Star Trek: Voyager V1.0 – The Reddit Edition

By: Lots_Of_Mistakes_

Welcome to Star Trek, the universe of mostly humanoid aliens, speeches, spaceships, questionable decisions and technobabble.

Cardassians have recently pursued a smaller Maquis spacecraft into the Badlands, a volatile nebula, and while the former was damaged by a plasma storm the latter was caught in a displacement wave.

On Earth, Captain Kathryn Janeway of the Federation starship *USS Voyager* recruited Tom Paris, disgraced former Starfleet officer and now a captured Maquis member, to help find the missing Maquis spacecraft. Janeway is searching for Tuvok, her security officer who was a spy aboard the Maquis ship.

Departing Deep Space Nine, Voyager journeys to the Badlands, where it is scanned by a "coherent tetryon beam" before a displacement wave hits and wreaks havoc on the ship.

The crew recovers and find themselves in the Delta Quadrant, over 70,000 light years from Federation space. Fatalities include Voyager's second-in-command, helm officer, chief engineer, and medical staff. The Emergency Medical Hologram is activated to treat the injured.

Before determining their bearings, the crew is transported to a holographic simulation aboard a nearby array controlled by a being known as the Caretaker. Seeing through the simulation, the Voyager crew discover the unconscious Maquis crew undergoing strange medical experiments. The Voyager crew are subjected to the same experiments.

Later, both crews awaken on their own vessels and find each are missing one crew member: Harry Kim from Voyager, and the Maquis' B'Elanna Torres. Attempts to negotiate with the Caretaker are fruitless as he insists there is "no time".

Janeway offers to work with Maquis leader Chakotay, a former Starfleet officer, to find missing crew and return to the Alpha Quadrant.

This journey could take 75 years via Warp, based on Voyager’s capabilities, so this won’t be a short trip.

The two ships follow energy pulses sent from the array to a nearby planet…

This is when you enter the story. If you’re following the usual rules for a Jump, you’re going to be in this world for 10 years, though Drawbacks or Scenarios might alter exactly how long your stay is, and you might have some alternative approach to how long you stay in any particular Jump.

You start off with 1000CP to spend on Perks, Items and Companions.

Locations:

This is where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. *Voyager Bridge – You could be delivering a report, showed up out of nowhere, you accidentally got out of the turbo-lift at the wrong floor, or you're actually supposed to be here as a member of the Bridge Crew. Everyone up here is a little distracted at the moment, but if you stand out too much they'll probably notice you fairly quickly*.

2. *Lost Colony – You're on a habitable planet within the Delta Quadrant, perhaps part of an established colony, perhaps some negative-space accident stranded you here, maybe you were abducted by aliens and left here in stasis long ago. Voyager will be coming by at some point, and whether that's a good or bad thing is up to you.*

3. *Voyager Brig – A slightly less auspicious start, you're waking up in the Brig. Whether or not you're supposed to be there might be affected by your Origin or Drawbacks. Maybe you're one of the Maquis, you broke some rule, you're there as a precaution as you're a new visitor to the ship, or you were fixing something inside and got knocked out when Voyager got dragged to the Delta Quadrant. Probably not that difficult to get out of here though, regardless of the reason you're there.*

4. *Maquis Ship – Maybe you're a loyal member of this Maquis crew with a long history working with them, a new member of this group that joined up at the worst possible time, maybe you're a spy, maybe you're a prisoner or hostage, or perhaps you've shown up out of nowhere. The crew is mainly focused on rescuing their lost Engineer, and there are mixed opinions about the temporary alliance with the Starfleet ship.*

5. *The Equinox – Another ship that ended up far from Federation Space, headed by one Captain Ransom. You're on board this one instead of Voyager, for whatever reason. I'm sure everything's going to be just fine. It's a Starfleet ship, what's the worst that could happen?*

6. *Abandoned Ship – You might want to abandon it, considering you've found yourself in a derelict ship in the Delta Quadrant. Exactly how you got here is up to you, but it shouldn't be too hard to attract attention and get rescued. Of course, you could potentially attract the wrong kind of attention if you're not careful…*

7. *Neelix's Ship – Up to you whether this is worse or better than the previous options. Either you're a long-term assistant, you've ended up owning this ship, you're a stowaway, your reason for being here is a mystery even to you, or you've been roped into helping rescue someone you may or may not have already met.*

8. *Free Choice – Pick any of the above.*

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

Origins:

This is your background for existing in this setting, which can cover exactly which side you're on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history. Maybe you could explain away your presence as temporal nonsense, negative space-phenomenon, or the act of one of those reality-warping beings?

Starfleet Officer – You are a proud, and possibly smug, member of Starfleet, member of either Voyager's crew, some distant colony, or on another of the ships that somehow ended up on practically the other side of the galaxy from the rest of the Federation. You wear the uniform, you know the rules and regulations, and you can consider yourself civilised. This doesn't actually affect your personality unless you want it to, or it's enforced by Drawbacks.

Maquis – You don't wear the uniform of Starfleet, maybe you gave it up or never had it in the first place. Either way, you have some experience that the more sheltered Starfleet folk don't, being an active or former or pretend member of a 24th century paramilitary organisation terrorist group / freedom fighters of the Demilitarised Zone, and whether or not you hold some sort of grudge about your situation is up to you or Drawbacks.

Friendly (?) and Helpful (?) Local Alien – Well, aren't you a breakout character! Maybe you are, maybe you aren't, but you're a local and know a bit about the area. Maybe you can help out a few folks who got lost far from home?

Enemy Of Voyager – You're not from the ship, you're not part of a Starfleet or Maquis Crew, and you're probably not friendly to either. You might have ended up onboard one of their ships though, depending on Drawbacks or your Starting Location. You're opposed to the wellbeing of those from the other Origins. Maybe you want to hunt them for sport, or sell them as slaves, or take their organs. While in theory you could find a way to get along, that's not really what this Origin is intended for.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it doesn't provide some special advantage, and makes sense for fitting in around here.

Regarding your species, pick one that fits for your Origin. For **Starfleet Officer** this might be something like a Human, Betazoid or Vulcan. **Maquis** probably shouldn't be a Cardassian, at least not openly unless you have a *very* good reason. For **Friendly (?) and Helpful (?) Local Alien** you could be a Talaxian. **Enemy of Voyager** could let you be something like a Kazon.

You should only really pick species with special capabilities if you have Perks or abilities that give you the equivalent capabilities, so no becoming a Q unless you can already warp reality like them. Bear in mind that you'll have the same life cycle as the rest of your species, unless you have some way to deal with any issues that might cause.

You can also be a hybrid of some sort, so long as you can come up with a good reason and it doesn't give you any capabilities you would have without your Perks and other abilities. This won't affect your mental state, you'll be used to any physiological effects, and how you treat any part of your heritage is up to you.

Perks:
Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted:
Free - **Q Insurance** – It would be unfair if some apparently omnipotent being realised you were here, didn't want you affecting their entertainment and snapped their fingers to get rid of you. Or those observing timelines spotting you as an irregularity that needs to be dealt with. Now these sorts of beings will think you're supposed to be wherever you exist and won't raise any objections or point you out as an oddity. Of course, if you do something like punching one in the face this won't stop them from responding. Not with just this Perk at least.

Free/100 – **24th Century Standard Jabs** - Lots of diseases and conditions either aren't present here, or you might run into something new. Consider yourself inoculated against the standard stuff here, unable to accidentally infect people with a cold or pick up something yourself. This doesn't stop weaponised diseases, enormous viruses, or rarer life-threatening communicable problems. While you can have this for Free here, for 100CP you can take this protection to other Jumps.

Free/100 – **Federation Education** – If you haven't already been here, have some sort of alternative source of knowledge, and don't want to seem like some 21st Century stranger, this gives you the sort of knowledge you would have picked up from schools here. Nothing specialised, but you'll know what a Vulcan is, have some degree of mathematical skills and other things that would let you at least start to blend in without needing to hit the books to catch up, or ask a lot of seemingly obvious questions. Free to have, and 100CP to have the equivalent in future Jumps.

Free/100/200 – **Consciousness Continuation** – There have been debates over how exactly Transporters in Star Trek work, and what it means when events occur such as the creation of duplicates or fused beings. It would be unfortunate if being taken apart and reassembled in this manner triggered a Chain Failure due to technical death. Now, that's not going to be a problem for you, with a successful teleportation using technology in this Jump keeping you as yourself and alive throughout the process. You can pay 100CP to keep this in other Jumps, and 200CP to remove any risks inherent in this sort of transportation, to the point the worst that could happen is that you don't get transported at all, rather than ending up turned inside out, fused with something, or split into multiple beings.

Free/100/200/300/400/500 – **Rank Up** – If you're part of an organisation, it makes sense you have some sort of official position in it. Might be useful to get people to listen to you. You can be a Crewman for Free, pay 100CP for Ensign, 200CP for being Head of a Department like Chief Engineer, 300CP for Second In Command where you might be able to advise a Captain, and if you really want to shell out, 400CP would make you the Captain, and 500CP makes you an Admiral. Bear in mind that a higher rank often means more work and responsibilities, and while you'll technically be qualified based on whatever rank you bought, it's entirely possible to get demoted or promoted on your own merits. It doesn't guarantee that people will actually respect your position or input either, if they're that sort

of person or you manage to mess up that much. In future jumps, this gives you an applicable position at the rank you bought in whatever organisations you start off in, though you can still get promoted or demoted depending on what you do.

500 – **Breaking The Temporal Prime Directive** – Perhaps you're from the future, or you've picked up some knowledge or abilities you really shouldn't have from another point in the timeline. You're not going to be tracked down by some manner of time police unless you're being really blatant with what you have or try to contact or target them, but you have certain advantages that other people here don't. This includes actually understanding time travel and temporal mechanics in whatever setting you're in regardless of how complex and confusing this might get. This understanding won't let you build your own time machine with just this Perk, but least you'll know what one is, have some theories as to how it could possibly work within the local setting, and have a non-zero chance of being able to use one without destroying all of space-time in the process. You'll also become aware of when someone else is meddling with time even if you're not necessarily certain of being able to stop them with this Perk alone, with time travellers in particular standing out to you even when they're able to successfully to blend in with everyone else. If your own timeline is altered and you still exist, you might start getting impressions or subconscious memories that reveal changes that were made and let you retain information you now didn't learn. You might be an asset in a Temporal Cold War, should such a thing ever occur. This is a Capstone Booster, enhancing the most expensive Perks in each line with additional features.

Starfleet Officer

100 – **Rules and Regulations** – You know the entire rulebook of whatever organisation you're part of like the back of your hand, able to state word-for-word any directives that apply to your situation, and since this constantly updates you'll know when someone is stating false rules or claims that there have been changes. This won't necessarily help overrule anyone who is utterly set on their course of action, but at least you'll know if they're actually following the rules.

