

Starsector v1.2 (The formerly “Starfarer” edition)
by GoodOldMalk

Introduction

“Then, in fits and starts, humanity lifted itself on flimsy hand-engineered craft set atop crude explosives. In the planets and moons above they found unimagined wealth, and with it built the first cities and ships worthy of those names. They looked out to the stars beyond and wondered what could be there and who would be the first to go..."

- **The Re-enactor’s Visual Guide to Pre-FTL Culture** (TriMedia Store)

Welcome jumper, to the world of tomorrow. Not the shining monochrome people expected, and I'm sad to say you missed on the good times, but damn are you not on point to kick-start the fun ones.

Little is known of this world before the Collapse, as truth, conspiracy and religious belief continue to weave more bizarre and ridiculous narratives. But one thing is for certain, The Collapse marked the untimely end of the Domain, the largest of all interstellar polities ever to blossom from the garden of Earth. Beginning an age of strife unlike any the universe has ever seen, as political dissent and opportunistic pragmatism continue to work together to splinter the remains of a once unified mankind. A place where the plight of the common man remains insignificant in the scale of things.

You wake up as you are being hauled out of a cryosleep pod with no memories for how you got there, where a chirpy representative for your starting faction will give you a brief run-down of how things work around here and point you to your own personal hangar with all your stuff. Don't worry about feeling lost... that's just a sign of the times.

So shrug it off, sit back on your chair, hang on to your helmet, and get ready to jam to some funky jazz as you accelerate towards the deep black sky. The real tragedy would be not taking it all in stride.

Welcome to Starsector™!

You gain 1000 CP

Age and Gender

You may choose your starting age and gender freely. Just remember that you are here for at least 10 years.

Starting Location

Roll 1d8 to determine your starting faction or pay 50CP to choose it. You might still shift allegiances through the course of the jump, as this only affects your initial reputation and starting location.

1 - Hegemony

A strongly militarized polity that considers itself the successor of the Domain after the Collapse. They believe themselves to be the upholders of peace, and are only matched in size and might by the Persean League. The Hegemony is the perfect place to pursue the life of a privateer.

2 - Luddic Church

The religious movement of the Church of Ludd pursues a more simple life of agrarian virtue and thus their most hated enemy is the technologically advanced Tri-Tachyon Corporation. They are one of the largest producers of food and domestic goods in the sector.

3 - Luddic Path

A small association of radical and regressive individuals who've splintered from the Luddic Church to pursue more extreme objectives. Except for the Luddic Church, they remain aggressive to almost everyone else across the sector.

4 - Persean League

A large alliance of planets opposed to the Hegemony. Their markets reach further than those of the Hegemony and by extension are better fitted for the business savvy individual.

5 - Sindrian Diktat

A military dictatorship in the Askonia Star System, and a major producer of fuel. The Sindrian Diktat is regarded for its decadent lifestyle, complete with Volturnian Lobster meals.

6 - Tri-Tachyon

A small but technologically sophisticated faction, whose designs favor high-powered lasers over munitions. Tri-Tachyon is heavily involved in AI research, leading to conflicts with the Hegemony and the Luddic Church.

7 - Independent

The independents are a loose collection of neutral planets and stations scattered across the Sector. Their ranks include smugglers, independent trade convoys, and mercenary patrols. Although numerous,

their loose ties and scattered nature makes them less powerful than both the Hegemony and the Persean League.

8 - Free choice

Congratulations, you might select any faction, including pirates, or no faction (independent) as your starting choice. Through the Fractal Universe, you might also select any non-standard faction not normally found in the original universe.

Perks

With the exception of undiscounted perks, you may discount 1 perk of each tier (100/200/400) in any of the 4 specialization trees. Discounting a 100CP perk makes that perk free.

