

Jump by Aehriman

***The giant Earthship ARK, drifting through deep space over eight hundred years into the far future. The greatest and final achievement of mankind. Its passengers, the descendants of the last survivors of the dead planet known as Earth, locked in separate worlds. Headed for destruction. Unless three young people can save… the* Starlost!**

A ‘catastrophe of galactic proportions’ threatened Earth. After the panic and the rioting had subsided, work began on Earthship ARK, a lifeboat, a generation ship to save three million people, which launched in 2285 AD. Eight thousand miles long is the main body, with 53 different biomes, each hundreds of miles across, preserving selected ecologies and cultures of Earth to seed their new home, isolated to preserve their characteristics.

A hundred years into its flight, almost four centuries ago, a mysterious accident or attack killed off all but a handful of the crew, whose descendants have regressed to feral savagery and roam the corridors in search of food, and the ship has been adrift without control ever since. It is now 2750 AD and in five years, the ARK's course will intersect with a G-type star and that will be it for humanity.

Unless... a trio of youths escape the Neo-Amish dome of Cypress Corners (AG-3) after discovering the voice of the Creator was preprogrammed with instructions each night by the Elders. Learning what they can from fragmented records, they engage on a grand quest, braving the derelict and the various domes in search of A.) someone to fly the ship and steer it from disaster and B.) a backup control center to fly it from.

Can they succeed? Unknown. The show was canceled after one season. Still, the inclusion of a Jumper can only help their chances. Have **1,000 cosmos points** (cp) to help you along.

Locations

Roll for a bonus token. Or choose freely.

1. Cypress Corners
2. The Bridge
3. Commissary
4. New Eden
5. The Beehive
6. Omicron (dudes only dome)

Age, Race and Sex options:

Pick whatever you want. All people are fairly equal in their circumstances here.

Perks

These cost 100 points unless otherwise stated. You also get 4 Template Tokens. These can be redeemed to get anything you want here for free. Two tokens may be spent for anything more than 100 cp.

All I Know Is A Lie

You knew the truth about your life, the universe and everything. Well, not everything, but you thought you had a pretty good idea about what was what. Turns out you were wrong. Spectacularly so. But where others might have broken down, rejected the truth or just been useless for a time after actually finding out what's what, you had the will and mental resilience to get up and go ahead. Unpleasant truths, shattered worldviews and knowledge that would make the average man or woman despair won't break you. You'll deal, you'll adapt and you'll face reality the way it is, because there's work to do if life is going to go on.

Please note that this doesn't mean that enough bad situations and unpleasant truths can't break you. You can still despair, fear and even madness can still take you... But when there's a job that needs doing you'll fake till you make it, and you will make it, you will recover and get better.

Astro-Medic

You're a doctor! What kind? This is TV, you can be all kinds of doctor. You are skilled in everything from neurosurgery to orthodontics. If you can reach someone within an hour of their being wounded, however severely, their chance of death is negligible. You also never threaten your patients through error, like administering the wrong dosage or drug, or having the temperature turned too high for their biology.

Authorized Personnel

It would seem you've somehow been entered into the logs as a senior officer of Earthship ARK. While some parts of the ship are sealed against casual intrusion, doors open for you and automated security lets you pass. You have admin privileges for each computer system. This extends to future Jumps, but only for electronic or automated security, live guards will question your presence if it is reasonable to do so.

By Example

The right words, in the right time, can change the destiny of a people. You are a master of oratory and rhetoric, but most of all in looking at people and understanding what they need to hear, whether it's to rely on others or that their lives are a simulation. If anyone can get the message across and be perfectly understood, you can.

Can I Be Of Assistance
It sometimes takes a special kind of skill to talk to an AI or an alien in such a way that they'll understand you. You've picked up the knack for communicating clearly with very different forms of intelligence.

Elder
The Elders of Cypress Corners got many things wrong, but never this, in times of crisis people turn to faith. You have learned how to distill complex truths into simple homilies, parables and even slogans which may lack nuance, but are far more persuasive to the masses. How to water down a harsh truth so even the most conservative bigot may have to acknowledge the possibility of error. To approach matters of science with faith and not overturn any applecarts or spook any horses as you slowly turn the flock towards salvation. You'd make a fantastic cult leader, but you'll use this power for good, right?

Experimental Design
You know exactly how to design a scientific experiment to preclude any bias or influence and ensure that what data you get is clean and good. Science is often slow, but it is the surest way mankind has found to eventually arrive at the truth.

