DUNE

(v1.21 by Horcrux)

A beginning is a delicate time.

Know, then, that it is the year 10,187 A.G. and more than twenty thousand years into the future as you know it. House Harkonnen currently controls production of the spice melange with an iron fist, as dictated by the Padishah Emperor Shaddam IV, the ruler of the known universe -- which may actually range anywhere from simply the Orion arm of the galaxy to include the nearest few galaxies. No one is really keeping track, to be honest. Rumors do however get around, and one of the more interesting rumors in the Galactic Padashah Empire is that House Atreides will be taking charge of Arrakis in 10,190.

More importantly, technology here has reached a point of both advancement and stagnation. Things are incredibly durable... but do not expect robots to be replacing you in the workplace. Humans are not disposable, but instead essential -- there are no computers here, but there are humans who have mental functions so advanced that they can outpace computers for raw ability, or who can calculate the safest way to fold space between two places and come out intact. Thou shalt not make a machine in the likeness of the human mind, after all.

Welcome to Frank Herbert's Dune. War is on the horizon and the universe will inevitably turn its eye toward Arrakis, for it is the source of Melange, more commonly called spice. The spice extends life... the spice expands consciousness... and the spice is vital to space travel. No matter where you start, it will be easy enough to move about in the known universe, travelling with the Spacing Guild, who has a monopoly on space travel and provide transport between worlds in massive ships called heighliners. Whether you wish to watch the unfolding events on Arrakis, learn the secrets of biomechanical manipulation from the Tliexalu, or the arcane secrets of technology on Ix... or even simply take a holiday on Caladan. Be careful about enjoying too much melange, however. It may triple or quadrule your lifespan and expand your consciousness and senses, but until this jump ends, it is addictive and withdrawal is universally fatal.

You may wish to be very discreet about using certain powers and bringing along certain companions, and it may be wise to ask for them to sit this one out. Everyone in this universe has been indoctrinated, after an ancient war against AI, to never again make a machine in the likeness of a human mind. If an AI or a robot is seen, it is sure to attract the worst kind of attention; with the political structure of the universe, they will not think twice about isolating the planet you are on and dropping nuclear bombs until there is nothing left but a smooth glass surface. Of course, as this is a very narrative-heavy universe, it is expected that you will be able to put together a coherent narrative of your background and how you gained the knowledge and abilities that you have, if possible.

You have 1,000 CP. Enjoy your time... and make it memorable.

Starting background

There are so many different possibilities in this universe that you may either choose to roll 1d8 and take the faction you get, or simply pay as you wish.

1. Drop-in 0

No different in appearance from any of the masses in the known universe, you aren't beholden to any of the groups vying for power and control of the galaxy. Good for keeping your head down, but good luck getting attached to anyone of real consequence without doing something truly amazing.

2. Smuggler 0

You could be running any of a hundred kinds of contraband foods across thousands of worlds, and you've got the paperwork to prove that you are no more than the most innocent of merchants. The primary thing that smugglers have in common is finding quick transport aboard a Guild heighliner to anywhere, no questions asked, and the ability to find goods that should otherwise be inaccessible or even against the Great Convention -- as long as it is not a thinking machine.

3. Fremen 50

Do you like the beach? Do you hate the ocean? Being a Fremen is for you, because now you are stranded on a planet which is all sand and no water! Yes, everyone tends to forget that the Fremen are hyper-religious Zensunni, but that's largely because once you learn to ride the worm, you get to take part in the sietch's tau orgy. It's not literally an orgy... but it is a freaky spice-fueled psychic experience where you get to relive the collective Fremen past, getting chased from world to world like a bunch of gypsies until they found a world that was so bad NOBODY wanted it. At least, until someone discovered spice... you even have to pay to be one of the least-loved people in the universe.

4. Tleilaxu 100

The Tleilaxu utterly mercenary in their outlook, and are masters of biotechnology, rumored to have genetically modified themselves. More concretely known, however, is that they are capable of cloning the dead and creating what they call a ghola, which under the right conditions can be made to remember its past life; the darkest rumors say their rulers are simply gholas, recreated over and over to continue ruling eternally. They produce enough gray market goods to be tolerated by the political powers that be, however; Harkonnens are especially fond of buying twisted mentats from them.

5. House Minor 100

Do you like politics and conspiracies? If you answered no but you still want to enjoy the benefits of an inflated ego, then this may be the option for you. Choose any of a thousand families, and you can lord it up over anything ranging from the size of a continent to a planet, as long as you don't rock the boat too much. If you play nice, you can even enjoy diplomatic immunity when you travel, even from the actions of a House Major... within reason. You may choose start on any planet free.

