Alpha Centauri Jumpchain
Version 1.0
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Intro
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By the year 2060, human civilization on planet Earth has been ravaged by war, famine, pollution and poverty. In a final effort to give humanity a fresh start, the U.N. launches the Starship *Unity*. Ten thousand crew and colonists, under the leadership of Captain Garland and bearing nothing to signify their country of origin, are placed in cryogenic sleep. They depart on a decades long journey to colonize the planet "Chiron" in the Alpha Centauri system.

Forty years pass without incident to ship or crew. With the *Unity* only days away from planetfall, a core malfunction awakens the crew prematurely. As they attempt repairs, an unknown assailant kills the ship's captain. Panic and confusion follow in its wake. The colonists reorganize themselves into groups, each following one of the leaders. Aligned now not by nationality but by ideology, each faction takes control of a colony pod. The *Unity*, its operations neglected, breaks apart in high orbit around Chiron, now named "Planet." Colony pods, resources and supplies are scattered on the surface and humanity begins constructing civilization anew.

1000 CP

Background
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100 Age/Gender Change: Change your age or gender unless you take the “Faction Leader” or the “Planet Subconscious” backgrounds.

Drop-in(Drone): You have decided to Drop in near the starting factions first settlement just a year after planetfall. you have nothing besides an environmental suit, this includes obligations. Due to your lack of records, and the fact that it is impossible for you to have come from anywhere else, you have been recorded as a "DRONE" whatever that means. Victory means surviving until one faction declares victory, it doesn't have to be yours!

+Free to do what you want, no obligations!

-You have little power, and how you are treated varies greatly depending on what faction's territory you live in.

Talent: You were born just after reaching Alpha Centauri never knowing what Earth was like, Growing up, you were recognized having a savant like intellect and were quickly ushered into advanced education. You were so talented that the faction leader took notice of you and has accepted you as their protege. Victory means surviving until one faction declares victory, it doesn't have to be yours!

+Solid Resources to draw from and a good quality of life.

-The faction leader will expect much from you, should you fail an assignment, expect to be assigned a more dangerous assignment than the last.

Faction Leader: Instead of growing up as a random Centaurian, you live the life of one of the faction leader corresponding to your faction until just before the disaster on the Unity. Victory means defeating all other factions, whether it's cornering the global energy market, Researching how to transcend your consciousness with the planet, Being elected Supreme Planetary ruler or conquering all other factions!

+You have a lot of power and freedom to lead your people how you wish.

-The Competition will be ruthless and victory uncertain!

Planet Subconscious: Instead of awakening to the mind of a human who was lived their life up to that point, you instead feel your consciousness expand through alien synapses covering an entire planet's surface. However, you are not in full control, instead you are the self aware part of the planet consciousness, the rest of the planet living in a dreamy childlike state. Victory means ascending to a higher level of consciousness with the humans. Defeat can happen if all humans die on the planet, the native life is reduced to low enough levels that it can't support your consciousness or if either alien faction in the crossfire expansion wins.

+You are part of a massive alien god and you can control any native life on the planet.

-You can control only a small amount of native life at a time and have to do a careful balancing act between the humans on the planet and the native lifeforms that react violently to outside stimulus. Also you cannot prevent the eventual cycle of planet-wide mass extinction, only delay it. This gives you a looming deadline.

-There is also a mental barrier that separates you from humans, it will take much relearning of the human thought processes and many years before you are able to communicate with any human you wish, the leader of the faction you share a psychic link with is an exception to this rule.

Faction
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Roll a D8 for faction or pay 100cp to choose, if you chose faction leader, you become the canon leader of said faction. If you chose Planetary Subconsciousness then you gain a strong psychic link with the leader of said faction allowing you to communicate with them as soon as they land.

1. University of Planet: A technocratic faction that values knowledge and scientific advancement above all else, including ethics. The University is led by Academician Prokhor Zakharov of Russia, Unity's chief science officer.

