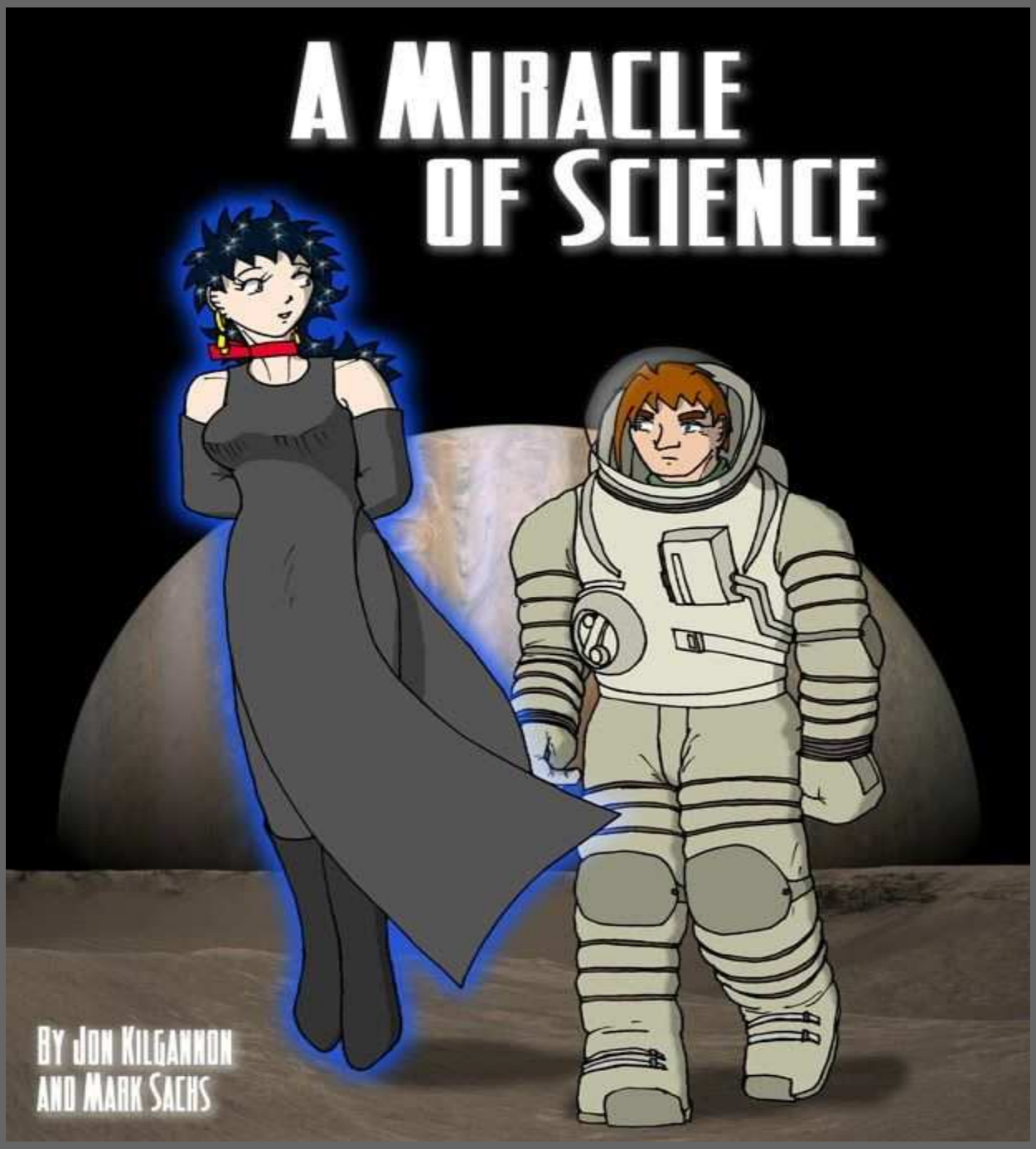


In the year 2148, the greatest threat to interplanetary civilization is a plague of mad scientists. The Vorstellen Police were formed to track down and neutralize these threats to society using whatever technology they can bring to bear.

Today, reformed Mad Scientist and crack Vorstellan Ben Preston is reluctantly assigned to work the case of an AI-fixated SRMD (Science-Related Memetic Disorder) sufferer. The problem is less the case than his new partner, Captain Caprice Quevillion, a police psychiatrist and one part of the sprawling Martian group-consciousness.

