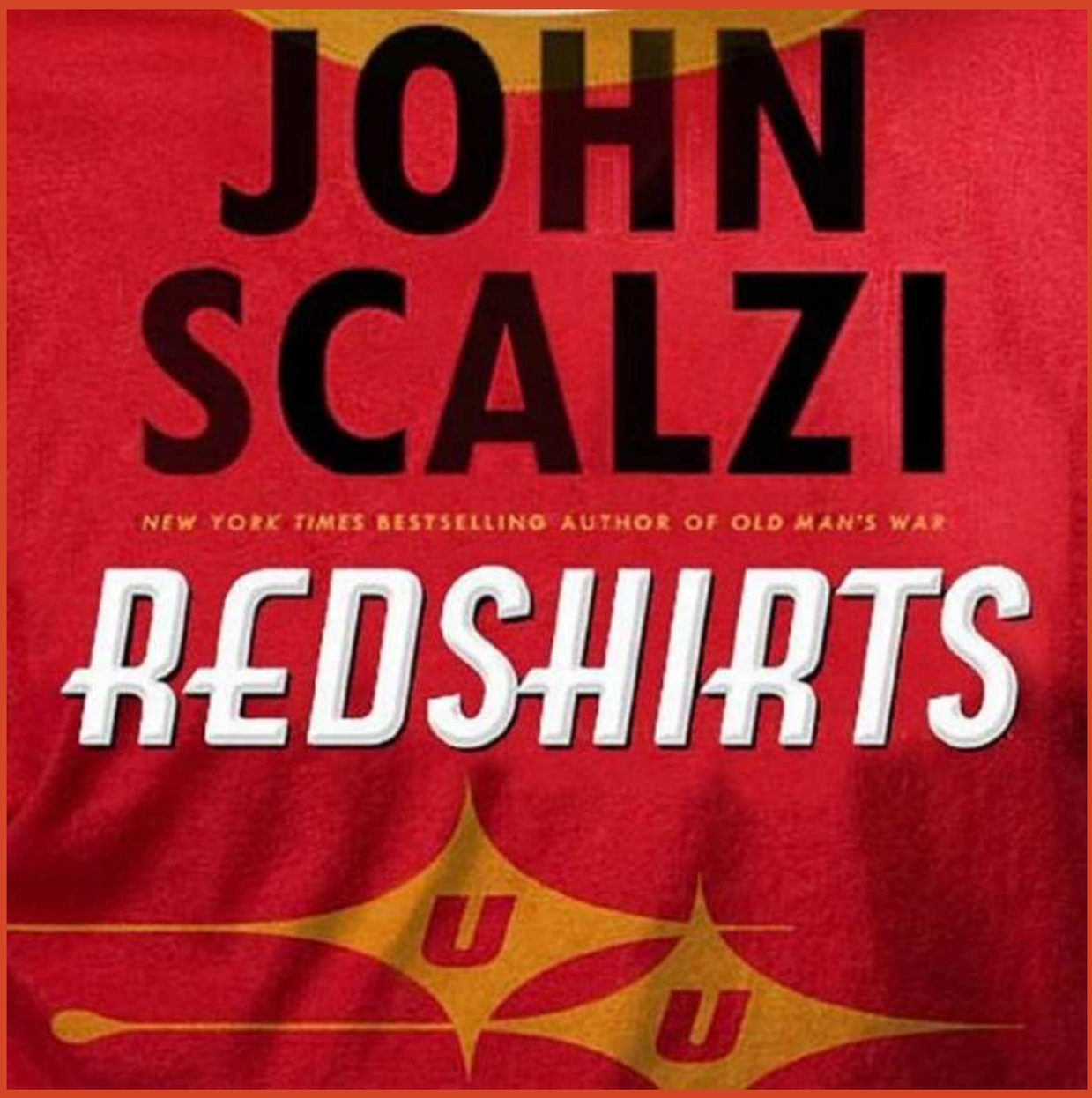


Book by John Scalzi, Jump by Aehriman.

The *USS Intrepid* is the flagship of the Universal Union, its ongoing mission: to explore strange new worlds, seek out interesting things, yadda yadda. The *Intrepid* also has a fantastic turnover rate, accounting for more away mission fatalities than the rest of the fleet combined. Five ensigns join and find this posting may not be the honor they'd imagined. At the least, there are many mysteries involved. Why do experienced officers regularly behave like idiots for no apparent reason? Why do bridge consoles explode whenever the ship takes a little damage? Why do all the junior officers disappear whenever people are being found for away missions?

The mysterious Jenkins has a theory, one that the other junior officers deride even as they benefit from his knowledge: they're characters in a schlocky sci-fi action show. The only ship he could find to match their away mission casualties is a fictional one, the *Enterprise.* And it would explain some of the wacky, impossible situations the ship is regularly embroiled in and the equally zany and implausible solutions. The senior

officers are only acting erratically when the 'camera' is on them and their actions, and a hack is writing their lines.

