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v1.0
Jumpchain Compliant



Welcome to the universe of Starbound! It's filled with wacky races, massive space battles and world-destroying monsters. You get here mere minutes before the Earth is destroyed by some unknown horror, and you'll be spending 10 years here before you get to leave. You'll want to have something to start yourself off here, so how about you have

+1000 CP

Races:

All Races are free, and are given as alt-forms after the jump. They give you discounts on perks. Age is d8+19, and gender stays the same, unless you want to spend 50 CP to choose both. (Florans don't get a gender.)



Apex: You're an ape. There are benefits though, don't worry. The reason you're like this is because the Apex were able to stop their evolution in return for greatly enhanced intellect. So that's fun.



Avian: What it sounds like: You're a bird-person. You might be part of a massive, worlds-spanning religion, or you might not be. Sadly, you're wingless. So you can't fly. Sorry.



Floran: You're a plant! A primitive, aggressive plant with a lisp. You're also still humanoid, with two arms and two legs, and all the benefits of being a sapient being.



Glitch: A robot! A Tudor robot! A Tudor robot with a birth defect allowing you to be not Tudor anymore! Yayyyyy! You still need to eat and breathe though.



Human: Your generic, run-of-the-mill human. Just a human. Some random guy. You're literally nothing special. Your hair is pretty okay, though.



Hylotl: A trinocular humanoid fish… frog… thing. That can't breath underwater. Sorry. You do get hunted a lot though, so that's a… Sorry again.



Novakid: A ball of plasma. Well, you are *vaguely* humanoid, but nobody knows how. Nobody also knows how you don't burn everything around you in a ten meter radius in a fiery ball of heat and death. But you don't. So it's fine.

Background:

All backgrounds are free and give you a discount on items.

Drop-In: You know the drill. Nobody's going to ask for your ID in space, though, since the people keeping track of that were just blown up. Lucky you.

Terrene Protector: You're the last member of the Terrence Protectorate. Well, joint last. Your headquarters was just exploded by a planet-sized monster though. Have fun having memories but no home!

Tenant: Someone built a house, and you appeared. It's a nice house. Well, more of a room really, but you saw it and took it. Aside from that, you're a pretty normal space-citizen. So that's fun.

Bandit: Here's your "let's not be a respectable member of civilisation" option. You steal from and then just murder normal citizens. It is pretty fun though, and they don't even die properly. Also, the police were all just killed.

Location:

Roll d8 for location, or spend 100 CP to choose. Races get to choose their default option for free.

1. **Apex Science Lab:** A lab. Run by monkeys. You're supposed to be here, though, don't worry. You probably not going to get shot at. (Free switch Apex)
2. **Avian Temple:** An Avian temple, dedicated to their winged god, Kluex. People will assume you're meant to be here, as long as you don't display any signs of… *heretical behaviour.* (Free switch Avian)
3. **Floran Tree-Top Village:** A load of trees, with houses in them. The community is pretty tightly knit, led by the Greenfinger. Don't get yourself eaten. (Free switch Floran)

4. **Glitch Castle:** An enormous, intimidating castle, filled with healthy (/non self-aware) Glitch. There are lots of poofy dresses around. And hats referencing video games, for some reason. (Free switch Glitch)
5. **Earth:** You know this place - it's your home! Well, not for long, seeing as it's minutes away from being destroyed by a massive tentacle-monster. But I'm sure you'll be fine. (Free switch Human)
6. **Hylotl Underwater City:** After the war with the Florans, these self-contained, submarine cities were created as an escape mechanism. They aren't particularly well decorated interially, with one corridor full of calligraphy, right next to a booming nightclub. (Free switch Hylotl)
7. **Novakid Ranch:** One of the few permanent Novakid settlements - a western style village. They farm Fluffalos here, but not much else. (Free switch Novakid)
8. **The Outpost/Free Pick:** Well, lucky you. You get to choose where you start. Also, as an added bonus, you can choose the Outpost - a safe haven for all. And also a pretty good shopping centre.