Can the dynamic duo find the elusive Dr. Haas before more people are hurt? Can love bloom between two such unlikely people in an unlikely world of mad science? Come and find out, and have 1,000 choice points to help you out. Happy hunting!

ORIGINS

Vorstellan: You're an elite police officer charged with the investigation of Mad Science. Since your average week includes a lot of death-rays and robot armies, you have pretty broad authority to travel the system.

Martian (-600 cp) You were born and raised on Mars, a planet where every person is networked, creating a massive gestalt consciousness. For a hundred years, Mars cut itself off from the rest of humanity, while searching the cosmos for any peers. A decade ago, Mars returned and joined the Solar Parliament, but is widely distrusted, especially by Venusians.

Robot: You're a synthetic lifeform, whether Martian made like Sally, Qin Shangdi, Syuzhet and Fabula, or built by a Mad Scientist like Chaucer, Dryden and Pindar. Fortunately, you're pretty much recognized as a sapient being with your own rights across the System. You may choose your own form, from one that can sit on a human's shoulders, like Syuzhet and Fabula, to a hulking mass of steel like Pindar.

Mad Scientist: You are afflicted with SRMD, doomed to repeat a self-destructive pattern of obsessive genius, and for a lesser person that would be a problem, but you'll show them. You'll show them all!!

PERKS

A Million Miles… (free all) There are two famous Martian proverbs. "'Trust Me' rhymes with 'I Love You'" and "A million miles is the difference between failure and a second chance." That being roughly how far Mars travels in a day.

You will never be so defeated that you cannot pick yourself up and start over, for good or for ill. Despair has no hold over you while life continues.

The Fire That Severs Day From Night (free all) Just because this setting is all about the science doesn't mean it has to be ALL about the science. You are fluent in Latin and French and have memorized an ungodly number of quotations from Cicero to Shakespeare. It may not help your day to day living all that much, but damn will you feel classier than all the other plebes.

Memes (-100 cp, free Vorstellen) The study of memetics is far more advanced at this time, and as a Vorstellen, you're especially adept at talking down Mad Scientists. You need to challenge them, show you can resist their attacks, then there's a chase scene, then you have to promise to put their research to good use to truly burn out the memetic virus. This experience with psychological levers has also made you good at talking down other people in dangerous situations.

Deadeye (-100 cp, free Vorstellen) You have excellent hand-eye coordination and reflexes. You're good enough to shoot a gun out of someone's hand.

Empathetic (-200 cp, discount Vorstellen) Nobody knows better than a Vorstellan cop what SRMD does to people. And not just the afflicted, but

their friends, associates and minions. It gives you the ability to form human connections with Mad Scientists and their minions, which can be very important to their recovery, along with therapy and meds.

Driven (-400 cp, discount Vorstellen) When they made the Vorstellen Polizei, they forgot to put in the quit. Whether you have to drop from orbit, or fight your way through a horde of giant radioactive spiders, you never give up until you get your man.

Elite Investigator (-600 cp, discount Vorstellen) You're an utterly brilliant investigator, a sponge for information who can pick out and connect organized data in a mountain of false leads, you understand the psychology and logistical needs of mad scientists on a fundamental level. You also seem to run into lucky breaks on a case, and quickly and easily build a network of informants.

The Martian (free and exclusive Martian) What does it mean, to be a Martian? Well, on the most basic level everyone on Mars is infused with nanites networking their brains. Martians are still individuals, but are aware of and part of a greater planetary consciousness, and can read each other's thoughts.

On a more immediate level, you can hear and transmit radio waves, see tachyons, have a perfect memory and your embedded nanotech allows you to fly, and provides an atmosphere and environmental shield that allows you to walk around in space without trouble, and a vector shield that can alter the flight path of small rapidly-moving objects like ping-pong balls or bullets. You can also fire very destructive plasma blasts, but they're not terribly accurate or useful in most situations.

Informal (-100 cp, free Martian) Titles are meaningless to Martians, who are in a sense one person. So if some child wants to declare themselves

General of the Armies, who cares? This famed informality gives Martians a friendly air that does wonders to offset their reputation.

Voice of Mars (-400 cp, discount and exclusive Martian) Martians can seem all-knowing, but that's just because they have a voice in the back of their head, advising them of things any Martian knows which they ought to, like the rain of planetary debris, or a person Mars has had dealings with before. You have such a benevolent voice in your head now.

