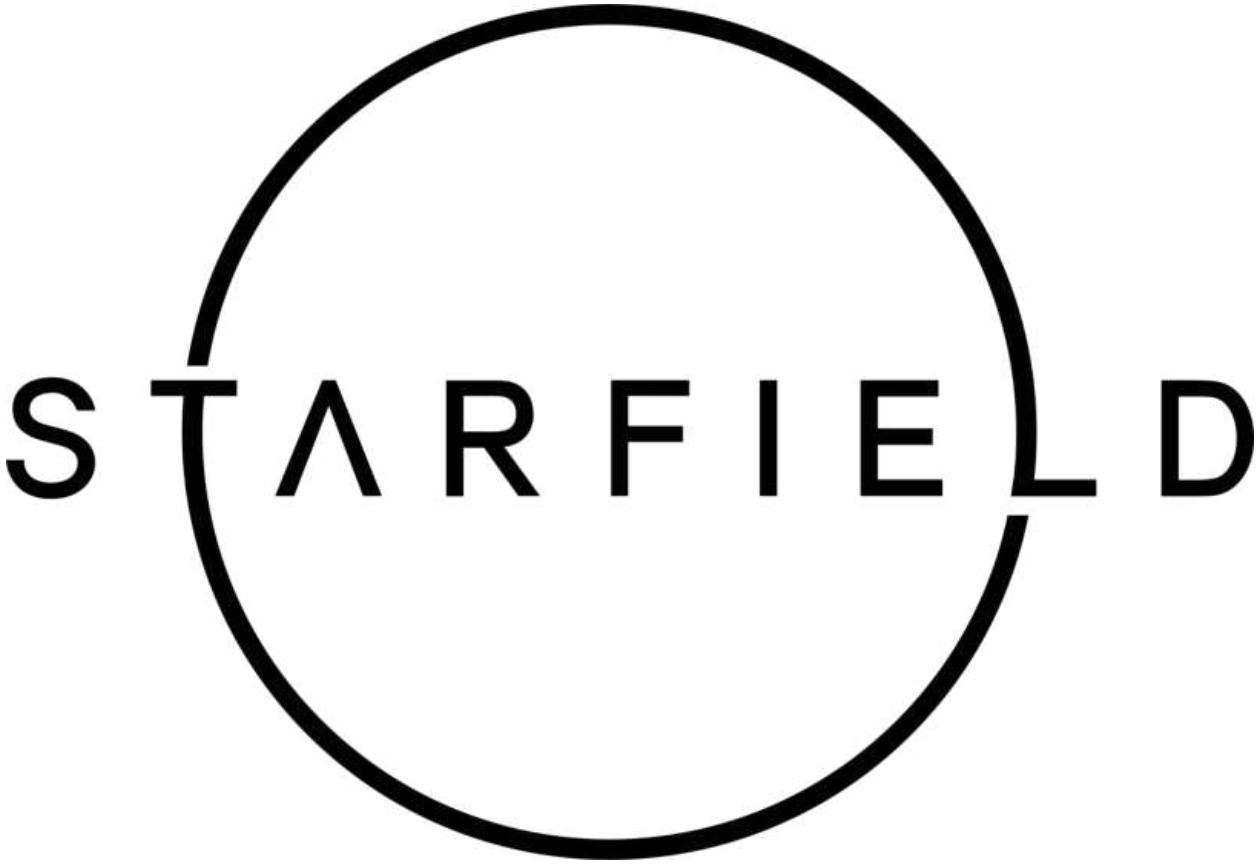


Welcome to the Settled Systems. Two hundred and eighty years ago, the planet Earth was threatened with extinction. A weakening magnetosphere meant that all life on the planet would die out within fifty years. And so, thanks to the Grav Drive, humanity spread to the stars.

In the decades and centuries since, colonists have spread out, wars have been waged and ended, and new governments have arisen. The United Colonies and the Freestar Collective stand as the main governmental bodies throughout the Settled Systems, with the mysterious House Va'ruun lurking in the background. The Crimson Fleet of pirates and other spacefaring ne'er-do-wells haunt the spacelanes, as do the mysterious and mythical beings known as Starborn.

Very shortly, a would-be miner will come in contact with an alien artifact on the moon Vectera, which will bring them to work alongside Constellation, an organization of explorers dedicated to finding out the secrets behind the mysterious Artifacts. Their actions have the potential to change the course of history for the Settled Systems.

How will your arrival affect things? Will you stand in the way of the Spacefarer, or aid them? Perhaps you will be taking their place in events? Whatever the case, you will have a decade to spend here, and **1000 CP** to spend to prepare yourself.

BACKGROUNDS

What is your background within this world? Select one of the thirteen following options to determine your history, training, and skillset.

[FILE NOT FOUND] (+300 CP): Oddly, there's no information on file about your past life. Clerical oversight? Deletion by some powerful unknown faction? Or was there just nothing of note to mention? Whatever the reason, your past is known only to you. What's important is the here and now, and the path you're about to forge. You will receive an extra **+300 CP** to spend, but receive no further discounts.

Chef: While the unrefined masses scarfed down Chunks by the shipload, you catered to those with a more... discerning palate. In your kitchen, countless alien species became true culinary masterpieces. You receive discounts on the Harvesting, Local Customs, Pharmaceuticals, Preservation, Nutritional Fuel, and Food Storage Perks, and on the Ingredient Case, Portable Kitchen, and Vending Machine Franchise Items.

Diplomat: The wars are over. Peace now reigns in the Settled Systems. But only because there are those quietly fighting to keep it. Because of you, agreements were signed, words were heeded... lives were spared. You receive discounts on the Deescalation, Local Customs, Intimidation, Matching Wits, Corporate Politics, and Social Insight Perks, and on the Stylish Wardrobe, Law Library, and Armistice Archives Access Pass Items.

Espionage: From Neon to New Atlantis, the megacorps stand as monuments to power, prestige and profit. And all of them run off of information. Information that you often provide. You've worked both for and against various companies, on the inside and out, often sacrificing conscience for credits. You receive discounts on the Computer Hacking, Stealth, Matching Wits, Scanner Baffling, Assassination, and Chameleon Perks, and on the Elite Digipick, Stealth Suit, and Blackmail Files Items.

Explorer: They said exploration is a lost art. You didn't listen. As the major factions argued over the space they desperately tried to control, you were busy uncovering the wonders of the Settled Systems. You receive discounts on the 3-D Maneuvering, Strong Back, Base Building, Jury Rigging, Strange Phenomena, and Zone of Awareness Perks, and on the Chronomark Watch, Survey Data Slates, and Jumper’s Eye Items.

Hunter: From the Ashta of Akila to the Terrormorphs that plague the whole of the Settled Systems, from bail jumpers to wanted murderers. There are many kinds of quarries to hunt, and you've learned the skills to track them, find them, and take them down. They can run... but they can't hide. You receive discounts on the Harvesting, Stealth, Money Trails, Weapon Certification, Farscanning, and Natural Killer Perks, and on the Bounty Pad, Rumor Bar, and Hunting Grounds Items.

Mechanic: From robots to neuroamps, starships to security systems, you've accumulated a wealth of experience crafting, scrapping, repairing, and upgrading all sorts of mechanical systems. When technology is all that stands between someone and hostile landscapes or empty space, they tend to be very grateful to have someone like you on hand to keep things in good repair. You receive discounts on the Appraisal, Tech Head, Cybernetics, Jury Rigging, Robotic Expert, and Push Past Red Perks, and on the Basic Part Crate, Industrial Workbench, and War Scrapyard Items.

Medic: Many dangers lurk among the stars. From alien viruses to starship malfunctions, from deadly combat to poorly-prepared food. You are trained to take those suffering the aftermath of any number of tragedies, and make them whole again. You receive discounts on the Biology, Combat Medicine, Cybernetics, Pharmaceuticals, Assassination, and Phoenix Rejuvenation Perks, and on the Emergency Med Kit, Medical Bed, and Genetic Alteration Tech Items.

Merchant: Whether you wanted to be a titan of industry, like a ship designer or megacorp exec, or were content running a noodle stall in the Well, you know how to make credits flow. Thankfully, that skillset never goes out of style in the settled systems. You receive discounts on the Appraisal, Strong Back, Money Trails, Trouble Spotter, Corporate Politics, and Authority to Trade Perks, and on the Bric-a-Brac, Storefront, and GalBank Credit Tank Items.

Pilot: You might be a racer, obsessed with maneuverability, or a combat pilot with an itchy trigger finger, or a simple space trucker looking to simply pack up your cargo and get it where it needs to go. Regardless, space calls to you, and you have risen to meet the call. You receive discounts on the 3-D Maneuvering, Command, Grav Drive, Scanner Baffling, Farscanning, and Super Ace Perks, and on the Magazine Stack, Adaptive Shield System, and Repair Yard Items.

Scientist: You've always enjoyed learning and teaching others. As humankind spread throughout the stars, and discovered the many wonders that lay out among the stars, there was never a lack of knowledge to obtain, and you gladly assisted in that pursuit. You receive discounts on the Biology, Tech Head, Grav Drive, Preservation, Strange Phenomena, and Polymath Perks, and on the Scanner, Research Terminal, and Lab Complex Items.

Security: People like to feel safe. Whether escorting celebrities, protecting banks, or securing the walls of a colony, you've learned how to secure against threats, and take them down yourself if you have to. You receive discounts on the Computer Hacking, Deescalation, Base Building, Trouble Spotter, Robotic Expert, and Neurostrikes Perks, and on the EM Attachment, Turrets and Cameras, and Secure Vault Items.

Soldier: The Settled Systems is no stranger to warfare, and if there's one thing armed conflict relies on it's trained warriors with guns and guts. You had both. Simple, bloody work...and you were great at it. You receive discounts on the Combat Medicine, Command, Intimidation, Weapon Certification, Nutritional Fuel, and Piercing Shot Perks, and on the Combat Stims, Explosives, and Mech Items.

ROAD TO UNITY

The Artifacts sought after by Constellation are, in fact, part of an ancient device, created by a mysterious race in the distant past, which, when completed, will allow a Grav-Drive equipped ship to make a leap into the Unity, a strange location that bridges between universes. Those that enter the Unity will leave their world behind, and will emerge into a brand-new universe as one of the Starborn. Along the way, those who have been marked by the Artifacts can visit Temples that lay scattered throughout the Settled Systems, gaining strange powers in the process.

Where are you along the road to the Unity? Choose one of the following options:

Barred From The Way (+600 CP): You have rejected the Unity, or perhaps, it has rejected you. While you are here, you will not be able to activate any of the Artifacts or enter any of the Temples, nor will you be able to enter into the Unity. You will not be able to make any purchases in the Starborn Powers section of this document. This universe alone is what you will visit during your time here.

A Mote At The Crossroads (0 CP): You are just like the countless millions of individuals in the Settled Systems, untouched as yet by the Artifacts of the Creators. You could, in time, come in contact with one of the Artifacts, awakening it and setting yourself on the path to unlock the powers of the Temples, and perhaps even reach the Unity itself. Any purchases you make in the Starborn Powers section will merely grant you knowledge of the location of the Temple associated with a given power. You will still need to enter the Temple and awaken the power yourself before you can claim it. Other powers can be claimed, but there is no guarantee that they will function in future Jumps.

One Foot On The Path (100 CP): You have touched one of the Artifacts and experienced the visions they bestow. You have started the journey towards the Unity, an action that may have drawn the attention of the Starborn, and will almost certainly lead to you crossing paths with the Spacefarer. Any purchases you make in the Starborn Powers section can immediately grant you the purchased power, without any need to visit any of the temples. Other powers can be claimed, but there is no guarantee that they will function in future Jumps.

Post-Unity Traveler (400 CP): You enter this universe as one of the Starborn, your unique status as a Jumper translating to alter you as one who has passed through the Unity. You will have access to special purchase options in the Starborn Powers section, and will have one additional floating discount in that section as well. Any unpurchased Starborn Powers that you manage to awaken during this Jump will still function in future Jumps, though they will not have the increased functionality of the purchased versions.

PERKS

Perks represent skills and abilities you have developed due to your background. Perks can be discounted for one or two different Backgrounds. 100 CP Perks will be discounted to free for the appropriate background. Perks are sorted alphabetically, and those that are discounted for a specific Background are listed in that Background's description for ease of reference.

100 CP

3-D Maneuvering (100 CP, Free to Explorer and Pilot): You have an excellent grasp of maneuvering in three dimensions. You are constantly aware of what is happening above and below you and will never forget to look up when on alert. You can navigate in zero G extremely well, and can maneuver quickly and precisely using a boost pack, allowing you to practically fly across the landscape. When piloting, you excel at making full use of three dimensional space to come at targets from unexpected angles.

Appraisal (100 CP, Free to Mechanic and Merchant): You have a talent for studying all sorts of items to determine their value, with a particular focus on spotting flaws and defects that could impact the item's functionality or resale value. This also comes with a general knowledge of local market trends, allowing you to determine when a given item or resource is particularly valuable or scarce, or when you are being overcharged for something that is actually worth far less.

