Babylon 5 Jump chain:

It was the dawn of the Third Age of Mankind, ten years after the Earth-Minbari War. The Babylon Project was a dream given form. Its goal: to prevent another war by creating a place where Humans and aliens could work out their differences peacefully. It's a port of call – home away from home for diplomats, hustlers, entrepreneurs, and wanderers. Humans and aliens wrapped in two million, five-hundred thousand tons of spinning metal, all alone in the night. It can be a dangerous place, but it's our last best hope for peace. This is the story of the last of the Babylon stations. The year is 2258. The name of the place is Babylon 5.

You start with 1000 cp.

Your age is 17+1d8, and your gender is whatever you entered this jump with. You may pay 100 CP for total control of both your age and your gender.

ORIGIN:

Drop in.

You come to just as the passenger shuttle you are on docks with the station. You have a passport that gets you through customs and a storage locker containing whatever you purchased as well as a receipt for a one week booking in a nearby hotel.

*Free Iron Will, Stone Cold, Asceticism.

Earth born.

Cost: 100 CP.

Born and raised on Earth you were just a child during the Earth-Minbari war, and still remember looking up at the night sky and watching ships fall burning from orbit. Native born Earthers are given grudging respect for their resolve during the war by a great many aliens (aside from the Minbari) but have

problems trusting non humans.

*Discount on Joining Nightwatch.

*Free Iron Will.

*Aliens aware of how the Earth-Minbari war went will treat you with at a little more respect than you could otherwise expect.

Martian.

Cost: 100 CP.

Born and raised on Earths first colony you've lived your life on a world that will kill you if it can. Martians tend to be regarded as miners or tech heads, and there's a reason for that - there's almost no way to make money but dig, and you need to be certain everything works, or life gets either very uncomfortable or very over very quick.

*Your choice of either Mechanic, Miner, Surveyor or salvager for free. Discount on one option of your choice you didn't take.

Colonist.

Cost: 100 CP.

Earth Alliance has founded more than two dozen outposts and colonies in fourteen different solar systems and you happen to be from one of them. Space is weird, and things that are urban legends back on Earth are everyday occurrences for you.

*Free Stone Cold.

*Discount on Alien Artefact.

Spacer.

Cost: 100 CP.

Humanity has been in space long enough and had the tech to allow people to live permanently on their ships, and have families that grow up never setting foot on a planets surface. You are one of them and you've always lived aboard ship. It's cramped, noisy and privacy is a luxury, but the sheer freedom will never stop being intoxicating.

*Free Asceticism.

*Your choice of a discount on either Mechanic, Pilot or Hyperspace Awareness.

*Can take Agoraphobic without it counting towards the 500 point drawback limit.

Lurker.

Cost: 100 CP.

Babylon Five was a miracle of engineering, but it was overbudget and a bit of a rush job too. There were parts of the station that were never developed and virtually if not completely abandoned. Plenty of people find their way here, the slow, the unlucky, the foolish and the gullible. Life as a lurker is hard, vicious and frequently very short.

*Discount on CQC, Asceticism, Stealth, Tough, Stone Cold, Criminal tendencies.

*Thieves guild Perk available for purchase.

Earthforce kid.

Cost: 100 CP.

One or both parents were part of the military arm of Earth Alliance and you grew up on a string of Earthforce military bases and ships. Hard working and well disciplined no one was surprised when you signed up too and you finished basic training just in time to be posted to the newly opened Babylon Five station. It's down to you to decide if you are delighted or pissed you were assigned to somewhere Lloyd's of London set the odds of the station surviving at 500:1.

*Free Marksmanship.

*Free Armor.

*Free PPG.

*Discount on 'A conspiracy of Light'

PERKS

Telepath

Cost: 600 CP.

Born different you carry the telepath gene and for good or ill the minds of others are an open book to you. Telepaths are ranked from one to twelve, with lower levels being weaker and prone to dozens of mental disorders EACH while higher levels can force their wills onto crowds of up to a hundred with great effort, or rewriting a single persons entire personality completely with terrifying speed.