2. Morgan Industries: A corporate capitalistic faction, led by self-made mogul and diamond tycoon Nwabudike Morgan (whose company funded the Unity mission, and had a secret, private sleeping pod installed on the ship for him) of Namibia

3. Spartan Federation: True to its namesake, the militaristic Spartan faction places the highest priority on strength, discipline and combat readiness. Colonel Corazón Santiago, a survivalist from Puerto Rico, and a UNS Unity Security officer, leads the faction, and led the initial mutiny aboard ship.

4. Gaia's Stepdaughters: The Gaians are a faction that values living in ecological harmony with Planet and abhors ecological destruction, particularly after the way humanity left Earth. They are led by Lady Deirdre Skye (Unity officer in charge of hydroponics) of Free Scotland.

5. Peacekeeping Forces: This faction works hard to keep the peace through diplomacy and maintaining the United Nations charter. Led by Commissioner Pravin Lal of India, the UNS Unity's Chief Medical Officer and third-in-command after its arrival in the Alpha Centauri system.

6. Human Hive: A totalitarian faction founded on the principles of security and control, probably based on Legalism. They are controlled by Chairman Sheng-Ji Yang of Great China, the former Executive Officer (second-in-command) for the Unity mission, who tends to see his people as only being of value if they contribute to the growth of society.

7. Lord's Believers: A fundamentalist faction wary of secular technology, led by Sister Miriam Godwinson (Unity's chaplain) from the Christian States of America.

8. Free pick!

Alien Crossfire Factions, only available if you take the Alien Crossfire complication. If you have, then you may pick which table to roll on.

1. Cult of Planet: Fanatical worshipers of Planet. Led by Prophet Cha Dawn, who is believed to be a physical manifestation of the "Voice of Planet".

2. Cybernetic Consciousness: A race of cyborgs (in fact, "Cyborgs" is a common nickname for this faction) led by Aki-Zeta 5 (Prime Function Shell), formerly Aki Luttinen of Norway.

3. Data Angels: Hackers and crackers, experts at espionage activity. Their leader is Datajack Sinder Roze of Trinidad.

4. Free Drones: An industrial, socialist civilization that promises to be heaven to all workers, led by Foreman Domai of Australia.

5. Nautilus Pirates: A seafaring civilization, led by Captain Ulrik Svensgaard, of Gloucester, MA, USA.

6. Manifold Caretakers: A Progenitor (alien) race that seeks to protect the Sixth Manifold (Chiron) and to prevent the process of transcendence. They are led by Guardian Lular H'minee. The Caretakers make planetfall five years after the human factions. They are powerful, but must remain at constant war with the Manifold Usurpers with no way of declaring peace.

7. Manifold Usurpers: A Progenitor (alien) race that seeks to exploit the power of the Sixth Manifold by forcing the process of transcendence. Their leader is Conqueror Judaa Maar. The Usurpers make planetfall five years after the human factions. They are powerful, but must remain at constant war with the Manifold Caretakers with no way of declaring peace.

8. Free Pick!

Abilities
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Gene Therapy (Free!): This ability only lasts for this jump, as long as you are on Alpha Centauri. there will always be a gene therapy lab available that will give you an anti-aging treatment whenever you should require it. This ability will prevent you from dieing of old age if it was still possible for you to do so in the first-place. If you are immune to aging already such as if you chose to be the Planetary Subconscious then this ability does nothing.

Discount Drone:

100 Binary Starchild (Free Drone): Chiron, the planet that is colonized in Alpha Centauri orbits a binary star system and you have received their blessing! You become slightly luckier. However if you are even in a position where you cast more than one shadow, such as between two street lamps you become significantly more lucky instead.

200 Genejack: You have now obtained some of the qualities of the genejack! When I say some I mean just the physical qualities, if you had the mental qualities you wouldn't be happy... or maybe you would be simple enough that you would? Anyways, you gain the body of a worker genetically engineered to be perfect for manual labor. You become quite muscular, gain an impressive immune system and any physical pain you feel you can choose to deaden by will alone.