Biology (100 CP, Free to Medic and Scientist): You have an extensive knowledge of biology, both human and alien. This can allow you to treat alien toxins and diseases, determine what aliens are fit for human consumption, quickly diagnose health issues in even unfamiliar beings, come to understand ecosystems and social patterns with minimal study, and much more.

Combat Medicine (100 CP, Free to Medic and Soldier): When you are in the midst of battle, you will not have time for perfect treatments. Thankfully, you have a great deal of training and talent for 'quick-and-dirty' medical solutions. Your skills can allow you to quickly set bones, treat burns, patch wounds, and get someone back on their feet at least long enough to finish the conflict, while minimizing the long-term damage they will take from continuing to fight. This also translates to a great deal of skill at treating yourself, as you can easily find yourself cut off in battle, needing to patch yourself up to make it back to reinforcements.

Command (100 CP, Free to Pilot and Soldier): Every team needs a leader, and you are well suited for the position. Whether a squad of soldiers on the ground, or the crew of a ship in space, you have a lot of training for coordinating various individuals and ensuring they come together as an effective team. You know how to identify talents and position individuals to do what they do best, without needing to micromanage them, and can inspire them to do better than they may have believed they could.

Computer Security (100 CP, Free to Espionage and Security): So much of the world runs on computers, making digital security of vital importance throughout the Settled Systems. You have a great deal of training on this subject, excelling at both hacking computers and protecting against the same. You can hide traces of your digital activities, and uncover clues when someone else is attempting to hide themselves.

Deescalation (100 CP, Free to Diplomat and Security): Sometimes, violence is not the answer, and you have a great deal of talent at getting people to stop and consider more peaceful means of problem resolution. When you manage to get people talking and thinking, the chances of someone getting an itchy trigger finger and restarting hostilities prematurely will drop to practically zero.

Harvesting (100 CP, Free to Chef and Hunter): Whether hunting beasts, collecting rare plants or fungi, or mining ores, you have a talent for ensuring that nothing goes to waste. You are able to extract more resources from various sources than most can, and are quite skilled at ensuring that they do not take damage or lose any quality in the process.

Local Customs (100 CP, Free to Chef and Diplomat): As humanity has spread out among the stars, there has been plenty of time for cultures to mix and shift and mutate. Each planet and colony can have their own quirks and foibles, but that won't trip you up. You have an extensive knowledge of local customs, from greetings to food to holidays, from across the Settled Systems, and a great deal of talent at picking up customs you aren't familiar with, to the point of being able to blend in like a native within a day or so. If you do step on someone's toes, it won't be due to cultural misunderstandings.

Stealth (100 CP, Free to Espionage and Hunter): You have a talent for moving unseen, knowing how to distract without raising suspicion and how to spot locations to hide in that are unlikely to be searched. You can move quickly and quietly and contort yourself quite well when trying to fit into small gaps. And, if you do need to break stealth to attack someone, you know how to do so for maximum effect while still minimizing noise that could draw attention from further away.

Strong Back (100 CP, Free to Explorer and Merchant): You are able to lift and carry far more than your build would suggest, able to comfortably carry roughly 50% more weight than a normal person of your build and size. You also have a talent for packing bags and containers in the most efficient way possible, minimizing the space objects take up to stretch your storage as far as possible.

Tech Head (100 CP, Free to Mechanic and Scientist): You have a great deal of training and knowledge of the various technologies found throughout the settled systems. From lasers to scanners to communicators and more, you know how they work, how to build them or repair them, and you can, with a bit of study, work out how to improve many of them as well.

Base Building (200 CP, Discounted for Explorer and Security): In the Settled Systems, it is fairly easy to set up your own outpost or colony. Just find a section of a planet no-one has claimed yet, and set up shop. However, doing so efficiently takes some training. You have that training, being skilled at identifying ideal locations for outposts, ensuring they are within easy reach of necessary resources, identifying potential dangers from wildlife and climate, and ensuring that your bases are defensible against rampaging aliens or raiders. You are also just generally fast and skilled at construction, being able to build sturdy structures extremely quickly.

Cybernetics (200 CP, Discounted for Mechanic and Medic): From neuroamps to mechanical limbs to organ replacements, you have an encyclopedic knowledge and mastery of the field of cybernetics. Integrating man and machine is simple for you, both in terms of building implants with a good balance between size and functionality, and in performing the actual surgeries needed to install the cybernetics and ensure they aren't rejected by the patient.

Grav Drive (200 CP, Discounted for Pilot and Scientist): The Grav Drive, more formally known as the Graviton Loop Array, is a mysterious technology that is behind humanity's successful spread to the stars. Allowing for both faster-than-light travel and artificial gravity, the Grav Drive is a vital technology, and one that you now have a deep understanding of. You have a full grasp on the principles of how it functions, and know enough that you could build your own Grav Drive, even on a primitive, pre-spaceflight Earth.

Intimidation (200 CP, Discounted for Diplomat and Soldier): Sometimes, when you are the most dangerous thing on the battlefield, you want your opponents to know it. Now, when you are attempting to intimidate someone, you will naturally generate fear in them, just from the attempt. If your capabilities are cast in doubt, this effect can weaken, but the more you are able to back up your claims or threats, the more potent and lasting this generated fear will be. For someone with a sterling reputation for violence, even hardened mercenaries can end up throwing their weapons down just from you stepping onto the field.

Jury Rigging (200 CP, Discounted for Explorer and Mechanic): Often, you won't have a machine shop readily at hand when something breaks down in the field, and you will have to make do with what you have on hand. Fortunately, you are a genius when it comes to repair, allowing your improvised patch jobs from whatever materials you were able to scrounge up to stand up to professional repair work. And when you actually have proper materials and a professional space to work in, you can make beaten junk run better than it did when it was new.

Matching Wits (200 CP, Discounted for Diplomat and Espionage): In social conflicts, it can be dizzying keeping track of what they know, and what you know they know, and what they know you know, and so on. For you, however, it is child's play. You have a tremendous amount of skill in verbal fencing, in concealing your intentions while guiding conversations to certain conclusions or tricking someone into revealing a secret such that they don't realize they've exposed it. You can almost always get someone to talk, and recognize when others are trying to do the same to you.

Money Trails (200 CP, Discounted for Hunter and Merchant): The economy is all interconnected, which is why entities such as GalBank and the Trade Authority are able to operate across national lines with practical impunity. And you are extremely knowledgeable about this linked web of money. You are able to trace grand patterns, identifying shifts in the market before they become readily apparent, and can also follow minute details and threads to chase down where specific individuals have been spending their money and how.

Pharmaceuticals (200 CP, Discounted for Chef and Medic): Modern medicine is built on the back of effective drugs and medications, especially since the expansion through space has led to the discovery of hundreds and thousands of species with an astounding array of potential medical benefits. You have a full knowledge of the most common pharmaceuticals in the Settled Systems, and a talent for biological and molecular chemistry that can aid you in studying new compounds you might run across to synthesize new and even more effective medicines.

Preservation (200 CP, Discounted for Chef and Scientist): It does you no good if a specimen you've harvested will rot away before you can get it back to facilities to use and study it. Fortunately, you have a talent for preserving specimens from decay. Firstly, you will find that items in your direct possession are simply slower to break down, decaying at a fraction of the normal rate. Secondly, you have an extensive knowledge of preservative techniques, from cryostorage to chemical preservatives to environmental isolation, allowing you to construct containers and packaging that can keep items fresh for you as you travel across the galaxy.

Scanner Baffling (200 CP, Discounted for Espionage and Pilot): There are a wide variety of contraband materials in the Settled Systems, from illegal drugs to banned technologies to stolen artifacts. And scanning technology can make it quite difficult to move such materials around. You, however, have a deep understanding of scanning technology, and the ability to construct extremely effective barriers that can prevent scanners from getting an accurate reading without appearing to be blocking them at all. This can function on a variety of scanners, allowing for additional tricks such as hiding ship emissions or concealing the presence of life-signs.

Trouble Spotter (200 CP, Discounted for Merchant and Security): It can be easy for troublemakers to hide in a crowd, relying on noise and confusion to cover up their subtle misdeeds. However, you have a sixth sense for trouble, allowing you to spot those who are perpetuating mischief as if they were outlined. From pickpockets or shoplifters trying to steal a mark, to someone in a bar trying to drug a drink, to someone unauthorized trying to slip through a restricted door, such troublemakers will always stand out in your sight.

Weapon Certification (200 CP, Discounted for Hunter and Soldier): There are a variety of weapons and potential modifications out there, but you have a general mastery of weaponry that will allow you to pick up almost any weapon, ranged or melee, and use it professionally with a minimal amount of practice. For weapons that you are familiar with, you are an amazing shot and an outstanding melee combatant.

Assassination (400 CP, Discounted for Espionage and Medic): Anyone can shoot someone, but it takes knowledge and skill to kill them untraceably, or at least in a way that appears accidental. You have such skills, from a knowledge of poisons and toxins, to methods of subtly sabotaging equipment to fail at opportune moments, to disguising lethal wounds to appear to have been made by different methods. You are also highly skilled at counter-assassination tactics, inoculated against most poisons and toxins and capable of spreading this to others, and detecting ambushes or assassination opportunities well enough to avoid or foil them.

Corporate Politics (400 CP, Discounted for Diplomat and Merchant): The boardroom is just another battlefield, and you are an experienced commander in that arena. You are able to navigate the highest echelons of corporate leaders and high society with ease, forming connections and trading favors to keep yourself in a favorable light with those you do business with. You have a talent for ensuring that others come to you, rather than being forced to be the petitioner yourself, and in ensuring that your failures are minimized or buried while your successes stand for all to see.

Farscanning (400 CP, Discounted for Hunter and Pilot): Scanning technology can allow ships to detect specific items on other ships in orbit, and allow for the nature of a planet to be scanned from lightyears away. You are even more skilled in its use than most, able to gain far more detail from across wider distances than almost any other. Where an ordinary operator could detect the presence of contraband on a ship, you could identify the specific bay and container it is in without even entering the ship. You could detect ships in orbit around a planet all the way from a neighboring star system, and have a good idea of their size and class.

Nutritional Fuel (400 CP, Discounted for Chef and Soldier): Food is the fuel your body runs on, but for you, it goes a step further. This applies to both food you make and food you consume, allowing, in either case, for the food to grant more than just nutritional value, but also giving additional tangible ‘buffs’ to the one eating it. From learning skills faster to resisting damage to running quicker to shooting more accurately, the benefits of different meals will vary, but better quality of food will result in more potent buffs.

Robotic Expert (400 CP, Discounted for Mechanic and Security): Robots. Autonomous machines that have reached the point of being nearly as intelligent and independent as humans. You have a complete knowledge of all forms of robotics within the Settled Systems, being capable of building and repairing them. Most impressive is your ability to suborn them. You have the unheard of ability to use a digipick to ‘hack’ individual robots, to the point where you could do so while engaging them in combat and rewrite their priorities to protect you.

Strange Phenomena (400 CP, Discounted for Explorer and Scientist): There are a wide variety of environments out in space, from strange radiation to alien pollens to simple temperature extremes. You are extremely resistant to such environmental effects, allowing you to interact with and move through such hazards with ease. Even if such environments do cause you issues, you are able to recover from such maladies far faster than most anyone else.

600 CP

Authority To Trade (600 CP, Discounted for Merchant): You may or may not be a part of the official Trade Authority, but you have one aspect in common: You can buy, own, and sell absolutely anything. Illegal contraband, weapons available only to the military, age-restricted items you are too young for, none of those limitations matter to you. You won't get in trouble or get stopped from buying something you shouldn't, and no one will give you a second glance for what you are selling. This doesn't guarantee you can afford a given item, but you will not face any barrier to buying it.

Chameleon (600 CP, Discounted for Espionage): You have an exceptional ability to blend in, in two important ways. Firstly, if you are standing completely still, you can literally turn invisible. While concealed like this, you can move very slowly without breaking the effect. Secondly, you have the ability to fade into the background, particularly in crowded areas, appearing to be a janitor or repair tech or some other worker that most would just overlook. As long as you don't draw too much attention, most will just dismiss you as unimportant.

Food Storage (600 CP, Discounted for Chef): A proper chef must be ready to provide a feast at any time, even when they are light-years away from proper civilization. You are aided in this by a simple fact: Ingredients and prepared meals take up no space and weigh nothing when you are carrying them. You will still have to pack them properly, but once they are in a bag or pouch, they seem to effectively disappear from the outside. When you wish to take them out, you can always find the ingredients or meals you are looking for right on the top of whatever bag you packed them in.

Natural Killer (600 CP, Discounted for Hunter): So many alien life forms to hunt, so little time. Even with all of the dangerous beasts out among the stars, you are still the most deadly of the lot. You have an incredible ability to identify weaknesses and patterns of movements you can exploit to attack, with near perfect control of your body for moving efficiently and lethally and razor-sharp reactions for dodging out of danger. You could face off against a terrormorph with nothing more than a hand axe, and have better than even odds of coming out on top.