Have **1,000 character points** (cp) to help out.

Location:

1) *USS Intrepid* - the flagship of Space Fleet.
2) Hollywood - where dreams are made.

Origin: You are a new Ensign in the Dub U's Space Fleet. Or possibly someone involved in TV in 2012 Earth.

Age and Sex, Species options:

Pick whatever you want. It's the future.
Pay -100 cp if your homebrew alien species has special powers or advantages.

Perks

These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get anything you want here for free.

"Let us violate cakes together!" - You can speak all languages and dialects, preventing a wealth of embarrassing situations.

Alert System - You always know when the bosses are approaching.

Astrogator - You are an accomplished pilot, whether with a helicopter, shuttlecraft or a full-sized starship.

Coffee - You wake each day with a pep in your step most people need stimulants for. If need be, you can go five days without sleep without consequences to your health or focus.

Commander - You know how to manage a team, inspire them, keep them working together despite incredible stresses within and from without the team. You are charismatic and easy to get along with.

Dealer - Like Finn, you know a lot about recreational substances that might be frowned on, but aren't technically illegal, and how to secure some in any setting. This knowledge updates in future settings.

Diplomat - You are an expert in negotiation, in presentation, and mediation.

Engineer - You are familiar with all the common technology of the late 25th century. You might not be able to build it all in the 21st, but you could patch up a shuttlecraft

and at least build the tools you'd need to build the tools to build 24th-25th Century tech. You are a practical problem solver.

Genre-Savvy - Sometimes you blind Jump a setting without knowing quite what it is. Never fear, you always understand the genre of a setting and have an idea what kind of tropes to expect. You might not know immediately who the protagonist(s) is, but watch a little. At least, you know that a shonen battle series needs to be approached differently than a murder mystery or a harem comedy.

Inventory - You are a master of logistics, always aware of what your resources are and how best to use them.

Like A Cruise Ship - The *Intrepid* is oddly relaxed for a flagship (also, kind of missing flag officers). More results oriented. As long as you do your job, nobody cares if you're occasionally late or out of uniform, and if you prove yourself in a crisis, you can skate on a lot of minor regulations.

MacGuyver - Making a laser out of crude lenses? You'd be surprised. You can jury-rig all kinds of practical solutions even with improvised materials and no time.

Medic - You are trained in basic field medicine. More than enough to roll your eyes at the amateur fumblings of 21st Century physicians.

Outside-the-Box - You don't like to lose, and have a sense for the weakness in any foe, the flaw in any scenario. Maybe you can talk the god-computer into self-destructing with a logic bomb, or bluff your way past the hyper-advanced aliens. Even if the life within a show seems clear to the reader, Jenkins intuited it with little evidence.

Paradox-Proofing - You will never be retconned out of history, and if the timeline shifts around you will remember both lifetimes. Nor can you just be erased by some anomaly or cosmic god.

Peacekeeper - You are an expert in armed and unarmed combat. There are things nothing merely human can contend with, but for everything else, you'll do as well as anyone could.

Physics - You understand the advanced physics of the 25th Century, especially astrophysics.

Protein Coating - You know how to make everyone feel included, even if it's just giving the science officer a 99% complete project he can make some small tweak to, just to feel better.

Russian Resilience - Anatoly Kerensky hardly ever goes a week without catching an alien plague, getting wounded, devolved into an ape, controlled by brain worms or something else traumatic. He always bounces back, though, usually in a day or less, with nothing but mild incredulity that this is his life. He says it's a family trait, and attributes it to an ancestor who fought in Stalingrad and got up after being hit by twenty bullets. You share in this physical and psychological resilience.

Ship-shape - There's keeping a clean workspace, then there's whatever this OCD shrine is. All your gear is always freshly cleaned and serviced, your workstation spotless, everything where it belongs. If someone has touched anything, you will know.

Trader - You know how to haggle, and provide goods and services at competitive prices.

Writer - You're creative, skilled at crafting a picture with language, and never have writer's block.

Off the Page (-200 cp) You can, in a mental space, accurately model fictional characters. You can see how they'd feel or react to some events, and ask for advice. Plus, there's worlds of potential for entertainment.

Plot Armor (-400 cp) Some say the best armor. The mad time-travel plan would never have worked if the ensigns didn't kidnap Kerensky, no way a main character dies offscreen in such an ignominious way as dropping into a black hole in a stolen shuttle. Like Kerensky, there is a narrative to the universe that simply won't let you die. But as Kerensky shows, that doesn't mean you'll never suffer, getting the wounded comrade to safety can be fodder for a whole episode, after all.

Items:

Phone - A sophisticated communications device, capable of reaching any equivalent in the same star system or raising a starship comms channel. Also has a camera, can move and analyze large files, and many, many other functions of a space age cell phone. Never runs out of battery, signal cannot be jammed.

Pulse Gun - An energy firearm with a stun setting. Has limited effectiveness against killer robots or Borgovian Land Worms.