400 Probe Team Contacts (Free Data Angels): You find it abnormally easy to contact and recruit spies. Getting them to do your dirty work will still cost money, it isn't a charity. Still, who knows what kind of mischief you could get up to? Where there is a will, there is a way.

600 Empath Guild Member: You gain membership into the empath guild. You gain a small say in Centauri politics but more importantly you can now read people like an expert. body language, tone, eye contact, these will tell you more about a person than they probably suspect of themselves.

800 We Must Dissent!: You gain the ability to slowly influence a person, a group or even a societies' opinion on a subject through raw philosophical, sociological and psychological prowess. Changing a fad would be simplicity itself while causing a nationwide rebellion would be within your (eventual) grasp. The skill is subtle, you are not a controller, but more like a puppet master, and now you can see all the strings that control the system.

Discount Talent:

100 Worker (Free Talent): You gain an incredible work ethic. Work is no longer boring when you put your mind to it. You also become more efficient at a task the longer you have been working at it, to a limit.

200 Doctor: You now gain a general but well-versed understanding of the human body, knowledgeable enough to diagnose and treat many frontier illnesses you will find on Alpha Centauri.

400 Technician: Learning has become easier for you now, especially in the field of natural science and engineering, you absorb and retain information like a sponge and can mix and match theory and experience with much greater skill.

600 Empath: Genius intellect in now yours! Your intelligence increases dramatically, you gain an eidetic and flawless memory and you gain telepathy strong enough to communicate with animals or

people miles away. You also gain the ability to consciously control non-sapient creatures with less willpower than you. Be careful, if you are next to them and your concentration slips they may turn on you for suppressing their free will.

800 Transcendent: You begin down the road of trans-humanism. You gain strong telekinesis and any psychic powers you have are immensely magnified. You now also have an absolutely unshakable sense of self and inner identity. No matter the changes you perform upon yourself or the experiences you have. You will always remain you. Any change to your psyche must either now come from within, or from another consciousness.

Discount Planet Subconscious:

100 Groupthink (Free Planet Subconscious): You gain mild telepathic powers and you gain the ability to host or remain in contact with multiple consciousness at the same time, furthermore these consciousness can exchange memories and sensations directly with you or each other.

200 Xeno Empathy: Alien minds are a mystery, but with this ability they will become less so. Inter species barriers can now be torn down by you and cultural barriers become nothing more than speed bumps. You can now comprehend a language you have never heard before simply by spending some time around beings who speak it fluently and when you communicate telepathically with alien beings only the greatest mental differences can prevent you from sharing emotions and thoughts perfectly.

400 Secrets of Creation: Your psychic powers are increased and you gain insight into the nature of the psyche. You can now create consciousness from nothing, though unless you have a brain to put it in you better get used to the company.

600 Unity of Spirit: You may now draw upon the minds of all beings you are in psychic contact with using any brain power they are not currently using to boost your mental capabilities into the stratosphere. This works best with beings who are sleeping or are in a dream-like state. This is highly stressful on your mind and cannot be done for long periods of time without tearing your mind asunder. If you took the ability "Secrets of Creation" you may now also split your consciousness into multiple parts. This does not increase your brain power but it does increase your multitasking capabilities.

800 Ascent to Transcendence: With Ascent to Transcendence you may now draw upon the psychic powers either realized or latent of all beings you are in psychic contact with. This power is immensely powerful, able to move mountains. However it does have it's restrictions. Only sentient beings can generate psychic power and the beings must either do so willingly or be under your psychic dominion.

Social Engineering
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All discounted for Faction Leader, only one may be chosen per category. Each Faction also gets a policy relating to their interests for free. Data Angels get their free policy "Probe Team Contacts" in the Drone Discount Section.

Politics:

400 Police State(Free Human Hive):

You gain the knowledge to implement an idealized form of a Police State into any organization you control. You are also able to teach a sense of physical discipline to your subordinates, allies and especially yourself. You will become a paragon of human endurance and strength.