100 – **Part Of The Crew** - …part of the ship? Not necessarily, but while you might not have lived out in the wild, you've spent so much time on Federation ships in particular you might as well be part of any given ship. Even with unfamiliar vessels, you can get a surprisingly accurate feeling about where everything is and how to get around. You could accurately claim you know every Jeffries Tube like the back of your hand when you've been on a ship for a while. Since you're so used to this environment, you don't get claustrophobic and you can get along quite happily in such tight quarters and never seeing natural light for decades. Even people around you seem slightly calmer and better adjusted to the conditions on spaceships.

200 – **Rarely Questioned Authority** – People seem to respect your authority. As long as you seem to have some sort of reasonable plan of action and a position of superiority in an organisation, you can get those you outrank to follow your instructions without much complaint. This seems to be loyalty through benefit of your position, rather than your own personal attributes, so if you prove to be highly unstable or unsuitable to the role your subordinates will start questioning why you're in charge. As long as you're working towards some goal everyone agrees with and not using approaches they'd outright object to, they'll probably keep working with you even if your leadership is unconventional to say the least.

200 – **D to A** – Not quite A to B, but it might as well be that easy in terms of navigating. When you know where you are, and where you need to get to, you have a knack for figuring out the best route. While it's not necessarily going to be a straight line if there's something you'll need to avoid, you'll be able to choose a good course from anything ranging from a short walk to a decades-long interplanetary voyage. This doesn't mean there won't be dangers, or things showing up in the route you take that cause problems, but you'll never end up running into a dead end or somehow going completely the wrong way.

400 – **Anomaly Analysing** – A bit like sight-seeing, but you might get something useful out of whatever it is that caught your attention. While it may sound counter-intuitive to keep getting side-tracked to observe spatial phenomenon when you're trying to yourself and your crew home within their lifetimes, this actually works out for you. So long as you don't massively mess up, if you end up in danger because you went off the beaten track to look at something, you'll find a way out of it. There's even a non-zero chance whatever you go to observe could provide something useful for your major goals. Oddly enough, this doesn't seem to increase the time it would take you to get from one place to another when you keep diverting like this, even if everyone would think that would be the case.

400 – **I Knowwww** – All those different aliens and enemies, they have a habit of trying to get you and your crew killed or turned crazy with all sorts of mind games. You can turn these

sorts of things back on the ones using them, and your will isn't going to be broken any time soon by these sorts of petty tricks. You'll still perceive illusions being made by others to trick you and so on, but now you can tell when they're being used against you and can't be terrified into submission by such meagre manipulations. You might even end up terrifying something that embodies fear, with this kind of mindset. An insane way of doing things? Maybe. But it works.

600 **– I'm a Doctor, Not A [Blank]** – But despite that, you seem to have a lot of skills that don't seem to fit into your usual job specifications. Maybe you had a lot of time on your hands at some point and took up a lot of hobbies. You can be a pilot, ship designer, artist, doctor, commando, and have the ability to apply your skills in a variety of useful ways. Even if you're not the best, you're at least competent enough to give it a good try.

> Capstone Boosted – Now you are an expert in one particular area, and you could become famous for it if you really wanted. Maybe you're a Doctor capable of diagnosing and treating alien diseases that have never been seen before, maybe you took up fencing and became so good it's a viable combat option in a world with phasers, maybe you're 'just' a skilled opera singer that could impress even the snootiest of critics. The specialization is up to you.

600 – **Technobabble** – That might be what it sounds like, but it makes sense to you with everything you know. Maybe there's some difference in terminology any viewers might not be aware of. You're a talented enough engineer to pull of tricks like bouncing graviton particle beams off the main deflector dish to close a subspace rift. This isn't a licence to do absolutely anything via Starfleet Science, but anything the crew of Voyager could do, you can figure out how to do it. You might need a lot more than a box of scraps and a lot of spare hands for anything really significant, like creating some sort of superweapon. Rewiring a phaser into an explosive charge is fairly easy though.

> Capstone Boosted – You have a knack for understanding and reverse-engineering technology that would befuddle your peers. Whether it's exotic alien technology using unfamiliar materials and principles, something more than a century ahead of local development, or something even the most advanced civilisations might struggle with, you've now got a good chance of managing to figure it out yourself, eventually. It might take decades or even centuries for some things that you have no points of familiarity with, and this doesn't necessarily stop accidents that could occur from sabotage or carelessness, but whatever you're examining won't instantly backfire. The secrets of technology that seems like magic to almost anyone else won't hide from you forever, even if its creators seemed to intend for that to be the case.

Maquis

100 – **Made To Be Broken** – Sometimes it's necessary to follow the rules, but sometimes those rules were made for very different situations. Maybe this is the sort of situation where you need to bend the rules a little to survive. You're capable of making compelling arguments for bending and even outright breaking established rules, especially if it's in everyone's interest. While there will certainly be those that will only ever play by the book, this lets you at least bring up the alternative and provide a reasonable argument. You might still get shot down, but not instantly shot just for suggesting things.

100 – **Survival Skills** – When you're part of a resistance group or otherwise not being directly supported by widely established organisation, you don't necessarily have access to luxury quarters and all the hospitality that comes with being an accepted member of civilisation. You know how to survive and thrive in the wild, even on different planets, so long as it's plausible for some form of life to survive in that environment. You can't just go swimming in molten rock or breathing ship-melting atmospheres with just this Perk. You can even teach others how to do this. Not only are you most likely the best around at camping, but you'll never be the one Maquis who can't start a fire by rubbing two sticks together.

200 – **The Maquis Way** – Sometimes it can be difficult for people to adjust to being on a new crew. New people, new approaches, new training…sometimes people want to keep doing things the way they're used to. Some would also try and approaching this issue through diplomacy. This is not your way. If they keep refusing, and you have any degree of authority over them, you can punch them in the mouth and threaten to keep doing that every day until they report to who they're supposed to. That's your way. Somehow, this actually seems to work. Maybe they respect you that much, or maybe they're just that intimidated?

200 – **Necessary Position** – While not quite ultimate job security, this provides a degree of protection. Maybe it's because you're stranded in a different part of the galaxy with no qualified replacements, maybe your superiors have a soft spot for you, maybe you're genuinely the best person for the job, or maybe your presence is needed to avoid a potential mutiny. Whatever the reason, you can do things like constantly questioning a superior in private or in front of others, even argue or disobey if you don't like those orders and make your disagreement obvious when you don't have a choice. You'll still be valued and treated as an honest advisor, even when anyone else might have been kicked out or shot. Open and obvious mutiny isn't covered by this protection, though, as you're clearly trying to make the ones who were putting up with you out of a job.

400 – **Honour Bound** – It's possible that refusing to work against your allies no matter what or how much you're provoked is setting a good example. Even if its not, you have an uncanny capability to get people to work together, even if they have vastly different ideologies or some long-standing grudges. This helps if there's a very good reason for everyone to work together, such as a decades-long journey home. This only helps once a truce, however fragile, has been established though. There shouldn't be a mutiny on your watch, so long as you manage to keep even a tentative peace.

400 – **Wasn't Anyone On That Ship Working For Me?** – That might be what people you pretended to work for will be asking later. You're a skilled infiltrator, able to get yourself accepted into practically any crew and perfectly blend in, convincing even organisations that need to keep an eye out for spies that you're on their side. Even if you need surgery or a disguise to help your cover story, you know how to accomplish that so there won't be lingering health issues or malfunctions, and the more drastic measures are easily reversed with no problems as soon as you no longer need them. You'll even avoid most attempts used to find infiltrators like yourself, and perhaps you'll be able to spot any other infiltrators working for other groups. Strangely enough, if you end up working with the same people you were deceiving when you return to your own side, they don't seem to mind too much. You must have made a great impression while you were undercover.

600 – **I've Always Had An Interest In [Rolls Dice]** – Does your backstory keep getting edited? When it's appropriate, you can suddenly have *always* had enough of an interest in some culture, period of history or similar subject to give a detailed lecture or actually useful advice about it, so long as it's something that you could have plausibly known. This may raise some eyebrows if you keep pulling this sort of thing out of nowhere, but you're certainly useful to have around for this sort of knowledge.

> Capstone Boosted – It's not just your knowledge base that's nebulous, now your own heritage is a Schrodinger-like puzzle. Almost like writers that didn't know much about any particular culture just threw a lot of things together on one character. That's not a problem for you though, as you can now take advantage of your variable and highly inclusive cultural heritage, so long as anyone actually from said culture could use it where you are. Meditation? Sure. Ancient medicine? Sounds useful. Spirit walking? If that works. Ancestral spirits? Go ahead. You can be applicable for anything that requires a specific sort of heritage.

600 – **Plans Within Plans** – And backup plans, and preparations, and…you get the idea. This isn't a scheming or manipulation thing, but you can apply what you are capable of to all sorts of contingencies. While it might not help you personally, even if you were killed or left, hidden programs could still be activating even years later to affect things. You'd be relevant long after you left the scene, thanks to what you're able to set up in advance.

> Capstone Boosted – You are the *best* at ruining things for any former allies with this sort of planning, and you don't necessarily have to have actually liked them in the first place. You can now drive enhanced space-ships to near-certain destruction because they tossed you out, set up hidden caches of weapons for a later invasion, or ways to get back into somewhere that took measures to keep you out regardless of their efforts. Maybe people would even want to keep you on their side just to avoid the potential of you working against them later?

Friendly (?) and Helpful (?) Local Alien

100 – **Culinary Creations** – You can cook. You can cook a *lot* of things. And you can make it pretty good too, for all sorts of pallets. You can adapt any food you know or learn about so practically any species remotely capable of ingesting it can enjoy and benefit from it. Of course, you can negate this universal acceptance and cook things however you like, but why would you keep making things nobody wants to eat?

100 – **I Know This Area Well** – You actually do, too. Sure, this doesn't cover very specific knowledge like secret passwords or things hidden from the general populace, but wherever you are you have passable knowledge of local customs, traditions and locations. You could be a great tour guide with this.

200 – **Great Negotiator** – Knowing where places and people are is all well and good, but if you can't get people to communicate without trying to kill each other it's not so helpful in most circumstances. Now you can arrange meetings even between people of literally alien cultures in a way that is reasonable to all parties, being seen as a relatively neutral middleman if you aren't showing blatant favouritism. So long as you actually knew what you were talking about and explained the right sort of customs and rules for both sides it will go relatively well. At the very least, there won't be disasters like someone's pet damaging something sacred to the other culture, accidentally triggering a war with a comment that comes across as insulting. You won't necessarily forge a trade agreement or powerful alliance with this alone, but you can get everyone that would be involved in that sort of thing together and talking without trying to kill each other. Doesn't work so well on groups that are already enemies though, or inherently hostile to any outsiders.

200 – **Positive Position** – Regardless of your origins, as long as you show a degree of talent at any particular position and don't seem to be a threat, it's now entirely plausible for you to gain a post in a group or organisation that you've recently joined or only just met recently. Even if you're visibly an outsider, you'll be considered welcome and competent as long as you don't do anything to wear out that welcome. You could go from being a random trader to some ship's official diplomatic liaison, or a former Borg to a navigational specialist if you clearly have the knack for it.

