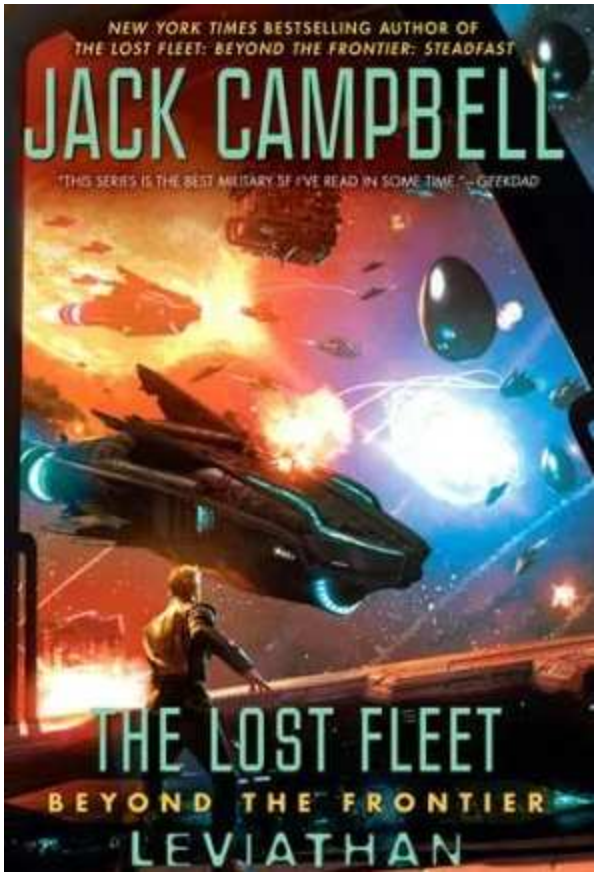


The Alliance Fleet is in a dire situation as a potential knock out blow to the Syndicate has backfired immensely. The Fleet is trapped in the Syndicate home system with no easy way out and doomed to destruction. Fortunately, for the Fleet they have Jack Greary, a legendary naval officer that they revived from cold sleep on their way to battle. It is Jack Greary's objective to muster the Alliance Fleet and return to Alliance space intact along with the traitor providing the key to the enemy's hypernet gate network. You begin a day after Jack Greary takes command of the Alliance fleet after a ceasefire breaks down in the Syndicate capital system.

Take **1000 CP** to prepare yourself.

Origin

You may choose your gender and age for free. Any Origin can be a Drop-In.

Admiral - Free
You are an Admiral of a fleet of ships that can range from a small squadron of destroyers to a massive fleet with battleships and cruisers.

Captain - Free

You are a lowly captain that controls and commands a single warship or civilian ship for various reasons.

Politician - Free
You are a politician that runs the Alliance or the Syndicate. You can be a major political factor or a minor one with the ability to fly under the radar.

CEO - Free
You are a CEO of a corporation or cartel. You can be a CEO of the Syndicate or an Alliance corporation.

Starting Location

You can freely choose to start wherever you want.

Perks

One 100CP perk is free for each Origin. All perks are discounted to half price with the corresponding Origin.

General

Epic OST (Free) - You have a play list of several soundtracks that play when most appropriate and continuously expands as you listen to more music.

True Spacer (Free) - You have several years equivalent in space and you know the basics of surviving in space such as how to activate an escape pod and what to do when you are in zero gravity to not puke.

Space Warfare Specialty (200) - War in space is rarely the same across different Jumps with differing technologies resulting in differing doctrines. Well, not for you as you will have the knowledge of the main doctrine of space warfare uploaded into your mind the moment you jump. You will not have any blueprints or other detailed instructions to allow you to build a ship, but you will know why the doctrine says to fire broadside at another enemy fleet. This perk updates every jump and you will know what a ship has for offensive and defensive measures.