Perks:

Cosmetic Armour (100 CP): You can now wear clothes. Now, I know what you're thinking. You could already do that. But now you can wear clothes in combat and stuff! This perk lets you wear two sets of clothes. One is the one that's actually there, and the other is the one that looks like it's there. No more running around town in clunky Iron Man suits for you! It's still clunky though. Sorry.

Just Say No (200 CP): Whenever anyone asks you to do something, you can just tell them "No." This will not lower their opinion of you in any way, shape or form, and they'll probably just go and find someone else to do it.

Vestigi-Evo Process (Free, mandatory and exclusive to Apex): You're smart. Very smart. Smarter than the smartest human. You're also, for the duration of this jump, an ape. That's fine though, lots of people are apes.

Big Ape Is Watching You (200 CP, Discount Apex): You have the ability to remind people of the rules and the consequences of breaking them, even when you don't actually know the facts. This will usually stop people from going through with anything illegal, but the punishment has to be something they fear, and they have to trust you at least moderately.

Voluntary Testing (400 CP, Discount Apex): You have a strange habit of convincing people to offer themselves up for dangerous experiments, as long as it's legal to do so. These experiments must not *guarantee* death or horrible mutation, and must be reasonably well-funded and professional. It also must be an actual experiment, meant to find something out. No lowering enemies into pits of hydrochloric acid just for the hell of it.

Obey. (600 CP, Discount Apex): Don't worry, it's not like taking this perk would allow you to command people to do your bidding or anything! No that would be immoral and frankly, quite mean. What it does do, however, is make people very much inclined to do whatever you want, as long as you have their favourite food on hand. The better the quality of the food, the more you can get them to do.

Ethereal Wings (100 CP, Free Avian): When you enter any alternate reality, plane of existence, dimension, realm or parallel universe than the one in which you begin a Jump, you gain a pair of Ethereal Wings. These allow you to fly without tiring yourself, up to half the speed of sound. They disappear when you get back to the original dimension, though.

Scientology Sense (200 CP, Discount Avian, Incompatible with Boon Of Kluex): You have a nose for fake news. You can tell when a popular belief is false. This doesn't work on small things, they have to be known by at least ten thousand people. But if they are, you can tell it it's true or not.

Boon Of Kluex (200 CP, Discount Avian, Incompatible with Scientology Sense): Kluex, the winged god of the Aether, has chosen you to be the one to hand out his blessings. This allows you to give one of many temporary enhancements to whomever you'd like. These range from moving faster to being better with swords to glowing in the dark!
Grounding (400 CP, Discount Avian): If you can prove a point in a way that somebody can understand, they will consider it and the previous belief they held completely objectively, not influenced by personal opinion or just the fact that they don't want to change their mind.
Deicide (600 CP, Discount Avian, Incompatible with Defender Of Faith): You are a deicide. Well, not yet, but you have the capability to be one. Anyone who is a god, or calls themselves a god, is inherently killable. By you, at least. You also get a huge boost to combat skills when fighting any god.
Defender Of Faith (600 CP, Discount Avian, Incompatible with Deicide): Belief is a powerful force. If you truly believe in a religion (a real, popular religion that many people follow,) then you have an amazing combat bonus against anyone slandering or insulting your god. You probably don't want to kill any random offensive preacher you see, though.

Second-Rate Reliance (100 CP, Free Floran): Whenever you're using a worse weapon then your opponent, you can be sure that it won't be damaged by your enemy's. However, this only applies when the weapon you and your adversary are similar - two sword, two daggers, two spears, basically turning these confrontations into battles of pure skill. It still applies to ranged weapons, but it's kinda unlikely that your opponent will be aiming for your gun.
Plants Don't Get Genders (100 CP, Free Floran): You can choose what physical traits of each gender you display. You can have none, if you want. Now, this doesn't change your actual organs or anything - your biological sex is still whatever you chose at the start of the Jump. it just allows you to choose to appear female or male, or whatever other genders the species you are at the time has.