Getting A Clue
Sometimes... Sometimes disaster is coming. Sometimes the end of you, all you know and all you love is waiting in your future, and you have no clue. Well, without this perk you wouldn't have a clue. Now when any preventable major disasters, accident, failure, surprise attack or anything along those lines that is both already in motion and guaranteed to succeed without intervention is looming in your future you do get a clue. Via luck, good or apparently bad, you will be placed into a position to learn of the coming

disaster in time to either avert it completely or greatly lessen the damage and casualties. More than this, if you are personally actively working to avert the disaster you will occasionally, when stuck without an idea of how to continue, get lucky breaks, though it might not seem lucky at the time, leading you to allies, new information and opportunities. Please do keep in mind that this is not a guarantee of success, you will have to work at it and this perk does nothing to protect you from any dangers you face, it merely gives some opportunities.

Handy Work
You are a master of one preindustrial trade, such as smithing, farming, hunting. You have over twenty years of relevant experience, and learned from the very best. This can be taken multiple times.

Leap of Faith
When all is lost, you press on. When a bottomless pit is before you, you throw yourself into it. You have the steel, grit and gumption to never give up, never surrender. As a consequence, it is singularly difficult for hostile actors to influence your mind, whether they use honeyed words, force, pheromones, psionics or all the many and varied tools of persuasion. You will be true to yourself, whatever the cost.

Maybe I Can Short Something
Sometimes, you'll encounter situations and technologies radically new to you, even if you didn't grow up a Neo-Amish farmer. Good news! Flipping random switches and punching random buttons tends to work out pretty well for you. So does prying open panels and smashing things or jamming quarrels into them, no matter how little sense it makes to put the power source for a forcefield inside the cell. Smash on, you brute!

Navigator
You can fly anything from a shuttle, to an exploratory ship like the Pisces, to the ARK itself. Now if only you could find that backup control center and fix the engines.

Quick Study

Could a half-literate farmer, a blacksmith and a housewife possibly learn to repair and fly a massive starship in time to make a difference? You're darn skippy they can! At least if they're you. You seem to intuitively grasp the most basic fundamentals needed to achieve adequate competency in a given subject or field. Given a week or so to work at it without distraction, you could easily achieve mastery on a level few could if they devoted their life to it.

Technician

As a rated technician, you are familiar with all the major systems of the ARK and actually have the skills to maintain and repair it. Yes, even the reactors and engines. That's half the plot fixed right there, if you can just get to the right areas with the right tools and materials.

Telekinetic

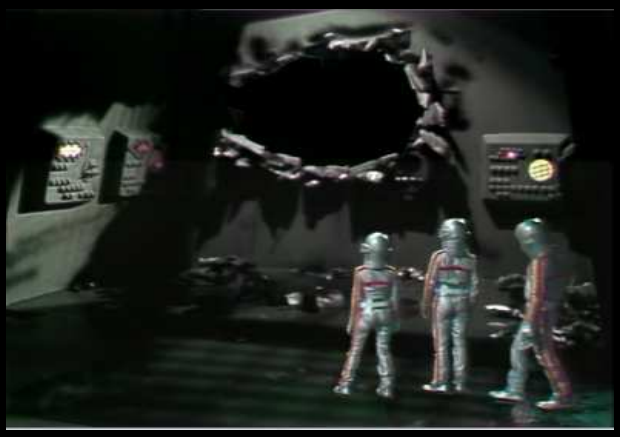
All humans have the potential for telekinetic powers, but only a tiny fraction of a percentage have the ability to utilize it without external equipment. You are one such person. Your telekinesis can be precise enough to work on individual cells or micro-circuitry, strong enough to hold back a mighty bulkhead door from closing. It may help at first to imagine an avatar for the really small things, only be careful that sufficient feedback can damage your brain. With time and training, you could be capable of vast feats.

The First Thing About Friendship

You have to be willing to help your friends, to take risks, knowing they'd do the same for you. You easily form lifelong bonds of friendship by showing empathy and vulnerability. When you trust in others you are seldom disappointed.

Think Pain

You have learned how to transmit sensations, feelings and complex thoughts to nearby people. Of course, this is mostly used to punish people in the show, but surely you can come up with more constructive ideas.



Items

Each costs 100 cp unless otherwise specified. Tokens may be spent here.

Crossbow
It may look like a cheap toy, but this small metal crossbow is deadly. Presumably. Did Garth ever actually fire that thing? Whatever, we'll assume it has similar performance to the best crossbows we can build today.

Data Tapes
The complete historical and scientific record of mankind, especially the missing tapes, like precisely what accident befell the ARK. Updates in future Jumps.

Intracranial Brain Probe
Despite the sinister name, this large visor simply allows data to be downloaded into a sleeping brain for more efficient learning, and is totally noninvasive. Firewalls prevent brainwashing or malware from being loaded.