Undiscounted/Freebies

Fractal Universe (Free/300CP) - It's a big universe out there, full of stars, full of people, full of ideas. Each contributing to the whole, weaving longer and more complex narratives together. By selecting this perk you can unlock any number of community-made factions and content that would otherwise be inaccessible in the default jump. These unlocks might be integrated into the entire universe, or be tied only to a specific purchase provided it makes sense thematically. You could import the Interstellar Imperium into the setting, substitute a Hammerhead-class ship with its XIV variant, or even purchase a cruiser from the Diable Avionics faction instead of a standard cruiser-hull in the items section, to name a few examples.

This perk is free for the duration of the jump, but for an additional 300CP you get to keep a specialized version of this perk that allows you to substitute item purchases in future jumps with equivalent content from alternate universes, timelines, and even fan-made settings.

Jumper's Touch (Free/300CP) - Normally Jumpers are limited in the reach and scope of their abilities, usually restricted to only affecting themselves and their immediate surroundings. With this perk, you can channel any other perk or power through an item, be it a simple sword or a complex starship, providing the benefits of that perk to the item, as if the item was an extension of its user, at no additional cost or effort. With this you could regenerate a damaged machine, reinforce the durability of a vehicle, or even teleport a capital-class ship and its crew provided you possess a basic teleportation power. This effect can only be tapped by whoever personally wields or commands such an item, so in a scenario where multiple people could tap into this effect, only the de-facto leader would be able to.

This perk is free for the duration of the jump and can be used in any ship or technology, but for 300CP you get to keep it for future jumps, allowing you to use this ability on any item you wield or command.

Combat



Helmsman (100CP) - Need a lift? This perk grants intuitive and exhaustive knowledge of how to pilot or command any vehicle you end up in charge of, giving you all the fundamentals needed to become one hell of a helmsman. On larger vessels, this does not remove the need for a crew, but you can be certain that anyone under your command will perform their assigned task with exceptional competence and diligence.

In addition to this, you can accelerate and turn twice as fast. Combined with Jumper's Touch, this will allow you to perform more complex and reckless maneuvers.



Impact Mitigation (200CP) - That which does not kill you has made a tactical error, and in your case you happen to be very resilient. This perk increases the mitigation and durability of all your defensive countermeasures, be it on the armor you wear, a shield you wield, or a vehicle you pilot or command, doubling your total armor and allowing you to treat your armor as a whole, rather than individual pieces protecting separate locations. This specifically means that all your armor pool must be spent before your defenses are compromised.

This perk only works for defensive countermeasures such as reinforced glass, ballistic fiber, layered plating or shields of any kind, and does not work on natural armor.



Ordnance Specialization (400CP) - You know what they say, there's no such thing as "overkill", only "open fire" and "reload". You are expert in this regard and all matters related to artillery and explosive ordnance, allowing you to draw twice as much firepower out of seemingly ordinary projectiles and missiles. Quite literally.

Any projectile or missile you throw or fire will produce an afterimage that will impact in the exact same location as the original and with the same intensity, allowing your shots to easily eat through armor and shields. This effect does not consume additional ammunition and can be toggled at will.

Leadership



Officer Management (100CP) - Delegating work is no easy feat. Not only must you understand the nature of the task, but you must also possess a deep understanding of the people around you. With this perk, you gain an intuitive understanding of how well any companion, follower or direct subordinate can perform a task. From knowing who is qualified to fulfill an order, to the approximate time they would need to finish it, and even how probable it is for said task to be completed successfully.

On top of this, you might intuit the alignment of any person, such as whether or not they would behave as a reckless officer who disregards orders, or if they are a law abiding citizen would follow protocol to the letter.



Command and Control (200CP) - The role of a great leader is not to forge a path with their own sweat and blood, but through hard won experience steer the hearts and minds of their people along a common path. You now understand this better than most, and possess both the charisma needed to rouse your peers into action, and the eloquence needed to cement your dreams in the hearts of others, allowing you to develop a sense of respect for you and your ideals, even if others don't agree with you.

As a side effect, you and your officers are immune to the possibility of mutiny from your subordinates, although your superiors may still replace you if they see it fit.