If Mars actually takes an interest, well, having hundreds of Martians at any time willing to drop what they're doing to crunch some numbers or run an image search is great. Mars has a lot of processing power and high parallelism.

High-Tech Foofah (-400 cp, discount and exclusive Martian) An admittedly dismissive way of describing Martian technology roughly a thousand years ahead of most of the System. You now understand how Martian tech works.

Gestalt (-600 cp, discount and exclusive Martian) Forget all of that other stuff about individual Martians, you ARE Mars, the collective consciousness of all those millions of Martians. It may take some getting used to, being an entire people while letting each live individual lives, influenced a tiny bit by each, but you'll get used to it and not undergo radical personality changes.

You can still keep the Voice of Mars, in case you ever need more information or processing power. In future Jumps you may choose whether to import the Red Planet and/or it's gestalt populace, or keep the intellectual benefits while limiting yourself to a single body, in which case Voice of Mars can provide those benefits of many hands and brains not covered here.

Reboot (-100 cp, free Robot) Robots tend to be pretty vulnerable to electrical discharge and EMP, but like Pindar, you simply get knocked out for a few seconds when encountering these things. If not a robot at present, you recover in moments from being stunned, knocked unconscious or drugged.

Not Clunky (-100 cp, free Robot) Maybe it's because people think of old movies, but they tend to assume giant robots would be slow and clumsy. Nope! You're a lot faster and more precise than humans, actually.

Maybe We Can Talk This Out? (-200 cp, discount Robot) Robots are creatures of logic, and hey, people can be pretty reasonable when they're not furious or terrified. You have a rare ability to get through to the logical parts of people, to get them to really think about their situation.

Networked (-200 cp, exclusive Robot) Luminous beings are we, not this crude matter, but patterns of code. Like Dryden, you can spread your awareness across a great many nodes, controlling ships and robot bodies and any device that can host your software. Unlike Dryden, spreading yourself out across multiple instances won't gum up your thinking.

Modular (-300 cp, exclusive Robot) Sally D'Astarte was a self-assembled AI in a scanner, yet was able to fly and duel with a fleet. Like Sally and Qin, your robot body is infused with QS Nanotech and Martian smart materials, allowing you to reconfigure yourself on the fly and shift into whatever technology you have both schematics and mass for.

I'll Show Them All!! (-100 cp, free Mad Scientist) It takes a special kind of confidence, or madness, to plant your feet and tell the rest of human society that they're the ones who are wrong. Fortunately, self-confidence is something you have in spades.

Mwahahaha! (-100 cp, free Mad Scientist) You have a very nice evil laugh. If you wish, your laugh can be frightening or unsettling to others. This also helps you include more flair and style in your designs. After all, why become a Mad Scientist if you aren't going to have *fun* with it?

Infectious (-200 cp, discount Mad Scientist) SRMD is a literally infectious pattern of behavior, a meme that perpetuates itself by spreading from one smart loner to another. Now you can easily spread your mood and/or ideal patterns of behavior to other people through prolonged contact. It's memetics, not magic, but over time people tend to behave more as you'd like.

Experimental Treatment (-400 cp, discount Mad Scientist) Prester was put through experimental surgery and therapies to suppress his SRMD without drugs, at the cost of losing much of his engineering brilliance, muting his emotions and leaving gaping holes in his memory. You suffer none of these drawbacks and are far better at ignoring the obsessive and self-destructive urges of this disease. In future Jumps this translates to a general lessening of logical or expected weaknesses.

Mad Science! (-600 cp, discount Mad Scientist) What you came for, or at least took this origin for. Your technological genius is centuries ahead of your time across the board. In one area, such as chemistry, robotics or FTL physics, you outstrip even the hyper-advanced Martians.

ITEMS

Items used up or destroyed, unless specified like "one per Jump" are restored in your Warehouse or Bag as appropriate.

Orbital Cannon (-100 cp) Creations of the original Mad Scientist, the quickest and cheapest way of moving payloads, including people, into orbit,

this battery of four guns stands ready. And if need be, can transport more… martial payloads to orbit as well.

Normally, you'd expect people to be turned to red paste by the forces involved but superior engineering and materials account for that. Er… there is a marvelous proof of this which this document is too small to contain.

Civilian Ship (-200 cp) a simple intrasystem freighter or courier, takes weeks to get around.

Hydrogen Flares (-300 cp) Six missiles, each equipped with a 1500 megaton fleet-killer warhead. Please use responsibly.