6. House Major 100

Do you like politics and conspiracies? If you answered yes, then you may want to join one of the Major Houses. You will of course not be the Duke or Baron, but you can still be a member of any of a hundred Houses and be a trusted advisor, or a major player in his military... or even take the place of an existing advisor's position. This grants great latitude in what you do, but you will be expected to adhere to the family's politics at all times and behave with proper decorum. In short, unlike those Houses Minor, you may not attend the local frat parties; on the other hand, that Dr. Yueh throws a hell of a party himself... just make sure he doesn't slip you something.

7. Bene Gesserit 100

Do you like politics and conspiracies? Do you like religion? Are you an atheist? If you answered yes to all three of these questions, then you may have potential in the Sisterhood, and contrary to their name, men form a large part of their organization; it remains matriarchial due to the nature of Reverend Mothers, and only women thus far being able to access the memories of their ancestors. Their primary purpose is found in cultivating the bloodlines of all the Great Houses along with many other groups, and as a result, they have a hand in politics. The Emperor employs a truthsayer, and the vast majority of houses have a Bene Gesserit concubine due to their abilities and intellect. Please note that the Bene Gesserit are not in control, but are the guiding hand on those who are in control; it's safer to be the woman behind the curtain.

8. FREE CHOICE

You may choose any background you choose without incurring cost, if you roll this option.

Starting planet: Roll 1d8 or pay 100

Arrakis -- A planet full of sun, sand, and spice. Fremen must start on this planet (for free).

Caladin -- An ocean-dominated world and a prime vacation spot. Home to House Atreides as of the beginning of the jump and one of the primary exporters of food in the Imperium. You've never seen so much farmland.

Geidi Prime -- An industrial planet, dominated by the Harkonnens. While they are considered cruel, you can do virtually anything here without having to worry about consequences.

Ix -- The Ixians provide the bulk of advanced technology across the universe. You could, perhaps, travel here to learn the secrets of this universe's advanced technology.

Bene Tleilax -- Home of the Tleilaxu; Tleilaxu must start on this planet, though they are sure to travel, in time. Anyone else that ends up here may want to leave again fairly quickly, as despite having a beautiful world, they do not take kindly to outsiders poking their nose in where it does not belong.

Kaitain -- The core of the Imperium, this is where the Emperor rules from and is full of politicians. It is absolutely beautiful in only the way that opulence can display, as Kaitain is Versailles writ large and across the whole of the planet's surface.

7 or 8: FREE CHOICE -- You lucky dog. You start on a Guild Heighliner, and can choose anywhere in the known universe to start out... there are countless options. If you are part of a Great House, you may choose this option for free.

Starting Age: 15 + 1d8

[Please note: Some backgrounds/perks will add to this!]

Perks

Military Training [100, Free: Drop-In / Smuggler]

Military training is particularly curious here due to the invention of the shield; only an object moving slowly can penetrate one, and firing a lasgun at a shield causes a quasi-nuclear detonation that will consume both the weapon firing, the shield, and potentially everything in between with a yield that may vary from hand grenade to H-bomb. As a result, true military training provides a smattering of training over long range weaponry and the bulk of it in melee and unarmed combat. Add 1d8 to your age, unless you are Fremen.

Weirding Way [100, Discount: Bene Gesserit; add 1d8 to your age]

Fear is the mind-killer. Fear is the little death. At least, that's what you keep telling yourself until the panic attack passes and they let you take your hand out of the box. Basic Bene Gesserit training is focused primarily on diplomacy, how to put on a public face, and certain aspects of the Bene Gesserit philosophy (i.e. the difference between humans and animals), though you do not necessarily need to believe the party line, you are expected to follow it. As well, you will be given prana-bindu training, which allows for extreme control of all nerves and muscles in the human body; should you feel the need, you could easily stop your heart and restart it again, though this is a bad idea for many reasons. More practically, you will be able to maintain any position indefinitely and without discomfort, and in unarmed combat you seem to flow like water; this is what is known as the "weirding way". Such training is generally taught to Bene Gesserit students up to young adulthood.