Won’t Sstab Thisss Time… (200 CP, Discount Floran): Nobody seems to notice you being a terrible person. You can brandish weapons at people, openly insinuate bad things about them, or even flat out tell them that they’re stupid, and as long as you don’t mean any insult then they won’t take it as such.
Integration (400 CP, Discount Floran): You’re extremely good at integrating yourself into any sort of society. You pick up customs and traditions extraordinary quickly, and mistakes that you make in new cultures are usually politely corrected rather than anyone flying off the handle. Now, this isn’t to say that “Oh I didn’t know that murdering wasn’t allowed here” would work, just that you’ll get “Dear, you just poured the contents of my grandmother’s sacred urn into the rubbish” rather than a punch in the face.
Greenfinger (600 CP, Discount Floran): You can manipulate plants. Not for growing food or fighting or anything, though. They’re still really slow. This ability is used for, of all things, reverse engineering technology. After messing plants about inside of it for a few hours (or days, depending on the size (months or years for really complex things)) you will have gained enough knowledge about its workings to assemble one all by yourself, given the right tools. You can’t use this ability on sapient plants. Sorry.

Curious. It says “Stab the meatbag” in binary (100 CP, Free Glitch): You can speak and understand any one language completely fluently. This language can be changed each jump. You can speak the language even if it shouldn’t be possible for your body to make the required sounds. You retain the knowledge of how to understand the language if you change it, but not speak it.
Historical Etiquette (100 CP, Free Glitch): Not embarrassing yourself by using modern phrases or not placing your fork correctly or something is a useful skill. You know everything to do to not seem like a weirdo in historical Earth. This doesn’t carry over to other worlds, though.
Expressionless (200 CP, Discount Glitch): You have the uncanny ability to completely blank out your facial expressions or even body

language on a whim. Nobody will find this strange, and nobody will be able to tell what you're thinking. Even with magic.
DIY Child (400 CP, Discount Glitch): You ever thought making children was too difficult? Well now it's… even more difficult! Well, kind of. You see, you now have the ability to, with another consenting sapient being, build a child. You will require components, so it's usually best if the child is a robot. The child will also get alt-forms of the species of its parents. While you build, you and your partner enter a kind of trance, where building is all you do. You can decide specifics about the child, though, like hair colour, gender or even skin colour.
Smart Armour (600 CP, Discount Glitch): You ever thought that it would be nice to have BRAINS INTEGRATED INTO YOUR ARMOUR? No? Well, you can have them anyway. They don't have their own consciousness and act as pure extra processing power and very specific memory space for you. You do lose the benefits when you take the armour off, though. You will have to find armour with a brain in it for this perk to apply, however. (Here's a hint: All high-tier Glitch armours have extra brains.)

Underwater Architecture (100 CP, Free Hylotl): Anything you build is 100 % waterproof, and never in any danger of being destroyed via water pressure. This is, unless you want it to be, for whatever reason. Even if it wouldn't usually be possible. Or even plausible. In fact, It would be possible to make a hut made out of dirt completely structurally stable in the depths of the deepest seas, without even a milliliter of water getting in.
Neon Calligraphy (200 CP, Discount Hylotl): You can make any clashing themes work together, in terms of art. Fine art in a nightclub? Beautiful. A pastel coloured motorbike? Lovely. A princess themed planet-destroying laser? Envy of all.
Bookkeeper (400 CP, Discount Hylotl): You have a flawless memory, in all respects. But it only applies to written media. You can reread it in your mind, even if only caught a slight glimpse of a single page. It only applies to text that you didn't write yourself, however.

Masterful Negotiator (600 CP, Discount Hylotl): Even though Hylotl tend to avoid conflicts, by virtue of their aquatic, out-of-the-way nature, sometimes a fight is inevitable. Or at least, without this perk it would be. You have an almost uncanny ability to negotiate a deal between two parties who would otherwise have fought, that leaves both coming away, if not satisfied, at least happy enough not to go to war over it, as long as you can communicate with both sides, have a vague idea of what they want, and can meet at least some of their demands, though you can usually get them to drop the more outrageous ones.