Autofactory (-400 cp) Given as a gift by Mars to each member-state of the Solar Parliament, this device can break down any garbage into individual molecules or atoms, rearrange them, and build whatever you program it to, limited only by the mass you provide.

Badge (-100 cp, free Vorstellen) The Vorstellen operate throughout the System on behalf of the Solar Parliament, no government can turn them away and they retain arrest authority anywhere a human lives. You have a badge representing this authority, and in future Jumps will be part of such an organization, like Interpol or the Inquisition, if one exists.

Nice Coat (-200 cp, discount Vorstellen) You have a long coat, which is actually tougher than most armor, easily capable of taking bullets or light railgun rounds. Also has folding spacesuit parts.

Firepower (-400 cp, discount Vorstellen) Your average sidearm won't cut it against armies of killer robots, fortunately Vorstellan Police use mad science when needed. You have an exotic sidearm small enough to fit inside a coat pocket. Perhaps a Class 3 Railgun, able to destroy a tank, or a Ball Lightning Gun for taking down robots, a Geodynamic Gun for

creating highly localized earthquakes or a good old fashioned death ray that turns unshielded humans to dust.

Unicorn and rainbow etchings are optional, but recommended. They give a gun much needed flair and character.

QS Nanotech (-100 cp, free Martian) Illegal in most of the System, a foundational technology on Mars, Quasi-Sapient Nanites paired with smart materials can fashion just about any needed tools from a first aid kit to a microcomputer to a device for repairing oxidation damage. Just be aware that all Martian tech is required to look spiky and sinister, that's just physics.

Breaker Gate (-200 cp, discount Martian) This free-floating, collapsible device is an external FTL gate capable of instantly transporting a ship anywhere in the universe. Not so great at getting them back though.

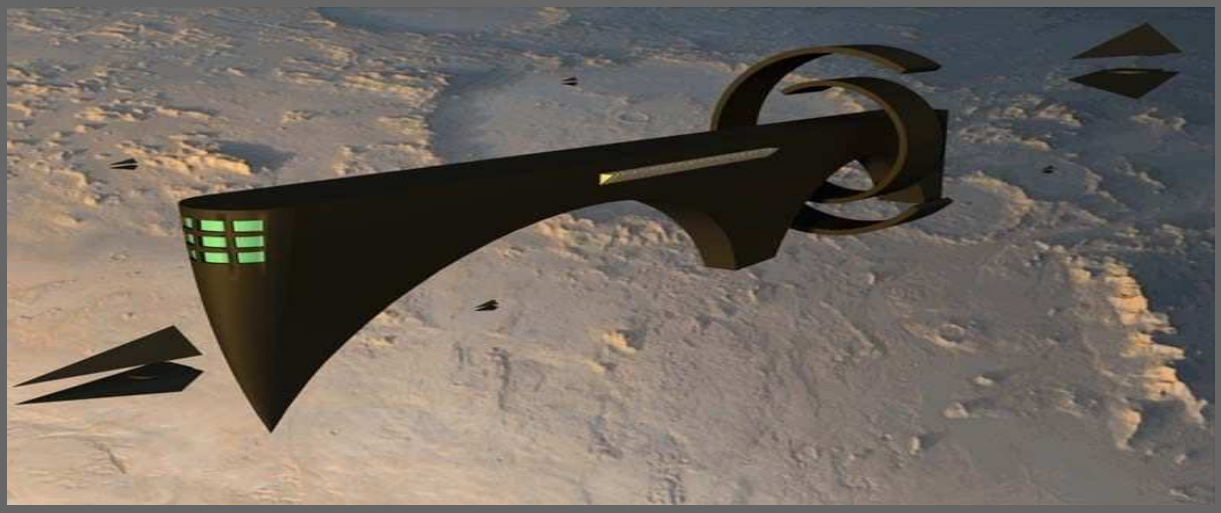
Behold! The Martian Invasion Fleet (-600 cp, discount Martian) Once per Jump, you can summon the Martian fleet docked inside Deimos to assist you in a tough spot.

Marlowes (-100 cp, free Robot) Little more than cameras and holoprojectors mounted on unicycle wheels, these ubiquitous robots are used for intelligence gathering by information brokers across the System. Yours have a swarm logic, the more there are in proximity, the smarter they get. Sixty Marlowes, with free replacements for any that get broken.