With a solid rating of six you don't need to worry about going insane due to the neverending background babble of the thoughts of everyone around you, and you can read someones surface thoughs with ease, or with several hours of strenuous effort stripmine their brain for information and even experiences. This does tend to cause strokes and heart attacks though, in both you and your victim. With time and practise you will be able to hone your abilities into a virtual dangersense, reacting to acts of hostility virtually the second someone decides to take a swing at you.

+for an extra two hundred points you can upgrade to telekinetic. To start with you'll have trouble pushing a penny across a table, but with time and effort you can juggle people with your mind. Or mess about with things on the molecular or even atomic level. You may or may not turn into a transcendent being of pure thought though.

- Psicorp will be hunting you. The Psi Corps is the organisation responsible for finding and training telepaths. Eventually they will hear about you and they will hunt you down. It's for the good of everyone, and once they are finished with you, you will believe this too. The Corps is Mother, the Corps is Father, and your journey will be over.

Iron Will

Cost: 300 CP.

Free: Earth Born, Drop in.

You have a will of iron. Being stubborn may or may not be useful elsewhere, but in a universe where telepaths and the technology to manipulate what you see and hear and think exists it is invaluable. Only the most powerful telepaths can read your thoughts, and only after hours of utterly exhausting effort.

Mechanic

Cost: 200 CP.

Possible free or discount for: Martian, Possible discount for Spacer.

Either through a comprehensive training course or simply a lifetime of hard work you are an expert mechanic. Life in space revolves around ships and space stations, so your skills will always be in demand.

Miner

Cost: 200 CP.

Possible free or discount for: Martian, Possible discount for Spacer.

There will always be a demand for raw materials and you stepped up to help satisfy it. You are an expert at digging up, refining and smelting materials. It's hard, dirty work but it's steady and no matter what you dig up there's always going to be a market for it.

Surveyor

Cost: 200CP.

Possible free or discount for: Martian.

The thing about space? it's big. And filled with very valuable things. You know how to find them and map them out. Ore deposits, Ancient ruins, gas clouds, there's always a shortage of something and it's your job to find it. It's equal parts chance and skill, but the possibility that you'll get lucky and take home a six figure check doesn't hurt, either.

Salvager

Cost: 350 CP.

Possible free or discount for: Martian.

When the ore runs out and the company tells the miners to leave, that's where you really shine. It's cheaper to leave gear to rot in an abandoned site than it is to get it into orbit, across the galaxy and set up again so there's always something good just waiting for a new owner. With this skill you are an expert at jury rigging tech, taking it apart, stripping out the usable parts and putting them into something else. With time and effort you can puzzle out the workings of most technologies and how to integrate them into your own gear. Everyday or industrial equipment might take a few moments but bleeding edge gear will take years, even decades to understand.

Stone Cold

Cost: 200 CP.

Free: Colonist, Drop in.

Discount for: Lurker.

Nothing shocks you. Nobody can surprise you. A fleet of giant, unidentified alien worldships that looked like together they outmassed the solar system flashed past one day and people still talk about it just because it actually made you blink.

Alien Artefact

Cost: 600

Discount: Colonist.

In a vault sealed before humanity mastered fire you found the artefact, a fist sized egg that looks a lot like a very disturbing beetle and now you have two choices. The easy choice is to turn it over to one of the big corporations for a truly staggering amount of creds, or you can try to unlock its secrets.

Expect to spent several years working at the thing before it starts to reveal its secrets but oh, what secrets they are! The device will prove to be a proof-of-concept, a prototype armour system created by a long extinct race who had mastered organic technology, the ability to build living machines. While nowhere near the power level of the frankly terrifying armour that proved to be both the salvation and

the end of the race that created them the suit you have is still formidable indeed. Regenerative as well as extremely resilient and resistant to both kinetic and energy attacks it also possesses an arm mounted plasma cannon you will be capable of engaging battalions of soldiers single handed.