Metabolic Waveform Scanner
Every person on the ARK was recorded at birth with a unique energy field that identifies every individual. This portable hand plate can thus identify any passenger or crew of the ARK. In the future, you can use it to safeguard against infiltrators or disguise.

Methuselah Serum

Viewed the right way, age is just a form of cellular damage. This one handy shot will pause the aging process indefinitely, allowing a lifespan that is more-or-less indefinite. Given enough time, the odds of eventually encountering a life-ending accident or violence approach unity. A counter-serum is also present, and the recipe for both, should you wish to grow up some.

Mu Lambda 165
Can I be of assistance? The very... particular AI of the Earthship ARK can be downloaded onto a data-tape, should you miss his directions.

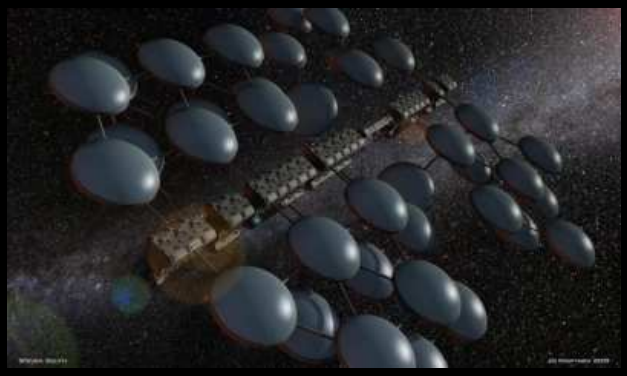
Schematics
The complete plans for the Earthship ARK, annotated with notes on points of interest and what some of the domes and modules have become in the last 800 years. In future Jumps, this becomes a similarly complete map of your surrounding area or plot-relevant locations.

Shuttle
The objectively best way of bypassing damaged sections, this short-range spacecraft has space for a dozen people. It can land on and take off from planets casually.

Spacesuit
A lightweight, yet tough one-size-fits-all spacesuit, with a twelve hour oxygen tank that can be replenished just by leaving it anywhere with air for a couple hours.

Toolbox
A lightweight, unobtrusive toolkit that has whatever you need, whether a fancy diagnostic scanner or a prybar, on the very top when you reach in.

Thought Projector
A bed that you can recline on and focus, creating a tiny avatar of telekinetic force for micro-engineering and surgery.



Earthship ARK: -600 cp

A duplicate ARK, in full working order. You could evacuate the passengers of the show's ARK or fly off on your own. True, it doesn't have shields or weapons or FTL drive, but it *is* 8,000 miles long with room for three million passengers, the rest can maybe be retrofitted.

Supplement Mode

You can choose to use this jump as a supplement and attach it to another jump. Let's say anything else with generation ships, even in the distant past.

Crossover Mode

Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.



Companion Options

These cost 100 points unless otherwise stated.

Recruit Anyone: Free!
Anyone you want to recruit in this world is free to join you as a companion if they agree. Devon, Garth, Rachel, even the likes of Oro.

Import
You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free!
You can leave when you've brought the story to a conclusion. When the ARK is saved or destroyed, you can go.

Phoenix Without Ashes: Free!
Not a lot of other continuity, but it happens Harlan Ellison novelized his original pilot script, without all the executive meddling and budget cuts. You can have your adventures in this version of the ARK. You'll likely know a lot less of the plot, but it'll probably be more coherent and consistent overall.

Cheap:
The show might be thought to represent a reality but not in your case. People act woodenly, with awful dialogue, and everything from weapons to spacesuits and bulkheads will look cheap and flimsy.

Longer Stay:
You'll spend 10 more years here. This may be taken multiple times.

Power Lockout:
You can't use powers from outside of this jump in this jump.

Item Lockout:
You can't bring items from outside the jump into this jump.

Ending

What will you do now? Stay here? Go home? Move on to the next jump?

Notes: special thanks to riaantheunseen.

The show only lasted one season. Harlan Ellison wrote the original script for the pilot, but quickly backed out when he saw what a mess the show was becoming.

1- Voyage of Discovery. Devon is an outcast in his Neo-Amish community of Cypress Corners, having fallen in love with a young woman, Rachel, promised to his friend Garth by the Elders. One night, he sees the Elders programming the voice of God (the computer) to order his death and fleeing into the bottomless pit of the forbidden 'Access Hatch.' He learns of the ARK and its dire straits, goes back to warn his community which goes about as well as you'd expect and Garth and Rachel alone save him from a murderous mob and follow him on his search for someone or something that can save the ARK.