Wacky Hair (100 CP, Free Human): Your hair is the best. There's no denying it. It's fabulous. Also, it's whatever colour and style you want now. And it changes within seconds. The best type of magic.

Has Anyone Felt That There's Been Some Cosmic Turbulence Lately? (200 CP, Discount Human): Whenever something big happens: A planet just got blown up, a President was assassinated, something broke the record of most views on YouTube, your favourite webcomic comes off hiatus, you feel something's off. It could be a good thing, it could be a bad one, but you'll know when it happens. It has to affect many people, however. It can't just be your cat kicking the bucket.

Last Of Its Kind (400 CP, Discount Human): You have a strange talent: whenever some species is about to go extinct or all the spinning wheels are about to be burnt or whatever, one of whatever is about to disappear forever has a high chance of ending up in your possession. The more important or sudden the extinction, the higher the chance that you'll find the thing in question lying around.

Nick Of Time (600 CP, Discount Human): What it sounds like. You can nearly always do something if it's the last possible moment for you to do it. Falling off a cliff? Grabbed the edge. About to be kicked in the balls? Situation deflated in seconds. Planet about to blow up? Found a ship and are on the way to safety. This doesn't guarantee safety, though. Just a higher chance of having an opportunity to get out of a dangerous situation

Living In The Moment (100 CP, Free Novakid): Your perception and quick thinking and acting skills have had an enormous boost. Quick-draws, pod races, anything that requires instinct, you excel at.
Versatile Fuel Sources (200 CP, Discount Novakid): Who needs Erchius crystals to power ships? Everyone but you! With this perk, anything you ever put fuel into accepts any form of fuel. Coal, oil, wood, erchius fluid, anything. This doesn't say that these fuels are the same efficiency as the typical fuel, though. You're gonna need a lot of wood to fuel even a small spaceship.
Made Of Star (400 CP, Discount Novakid): You're hot. Like, really smokin' hot. Hot enough to burn someone's face off, given heating up time. You can choose to become really hot, in terms of heat, whenever you want. It will take a little while to get warmed up, though. Try not to destroy the world.
Steam-Based Everything (600 CP, Discount Novakid): Yep. That's it. You have the know-how to build or modify anything you have to use steam power alone. Now this might seem useless, but converting something into a steam-based version of itself bestows no disadvantages on the thing itself - not slower or bulkier or anything. Also, you have infinite amounts of whatever it is that makes steam engines go. (Petrol and water. However, it can't be sold or used for anything other than powering steam engines.)

Items:

Matter Manipulator (Free All): Manipulates anything that matters. Well, solids, at least. It basically allows for the collection of any and all materials. For an extra 100 CP, it can collects liquid, and also mines 4 times faster, 4 times as much at once and twice as far away. It can also paint stuff as wire things. If you don't purchase this, you'll have to get the upgrades yourself with manipulator modules.
Novelty Banana (Free All, Mandatory for any who would betray Big Ape): Wow, you managed to get hold of one of these? That's quite an achievem- Wait. That's not fair. You bought it- you *cheated!* Unbelievable. This banana is not a Novelty Banana. In fact, you're not

even worthy of a *normal* banana. This is, in fact, a Guilt Banana. Whenever you, and only you, touch this banana, you will be filled with regret and shame for your actions. I hope you appreciate it. It still boomerangs pretty well, though. So you can NEVER ESCAPE THE GUILT.

Tiered Armour (50 CP): Armour designed by your race, for your race. With the original price of 50 CP, you get tier one armour. For an extra 50 CP for each tier, you can raise this up to tier six. If you choose tier five or above, you can choose whether you have the Accelerator, Manipulator or Separator armour.

Environmental Protection Pack (50 CP): This little thing allows you to breathe in space. And underwater. Anywhere, really. For an extra 150 CP, it also protects you from damaging radiation, heat and cold. Useful, huh?