It's not all good news though, there are complications. The armour requires incredible amounts of power and when charging you are virtually comatose. If you feel like going full on space warlord expect to find out firsthand just what 'quantity has a quality all of its own' really means as powers both minor and major send everything they have to kill you, or bribe you, or seduce, subvert, mind control, trick, rob, blackmail or do anything that will allow them to get their hands on the artefact.

Don't expect to hide the artefact either, since when it isn't being a disturbingly organic suit of armour it reverts to being an orb embedded in your chest and highly visible. The operating system the armour runs on is the personality of its designer, and his views on Ikkaran supremacy make Hitler's views on race seem well balanced. He's also quite willing to expound on them for hours at a time.

Asceticism

Cost: 300 CP.

Free: Spacer, Drop in.

Discount for: Lurker.

The farther you go, the harder it is to stay supplied. At first you miss those little luxuries, but eventually you find yourself not caring. Now, what other people consider terrible hardship you consider unnecessary luxury. You survive on far less than the average person without harm, both food and sleep.

Pilot

Cost: 250 CP

Possible discount for Spacer.

From single seater insystem shuttles to titanic dreadnoughts you can fly them all. You have plenty of experience and an almost supernatural skill with different ships that allows you to effectively pilot them after a few minutes familiarising yourself with the controls.

Hyperspace Awareness

Cost: 350 CP.

Possible discount for Spacer.

Faster than light travel isn't possible in this universe, so people get around that by going outside it to go FTL. The extra dimensional space is called Hyperspace and the single biggest threat for everyone is being lost there, unable to find a way back to a beacon that points the way to a jumpgate. Well, the biggest threat for everyone but you. You somehow always know where you are and where you need to be. You can never get lost.

CQC

Cost: 250 CP.

Discount for: Lurker.

Close Quarters Combat. Guns and spacecraft don't mix. No one wants a fight to end with everyone involved being sucked through a hole the size of a coin, so being able to beat ten bells out of someone is always a useful skill. With this you gain an expert understanding of zero, low and high gravity armed and unarmed melee combat.

Tough

Cost: 300 CP.

Discount for: Lurker.

You weren't born, you were built in a shipyard. You've heard that more than once and when people see you shrugging off damage and ignoring injuries that would kill a normal person you just know you'll be hearing it again.

Stealth

Cost: 300 CP.

Discount for: Lurker.

There are always places where people don't want someone to go, and there are always going to be

people who want to get into those place, be it to rob them, to find out what's there or simply just because they can. With this you are a master of going unseen, and you have a knack for breaking through security systems as well as always somehow managing to be where the security cameras aren't pointed.

Criminal Tendencies

Cost: 300 CP.

Discount for: Lurker.

Not the rough or small stuff, you excel at chicanery, skulduggery, double-Dealing and duplicity. you are a master con artist, the sort of person who can sell anything to anyone and vanish before they think to read the small print and realise what they've just paid for doesn't, in a very fundamental sense, even exist. Your charisma increases as well, to the point where people you've robbed can't help but treat you like a puckish rogue instead of the criminal you are.

Marksmanship

Cost: 300 CP.

Free: Earthforce Kid.

Either through massive amounts of practise or simply natural skill you are a world class marksman, capable of shooting the wing of your choice off of space wasp with your eyes closed. Without even trying you will quickly earn a reputation as a master gunslinger, and there will be a steady stream of people aiming to use you to jumpstart their own reputation. The bulk of them will be no talent idiots, but at least one person will be very close to your skill level.

Medical training

Cost: 350 CP.

Either a backalley sawbones or a fully accredited medical practitioner you have an almost supernatural ability to pinpoint physical and mental ailments as well as quickly and efficiently come up with treatments for them. Two legs or twenty, ammonia breathers, oxygen, nitrogen and everything in between you can calm it down and patch it up. Since a doc without his or her tools isn't much use, you also start with a small but quite well stocked and maintained surgery.