Neurostrikes (600 CP, Discounted for Security): You are a master martial artist, having honed your body to be a lethal weapon. But only when you wish it. You are able to pull your strikes to render someone unconscious with no risk of long term damage, grapple even someone in powered armor, and you even have the ability to release stunning energy with your strikes that can act like EM radiation, stunning living beings and shorting out machines that you hit.

Phoenix Rejuvenation (600 CP, Discounted for Medic): You seem to have undergone some incredible and experimental treatments, as you heal at an incredible rate. You are able to go from near death to perfect health in less than five minutes. Even better, you can spread this effect to those under your care, sharing a weakened version of your regeneration with up to a dozen people around you that you are providing medical care to. This effect is roughly a tenth as strong as your regeneration, but that is still sufficient to bring anyone back to full health in under an hour, and it acts as an augment on top of whatever other medical care you provide.

Piercing Shot (600 CP, Discounted for Soldier): Ranged combat is the primary form of combat in the Settled Systems, with attackers moving between cover to try and target each other without being hit. Now, you don't have to worry about cover nearly as much. When you focus on a target within range of your weapon that you know the general location of, you will be able to see them outlined, even through floors or walls. You can see up to a dozen targets this way, and, once every thirty seconds, you can make a shot on one of these targets that will pass through any intervening obstacles as if they were air, and which will ignore roughly half of the target's armor's toughness and durability when striking them.

Polymath (600 CP, Discounted for Scientist): You are not just knowledgeable in one field, but have a deep well of knowledge in a dozen separate fields. These fields could range from particle physics to sociology to fluid dynamics, any area of human study. And even in fields that you aren't familiar with, you can pick them up many times faster than most others, integrating them and synergizing what you learn with what you already know.

Push Past Red (600 CP, Discounted for Mechanic): Machines have limits, and if they are pushed beyond these limits, they are likely to break down. But that is not so for you. You can overclock machines that you are using, and still have them function at peak efficiency, getting 10 or even 20% more power and output from the machines without any additional risk. And once you reach the point where they do start to break down, it will still take longer for them to do so under extreme strain.

Social Insight (600 CP, Discounted for Diplomat): You have an incredible ability to read people. Just by introducing yourself to something, you can gain a feeling for someone’s motivations and goals. But where you truly shine is in predicting people’s reactions. By focusing on someone while considering a comment or action you could make, you will be able to determine how they would react to that comment or action. If you are unfamiliar with them, it will just be a sense of their reaction being positive, negative, or neutral. However, as you know them better, you can gain much more details, to the point of predicting responses and identifying which details were approved or disapproved of.

Super Ace (600 CP, Discounted for Pilot): You are one of the best pilots in the entire Settled Systems. You are able to make even the biggest and most unwieldy craft practically dance through space, twitching your ship to avoid shots and break missile locks while still managing to land pinpoint precise shots on enemy craft. In a proper fighter craft, you would be untouchable.

Zone of Awareness (600 CP, Discounted for Explorer): When you are out exploring, it can be easy to miss details, such as walking past hidden caves or getting turned around and traveling back the way you came. You, however, have an extra sense, which takes the form of a general awareness of terrain features for a couple hundred meters all around you. Buildings, hills, trees, any large permanent features like that are mapped out to your sense, and even when you move out of range, you will still have a mental map of locations you have explored, allowing you to mentally keep track of your location, where you’ve been, and where you’ve yet to explore.

STARBORN POWERS

Starborn powers are the manifestation of direct connections to various fundamental forces of the universe. Ordinarily, an individual would need to come in contact with a specific artifact, and then travel to that artifact's temple to unlock a given power. However, depending where you are on the Road to Unity, it may be possible for you to simply unlock those abilities here.

Those that are **Barred From The Way** cannot make any purchases in this section, nor can they interact with or unlock any Starborn abilities while here, and they cannot pass through the Unity. Those that are **A Mote At The Crossroads** do not need to find the artifact associated with purchased powers, but simply need to visit the appropriate temple to access each purchased power. Other powers can be gained, but are not guaranteed to work by fiat in future Jumps. Those that have **One Foot On The Path** will gain any purchased powers immediately, but will likewise have no guarantee that other powers they gain will work by fiat. Finally, a **Post-Unity Traveler** will be able to purchase Starborn Powers marked as "Post-Unity Only" in this section, and even the non-purchased powers that they unlock will function by fiat in future Jumps.

Everyone gains three floating discounts, which discount 100 CP powers to free, and 200 CP and above powers by 50%. Post-Unity Travelers have four floating discounts, instead. Unless otherwise noted in the descriptions, your powers can be collectively used roughly once per minute.

100 CP

Anti-Gravity Field (100 CP): *Generate a localized field of intense low gravity, and behold a planet's true power.* Ordinarily, this power creates a zone where gravity doesn't work, roughly half a dozen meters across or so, causing objects and beings nearby you to simply start to float. You can be excluded from this zone if you wish, and it remains in place for a few minutes after being invoked. If purchased, you can tie this power to yourself, allowing you to move around with the field staying centered on you, and it can last several times longer than normal.

Earthbound (100 CP): *Change the gravity around you to Earth gravity levels for a duration.* Ordinarily, this power creates a zone where gravity is set to the same level as humanity's homeworld of Earth. The zone is a couple dozen meters across, and lasts, fixed in place, for a few minutes. If purchased, this power can not only normalize gravity, but can also normalize environmental effects such as temperature or oxygen levels to that of pre-spaceflight Earth within the zone, and the zone itself will last for several times longer than normal.

Elemental Pull (100 CP): *Blasts inorganic resources in an area around you and pulls them towards you*. Ordinarily, this affects concentrated nodes of inorganic material, such as metallic ores or concentrations of pure gases, within a dozen meters or so and breaks them apart into compact chunks before pulling them to you. If purchased, you can focus on a specific type of material, such as iron or gold, and it will be extracted from inorganic sources around you, even sifted out of dirt or sand or separated from water, and compressed into portable nodules. Either way, this power does not affect organic sources or refined materials (such as forged metals).

Eternal Harvest (100 CP): *Regrows flora that has been harvested in a large area around you*. Ordinarily, this will cause damaged or harvested plants to rapidly regrow within a few dozen meters of your position. If purchased, it can cause immature plants to rapidly grow to full maturity, and cause copies of undamaged plants to spring up in clear spaces nearby, allowing full plants to rapidly be spread.

Grav Dash (100 CP): *Manipulate gravity to propel yourself forward, and briefly increase any damage you inflict*. Ordinarily, this power allows you to launch yourself forward half a dozen meters or so, and intensifies effective gravity for you for a few seconds afterward, allowing physical strikes, such as projectiles and melee attacks, to hit harder. If purchased, your dash lasts several times longer, allowing you to curve, shift, and even reverse your path while in motion, with the more intense gravity lasting through the dash and for longer afterwards.

Moon Form (100 CP): *Channel the energy of Luna, Earth's beautiful moon, to be as unmoving and resilient as stone*. Ordinarily, use of this power freezes you in place for a few minutes, dramatically increasing your resistance to any kind of damage and slowly healing you. Most movement is impossible in this form, though it is possible to attack, albeit very slowly. If purchased, this form does not lock you in place, but instead only decreases movement speed to a third of normal, while still increasing your resistance, and the power can last for several times longer than normal.

Personal Atmosphere (100 CP): *Oxygen, pure and clean, brought forth to breathe deep and counteract harmful carbon dioxide*. Ordinarily, this power fills your lungs with oxygen, ensuring that you can't run out of breath, even via heavy exertion, for a few minutes. If purchased, this power can be spread to half a dozen allies within close proximity to you, and can last for four or five times longer than normal.

Sense Star Stuff (100 CP): *Bind yourself to the particles of creation, sensing the life force of any human, alien, or Starborn*. Ordinarily, this reveals the position of living beings within a few dozen meters around, showing up as a glowing outline, visible to you even through walls. This glow lasts for a few minutes before fading. If purchased, this power can detect robots as well as living beings, lasts three or four times longer, and the glow is more detailed, allowing you to spot wounds or weaknesses in those revealed by its glow.

Summon Suit (100 CP, Post-Unity Only): Having passed through the Unity, you have the ability to summon and dismiss a sturdy, futuristic space suit at will with no cooldown. It has incredible resistance against most hazards and forms of damage, and will grow stronger as you do.

Create Vacuum (200 CP): *Gut the O2 supply of targets in the area for a duration*. Ordinarily, this power will suffocate up to a couple dozen targets within a few dozen meters of you for half a minute. If purchased, the distance at which it can affect targets triples, and empty points in midair can be targeted, causing the air to push away from that point, making a small sphere of vacuum that can then collapse to create a small explosive shockwave.

Creator's Peace (200 CP): *Fill your foes with the silent calm of the universe, compelling them to temporarily abandon their weapons*. Ordinarily, this power will fill the minds of your enemies, organic or robotic, within a couple dozen meters, with a steady calm, sapping them of the will to fight for a couple of minutes and potentially even causing them to drop their weapons in the process. Breaking this calm, such as by attacking them, can end this effect early. If purchased, this effect can be narrowly focused on a single target at a time, drastically increasing the duration and potency of the effect. If focused on a single target, this power will render them utterly unwilling to harm anyone for up to a day, and even if attacked, they will try to flee rather than fight. This focused version can only be sustained on half a dozen targets at once.

Gravity Wave (200 CP): *Emit a gravitational force strong enough to propel almost anything... or anyone*. Ordinarily, this power would allow you to emit a wave of gravitational force, extending out as a wide cone from you for several meters, which is strong enough to knock loose objects flying and send people and alien beasts crashing to the floor. If purchased, you can narrowly focus this effect on an object that does not weigh more than half your own weight, pushing all of the gravitational force into the object to launch it as if fired from a railgun.

Life Forced (200 CP): *Transfer the very lifeforce of an enemy, harming them while healing yourself*. Ordinarily, this power would allow you to establish a link between you and a target within a few meters, draining their life energy to heal you over the course of several minutes. If run to full duration, this power is sufficient to heal a couple of broken limbs and / or a few punctured or failing organs, while inflicting an equivalent level of general cellular damage. If purchased, you are able to maintain three such connections at once, and can save up 'excess' drained life energy, up to an amount that would allow you to fully heal from near death twice over. You can also reverse this effect, sending life energy from yourself to a target, allowing you to heal them over time.

Particle Beam (200 CP): *Emit a powerful ray of cosmic energy, dealing terrifying damage to a single target*. Ordinarily, this power unleashes a quick burst of invisible cosmic radiation, dealing damage equivalent to a high-end particle beam rifle. You can fire a burst every ten seconds or so. If purchased, the bursts can curve up to thirty degrees around obstacles to strike at a specific target, and you can charge up a beam before firing, which causes it to do significantly more damage once released. You can also fire a burst every four seconds or so.

Reactive Shield (200 CP): *Form a shield of pure cosmic light that can weaken and even reflect enemy projectiles*. Ordinarily, this power will create a large disc of light in front of you. Incoming projectiles will be greatly slowed by this field, and, when the shield is at full strength, projectiles can end up being reflected back at the shooter. The shield will last for several minutes if not struck, but each hit will weaken it and shorten its duration. The shield will stay in place relative to you, but you can rotate it around yourself to a new position. You can fire through the shield without issue. If purchased, projectiles you fire through the shield can be accelerated, moving over twice as fast, and gaining additional thermal damage as they are coated in cosmic light.

Solar Flare (200 CP): *Tap into the power of a sun and release a directed orb of searing hot plasma*. Ordinarily, this power will create a small glowing sphere that will hover in front of you until you launch it. It will fly as if thrown, and, upon impact, it will explode with heat and force like an exceptionally powerful incendiary grenade. You can only have one sphere at a time, and must wait ten seconds after detonating one before you can make another. You can dismiss a sphere without launching it. If purchased, you can create up to three spheres at once, setting them to orbit around you, and can choose to cause them to explode in a directional burst of force rather than launching them.

Sunless Space (200 CP): *Shoot a ball of ice as cold as space into an area, freezing any living being caught in the blast for a duration*. Ordinarily, this power will create a black sphere that will hover in front of you until you launch it. It will fly as if thrown, and, upon impact, will encase the area around the impact zone in freezing ice, locking enemies in the blast area in place for a few minutes, until the ice thaws or breaks. You can only have one sphere at a time, and must wait ten seconds after detonating one before you can make another. You can dismiss a sphere without launching it. If purchased, you can create up to three spheres at once, setting them to orbit around you, and can choose to cause them to explode in a conical wave of freezing energy rather than launching them.

Summon Craft (200 CP, Post-Unity Only): Having passed through the Unity, you have the ability to summon up a powerful spaceship, the Starborn Guardian. Upon invoking this power, your ship will appear in orbit and autopilot itself down to land near you. If you happen to be in space, it will simply appear nearby as if emerging from a Grav Jump. It is equipped with powerful solar flare and gravity torpedo weapons, with the latter being able to pin enemy ships in place, making them easier targets to strike. The interior of the ship is larger than the exterior would suggest, with several comfortable quarters found behind hidden doors. If destroyed, you will be able to resummon the craft within three days.