Racial Ship (200 CP): Yeah, you get a spaceship. It's fully functional, and themed after your race. It can be fuelled with Erchius Crystals and Liquid, which can be found on any moon in this jump and future ones. It's not really built for combat, but does have some basic weaponry. It starts off at tier one, but you'll always be able to find somebody willing to upgrade it for you. For the right price, at least. You can, if you want, pay an extra 50 CP to choose a different race's ship. (https://starbounder.org/Ships for a list of racial ships.)

Perfectly Generic Item (600 CP): No one can comprehend this strangely-perfect green cube. Computers cannot comprehend it and claim that it does not exist. You get an additional one every month. They can, if you really want, be made into the pinnacle of creation: Perfectly Generic Armour.

Lava Balloons (100 CP, Free Drop-In): You get a replenishing source of balloons. But not any balloons. These balloons are completely indestructible… from the inside. You can put any liquid in, and it wouldn't be dangerous, at least until thrown. This only applies to liquid. You also get a lava tap in your warehouse, designed for filling these balloons with lava. Also, so you don't burn your hands off, they don't let out heat. Or radiation. Or whatever.

Mannequins (200 CP, Discount Drop-In): You get a collection of infinite mannequins, that, when given clothes or armour, show exactly how it will look on you. Also, just by touching the mannequin, you can swap what you're wearing and what the mannequin is wearing, instantly. It'll also never collapse under the weight of your massive, bulky knight armour.
Capture Pods (400 CP, Discount Drop-In): What this isn't a Pokéball, what are you talking about. Well, these *pods* allow you to capture any *creature* (smaller than a horse), which will then fight for you until it dies, and can be equipped with collars. Yes, it dies. Sorry. You get one per month, and it comes with a free Pet Healing Station for your Warehouse.
Starbound Arcade Machine (600 CP, Discount Drop-In): An arcade machine. Which plays Starbound. And only Starbound. Well, only Starbound for *now*. This is a meta arcade machine. For each Jump you go to, whatever it's based on becomes an option for viewing/playing on the arcade machine. It still keeps all of its previous games and movies and whatever for you to play out-of-jump, too.
Pixel Printer (600 CP, Discount Drop-In): God-like power. You can create ANYTHING. Well, anything non-unique that you've scanned with your Matter Manipulator. With this, you can physically create anything you've ever scanned. Out of money. It's practically instant, and very useful for interior decorating.

Protectorate Flower (100 CP, Free Terrene Protector): Anyone who wears this purple flower will never lose hope. Never. It is the only one of its species, and any you manage to grow out of it have the same properties.
Protectorate Outfit (200 CP, Discount Terrene Protector): Anyone who sees you in this outfit will, invariably, understand that you're not someone to be messed with. You've seen some shit. You could probably arrest them if you wanted. That sort of stuff.
Mech Station (400 CP, Discount Terrene Protector): Mechs! This crafting station comes with a free mech, and all of the blueprints needed to create every mech part. These mechs are very modular, and can be used for mining or combat.

Teleporter Core (400 CP, Discount Terrene Protector): This thing is pretty amazing. It allows teleportation, when used in the creation of a teleporter. You gain one extra teleporter core per year. You also gain the knowledge of how to create teleporters, with practically any material.
Station Transporter (800 CP, Discount Terrene Protector): You get a remote control. Which summons a space station, to orbit whichever star you choose. Once used, the Station Transporter disappears, until the beginning of the next Jump, where it appears in your warehouse again. Once used, the station appears in the new universe, completely the same from when you left it, keeping modifications and whatever you put inside it.