Thieves guild

Cost: 500

Available to: Lurker.

Starting as a thug specialising in making peoples leg benders bend the wrong way you will obtain a lifetime membership to a definitely less than legal organisation. There's always someone weaker or slower or not quite as smart as you with things they don't deserve and now you have a support network to take it away and turn it into cold hard cash. You'll always have money in your pocket and honestly, why go to the trouble of earning someones respect when you can make them fear you much more easily?

Working your way up the organisations hierarchy your life as a crime lord will come very close to being cut short when the authorities eradicate the guild almost overnight in a massive purge that leaves only you and less than twenty survivors left alive. Only your brilliant and skilled leadership allows anyone to escape at all and the survivors are quick to give you their utter loyalty.

Unable to tolerate Earthforces actions and taking them as a personal insult you lead your crew on a raid that will quickly come to be the topic of choice for military enthusiasts the galaxy over as you successfully hijack a Hyperion class heavy cruiser! With this you can easily rise to become the greatest pirate raider ever seen, even while avoiding the fleets Earthforce sends after you.

As powerful as the ship is, it doesn't have either the extremely rare gravity generators or the rotating sections that generate gravity, so your time aboard will be spent entirely in zero gravity. Crewing a ship intended for one hundred and twenty people with just twenty is extremely hard, to say the least, so you will be relying on jury rigged automation for a great deal of the important functions of the ship.

Cannot be taken with NightWatch Membership or Conspiracy of Light.

NightWatch Membership

Cost: 500

Discount: Earth Born

An organisation that will not come to power for several years the Nightwatch is in its infacy, a collection of xenophobes and 'human first' fanatics the group seeks to eradicate all alien influence from the human race, real or imagined. To start with you will not be able to obtain much from your membership. Information perhaps, the occasional band of thugs, perhaps a security officer will look the other way, but as the paranoia grows and the Nightwatch rises in prominence you can expect access to cutting edge tech, training and virtual immunity to the law. The harder you work to enforce human supremacy the more you will gain. Perhaps you can even prevent the eventual fall of Nightwatch.

Whatever happens, you will eventually discover the truth though, and finally discover the power behind Nightwatch and its attempt to create a civil war in Human space. An ancient alien race dubbed the Shadows have returned and begun manipulating the younger, 'lesser' races because their single guiding philosophy is that conflict, chaos and change are the only way to grow strong. They have watched you, and counted the bodies left in your wake and if you have sown enough discord and misery in your wake they will be pleased. They will find you, and you will become their agent. If the timeline holds true expect at least a few years spreading ruin and disorder before your new masters are finally driven from the galaxy. In their haste they leave a great many weapon caches behind, incredible technology the galaxy will not see the equal to for millennia.

Abandoned and left to rot you find something, a massive, obscene thing that looks like the bastard child of a crab, a spider and an octopus, a shade of black the eye just slides off and it is aware, terribly, horrible aware. A brief, agonising sensation like things, squirming, clawed things raking across the back of your mind and you realise one of the last of the shadow battleships has accepted you as its master. Its primary beam weapon has an energy output on par with a controlled thermonuclear reaction and can effortlessly cut through virtually any other ship you can expect to encounter in the jump, but while you will win one on one fights groups and fleets will eventually be able to end you, and telepaths can sunder the link between you and your new ship.

Cannot be taken with Thieves Guild or A Conspiracy of Light.

'A Conspiracy of Light'

Cost: 500

Discount for: Earthforce Kid.

Things in the galaxy aren't as good as they could be. People are pulling apart when they should be pulling together. You do what you can to help smooth out the problems and settle arguments and slowly

it gets you noticed. You put in the effort and people will always be happy to see you turn up. You'll always have backup and when people have something to spare chances are it'll be sent your way. Today maybe you can find a hungry family a meal, one day maybe someone needs two hundred tons of medical supplies to stop a plague wiping out an entire world and it'll take you maybe fifteen minutes to arrange. Eventually the Nightwatch will make their move and you may find yourself heavily involved in dealing with them, and eventually the shadowy masterminds behind them.