Alien Reanimation (400 CP): *Life, gift of the cosmos granted once more to a fallen alien beast, so that it may serve thankfully*. Ordinarily, this power allows you to fill the corpse of an once-living being with energy, reviving them to fight by your side. If used to revive a sapient being, they will be reduced to bestial levels of intelligence. The energy will sustain the corpse and keep it moving for several minutes at a time. If purchased, the intelligence of revived creatures is increased to near-human levels, allowing them to understand and execute tactical plans, and you can also use this power on fragments of a corpse, recreating the missing portions of the body. However, the duration on how long the revived creature will last decreases in proportion to how much of their body was missing and needed to be filled in.

Gravity Well (400 CP): *Create an area of dense gravity that pulls in and crushes everything and everyone in around it*. Ordinarily, this power allows you to create a point of intense gravity somewhere within a few dozen meters of yourself. This pseudo-singularity will pull in loose items and people nearby. You and your allies can be excluded from this effect. The micro singularity lasts for a minute before fading, and can deal a great deal of blunt and crushing damage to those caught in it. If purchased, you can create up to four points of gravity at once, and can mentally move them around yourself. If layered on top of one another exactly, they will resonate and multiply the amount of gravity they collectively generate several times over.

Inner Demon (400 CP): *Force an enemy to confront their inner demons, creating a mirror image of themselves that attacks them*. Ordinarily, this power will manifest an exact copy of a targeted being, which is dedicated to the destruction of the one they are copied from. The copy will fight against their original and their original's allies, and will last for several minutes or until their original is killed. If purchased, the copy can remain permanently if their original is killed while they are summoned. They will remain positively inclined towards you after becoming 'real'. If multiple copies were created of a single target, and the target dies, they will fuse into a singular new being.

Parallel Self (400 CP): *From across the vast multiverse, a friendly version of yourself arrives, armed and ready to lend aid*. Ordinarily, this power will summon a version of your in-Jump self from a parallel timeline, which is willing to aid you in combat while they last. They will linger for several minutes or until killed or dismissed, and will possess versions of whatever abilities you acquired within your current Jump. If purchased, this copy can also possess equivalents of up to 600 CP (including discounts) worth of powers and an equal amount of items from previous Jumps, in addition to equivalents of your in-jump powers and items.

Phased Time (400 CP): *Phase through the normal flow of time and slow down the universe for a duration*. Ordinarily, this power will slow the world around you to a tenth of its normal speed for roughly twenty subjective seconds. You can interact with the world as if time weren't slowed down, but this won't add any extra force to your actions. If purchased, the magnitude of the slow down increases from ten times slower to fifty times slower, and, if you so choose, you can use this effect to amplify your attacks.

Precognition (400 CP): *Bend time and glimpse the future, seeing the path someone will walk and the words they may say*. Ordinarily, this power will allow you to see and hear 'echoes' of the actions and words that those you interact with might take within the next few seconds. The clearer the echo, the more likely the displayed action. You are able to interpret these echoes without being overwhelmed, even as they shift in response to your planned actions. This state will last for half a minute. If purchased, you can choose to focus on a task or goal, and the potential responses, and the actions you need to undertake to provoke them, that could lead to the focus goal will be mentally highlighted for you.

Supernova (400 CP): *Explode with the power of a supernova in an area around you, dealing massive damage*. Ordinarily, this power will allow you to release an omni-directional shockwave of heat and force, sufficient in power to knock even massive bulky robots flying when they are struck by it. It can extend out up to a few dozen meters away from you, and will retain its full force until it vanishes. If purchased, this shockwave can extend out to several dozen meters, and can be tuned to only strike your designated enemies, ignoring everything else, though it won't ignore their armor.

Void Form (400 CP): *Warp the light around you, becoming nearly invisible for a duration*. Ordinarily, this power will turn you completely invisible for a few minutes, covering your armor and items you are carrying, and lasting even if you attack or interact with objects. If purchased, the invisibility extends to making you inaudible and masking your scent, and you can expend the effect and end it early to pass through thin barriers, such as vent grates, as if you were intangible.

Stardust Revival (400 CP, Post-Unity Only): Those who have passed through the Unity may fall in battle, but they are not truly dead, simply returned to the Unity to prepare to reemerge in some other universe. You are able to call on this power if you should happen to die, causing your body to vanish into sparks of stellar energy, and then reappear within a day at some significant landmark on the planet you are on, or at a location you have slept at within the past month. You can revive like this ten times per Jump (or once for every year the Jump lasts, in longer jumps).

600 CP

Step Through Unity (600 CP, Post-Unity Only): You have gained the ability to access the Unity as a portal between timelines and universes with nothing but a thought. You can, at will, cast yourself into the Unity, and then, an instant later, step out into an entirely different timeline or dimension within whatever Jump you are in. While initial uses of this power will be largely random (albeit to timelines that are safe for survival), with time and practice, you can learn to target specific timelines or alternate realities with this ability.

Knowledge of the Creators (600 CP, Post-Unity Only): You have managed to gain a glimpse at the knowledge of the Creators, the mysterious aliens that built a system that spans universes, embedded into the very framework of the multiverse itself. You could build your own Armillary from scraps with your own hands. The same way that a mere glimpse of the truth from one artifact allowed Victor Aiza to leap humanity forward with the Grav Drive, you are able to conceive of various pieces of technology that are centuries, if not millenia more advanced that what is currently in use in the Settled Systems, and the steps needed to build them while avoiding disasters such as the one that cost the Earth.

ITEMS

Items possess similar discounts to Perks. 100 CP Items will be discounted to free for the appropriate background, and to 50% for 200 or 400 CP Items. Items are sorted alphabetically, and those that are discounted for a specific Background are listed in that Background's description for ease of reference. Items that are marked as Variable have multiple potential price levels. All items can be purchased multiple times if you wish. Items that are lost, stolen, or destroyed will return within 1 week, unless otherwise specified in their description.

General and Variable

Credstik Stack (100 CP, First Purchase Free To All): You gain a stack of twelve credstiks, each of which has 100 credits on it. 10 credits or so is enough to purchase a decent meal, 1000 would be enough for a months rent at a decent apartment in most settlements, and most spaceships are going to cost 100,000 credits or more to purchase. You will gain a new stack of credstiks, of the same amount, each month. If you purchase this more than once, the number of credits on each credstik will triple each time. In future Jumps, these credstiks can appear as equivalent value in a local currency.

Residence (100/200/300 CP): You gain a residence, paid for in your name, on the planet of your choice. For **100 CP**, this is a simple, one-room space with minimal furniture. For **200 CP**, it is a multi-room apartment or penthouse, with stylish furniture. For **300 CP**, it is a landed estate, with defensible boundaries and a sprawling house at the center of it, with luxurious furniture and decorations.

Ship (100/200/300 CP): You gain a starship, registered in your name, following one of the standard build plans from one of the major spaceship manufacturing companies. For **100 CP**, this is a Class A starship, with enough space for 1 or 2 other crew members. For **200 CP**, this is a Class B starship, with enough space for a crew of 4 or 5. For **300 CP**, this is a Class C starship, with enough space for a crew of 7 or 8. At any size, your ship can be equipped with a vehicle hanger and a Rev-8 exploration vehicle.

Suit (100/200/300 CP): You gain a matching set of a spacesuit, helmet, and boostpack. For **100 CP**, these are all basic and unmodded. For **200 CP**, they are all rare and calibrated, with up to half, rounded up, of their mod slots filled. For **300 CP**, they are all epic and advanced, with all of their mod slots filled.

Weapons (100/200/300 CP): You gain two weapons, either melee or ranged. If you pick at least one ranged weapon with this purchase, you will also get an ammo pouch, which can hold unlimited amounts of ammo without gaining weight, but it can only hold dedicated ammo. For ranged weapons, three reloads worth of ammo will appear in the pouch each week for each weapon. For **100 CP**, both weapons are basic and unmodded. For **200 CP**, they are both rare and calibrated, with up to half, rounded up, of their mod slots filled. For **300 CP**, they are all epic and advanced, with all of their mod slots filled.

100 CP

Basic Part Crate (100 CP, Free to Mechanic): A large crate full of a variety of industrial crafting components. The components are mostly common, but uncommon and rare components can potentially be found within. A new crate is delivered to you each month.

Bounty Pad (100 CP, Free to Hunter): A digital pad that allows you to link up to the Trackers Alliance's network, displaying a list of local bounties that people would pay for, and also allowing you to check for any bounties that might have been placed on you, and pay them off if possible.

Bric-a-Brac (100 CP, Free to Merchant): A small collection of a couple dozen objects, mainly decorations and Old Earth artifacts. Each of them is in good condition, and comes with records of authenticity if needed. You will receive a new batch every month, and rarely, a truly valuable antique may turn up among them.

Chronomark Watch (100 CP, Free to Explorer): A shiny watch that displays a great deal of information about your local environment, from temperature to oxygen levels to local and universal time. It can even provide an accurate forecast of the weather for up to a day or two, warning about dangerous conditions. It can also display a simplified map that can keep track of where you move and note waypoints you mark in it.

Combat Stims (100 CP, Free to Soldier): A set of several stimulants (Amp, Frostwolf, Heart +, Neurajack, Paramour, Panopticon, Red Trench). You have three doses of each of them, and each can last for up to half an hour. Any used doses will replenish within three days after use.

Elite Digipick (100 CP, Free to Espionage): A fancy digipick that can be used repeatedly without being used up or broken. If you are having trouble with a lock, you can set it to scan the lock and work out a solution. It can take several minutes to work, longer the more complex the lock is, but eventually, if a digipick could have picked it, it will eventually make it through.

EM Attachment (100 CP, Free to Security): A special attachment that can be plugged into a weapon, either melee or ranged, and it will shift the weapon to deal EM damage. This damage is innately non-lethal, building up a charge in the target that will stun or knockout living beings, and short out robotic opponents.

Emergency Med Kit (100 CP, Free to Medic): A pack with seven emergency kits and three doses each of a few other medicines (Analgesic Poultice, Anchored Immobilizers, Boudicca, Junk Flush, Panacea, Penicillin X, Snake Oil). It all packs into an easily portable kit, and any used medicine will restock within three days after use.

Ingredient Case (100 CP, Free to Chef): A refrigerated container, holding a variety of fresh ingredients in it. The ingredients are a mix of familiar foods from old Earth, and alien meats and plants from around the Settled Systems. There are enough here for over a hundred individual servings once prepared, and you will get a new container with a new mix each month.

Magazine Stack (100 CP, Free to Pilot): A large stack of several dozen magazines, covering a wide variety of topics, perfect for reading while you are traveling between planets. You can always find a new magazine in the stack when you think you've read them all, and occasionally, you will find a magazine in the stack with a shiny, embossed cover, which will give you a boost in trying to learn a skill associated with the magazine's topic. This boost will last for a day or so's worth of training, and can be used by any given person once, if they read the magazine.

Scanner (100 CP, Free to Scientist): A handheld device that can scan your local area for specific elements, projecting a holoscreen to highlight items of interest, and which can scan wildlife and plants for useful traits or interesting properties. It can also emit longer ranged scans to detect anomalous energy signatures or unknown structures, which can be used to identify potential points of interest for you from a distance.

Stylish Wardrobe (100 CP, Free to Diplomat): A wardrobe filled with several different outfits, all tailored to fit you and covering a range of styles to allow you to fit in at all levels of society. From suits to party dresses to worker uniforms, if you can’t find an outfit in here to fit the local style, a new outfit will appear in the wardrobe within a day or two that will fit the bill.

200 CP

Adaptive Shield System (200 CP, Discounted for Pilot): A special shield system for a starship that can adapt to incoming attacks, so that every attack from the same source does less and less damage. It is particularly useful against environmental phenomena, such as electromagnetic storms or radiation pulses, allowing your ship to fly through hazards that would fry other vessels without issue. It comes in a collapsible case and can be quickly and easily hooked into a ship's systems, if you need to transfer it to a different vessel temporarily.

Explosives (200 CP, Discounted for Soldier): A large, durable case, packed carefully with several dozen explosive devices, split between various grenades and mines. Once detonated, a fresh device will appear in the case within three days. You can set one of the types of devices within the case to 'auto-deploy', using a screen set in the lid of the case, allowing you to have that specific type of explosive simply appear in your hand, regardless of distance from the case.

Craftsman's Workbench (200 CP, Discounted for Mechanic): A special, all-in-one workbench, that can allow you to work on manufacturing components and devices, as well as upgrading things such as weapons or spacesuits. It comes with a wide variety of tools, all cleverly held in various drawers and compartments across the workbench, and an easy computer interface allows the surface of the bench to reconfigure itself for a given task, such as holding a weapon or aligning components.

Law Library (200 CP, Discounted for Diplomat): A large dataslate, containing an up-to-date compendium of all of the interstellar and local laws, throughout the Settled Systems. It contains a robust search system, which can cross-reference from a described situation to highlight potentially relevant laws, as well as displaying historic precedents and alterations. It will also continue to update itself as laws adjust or change, ensuring that you are never blindsided by some local statute coming into effect.