For this Jump, space warfare is conducted at relativistic speeds with a fleet traveling at 1% speed of light and the enemy fleet also traveling at 1% speed of light. Any faster and the

computers on the fleets will not be able to compensate enough for accurate firing solutions. The ships in the Jump have artificial gravity and some measure of inertial compensation to accelerate at 1% speed of light. The ships have a variety of weapons with grapeshot being tiny metal ball bearings fired from a railgun which does massive damage at relativistic speeds. “Rocks” which are unguided kinetic multi ton metal slugs to target stationary targets. Hell-lance batteries which are charged particle cannons to smash down shields, specter missiles capable of decelerating to catch up to and destroy retreating enemies. Finally, a fixed forward mounted null-field that breaks down most shields and disintegrates a large chunk of the target. Defensively, ships have shields that can be directed to a specific facing as well as armor to protect against weapons.

Admiral

Grand Commanding Voice (100) - You have a voice and presence that is equally suited to intimidation and commanding your forces. When you give an order to your weapons officer they will not hesitate to follow them even if they are green as grass and barely 18 years old.

4D Combat (200) - Space is often mistaken as 3 dimensional, but this is incorrect. The 4th dimension time plays a significant part in space when traveling or waging war. You are now able to factor in time expertly in your goals such as relativity to as a shield to zoom past a blockade and blow up the enemy’s supplies or timing your maneuver to avoid an enemy’s weapons fire and flank the enemy while they are still shooting at where you were due to lightspeed lag. Should you be required to keep track of hundreds of fleets at varying distances to you with varying lightspeed lag then you are capable of commanding those fleets to the best of your ability with no difficulty in comprehending and calculating to account for the lightspeed lag. Even if you do not have relativity as an ally you are still able to conduct combat with time as an advantage rather than a disadvantage.

Admiral On Deck (400) - Your presence in any situation compels subordinates and even some weak willed superiors to defer to your judgment. Those who are not weak willed or simply stubborn can be brought in line with your charisma or your brilliant tactics and if that does not work then less than legal methods is trivial to utilize. Where this perk really shines is when a sudden event has eliminated your superiors and your subordinates require someone to take command. Should you step in and take command then the entire chain of command will follow you without question. At least until the emergency is over and competing interests and egos start to flare up.

Miracle Worker (600) - Simple tactics and strategy is not always enough and sometimes a miracle is needed to get you and your crew closer to victory. This perk ensures that you will never lack in miracles as it seems that the living stars themselves are acting in your favor. Are you facing a potential supernova scale explosion? A miracle will occur to ensure that the explosion is survivable for your ship and fleet. Are you being hunted by a superior enemy force

made up of psychotic AIs? Fate will convene to ensure that the AI faces a critical error to ensure your victory everytime.

Captain

Keep Yourself On Track (100) - You are able to continue operating on track to your goals without any distractions. Should you encounter an enemy attempting to mislead or delay you in any way you will be able to ferret out their purpose for distracting you and continue on.

Take Them Out (200) - You are not a rookie captain on their first midship cruise, but instead an experienced ship captain capable of learning the quirks of your ship and know every advantage as well as disadvantage. You will know exactly what to do when a section of your ship is blown to open space as well as knowing just how much of a beating your ship can take before disintegrating into millions of pieces.

Newtonian Warfare (400) - In space Sir, Issac Newton is the deadly son of a b*tch because whatever is in motion will stay in motion. This includes your ship and you embody Newtonian physics and know exactly how moving a ship in this direction will affect your entire ship. You need to know your ship's weight and mass to thrust ratio to effectively know where your ship is going or where it will be once you vent the air out of your ship to port. This perk does not only apply to spaceships as submarines or tanks can be effectively piloted by you with no difficulties and you can easily predict where those tanks will end after acceleration and braking.

Aye, Aye (600) - Your ability to inspire confidence in your subordinates has increased tenfold and your crew will follow you to hell and back with no complaints. Your countless victories in battle will also have an effect on a different crew if you fought with them. Even if you face defeat you will inspire your charges and any that know you well to stand their ground and retreat in good order. Additionally, your tactical brilliance knows no bounds as you are able to command a single ship and utilize the ship's resources so effectively as to be able to severely damage a full battlefleet.

Politician

Elite (100) - You are the elite of modern society and it shows as you know exactly what to say or how to act

Diplomatic Activities With Some Lag (200) - You excel in conducting diplomacy with the burden of a lightspeed lag. You can easily wait long stretches of time in between diplomatic pouches. You can use the time in between to do some predictions or spying, but regardless your ability to conduct diplomacy with years of lag will be no different than having your opposite and yourself in a conference room having a diplomatic discussion.