As the days pass and you struggle to hold everything together you will discover you are not alone. You will find yourself inducted into a grand conspiracy that seeks to bring an end to the masterminds behind the turmoil engulfing known space. The conspiracy has allies that while not as advanced as the shadows are not far from them and they are willing to share. Continue to prove yourself as someone who values all life regardless of species you may find yourself placed in command of one of the conspiracies newest and most powerful ships, the White star. Built by some of the oldest races still in the galaxy the ship is incredibly fast, capable of generating its own entry points into jumpspace without needing to use one of the massive, stationary jumpgates and possessed of armor capable of learning and adapting to attacks.

Cannot be taken with Thieves Guild or NightWatch Membership.

GEAR AND EQUIPMENT.

McAuliffe Firearms PPG.

Cost: 100 CP.

Free: Earthforce Kid.

A PPG (an acronym for Phased Plasma Gun) is a type of weapon that fires a bolt of energized, super-heated helium sheathed in an electromagnetic field and propelled by an opposed magnetic field. On impact, the plasma bolt dissipates and discharges its thermal and kinetic energy causing great damage to soft tissue while lacking the 'punched a hole through the hull and killed us all through decompression' aspect of slugthrowers. This is the handgun variant.

Nine free seven shot power caps.

Auricon Arms PPG Assault Rifle.

Cost: 200 CP.

The bigger, meaner brother of the McAuliffe PPG the assault rifle fires a stream of what are essentially plasma bolts. It hits harder and fires faster, though the bulky power caps and firing mechanism mean you aren't going to be able to conceal it. Very useful if there are a lot of people you need to stop being alive in a short space of time and the durable construction means that you can charge it from a wall socket if you don't mind ruining the power cap.

One free one hundred and fifty shot power cap.

Kalat Combine PPG sniper rifle.

Cost: 200 CP.

Newly released by the Narn Regimes premier weapons manufacturers with only a few models in private hands, the rifle features an utterly awful rate of fire offset by incredible range, power and accuracy. Easy to strip down and designed to look like several common industrial parts when not assembled the rifle can be smuggled around with surprising ease.

Three free three shot power caps.

Power Caps.

Cost: 5 CP per extra power cap.

Also refered to as an Energy Cap, this is an energy holding device that attaches to PPGs. Serving like a clip for a slugthrower, a PPG is useless without an energy cap. A depleted cap can be recharged, and the first time you purchase any cap related option you receive a charging station as well.

Slammer Caps.

Cost: 10 CP per extra power cap.

Utilising a shaped magnetic field these caps allow for a greatly enhanced armor piercing effect as the plasma is forced into a much more effective shape prior to impact.

Jammer Caps.

Cost: 10 CP per extra power cap.

So named because criminals love alliteration, these caps are the opposite of Slammers, using a shaped field to ensure as much of the target as possible is hit by the plasma blast. Something designed to hit someone with third degree burns is both brutally effective against soft targets and extremely illegal to boot.

Cost: 10 CP per extra power cap.

Vicker.

Cost: 150 CP.

A Vicker is a slang term for a modified being fitted with cybernetic devices in the brain that allow for recording just about everything, including telepathic communication. The term Vicker is derived from an old acronym, "VCR" (Video Cassette Recorder), an obsolete Earth technology. Comes in your choice of cat, dog, rat or 'generic bird'.

Shock Stick.

Cost: 150 CP.

A Shock stick or Neural Collapser is non-lethal weapon that is designed to bring a person down by interfering with the body's nerve signals. Essentially a baton shaped stick, it is primarily deployed by security forces for self-defence, to control combative perpetrators and is considered invaluable in crowd

control and riot situations. While "safer" than old style truncheons and clubs, a shock stick can still inflict serious injuries that may require medical attention. The stick itself consists of an insulating laminate case surrounding a shaft of discharge capacitors and micro-transformers with a magnetic insulator grid separating the shaft from the handle. The handle itself is coated in and insulated self forming outer layer and contains the stick's main power bus, discharge processor, voltage regulator and battery pack which is accessible through the end-cap lid.