Terramart Shipments (100 CP, Free Tenant): This crate cannon is basically a portable vendor. Well, a one-way one. You can launch any farm produce into space, and be rewarded with whichever currency you want. For an extra, undiscounted 200 CP, you can sell ANYTHING using it. Also, the machine will self-destruct if you try to stop one of the crates from getting away, or if you try to tinker with the machine.
Magic Wrapping Paper (100 CP, Free Tenant): An infinite roll of wrapping paper, with one very simple, magical property. Whatever you wrap with this paper, as long as it could actually be considered a gift, (so no clumps of dirt or sticks,) will at least be accepted and appreciated for being a gift. Even if you give them something that they'd usually hate, they'd like it because it's a gift. With magic wrapping paper.
Frögg Furnishing (200 CP, Discount Tenant): This vendor will appear in your warehouse and sell you furniture, which rotates thematically on a daily basis. More themes will appear than in the game, some even relating to the current jump. More importantly, however, it sells Colony Deeds. If you place one of these inside of a room that somebody would actually want to live in, they'll be able to teleport in and just live there. They'll offer "gifts" regularly, usually in the form of money, bandages or weapons, but you can just tell them to give you cash if you prefer.
Tech Console (400 CP, Discount Tenant): This console comes with every tech unlocked already, but you can still only have 3 equipped at

once. You can, as always, switch techs a the console. (See https://starbounder.org/Tech for the different techs.)
Diverse Fluffalo Eggs (600 CP, Discount Tenant): Normal Fluffalos produce plant fibre, which is what these little guys will do without any interference, after they hatch. With exposure to other materials, however, they'll start producing those instead. Only very basic materials, and nothing more complex than basic cells. The appearance of the Fluffalo also adheres to what they produce. You start with 3, and get one extra egg per year. (What they produce is whatever they're most exposed to before becoming mature enough to start producing.)

Weapon Dispenser (100 CP, Free Bandit): A vending machine-esque dispenser of completely random weapons, when materials are inserted. The style or even type of weapon are completely up to chance. You could get a hammer, a grenade launcher or a shotgun. Anything, really.
Grappling Hooks (200 CP, Discount Bandit): Grappling hooks! You get two, one for each hand. Why wouldn't you want this? Wheeeeeeee!
Unique Weapon (400 CP, Discount Bandit): Choose one legendary unique weapon from https://starbounder.org/Unique_Weapon. It is elevated to tier six, as if it had been upgraded via the Weapon Upgrade Anvil.
Hoverbike (400 CP, Discount Bandit): A Hoverbike! It's a bike, which hovers. And goes pretty fast and stuff. If it is destroyed, it'll be replaced in your Warehouse within 24 hours. You also get an orb which can be used to convert the bike to energy and store it.
Ancient Anvil (600 CP, Discount Bandit): This is a Weapon Upgrade Anvil. Well, an upgraded one. It can be used to upgrade any weapon to tier six. I mean, comparable to tier six weapons from here, as tiers aren't actually things out of this jump. You use ancient essence to upgrade weapons, which you can only obtain in this jump. So spend it wisely.

Companions:

Ship Pet (50 CP, Free with Racial Ship): A pet, for your ship. It doesn't need food, but it does enjoy eating. The species of animal is determined

by your race. (https://starbounder.org/Pets for a list of ship pets) Similarly to with the ship, you can choose which one to take for 50 CP.
Companion Import (100 CP for each imported companion): Your friends are here! Yay. They get a background and a race for free and 400 CP to spend on perks and items. They can't take drawbacks, though. (If they take an atypical race (Penguin, Deadbeat, Shadow, Agaran, Alpaca, Frogg or Fenerox) then they can't take the Terrene Protector Background)
Canon Companion (100 CP): There aren't many canon, named characters in this Jump. But, if you purchase this, and you can convince one to come with you, you can bring them along!
A Typical Companion (100 CP): This is basically a normal "create a new companion" thing. You can choose any of the default races for your new friend, along with any non Drop-In background. They get 600 CP to spend on perks and items.
Atypical Companion (100 CP): This includes some of the more… *interesting* races, specifically the ones that are unavailable to play in the game. (I'm not racist I swear.) This includes Penguins, Deadbeat, Shadows, Agarans, Alpacas, Froggs and Feneroxes. These races aren't part of the Terrene Protectorate, and therefore can't take the Terrene Protector background. And they still can't take Drop-In. They get 600 CP to spend on perks and items.