Outnumbered but never outmatched (400CP) - The Cinderella story is a tale old as time. It's a story of overcoming insurmountable odds that, thankfully, no longer applies to your enemies. Any time you outmatch an opponent, be it from superior tactics, more advanced technology, or simply better forces, your luck in combat skyrockets, making it impossible for weaker forces to defeat you based on a fluke. For example, this could mean making the opportune decision to reinforce a weak flank before an ambush, covering a weak spot in your technology, or arbitrarily choosing to hold back when you could pursue your opponent.

This protection only comes in the form of plot armor, and does not prevent you or your forces from taking damage or even incurring casualties during combat. Indeed, without the safety of numbers and extensive preparation, Pyrrhic victories may still be a problem.

Technology



Navigator (100CP) - Feeling lost? It's a big world out there and you wouldn't want to end up stranded somewhere with no idea of how to return. You now possess an uncanny sense of direction and pathfinding, manifesting as a set of waypoints that will lead you straight to a specific destination, even if you are completely oblivious of your immediate surroundings.

This ability works best when attempting to retrace your steps to some place you've already been, but can also benefit from knowing the exact location of something in relation to your approximate location, such as when reading a map or following a tracking device.

In addition to this, you might alter the route by mentally considering different criteria, such as safety, distance or a specific travel method.

Electronic Warfare (200CP) - You seem to have a good knack for technology, at least when it comes to finding vulnerabilities in your enemies systems. With this perk, any and all efforts to hinder or otherwise turn the enemy technology against them will always result in a spectacular result. This is primarily a luck based ability, but does provide the minimum amount of knowledge needed to interface with any technology. From there you'd have to fill in the blanks.

In addition to this, your presence, in general, is harder to detect than that of the enemy, allowing you to maneuver around their detection range with ease and avoiding open conflict. Take what you can, and give nothing back.



Power Modulation (400CP) - One of the greatest technological breakthroughs in this universe was the creation of the flux capacitors. A technology that could be used to redirect, store and safely dissipate any kind of energy, from the heat generated by firing a weapon, to the damage taken by a ship's hard-light shield.

You now possess a similar ability, and are capable of absorbing any type of physical energy that would otherwise be harmful to you without taking any damage to your body. How much energy you are capable of absorbing scales based on your durability, but in general you will be able to absorb as much damage as you could realistically take without dying. Energy damage taken above this limit will harm you as usual, while energy absorbed dissipates safely at a rate of one percent of the total capacity every second.

Industrialist



Safety Procedures (100CP) - Ever tried to handle antimatter? I heard it's quite the negative experience. Ha! But seriously, antimatter is quite dangerous to handle. This perk facilitates the transport, handling, and storage of mission critical assets, including but not limited to fragile objects, crew, weapons, munitions, prisoners or even supplies. Rest assured, as long as you oversee or are in charge of the operation you can be guaranteed that nothing bad happens without you noticing. Almost as if danger only shows up when you are watching. This does not guarantee their physical safety, only that you will never be caught unaware of their wellbeing.

On top of this, anyone under your direct protection is fated to survive even the strongest of attacks as long as your defenses hold. Quite useful when trying to keep the crew alive inside a hunk of metal that could be blasted by a missile at any moment.



Field Repairs (200CP) - People that chastise you for looking at everything like a nail, haven't really seen you work a hammer. You do not suffer penalties to the quality of your work while performing repair or maintenance tasks, regardless of your immediate circumstances.

As long as you have enough materials at hand, any time you repair or maintain something, the resulting product will always end up performing just little bit better than how it started, sometimes even better than the original piece, as if you had performed the repairs in a specialized workshop fitted with the absolute best technology, supporting staff and tools. With this you could take a salvaged ship full of damaged mods, and repair it to factory setting or better with a little bit of elbow grease and time.