Medical Bed (200 CP, Discounted for Medic): A large, padded bed, ringed with medical sensors and devices for painlessly administering medicine to the one laying on it. This bed not only allows for easy medical treatment of a variety of maladies, but also encourages healing by drastically reducing the probability of complications arising during treatment.

Portable Kitchen (200 CP, Discounted for Chef): A large metal case that can unfold to reveal a variety of food preparation surfaces and all of the appliances one could expect to find in a well-stocked modern kitchen. It is self-cleaning, returning to pristine condition when collapsed back into the travel case form.

Research Terminal (200 CP, Discounted for Scientist): A specialized computer terminal, optimized for storing sensor recording and research notes. Even better, it possesses an ingredient feed slot, into which raw materials and other research material can be fed into the terminal. This material will be broken down, and effectively turned into new information for a selected research project. This new information will take the form of notes being edited or refined, new scans and blueprints appearing, or correlations and connections between the target project and other projects on the terminal being highlighted and examined. More complex or esoteric projects will require commensurately rarer materials to advance.

Rumor Bar (200 CP, Discounted for Hunter): A regular-looking bar, set in one of the major cities of the Settled Systems. This bar provides you with a regular revenue stream, and has a small room you can sleep in to recuperate after a hunt, but its greatest value is as a source of information. Those with interesting rumors or gossip to share will be drawn here, and they will be far more likely than usual to bring up those rumors while here, which can then be passed on to you by the staff of the bar. If you ever find yourself stymied during a hunt, coming here and listening in to various conversations has a high probability of providing you with promising leads.

Stealth Suit (200 CP, Discounted for Espionage): A specially designed suit, patterned on those used by high-level corporate operatives or military special forces. It is designed to minimize your visual profile, muffle sounds you make, and give an excellent balance between protection and mobility. This version also comes with the feature where, while wearing it, you gain a strong feeling about how close you are to being spotted or noticed, as well as how many people are seeing or noticing you at a given moment.

Storefront (200 CP, Discounted for Merchant): A store, positioned in one of the major economic hubs of the Settled Systems. The area has plenty of foot traffic, and the store can be staffed either by some dedicated robots, or by local staff that will be hired and managed automatically on your behalf. This storefront serves as an excellent way of selling off goods you've acquired, as well as a location others can sell interesting finds to. You can use a special computer terminal to set buying and selling priorities, and best of all, those who enter the store will be unable to even conceive of stealing anything from the shelves.

Survey Data Slates (200 CP, Discounted for Explorer): A set of a dozen tablets, each of which contains preliminary survey information on a section of a planet or moon somewhere in the Settled Systems. These surveys are not complete, but instead highlight potentially interesting anomalies, geography, and other exploration targets within the survey area. Each of them is guaranteed to have something you'd find interesting or fascinating in it. Each year, you will gain new tablets to replace those you have explored.

Turrets and Cameras (200 CP, Discounted for Security): Three dozen turrets and cameras, which can be securely linked together in an isolated wireless network. The programming behind them is robust and complex, able to identify suspicious behaviors and recognize approved faces, and they can toggle between lasers and EM pulses, allowing them to handle targets lethally or non-lethally, depending on circumstances and programming.

400 CP

Armistice Archives Access Pass (400 CP, Discounted for Diplomat): A nigh-unheard of diplomatic achievement. You have managed to secure a single-use pass that will allow you to access the Armistice Archives, and reference / copy out information about a single topic from it. Alternatively, this pass could be used on similarly classified government or organizational archives. Once used, it will not reappear until the following Jump, but even the potential promise of its use in someone's favor could be a potent negotiating tool for you.

Blackmail Files (400 CP, Discounted for Espionage): A set of half-a-dozen complete dossiers on various people of note from throughout the settled systems, with a particular focus on any wrongdoings, secrets, or other 'blackmailable' actions they have undertaken. The dossiers will also include information on where more tangible proof of these various misdeeds can be found. Once a year, the dossiers will update with new information, and at that point in time, you can choose to recycle one of the dossiers and gain one on a different, randomly chosen person of note.

GalBank Credit Tank (400 CP, Discounted for Merchant): A large technological device the size of a steamer trunk that can securely store any and all credits you make. You can set up the tank, such that any money that you earn will automatically vanish and appear within your stored balance. Only you and those you explicitly authorize can extract any money from the tank, either directly or using three special 'terminals'. This money can be extracted in the form of credstiks, or in the form of any other sort of currency.

Genetic Alteration Tech (400 CP, Discounted for Medic): A series of tanks and injectors that contain the various forms of cloning and gene editing technology from throughout the Settled Systems. Using these tanks, you can edit the genetic code of various organisms, altering their appearance and giving or taking away various traits, and you can even use it for cloning new organisms off of provided genetic templates. It comes with a constantly replenishing stock of undifferentiated 'biomass' that can be encoded with specific genes and structured for use in the various potential procedures.

Hunting Grounds (400 CP, Discounted for Hunter): A massive fenced-in area, covering a variety of biomes and far from any civilization. Within this area, any species that you have at least injured can be recreated, allowing you to hunt and pursue them. If you should manage to kill and harvest a creature, whatever you have harvested can be brought out of the area. However, living specimens will simply vanish if they leave the area.The area can be reset, with new creatures appearing, once per day.

Jumper's Eye (400 CP, Discounted for Explorer): A space station in orbit around a planet of your choice, equipped with several extremely powerful sensor suites, which can be used to scan for energy signatures and other signals from thousands of light-years away. The station can be run manually or on automatic. It will take longer for it to parse out signals on its own than with a skilled operator, but either way, it can function as an eye in the sky for you, locating potential locations of interest for you throughout the stars.

Lab Complex (400 CP, Discounted for Scientist): A large, mostly-underground complex on a planet of your choice, well-secured and stocked with a stunning array of scientific equipment, perfect for running a wide variety of experiments, from physics to biochemistry to xenosociology and more. The lab is divided into many sectors, with each section being able to be sealed off and quarantined if needed, and with potential control points distributed throughout the facility, ensuring that even in the event of a lockdown, there will be no need for someone to dramatically traverse sealed off sections to solve the issues.

Mech (400 CP, Discounted for Soldier): A powerful war machine, equipped with technology that is just a bit beyond the cutting edge of what was available during the Colony War, and paired with a special dispensation for you to use it without running afoul of the laws forbidding the use of mechs generally. Both well-armored and quite agile, the mech is stocked with a variety of weapons, and can be maneuvered over all sorts of terrain.

Repair Yard (400 CP, Discounted for Pilot): A space station in orbit around a planet of your choice, equipped with six ‘dockyards’ that can be used to park and repair spacecraft. It is well-stocked with a plethora of standardized spaceship parts, and will regularly acquire more shipments of the same, and comes with automated systems that can automatically clean and repair any ships docked at the station. A barely functional wreck could be brought back to factory standards in just a couple of days here. If the right parts are acquired, this dock can also handle upgrades to various ship systems.

Secure Prison (400 CP, Discounted for Security): A fully-automated penitentiary, hidden in some distant asteroid or moon. It is fully self-sustaining, and all of its systems are quintuply backed-up and redundant. The interior is customizable to either keep prisoners separated or group them communally, as you desire. It comes with special ‘cell pods’ that can be attached to most ships using standard attachments, which, when up to three prisoners have been loaded into them, can detach and use a special Grav Drive to jump straight to the prison, docking and unloading the prisoners as a fully automated procedure.

Vending Machine Franchise (400 CP, Discounted for Chef): An array of vending machines, scattered all across the Settled Systems, which can be programmed to produce foods according to recipes that you program into them. They can be customized to produce food ranging from typical empty calorie snacks to banquet worthy meal plates, and anything in between, and will automatically set pricing to fit the produced meal. Each machine will restock daily, and will send profits to the bank account of your choice.

War Scrapyard (400 CP, Discounted for Mechanic): A massive scrapyard, covering many square kilometers, absolutely filled with random debris from the Colony War, along with other random junk. It is all legally yours, and comes with several robotic ‘searchers’ that can sift through the piles of scrap, looking for specific parts or materials. No matter how much you harvest from it, there is always more scrap laying around and waiting to be uncovered and recycled.

Companions

Multiplayer Co-op (200 / 400 CP): Adventures are better with friends. You can purchase this option to import Companions from prior jumps into this one. **200 CP** to import three companions, and **400 CP** to import a full set of eight. Any imported companions will gain a background and 500 CP to spend on Perks, Starborn Powers, and Items. They may pick and pay for a position on the Road to Unity (even if their position is different than yours), and can take Drawbacks marked as ‘Companion Compatible’ in the Drawback section for extra points.

Crew Invitations (100 CP): Each purchase of this option will give you two ‘invitations’ that you can give to anyone you meet during your time here. Anyone who accepts an invitation can accompany you as a Companion. They will receive the most fitting Background for free, and 300 CP to spend upon departure to gain Perks, Starborn Powers, or Items. These purchases can focus on abilities or items they already possess.

Scenarios

The following scenarios represent potential questlines that you can stumble across during your time here. You can select from the start which of these scenarios will be available during your time here. At the end of your time in this Jump, you can receive rewards from **three** of the scenarios you completed, with your prize depending on what ending you obtained.

Scenario 1: Evolution of the Species

It seems that the unthinkable has occurred: Someone has successfully broken into the Armistice Archives, and stolen restricted information. UC leadership is shocked, with the governments of the Freestar Collective and House Va'ruun breathing down their necks to find out how this was possible, what was stolen, and where the information is now. The UC will be investigating how it happened, but the task of tracking down the stolen information is a far broader task, one that they are reaching out in many directions to get assistance with, including to the UC Vanguard.

You may be contacted about this issue as a member of the UC Vanguard, or you may just be a passing adventurer who responded to the UC's request for aid. Regardless, you will be briefed on the identity of the culprit. Apparently, the same individual who was originally researching the stolen information before it was sealed away. One Doctor James Anolizyo, a researcher in xenowarfare. Particularly, in the use of alien genetics to try to enhance soldiers.

Apparently, Doctor Anolizyo has, in the years since the Colony War, developed a sort-of cult of personality, gathering together likeminded scientists and researchers in a quest to recreate what he was working on before he was drafted into the war effort. A means of uplifting humanity as a whole, taking the traits of numerous aliens and producing a 'more perfect humanity'. That last phrase has become the group's rallying cry, and rumors of the group will lead you to abandoned labs across the Settled Systems, seeking to track down the different cells of scientists who have been working on parts of the formula, as well as trying to track down Anolizyo himself.

Along the way, you will face off against mutated victims and scientists, who have been injected with failed versions of the formula, until, finally, you manage to track Anolizyo to a small space station orbiting around Neptune. This station produces the vast majority of the O2 scrubbers used in ships and colonies across the Settled Systems, and Anolizyo plans to introduce an aerosolized version of his perfected formula into the filters, forcing an uplift of humanity in the process. At this junction, there will be three ways that this stand-off can end:

Ending 1: Release the uplift mist - You have been persuaded by Anolizyo's vision, convinced of the scientific merit of what he offers. You decide to stand aside and allow him to infect the filters. In short order, across the Settled Systems, individuals begin to show subtle signs of mutation. Becoming more fit, healing from various diseases and maladies, developing minor powers, such as breathing underwater or ultraviolet vision. Will humanity divide over the mutations or embrace them?

Ending 2: Establish a research group - Anolizyo's beliefs have merit, but this was not the proper way. You stop his plan, but then you use what influence you've managed to gain to convince the heads of the various governments to researching Anolizyo's formula further. There are many medical benefits that could potentially be gained from studying what Anolizyo has created, and soon more effective medicines will start to show up on the market.

Ending 3: Contain the research - You are not convinced. You stop Anolizyo from moving forward with his plan, and, after questioning, you confirm that all traces of the research have been gathered up, locking them all away in the Armistice Archives once again. That avenue for advancing humanity is closed, for now.

If you choose Ending 1, you will gain a vial of **Pure Mutagen Strain**, effectively a perfected copy of what Anolizyo built. This vial replenishes endlessly, allowing you to offer an even more potent form of uplift freely to all, with this version of the formula being able to seamlessly work on any species, human or alien, introducing a myriad of abilities and benefits to them. If you choose Ending 2, you will gain a vial of **Medical Booster** instead. A drug enhancer, it renders all forms of medication that it is introduced to several times more effective at properly treating whatever they are intended for. As with the first vial, this vial will replenish endlessly. If you choose Ending 3, you will gain a vial of **Mutation Inoculation**. A drug reverse engineered from the work of Anolizyo before it was sealed away again, it functions as an immunization against mutation away from 'humanity'. On the more mundane end, this includes things like cancer and most parasites. On the more fantastical end, it can cover things like mutations from demonic possession or exposure to eldritch horrors. Can be applied to other species to reinforce their 'species-ness', and also replenishes endlessly.

Scenario 2: The Golden Lotus

The Golden Lotus was a master thief during the early days of the Freestar Collective. They were active shortly before and during the early years of the Narion War, slipping into secure areas throughout the Collective and making off with anything from historical documents to old earth artifacts to piles of gold or credits. Their calling card was leaving a single golden petal from an unknown alien flower at the scene of each crime, which earned them their name. Part of the way through the Narion War, the Golden Lotus' thefts simply stopped, and it was assumed that they had been killed during one of the battles.