400 Democratic(Free Peacekeepers):

You gain the knowledge to implement an idealized form of Democracy into any organization you control. You are also able to cultivate creativity and intelligence in your subordinates, allies and especially yourself. Your mind will bloom from the possibilities opened to you.

400 Fundamentalist(Free Believers):

You gain the knowledge to implement an idealized form of Fundamentalism into any organization you control. You are also able to instill willpower and faith in your subordinates, allies and especially yourself. Your willpower and sense of self will become formidable indeed.

Economics:

400 Planned(Free Caretakers and Usurpers):

In addition to general fiscal talent, you can alter any economic system, whether micro or macro to be a superb form of Planned economy for the situation. This allows growth and industry to prosper for both you and your people. You also gain an innate sense of quality craftsmanship, improving any such qualities you already have.

400 Free Market(Free Morganites):

In addition to general fiscal talent, you can alter any economic system, whether micro or macro to be a superb form of Free Market economy for the situation. This allows profits to soar for both you and your people. You also gain an innate sense of intuition, improving any such qualities you already have.

400 Green(Free Gaia's Stepdaughters):

In addition to general fiscal talent, you can alter any economic system, whether micro or macro to be a superb form of Green economy for the situation. This allows all of your people and yourself to work efficiently and affect the environment in a negative manner less. You also gain an innate sense of natural empathy, improving any such qualities you already have.

Values:

400 Power(Free Spartans):

When you lead people they know victory will follow! Any beings subordinate to you become more loyal and will gradually shift their personalities to being more maritally inclined. You also gain a talent for learning anything combat related, from strategy to CQC.

400 Wealth(Free Nautilus Pirates):

When you lead people they know wealth will follow! Any beings subordinate to you become more

loyal and will gradually shift their personalities to being more fiscally inclined. You also gain a talent for learning anything financially related, from investment to marketing.

400 Knowledge(Free University):

When you lead people they know knowledge will follow! Any beings subordinate to you become more loyal and will gradually shift their personalities to being more academically inclined. You also gain a talent for learning anything natural science related, from sociology to physics.

Future Society:

(Note: the discounts do stack, if you are Foreman Domai, Faction leader of the Free Drones, Eudaimonic would cost 200cp.)

800 Eudaimonic(Discount Free Drones):

You Gain the ability to implement the concept of Eudaimonia in anybody you lead, especially Companions. This allows them to achieve their full potential naturally which will be much higher than you will have thought. This leads to a very flexible and happy organization and much more capable and driven subordinates and companions.

When you apply the concept of Eudaimonia to yourself, any jumper abilities you have that overlap, synergize much more efficiently and any similar abilities are much more flexible in how you choose the manner in which they effect each other.

800 Cybernetic(Discount Cybernetic Consciousness):

You become a master of cybernetics both personally and on a societal level. You can integrate the cybernetics seamlessly, greatly boosting the abilities of any of your subordinates and yourself to post-human levels. You also find it trivial to teach these methods to anyone you wish.

When you apply the concept of cybernetics to yourself you gain an understanding of cybernetics to a degree that you can implement any tech you understand to as a cybernetics upgrade. Altering a plasma gun to work and look like an arm, but still be able to shoot incandescent death is quite possible. There are limits, but you might be surprised with what you can achieve.

800 Thought Control(Discount Cult of Planet):

You acquire both the Centauri technology and enough psychic aptitude to control anyone who remains around you or any broadcasting station/empath you control. The time it take to implement control varies as the weak willed will succumb in a matter of hours while the strong could last days or far longer depending who you attempt to use this on. Truly intelligent subjects will also realize what you are doing, though anyone else will remain blissfully ignorant. This allows you to hyper-organize your subordinates and allow efficiency to go through the roof. This also virtually eliminates dissent as most critics will simply be glad to serve. Be warned, one consciousness can only control so many people. To control anymore than a small organization you will need other psychics to shoulder the burden. I hope you have people you can trust.