Self-Replicating Industries (400CP) - If you thought that creating an expandable system was a challenge, wait until you try creating a self-expanding system. Or not. You know how to create the basics of a self-expanding system, allowing you to create a fractal seed that blossoms infinitely without your direct intervention. Not only will this facilitate large scale operations, but it will greatly reduce the amount of work that you will have to oversee. This does not guarantee that your system will be optimal, only that your system will self-expand. The better you are at creating expandable systems the better your self-expanding systems will perform.

To prevent unwanted results, you also possess an uncanny ability to build control mechanisms for these systems. This will make it impossible for, say, a grey goo scenario to occur, or for self-awareness to develop in directions that would be detrimental for you.

Items

You receive a direct infusion of 200CP to spend on anything you want in this section. You may purchase multiple of the same items wherever it makes sense. Just remember that ships require a minimum crew to operate efficiently and this crew has to come from somewhere.

Blueprint Slates (100CP) - These slates provide the necessary step-by-step needed to mass-produce any technology you own. They are easy to use and understand, and possess a unique form of copyright protection that only allows approved users to use the information contained inside. This could be anyone, from a single designated individual to an entire faction. Should the copyright be revoked, all the information regarding your technology will simply disappear and be forgotten, as if the user had never accessed the slate. This copyright protection does not protect the technology from being reverse engineered, only the manufacturing method used. You have an infinite supply of these to hand around.

Pristine Nanoforge (200CP) - A black-box device used to upscale the manufacturing capabilities of any industry or facility. Nanoforges can be used to fabricate items from a design or blueprint provided it is fed the right materials, from everyday domestic goods to specialized armaments employed in capital-hull ships. The real benefit of nanoforges, however, comes from the fact that they can be installed on a production facility and automatically deploy themselves to upscale all existing production. A deployed nanoforge can double any facility or industry output without affecting the quality of the final product.

Cloning Vats (100CP) - A specialized nanoforge designed to replicate biological material. It's capable of generating universally compatible biological tissue and organ replacements used in medical procedures by feeding it biomatter. Like pristine nanoforges, cloning vats can be installed and automatically deployed in a specialized biological facility to produce large numbers of replicas from any of the biological specimens found in its storage without having to disrupt the original.

Synchrotron Core (100CP) - A specialized nanoforge dedicated to the production of fuel at industrial scales. Unlike other nanoforges, the synchrotron variant has been designed to handle highly unstable fuel sources safely, including but not limited to antimatter. When installed on a vehicle, a single synchrotron can provide sufficient quantities of fuel to power it. However, the synchrotron is best used in a fuel production facility, where it can self-deploy and triple the production capacity, allowing a single facility to supply a modest-sized fleet.

Facilities/Attachments

All facilities purchased in this section will follow you to your next jump and update their appearance to blend seamlessly with the setting. Alternatively they can become a warehouse attachment, or import permanently into an existing property in a manner of your choosing.

Fuel Production Facility (100CP) - A large facility dedicated to the production of fuel. By default, the production facility is configured to produce antimatter fuel, but this can be changed to produce alternative variants of fuel at higher volumes. A single facility is capable of producing enough antimatter every month to supply around 10 capital-hull ships without a problem, or around 3000 units of fuel.

Mixed Industrial Complex (200CP) - An industrial complex spanning over 1 square mile. This particular facility covers both light and heavy industries and can fabricate a large array of goods for trade. Everything from domestic goods, luxury goods, recreation drugs, heavy machinery, supplies and heavy armaments. It may fabricate vehicle hulls and weapons upon request that can be used by other facilities, such as the Military Headquarters. You may facilitate or deny the sale or production of a particular good, but overall, the industrial complex will generate the equivalent of 100,000 credits per month, or $10 million USD. After taxes, of course.

Military Headquarters (200CP) - A military base comprising a High Command seat, training grounds for new recruits and a dry dock capable of vehicle repair and assembly. It is heavily fortified with armored subsurface batteries scattered around the perimeter and could potentially withstand sustained orbital fire for up to a month. When combined with a Mixed Industrial Complex, the Military Headquarters can produce 1 heavy patrol fleet consisting of 10 frigates, 4 destroyers, and either 2 cruisers or 1 capital-hull ship every jump. In addition to this, all your followers may receive military training on par with the best allied forces in the setting beginning their training at least 5 years prior to the start of the jump.