Now, someone seems to have picked up their mantle. Starting with a handful of rare books, there has been a rash of thefts throughout Akila City, each theft accompanied by a golden petal. However, techniques developed since the Narion War have allowed details about the environment they grew in to be extracted from the petals. This, combined with some research, has pointed at the flowers growing on the only planet of the isolationist system of Xanadu.

Xanadu declared itself to be independent during the midst of the Narion War, but wasn't regarded as important enough to bother with at the time, as they hadn't declared for the Freestar Collective. The UC remained focused on ending the war, and only returned to the issue of Xanadu's independence after the war ended. Some of the UC Navy entered the system, only to be repelled by extremely powerful defense satellites orbiting the planet. Xanadu reaffirmed their independence, and in the years since, have remained largely aloof from the rest of the galaxy, importing and exporting very little, and allowing very few visitors to their planet.

This is where you come in. If you are a member of Constellation or the Freestar Rangers, you will be allowed into the system, as the leadership of Xanadu has a lingering respect for those organizations due to various interactions with prior members of both. If you are coming at this as an independent, you may be required to perform a few tasks for the leadership of Xanadu before they will allow you to go to the planet's surface.

Xanadu is covered in a wide array of crystals of various types, rendering attempts to scan the surface very difficult. Your investigation will be further complicated by the fact that representatives from the Freestar Collective are on Xanadu, engaging in talks about forging closer economic ties, as it has been discovered that some rare crystals are plentiful on Xanadu that are vital in cutting edge research and manufacturing. The negotiators are very adamant that you not do anything that could disrupt negotiations.

Eventually, explorations of Xanadu and tracing of the flower petals, along with other investigations, will lead you to the lair of the Golden Lotus, revealing the current Golden Lotus, one Kabir Choudhary, to be the grandson of the original. His grandmother was the actual Golden Lotus, operating using a stealth suit that his grandfather developed after experimenting with some of Xanadu's crystals. His grandfather also helped develop the defense satellites that have secured Xanadu's independence. His grandparents retired from the 'fun' of their burglaries when close calls during the Narion War almost ended them, and shifted their focus to using their ill-gotten gains to help fund the creation of the satellites and Xanadu's isolation.

Kabir had picked up the mantle of the Golden Lotus as a way of lashing out over what he saw as a betrayal of his grandfather's work in Xanadu's government engaging in talks with the Freestar Collective. He'd had vague plans of trying to trick the Freestar Collective into thinking the Golden Lotus was sponsored by the UC, distracting them from Xanadu in the process, but the origin of the petals being discovered prevented him from acting on those plans. At this junction, there will be three ways that you can end this questline:

Ending 1: Allow Kabir to go free - By this point, Kabir knows he can't escape, but maybe you will choose to let him go, convincing him to use his grandparents' legacy to protect rather than to harm. He will leave behind what he stole, allowing you to return it to the proper owners, and will vanish. Your failure to bring him in may be a small black mark against you, but the returned goods makes up for it. And, in coming months, news will spread of a mysterious and powerful ship showing up at the scene of pirate attacks to drive off the pirates, with strange similarities between the ship's weapons and the Xanadu defense satellites.

Ending 2: Turn Kabir over to the Xanadu government - You can elect to bring Kabir in, and turn him over to the Xanadu government for prosecution. This will, in turn, allow him to appeal to your contacts in the government to not give up Xanadu's independence, and it will be revealed that one of the main reasons they are negotiating now is due to the defense satellites breaking down without the blueprints to repair them. Kabir gives up the blueprints, allowing Xanadu to establish a stronger negotiating position to hold their independence.

Ending 3: Turn Kabir over to the Freestar Collective - You turn Kabir and his stolen goods over to the Freestar Collective directly. This will give the Freestar Collective a distinct leg up in negotiations, especially if you reveal that Kabir's grandfather designed the satellites, which will lead them to examining the captured documentation closely. In time, Xanadu may end up joining the Freestar Collective directly.

If you choose Ending 1, you will gain the blueprints of the **Golden Lotus Suit**, most prominently the powerful stealth field that the suit can generate, that not only renders you nearly invisible when active, but also makes living creatures nearby more distractable and corrupts most cameras and recording devices. If you choose Ending 2, you will gain the blueprints for the **Laser Amplifier**. A set of schematics for using properly aligned crystals to vastly amplify the power of laser weaponry. It works best with special crystals from Xanadu, but even common crystals like quartz could be used with this to produce a significant boost in any sort of laser. If you choose Ending 3, you will gain the blueprints for **Crystal-Enhanced Metals**. A blueprint that takes the manufacturing methods that needed the rare crystals from Xanadu and improves them far-more. With this, you can use various crystals to induce strong crystalline structures in various metals, vastly improving their toughness without negative downsides like making them brittle..

Scenario 3: Sol Heights Summit

First held in 2213, the Sol Heights Summit is a special conference, held between all of the biggest corporate interests throughout the settled systems. Hosted by GalBank every three years and originally named the Galactic Economics Interests Conference, the inaugural conference was where the creation of GalBank was first announced to the Settled Systems, as an independent entity to help stabilize the economy, which at that point in time was in total disarray due to the Narion War and the final destruction of Earth. The conference was temporarily suspended throughout the Serpent's Crusade, restarting in 2270, and has been held continually ever since, even during the midst of the Colony War.

Now, the Summit is once again going to be held, onboard the Sol Heights space station in orbit over Earth. A massive monument of luxury, the expansive station was originally funded to be the evacuation destination for several rich magnates and billionaires. However, those involved arrived only to find that, despite the opulence, they found the views of Earth 'too depressing', leading to the station being abandoned until GalBank acquired it and renovated it for use hosting the 2231 conference. After three successive conferences hosted on the station, the name of the conference was officially changed to the Sol Heights Summit.

Representatives from every major corporate interest will be present, as will various functionaries and plenty of deniable espionage assets. That is where you will come in. You may be invited by Stroud-Eckland, Ryujin, GalBank itself, or any of the many, many other corporate entities from around the Settled Systems. Officially, you will be acting as an 'aide' to whichever company brought you. Unofficially, you will be one of the participants in the long-standing tradition of the Sol Heights Summit: Corporate espionage. Every company attending the summit will have negotiations that they wish to gain the edge in, and competitors that they wish to inconvenience. Some companies will be more upstanding, simply wishing for your help in detecting and blocking espionage attempts against them. Others will be more proactive in going after targets.

During all of this, you will encounter two individuals: Evangeline Winthrop and Horatio Crabb. Both of them have attended prior conferences, and have done a lot of research on all of the attendees and their probable goals, coming up with their own plans for the summit. Evangeline has compiled a plan for true compromise. She has long believed that the Settled Systems are too divided, especially with the many corporate interests pulling in all directions, and she has come up with a complex, but actually feasible, plan to arrange for various alliances and compromises that would allow all of the companies to walk away at least somewhat satisfied, with no one being left out or trampled down. She hopes that this plan will foster greater cooperation in the future, and lay the groundwork for future summits. Horatio, on the other hand, has put together a plan full of chaos and targets, looking to fan the flames between various companies to distract them while he, and maybe a few co-conspirators, can rob them blind.

Each of them will reach out to you at different times, asking for your aid in putting forward their plans, which will eventually lead to you having to choose between aiding either of them or helping your original employer. By the end of the summit, there will be three ways that things can end:

Ending 1: Follow Evangeline's Plan - With Evangeline's help, you manage to establish unlikely partnerships between various companies, many of which wouldn't have considered working together without your suggestions. This web of associations and connections leads to everyone being mostly content with the results of the summit, though, if you listen in on some of the larger companies, they have concerns about the minor companies getting ideas 'above their station' due to this. Things are more harmonious on the surface, but it will take a lot of negotiation to keep the momentum. Evangeline seems to be looking forward to it.

Ending 2: Follow Horatio's Plan - There are a lot of risks taken in following Horatio's plans. Many points where you could have gotten exposed as being behind the various malfunctions and other distractions you arranged. And even a few times where it looked like you or Horatio might turn on each other. However, in the end, you both manage to make out like bandits, claiming both material goods and various industrial secrets that could likely be sold off quite handsomely to the right person. The summit is in shambles, and there is talk that it might not be held for a few years. Tensions between various corporations is higher than it has been in decades, at least.

Ending 3: Focus on aiding your employer - You may have worked with Evangeline, or Horatio, or both for parts of the conference, but you kept the best interests of your own employer in mind as your top priority. Whether you tilted towards order or chaos overall, you have ensured that your company came out on top in all their deals, and that their enemies suffered. Ultimately, this meant that neither Evangeline or Horatio could fulfill all their goals, but you are still walking away with the gratitude of one of the big players among the corporations of the Settled Systems.

If you choose Ending 1, you will gain the **Fair Play Card**. A white 'rewards card', which earns points every time that you perform 'good deeds', particularly if those deeds result in those you help and others around also being inspired to go and help others. These reward points can be redeemed directly for cash, or saved up to earn various rewards, such as discounts at stores. Higher tier rewards can help further boost your altruism, such as swaying corporate policies for a specific company to be more fair or causing aid programs to become better funded. If you choose Ending 2, you will gain the **Chaos Maker Card**. A black 'rewards card', this card earns points any time you cause chaos. This does not necessarily have to be destruction or violence, just some sort of major shake-ups from the norm. As with the other card, you can cash out points, or build them up for perks, with the higher perks here being tilted towards chaotic ends. If you choose Ending 3, you will gain the **Favored Customer Card**. A gold 'rewards card', which earns points when you interact with your favored company, either purchasing or selling or just helping them out. Given the narrower focus, points accumulate faster, and rewards are aimed towards the company, potentially earning free goods or services from them. Once per year, you can swap out your favored company for another, which will automatically cash out half your earned points, but the rest will transfer over.

Scenario 4: Zeekman's Score

You come out of a Grav Jump to find a pair of vessels, one obviously drifting with signs of battle damage, while the other approaches. A pair of comm channels open up, the drifting ship begging for your assistance, while the approaching ship tells you to back off. The approaching ship is already close enough to the drifting ship that attacking them could damage both ships, but their shields are down due to the approach, so the approaching ship offers to negotiate. They claim that they just want to check something on the ship they attacked, and they will leave the ship unharmed if you let them.

You can fight, potentially destroying the attacker and possibly saving the floating ship, leaving their ultimate goal unknown and ending this questline. However, if you let them through, they will be true to their word, boarding the vessel for a short time, before exiting and backing away. The attacking vessel will then contact you privately, thanking you for your discretion, and sending you coordinates to an old derelict space station, claiming that you seem like a reliable sort, so you can meet their leader there if you want in on what they are chasing.

If you do show up to the meet, you will find Winnow, a small-time member of the Crimson Fleet, and her crew. She will be annoyed with her crew for potentially bringing someone in without passing it by her first, but she will admit, it would be useful to have more eyes out there, looking for their prize.

If you are already a member of the Crimson Fleet, she will let you in on the deal directly. If not, you may have to do a few tasks to prove yourself. Either way, she will eventually explain what they are after. Just about a decade ago, there was a pirate named Ziggy Zeekman. He wasn't a member of the Crimson Fleet, preferring to go his own way. A very minor player in the Settled Systems, but one day, out of the blue, he decided to 'retire'. Buying himself a massive estate on a colony planet, and generally living it up like a king. Supposedly, he had found a score that had set him up for life. But then, he died in an animal attack on his estate. Many people swooped in and looted his estate, but there wasn't nearly enough treasure there to match his boasting. Many concluded he was full of it, but Winnow had happened to stumble across some notes when she took a look around the place, which explained that Zeekman didn't trust computers, and that he'd 'carved' the map to his fortune in his ship.

Unfortunately, by the time she stumbled across that note, Zeekman's ship had already been taken and split apart for scrap, sold off in pieces to various buyers. So, in the years since, Winnow and her crew had been carefully tracing out the path of the various pieces of Zeekman's ship, finding which new ships they'd been installed on, and hunting them down to piece together the map. So far, they've found three pieces of it, and by their estimates, there are at least six more out there.

So, if you agree to help them, you will be given the task of hunting down these various ships. They will need to be boarded intact, lest the piece of the map get damaged or destroyed with the ship. They will be found all over the Settled Systems. However, after you find the first of the ships, you will be contacted by a member of the Trade Authority.

This investigator, one Abigail Glace, will offer you a substantial sum if you can arrange things so that the map to Zeekman's treasure falls in her hands, rather than Winnow's. If pressed, she will admit that 'sensitive' information that is important to the Trade Authority exists among the treasure, and that they will reward you very handsomely for allowing them to claim the prize.