400 – **Wheeler-Dealer** – You're not a con artist, right? Could anyone prove it? You're good at scheming, manipulating, coming up with complex plans and even deceiving members of advanced civilisations that should really be able to see through things like this. You know every trick in the book, came up with a few more, and wisely decided not to share them. You can even come up with convincing costumes or retrofit existing equipment if that's needed for the plan, though this is largely cosmetic. Since it takes one to know one, you can tell when someone's trying to con you or your allies. Up to you if you want to use this skill to help others or just benefit yourself.

400 – **Harmless, Honestly** – You just don't seem to register as a threat to most people. This would change if you clearly disproved this impression, but you'll almost never be the first to be targeted in a fight. Should you find your plans falling apart, you can make yourself seem to be a harmless blunderer. Even when bad things do happen to you, you'll have more than a reasonable chance of whatever the problem is getting fixed. Even getting your lungs

stolen, somehow, won't necessarily be the end for you if there's some applicable way to sustain and save your life. Hopefully you've proven useful enough to be worth that sort of effort.

600 – **Nanoprobes For Everything** – Not necessarily literally, and not necessarily Borg Nanoprobes, but you'll be able to find a wide range of uses for any capabilities and talents you have. If everything goes wrong, you find yourself and everyone else doomed, and there's a problem to solve, there's a good chance you'll be able to figure out apply something you have to resolve the problem. This works for any problems you yourself caused with these capabilities, so at the very least you can fix your own mistakes.

> Capstone Boosted – You're not *quite* a living MacGuffin, but it's close. As such, it wouldn't be too surprising if your enemies try to make use of you. This won't go well for them. Maybe it's bad luck, maybe it's the aid of your allies, maybe you installed some sort of countermeasure, but your abilities and technology can't be used against you or your allies. If you end up in a situation where, say, you're assimilated into a hivemind or get possessed by a dictator, you'll get out of it somehow and it's certain to backfire on them. Efforts by others to use you as a tool are futile.

600 – **Breakout Character** – You actually are, even if someone else was intended to be. Something about your capabilities makes you undeniably useful to your crew and any allies. Maybe you have latent psychic abilities, maybe you're significantly stronger and faster than anyone else, or maybe you have cybernetics that enhances your intelligence and lets you do a variety of useful things. Whatever the case, whoever you're allied with will be happy to have you on their side.

> Capstone Boosted – Maybe you got a few decades more experience with your abilities somehow or incorporated some highly advanced technology into yourself. If you could use psychic powers to combust flowers, now you could disintegrate something a bit larger with enough focus. If you were tough, now you can shrug off a reasonable amount of phaser blasts even when it's not set to stun. If you had cybernetics, maybe now you're capable of countering the Borg themselves. It's like Character Development, but more helpful for you and your allies.

Enemy of Voyager

100 – **Relentless Predator** – Most would find it difficult to track down a single ship in the vastness of space. You are not most people. When you are focused on trying to find a specific enemy, for whatever reason, you'll find clues to their route, figure out shortcuts, know how to intercept them and sniff them out eventually no matter how many times they duck into hiding spots. Of course, this doesn't mean you'll actually be able to do anything once you catch up with them, not with this Perk alone.

100 – **More Than Two-Dimensional Thinking** – It's entirely possible you're not used to the whole 'space' thing. Maybe you're old fashioned. Now, that's not a problem, as you can understand how to use the space in…space…for things like attacking or defending any particular target, navigate that vast expanse, and avoid the common issues spaceflight has. You can share this sort of understanding with any allies you have, so you'd never have the awkward situation where you only surround a target in a circle when it can still go up and down. Maybe the new perspective will help.

200 – **Tattered Shirts** – Do your opponents have dedicated security teams, or were those just random crew that were barely armed and certainly unarmoured? It doesn't matter to you, it's basically the same thing. You're good at combat, ranged and melee, enough to lead your own forces into enemy territory and take on some of the best they have. Your opponents might defend themselves, but oddly enough they don't seem to adapt a lot to whatever you use. As a bonus, any armour you wear or weapons you use won't get in the way of what you do, it might as well be as comfortable and flexible as a specialised uniform to you.

200 – **The Worf Effect** – Yes, I know, he's not anywhere near this series, but calling it something like 'The Tuvok Effect' wouldn't really work. One of the quickest ways to show how dangerous an unknown character is would be be making them do well or winning in a fight with a character the audience already knows is tough, like a certain notable Klingon. This will establish the threat – you, in this case – as a serious and credible danger. While this does give you a boost in strength and durability so you have *some* capability to use it, equivalent of being a perfectly fit and healthy version of your species, you'll still need to actually be stronger, more skilled and/or tougher than your target. If you can pull it off, you'll make it clear to anyone watching, such as the allies of whoever you just thrashed, that you are dangerous and should be respected and/or feared for it. You won't have to keep proving it, and the impression will stay so long as the beat-down isn't given to you in turn. Great way of intimidating the weaker opponents or showing your own allies you're worthy of respect, if they've got one of those warrior cultures. Just…try not to keep using this on the same target too often. It won't get less effective, but you might start making them look weaker than they're supposed to be.

400 – **Raiding Resources** – You might be good at hunting something down and defeating it, but do you have a good reason? What's the payoff? Now there definitely will be one, as you can figure out how to get some notable use out of whatever you acquire. Maybe you can sell captured crews as slaves, extract their organs with ease, turn their ships into your own hunting grounds, or obtain some useful resource. Whatever it is, it'll be worth it. Even

better, the potential reward scales with the risk and effort, actually making it *worth* chasing a ship half-way across a Quadrant.

400 – **Boarding Action** – It would be awkward if you went to all the trouble of tracking down a potential target, eager for revenge/reward, only to have no clue or capacity to actually do anything once you get there. Now you're a lot better than a dog chasing a car, because you know what to do when you catch it and have the ability to do so. You and any allies you have will be at least above adequate at getting your forces into a protected place, as well as getting what you want out of it. Whichever methods work, from drop-pods crashing into the target, to beaming onboard, to simply tearing apart a target with tractor beams, you'll know what to do and how. Won't even damage what you're after, either, if you don't want to. Bear in mind there still has to *be* a target for the latter, you can't disintegrate everything and hope to claim anything more than dust and plasma.

600 – **Counter-Countermeasures** – If your enemy is familiar with all of your tricks, it's entirely possible they'll come up with some way to avoid your weapons, bypass your previously invincible armour, or respond to your usual tactics. But while they planned around your plans, you planned around them planning around your plans. They might have come up with a new type of torpedo to get through your shields effortlessly, but you'd already figured out what they'd come up with and adjusted them accordingly. Imagine the look on their faces when their secret infiltration plan into your base backfires because you'd already figured out a countermeasure to them finding a way around what you'd used before. Of course, whatever you used initially will have needed to work the first time for this to apply.

> Capstone Booster – Now you've really turned the tables, able to bypass new defences they might have come up with to threats in general rather than you specifically, even things provided by others that would practically be out-of-context to you. If your weapons could damage their ship in the first place, it won't even matter if someone from the future gave them some sort of special armour, you can rapidly come up with a way to bypass it. Adaptive, aren't you?

600 – **Recurring Enemy** – You keep showing up, don't you? A regular familiar and unfriendly face, at least from the perspective of your opponents. While you might still potentially get killed in whatever vendetta you have, you have the uncanny ability to keep bouncing back to strike again and again. Rebuild your weapons, escape the planet you were exiled to, gather new allies, escape the ship before it explodes. If you prove to be enough of a thorn in the luckiest of sides, they might eventually take measures to absolutely make sure you'll stop being a problem, but until then you can try and try again. Maybe you'll get lucky?

> Capstone Booster – Or maybe their luck will finally run out? Consider this your plot-armour-piercing ability. Those you hunt will no longer have the luxury of narrative conveniences, seemingly endless supplies of shuttles or photon torpedoes, convenient coincidences or out-of-nowhere MacGuffins. This doesn't stop whoever you're up against being competent or powerful in their own right, but things like Reset Buttons or weaponizing The Power of Friendship don't seem to work for them anymore.

Items

General Undiscounted

Free – **Tray of Brownies** – This is unusual. Perhaps a gift, this just happens to be available for you at some point. They're entirely normal and edible, regardless of any dietary restrictions. It's a mystery as to who they originally belonged to, but they're yours to have and share if you like.

Free/100/200 – **Universal Translator** – It would be unfortunate to show up here and not be able to interact with anyone. However this works in Canon, you now have the same thing, able to understand people around you. You can take the system with you by paying 100CP, and for 200CP what you have lets you understand any languages that the Canon versions need adjustment for. As a bonus, nobody is able to figure out that you're not a native speaker if you don't want them to, so you don't need to search for that old language handbook to blend in.

100 – **Comm Badge** – Either the Starfleet standard or some alien equivalent, you have some way of communicating with your ship and crew at distances ranging to the other side of a solar system. Acts as a beacon so you can safely be beamed up. Doesn't mean that there will never be interference, or it won't get destroyed, but you'll get through eventually or find another intact one when you have a spare moment. You get one yourself and your Companions all get their own with purchase, to help stay in touch so far from home.

200/300 – **Bio-Neural Gel Packs** – A form of computer technology used by Starfleet in this period. They're a major component of bio-neural circuitry, which was a hybrid organic-electronic computer system. The packs contained neural fibres surrounded in a blue gel with metallic interfaces on the top and bottom. They help store more information and operate at faster speeds than more commonly used circuitry. The fibres in an individual gel pack rapidly form connections, generating an incredibly sophisticated and responsive computing architecture. This kind of organic circuitry allows computers to "think" in very similar ways to living organisms; by using "fuzzy logic", they are capable of making a "best guess" answer to complex questions rather than working through all possible calculations. Compared to the alternatives, this organic neural system seems to have inherent abilities to correlate chaotic patterns that elude the capacities of conventional hardware. They can also be modified easily via injections for a variety of purposes. Since these packs can't usually be replicated, and Voyager was one of the first starships equipped with this, your supply could come in handy if replacements are needed for whatever reason. For 100CP more, your version is already installed in any equipment or vessels you own, and the batches you have thanks to this Item can be safely replicated.

Starfleet Officer

100 – **Starfleet Uniforms** – Somewhat self-explanatory, this is a set of suitable uniforms for whatever position you hold in Starfleet. If you aren't a member of that particular organisation, you get the equivalent for whatever group you're in. This updates for any similar groups you may join in other Jumps. You'll always have enough for yourself and any allies, they're self-cleaning, surprisingly comfortable and if destroyed you'll get replacements. These ones even have functional pockets.

100 – **Portable Scanner** – Starfleet are supposed to be explorers and scientists, and you wouldn't get far doing either without the ability to determine what you were looking at or things like atmospheric composition. What you have here is essentially a fusion of all the hand-held scanning devices available in the Federation, capable of detecting, measuring and monitoring a wide variety of things. You can update its memory if you encounter something entirely new, and while it will give you chemical and atomic data on any given sample, it will also do its best to tell you what the sample is if you can't figure that out yourself. Less awkward than someone else doing that for you.