2- Lazarus from the Mist. The trio find the Central Medical unit, hosting several of the ARK's designers in stasis. They wake one, but not only can he not help, he was frozen until a cure could be found for a deadly radiation virus he has which kills him within hours. They are pursued by feral descendants of the security crew.

3- The Goddess Calabra. The group enter Dome Omicron inhabited purely by men, who are awed by the first woman they've ever seen and Rachel's resemblance to the statue they have of their goddess, Calabra. The embattled governor of the dome gets it in his head that by marrying Rachel he can stay in power, and he isn't taking no for an answer.

4- The Pisces. A scout ship, the titular Pisces, returns from seeking out a new home for humanity. The three man crew have all the skills needed to repair and pilot the ARK, but because of time-dilation from going as near-light as possible are having a hard time adjusting to the reality of all the time that's passed and what happened. The crew eventually suffer a psychotic break and kidnap the three heroes.

5- The Children of Methesulah. The three encounter a sealed section of the ship, forbidden in the harshest of warning labels, but Garth has a crossbow quarrel that defeats the lock. Inside are genetically enhanced, ageless children with psychic powers who train endlessly on a bridge mock-up, believing themselves to be the real crew.

6- And Only Man is Vile. Exploring Biodome 14 aka New Eden, the trio find a deserted village and a single girl. While they investigate, a pair of scientists debate their competing philosophies, a Dr. Atgar believes that to survive whatever new world they settle, all but the drive to survive must be driven from humanity, and has so educated the youth of their dome. His peer believes there is value in trust, cooperation, and general society. As an experiment, they turned the residents of New Eden against one another in deadly paranoia with their agent provocateur, as a chaser the dissenter bets her career that Atgar cannot break up the trio in 48 hours.

7- The Alien Oro. Less than a year ago, a flying saucer collided with the ARK, carrying two passengers, Oro & Kiana. The three enter the compromised section where Oro is salvaging his ship and components from the ARK into a short-range life raft. Though Oro could save the ARK, they have a very limited launch window to hope of getting home, where Kiana must return or die, so no entreaty of the heroes can tempt them to stay.

8- Circuit of Death. An alarm summons the trio to the Bridge Circuit Room, a computer station where a technician, Richards, disillusioned by the failure of his democratic society in Dome Alpha-5, has decided to engage the ARK's self-destruct and get it all over with at once before fleeing with his daughter Bell in a lifeboat. When that part fails, Richards must help the heroes override the self-destruct in the most awesome way possible. Ripping off *Fantastic Voyage* and projecting their minds into tiny bodies to infiltrate the microcircuits and monkey with them manually.

9- Gallery of Fear. A sudden wind drives the trio into an art gallery, run by a maddened AI, Mando, who attempts various illusion tricks to get them to unbox him.

10- Mr. Smith of Manchester. The heroes enter another new dome, this one has an inner dome, where a dictatorial leader is polluting the outer dome with endless weapons factories producing arms for no real purpose. This episode probably had a lot of cutting things to say about pollution and/or the military industrial complex, but it came out rather muddled.

11- The Astro Medics. Devon is hurt by radiation, and they signal a medical ship, turns out the medical staff are fine. They even know about the ship crashing, but figure they don't have the training or experience to do anything. They are distracted though, by the mystery of treating an alien who is dying despite their best efforts - because human room temperature is much too hot.

12- The Implant People. Next dome is a monarchy, but the Queen has retreated into seclusion. Her brother is usurping power by fitting key people with brain implants, allegedly to improve cognition but mostly they let him inflict unimaginable agony with the flick of a switch.

13- The Return of Oro. Oro is back, and this time he's eager to fix up the ARK. Kinda weird, given the terms they parted on. Devon is suspicious and rightfully so, it turns out

his plan is to divert the ARK to his homeworld and break it down for parts and resources, the present passengers are surplus to requirements.

14- Farthing's Comet. An astronomer manages to divert the ARK's deadly course! Yay! Not enough to save it though, just enough to endanger the ship more by passing through a comet's tail in order to study it better. As debris rains on the domes, Devon must go EVA to save them all.

15- The Beehive. A new dome, a science experiment in cultivating bees, and a mad scientist who has grown a strain of enormous bees with the power to dominate human minds. This one is very silly.

16 - Space Precinct. Garth decides to give up and return home, but is instead conscripted into the Inter Ark Police, a surviving arm of the security staff. Right now they're trying to prevent a war between two planets - I guess in the system whose star is about to kill the ARK? - but are stymied at every turn by a saboteur in the ranks. Meanwhile, Devon and Rachel are trapped in a stuck elevator in an airless module, while the oxygen in their suits slowly runs out.