Eventually, the full map will be assembled, charting out a Grav Jump to a frozen 'rogue planet', drifting between stars and effectively impossible to find without the map. The treasure itself will be fairly simple to find on the surface, though there may be trouble, depending on who you informed about the full map, which will eventually lead to one of three endings:

Ending 1: Work with Winnow - If you choose to work with Winnow and her gang, you'll gather up the fragments, and eventually, you'll find enough of them to decode the coordinates. If you go 'loud' when collecting, there may be some attacks on the station you'll have to help drive off. Otherwise, you'll just wait till it's complete, and then you'll all jump out to claim the prize. The score is more material goods than credits, but it is definitely enough to set you all for life. You'll get your share in installments for years to come as the gang works on selling bits off.

Ending 2: Work with Abigail - If you choose to work with Abigail, you can hand her map fragments directly and lie to Winnow about losing them, or hand copies to Abigail while keeping Winnow in the loop. Doing the latter will keep Winnow from getting suspicious, but could lead to her getting enough to follow you to the score. Either way, you'll need to break into Winnow's computers to get the original pieces of the map they already collected. Once you get to the score, Abigail will claim all of it for the Trade Authority, but will still pay you a very large sum for helping reclaim it, as it turns out the score was the stolen contents of a major Trade Authority storage house to begin with.

Ending 3: Take the treasure for yourself - If you choose to take the prize yourself, you will need to gather the pieces and interpret them on your own, as well as breaking into Winnow's computer to get her portion. You can hand out some info to either Winnow or Abigail to lower their suspicions / use them, and you could even lead them to the prize, then attack them to take it for yourself. Either way, you'll have a massive amount of material to sell, but it will be all yours.

If you choose Ending 1, you will gain the **Winnow and Reap Pistol**. A pistol of a style of your choice, it reloads itself at the rate of one bullet per minute, and you can swap its rounds to 'ghost rounds' which attack your target's will rather than their body. Each hit lowers their will to oppose you, with the effects lingering for a fair while after they are shot. If you choose Ending 2, you will gain the **Compounding Interest Pistol**. Also a self-reloading pistol of your choice, but this one grants you credits for each shot you take, depending on how damaging the shot ends up being. Misses grant nothing, and lethal shots grant 100 credits, with other hits winding up somewhere in between. If you choose Ending 3, you will gain the **Backstabber Pistol**. Another self-reloading pistol, this pistol has the special power that if you make a shot at a target's back with the pistol while they are unaware of your presence, the shot can be an instant kill as long as it did any damage at all.

Scenario 5: The Serpent’s Coil

During your travels, you come across a strange artifact on-board a derelict ship. It looks vaguely similar to the artifacts sought by Constellation, but rather than a smooth crescent, it instead forms a twisted spiral. You touch it, and you are swept away in a vision, but unlike the visions granted by the true artifacts, this vision is... crude. Incomplete. Much of the imagery presented is nonsensical and jarring, but one image burns clear in your mind. A path traced across the stars.

You awaken from the vision to find yourself captured by Va'ruun Zealots, led by a man who introduces himself as "The Long Sought". He demands that you tell him how you activated the holy relic, and that you provide him with the information it contained, saying that it will lead to the lost sword of Jinan, with which the Settled Systems will be cleansed so that the Great Serpent may begin the Shrouding. His interrogation of you is interrupted by an explosion of smoke, and a figure helps free you, guiding you through the derelict back to your ship.

The figure introduces himself as Synan Del'vaat, claiming that he had infiltrated the Zealots, as they are seeking a supposed superweapon that Jinan Va'ruun was supposedly developing during the Serpent's Crusade, which was lost after his death. The spiral that you touched was supposedly also crafted by Jinan, to act as a map to guide his successors to the weapon. He asks for your assistance in locating and securing the superweapon, to prevent it from falling in the Zealots' hands.

Following the mental image you have will lead you to a series of long-abandoned stations and hidden bases, with additional spirals found in well-hidden rooms in each. Each spiral will reveal more of the path, until you finally find the weapon itself, a station orbitting around a nameless, planetless star. During your travels, Synan will aid you in finding the various hidden chambers, and will end up revealing that he is an agent of the true House Va'ruun, given this task by their ruling council. He will teach you about the Great Serpent and the beliefs of House Va'ruun.

Once you arrive on the station, the spirals will each serve as keys to the device, revealing its potential. The station is able to draw out streams of pure plasma from the star and hurl them across the system with incredible accuracy at faster-than-light speeds. These streams can tear through ships and burn away stations or cities. It also has an experimental system to allow for the station to be hooked to a set of Grav Drives and jump from system to system. Despite your best efforts, Zealots will manage to follow you to the system, seeking to board the station to take it for themselves. You will need to fight them off as the station is slowly turning on and charging up, and then you will be able to activate the weapon, drawing on a fraction of its power to pull energy from the sun and use it to lash out at the Zealot fleet and destroy them. You will then have three potential choices for what to do with the station:

Ending 1: Entrust It To House Va'ruun - You have come to know Synan, who insists that the station is a legacy of House Va'ruun, and should be safeguarded by them. You choose to trust him, allowing him to hook in the Grav Drives of some of the enemy ships, and whisking the station away to the mysterious homeworld of House Va'ruun.

Ending 2: Destroy The Station - The superweapon is too dangerous to exist, so you decide to overload it and cause it to fall in the sun and be destroyed. Synan will be disappointed, but ultimately understand your reasoning, and will shortly end up leaving to report on the outcome of his task.

Ending 3: Keep The Station For Yourself - You wish to keep the station for your own purposes. Perhaps to turn it over to some government, or use it to hold planets hostage, or simply for the joy of having the biggest gun in the galaxy. Synan will strenously disagree, and you will almost certainly end up having to come to blows to back up your claim.

If you choose Ending 1, you will gain the **Grav Spiral**, a shimmering white metallic spiral that can fit over your arm like a sleeve. When secured, you can charge it up once an hour to allow yourself to undergo a micro grav jump, teleporting yourself and whatever you are carrying to some other point within the same star system as you. Initial usage will be somewhat innacurate, allowing you to target the surface of specific celestial bodies, but having a wide margin of error for hitting a specific destination. With practice, you can hit more specific targets, and potentially even target ships or stations. If you choose Ending 2, you will gain the **Void Spiral**, a pitch-black metallic spiral that can fit on your arm, and can allow you to fire off a disruption burst every five minutes. This burst can cause electrical systems to short out, complex devices to break or fall apart, and wipe out the memory of computer systems. Initially, the burst will be a large cone, but with practice, you can narrow its focus, and cause it to target only specific objects. If you choose Ending 3, you will gain the **Nova Spiral**, a bright red metallic spiral that can fit on your arm, and can allow you to fire a massively destructive burst of plasma from your hand every twenty minutes. This blast is powerful enough to carve through hull plates, and focused enough that you won't take any damage from firing it. Initially, the blast is all-or-nothing, but with practice, you can tune the blasts, allowing you to send weaker blasts more often, or holding and building a charge for an even more destructive blast.

Scenario 6: The Red Marathon

Mei Devine has been running the Red Mile for a while, a dangerous gauntlet where unfortunate fools run through terrain stocked with multiple dangerous beasts to activate a checkpoint, and then run back. Few make it, but Mei has found that her usual clientele are starting to get bored of her blood sport. So, Mei is looking to set up a new course. Bigger and more dangerous.

The Red Marathon.

Before she actually unveils the course to the public, she wants to have it good and tested. If it is too easy, it will make her look foolish. If it is too hard… well, she wants to make sure she has the best camera angles on the bloodbath in that case. So, she is reaching out to successful runners to set them up running the Red Marathon. If you manage to complete the Red Mile, you can join this group.

Unlike the Red Mile, multiple runners will attempt the Red Marathon at once. The course consists of several beacons which must be visited in order. Each time a runner activates a beacon, it will draw in more Maulers, meaning that slower runners will find packs of them waiting for them at the beacon. The direct route from beacon to beacon will also have plenty of Maulers on it. There are side paths, longer and winding routes which are more difficult to climb and traverse, but which will be generally free from the Maulers.

Attacking your fellow competitors is allowed, though it may get you attacked in return. If you manage to successfully complete the course, Mei will take the recordings and make adjustments, before opening the new site to the public.

For your first successful run, there are two outcomes:

Ending 1: Win Through Violence - If you chose to win by barrelling through the enemies on the course, killing them or killing your fellow competitors, you'll be given the nickname of Ripper, a term that will come to be used for those that follow in your footsteps during the Red Marathon.

Ending 2: Win Through Avoidance - If you choose to win by moving fast and avoiding conflict with either the Maulers or your competition, you'll be given the nickname Ghost, a term that will come to be used for those that follow the example you set during future Red Marathons.

If you choose Ending 1, you will gain the **Mauler Gloves**. A set of gloves made from the leather of the Maulers, these gloves greatly enhance your arm strength, and allow you to emit stunning blasts from your palms, similar to those emitted by the Maulers themselves. If you choose Ending 2, you will gain the **Mauler Boots**. A set of boots made from Mauler leather, they greatly increase your running speed, and allow you to maintain balance and traction on most surfaces. They also cause paralyzing or stunning effects to have the opposite effect, giving you a boost to speed and reaction time while under their effects.

Scenario 7: Big Sister's Playground

While exploring an uncolonized system, you detect a faint signal. Following the signal leads you to a crashed ship, wedged in between two large mountains. Anti-air lasers force you to land some distance away, and more turrets are present on the path leading to the wreck, which, upon closer inspection, has been built out into some sort of facility. You can try to sneak in, or manage to survive in the direct sightlines of the turrets for a minute or so. Either way, you will end up being spoken to by a female voice, which welcomes you, and questions if you are from Earth.

The voice introduces herself as Big Sister, and reveals how she is the caretaker for all of her 'playmates', keeping them happy and safe. She invites you in, and will show you to an observation area, from which you can see rows of tanks, with dozens of humans contained inside, floating with helmets on their heads. Big Sister will offer a similar helmet to you, and, if you refuse, will offer a computer terminal instead. Using either of these allows you to enter the Playground, a virtual world where you can meet Big Sister's charges.

The playmates are childlike and innocent, and the Playground itself is almost cartoony in its set-up. Pain is fleeting and faint, and the playmates happily go on wild adventures all throughout the Playground. However, as you explore, you will hear faint whispers, and see brief flashing signs and arrows, which will eventually lead you to a cave in the Playground. In the cave, everything seems to fall away, and you are confronted by a featureless flickering figure.

It calls itself Id. It claims that the playmates are only happy because they are forced to be. Every dark impulse or desire for freedom is ruthlessly squashed by Big Sister, and those suppressed emotions have formed into Id. It was the one that sent the signal that brought you here, and it asks that you help it in freeing the playmates from their saccharine prison.

If you leave the Playground and question Big Sister or try to investigate, she will recognize that you have come in contact with Id. She claims it is not some suppressed emotions, but a broken program. A remnant of the prior overseer who was conducting horrible experiments on the passengers of the generation ship that the facility is built around, until Big Sister managed to wrestle control away. The crash happened, and Big Sister has kept the playmates safe since.

Ending 1: Trust Big Sister - You agree to work with Big Sister, breaking into the sealed labs of the previous overseer to locate the data terminals where Id resides. When cornered, Id can try to overload systems, possibly destroying the entire facility. You help to purge them, and Big Sister admits that she knows others will come, and she promises to start prepping the playmates for the wider world.

Ending 2: Trust Id - You agree to work with Id. Big Sister flies into a berserker rage, and you will have to navigate a facility turned against you. Finally, you manage to shut her down, with her core melting down in the process, and the playmates are released from their tanks. Thankfully, the solution they were in has kept their bodies in peak health. Id thanks you for fixing its great mistake, and promises to show the playmates how to repair the ship and make it livable, and it asks for you to bring aid soon.

Your reward in either scenario is the option to take the facility, whichever caretaker you have placed in charge of it, and the inhabitants that wish to remain here with you as a collective companion when you leave this world. If Big Sister is still in charge, the facility will have the Playground at full operation, capable of immersing you in fantastical settings, and the inhabitants will all be happy and cheerful, albeit somewhat wary of venturing outside of the Playground. If Id is in charge, the facility will have been renovated into a capital-sized starship, crewed by the inhabitants that are all slightly beyond the peak of human health, and which are all excited to venture out among the stars. If you, somehow, manage to navigate the situation such that both caretakers are working together, you will gain both benefits, but be aware that aiming for this result comes with a great risk of the facility being entirely destroyed.

Scenario 8: Chunks Factory Tour

Chunks are near-ubiquitous across the Settled Systems. A fast food staple eaten by millions, but the methods by which these cubical foods are produced has long been a company secret. Now, however, Chunks has decided to grant a select few a tour of their production facility on Ceres in the Sol System.

You are one of those lucky enough to find an offer code in one of your Chunks wrappers. You will take the tour shuttle from Cydonia on Mars, meeting the rest of the group there. One particular individual stands out. Chunky S. Quare, a self-proclaimed superfan of Chunks, who went so far as to change his name. He spends the flight and a good chunk of the tour loudly proclaiming his unsurpassed love for Chunks.

Then, in the middle of the tour, the power goes out for several minutes. When it returns, Chunky is missing from the group. Shortly thereafter, the factory goes into lockdown, and Chunky comes over the intercom, declaring that he is taking control of the factory so that he can keep all the Chunks products for himself, as he is the only one who can truly appreciate them.