200 – **Phaser** – The standard hand-held weapon used by members of Starfleet and with a bit of know-how that you happen to possess it can also be used as a tool for cutting, melting, and other purposes you can realistically get from something that shoots energy beams. This comes with a case containing additional components that click together with this to turn it into a much bulkier but somewhat more potent Phaser Rifle. Comes with a clip and a strap, so you can keep your hands free and keep your weapon on you regardless of which configuration you're using. Guaranteed not to backfire on you.

200 – **You Have (X) Photon Torpedoes Remaining** – Or whatever equivalent ammunition is required. Curiously, however much you're supposed to have in total, this item seems to ensure you have enough to do the job. It'll take the form of some sort of indicator or sticker you can place on whatever it is that you don't want to run out of ammunition. You won't technically have infinite ammunition so you can't sell an unlimited amount of photon torpedoes, but somehow you always seem to have enough to use. This could be amusing if anyone is actually trying to keep count from how many you supposedly started off with.

400 – **Replicator Technology** – A replicator or molecular synthesizer was a device that used matter-energy conversion technology similar to a transporter to produce almost anything from existing replicator reserves, from fresh food to a variety of inorganic components to complex devices. While there's nothing preventing other examples of this technology from being reverse-engineered, purchase of this Item provides your own personal replicator as well as data on its use and construction, with the guarantee that this and any replicator technology based on it won't have unfortunate accidents or errors that tend to occur in Star Trek. Your personal one won't keep logs of its use if you don't want it to, and it's not bound by legal or regulatory requirements that others might have. While this comes with a replication patterns for anything you'd plausibly be able to get from replicators you might find on Voyager, you're free to add to this with things like specific recipes or duplications of complex items. Anything made via this sort of technology doesn't have the same Fiat-Backed protection that Items purchased in Jump Documents have, though strictly speaking there's nothing preventing you adding that protection if the means to do so are available. If

you try replicating something like the One Ring, you're just going to get a mundane golden ring rather than another with the same powers and capacities, with the same limitations extending to other Fiat Backed objects. On the plus side, it is genuinely impossible to notice any difference in taste or quality from food produced by this and those produced by other means.

400 – **Holodeck Technology** – A holographic environment simulator, or holodeck as it is most commonly referred to, is a form of holotechnology designed and used by the Federation Starfleet which runs holographic programs. They are installed aboard star ships, space stations, and at Starfleet institutions for use in entertainment, training, and investigative purposes. Other species might have their own versions, but this is certainly a rarity in the Delta Quadrant. While there's nothing stopping you figuring out how to reverse engineer or take with you any local examples, by buying this Item you get your own personal holodeck and a database of information regarding this technology, and both the use of this Item and technology derived from it is guaranteed not to have any of the frequent issues seen occurring in or due to Holodecks in Star Trek. It won't get hacked or sabotaged by anyone else either, unless you want to deliberately leave in that sort of vulnerability for some reason, and if you choose to lend it out for whatever reason it can't be used except specifically in any way you personally authorised.

600 – **Delta Flyer** – Whether or not it still gets made now that you're here, you somehow have a fully functioning, custom-designed shuttle made to be significantly more capable than standard Starfleet Class 2 shuttle craft used at this time, and lacks a particular microfracture problem. Maybe it's a prototype? Whatever explanation you have, this one is clearly much tougher than its progenitors and capable of supporting a ship like Voyager in battle. Features include ultra-aerodynamic contours, retractable nacelles, parametallic hull plating, unimatrix shielding based on a design for a multispatial probe, a Borg-inspired weapons system, and even a manual control panel in the style of a Captain Proton holoprogram for hands-on piloting. However any of this actually works or what it's supposed to mean, if this craft is somehow destroyed you'll get another one using whatever Fiat Backed Items rules apply, and it retains any upgrades you give it as long as you want them to stay.

600 – **Caretaker Array Information** – Turns out that vast quantity of scanning the Voyager crew did when they showed up in the Caretaker's facility actually accomplished something. Though the original ends up getting destroyed, the data here is a good start to being able to build a facility capable of moving ships across an entire galaxy, whether they want to or not. It has a powerful tetryon reactor capable of acting as an energy source for an entire city on a nearby planet, contains medical and holographic facilities, is armed with energy weapons, and has a self-destruct system that won't malfunction unless you want it to. Useful if you want to stop it falling into the wrong hands. It's going to take a lot of time and resources to understand and build something like this, though.

Maquis

100 – **Maquis Outfit** – All the clothes you'd need to blend in with this group. These are comfortable, surprisingly good for different environments, self-cleaning and if damaged or destroyed you'll get another set. If you need it, these can get swapped out with passable uniforms for any groups you're infiltrating, in this and other Jumps. This might be useful for infiltration or disguising yourself.

100 – **Cosmetics** – This includes the usual things you'd find in some of the more extensive makeup kits and costuming departments, but also has a few surgical tools if you need to alter what species someone appears to be to blend in. It won't give any inherent capabilities that species has, but curiously enough you'll pass for one even if you're examined by technology or magic to determine whether or not you're what you seem to be. Even a novice could use this cosmetic surgery and visibly change their species to something more-or-less the same size and shape within just a few minutes, completely without pain or mess. This equipment won't cause any complications either, so no need to worry about degradation of those cosmetics causing problems later on, they'll last as long as you need them to. Works for fancy dress or blending in with other cultures.

200 – **Credentials** – While you might to be able to disguise yourself and talk your way into meeting and joining a group, you might need to have something more concrete to provide a good reason for why you're supposed to be there. That's where this Item comes in. You'll have some manner of proof that suitably explains and provides evidence for your position in any group you happen to join. You can convince people you're useful, that you have a grudge against their enemies, that sort of thing, though you may need actions and words to back up your paperwork. Incidentally, this can help provide some manner of incentive to get others to work with you, manifesting as evidence of advanced technology they might be able to get access to by working with you.

200 – **Cultural Apparel** – You might end up in a culture where certain equipment, clothes, ritual components or other miscellaneous items are a key feature. Maybe you're part of that culture. Maybe you're somehow part of a *lot* of cultures. Now, either to back up your claims, or provide some actual use, you have this box containing all sorts of things. As long as you need it for some sort of specific cultural practice, like a spiritual ceremony, ancestral celebration, spirit walking or otherwise, you can find it in here. You can lend these to anyone who wants to participate, or if they left what they need at the other side of the Galaxy by accident, and once they're done with they'll vanish. Of course, you'll probably still need to know how to use whatever you pull out of this thing, and it has to be a genuine culture wherever you happen to be. Can't just claim you need a fully working magic wand because you claim to be a wizard. Oddly enough, nobody seems to have any problems with any of the contents you produce from this Item so long as it's genuinely for a specific cultural purpose requiring those contents.

400 – **Toolkit** – You might end up needing to do a lot of engineering work, and you might not always have the tools you need for the job. This toolkit fixes that problem. So long as you – or someone you're assisting – has the skill and knowledge to actually do something, and all you need is a specific tool, you can now pull said tool out of this thing. The tools will

vanish as soon as they're no longer needed for that particular task, but you can get another as soon as you need it again. Nobody will find this odd unless you point it out.

400 – **Concealed Override Codes** – If you're infiltrating somewhere, it could be awkward if it turns out you can't access their information, or your own probing gets exposed the moment you start. All sorts of problems could spring up if your long-term plans and contingencies get discovered or negated, which might be fairly easy if it wasn't your ship to begin with. Now, so long as you can get access to the computers physically, you can use this handy data pad to help you bypass passwords and install all those hidden programs you want to put in *just in case*. Thanks to this, they won't get accidentally discovered and will need someone specifically searching for what you did to have any chance of finding whatever you set up. If you're good enough at that sort of thing, things you set up could keep going off years after you left the group, rather than just getting erased by a standard anti-virus program.

600 – **Dreadnaught** – It seems you have either a copy of the Cardassian ATR-4107 self-guided tactical missile, or a close enough functional equivalent. This could be the weapon modified by one B'Elanna Torres, possibly with your help, or perhaps there was a second one that you were working on by yourself. Whatever the case may be, this is an adaptable, evasive, warp-capable vessel capable of reaching up to at least Warp 9. It's armed with defensive weaponry including disruptors, quantum torpedoes, a thoron shock emitter and a plasma wave, as well as having fully functional shields. This vessel possesses a sophisticated computer system capable of predicting and countering hostile actions by individuals and ships, capable of using its sensors to scan and evaluate defensive and offensive capabilities. To function as a somewhat over-engineered missile considering its other capabilities, it carries 1000kg of matter and 1000kg of antimatter, which is enough to destroy a small moon, and its detonation system won't malfunction unless you want it to for some reason. If you still want to use it as a ship, you might like to know it's got a fully functional life support and operational space for a maintenance crew with several consoles, and DNA scanners to verify the identities of anyone inside it. The computer system is capable of responding to voice commands – specifically your own, but you can authorise others if you want. It defaults to your own voice, but you can change that if desired. Despite being programmed for thirty-nine different potential security breaches, including yourself or those you authorise being coerced into cooperating with others, somehow it will be able to determine when those with permission are giving orders to it of their own free will. It also won't be making any mistakes if you do choose to use it as a weapon, such as mistaking one planet for another if it somehow gets transported across the galaxy.

600 – **Krenim Time Ship Schematics** – You might have gotten these through some sort of temporal nonsense, considering it would be some time before Voyager would ever encounter this monstrosity and it ends up getting removed from existence over through Canon events. This massive ship was capable of erasing entire civilisations from history and causing anything not protected by their shields to be altered by the changes to time. While this isn't the completed ship, this is all the information you'd need to make it yourself or apply its technology to something else, with sufficient time and resources. It might take a few years to figure out how all of this works. It shouldn't take long to use this to reverse-engineer something like shields that protect against temporal weaponry though.

Friendly (?) and Helpful (?) Local Alien

100 – **Diverse Wardrobe** – Something of a rarity, to be honest, but you have access to a wide variety of clothes. Maybe it's because you're not an official Starfleet Officer? You can now sport a variety of colourful alien clothes, jumpers, catsuits or whatever else seems appropriate. Even if you change outfits multiple times a day, you never seem to run out of new options. There's even a bunch of somewhat hideous options if you really want. They're self-cleaning and if damaged or destroyed they'll appear back in your wardrobe intact the next time you check. Sadly, that applies to the hideous ones too, you can't get rid of them that easily.

100 – **Hydroponics Containers** – These could be put into a bay specialised for that purpose, or just kept somewhere for yourself. They contain a variety of flowers and insects, which won't escape or cause a mess. Feel free to use them for experiments, decoration, or potentially as food if you or a friend develops odd cravings. Surprisingly, they're perfectly alright for any species to eat with no complications.

200 – **Idiots Guide To Different Aliens** – It might be useful to know specific biological features about any species you encounter, and this handy little guidebook reveals all the general stuff. Now you can easily find out if a species has specific allergies or dietary requirements, if a particular environment is required or another condition is harmful, and even life cycles. Some reproductive cycles can be, well, *alien*, so this can help out if you aren't already familiar with something you encounter. This will be of more limited help with unique examples arising in species with more general properties, but there might be *something* on it if you check. It doesn't stop some of what's in here sounding utterly implausible or disturbing, but it will be accurate. Updates in each new Jump, and it's as easy as flicking through pages at random to find what you're looking for regardless of the amount of contents. Never seems to change from its handy pocket-size and weight either.