Cryosanctum (200CP) - An enormous tomb-like vault designed to store biological samples and cryogenically preserved personnel. This facility is always located in an inconspicuous location and is filled with rows of cryotanks containing potential recruits that could operate your facilities and vehicles without a problem. These recruits come from a variety of backgrounds that blend seamlessly with the current setting. They are competent and eager to work for you, but they'll require proper training when it comes to operating technology from beyond this world. Empty cryotanks will be replaced every 24 hours after being opened, and you may recruit up to 500 individuals per day.

Ships

All ships you purchase in this section respawn in 48 hours after being lost or destroyed. They are all capable of achieving FTL travel by moving into hyperspace, where they must burn antimatter fuel to traverse space. They come equipped with whatever loadout you want for them, as long as it makes sense.

Frigate (1st Free / 50CP) - There's no such thing as a captain without a ship, and this is the smallest vessel you will be allowed to use if you want to jump into hyperspace. While Fighters may be more suited for a solo pilot, Frigates can still be manned by anywhere between 1 to 25 individuals, making them decent choices for a Jumper and its entourage, with the Mercury, Kite and Hermes as the best choices for a small party (1 or 2 crew members).

Destroyer (100CP) - The middle ground between Frigates and Cruisers. Destroyer-hulls are more commonly seen in the form of logistics, cargo and fuel ships. Still, some hidden gems exist in this category when it comes to assault ships. The smaller service ships require a skeleton crew of 10-20 individuals, while the skeleton crew for combat Destroyers start at around 25.

Cruiser (200CP) - The smallest of the heavy hitters. The cruiser-hulls are often one-man armies on themselves, and depending on their loadout they can even put down a capital-hull ship that is ill prepared to face them. All combat Cruisers are massive and require a crew numbering on the hundreds to operate. The only notable exception to this is the Doom Phase Cruiser, requiring a skeleton crew of 50 individuals.

Capital (300CP) - The biggest ships found in the sector. Combat capital-hulls are as powerful as they are expensive with skeleton crews around 300 and 400 individuals. Capitals are not only expensive to build, they are also expensive to maintain as well. This makes long voyages in hyperspace difficult, requiring other logistics ships to sustain the fleet. Because of this, moving a Capital ship is a costly endeavor reserved only for the largest of battles.

Hullmods

Hullmods are special modifications that can be fitted in any vehicle you own. Only one purchase is needed to permanently unlock them.

 **Escape Pod (Free / 300 CP)** - The Escape Pod is a cleverly designed shuttle that can be used during combat to board a friendly ship or to escape a compromised vessel. It's virtually undetectable and remarkably resilient for such a small vessel. While traveling inside it, you are fated to survive anything the enemy throws at you as long as you have a working ship in your fleet to escape to.

For 300CP your escape pod can now instantly teleport you away from danger without having to actually board it, preventing you from meeting an untimely end. This effect is limited to only occur once every jump or every 10 years.

 **Transverse Engine (Free)** - An antimatter engine capable of traversing to and from hyperspace without needing a jump point. Inside hyperspace, vehicles can safely side-step the limitations imposed by the speed of light for interstellar travel by burning antimatter fuel needed to propel the vehicle. Once the engine is activated, all linked vehicles in the fleet will remain stationary for 4 seconds before making the jump. This particular engine can move vehicles at a speed of 2 light-years per day inside hyperspace, regardless of the size or mass of the vehicle.

 **Flux Capacitor (Free)** - A modified version of the original flux capacitors found in this setting. They can absorb energy equal to the durability of a vehicle. Unlike the originals, these capacitors do not produce hard flux or leave the vehicle vulnerable to enemy fire when being forced to vent, allowing shields and phase cloaks to operate as normal. Weapons must still be disabled during the active venting process.

