal Ship (Free Android/Gynoid)
This sleek starship is the cutting edge of technology. It has no visible controls in the cockpit, with only a "port" for an android to plug into, or a "probe" to plug into a gynoid, allowing them to directly interface with the vessel's systems. This ship is far more responsive and intuitively controlled than any other, and the morphic metal it is constructed of can flow into any shape the pilot desires – changing the exterior appearance and internal layout with a thought.

Bioship (Free Alien)
An organic starship whose outline might remind you of dolphins and whales, insects, jellyfish, or some other animal. It can feed itself by skimming gas giants and basking in solar radiation. It otherwise has all the standard starship functions, but replaced with organic analogies. Because of its design, it 'swims' through hyperspace with an ease that conventional starships can't match, able to depart and arrive deeper into gravity wells than any other vessel and burn only a fraction of the energy doing so. Also because of its biochemical processes, it has a far smaller detectable signature, making it one of the best choices for stealth.

The Red Rocket (Free Explorer)
Standing proudly tall, with a rounded nose cone and two bulbous engine pods at the base of the shaft, the Red Rocket is something of a classic design. Not the most agile in a dogfight, instead it boasts the most powerful engines and hyperspace drive of any of these vessels, crossing from star to star in around half the time. For this reason it is often used as a courier or military scout ship.

Hammership (Free Soldier)
Best described as a metal brick with drives and guns. The incredibly thick hull and double-layered shields can take the most punishment of any ship here - to the point where "ramming speed!" is an entirely legitimate tactic against anything smaller than huge capital ships (and even then you might get lucky…) and it laughs at hazardous conditions like small asteroid fields or cruising a bit too close to a sun. Get in over your head and your shields, drives, navigation and life support will all die before it suffers a catastrophic hull breach.

Astral Knight (Free Hotshot)
A prime space combat mech, one of the most agile types of spacecraft. It usually only seats one but I guess two will fit in the cockpit in a pinch. Usually operating out of larger ships, but some have short-ranged hyperdrives (free). The protruding cockpit is fittingly enough located in the groin of the mech.
It comes with several spare modules of powerful weaponry and support gear which are easily swapped out before every engagement, but the Knight itself can be expensive and difficult to keep in good repair without a dedicated mechanic.

Saucer (Free Scientist)
A large disc-shaped starship reminiscent of a Frisbee, the Saucer is equipped for peeking on and abducting – I mean, studying and sampling different life forms. Somewhat stealthy for a starship, its main selling points are the tractor beam and teleportation technology squeezed into its hull, letting you abduct or invade with impunity.

Star Cruiser (Free Service Sector)
Built for comfort, not for speed…or anything else besides comfort really. This is a spacious, luxuriously furnished starship designed for a large crew and guest complement, but not designed for long or dangerous trips. The Cruiser's beds might have the finest Kylirian silk sheets, built-in spas, tasteful art and shag rugs in every cabin, but its mediocre shields, speed and weaponry usually force them to stick to well-patrolled space routes.

Ambassadorial Frigate (Free Space Princess)
This ship itself has widely-recognised diplomatic immunity...in exchange for no guns, whatsoever. The best it's got is a comprehensive countermeasures suite. On the other hand, the interior is fit for a Queen (well, Space Princess), with the highest-quality features all around (it's got the best hull it's possible to get without being a warship, the best sensors without being a spy vessel, and the best engine without being a courier/scout ship, etc.).

Raider Mk III (Free Space Pirate)
A stealthy, fast and well-armed two-seat starfighter, copilot/gunner optional. It's not as versatile or agile as the Astral Knight, but it's a lot cheaper to keep running and easier to repair. It has the best guns of anything on this list except the Astral Knight, but it has a lower sensor profile and much better cargo space for plunder (swap out for a holding cell for a few captives for free).

Companions

50cp Each Create/Import
Each companion imported or created in this option can pick a background and species, with 800cp to spend on perks, species cost, and Alien Form customisation, with discounts.

200cp The Brightest Star In The Galaxy
Your perfect romantic partner. All of their features match your ideals of beauty, all of their kinks match yours. They are as loyal and devoted to you as you desire, but even at their flightiest they would never hurt you, either emotionally or physically (at least, not without first establishing a safe word).
They have 800cp to spend on a background, perks and Alien Form customisation, with discounts.