Tablet - Like the phone, but this is a tablet four centuries more advanced than any you know of. Also has limitless battery and extranet connectivity.

Scripts - Someone took notes in the writer's room. This isn't a surefire guide to the future, but it can provide a lot of insight into probable future events and what the writers are thinking.

Shuttle - A small unarmed shuttle, limited FTL, just 3-4 c, but great for zipping around a star system.

Synthesizer - A device that can produce food, medicine and simple hand tools. Has the rough size and shape of the Box.

The Box - This magic box just appeared in the xenobiology lab one day. It looks like a microwave oven, complete with a turning dish. Three buttons - white opens the door, green makes it go, red makes it stop. The Box can analyze any scientific issue, like an alien plague or brain parasites, and produce a solution with a couple caveats. It only works in an emergency, it only gives you the result in the nick of time, and the results

can't always be replicated outside of however much you need to solve the immediate crisis. But sometimes, you want a miracle cure in five hours, not a thoroughly understood and repeatable vaccine in a year.

Money (-300 cp) Like Hanson, you could theoretically buy a spacedock with your monthly allowance. Always in local currency with no fears of causing an inflationary crisis. For you the question is never 'could I buy this?' but 'how much?'

Intrepid Class (-400 cp) Your own starship. The capabilities of the *Intrepid* are kept rather vague, so assume a rough TNG/DS9 era starship… sans transporters, they'd probably lose a lot less Redshirts if they had transporters.

Supplement Mode: You can choose to use this jump as a supplement and attach it to any other jump. Preferably something with space exploration, but it's not a requirement.

Companions

All options free.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: Free! 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.

Ensign Andy Dahl - Fresh-faced Academy graduate, after spending three years in a Forshan seminary. Expertise in linguistics and xenobiology. Mostly done with this nonsense.

Ensign Jimmy Hanson - Andy's best friend, son and heir of one of the richest men in the galaxy, not that you'd ever know it, Jimmy's allergic to any hint of nepotism or cronyism.

Ensign Maia Duvall - Security, signed on as grunt in UU Peacekeepers before transferring to Space Fleet. Free-spirited and adventurous.

Ensign Finn - At his last couple of postings, the go-to guy for off-brand, not-technically-illegal alien mood enhancers and recreational substances that don't show on a standard urine test. Transferred to the *Intrepid* after his XO had a bad reaction to alien mushrooms and went berserk. Finn lies easily, but his heart is in the right place. Dies in canon, but if you can prevent that, you may have a lifelong friend.

Ensign Jasper Hester - Shuttle pilot. Finn's old bunkmate, tarred by association since he agreed to hold several of Finn's 'candies' in his footlocker.

PO Jenkins - A xenobiologist who went insane after losing his wife on an away mission. He theorizes, correctly, that they are living in a poorly-written TV show.

Jenkins has gone AWOL and lives in the service ducts, avoiding all contact with the Narrative while he builds his model. Has also taken to monitoring the senior officers and texting others to warn of their approach, which mostly lets the veteran staff feed newbies to away missions. Has famously poor grooming and hygiene.

Lt. Anatoly Kerensky - Ship's astrogator, but tends to end up doing a lot of odd jobs on away missions. Kerensky has hardly ever left the ship without getting wounded, sick, mind-controlled or some other traumatic event but he just keeps on going. Bit of a skirt chaser in his free time, and likes a stiff drink.

Chief Engineer West - The chief engineer of the Intrepid. Avoided as a death trap, because things are always breaking, usually explosively, around him.

Medical Chief Hartnell - Doesn't much appear, but he's a Doctor, geddit?

Science Officer Q'eeng - The logical, efficient and dry-witted head of science aboard the Intrepid.

Captain Lucius Abernathy - The captain, a mysterious and powerful figure. Not notably incompetent or unfeeling before, but all that can change in an instant when the Narrative takes over.

Drawbacks

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: +0 cp You can leave when you've brought the story to a conclusion. Which means going back to the 21st Century and talking the show's head writer into abandoning killing redshirts for cheap drama.

Longer Stay: Alternatively, you'll spend 10 more years here. This can be taken twice.

Blistering Pacing: Life aboard a starship is hectic, but this is ridiculous. There's a new crisis every three days, or sooner.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse, or any Items within.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Disapproval: The senior officers (or your bosses) have taken a disliking to you, finding you cowardly and uninspired. They will try and get you to shape up by any means necessary. No skipping away missions.

What Kind Of…?: It takes a special kind of jerk to send an SOS with an embedded, encrypted message saying 'Killer Robots - STAY AWAY!' Or to not mention the ravenous land worms in the mission briefing on the assumption that

everyone knew. Yet such communications mishaps abound, people are always burying the lede and forgetting to share mission critical information.

I Don’t Want to Hear About the Worms!: Apparently the Herbert estate wants to sue. But anytime you go planetside there are sandworms, or graboids or ice sharks or *some* kind of subterranean beast looking to feast on your feets. I recommend learning to walk without rhythm.

End

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