Simulflow [100, Discount: Bene Gesserit]

This Bene Gesserit teaching permits you to have several separate streams of consciousness at once, as well as aiding in your analytical abilities, though not to the degree that a mentat might. This is not a skill which is generally active at all times, but this can temporarily amplify your mental skills if not doing stressful physical activity; maintaining multiple conversations simultaneously is one of the immediate skills gained with this ability. You will not see a linear increase in your abilities, but if you focus on a single problem you can come at it from several different angles at once, much as if you were collaborating with other versions of yourself; if you are a Reverend Mother you can hold real-time conversations with those from your Other Memory. It is, however, vastly inferior to the training a Mentat receives.

Appraising Potential [100, Discount: Tleilaxu]

When genes have even more importance here than they do in Metal Gear it isn't surprising that some have developed the ability to study a person, without using invasive tools, in order to determine several factors: their ancestry, disposition to common genetic disorders, and other similar factors. If equipped with the right tools or an actual genetic sample, you could probably determine their grandparents' eye color and whether their grandchildren will have a disposition toward poetry or politics. It's all in the genes.

Decadence [100, Discount: Great Houses]

You have the skills to sacrifice neither form nor function when you design, create, or arrange things, which is especially important in a society whose upper crust values opulence the way this society does -- after all, the Emperor's throne is carved out of a single massive gemstone. Whether it's interior decorating, crafting a knife or sword, building furniture or a vehicle... you can make it appeal perfectly to the most crass or the upper crust. You can also figure out the optimal decor for any purpose or environment, which includes the best places to hide discreet surveillance devices.

Sharp Dressed Man [100, Discount: Great Houses]

No matter what you wear, you can make it look GOOD. From a suit that went out of style a decade (or five centuries) ago, to a burlap sack held about your waist with a rope. Not everyone will want to emulate it, but they'll find some sort of positive quality to it. Pair this with opulence and you'll look every bit the leader of a multi-planetary barony or dukedom.

Authority [100, Discount: Great Houses]

It's pretty obvious that you're the one in charge. Maybe you're not in charge HERE, but you're important enough that nearly anyone will defer to you unless it's something of critical importance, like shutting off the power at a hospital. Of course, if you're just faking it with a smile and a handshake, you can only be expected to get so far, but if you actually have a position of authority you'll find that you are given far more latitude than most in your position could hope to have.

Eyes of Ibad [100, Free: Fremen]

Your eye color has shifted to be blue-on-blue, thanks to saturation of melange in your body; not only will your irises be cerulean but the whites of your eyes gain a matching color. It's very useful if you're in the desert, as your eyes will be more able to tolerate harsh sunlight, without the need for very breakable sunglasses. Even if you do not take this perk, you will find that you gain this effect if you imbibe spice to extreme excess or live for several years among the Fremen.

Desert Rose [100, Discount: Fremen]

It's a bit inexplicable, but people on Arrakis seem to tend generally toward more attractive individuals, the men more rugged and the women more beautiful. You, too, can enjoy having more aesthetic appeal, whether it's a matter of facial features just the way the women will like it or being better endowed - within reason, of course. You don't want to be running around trying to fight in the desert with back problems. Or a codpiece the size of a truck tire.

Survivalist [100, Discount: Fremen]

There are many ways to keep oneself alive, though they are not always comfortable. As a survivalist, you too can enjoy both the knowledge needed to survive in all the harshest conditions a person could find on Earth, as well as your body adapting to handle certain tasks more efficiently. You may be able to survive an extra day or two without water and up to an extra week without food, and your overall need for food is reduced by a third, not that your body won't process it every bit as efficiently if you still eat three meals a deal.

Ginaz Swordmaster [300, Discount: Smuggler; add 2d8 to your age] [Requires Military Training]

Years of intense training allows you to master combat to an ultimate pinnacle of fighting; in hand to hand and armed combat, you have no equal, even among Sardaukar. Of course, certain archaic weapons such as flintlocks are not within the purview of your training; almost no one uses projectile weapons anymore, short of a hunter-seeker, and while you may be able to use firearms they see no practical use. Beyond that, however... you could take an army of conscripts and turn it into a fearsome fighting force by imparting your knowledge of warfare, tactics and weapon use.

Robust Engineering [300, Discount: Drop-In]

Ten thousand years of stagnation in technology is a very long time... and now you know how to apply the lessons of those millennia to the construction of anything you have. Mass production does not exist any longer and even relatively common items are made as if masterwork quality, because aside from obvious cheap items, they have been built to last longer than the person using them. Expect anything you construct by hand to be able to last centuries, as long as you take a little extra time while you make it. With the amount of time you're going to be around... you may need that sort of quality.