If you desire to use thought control to improve yourself, you can assimilate any knowledge, skills or

unique methods that belongs to beings you, or any subordinates control. Be warned, this is stealing, once you take something from a being using this, they will be left a husk, unable to think for themselves. You steal skills at roughly 1/10 of the time it would take you to learn it regularly, if it would take you ten months of non-stop practice to learn a martial art, you can passively steal it in one.

Items
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Instead of regular items, you may choose to purchase Secret Projects instead. If you are a faction leader, your faction gains the nationwide benefit for the duration of the jump. However everyone gains the item (or companion) version of the Secret Project.

-200 The Pholus Mutagen: This project allows you to alter the genetic code of the Centauri native life and even integrate it with your followers. Any native life you breed will be stronger and more advanced. The planet will also see you sometimes as a native attacking you less often and not resisting should your people decide to move among the xenofungus.

The Phlous Mutagen's item version is not an item at all but instead an advanced and intelligent mind worm boil. This amalgamation of several hundred mind worms share a central consciousness but can grow in numbers over time and is always very loyal. The mind worm boil counts as a companion.

-200 The Weather Paradigm: Should you choose to construct the Weather Paradigm then your terraformers gain knowledge, not just to work more efficiently but also of the various different environmental improvements that you could eventually research. You can now construct anything from a Thermal Borehole to a Echelon Mirror.

As an item, the Weather Paradigm takes the form of a terraformer. The terraformer has a clean reactor requiring no upkeep and you gain the knowledge to build more should you so desire.

-200 The Xenoempathy Dome: The Xenoempathy Dome grants you and your faction an advanced knowledge of the planet-wide synapses that exist in the xenofungus. As such you can control it to a limited extent able to plant and remove it at almost double the rate, your units can now move extremely swiftly over any xenofungus and any native life that you breed will be stronger and more advanced (Stacks with the Pholus Mutagen).

As an item, the Xenoempathy dome manifests as a replenishing culture of Xenofungus. The Fungus can grow rapidly in almost any environment and appears to be much more responsive to your mind and resists any other mind instinctively.

-200 The Net-Hack Terminus: If you construct the Net-Hack Terminus any probe teams will increase dramatically in effectiveness both requiring less resources and increasing their chance of successfully completing the mission assigned.

As an item, the Net-Hack Terminus is an impressive hand-held hacking device that can adjust to interact with practically any computer system you will find. The time it takes to hack a system depends on the security level though any knowledge you have about hacking will reduce the time necessary by a large margin.

-200 The Longevity Vaccine: The civilization bonuses for the Longevity Vaccine depend on your

economic model. If you are implementing a Free Market, you decide to sell the Vaccine to your wealthier citizens giving you a massive revenue boost. If you have a Planned economy, then you distribute it fairly increasing general happiness and decreasing drones in your bases. If you have any other economic system, then you decide to decide to distribute it fairly but more inefficiently than you would have under a Planned economy.

As an item, you gain a briefcase with a replenishing supply of the Longevity Vaccine. You can inject the vaccine to halt their aging process and extend their life by a century. Any further extension will require another injection after the first wears off.

-200 The Neural Amplifier: The Neural Amplifier gives all your citizens and soldiers an impressive boost to their psychic defenses making them able to resist any mind based attacks from the native life, or other factions, much easier.

As an item, the Neural Amplifier appears to be a futuristic looking headset. It boosts any psychic powers you have by a large degree when worn.

Complications
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You may take up to 600 CP in complications.

+100 Alien Crossfire: What's this? There seems to be more factions than you remember. What's the deal with the pirate guy anyway? Also who founds a nation on the sole ideology of infiltrating and stealing other nations stuff? The drawback unlocks the other factions, and instead all twelve human factions make landfall in addition to the two alien factions, five years later. There will now be much more competition, but perhaps, more allies?

+100 Sleepy (Planetary Subconscious only): You can't help it, every once in a while you just seem to drift off. If you take this drawback you will spend at least a quarter of your time unconscious and have to regain control of whatever situation you wake up to.