200 – **Contact Details** – Even the best negotiators and traders aren't much use if they have no idea who to talk to or where to find them. This is a detailed list of everyone within the area you're in who might be willing to trade resources, technology or information. It won't include anyone who's trying to hide and doesn't give much information about those included other than how to get in contact, what they can offer and what they might want in exchange, but this should help an enterprising trader. This keeps updating in whatever new areas you end up in, scaling to local available transport. Here it would cover an entire Quadrant of the Galaxy, while in Jumps with a plot taking place on a smaller scale it might only be a single country or planet.

400 – **Resources** – Being a trader with nothing to trade, a settler with nothing they can use to settle, or generally not having anything to start off with might be a problem. This item resolves this issue, giving you a reasonable amount of resources regarded as at least moderately useful and valuable for wherever you start off. Not a fortune or enough to settle an entire planet by itself, but it could be the start of one, if you know who to talk to and can get them to trade or invest in your endeavours. You get a resupply of the same quantity and quality following whatever rules are applied for Fiat Backed items, and it will adapt to stay useful in different Jumps.

400 – **Regeneration Alcove** – This might not be a particular piece of Borg technology unless you need it to be. As various different species might require special conditions to rest, recover, or survive in a universe with laws of physics different from the one they originated in. That shouldn't be too much of a problem now. Consider this item an adaptive habitat, suitable for a single individual, altering however you need it to allow the recovery and maintain health of anything inside it. If you don't have any specific requirements, it can become a bed that allows restful sleep and rapid recovery from any problems that wouldn't require treatment from a medical specialist to resolve.

600 – **Your Own Ship** – Sure, this thing might not be as fancy, fast or powerful as something like Voyager, being more of a large shuttle, but it's excellent for trade and exploring a large area of space. It's also got the advantage of *technically* not belonging to any organisation that you're working with, so it's a handy loophole if you want to install things that would be banned through treaties, like a cloaking system the Federation isn't allowed to use. Looking rather old and battered might actually be an advantage too, making it an unattractive target for raiders and thieves. Feel free to upgrade it, even if it's destroyed it will retain any changes you want it to keep. They can't take the sky from you with this in your possession, Jumper.

600 – **Omega Particle Research** – You need to be very careful with this, Jumper. The Omega Particle is a highly unstable molecule hazardous to relativistic space travel and considered so dangerous that Starfleet will disregard even the much-vaunted Prime Directive to destroy Omega wherever it is found. The explosion of a single particle can nullify subspace for light years around it, rendering faster-than-light travel impossible within that area. The Borg refer to it as 'Particle 010', and despite losing a large quantity of their vessels to accidents trying to harness it, they are expected to assimilate it at all costs. This might make the Borg a nigh-unstoppable force. You…have viable research that could allow you to figure out how to stabilize it and use it as a potent source of energy in a way that won't backfire. Or you could weaponize it and doing so to Omega particles this research allows you to eventually produce will have similar 'stop faster-than-light-travel' properties in other Jumps. Bear in mind this would affect *everything* in the area of detonation, including you unless you can come up with some specific protection.

Enemy of Voyager

100 – **Intimidating Apparel** – You might *want* to make a bad impression. Or at least make it clear from your appearance that you're not someone to be taken lightly. Whatever this looks like, it's sure to be capable of making you look intimidating while also being surprisingly practical. How all those odd helmets, spikes and enormous shoulders won't get in the way. It might not be any more durable than usual clothes, but you'll certainly look the part. Maybe you're one of those Warrior Race types?

100 – **Stasis Fridge** – Whether this uses cryogenics, temporal manipulation or Fiat, you have a set of containers you can use to store all sorts of things. They won't degrade, they won't age, and they'll be just as good as they were when you put them in. Feel free to use for important equipment, groceries, organs and other things you need to keep fresh.

200 – **Harvesting Equipment** – Getting what you want when you have the resources *right there* can be difficult. With this Item, that's less of a problem. So long as you need to extract or separate one thing from another thing because you need it, this will be helpful. Consider it a case where you can take out anything from mining equipment to some sort of advanced organ-removing device. While this lets you carry whatever it is on your person safely, you'll still need somewhere to put it all. Up to you and your skill for how much of what you don't need remains intact…or survives at all if they can't get some sort of advanced medical treatment.

200 – **Hunting Party Call** – As much as you might hate to admit it, sometimes you need allies to accomplish your goals. Or cannon fodder, depending on how much you actually care about them. This provides you information on where and how to contact those who might be interested in aiding you with your possibly nefarious goals. Maybe they have a grudge against the same people you do, maybe your target has something valuable you're willing to share, maybe they'd find it entertaining. This won't necessarily mean they'll do well, and certainly doesn't guarantee loyalty, but you'll know who to talk to if you need to put a crew together for some less-than-pleasant job.

400 – **Hazard Suit** – Sometimes when you're tracking something down you'll end up in particularly inhospitable environments, or encounter creatures who would pose a significant danger to you. That should be less of a problem now, as this is a combined set of armour, hazmat gear and a space suit. It includes internal life support with an optional covering over your face if you can't breathe where you end up, a sensor that provides bio-dater on organisms you encounter, and seems to be able to let you survive extreme gravitational conditions. If you were wearing this thing, claims of hunting something across the surface of a collapsed star could potentially be truthful, rather than a somewhat implausible boast.

400 – **Weapons Locker** – The very best set of tools for extremely aggressive negotiations. This isn't the small, relatively passive things that double as tools. Everything in this collection is made to painfully but almost definitely incapacitate, lethally remove and destroy things. This ranges from the equivalent of swords, rifles, grenades and up to about the equivalent of an RPG or heavy machine gun, and you can keep getting more from this thing container if you should lose them or they get destroyed. If you need heavier firepower than that, consider getting something that would need a vehicle to move. You can make this item

appear to be a metal chest, racks of weapons on a useful wall, or something similar that blends in and won't raise too many questions, and of course you can have some sort of lock restricting it to only those you authorise. Great for heavily arming yourself or a few allies, just be sure that everyone actually knows how to use these things as there's no direct protection from friendly fire or collateral damage. When you absolutely, positively, got to kill every redshirt in the ship, accept no substitutes.

600 – **Hunter Killer** – This isn't for exploration or trade, this thing is a predator, Jumper. It's a perfectly functional mishmash of various technologies, including torpedo launchers, shield emitters, a system capable of performing rapid scans on other vessels and severely disabling other ships by disrupting propulsion and navigational sensors. It has powerful tractor beam technology and durable armour plating that interferes with attempts to scan or target it. There's a functional 'stealth mode' that masks its engines, allowing tracking a vessel without alerting them to its presence. Onboard is space for trophy tooms, areas to tear apart and analyse captured technology to some extent, cells for prisoners, secured medical bays for less fortunate prisoners, and an area that it looks like something else could be easily installed involving projectors or matter-replicating technology if you happen to have it. It even has a very potent communication system, independent from any sort of relay which has a range sufficient to contact the Alpha Quadrant from the Delta Quadrant if you wanted to do so. Or you could ask a lot of people about something you're trying to track down.

600 – **Think Tank Findings** – It's not clear exactly what was provided to a certain group in exchange for this, but you'll only need to pay CP for it. This is information that could be used to construct new or modify existing vessels into one capable of hiding within subspace. This prevents most vessels from detecting such a craft, let alone attacking it, with the only indication of its presence being a brief distortion before it enters normal space. This includes data allowing the construction of advanced targeting systems capable of firing on multiple vessels at once, and an advanced form of hologram technology known as isomorphic projection that allows communication with normal space while in subspace, though this could theoretically be blocked. It would also allow things like taste and smell, somehow, or potentially cause pain in organic lifeforms by intersecting them with the projection.

Companions:

Free – **Advisors** – You have help. Possibly. It's not clear whether these beings exist in reality or if you're imagining them. You have a Shoulder Devil, which you may dismiss entirely depending upon your beliefs, a Shoulder Atom, which will tend to suggest self-sacrificing tactics, a Shoulder Cowboy who has no idea where he is, what is happening and just wants to leave, and a Shoulder Spider that will regularly suggest eating less useful allies and proclaims it will devour all creation. The last might later acquire a Stetson and may or may not technically hold the rank of Yeoman. They're of no physical use, and limited practical use considering the general quality of their 'advice', but sometimes you might find their input useful, interesting or amusing. You can decide whether or not they're present.

100 – **J Continuum Commentary** – Something that may or may not be a member of a certain group of finger-snapping reality warpers finds you and your antics entertaining enough to occasionally show up, comment on your situation, possibly make a few jokes at the expense of you and others before vanishing once again. They're somewhat fond of you, but they won't actually be helping you or anyone else out in any way. That would be cheating, and boring for them. They won't be distracting you enough in dire situations to affect what you can do, and they will never do something to deliberately make things more entertaining for them, and they will stay away if you really don't want them hanging around or talking to you. They're also not interested in having offspring, by the way, and it's impossible for you or anyone else to take or interfere with their powers and capabilities. Unless you really don't want them around, they'll have a tendency to show up when something is acting as an important lesson to you or your allies. Consider them a passive, if audible, commentator to your adventures, who is willing and able to share their opinions on events. And likely make fun of yourself or others. No one else seems to notice their presence is odd, and if you'd prefer them heard but not seen it will end up just being more like a two-way audio only you, those you want to include, and your odd acquaintance will be able to hear. Up to you whether or not you actually listen to what they have to say, they're ultimately just an observer with an opinion.

300 – **EJH** – This may or may not be a good idea, depending on whether you can get along with yourself. This Companion takes the form of a holographic being that looks like you and is modelled on your personality. They have a lot of information on some speciality that would come in handy here, combining the knowledge from dozens of experts in that field. To start with they'll be limited so a single device or whatever projector system you have access to, but you can move them onto smaller and more portable alternatives if you have something like that. Being a highly advanced computer program, it's possible to add or alter information making up their personality and knowledge base, but you're the only one with access to that unless you add more permissions. You're also the only one who can deactivate features like, say, Ethical Subroutines. If you keep them running, they will adapt rather than encountering issues or developing mental problems.

200 – **Local** – You can ask any non-reality warping beings, sufficiently advanced aliens, or beings that are arguably one shared mind with many bodies, to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established pairs if they happen to have gotten to know each other (i.e. they both exist and actually met) and you can reasonably claim they have some

sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

If you're able to track them down and make them a good offer, you can pick up local counterparts of any other Star Trek characters you're fond enough of to spend the time and points, with the same rules as above.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

600 – **Your Own Crew** – It's a big galaxy, and you might be a long way from help. This is the Mass Import option, allowing you to bring in or create up to 6 other Companions and create your own allies for this voyage. Each Companion brought in via this option only gets 300CP to spend, which can't be spent on more Companions, with the usual discounts and free purchases applicable to their Origins.