 **Shield Projector (50CP / Requires Flux Capacitor)** - A specialized modification of the regular shields. Unlike regular shields, these shields can be configured to take any shape or size and can even be projected away from the vehicle . This allows other vehicles to contribute to the total shield of a fleet, opening the possibility of utility vehicles designed only to absorb additional damage. When shields block damage, they contribute to the vehicle flux.

 **Phase Cloak (50CP / Requires Flux Capacitor)** - Phase cloaks are special modifications that normally substitute shields and allow a vehicle to phase in and out of combat to avoid enemy fire. While less durable than shields, phasing allows for more reckless maneuvers as it increases the subjective speed of the vehicle up to 3x the original speed. This version is not mutually exclusive with the shield projector and can be installed alongside it, although there's little point on activating both countermeasures at the same time. While phase is active, it contributes to the vehicle's flux.

Companions

It's going to be a long and lonely road ahead, but you don't have to thread it alone. You may take a 100CP stipend to spend in this section.

Import some trusty old friends (100 CP) - You may import up to 8 existing companions. They start affiliated to your starting faction and may contribute to your overall standing if they belong to your fleet, either as officers or as crew members. Your imported companions gain 600CP to spend on perks and items and receive discounts and item stipends as normal.

Recruit a new crew member - Looking to pick up a new recruit? All new recruits gain 600 CP to spend on perks and items, and receive all perks related to their specialization for free.

> **Recruit an excitable warlord (50 CP)** - I hope you are ready to kick names and take ass Jumper, because your new warlord is definitely up to the challenge. All warlords you recruit will start with the Combat specialization unlocked for free. They are loyal to a fault, and are the kind of men and women who would follow you to hell and back if asked to, or simply for the fun of it.
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> **Recruit a promising officer (50 CP)** - It seems your benefactor has poached a very promising young cadet graduating from the academy. A little bit stiff but nothing that can't rub off with time. Your new officer starts with all the Leadership perks unlocked for free. All officers you recruit during this jump are devoted to you and to your cause and are exceptionally charismatic, to the point where they could rally an entire fleet on their own.
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> **Recruit a brilliant governor (50 CP)** - You want to do what from scratch?! Alright, don't say I didn't warn you. Your new governors start with all the Industrialist perks unlocked for free. They are exceptionally competent and know how to navigate the murky waters of politics. Rest assured, even when they end up with their 'hands tied' they will always find a way to look after you no matter how dire things get. Just remember they have a job to do.

Recruit a mysterious [REDACTED] (50/100/200 CP) - Ever wonder what it would be to have your very own AI companion? Well with this option you can! You get to design their overarching personalities and if you want to, you might install them in a Remnant ship of their own, allowing them to accompany your fleet without requiring any crew or maintenance. Just be mindful that AI is outlawed in the sector, so don't go showing off your new friend to anyone, even your own faction.

All AI companions start with all the Technology perks unlocked, plus the paid version of the **Jumper's Touch** perk for free. They also receive 400 CP to spend on perks and items, and obtain a recurring stipend equal to 200CP to spend on technological related perks in future jumps. This stipend may be spent without having to import them into the jump. If you already possess an AI companion, you may choose to import one of them under the 100CP or 200CP option below.

> For 50CP you gain a devoted **Gamma-level** VI assistant who will oversee all your technological endeavors, but not much more. They are honest and considerate, but otherwise start with limited social capabilities. They can compensate this with their savant-like knowledge and data processing.

For 100CP you gain a loyal **Beta-level AI** companion that is virtually indistinguishable from a real person. They can anticipate reactions and human emotions and will compensate accordingly, making them excellent manipulators.

For 200CP you gain an **Alpha-level** AI core. An hypercompetent alien intelligence that can perform an infinite amount of tasks simultaneously. Alpha Cores start with all the perks in the Technology and the Industrialist specializations for free and may govern any colony you possess. They do tend to have a ‘peculiar’ sense of humour that stems from having too much free time on their hands.