+100 Needy Drones: For some reason, the despondent lower class always seems to turn to you when the going gets tough. They see you as a convenient messiah (or alien god if you chose Planetary Subconscious). Should you ignore them, they will begin to blame both you and society for their problems and begin to riot at far less provocation. You can ignore them, after all, I'm sure someone will nerve staple them into subservience (you may be the one with the authority to do this). These riots will generally disrupt your life and have a chance of jeopardizing your plans or even killing you. To prevent riots, expect spending some time pandering to simpletons.

+200 Setting an Example (Faction Leader Only): With this drawback, not only are you incapable of changing forms, having to remain in the body of the faction leader you chose, but you also share their biases! For example if you are Miriam Godwinson you greatly distrust science and any research under your supervision will suffer. If you chose Morgan you will be negligent in your care of the planet's environment, attracting many more mind-worm attacks the usual, etc.

+200 The Little Terraformer That Could: The planet has much harsher terrain than it would normally. If you are a Drone, at some point you will be captured and forced to work as a slave in a Terraformer crew until you die, escape is recommended! If you are a Talent, expect your faction leader to give you

near impossible terraforming tasks to accomplish and for them to be unfairly displeased should you fail them. Do you know what a punishment sphere is? No? Never mind. As a faction leader your first base's location will be... less than ideal, requiring massive terraforming to make it prosperous. As the Planetary Subconscious, expect the humans to be much more active in their terraforming (thermal boreholes will pop up like weeds). This will drastically escalate the fights between the native life and the humans.

+200 Nuclear Proliferation: For some reason, the factions get access to pseudo-nuclear weapons much sooner than they should have and seem much more ready to use them. as a Drone or Talent, your chance of dieing in a nuclear holocaust are greatly improved. as a Faction leader, expect to be antagonized by the other factions more often and perhaps even have to rebuild a few cities. As the Planetary Subconscious the humans will either eventually annihilate each other or you unless you do something. If only there was a way to tell them to relax a bit.

+300 Xenocidal Native Life: This Complication makes the Native life much more dangerous and much more aggressive. As a human expect to fight for your personal safety against alien life forms that seem intent on paralyzing you with their psychic powers and implanting their ravenous larvae directly into your skull. As the Planetary Subconscious you will have far less control over the native life as they will routinely escape your psychic dominion.

+300 Awakening Planet: The massive child-like consciousness of the planet has decided that humans are a disease and must be exterminated! It is extremely difficult to convince otherwise. You must find a way to communicate with the planet regardless of your origin to convince it to let humans prove themselves. If you fail, you must gather enough strength as the Planetary Subconscious or research Transcendence as a human to supplant it's consciousness with your own! This will be a day long battle of wills with only a small chance of victory. Should you fail or ignore the planet, it will discover that you are a jumper and use it's massive intellect to find away around your mental defenses and replace your consciousness with it's own, taking control of you body and your place as a jumper.

+600 Firaxians: A mysterious faction has landed well ahead of the other factions and have one goal in mind. Complete domination over all life. The Firaxians, led by a hyper-intelligent AI named "Sid Mier" have no true weaknesses and start with a terrifying new technology, "Singularity Mechanics." There is no way to obtain this technology from them and they will use it to increase their production to unheard of heights. This technology, coupled with Sid Mier's flawless strategy, (which are quite formidable as he has calculated all possible tactics a human would take) practically ensures their victory. He is almost impossible to outsmart and he promises that you will not survive, after all, none can stop the march of progress.

Ending
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Go Home: "Might I just be a brain in a tank somewhere, tricked all my life into believing in the events of this world by some insane computer?" Project PYRRHO, Specimen 46, Vat 7. Activity recorded M.Y. 2302.22467. (TERMINATION OF SPECIMEN ADVISED)

Stay: Please don't go! The Drones need you, they look up to you!

Leave: Eternity lies ahead of us and behind, have you drunk your fill? Lady Deirdre Skye, "Conversations With Planet"