Minbari Gravitation Ring.

Cost: 400 CP.

An incredibly rare, valuable and dangerous artefact, this small type of device can be worn on the finger like a regular ring. The device can increase local gravity at least five or six times for up to fifteen seconds. It wont allow you to fly since it can't affect anything bigger than a two foot by two foot square, but then again, having a dangerous opponent incapacitated during a fight because his lungs and heart are suddenly inside a zone of hypergravity can be a lifesaver. If the ring is damaged don't expect the Minbari to repair it for you, and get used to the incredibly long charging times, up to two days after a full fifteen second burst.

Armour.

Cost: 150 CP.

A good, solid suit of the same type of armour station security wears comprised of leg plates, an armoured vest, a helmet with a reinforced visor, boots and gloves. Built from extremely durable composite layers the armour is both resistant to energy weapons and melee strikes as well as being machine washable, light and comfortable.

Holo-Suit.

Cost: 500 CP.

A holo-suit is a piece of technology used by covert operatives when it becomes necessary to infiltrate somewhere. The holo-suit can precisely mimic the voice and appearance of a subject and superimpose it over the wearing allowing them to pass themselves off as another. It won't fool telepaths or DNA scanners though.

Changeling Net.

Cost: 200 CP.

Changeling nets are illegal technology that allow its wearer to appear as someone else entirely. They operate much like Holo-suits, but with considerable drawbacks. They take up a massive amount of power to use and prolonged exposure to its energy field can be problematic, expecially if there's a history of schitzophrenia or dementia in the family. As well as using a lot of energy, they also put out a lot of it as well, to the point where cancer may become a serious issue a few years down the line.

Breathing Gills.

Cost: 250 CP.

Breathing gills are a means for sentient species to breathe (or, more accurately, respire) in atmospheres or substances other than their natural one. Don't expect to suddenly go swanning around in an ammonia sulphuric acid mix though, there are still plenty of atmospheres that will flat out melt you, and they are very uncomfortable to use. Essentially a series of atmospheric filters embedded in openings shaped into the sides of the neck during surgery the gills allow for the recipient to survive in much more hostile atmopsheres than normal. The smoke from a heavy fire can be ignored completely for instance, or if you happen to be trapped in a room with zero air supply you will last much longer before asphyxiating. The gills do require cleaning once every three years, and that does require surgery.

Encounter suit.

Cost: 150 CP.

The main function of an encounter suit is similar to that of a breather, but for use over the entire body as opposed to just the respiratory organs. This may be for several reasons. The being may not be able to create a sufficient seal over their respiratory organs, they may have multiple points of respiration across their bodies, or their bodies themselves may be biochemically vulnerable to alien atmospheres. Useful if you want to wander around on a truly alien world, but then again there may be several races who can survive in our atmosphere who simply wear the suits so no one has any idea what they truly look like...

For a further 100 CP you can upgrade to exo-Armour, a full body suit capable of surviving several close range PPG direct hits as well as providing full radiation, biological and chemical protection.

Translator.

Cost: 200 CP

A Translator device is a piece of equipment used to translate one language into another in real time, usually between races with an anatomy or method of conveying information too radically different to the wearers to allow communication. An incredibly complex computer the device can translate the bulk of the languages you are likely to encounter, including ones that feature non verbal methods of communication. Provided you keep the lens clean, anyway. No matter how hard you try, you can't ever get it to stop talking in a tinny nineteen fifties pulp scifi 'I AM A ROBOT' voice.

Sparky the Computer.

Cost: 400 CP.

Sparky the Computer is an artificial intelligent personality that was installed onto the Babylon 5 mainframe computers shortly after completion in 2256. The A.I. was an experiment and proved a complete failure, as the "personality" was stubborn, uncooperative, and "emotional." Speaking exclusively in what it thinks is a stereotypical New Yorker accent and very confrontational to boot you'd be surprised how little station security care that you've obtained the AI. Unless you try to bring it back.