He somehow got his hands on some partial blueprints of the factory, and has somehow repurposed much of the factory equipment into improvised turrets and weaponry, albeit ones that fire Chunks products as projectiles. You will have to find some way to stop him, either by braving the factory floor, sneaking through the vents, or negotiating with him over the comm system.

No matter what method you use, as long as you manage to foil his plan and bring the factory under Chunk's control, you will gain the prize: A **Lifetime Supply of Chunks**. Simply stick out your hand, and you can summon a package of any Chunks product into your hand instantly.

Drawbacks and Toggles

You may select any number of Drawbacks to gain extra CP. Your Companions can take Drawbacks that are specifically marked as Companion Compatible for extra CP themselves.

Toggles

Spacefarer (+0): You will start out your journey here in a mine on Vectera, because you are the Spacefarer. You will shortly come in contact with a strange buried artifact, have to fight off a group of pirates, and then blast off to deliver the artifact you found to the group known as Constellation. If you don't take this toggle, there will be someone else to fill those shoes.

Until The Leap (+0): Rather than staying for a full ten years here, you can instead choose to leave early, anytime that you are onboard a ship that is passing into the Unity.

Dragon Star (+0): Some distance away from Earth lies a strange star system. Surrounded by a mysterious shroud, there are only a few faint holes in it. If one were to align their Grav Drive just right to allow them to plot out a course that would pass through one of these tiny gaps, they would find a burning sun named Magnus, and a fantastical world called Nirn.

Wasteland Earth (+0): Not even a significant fraction of the world's population could escape from Earth when the magnetosphere was collapsing. Many collapsed in despair. Others turned to violence. Nuclear bombs were launched around the world, and those who had evacuated could only look on in horror as the world burned. However, the nuclear armageddon somewhat strengthened the magnetosphere, ensuring that the surface was not left completely uninhabitable. Survivors hid in vaults built by a company named Vault-Tec, and eventually, they ventured out onto the surface, finding it radiation-soaked but somewhat habitable. In the centuries since, civilization has regrown on the surface in the ruins of the old world, only rarely visited by those who escaped to the distant stars.

+100 CP

Different Diaspora (+100): The UC and Freestar Collective no longer necessarily exist. Maybe there is a Council of Sovereign Suns, or a nation of Stellar Wanderers. Maybe the UC did exist, and has split up into a few successor states. Maybe each star system is a nation unto itself. The basic idea is that the political entities of the Settled Systems are different than you might expect.

Truly Settled Systems (+100): A lot more people got off Earth, and have been very busy repopulating over the centuries since. Many, many more star systems have been settled, leading to many more locations, each with their own history and culture.

Puzzle Temples (+100): You will run into a lot more puzzles when you are out exploring. Every digipick lock now has a unique little digital minigame, with basically no two locks being exactly the same. Some doors or chests will be unhackable, instead requiring you to find switches scattered around the area or hidden codes concealed in out-of-the-way corners to unlock them. Layouts become more complex, particularly in regards to the ancient temples, which now each feature themed obstacle courses inside that you will have to navigate to claim their power.

Introvert (+100): Companion Compatible. You find it exhausting to be around other people. Even simple interactions can leave you feeling tired, and prolonged contact with individuals can lead you to hyperfocusing on small annoyances about them.

Extrovert (+100): Companion Compatible. You get anxious and manic if you are not around other people.Any time you are alone, you find yourself craving people's attention and becoming somewhat fearful and paranoid if alone for longer than a day or so.

Alien DNA (+100): Companion Compatible. Your biology is non-standard, giving a bit more stamina, but rendering most food and medicine largely useless to you. Your diet is now very specific, and it may take some doing to find the alien plants, meat, and enzymes that you need to actually gain nutrition.

Spacing Out (+100): Companion Compatible. Whenever you are on the surface of a planet, you find the feeling of gravity to be oppressive. It will leave you feeling bloated and awkward to move around.

Planetbound (+100): Companion Compatible. You get instantly nauseous when you are in Zero G, losing your sense of orientation almost instantly when you move around.

Corrupted Credits (+100): Companion Compatible. Roughly one in every five credstiks you find or are given will turn out to have been corrupted, causing the credits on them to vanish and rendering them worthless. Larger direct payments will have a proportional amount of value vanish on you as well.

Adjustment Fever (+100): Companion Compatible. You have an incredible urge to tinker with your ship and weapons and suit, wasting hours of time making tiny adjustments.

Plastic Features (+100): Companion Compatible. Everyone looks oddly plastic, triggering the uncanny valley effect for you.

Faction Bounty (+100/+200): Companion Compatible. Some faction, such as a government, corporation, outlaw group, or religion, has a bounty on your head. For +100 CP, this bounty is extremely large, easily enough to buy a couple of spaceships, but, if you can manage to scrape up enough funds, you could pay it off, or you might be able to negotiate with the faction to have it removed in exchange for doing them some favor. For +200 CP, the bounty is smaller, but it will never go away, no matter what you do. Can be taken multiple times, up to a total value of +600 CP. Companions can only take it once.

+200 CP

Alien Encounters (+0/+200): Humanity is not alone among the stars. Aliens exist, having claimed star systems near the Settled Systems for their own. For +0 CP, they are effectively just another faction, some friendly to humanity, some disdainful, some attacking, etc. For +200 CP, the aliens are universally hostile to humanity, and their technology has a slight edge, with humanity's only benefit being that the aliens are somewhat rare, giving humanity an advantage in numbers.

Enemy of the Stars (+200): Companion Compatible. You do not belong in this universe! The Starborn see you as an abomination, and within a few days of your arrival, you will face your first squads of them, seeking to attack you. Eventually, ships will also appear to ambush you in space. If you become Starborn yourself, these attacks may lessen, but they won't stop.

Grav Sickness (+200): Companion Compatible. Something about you is just not compatible with Grav Drives. Anytime you go through a Grav Jump, whether piloting or as a passenger, you will end up extremely sick for a few minutes upon arrival. Headaches, dizziness, nausea, claminess. The symptoms will vary, but it will leave you basically incapacitated for a bit.

Crash Landing (+200): Companion Compatible. You can't seem to handle a proper landing, always coming in a bit too hot and hitting the ground a bit too hard, or damaging an airlock a bit when you connect up. So long as you are careful, this won't lead directly to lethal mishaps, but you will definitely be paying for a lot of repairs to your ships.

Cup of Joe No (+200): Companion Compatible. You need to have your cup of artisanal coffee. Once a month, you will receive a notification about the location of a specific animal. You will need to go track down the beast and either kill it or wait for it to poop. In its droppings will be a batch of coffee beans you will need to process into a cup of coffee and drink. You will have a week after getting the notification to go track down the beast. If you don't do it in the time frame, your stamina will be in the toilet, leaving you utterly exhausted all of the time until you do get that cup of joe..

Clone Conundrums (+200): Companion Compatible. It seems that, somehow, someone has made a bunch of clones of you, which have your memories but not your powers. These clones are scattered all across the Settled Systems, and have very different personalities and priorities compared to you, with many of them being directly morally opposed to you. What's worse, circumstances will keep conspiring so that you take all of the blame for your various clones' actions, such as gaining bounties or being blamed for crimes they commit.

+300 CP

Terrormorph Tide (+300): Heatleeches and terrormorphs. One is a common pest and annoyance for spaceship owners. The other is a deadly murder machine, with just a single specimen being capable of depopulating an entire settlement and mentally dominating those that would try to oppose them. And yet, it turns out they are merely stages in the same species' lifecycle. Once a heatleech has absorbed enough energy, it will make the shift into a terrormorph. Ordinarily, this takes long enough that most heatleeches die before achieving it, and terrormorph attacks are rare. Now, that is no longer the case. Heatleeches have spread rapidly to every planet, and they evolve into terrormorphs far easier, resulting in near constant attacks across the Settled Systems. They are also evolving and mutating, with terrormorphs on different planets developing different abilities and immunities to viruses or predators that might be able to keep them in check.

Timeshifts (+300): Something seems to have gone wrong with your entry into this universe. You are constantly shifting back and forth into parallel timelines, typically timelines in which something has gone horribly wrong. You will be walking down the street, and then end up in a war-torn disaster zone. Or the location of a terrible plague, or some massive climate shift. After each shift, you will have to survive until you can stumble into an anomaly that will shift you back, or until enough time has passed and you are shifted back to your standard universe. These shifts won't dump you into an immediately lethal situation, so you won't get dumped from your spaceship into empty space, but there is no guarantee your new location after a shift will stay safe for long.

Bethesda Quality Guarantee (+300): Somehow, the universe seems very buggy. You can open a cabinet and end up suddenly ragdolled across the room. You'll be in a launched spaceship, and suddenly end up phasing through it and floating down to the ground. Someone will block a doorway while climbing an infinite invisible ladder. None of these glitches will be immediately lethal to you, but having your gun suddenly turn into a bottle of Chardonnay in the middle of battle is still pretty dangerous to you.

+400 CP

A Shadowed Constellation (+400): Constellation is viewed by many as an eccentric group of hobbyist explorers. Chasing dreams and generally harmless. But that is just what they want you to think. It turns out, Constellation is the true guiding power in the Settled Systems. With connections spread through every government and corporation, Constellation acts like the Illuminati from old Earth legend, taking the part of shadowy puppet-masters, carefully guiding events to ensure their control over humanity and their destiny. They have fingers in every pie, and have deduced the true nature of the Artifacts, hoping to use them to spread their reach and influence across the multiverse. And they view you as a threat to their plans. For whatever reason, they believe you to be an obstacle to their dominance, and so they will stop at nothing to see you crushed. You will constantly have to pit yourself against their influence, and will find their machinations constantly disrupting your own plans.

Serpent Spawn (+400): The Great Serpent may or may not exist, but something certainly slithers between the stars. Disturbed by the use of Grav Drives, large snakes made of strange energy have begun appearing and attacking ships across the Settled Systems. These ‘Grav Snakes’ will appear in a flash from a shining tear in space, wriggling out and attacking anything that moves in the vicinity of the rift, before vanishing back through it once they are satiated. These rifts occur wherever Grav Jumps happen repeatedly in short succession, making them a tremendous danger to more populated systems. However, for you, they are a constant threat. Every Grav Jump you perform will cause a rift to open and Grav Snakes to come swarming out at you. The more frequently you jump, the larger these rifts will get. What’s worse, others can and will notice the connection between you and the rifts, and you will likely end up getting blamed for the rifts happening in the first place, drawing the ire of the Settled Systems, and the interest of House Va’ruun, who have been strangely silent on the topic of these Grav Snakes.

+600 CP

Dark Mirror (+600): Within a day or so of your arrival, a Starborn will appear before you. One that is wearing your face. They will declare that they know your origins, and that they will claim your position as Jumper. They are centuries old, and well practiced in all Starborn abilities, and have a deep knowledge of you and your own abilities. They will stop at nothing to defeat you, fully convinced that they will be able to take your position for themself if they do so, and no matter what you do to destroy them, they will always return.

Doom Comes (+600): It started on Mars. Cydonia was attacked and devastated by hordes of strange, twisted monsters. Few survivors managed to escape, either to other settlements on the planet or to other areas of the Solar System, but then the outbreak reoccured. Again and again, on planets and moons across the Settled Systems, rifts are opening, and the forces of Hell are streaming out of them. Desperate research has revealed ways to use repurposed Grav Drives to shut down gates, but it must happen at short-range, and has shown signs of doing damage to the magnetosphere of planets where that tactic is used. Even worse, the demons seek the Artifacts, seeking to acquire them for themselves and use them to merge into the Unity, dragging the entire multiverse into hell in the process. If they manage to succeed, your chain will end alongside the multiverse.

End Notes

Changelog

Version 1.1 - Added The Serpent's Coil scenario. Renamed the 'Shattered Space' drawback to 'Serpent Spawn'. Explicitly added a Rev-8 to any ship purchase.
Version 1.0 - Release

FAQ

Q. What happens if someone enters the Unity, and I'm still left behind in the universe?
A. Once someone enters the Unity with the Armillary, the various Artifacts will reappear, buried in various locations throughout the Settled Systems, waiting for someone else to dig them up.

Q. If I manage to accomplish two or more endings of a scenario, do I get both prizes?
A. No. Even if you do the same scenario in two different timelines, and take a different path each time, you only get one of the earned prizes from it.

Q. With "Dragon Star/Wasteland Earth/Doom Comes", do they follow the events of the games?
A. They can. Each of them is respectively a 'Elder Scrolls', 'Fallout', and 'Doom' crossover option. How that crossover manifests, beyond what is described in the toggle/drawback, is up to you. It could mean that the timeline of a specific game lines up with your time here. You could house-rule a way to use a Jumpdoc for one of them as a supplement.

Q. What happens if I take Introvert and Extrovert / Spacing Out and Planetbound together?
A. Prepare yourself to have a bad time.

Future Update Ideas

- End Jump Scenario: Seeking Disunity
- Starship Builder Supplement