Holtzman Science [300, Discount: Drop-In]

History disagrees who the Holtzman effect was discovered by. Norma Cenva, Tio Holtzman, Ibraham Vaughn Holtzman... the important thing is what the Holtzman effect can do. Compact antigravity generators. Personal shields. Instantaneous transport between two points. You know it all, to a level of detail that would make most scientists jealous; while you're not going to be putting a heighliner together alone in ten years, you could easily make a skiff. Somehow, any shields you make aren't affected by lasers the way they are here, but that is not an effect any scientists here can replicate, so best to keep that under your hat. Lasers will cause them to overload and fizzle, though.

Master of Assassins [300, Discount: Great Houses; add 2d8 to your age]

Heavy hangs the head that wears the crown, and as a master of assassins, it is your job to keep that head intact and to remove your enemy's. War in the Imperium is very limited, and standing armies are more a matter of insurance rather than being used for warfare; wars are conducted via assassins targeting quarrelling Houses rather than civilian populations. As a master of assassins you are trained in how to take such actions effectively and how to prevent these actions from taking place over those who are protected by you. It won't give the physical abilities to do so, but instead the knowledge necessary to do it, as well as how to train your own assassins to slay, poison, or sabotage your enemies.

Suk Doctor [300, Discount: Great Houses; add 3d8 to your age]

Trusted sight unseen with the life of even an Emperor, Suk conditioning cannot be broken -- you will be conditioned to be unable to take a life, though in your case it is limited to actions taken outside of direct combat; the life of a jumper is fraught with danger, after all. In return, you learn every detail that humanity knows about the human body by the time of this jump... and that knowledge goes far deeper than anyone in the present day could even dream. From neurochemistry and pressure points to the fastest way to heal wounds and how to synthesize or improvise for medication, the knowledge is yours.

The Voice [300, Discount: Bene Gresserit] [Requires Weirding Way]

Coupled with the use of your Bene Gesserit training to observe an individual, you can pitch your voice in such a way as to be able to speak a command that an individual would feel compelled to obey, usually only as a handful of words (for example, "remove her gag" or "fight over me"). It would take a strong will to resist, though multiple applications of the Voice would grow progressively weaker as an individual gets used to it being used. This can also be used to implant post-hypnotic suggestions or triggers in an individual, whether for good or ill.

Truthsayer [300, Discount: Bene Gresserit; add 1d8 to your age] [Requires Simulflow]

Studying the voice, body language and tiny facial muscle fluctiations to determine whether someone in a conversation is telling a truth, a lie, or a half-truth. Between two truthsayers, you can have whole conversations without anyone else in the room knowing, whether through whistling, humming, or faint muscular twitches of the face or fingers.

Ghola [300, Discount: Tleilaxu]

A clone of a corpse, with potential access to the memories of whoever you might have been. Due to certain problems with the cloning process, your eyes will be replaced with metal eyes of identical functionality to that of a normal human; they will be restored to normal after the jump ends, but you will lack any preternatural abilities of visual perception here. As a ghola, you may be a clone of anyone, with up to 600 points of abilities (excepting face dancer and Bene Gesserit abilities) without any discounts applied - for example, were you a ghola of Piter de Vries, you could gain Mentat and Simulflow. A ghola of Duncan Idaho would have Ginaz Swordmaster but must purchase Military Training separately in order to use such ability. As a ghola, many will shun you if they know what you are, and triggering the knowledge of these former lives will be highly traumatic for you; you will gain an extreme phobia of whatever killed you previously. You are not required to increase your age for perks you buy with Ghola points.

Face Dancer [300, Discount: Tleilaxu]

Face dancers are a rarely-seen presence in the Imperium, and are advertised as consorts for pleasure by the Tleilaxu; fortunately for you, you aren't one of those. You may change your appearance and gender to that of any human of teen or adult age, completely at will and remain fully functional up to and including emulating the clothing of your choice, and without being a eunich as in-universe face dancers are. It takes a few seconds and there is an unpleasant blurring effect over your form when it shifts.

Still As The Night [300, Discount: Fremen]

Life on the dunes is fleeting, and if you are not quiet and quick your life may not last long. The training you have received has imparted knowledge of how to move swiftly and silently, and to hide anywhere short of plain sight; burrowing into sand or loose terrain on short notice is child's play, and you know exactly where to strike someone to make them die instantly... and where to stab them to make it hurt for hours.