That said, Sparky IS an AI, and provided he has access to sufficient processing power he is capable of surprising things. He can run a five kilometre long space station weighing two and a half million tons after all, and since he isn't, that gives him a lot of free time.

Counts as a companion.

Apocalypse Box.

Cost: 400 CP.

An interesting name for a black and yellow box the size of a breadbin, you win the device in a cardgame through sheer blind fortune without every quite understanding the rules. Its previous owner explains "It gives you an edge. It knows things no one else knows." He pauses a moment before warning "you have to be very careful because... it lies. Not all the time. Just enough." before stopping mid-sentence as if hearing something and running out into the street where he is hit and killed by an oncoming security guard riding a Segway. Curious.

The box will occasionally tell you things of great value and interest, though most will turn out to be dead ends there will be the occasional truth in there, and it wont be something that you'll be happy you ignored, either. Two things it won't tell you are that there are five other boxes, and that every previous

owner died in gruesome, spectacular ways.

The Eye.

Cost: 500 CP.

The Eye is a Centauri artefact, a cherished and influential item it was commissioned around the Earth year 262 BC by and belonged to Tuscano, the first Emperor of the Centauri Republic. Almost two thousand years later, The Eye was lost by House Kiro at the Battle of Nu'Shok. Having found and returned the artefact you find yourself being escorted not to the massive reward you were expecting, but into the presence of the Centauri Emperors first wife. She studies you for a moment and then imparts a prophecy, a future that may yet come to pass and the means to prevent or force it to happen. She tells you you may return twice more before the debt is settled.

Soul Globe.

Cost: 500 CP.

A secretive and much loathed race refered to as Soul Hunters prowl the galaxy, waiting till exemplars begin to die, seeking out and trapping the souls of the best and the brightest, the special ones. Leaders, thinkers, poets, dreamers and blessed lunatics. You have managed to come into posession of one of these orbs and within lies the consciousness of a great hero. Under their tutelage you will easily become a master strategist, capable of commanding fleets and armies as easily as you draw breath. Beware though, the race of the hero whos soul you hold will not look favourably on this.

Currency.

Cost: 5cp Per 1000 creds or equivalent.

Most races have a medium of exchange with which they buy and sell goods with other worlds as well as among their own people. The value of a given currency on the interstellar market is usually dependent on the wealth, or perceived wealth of the race that controls it. Not all races possess currency and some, like the pak'ma'ra and the Hyach, instead rely on pure barter or a credit system for trade. While the pak'ma'ra only use trade because of their system of government (or lack thereof) the Hyach culture actually considers hard currency to be vulgar. Each purchase of this grants you either a thousand Earthforce creds or the equivalent in the currency of your choice or in small, easily transported barterable goods.

DRAWBACKS AND COMPLICATIONS

Agoraphobic

100 bonus CP.

Encountered more commonly in the future when people grow up in enclosed areas and never encounter more wide open spaces this disorder is something you are now deeply familiar with. When you find yourself in open areas you begin to suffer panic attacks and start to hyperventilate. Being stranded on a planet, somewhere with no walls or are roof is your biggest nightmare. Your case is worse than normal, and even some of the bigger areas of the Babylon station can leave your hands shaking and make it impossible to concentrate.

Claustrophobic

300 bonus CP.

Another anxiety disorder, the opposite of agoraphobia and and in space one that is much, much harder to deal with. Enclosed areas leave you terrified, nervous and shaking. Living in a completely enclosed space station this will make your life a living hell. Expect panic attacks daily, and don't expect to be able to use an elevator without having a psychotic episode.

Squidbait

200 bonus CP.

There are a great many aliens races resident on the Babylon 5 station, some humanoid, some barely even recognisable as living things. The problem you face here is that it seems like the less human they are, the more attracted to you they seem to be! It may sound appealing, but after being trapped in a real life harem anime populated by things that look like the lovechild of a squid, a bicycle and a dead rabbit for awhile you'll find yourself dreaming of normal social interactions with other humans.