Drawbacks:

Need more points? Did you take the Gauntlet option? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Canon Replacement** – If you like, and you can justify it with the Location, Origin and Perks you took here, you can take the place of a suitable member of the Cast, either replacing them entirely or just taking their position so they're still around in a slightly different role. For example, if you had the rank of Second In Command and had the Maquis Origin you could replace Chakotay. You can't become a Q, Queen of the Borg, The Caretaker, or others like that whose abilities clearly aren't available from this Document. Unless you picked up Perks elsewhere that lets you ignore that, in which case go wild.

0 – **These Weren't The Voyages** – But they could be. You can now replace the canon events of Voyager with a version from some fanfiction alternative of it. Not allowed to be one you made or altering things like power levels and general danger too much in a way that you could benefit from. You can have different, darker and more dangerous stories if you want, but you still can't benefit from anything you can't get in the Document or wouldn't be able to pick up in Canon Voyager.

0 – **Dark Mirror** – Do the Voyager crew usually wear black gloves? Has Chakotay's tattoo changed? Doesn't Seven-Of-Nine end up looking a lot more human? Isn't the ship's doctor a hologram, not an android? Instead of the canon timeline, events in a certain revised recreation of historical events are now the ones you'll be experiencing instead. Be aware that characters and how certain events play out are likely a little different from what you remember.

0 – **Shoulder Spider** – Whatever you do, don't get on the Captain's bad side, or you could find yourself in an unfortunate state. At least you're not Eternally-Ensign Harry Kim. While events are more-or-less the same, certain character interpretations now apply to where you've ended up. This could be better or worse, depending on your perspective. It's not intended to make anything more or less powerful, but things could potentially be slightly more disturbing. Up to you whether voices change.

0 – **Not. Canon.** – Some of the events that occur in Voyager are…*questionable*. Like reaching infinite speed and mutating into Salamanders. Since these events never get brought up again, ever, you can discount them happening entirely unless there's a Drawback enforcing them. Maybe they were just holo-novels the crew made when bored?

100 – **Warp Infinity** – Alright, if you really want that sort of thing. Now the more ridiculous events mentioned in the 'Not. Canon.' Optional Drawback *will* be happening, and you'll have to deal with them or find some way to cope. They'll still never be mentioned again, and you won't be able to benefit from them in any way, shape or form other than this 100CP you're being given for agreeing to be part of that sort of nonsense.

100 – **Awkward Extra-terrestrial Puberty** – Not necessarily that, but there's some condition that will show up that most people would be disturbed by that you'll have to deal with. If

you're a Vulcan specifically, you can likely figure out what that would be. If you're a standard human or something without a natural equivalent, there will be some equivalently unfortunate medical condition. It won't necessarily be life threatening, and you can probably find a way to deal with the effects, but almost anyone not familiar with it is going to be more than a little disturbed. You too, quite possibly.

100 – **Who Is This Strange Lost Child?** – That's you, Jumper. It's probably convenient that Starfleet seems to allow families and children onboard ships, because you're now a child of your species here, and any alt-forms are locked. No getting out of this by turning into a technically-child Cybertronian or some shapeshifter who can pass as an adult. While the crew might not necessarily object to your presence if there's a plausible reason for being on the ship, they aren't going to take you quite as seriously as they would an adult. You've still got all your perks, items and so on, but you're going to have to do a lot to get anyone now senior to you to listen to you and not discount it as childish fantasy. Hope you enjoy classrooms and other kid-treatment, because everyone will be sure that's what should be happening to you. Maybe you can leave all the important stuff to the adults?

100 – **My People Have A Saying** – They sure have a lot of these, because you seem to be able to share one for practically any situation, summing up the situation perfectly and also not at all. This might get grating on others eventually, or they might find it amusing.

100 - **Comfort Is Irrelevant** – Really? Well, if you're sure. For some reason, perhaps because of your species, a medical condition or some other factor, you're going to be stuck wearing clothes that really stand out. They might be flattering, potentially, to the right audience. But they will definitely be uncomfortable and difficult to put on, maybe impractical for your situation or outright painful to wear. Attempts to improve this state of awkward discomfort is futile, Jumper.

200 – **Alien Appetite** – You have interesting tastes when it comes to food. Interesting being somewhat incompatible with the taste of practically everything else. Even if it's people of your own species and background, maybe there's something specific to the dish or preparation of it that practically nobody else will want to eat. Despite this, you're very keen on sharing your particular blends of food and have a habit of providing 'alternatives' to what people actually want. This will certainly not be making you any friends.

200 – **Anomaly Anonymous** – You might need to set up a group for it at some point, because you're going to keep running into these and needed to deal with them. This includes the standard stuff, like sentient stars, runaway doomsday devices, that sort of thing. Even if you pick a different route than Voyager's canon one, or decide to try hunkering down somewhere, you're going to run into as many as the Cast did in canon. It'll have the same maximum severity any of theirs ever did, so this isn't certain death. They made it home safe eventually, right?

200 – **Plot Shields Are Down!** – You know all those times when things are at their worst for the heroes (albeit sometimes questionable ones) and somehow things manage to work out? Allies show up from nowhere at the last minute, an earlier development suddenly turns out to be useful, or someone miraculously comes up with a brilliant if questionable

technological solution that may never get used again? You can say goodbye to that sort of fantastic luck. While this doesn't mean you'll get finger-snapped out of existence by an irritated Q who's suddenly aware of your presence in this corner of reality, the Reset Buttons and those seemingly endless supplies you and/or the Voyager Crew might have been relying on aren't available anymore. Maybe you'll be able to sympathise with the Equinox Crew after this is all over.

200 – **The Turtle Who Keeps His Shell Never Gets Stabbed In The Back** – You don't have such a shell, Jumper, and you're willing to give anyone a chance and try to understand their point of view. How nice. Unfortunately, this will result in trusting people you really shouldn't, which will be taken advantage of. Maybe you can get someone who's a little less trusting to help out. After all, they're worth giving a chance, right?

200 – **The Jumper Directive** – You follow the rules and regulations, as established, exactly as written. This isn't necessarily a good thing, as you will have a habit of enforcing whatever party doctrine you happen to be following, even if it goes against all common sense, violates basic compassion and the end result leaves everyone worse off.

300 – **A Jumper Episode** – All those fantastic things you can do seem to cause as many problems as they solve, maybe more. Definitely more, now. On a regular basis, something you've worked on will backfire, or something you've arranged will go wrong, or your abilities will go haywire due to some strange phenomenon. While there's nothing stopping you from fixing it, there's bound to be an element of risk involved in whatever mess you managed to cause this time. Think of it as being the cause, and possible solution, to a problem in an episode. On a fairly regular basis.

300 – **And The Stupid Jumper Moment Award Goes To…** – You probably came here and joined in deliberately, so you're bound to try to be helpful, right? Even when it's not needed. Even when everyone else would really, really prefer you left them alone. How could they not like your upbeat attitude? And they don't mind helping you out whenever you need it, right? While most people in this universe tend to be fairly reasonable, even to people as annoying as you are with this Drawback, if you keep going past a certain point you'll eventually have even the most calm and composed creating you in the holo-deck to throttle you to death. If it gets bad enough, that might not be enough for the more easily provoked. Hopefully there's at least one person who can get you to tone it down.

300 – **Q You 2!** – A certain Q has noticed you, you little dimension-hopper. Unfortunately, this isn't the one played by John d Lancie in the series, or even the suicidal one sealed in a meteor. It's a far more childish one, and as far as they're concerned, you'd make an excellent new toy. They won't deliberately try to kill you and won't be shrinking you down to the size of a single cell forever, but they're definitely going to be playing not-necessarily harmless pranks whenever they can get away with it. If you don't think that's so bad, bear in mind they had to be told several times not to provoke the Borg, and *still* ignored that warning. Don't expect the other Q to step in on your behalf, and Q2 will exist to bother you so long as you take this Drawback even if you avert certain events that occurred in Canon.

300 – **Nobody Expects The Cardassian Inquisition!** – Whether or not there is actually a Cardassian Inquisition, or if they're even Cardassian at all, you won't be expecting the effects of this Drawback either. You won't remember taking it. This is a problem, because some presumed ally of yours here will eventually turn out to be a spy, perhaps surgically altered to blend in. They might be your best friend here, even a lover, and they'll play the part well. Unfortunately for you, they happen to blame you and any allies for getting trapped in the Delta Quadrant and will secretly be working against you. Maybe you'll figure that out if you catch them smuggling your technology to enemies they intend to defect to, though its likely they managed to frame someone else for it. Despite this betrayal, you'll still think fondly of them to some extent – perhaps at some point they genuinely saved you and you're grateful, perhaps there's a child involved, perhaps there's some sort of mental conditioning. It's not enough to stop you fighting back, but you might end up giving them advantages if you hold back too much. They're very skilled at what they do, perhaps an embedded Section 31 Agent or a spy working for a rival group with all the training that implies, and know the inside and out of whatever ship or group you've started in here. They know the tactics, the technology, and exactly how best to teach others how to fight you and your allies. If they can share that knowledge with potential enemies, the results could be catastrophic. Even if they die, you'll keep finding all manner of back-up plans that could go off months or even years after they're eliminated. They're a pragmatist above all else, willing to do anything and ally with anyone.

300 – **Kazon Fodder** – No, this won't apply to your enemies with this Drawback. Instead, any allies you make will be decidedly less competent and useful, easily lost to battles and accidents when you'd think anyone with half a brain could avoid those problems. If you don't have any allies, everyone seems to think that applies to you instead, and they won't be inclined to help. Whichever is affected, they or you won't even be respected much as adversaries. This doesn't make anyone underestimate those affected, but they'll practically never consider them useful, intimidating or impressive. Overstaying your welcome?

400 – **Organ Failure** – Almost all of them. Almost all of yours, specifically, somehow. Maybe you picked up something nasty from a species in the Delta Quadrant, maybe you're a member of that species, maybe it's a complete coincidence. Whatever the cause, your organs seem to rapidly fail due to some sort of adaptive disease. While it's not going to spread to anyone else, you're not going to be able to cure it either. Your only hope is the keep replacing organs as they fail with new ones. To make matters worse, you can't use ones cloned from you either, needing a constant source of donors in some manner. I know it doesn't make a lot of sense, but there's an entire species in the Delta Quadrant that has to deal with this. Hopefully you won't end up sharing their reputation.

400 – **Poor, Dumb Jumper** – You're not actually stupid or anything, but you have a habit of making unwise decisions, and to make matters worse you're practically a magnet for misfortune and blame. Don't expect promotion any time soon. This is not going to be a happy trip for you, although this doesn't guarantee you'll get killed. That might be a mercy, eventually.