Kwisatz Haderach Candidate [500, Discount: Drop-In]

The Kwisatz Haderach is the Bene Gesserit's idea of a super-being, and you are half a step toward what they consider to be the pinnacle of human evolution... but half a step is just far enough to stumble. You'll find yourself with preternatural luck, and if you happen to overdose on melange you'll find yourself gaining a spontaneous awareness of the wider universe at once, but the information overload will be crippling to anyone lacking a mind that has been developed and trained properly to put the pieces together; only the strongest will can bring you back from that without aid. Even Paul Atreides needed his mother to fix his body's chemistry after his overdose of the Water of Life; the abilities you can get here are simply not enough on their own. If you don't end up a gibbering husk, you will at least be in the blind of anyone trying to use prescience or similar methods to find you and see your activities remotely, whether past, present, or future. If you do end up a gibbering husk... well, assuming you don't starve to death or die of exposure, you'll be back to normal next jump and still be invisible to such mystical senses.

Mentat [500, Discount: Great Houses; add 3d8 to your age]

Master strategists, planners, and human computers, Mentats go through training that allows them to outperform any modern-day computer. History records Albert Einstein as the first recorded "natural mentat", but they are as far beyond him as he was beyond the average schoolboy. They can take the smallest scraps of data and put together a picture, and the more data they can use, the more accurate their calculations. House Ordos is infamous for being led by a quartet of Mentats called the Executrix in recent years, and this has made them a formidible economic force.

Fleshcrafting [500, Discount: Tleilaxu]

The Tleilaxu have thousands of years of knowledge in how to manipulate living forms, whether tinkering with genes outright or through breeding programs, and are able to apply that toward virtually any end with enough time and effort. Using only in-universe tools, you can expect to exercise a great deal of patience in your work, but the abominations that the Tleilaxu keep behind closed doors prove their method. If you were to use more... traditional methods of genetic engineering, coupled with the knowledge given here, you could produce truly remarkable things, whether changing a man into a monster or the pinnacle of human evolution. Even without that, the existence of ghouls (zombie-like killing machines that convert what they kill into more ghouls) and leeches (biological tanks) as well as biomechanical hardware are stark proof of the efficiency of the Tleilaxu gene-forging.

Reverend Mother [500, Discount: Bene Gesserit; add 3d8 to your age]

This is an extremely powerful ability that will permit you to browse the genetic memory of the past lives of individuals who you have descended from (commonly referred to as Other Memory), though the further back you probe these memories, the more dangerous it becomes, and there is danger of going into a coma and being quite literally lost in the past, reliving past lives. You will also be able to manage your internal body chemistry as you see fit, and can slow or stop the progression of aging in yourself. (Note: Stopping your own aging is a horrible social taboo in this setting and will result in the Bene Gesserit sisterhood hunting you down and seeing to your death, should you stay in this setting long term.) Such control also allows you to place your body in a state of near-suspended animation, to the point that to all but detailed observation, you appear dead.

Sandrider [500, Discount: Fremen]

In time, all Fremen must learn to ride and call a sandworm to be considered men, but you have an unnatural affinity with the worms. Not only will you know how to ride a sandworm, but how to summon one with the right equipment... or even makeshift equipment. Curiously, this seems to work anywhere you try it, not just Arrakis... as long as you are in a sandy desert or a place with loose soil. Fortunately for the local wildlife, the sandworms always seem to disappear after dropping you off.

Entourage [Variable; 100-1600]

While you can always bring eight of your friends with you, because honestly almost everyone who is anyone has an entourage here, making your entourage official allows them to enjoy perks bought here. However, points go on a 3:1 basis; you may pay 100 points to have 300 points available for your companions to split as you see fit… and you may pay 1,600 points to have 4,800 points to split between them. Yes, that is 600 points apiece, if evenly distributed. Yes, you may make a companion a mentat abomination of a fleshcrafting suk doctor who is the kwisatz haderach, if you're really wanting to turn your best friend into someone who is absolutely insane. There are no discounts for backgrounds, this does not grant them points in future jumps, and if you do create such a Mary Sue you can expect them to go absolutely insane forever, so tread lightly.

Abomination [800]

Do you *truly* desire such power? There is no going back once you choose this route.