Drawbacks

800cp limit.

+100cp Lost In Space

You guessed it. You'll start this jump so deep into Wild Space you won't have any hope of returning to human civilization or even any hints of where it might be. If you're exceptionally lucky you might stumble on a few other equally-lost humans in your decade here.

+100cp Cut Budget

We couldn't get triple-A actors to shoot this jump, so we've had to make do with some...well, E-listers. You'll have to forgive the slightly (very) obvious bad acting.

And the prop guys told us we couldn't use too many CGI effects, so most of the planets' landscapes look like painted foam boulders in front of a matte painting, most of the aliens are as convincing as a rubber suit, and the sound effects are all straight from a synthesizer.

+100cp Episodic Series

There's a status quo and the galaxy likes it where it is. You could make a fantastic new discovery that will totally shake the universe down to its core (like, say, an instantaneous space drive or infinite free energy) and it just won't come into play, people and organisations overlook or forget that it exists, even your own crew tend to fall back to a set idea of how the universe works or is set up. You could personally wipe out the Cling-on Empire one week, and the next week the Alliance will be sending ambassadors off to the Cling-on Remnant Empire (that occupies the same territory, has the same ships, an equivalent political clout, and eventually they'll just start leaving out the "Remnant" part).

+200cp Collared

Your journey begins in a cell in the hold of a Space Pirate's slave freighter. The collar is somehow cutting you off from your out-of-jump powers, though your memories and the bulk of your non-extraordinary skills remain. The real jump begins once you fight, fuck or finagle your way to your collar's keys.

+200cp What A Piece Of Junk!

Your ship always seems to have system malfunctions when they are least convenient. Need to jump into hyperspace to get away from those space pirates? Better hope you can jury-rig a repair on the drive before they catch up and you're caught. Going into battle? No doubt the opening salvos to hit you will take out your shields or main weapons.

+200cp Pawn On The Galactic Chessboard
Interstellar politics are a bitch. Everyone (ok not *literally* everyone in the galaxy, but everyone who has a horse in the interstellar politics race) has a scheme that requires an unwitting pawn, and you, my friend, are the perfect pawn. Coupled with the political naivety of a child, your mere presence on different planets is enough to push the machiavellian schemes of cruel planetary governors into action or justify poorly-planned rebellions despite your best intentions. You're likely to have no idea what's happening until it's already in full motion. And naturally if it all turns out for the worst, you're the one everyone will look to blame.

+200cp Away Team Trouble
Off the ship? All bets are off. Explosive rocks, quicksand, trouble with the locals, exotic diseases unleashed. Something troublesome is going to happen any time you set foot on solid ground.

+300cp Savior of the Galaxy
The galaxy needs saving, and you're the only one to do it. There's just no ignoring it - either the orders come down from on high, or you've got a compulsion to be the hero. Your time here will largely be spent dashing from one crisis to the next, rescuing ships stranded in deep space, stamping out evil robot rebellions and brokering ceasefires between rival Star Empires. It seems like everyone has a problem that you and only you can deal with - at least you'll get to travel a lot and see plenty of places, right?

+300cp "R"
A reality-warping alien being (probably from some higher dimension) has decided you'll make a fine plaything. Now don't be too concerned - this being wouldn't be so *gauche* as to just snap their fingers and make you their love slave. No, no, no. They'll settle for absolutely nothing less than your willing love and devotion. They're going to try to woo you...very, very badly.
They are the very essence of the socially inept creeper with no true understanding of romance, how relationships work, sex appeal or what constitutes 'good looks' or 'a personality'. They fully expect to feed you kindness coins in exchange for love, just with Ultimate Cosmic Power to back up their cringe-worthy and at times frankly disturbing plans to get in your pants. They will persistently recreate time-looping scenarios from romantic comedies that you'll only escape by playing your part perfectly, thrust you into danger from which the only escape is to ask them to save you in exchange for going on dates with them, temporarily throw your other partners into a different reality so they can be alone with you, strand you on planets they've made into romantic paradises, and generally make you trip and fall just so they can be the one that catches you. Giving in and declaring your love to "R" is going to let *them* decide whether you Go Home, Stay or Move On, and the smart money is on making you "Stay".

End

The final frontier.

Go Home
Stay
Move On