Multiple Bodies (-200 cp, discount Robot) Whether bodies you can run concurrently, or just spares for if your present body is destroyed, have a dozen duplicates of yourself. Non-robots get a dozen robots.

Decommissioned Battleship (-400 cp, discount Robot, exclusive Robot or Martian) A decommissioned Martian battleship, and dream body for a

robot. Sure the lasers and antineutron guns are offline, but it's still got at least five layers of vector shielding, redundant power cores, and 100 QS *Sentinel* interceptor drones.



Lab Coat (-100 cp, free Mad Scientist) This white jacket proclaims to the world that you are a person of science! It's also pretty warm and comfortable, tear-resistant and shows stains easily. Big pockets too.

FTL Comm Jammer (-200 cp, discount Mad Scientist) An EMP-like device that inhibits all forms of FTL communication, including the Martian intellect-link.

Spaceship Access Codes (-400 cp, discount Mad Scientist) These codes allow you to hack, shut down or seize control of any starship or number of starships, though the crews may eventually be able to shut down or destroy the computers. On militaries in particular, this trick will work exactly once before they make finding and removing your backdoor access their top priority, but perhaps once is all you need? Updates in future Jumps.

DRAWBACKS

Free Mars (+0) There's a surprising number of fanfics adding further detail and depth to this setting. With this simple toggle you can decide which of these, if any, are real for purposes of your Jump.

Limited Material (+0) The case takes, what three weeks counting travel times? A month? If you don't want to explore the setting for some reason, you can depart the moment the plot is resolved.

1! (+100 cp) You speak exclusively in binary. It's not a huge deal, translation programs are everywhere, but it will frustrate people around you.

Anime Hair (+100 cp) Your hair is messy and defies physics. You stand out in a crowd and people tend to remember you. Could be a problem, if you're ever trying to be covert.

Hellion (+100 cp) You might be a big-shot someday, but today you're just seven years old! If taken with Gestalt, you don't get the benefits of that perk until the Jump is over.

Vendetta (+200 cp) The Venusian Mafia is after you. Their reach isn't nearly so great off-world, but they can at the very least put a price on your head.

The Sound of Conquest! (+200 cp) You may have kinda sorta tried to overthrow the government on a planet before. Things were dealt with and you're no longer wanted, but you do have a certain reputation as someone both untrustworthy and dangerously unstable you can never quite seem to shake.

Paranoid Enough? (+300 cp) It is strange how at ease everyone is with dozens of mobile cameras in the street, and being watched in every

establishment. You can't get used to it. You're sure someone is tracking you, and means you harm.

You Backslide (+300 cp) The fear of every recovering Mad Scientist, that you will sometimes get these obsessive manic episodes and wake up one morning surrounded by a half-finished time machine and a plan to assassinate Hitler, wondering what happened.

No Cheating! (+400 cp) Your memories of A Miracle of Science are erased. I bet you skip to the end of mystery novels too.

Only Science (+400 cp) No supernatural powers here, bucko! This is science fiction, and not even the kind with psionics. Even if vector-control sure looks close enough to TK. Nevermind! Your supernatural powers are locked away, but you keep knowledge and skills, especially as they relate to science and engineering.

Not Alone (+600 cp) There are no aliens in MOS. Or rather, there are at least six long-dead alien civilizations. This has changed now. There are aliens, they are hostile and at least as advanced as Mars. The invasion begins a few years into your stay, and you are committed to that stay.

The Biggest Job (+600 cp) What have you done!? Now Mars- Mars!- the greatest power in the system, a nigh-incomprehensible world brain made by millions of networked people, has SRMD. You made Mars a Mad Scientist.



END

A Million Miles… You can have a life here, a good life. Why give that up?

And Miles to Go Before I Sleep. It's been a magnificent adventure, and now the next one beckons.

Sooner or Later Everyone has to go home. I think this is that time.

Notes: Government isn't gone into in great detail, particularly Earth and the Jovians. The Moon has domed cities and has gone hard communist, to the point of calling themselves the People's Republic of Luna and putting Beria's face on money. Though there's apparently an American Lunar State

of Lincoln. Venus has a dictatorship of some kind which is a.) hilariously corrupt and b.) terribly paranoid about the Martian Menace.

Hey, if you're reading this you're probably online. You can read the entirety of MOS in a couple of hours just try this url- https://project-apollo.net/mos/index.html

Jump Written By Aehriman. Special thanks to Jalinth, and Zentari.