Abominations are also referred to as pre-born; their consciousness is not their own, but is an amalgam of combined genetic memory, usually centered around a particularly charismatic or forceful ancestor. The danger in such a path is extreme and as such Abominations are hunted down and killed with extreme prejudice by the Bene Gesserit sisterhood, usually not permitted to survive past birth; you must have somehow gotten lucky. But not lucky enough to be much more than one voice among many among your past memories, for being an abomination is a permanent change to your personality that nothing will change. While the bulk of the new personality will be formed around you and the experiences you've had as a jumper, you've now got dozens of other lifetimes vying for attention. Over the next ten years, they'll gradually congeal into a new "you", but expect the influences and experiences you have here to influence it significantly. This effect may be tempered with time, but the core of your personality will be shifted.

Among the advantages of this are the memories of all your lifetimes merging with those of your more notable ancestors, as well as gaining all Bene Gesserit perks, without adding years to your age from those perks. In addition, mind control would be pointless; your mind is now an amalgam of dozens of selves at minimum, and you will be effectively immune to any sort of mind control, no matter the means, because your mind no longer works like most human minds. On a related note, if you are ever discovered to be an Abomination, you can expect to find no hiding place that will shelter you in this universe.

If you are an Abomination, you must roll 1d8, and find your mind forever changed.

1: *Mysterious Stranger*: You don't let anyone get close, but you wander around following your own agenda... yet still show up whenever certain individuals are in need, or when something important to you is in some kind of danger. If only you could have an uninterrupted vacation.

2: *A God Am I*: You're travelling the multiverse. There are countless options to gain power... and you are not adverse to taking those options, whether conventional or unconventional, no matter what form they may be.

3: *Ambitious Vizier*: You've got more collective knowledge in your mind than humanity in most universes has at all. So what if you're pulling the strings behind the scenes? You know better than them.

4: *Doctor Science*: Everything is science. Whether you're making mechanical armies or the perfect handheld video game system, you're going to be seeking to expand your knowledge of science to better understand the multiverse itself. And that prohibition they have on thinking machines here? Nah, there’s no way that could go wrong.

5: *Mister Wizard*: The universe does not run on math alone. There is more to it, an underpinning of magic, and you will be its master. Whether you want to simply learn all there is to know about magic or to make yourself its master, the path of sorcery is now one you will walk from here on out. There's nothing a sufficiently advanced science can do that magic can't, and magic did it first.

6: *I Can Fix Everything!*: It's pretty obvious that things could be so much better. Everyone is doing the same thing for no good reason. There are better ways, no matter how much people seem to want to keep their hands in the sand. You know it, and you'll show them. You'll show them all.

7: *True Abomination*: Being human is so... limiting. Why should you keep yourself or those around you in such a state? No, better to show them that they can be more. Maybe not a full scale creature forged of metal and biomancy, but... come on, human ears? Really? Cat ears are objectively superior.

8: *Shounen Protagonist*: So you're travelling the multiverse. At this point you may as well embrace that you're the main character of this story, so to speak, and there's nothing wrong with using all of your power on even insignificant threats. By the same token, you may find you have an obsession with turning your enemies (or at least the enemies you care about) into your friends. And dragging them with you in the future.

Items

Baliset [50]

A purely mechanical, and surprisingly simple, musical instrument that is favored by trubadors such as Gurney Halleck. It can be made to sound like a wide range of instruments, such as guitars or pianos, though it excludes percussion, brass or wind instruments.

Poison Snooper [100]

A small and discreet device that will detect any kind of toxin that may result in poisoning someone. Its function is fully preserved when transported to other worlds and it shall continue to pick up ALL poisons.

The Box [100]

"What's in the box?" "Pain." That's it, really; pain via nerve induction, and it does not leave a mark or even any lingering soreness. The longer your hand is in the box, the worse it will hurt. It would be remarkably cruel to reverse engineer this and use it on someone else, but fortunately for the rest of the universe, its effect only works in a contained area with nothing else inside it. Comes with a free Gom Jabbar needle. (The poison is simple cyanide. And now you know.)

Suspensors [100]

A pack of six anti-gravity suspensors; each can support up to fifty kilograms of weight. They use almost no energy. If they break for any reason, a replacement will appear in your warehouse after a day.

Lasgun [100]

Exactly what it says on the box: a rifle that produces coherent light sufficient to match the power of the strongest modern-day rifles. It is disturbingly similar to one you might find in a more grim and dark universe in terms of design and ruggedness, complete with a battery that can replenish via ambient heat or solar power.