Earthforce Person of Interest

300 bonus CP.

Just after you arrive it becomes necessary to utilise a few of your abilities that most definitely aren't native to this jump. It's either that or let a very angry Narn beat your head into an interesting new

shape. Suffice to say, Earthforce takes note and will spend increasing amounts of money and resources as well as deploying more and more personnel to take you down and escort you to a testing lab. Don't forget, for the first few years your new home is an Earthforce station.

Herald of order.

400 Bonus CP.

The shadows, an ancient race that was exploring the galaxy before humans had even mastered the art of hitting each other with a rock have noticed you, and they are not happy with what they see, to say the least. Having decided you represent an unacceptable point of order in a galaxy that should teem with chaos and have dispatched agents to deal with you. Mastery of stealth is one of their many skills, and they have discovered many interesting and deadly entities across the galaxy. Expect several increasingly deadly assassins to come after you, culminating in the shadows simply losing their temper and dispatching four of their ships, dubbed battle-crabs to destroy you and the entire station. Four may not sound like much, but one is enough to eradicate all but a dedicated combat fleet of dreadnoughts!

Exarch of disorder.

400 bonus CP.

The Vorlons, a mysterious and incredibly advanced race dedicated to order and hierarchy have taken notice of your actions and deemed you a threat to their plans for the organisation of the galaxy. Considering the younger races to be disobedient children they will have no problem causing you problems. A word or two from the stations resident Vorlon Ambassador Kosh and your life will become very interesting indeed, with virtually every race present frantic to deal with you in the hope of being tossed a few scraps of Vorlon technology. Don't just expect attacks, expect legal problems, people challenging you over real or fictional or just blown completely out of proportion cultural misunderstandings, duels, storekeepers raising prices, everything a hostile populace can throw at you.

The Third Place.

500 bonus CP.

Long, long ago the Vorlons grew tired of jumpspace, finding it too slow and energy intensive. Research into better methods led to the discovery of another place. Coming to beleive it was a place where they could become as gods they opened a gate, and for their hubris they came close to causing the extinction of all life in the galaxy. The things behind the gate were advanced to the point where in a few moments they had subverted the bulk of the Vorlons empire and were only defeated by the narrowest of margins. Only one ship escaped, and it has lain in wait till now. Sensing you and your arrival they have come to

believe you hold the means for allowing their species into the galaxy and ending all life. By the thirdspace things standards the ship isn't even a light cruiser, by anyone else's standards it is an impossibility, a titanic monstrous thing of living metal wrapped around the captive sun it uses as a power cell, something so massive it dwarfs Everything!

ENDING.

So, you survived ten years, the Return of the Shadows, the first ones war, the Earth civil war, the telepath war and most terrifying of all, dinner with commander Ivonova. Now you have a choice, do you:

A.

Go home? you wake up back in your own bed with all the skills and abilities you've gained, as well as all that equipment. Best practise telling people 'No, it's just a mirage. From light reflecting off a weather balloon' if you brought a ship back.

B.

Stay on Babylon 5. Maybe you've come to love the place, maybe you just don't want to leave behind

what you've built up. Whatever the reason, you stay and back home you are declared a missing person. Does anyone even pick this?

C.

Keep on keepin' on. Head on to the warehouse, grab some food and get some sleep, because who knows where you'll wake up?

NOTES.

If you manage to get a ship and keep it unexploded right to the finish you get to keep it, and chances are if you have a crew for either the White Star or your stolen heavy cruiser they will be loyal enough to head off with you, and you get a barracks back in either the jump station or the warehouse for them to bunk in. It's pretty basic, but it is very big, so there's room to put better stuff in, if you can be bothered with the legwork. You also get a drydock for the White Star or your heavy cruiser and the shadow ship will spin itself a cocoon to rest in.