Covert Borrowing Of Information (400) - You are an excellent spy and can easily “borrow” anything that you need. An entire warship or a couple of WMDs is not an issue for you, but something larger such as an entire battlefleet may require more effort. Additionally, you can conduct intelligence and counterintelligence operations that will make every single spy agency in existence blush in embarrassment. No matter how hard your targets hide information you will find out and you will do so without your target’s knowledge.

Doing Some Spring Cleaning (600) - You are able to sniff out any conspiracies inside or outside a governmental organization. You can even sniff them out light years away from your capital system or city. Once you do sniff out a conspiracy you can easily subvert the conspiracy to serve your needs or destroy the conspiracy with little to no disruptions on society at large. Or you could bring down a conspiracy with significant consequences or expose the conspiracy and bring it into the light kicking and screaming. No secret is safe from you and no gaslighting operations will affect you in any way. Additionally, you can start conspiracies of your own to suit your purposes and you are an expert in recruiting for your conspiracy.

CEO

Strategic Management (100) - You are capable of managing your company expertly and you are capable of expertly managing every resource available to you in order to meet your deadline on time.

Rising Up The Ranks (200) - No matter how difficult it is for you, you will always be capable of rising up the ranks in your chain of command or corporate structure. You can climb up the quickest through illegal actions such as blackmailing or slower through much more legal means. This will also work in any hierarchy whether they be social or military.

Ensuring Your Place (400) - Once you get to the top you need to stay there and that can be difficult with hordes of ambitious subordinates, but that isn’t a problem for you anymore. You are capable of retaining your position in an organization without any difficulty. Any assassinations or blackmails to try to have you removed will simply fail and legal actions will be easily dismissed. You can also use this perk to help others keep their position and prevent them from being voted out or assassinated.

Super CEO (600) - Your ability to manage and run a corporation is legendary and no other CEO can ever compete with you. You are able to read the stock price of your company like an open book and easily predict how real world events will affect your company’s opportunities as well as coming up with plans of actions to deal with any threats to your business. You can even conduct covert ops to stifle your competition and support your own company’s efforts. You can even bring a 1 person start up to a fully interstellar corporation in barely a decade.

Items

General

Grand Human Database (600) - You have a database of every human technological achievement from the earliest wheels all the way to the largest starships. This database will continue to update every year as new technologies are invented. The database will have extensive research and development notes as well as the blueprints for prototypes to allow a preindustrial civilization to copy the technology. In the future Jumps this database will update to the current date of the setting and will have technology on all currently existing human civilizations. Reverse engineered human technology based on alien technology is also included. This will not include the blueprints for the Hypernet Gates.

Hypernet Gate Network (1000) - You have here a most powerful gift as well as a most powerful weapon. The Hypernet Gate is an unbelievable artifact of technology that allows for far faster travel between star systems and allows for the skipping of certain waypoint stars when traveling through jump space. You have a set of 100 hypernet gates equipped with safeguard systems that will allow it to be immune from any outside control and will respond to you and your companions only. The gates can be placed anywhere you wish even across the Universe at the beginning of a Jump. However, the true utility of the hypernet gate is in their destruction. As a gate collapses the resulting energy blast varies from a single nuke to a supernova scale explosion. You have the full blueprints and design notes for more hypernet gates as well as the safeguard systems that will collapse a gate nondestructively as well as destructively if you wish to wipe out an entire star system. Be careful what you wish for Jumper.

Admiral

Command Bridge (100) - This is a bridge facility that can be inserted into any ship that you possess and will allow you to command your fleet with extreme efficiency. The bridge has FTL communications for delivering orders without lag and sensors that can reveal everything in a star system to render stealth impossible. If lost or destroyed will return to you in one hour.

Dummy's Guide to Space Warfare (200) - This dummy's guide is a complete manual on how to conduct war in space and has enough detail and pictures that will allow a complete rookie to command a fleet with reasonable skill and competence. If lost or destroyed will return to you in one hour.