Shield [100]

A personal energy shield that consumes almost no energy, and will block any blow struck by a handheld weapon. Only something moving at a speed of less than ten centimeters per second will pass through without interference. Shields normally will explode with the force of a small fusion bomb when struck by any kind of laser, even a laser pointer, but for some reason this shield is miraculously immune to this horrifying detriment; lasers will cause it to overload and fizzle. However, if you use it on Arrakis, you will still attract sandworms who are being driven mad by its operation.

Hunter-Seeker [200]

Essentially a flying needle, held aloft by a micro-suspensor; if it strikes a target, it follows the electrical impulses of the nervous system to shred the spine and brain before dissolving, guaranteeing a rapid death. It transmits images back to and must be guided via an included remote, which has a range of 50 to 100 meters depending on whether there are walls between you and the target. You get three Hunter-Seekers and one console. Used Hunter-Seekers are replaced on a monthly basis in the warehouse.

Fremkit [50] (Free Fremen)

Everything you could need for survival in the deep desert, or in any wilderness setting: a stilltent (which will capture any internal moisture and make it available to drink, like a stillsuit), a paracompass, and a thumper and maker hooks in case you are wanting to summon a worm (you've got to have the equipment to direct it, and that's what those are). Maker hooks are also useful as oversize crowbars in a pinch.

Crysknife [100; Discount Fremen, Drop-In]

A crysknife is the traditional weapon of a Fremen, made from the tooth of a sandworm. It's as sharp as any knife and has a hollow in the tip that can hold poison if desired, but unless it is "fixed" it will degrade rapidly away from the body's electrical field. This, of course, doesn't happen if it's in the warehouse. Crysknives are important, though, and you'll find that if you lose yours or if it is destroyed, you'll either find it on your person the next day or in your hour of need.

Stillsuit [50; Free Fremen, or on Arrakis]

A stillsuit is, at its core, an outfit that covers all but the user's eyes to minimize the loss of moisture by the user, redirecting it as well as processing certain aspects of the body's waste.

Weirding Module [250]

Now here is something odd, and no matter where you look you won't even normally find it in this universe. A strange-looking weapon that can be held in a single hand, the weirding module is a sonic weapon that works by translating certain sounds made by the user into attacks of varying potency. Unless intentionally destroyed, it will find its way back to the warehouse if lost, but there is no owner's manual -- you will have to discover how to use it by trial and error.

Briefcase of Melange [250]

It is said that a briefcase full of melange is wealth enough to buy a planet. Short of a purchase of that magnitude, or outfitting an army in full, you will have virtually limitless wealth during this jump. This wealth cannot be taken with you, because when you leave you will in fact have a briefcase of melange in your warehouse which refills itself on a weekly basis. It cannot be converted to currency, though it should also be noted that it is absolutely delicious when added to coffee, and imbibing it in excess will still cause an expansion of consciousness. Fortunately, outside of this universe, it is not addictive.

Drawbacks

(Limited to 600 points total.)

Melange Immunity [+0]

No matter how much you use, melange will have absolutely no effect on your body or mind. You cannot use it to extend your life, expand your consciousness, or try to be a Guild navigator (and besides, they're not hiring). Of course, this does mean you could go shake hands (appendages?) with a Guild navigator without being overcome by the spice gas that they breathe to live.

Compulsion [+100]

Someone has found a way to add a compulsion to you, and even odds that you don't even know about it. This can take many forms -- a literal kill switch, as in the case of the Harkonnens' habit of giving out heart plugs, requires physical contact. Most likely, however, it is a verbal command of some sort that will only work once, and it may either make you go slack and nearly unconscious for a period of time, or uncontrollably lash out against a given target if you lack the will to stop yourself from acting. It will only work once, but once is all that is needed if you are in the right place at the right time.

Harkonnen [+100]

You are a member of House Harkonnen, or at least, a distant relative. While that would normally be a good thing, it turns out that chronic backstabbing disorder is genetic... and there is no cure. You'll be periodically overwhelmed by the urge to use someone close to you as a scapegoat before disposing of them in a "tragic accident". Even companions are not safe from you.

Melange Addiction [+200]

Spice is a wonderful thing, but it is also terribly addictive, and this addiction can be a very expensive one. You have started out needing a certain amount of it, and while you can ingest it with your food or anything else, you cannot decrease it beyond a certain amount or you will begin suffering withdrawal -- and withdrawal from spice will result in insanity and eventual death as it destroys your brain. Even regeneration cannot save you from this, so be careful.