Drawbacks

Safe Haven (0CP) - There's nothing scarier than the thought of being left stranded in a hazardous environment full of things that want to eat your face. Whether its the cold emptiness of space, or an alien planet full of things ready to murder you, its quite possible that your adventures will leave you stranded someplace, forced to repeat whatever gruesome fate that got you there in the first place.

By accepting this drawback, all of your 1-up or similar mechanics will now respawn you in a safe haven away from immediate danger. This effect is automatic, and will always select the best place to resume your journey. This safe haven can take the form of a location managed by a faction to which you hold an amicable relationship, the headquarters of a military force or corporation you own, or a secluded base hidden away from prying eyes. This does not provide any additional means to escape death or chain-failure besides what you already possess.

Military Academy (0CP) - Nothing wrong with wanting to learn how to walk before you run. While it's certain that this jump is intended to put you behind the wheel as soon as possible, you may instead prepare for your upcoming duties in a safe environment. At your discretion, you and your companions may opt to increase the jump duration by 5 years to enroll in the military academy for mandatory military service, which will provide all the training and certifications you need for this jump.

While failure to complete your program will not result in a chain-end, it will invalidate any and all existing certifications you may possess, revoking your status as a citizen by your starting faction and preventing you from joining their military.

Captain in Training (+100CP) - Don't fancy going through basic all over again? Well, nobody can't blame you. Besides you are unlike many others out there Jumpers, and someone with your background wouldn't have trouble skipping ahead a few years. At your discretion, you may opt into a 2 year internship program as an officer-in-training in a real working ship. While there's no guarantee it will be an actual military ship, you are at least assured a fair treatment and a modest salary. The only condition for your training is that all your item purchases, including any vehicles you've acquired during this jump, will be held back until after your training is completed or the jump ends, whichever happens first.

Beep Bop (+100CP) - You are now an Alpha core stuck in a ship! You lose access to any and all alt-forms you may possess and whatever ship you begin with will become your main body. This also means that the Hegemony will actively attempt to find and decommission you, making it a constant struggle to keep them off your back. At least you could bribe them. Taking this drawback will not result in a new alt-form at the end of the jump.

Massive Debt (+100CP) - The risk you took was calculated, but damn, are you bad at math. You must spend the first 3 years of your jump working off a massive debt or pay the equivalent of 500,000 credits from your own pocket. You are given a fair amount of leeway in how you can work off your debt, but as long as you are indebted you will be barred from upgrading your gear, your ship or your fleet. At least you are assured the minimum amount of fuel and supplies needed to go from one place to another as long as it's work related.

Crippling Debt (+200CP) - I hope you didn't just bet your life savings... Just how low have you sunk Jumper?! By taking this drawback, you must spend the first 5 years of your jump working off a crippling debt, with none of your working expenses, such as fuel and supplies, being taken care of. With conditions like this, it's very likely you won't make ends meet just from an honest living out there in space. To make matters worse, there's no option to pay out from your own pocket, as all your existing bank accounts and even money generating perks have already been drained. At least this way it's only a matter of time before you get back on your feet though. If you've also taken Massive Debt you'll default to that condition after your Crippling Debt has been settled.

Untrustworthy (+200CP) - To say that piloting a ship is difficult is an understatement. While many see the endless expanse of space and picture a life full of discovery and adventure for themselves, it is easy to forget that one has to be surrounded by an entire crew of competent individuals who are willing to risk life and limb in the pursuit of new horizons. You are not so lucky in this regard. For the duration of your jump, your reputation as a captain will be marred by the tales of your past deeds and strange powers, and any attempt to recruit additional officers or crew to your fleet will turn out to be a disappointing endeavor. This will force you to make do with at most 50 other souls who will be happy to jump ships as soon as you dock on the next station.

Broken Printers (+200 CP) - Normally one wouldn't bother thinking about where the massive amounts of ammunition actually comes from in this setting. In the end, sufficiently advanced technology is no different than magic, and with the advent of automated fabricators and flux capacitors that can withstand anything up to and including a nuclear explosion, it stands to reason that ammunition can just be printed out of nowhere right? Well, not anymore! This drawback makes it impossible for you to fabricate your own ammunition on demand, be it from an in-setting technology or out-of-context powers and items.