Drawbacks:

Expressive (+100 CP, Mandatory and no bonus Glitch): Whenever you say something, you must say your current emotion first. There's no way to bypass this, or hide your emotions. If you're a Glitch, this is normal, and nobody will think less of you for it. If you aren't, however, you're probably going to be interpreted as very racist.
Summer Homework (+100 CP): Every year, you're required to write about what you did in that year. The requirements for what you have to write are risen each year, and if you fail you have to do it again, to a better standard.

Uncannily Aware (+100 CP): Nobody you want to fight ever seems to be doing anything. They're always just standing there, waiting for you to come at them. And the second they notice you, they'll be right on the offensive. There's no taking anyone by surprise.
Invariable Rip-Offs (+100 CP): Whenever you try to sell something, everyone will offer the same price. That's a plus, I guess. But it'll also be FIVE TIMES LOWER THAN IT SHOULD BE. Expect to be given pennies for all your awesome finds.
Lame Species (+100 CP, Incompatible with Terrene Protector): Choose an atypical race (Penguin, Deadbeat, Shadow, Agaran, Alpaca, Frogg or Fenerox). You're one of them now. These races are usually assumed to be not as intelligent as other races, if not outright hostile. You're gonna have a hard time getting people to trust you. You still get the discounts for the race you choose at the start. If you choose Agaran, Shadow or Frogg, you get an extra 100 CP, since you can't speak. You get both the race you chose at the start and the race you chose here as alt-forms.
Hey! That's Stealing! (+200 CP): If anything is broken or taken while you're around, you'll be accused of stealing it, and there's no way to prove the accusers otherwise.
That's Not How Gravity Works! (+200 CP): Planets are small. Like, really small. Like, how do they even hold themselves together small. Like, why do I jump a normal height and not ten meters into the air levels of small.
2D, But Not Really (+200 CP): I mean, it's not actually 2D. You just can't move sideways. This, with That's Not How Gravity Works!, makes planets even smaller.
Extra-Universal Amnesia (+200 CP, Incompatible with Drop-In): Ha, what a funny story. Travelling between universes in search of treasure and powers? Pfft, what a joke. It's not like you've ever… *not* been here. You've always been here. None of that Jumping stuff, oh no. You've been here since you were born, haven't you?
The Revenge Of The Space Cowboys (+400 CP): Y'know how the Ancients apparently just refused to give an artifact to the Novakid? Well, now that's not true. And there aren't many clues around to find out where

it is, either. Novakid aren't known for their record-keeping. You only get the bonus if you actually intend to defeat the Ruin, however, and you fail the jump if you can't defeat it

Ruin's Advance (+600 CP): You know how the Ruin justs sits around being a planet waiting for you to come kill it? Well no more! Now, it will rapidly advance and spread across the galaxy, destroying more planets and leaving smaller proto-ruins in its wake. If any traces are left at the end of the jump, you will fail and be sent home. You'll still need the artifacts to defeat it, and it may eventually eat a planet with one of them on - best get to work quickly, then.

Ruin's Blessing (+600 CP): Asra Nox was right. The Ruin was sent to purge the universe of all non-human scum. And elevate humanity in the process. The whole of the Occasus cult has been… *changed* by it, mutated - evolved, and now are much more powerful and non-forgiving in their quest. And don't you think you can just avoid them - if Asra Nox isn't dead by the end of the Jump, you lose.

The End

"Space is too big, I want Earth back."

You've had a whale of a time (or maybe you haven't) but you're done with this. After seeing Earth get destroyed, you just wanna go home.

"I've got friends here. I'm happy."

You choose to stay here. Hey, the Ruin's gone (hopefully,) and, all in all, this universe isn't so bad.

"What lies next on the road ahead? Adventure, intrigue, pillaging? Not pillaging, right?"

This place has been… Well, an experience. But your journey isn't over yet. TO THE NEXT UNIVERSE!