Melange Allergy [+200]

For you, spice is just a terrible thing. You are in the minority of humans that are allergic to it, which is not so bad a thing unless you go to Arrakis -- melange is nearly unavoidable there, and they even use it to flavor food dishes. Contact with a tenth of a gram will cause severe digestion problems and abdominal pain, and more than a half gram of spice in your diet will cause your throat to swell. Consuming raw spice in a quantity of a few grams or more will simply cause your heart to stop. Spice is so common that it would be easy for an enemy to find a way to slip it into your diet, and if you do go to Arrakis, you can expect to prepare your own food at an unfortunate expense.

Kanly [+300]

Whether by accident or design, someone with a lot of power wants to see you utterly broken at their feet. If you're really unlucky, you're an Atreides or a Harkonnen -- their feud has been lasted long beyond living memory, and will not end until one side or the other has been annihilated. They will be willing to conspire with others and bend the laws of warfare to wipe you out, so be on your guard.

Wormsign [+300]

For whatever reason, sandworms like you, and they really, really want you to join them for dinner. If you're on Arrakis, expect to have worms popping up with frightening regularity trying to eat you... monthly, if you're lucky. If not, more often. Don't simply think you can escape them by leaving Arrakis; God made Arrakis to train the faithful, and if you prove yourself faithless by running, you'll be faced some some sort of horrible disaster like a tornado, earthquake, or torrential downpour causing flooding on a monthly basis.

(Comedy option: no horrible disasters… just sandworms. Everywhere. Even in the middle of town. Or in space.)

The Gom Jabbar [+400]

For whatever reason, you still remember everything you've done in other jumps and still have the memories... but you have no access to those jumps' powers, short of those that limit you to peak human potential; no psychic powers, no super-intelligence, no stands. You cannot access your warehouse except to put things into it and to swap out your companions; you may not remove anything from it but what you had when entering the most recent time. Leaving anything in the warehouse means it is there until the end of the jump. Any companions that you choose to accompany you will be bound by the same restrictions, as well as temporarily losing any powers that could not be obtained in-universe. Any intrinsic belongings they have that would not fit are temporarily replaced by items that can only be obtained in-universe.

Uncle Vladimir [+400]

(Abomination Only.) One personality in particular came to the forefront to protect your psyche and make things easier to manage; however, you'll find yourself slowly taking on any unconscious mannerisms that this personality has, over the years. Near the end of your jump, this personality will reveal itself to be abhorrent to you and those around you and will do everything in its power to wrestle control of your body from you, leaving you nothing but a spectator in your own body. You will need more than mere willpower in order to overcome such a threat. This, incidentally, is why most Abominations are hunted and killed; the worst tends to float to the top, because they are the strongest.

After ten years have passed, you have a choice to make.

Too Much Sanity May Be Madness [*Go Home*]

This is the future? Maybe it's time to go home, and figure out if you can slide back into your life... and just maybe keep things from going toward what seems to be a slow self-destructive end.

Thou Hast Seen Nothing Yet [*Stay*]

Of course, it's a big universe. With what you know and what you can do, you could make a difference here... or at least, live in such a way that any king would drool in jealousy.

There Are Many Who Are Errant [*Continue jumping*]

But greater adventures still await you. Perhaps someday you will find your way back.

You may choose whether to have the Eyes of Ibad active or inactive in future jumps at the beginning of each jump or on visiting your warehouse. Melange loses its addictive qualities (even if you make friends with a Guild navigator; he'll be fine and still float around being freaky, unless you find a way to give him a normal body), but maintains the ability to expand your consciousness if used in sufficient quantity. Abominations and Reverend Mothers do not gain the memories of any ancestors outside of this universe, though they do not lose access to those ancestors.

Regarding Abominations: If you don't have ancestry in this jump due to being a drop-in, you will gain the memories of a distant bastard child of one of the Great Houses. You don't get access to any ancestors' memories outside this universe with this.

Regarding Uncle Vladimir: Certain traits from Persona and Harry Potter come to mind. I'm sure there are more that may apple, but it takes more than simple strength of will. Alia Atreides had that in spades and she was only able to wrestle control of her body back for a few seconds, barely enough to kill herself.

All items bought with CP will be replaced in the warehouse in a week unless otherwise specified, if lost or broken, unless they are purposefully destroyed or consumed to create something else. This includes using up a limited quantity of an item, such as the briefcase of mélange.

If you bring along any shields or suspensors in your warehouse, shooting them with a laser outside this universe will not cause them to go up like a nuclear bomb.