Repair Ship (400) - This ship is a repair vessel meant to easily repair damaged vessels as well as to conduct search and rescue operations. The repair ship has infinite materials for repairs, but will take some time to completely repair a damaged vessel. This ship does not have the ability to completely build a new ship from scratch, but can make munitions as well as smaller auxiliary ships with ease. If lost or destroyed will return to you in one hour.

Shipyard (600) - This massive shipyard is an astounding facility capable of housing and constructing a massive fleet of warships of civilian cruisers. It is also capable of conducting maintenance for anytype of spaceship that you may encounter. It has infinite resources for constructing ships and has a respawning pool of highly skilled technicians and engineers on board. It does not have any defenses so be careful with its placement. Additionally, the shipyard can instantly reverse engineer any ship that you capture and bring in and the blueprints for any piece of technology will be available for you to use at your leisure. You can place this shipyard anywhere you want at the beginning of a jump.

Captain

Certificate For Sailing The Black (100) - This is a certificate that when examined will show that you are a fully authentic space captain capable of operating any ship that you wish. This will look good on your resume.

Naval Beret (200) - This beret may seem useless, but is in fact a highly useful item. With this beret you are able to convince anyone that you are the senior ranking officer on a ship and can easily take command. Additionally, this beret will instill in your enemy's a sense of foreboding and knowledge that you are not a rookie, but an experienced captain ready to go down with the ship.

Self Repair Facility (400) - This facility is a highly adaptable subsection of your ship which can slowly repair your ship from even the most catastrophic damage. It has infinite resources and has several drones to help in repairs as well as possessing a comprehensive manual for distribution amongst your damage control teams to keep your ship operational. This facility can also work in stations or ground based facilities. If lost or destroyed, will return to you in one year.

Drone Battleship (600) - This is a mighty vessel that you have a Jumper. A battleship is a slow ponderous vessel meant for one purpose which is to pummel your enemies as such it has the most weapons of any ship class and the heaviest armor and shields. However, this is no simple battleship as this is a drone battleship and requires no crew. Without the need for extensive life support and crew quarters this ship can easily outgun and outfight a normal battleship. You can command this formidable vessel inside or in a remote area separate from the actual ship. Though be wary of lightspeed lag if you wish to remotely command this ship. If lost or destroyed will return to you in one year.

Politician

Wardrobe (100) - This is a simple, but expansive wardrobe of clothes perfect for every occasion. The wardrobe will also update and expand to include every single piece of clothing that will be developed and any damaged or destroyed clothes will be replaced within the day.

Wealth (200) - A simple, but necessary tool for any politician. This is 1 trillion USD of equivalent currency. The type of currency can vary from stocks to goold fashion cash, but combined they all equal 1 trillion USD.

Advanced Jewelry (400) - These jewelry is highly attractive and can rival even the rarest and most expensive jewelry in the entire setting. However, these pretty baubles are not merely there for decoration as each and every one of them possess highly advanced spy equipment. From microphones and camera to even a small bomb these are highly useful for any politican up to no good. They are all highly adaptable and can be improved to include more advanced gadgets such as Antimatter as a replacement for the small bomb. If lost or destroyed will return to you in one hour.

Political Allies (600) - No matter how great a man they must ultimately need allies. These are your allies. A group of loyal politicians, influencers and other important people to bend the course of a nation to your will or to moderately influence a group of nations. With your allies you can push certain legislation through or shoot it down before it even reaches the eyes of most of the senate. Your allies' number will remain the same, but you can always recruit or hire a recruiter and any and all improvements made will be retained. If the group is destroyed or lost, then you will receive another group of allies loyal to you in one year.

CEO

Stockholder (100) - You possess majority shares of a single company that will allow you to control the company or minority, but still significant shares of multiple companies.

Dummy's Guide to Economics (200) - This is a detailed manual on economics and how the economic structure of every society in a Jump functions. Is there a communist nation in your Jump? There is an entire chapter dedicated to explaining how resources are extracted, refined and produced as well as how the nation would fare in total war. All predictions made by the manual are accurate, but will become inaccurate with the interference of out of context technology or information. The manual updates every Jump that you may enter and if lost or destroyed will return to you in one hour.