This will force you to procure your ammunition from specialized weapons dealers in every station, which includes and is not limited to bullets used in kinetic weapons, energy cells used in lasers, and ordnance used by missile launchers. And in case you wondered where it all goes, your ammunition will now always take over half of your cargo capacity on any ship that is armed. Better hope nobody gets a lucky shot on those cargo holds.

Underdogs (+200CP) - You hate to see it, but your starting faction is now considerably weaker than the rest of the sector. Trade routes are under supplied, piracy has become rampant, and military presence is

virtually non-existent outside of their core system. It's almost like someone or something is actively targeting them. It will take more than just sweat and blood to get these unsightly underdogs out of this rut. To make matters worse, you now feel a strong sense of duty towards them, and are compelled to help them out of these trying times.

War in Heaven (+300CP) - The Great Collapse came down with more than just a loss of connectivity between the different sectors of the Human Domain. It was the last nail in the coffin for a fundamentally broken society that was ready to split off at a moment's notice. By taking this drawback, every faction in the sector is now at war with each other, and it has become impossible for them to reconcile their differences. Embargoes will be placed, technology will be withheld, and supplies will dwindle, escalating into an all-out war that promises only one victor. You will be stuck right in the middle of this bloody conflict, and whatever faction you begin with will be the only faction that will accept you within their borders. Take care of not being alienated by them as well.

Embargo (+300CP) - I hope you weren't getting too comfortable with your progression so far Jumper, because you know what's about to happen. For the duration of the jump, any powers you had prior are now locked, including access to your warehouse and all items inside of it. You will still receive all items purchased here as normal, and will find your items conveniently located in a personal storage in the nearest station should they be lost or destroyed.

Notes

There are no origins in this jump. This is in line with how the game, and the lore at large, handles your arrival. If you don’t wish to jump in blind you could always take the Military Academy drawback to integrate into society.

If you chose no faction as your starting faction you'll be considered independent for the purpose of drawbacks.

Jumper’s Touch trickles down the chain of command. So if the captain of a ship cannot or does not want to use this ability, the next in command may be given permission to tap into it.

Think of Impact Mitigation as giving you a 2nd health pool based on your total armor. Not covering natural armor also drives the distinction between armor and "hull".

Flux capacitor could be realistically applied to the destructive effects of spells and abilities, but not to the more conceptual effects, such as a sleep spell, a stasis field, or an instant death curse. This is mostly to reduce the possibility of loopholes regarding supernatural energy sources.

When combined with Jumper's Touch, the Flux Capacitor will increase its capacity to match the ship's total hull and vent 1% of a ship's total flux capacity per second. Very useful.

Systems is a blanket term. It could be a factory, an industry, a computer program or even a magical system.

Regarding [REDACTED] ships: just remember that the rest of the sector has a zero tolerance policy towards AIs and will not look kindly at a Remnant ship entering civilized space.

The salary of a crew member is 10 credits per month, so don’t expect to pay your debts this way. On a side note this means that 10 credits is around $1000 USD (minimum wage per month in the US, rounded down). So expect to pay around $50 million USD to get off the hook.

High-tech best tech.

Changelog

Changes v1.2:

- Final formatting.
- Added general items in the Items section.
- Added warehouse attachments in the item section.
- Added Transverse Engine to the Hullmods.
- Removed references to “ships” in favor of “vehicles” wherever possible.
- Added option for importing an existing AI companion under the [REDACTED] option.

Changes v1.1:

- Added missing introduction.
- Removed mentions to fiat-backing, allowing certain perks to work with regular powers.
- Choosing your starting location now costs 50CP instead of 100CP.
- Reworded some perks to hint that their scope is larger than what it explicitly states.

Changes v1.0: Jumpable release. Missing introduction.