400 – **Admiral Jumper** – Have you ever encountered a Drawback where a twisted future version of yourself has come back in time, far more experienced and powerful than you are,

and wants to either kill you or force you to become them? This…is not like that. Your future self, a version that got stuck here, has found a way to travel back in time and wants to help you and your allies avoid the terrible fate they faced. Unfortunately, not only are they willing and able to go to lengths that horrify you as you are now, but if things succeed the way they intend it will create enough of a paradox to wipe you both out of history. As you might have guessed, this is a problem. Doesn't help that their plans may genuinely help anyone else you're allied with, and they're so absolutely certain things will be fine if they're allowed to carry out whatever their plan is you're never going to be able to convince them otherwise. Turns out you're fairly stubborn, and practically your own worst enemy.

400 – **Jumper of Borg** – About that 'being your own worst enemy' thing? Not entirely accurate. Due to temporal meddling, some childish reality-warping alien or perhaps just Jump-Fiat, the Borg have somehow managed to assimilate a version of you and are rapidly implementing your knowledge and abilities into the rest of their forces. Adaptation and assimilation is kind of their thing. It will take some time, but eventually they'll be able to make all of themselves just as good as you and figure out how to use all that useful knowledge of the setting you might possess. As you might have guessed, this is going to be a problem for everyone, not to mention it's allowed them to bypass any defences you yourself have against being assimilated. Maybe you can get to your assimilated counterpart and remove them, find a way to remove their findings from the Collective, or get help from anyone else willing and able to combat the Borg.

400 – **But You Will Never! Ever! Be CRAZIER! … Than Me –** Being your own worse enemy might be safer, as now you might just be the worse enemy of everyone else. You might not be any less skilled, intelligent or lucky, but a good part of your logic went out the window. And you're in space, so that predictably went poorly. On the plus side, this is going to give you quite a knack for unconventional approaches to things. On the other hand, you're more likely to put everything into a criminally hazardous situation on a whim with the expectation that any subordinates should be bailing everyone out if something goes wrong during that. You'll lack morals for the most part, have a habit of first considering applying violence to solve problems, ignore most well-meaning advice, and seem to be intentionally making everyone around you suffer with your megalomania. You don't seem to be suicidal and you can still be far more cunning than anyone gives you credit for, but few with better options would actually want you in a position of power.

600 – **Jump-Chan, Activate Emergency Jumper Program!** – Because that's what you are now, not recognised by many as a sentient being with your own rights and desires, present only in holographic form, perceiving only as you would if you actually were where your sensory organs appear to be. Your mind and/or soul is effectively being hosted on a computer in the location where you start off, and is guaranteed to at least be functional enough for you upon jump start. Though this surprisingly won't cause problems if there's another hologram is present, there are certain limitations. First, you are the only one of you that there can be – don't expect to be able to create lots of copies of yourself in the hope that at least one survives no matter what in the hope that will count as you. Second, you don't have administrative control over your 'program', and while edits can't be made to your personality it's not up to you whether you're switched on or off. Third, you're a hologram, so you can't exactly leave anywhere that doesn't have an emitter and expect to

still be able to do anything. Finally, if whatever system you're on is destroyed or you get deleted…that's it for you and your adventures on the Chain. While you won't be deleted as an error right at the start, if you seem to be dangerous or useless to whoever now technically 'owns' you, they might decide you're not worth keeping around, especially if you're just a dormant program that never gets activated. Doesn't help that it's going to take a lot of time and effort to convince anyone you can count as a 'real' person, and they might just play off your claims of being an extradimensional traveller as following programming for a fictional story and evidence you need to be scrubbed from that system to make room for something useful. Bear in mind that other beings with the degree of sapience you seem to display have been relegated to scrubbing plasma conduits for the Federation.

600 – **Collateral - (Friendly (?) and Helpful (?) Local Alien only)** – So helpful, these Federation folks. Stopping by, trading, sharing things. Repairing and re-activating machines that give anyone in that region of space terrible hallucinations. Giving the Borg a way to defeat something that might actually stop them. Accidentally allowing a violent warlord access to the body of a powerful psychic. Letting a race of hunters create their own sentient prey. Whether or not these sorts of things had far wider consequences in Canon, now they will. And it's up to you to deal with them. If the presence of the Voyager Crew ends up having a more negative than positive effect to the Delta Quadrant by the time they leave, you've both failed this job and your Chain. Bear in mind they do tend to help out with a few things too, so if their absence due to your actions makes things worse, it's still a Chain Fail.

600 – **Long Journey Home - (Maquis and Voyager Crew only)** – Remember that '10 year' period jumps usually take? You can forget that, because you're in for the long haul. You need to get all the way back to the Alpha Quadrant, to Earth if you can, and you can't rely on a time-traveller showing up to make things faster. Estimated journey time is 75 years at Warp 9, and you'll need to safely end that journey before the century is up, or your Chain will be over instead. **(Mutually Exclusive with Nemesis).**

600 – **Nemesis (Voyager Enemy only)** – No, not the film. Not exactly. For some reason… perhaps they attacked you, perhaps they doomed your civilisation with their actions, perhaps they abandoned you to die, perhaps you just really hate the uniforms, you *have* to destroy Voyager and all its crew. You'll be starting off anywhere but Voyager or the Maquis Ship, and it's up to you to stop Voyager getting home by whatever means necessary. Unfortunately for you, the crew and any allies they might happen to gain are fully aware of your grudge and will defend themselves as best they can. On top of that, you'll be sharing all the frustrations every force to menace Starfleet has ever dealt with – omni-competent crew members, impossible strokes of luck, unexpected allies showing up from nowhere…it's enough to drive someone mad. Be prepared to pull out every trick in the book, because your opponents certainly will. If they reach Earth and their journey ends, so does your Chain. **(Mutually Exclusive with Long Journey Home).**

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that wouldn't be present in a given Scenario will result in suitable counterparts being present.

You can also mix and match these as long as you can find some way to justify it. Only the Jumper can take these Scenarios and the rewards.

Gauntlet Mode

Want more of a challenge? Want to avoid the risk of Chain Fail? If you like, or something's forcing you into it, you can give up your starting CP and make this a Gauntlet, with all the rules that apply. On the plus side, if you do end up killed, wiped out of reality through temporal paradoxes, or suffer death of personality, you can carry on and try again elsewhere. Can't take anything you pick up here with you though if you fail, like any other Gauntlet. You have to start off on Voyager or Equinox though, can't have a Gauntlet be too easy by bunkering down away from those trouble magnets.

Resistance Is Futile

The Borg do not exactly get a good showing here, and it's arguable that they lose a lot of their menace as time goes on thanks to the antics of Voyager. Taking this Scenario changes things a bit, as they will adapt just as quickly as you might expect something that terrifies a good portion of the Galaxy. This won't change a lot for the main Cast, but they'll quickly bounce back from whatever tricks Voyager manages to pull off without your help. Not necessarily a huge problem for Voyager, but the Endgame for Captain Janeway won't be the Endgame for the Borg Collective either. Now it will be up to you to get rid of them for good regardless of what happens to Voyager. Break the Collective apart, destroy every Drone, maybe even find a way to assimilate *them*, but by the end of the Jump the Borg as they exist here can't be an active threat to anyone else.

> *Reward* = **Unimatrix Minus One** – Because you managed to get rid of the threat permanently, you're even more dangerous than two Janeways to groups like the Borg. When it comes to hive minds, assimilators, converters and things that use other organisms as raw material, tools, or direct extensions of themselves like the Borg, *you* are their worst nightmare. They can't seem to coordinate themselves like they can against anyone else, you easily find weaknesses it takes them far longer to patch than it should if they ever notice, and you can figure out how to separate or destroy parts of it even if it's been impossible until you showed up. Even for those who've been part of it their entire lives can be rehabilitated with your guidance. And if they should end up trying to assimilate you, it's more than likely part of your own plan as it will backfire horribly on them. If you proved it once here, you can prove it a thousand times, DO NOT PROVOKE THE JUMPER!

Insaneway

Captain Janeway might have an arguably erratic character and makes some questionable decisions, but despite everything she seems to have good intentions and proves to be capable of getting most of her crew home alive. Twice, technically. That is no longer certain.

This Captain is just as bad as some of the worst depictions and analyses might suggest. While that might sound like an easy fix, she's now just as *competent* as she would have to be to, say, get herself and her crew home while performing horrific experiments, manipulate Starfleet's promotion system so she becomes an Admiral, put mind-altering chemicals into the Captain's Replicator of the Federation's flagships while bypassing all the security involved, designs a super-ship capable of threatening said flagship, and be in with a good shot at making herself Empress of the galaxy if her plans work out. Now it's up to you to stop her, because no-one else will. Unfortunately for you, *she knowwwwwsss…*

> *Reward* = **Winner Of The Arms Race Of Crazy** – Well, whether or not you having the capacity to succeed in this case was a good thing or not for anyone else, you now have the spoils of this particular war. Either this is the now fully tricked out Voyager claimed directly from the Insaneway you beat, or you somehow acquired another comparable Star Ship. Maybe another version of Insaneway noticed what you were up to and sent it as a peace offering so they could stay as the most terrifying being in the universe in your continued absence. Whichever case, this is Voyager as if it was heavily modified by the most dangerous mad scientist the Federation has ever produced, complete with all sorts of laboratories and terrifying weapons. It even has a few features you wouldn't normally find for decades here, like an Ablative Generator that creates a nearly-impenetrable layer of armour around the hull of a ship, and Transphasic Torpedoes capable of destroying Borg Cubes with a single shot and penetrating shields effortlessly. Onboard, you'll find that despite the size and complexity of the ship it's entirely possible for a single person to command the whole thing from the Captain's Chair, now with an installed seatbelt. Just goes to show how dangerous a foe you beat if they thought of including one of those
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Fluidic Invasion

Beings from another dimension, operating with different rules, possessing terrifying capabilities, able to make even the most feared beings in the universe look weak…sound familiar? This time, that isn't actually you. While things seem to sort themselves out in Canon, in this Scenario Species 8472 is now going to be mounting a full invasion of this universe from their own, using quantum singularities to enter this universe from Fluidic Space. They'll be acting with sufficient intelligence and suitable tactics to destroy every other living thing in this galaxy without you to help stop them. To put this in perspective, Species 8472 seems to be immune to assimilation by the Borg due to an absurdly potent immune system, their bodies generate a bioelectric field that blocks sensors and impedes transporter locks, and they have some degree of telepathic abilities. 9 of their ships working together were able to blow up a planet. They use highly advanced organic technology, possessing genetic engineering allowing them to mimic other lifeforms requiring intensely detailed scans to reveal, they can penetrate force fields with their bodies, tear through bulkheads, and withstand quantities of weapons fire that would be lethal to most lifeforms. It's up to you to find a way to stop them, however you can.

> *Reward* = **Solid Dimensional Defence And Offense** – You've shown a knack for stopping wars between dimensions, and this has left its impact on you. Now you can understand interdimensional warfare and figure out how to defend against it, perhaps even launch your own assaults. Enemies hiding in other dimensions, using

sub-space bubbles, pockets of personal reality and so on won't be perfectly safe with you on the case, since you'll be able to figure out a way in. If you have that sort of stuff yourself, it's much more secure, and invading whatever dimension you happen to be in will take a lot of time and effort. Enough of that on your part could let you figure out how to prevent such incursions permanently. For more accidental encounters or where someone else started the fight, you're good at resolving issues like this before they can flare up, like being able to fairly easily persuade an alien race from another dimension that not everyone in this one is an enemy. Help them get home, or help them avoid getting attacked, and they'll consider you and those you speak for as non-hostile, perhaps even as allies if you help enough.