Investment Account (400) - This is an account to invest in different corporations or start up ventures. This account is automated and will always invest in corporations with the largest returns possible as well as investing in the safest corporations. This account can never be hacked into or discovered if you want it to be incognito. Additionally, the account can also invest in crypto currency or other types of investment options to ensure the highest return to you.

Transtellar Corporation (600) - This is a massive corporation spanning several star systems and it has the industry to match any interstellar nation. It also has a large military arm for security and internal policing. The profits that this corporation makes is quite ludicrous and will grow in size and capability slowly over time without need for your input. You are the only

stockholder to this massive empire and you have no stockholders to answer to. You can make your corporation go public if you wish, but you will still have control of the corporation. Any improvements you make to this corporation will be retained and the corporate board as well as the CEO of the company along with every single employee are absolutely loyal to you. If lost or destroyed will return to you in one year.

Companions

Companion Import (100-1000) - You can import up to 10 companions with each getting 800 CP to spend as a stipend.

General Companions (100) - You can recruit anyone in the The Lost Fleet series.

Scenarios

Grand Admiral - You have been inserted to the position of Jack Greary and it is up to you to lead the Alliance fleet out of enemy territory and towards home. This is no easy task as you will be hounded by Syndicate forces who will stop at nothing to stop your fleet as well as mysterious aliens that wish for the Alliance and Syndicate to continue the war. You face internal threats as well as most of the officers in the fleet will be reluctant to follow your methods and orders immediately. **Should you succeed your reward is the entire Alliance fleet as it was when you took command which is no small flotilla as it contains 27 battleships, 3 scout battleships, 23 battlecruisers, 4 “fast” fleet auxiliaries, 37 heavy cruisers, 62 light cruisers and 183 destroyers as well as a marine force of 1,560 marines. Any crew that dies will respawn and the fleet will retain any improvements that you make to it.**

Drawbacks

Extended Stay (+0) - A toggle to stay for longer than 10 years in this Jump.

Fanfic Toggle (+0) - A toggle to jump into a fanfic setting of the Lost Fleet. There aren't a lot of fanfics of the Lost Fleet, but if you see one that you like you can jump to that fanfic.

Unruly Subordinates (+100) - You have very unruly subordinates during your time in this Jump as. The only time you will be safe from unruly subordinates is if you don’t have any subordinates as every single subordinate that you have from your second in command to the lowliest grunt will be unruly and hesitant to follow your orders.

Hacked (+100) - Your ship and your gadgets are very susceptible to hacking attacks. From innocent computers to hardened battle computers everything that you use will be hacked by your enemies.

Run Away (+200) - Your subordinates have a tendency to shy away from combat and if they take heavy casualties will break and flee.

Stealth Assaults (+400) - You will never be truly safe from stealth attacks as no matter where you are you will be subjected to unending swarms of stealth attacks that will wear down your mental state and combat readiness.

Bad Luck (+600) - Your luck in battle will be nonexistent as Murphy has chosen you specifically to torment. Your computers will crash just before combat or your shields will fail unexpectedly just before a supernova blast wave hits.

Ending Choices

Go Home
Stay Here
Move On

Notes

- For this Jump, space warfare is conducted at relativistic speeds with a fleet traveling at 1% speed of light and the enemy fleet also traveling at 1% speed of light. Any faster and the computers on the fleets will not be able to compensate enough for accurate firing solutions. The ships in the Jump have artificial gravity and some measure of inertial compensation to accelerate at 1% speed of light. The ships have a variety of weapons with grapeshot being tiny metal ball bearings fired from a railgun which does massive damage at relativistic speeds. “Rocks” which are unguided kinetic multi ton metal slugs to target stationary targets. Hell-lance batteries which are charged particle cannons to smash down shields, specter missiles capable of decelerating to catch up to and destroy retreating enemies. Finally, a fixed forward mounted null-field that breaks down most shields and disintegrates a large chunk of the target. Defensively, ships have shields that can be directed to a specific facing as well as armor to protect against weapons.

Changelog

- Version 1.0 Created Jump

- Version 2.0 fixed companions