Ending:

The Jump is finished. Your voyage here is over and it is time to make your final choice. You have three options for what happens next.

Do you want Go Home to your point of origin, where you lived before the Jumps?

Do you want to Stay Here, with allies and enemies you might have made in this galaxy?

Do you want to Leave and continue your journey to another setting, a new Jump?

Notes:

Credit should go to those who came up with and contributed to Jumpchain, Star Trek and Voyager, which allows this document to exist in the first place, as well as SFDebris which let me find out more about the series long after it had aired and inspired a few elements of this Jump Document.

-Comparison of the **Delta Flyer** vs **Dreadnaught** vs **Your Own Ship** vs **Hunter Killer** Items

These are all intended to have their own areas of speciality, based on vessels present in Canon Voyager. **Delta Flyer** is the fastest, **Dreadnaught** is the best defended, **Your Own Ship** is intended to fly under the radar, and **Hunter Killer** has the best offense. While **Dreadnaught** has the 'blow up a small moon' option, that destroys the vessel itself and you'd need to wait for it to respawn using whatever system you use for Fiat Backed Items, not ideal if you still need a ship. Consider an asteroid field – the **Delta Flyer** is your best bet to scout it without crashing, the **Dreadnaught** might be able to tank a lot of collisions, **Your Own Ship** will probably get ignored if there happen to be pirates lurking in wait, and the **Hunter Killer** can blast its way through the field and has the best chance of doing the same with the pirates before they can escape. Of course, any Jumper with the capacity is welcome to upgrade or alter them in any way they can.

-**Breaking The Temporal Prime Directive** Capstone Booster

Being blatant enough to attract their attention would require something like using time travel doesn't occur in Canon or without a way to mask it or going after them directly and causing problems. Just being here, doing things and helping out whichever faction you end up with means you're going to be accepted as 'supposed' to be here, so don't worry about getting picked up by them the moment you arrive or start interacting with anyone. If you don't deliberately make it a problem or create such a mess that you're practically forcing them to deal with you to protect space-time, they won't think anything is wrong.

-**Rank-Up** Perk

Exact ranks are a bit debatable at times in this series, with Janeway introducing a new Starfleet rank insignia for her adopted Maquis crew in the *"Caretaker"* episode, and while this creates a game for viewers to spot the Maquis in a scene, this causes a bit of confusion regarding exactly what those ranks are. B'Elanna Torres, the Maquis and later Voyager Chief Engineer, is given the provisional rank of Lieutenant Junior Grade despite spending two years at Starfleet Academy. It's also unclear exactly what Chakotay's rank is, as despite being identified by most sources as Lieutenant Commander his insignia shows he holds a rank lower using Starfleet's system. There's a similar case with Tuvok, another Lieutenant Commander as well as Chief of Security and Voyager's second officer, and Tom Paris. Then there's Ensign Harry Kim, who never seems to get promoted. Since trying to figure out exactly how all of this is supposed to work is complicated, buy the Rank for the sort of position and responsibility you want to start off with. As a general guideline for this, you can assume that the equivalent of Crewman means you're allowed on the ship/in the group and probably have a relatively menial task somewhere out of the way of the 'main cast', don't expect a lot of skill being required or your work to be glamorous. Ensign means you have

slightly more authority and have a job to do that's somewhat important but not vital to everything, so you might be on the bridge of a ship but not necessarily regarded as important by many. Head of Department means you're in charge of a certain function of the ship/group and all the authority and responsibility that involves while still ultimately reporting to someone else who reports to whoever is in charge. Second In Command means you'll be taking in reports and relaying instructions to those Heads of Department, and you might even be in charge of something that's supposed to be vitally important to standard function of the ship/group like Security. Captain means you've got the top position in the ship/group with everyone in it answering to you, but there's still some central part of the organisation it's a part of that you yourself are outranked by even if they don't provide any direct instructions or oversight very often. If you're an Admiral, you are the one *everyone* answers to, and you'll be the one responsible for assigning entire ships to important missions. In a Medieval feudal setting or something similar, Crewman would be a peasant allowed to live in a given territory, Ensign might be something like a local blacksmith, Head of Department might mean you're in charge of a guild, Second In Command might mean you're head of the City Guard, Captain means you could be a local Lord, and Admiral could mean you're in charge of the army or navy of a country. A School setting could mean Crewman lets you be student, Ensign makes you the janitor, Head of Department lets you be a full-time teacher, Second In Command makes you equivalent to Assistant Headmaster, Captain makes you Headmaster, and Admiral puts you on the Government's School Board. Exactly what the Rank you buy here is called here and in other Jumps, and how translates into a position elsewhere is up to you, so long as it seems to work for the setting. It scales to the setting you're in where it's appropriate, but don't expect to be in charge of a country or planet just by using the Free Crewmember option or claiming you can become a Deity automatically in other Jumps just because you bought the Admiral Rank here. Additionally, while you start off holding the given Rank, it doesn't necessarily mean anyone you outrank will automatically respect you and follow your orders no matter what, especially if they can find some way within the rules of the organisation you're both in to ignore or override your orders. You'll need to make them respect what authority you have in some way, either by Perks or your own actions, though exactly how is up to you and your capabilities.

-**Nanoprobes For Everything** + **Breakout Character** Perks

This would allow you to have at least on-par capabilities with Seven-Of-Nine and Non-Ship-Threatening-Kes in whatever particular focus you have, while the Capstone Boosts make you somewhat better and/or safer than them. If you can find ways to upgrade and enhance these capabilities somehow, feel free to do so. Just bear in mind that the Federation aren't typically fans of Transhumanism you might find in other work.

-**Bio-Neural Gel Packs** Item

You can consider these to be effective upgrades to any purely mechanical non-organic computer system, somehow far better at processing information and capable of absorbing psionic energy to some extent. The Item version you have seems to be an upgrade on what Voyager is equipped with, as it isn't susceptible to bacteria, viruses or radiation that wouldn't affect whatever non-biological systems they're replacing. It will never be a bad idea to install this into a system, lacking the flaws of the non-Item equivalent.

-**J Continuum Commentary** Companion

While it seems unbalanced to just hand over someone with the powers and knowledge of a Q, it also seemed a shame to lose the opportunity to have someone like that show up on occasion, albeit in a far more passive manner than the others. They'll look and sound like whoever you want so long as it doesn't provide any sort of benefit to yourself or others, and they might alter their manner of dress to blend in so they don't stand out too much, which will apparently work even if they're a completely different species from everyone else. They're also considerate enough to make their presence appear unremarkable and they don't want to make anything better or worse for you, so you don't need to be concerned about being accused of witchcraft because a demon seems to keep showing up around you, getting arrested because you've apparently let someone into a restricted area, getting a bad reputation as a teacher due to the stranger that keeps showing up at the back of your classes, or odd looks for chatting with what seems to be your imaginary friend. They have a sense of humour that's at least mildly amusing to you and not offensively annoying and are willing to discuss whatever is going on so long as this won't actually help or hinder you or anyone else. If they're causing you issues despite everything, you can just ask them to go away and they will for as long as you want without needing to be punched in the face first.

-Scenarios in general

These are intended to be difficult, and create problems that the Jumper will need to take some degree of action to solve rather than letting the usual people come up with some manner of technobabble or relying on luck/plot armour to ensure their success. You can't just pick these and hide expecting everyone else to deal with it successfully and still get rewarded. You can have them apply to the version of events you ended up in, or treat them as happening in an alternate dimension to where you first show up in this Jump, with you getting transported there to deal with it.

-**Insaneway** Scenario and character

Just in case you needed a better idea of exactly what she's capable of, the version of Captain Janeway you need to deal with in this Scenario is fully capable of demoting the Borg Queen into a Drone if she gets plugged into the hive mind, her brand of parenting involves giving children narcotics and abusing their education for her personal amusement, and is better with a bat'leth than most Klingons. They could engineer an army of warrior cobalt tarantulas that live in hives, possess wings, and have an insatiable hunger for ocular jelly. They also have the ability to still have their crew follow orders even when picking the most insane, self-defeating and/or reckless option and still having a good chance of success, though exactly how this works is unclear. Might have something to do with how they sacrificed a planet to a Crystalline Entity to become a Captain. They may have been swapped with someone in a Mirror Universe. In the words of someone with a far better way of phrasing things: *She has stared into the abyss as it has stared into her…and the abyss said, "JESUS!"*

-**Shoulder Spider** Drawback and **Insaneway** Scenario comparison

The Drawback is for if you want to experience those sorts of events and characters, don't mind too much about the problems it suggests, and the Captain most affected might actually have some morals stopping them for going *too* far. The Scenario means you'd actually have to deal with the consequences of such a being existing, they're aware that you intend to interfere, and their redeeming elements were tossed out of Voyager and used for target practice. You get rewarded for all the difficulty and risk that implies in the Scenario.

-**Dark Mirror** Drawback

Despite the name, this isn't exactly the Mirror Universe usually found in Star Trek stories. In the episode "*Living Witness"*, a backup version of the EMH activated 700 years after the events of the Voyager series tries to uncover the truth about war crimes supposedly committed by Voyager when they passed a planet. The revisionist version first presented has more than a few inaccuracies, such as those mentioned in the Drawback text, and paints the crew in an even worse light than usual as they deliberately and directly kill hundreds of thousands of people with the warship Voyager via biogenic weapons. If you take this Drawback, these fictional events are now what would actually happen in the Jump you entered, with all the implications that suggests. If you like, you can have this as a variant of the Mirror Universe and use it to set the tone for the events of the Jump, with similar behaviour and alterations found in that version of The Federation. Or just use the classic Mirror Universe, up to you.

-Using the Caretaker Array to get back to the Alpha Quadrant

Strictly speaking there's nothing Fiat-Backed preventing you from doing this unless a Drawback or Scenario says otherwise. If you can figure out how to do so and persuade everyone to go along with your plans rather than the actions taken in Canon you can in theory, but bear in mind how badly it affected Voyager and the Val Jean the first time, not to mention their crew. The return trip with ships and crew in this condition might not be survivable, and these ships are of a much better quality than anything you'll normally find in the area near the Caretaker Array at this time. The Caretaker was also dead by the time their missing crewmembers had been retrieved and everyone was ready to go back home so he probably won't be much help, and the Kazon were a genuine threat to everyone involved at this point. Still, if you can figure out a solution, feel free to use it. Just bear in mind the potential butterfly effects if you don't have some way to prevent those.

-Using a more effective transportation option to get back to the Alpha Quadrant

If you have some system to get across the Galaxy, like portals or a better faster-than-light system than Voyager has that actually works here, feel free to use it as long as Drawbacks and Scenarios don't prevent it. Again, be prepared for butterfly effects unless you have some way to prevent those.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.