

Version 1.5
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Welcome to your new assignment aboard the USS Cerritos, a California-class starship specialising in second contact missions. While the Cerritos isn't the biggest or fanciest ship in the fleet, it’s still an important part of StarFleet doing the follow-up grunt work of all the crews that are boldly going where no one has gone before.

+1,000 CP

During your time aboard the Cerritos, the ship will be under the command of Captain Carol Freeman, you will be there as she and her heroic bridge crew deliver diplomatic trinkets, aid in the relocation of an ancient spaceship, assist with the demolition of a small moon, fend off scavengers, and battle against a deadly Pakled trap.

However in this Jump you do not start as a member of the bridge crew, instead the main focus of your time here will be in the "lower decks," where the real action happens!

For the next ten years you will work alongside your fellow lower deckers Ensigns Beckett Mariner, Brad Boimler, D'Vana Tendi and Sam Rutherford.



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Origins:

You may freely pick your age, gender and even what common **StarFleet Species** you are. Unlike other Star Trek Jumps you're a lower decker, you have the rank of ensign and instead of quarters your bed is on Deck 11 but what kind of lower decker are you?

Beckett - Free
You're a talented rule-breaker, you're good at all things StarFleet but you're either unmotivated or uninterested in ranking up.

Boimler - Free
You're well known for always following the rules, perhaps you want to become a captain someday but first you've got to learn when to stop following the rules and how to follow your gut.

Tendi - Free
You're known to be incredibly enthusiastic, and optimistic in almost everything you do, taking interest in any task you're given.

Rutherford - Free
You're known to be a hard worker who is prone to getting excited over being able to use the tools of your profession and very knowledgeable of all the systems you work on.

Upper Decks -100 CP
Turns out I was wrong, you're not a lower decker after all, from this point on you will be a **Lieutenant Junior Grade** and get your own room. Just remember higher rank, higher responsibilities.



Perks:

For the StarFleet Experience Perks section and the Duty Training Perks section only the Jumper gains a stipend of **+300 CP**.

StarFleet Experience Perks:

StarFleet Division -100 CP (First Purchase Free)
For each purchase you can select to be a member of one of the three main departments of StarFleet based upon your technical position.
The departments are **Command**, **Operations**, and **Sciences**.
They are each denoted by StarFleet uniform piping, which are colour coded and grant you discounts on other Perks.

[Red Squadron] -200 CP
You were selected to be a member of Red Squadron, an elite group of cadets at StarFleet Academy. As you were a Red Squad member you received special classes and advanced field training by the best StarFleet has to offer.
This acts as a Booster for **StarFleet Experience**.



Duty Training Perks:
Each purchase of Duty Training grants you and your background the knowledge, skills, memories and documentation for having completed the corresponding subjects course at StarFleet Academy.

Although each "**Duty Training**" provides a brief explanation of the positions tasks aboard a Starship these would not be your sole responsibility merely what aspects of your duties you have had specialist training in.

For each purchase of "**StarFleet Division**" you will get the one corresponding discounted purchase of "**Duty Training**" for **Free** and all further discounted purchases for **-25 CP**.

JAG Officer -25 CP
You have been through the training required to be a Judge Advocate General Officer, with a law degree and are a registered notary of law. You gain an encyclopaedic knowledge of the legal procedures over 400 civilisations that StarFleet has interacted with including the Klingon Empire, the Romulan Empire, the Dominion and a number of races from the Delta Quadrant. This training gives you the legal president to advise StarFleet officers on the law, potentially administer courts martial, as well as overseeing other StarFleet legal matters and personnel.

[Red Squadron]
You now have practical experience with law procedures and know how to cut through any political red tape in order to access any legal preceding or redacted documentation.

Tactical Officer -50 CP (Discount Command)
With your tactical officer training, you have a full understanding of all StarFleet, tactical stations and at least a rudimentary understanding of non-StarFleet tactical systems.
If you take this as your career prospect, you will be responsible for controlling a starship's weapons and shields, as well as maintaining the ship's ordnance.

[Red Squadron]
You have had advanced tactical training from veteran StarFleet officers and have hands-on experience as a tactical officer in a combat situation.

Conn Officer -50 CP (Discount Command)
This position combines the roles of the navigator and helmsman with your duty assignment being related to the piloting of the vessel.
Your training has been in relation to controlling both the speed and attitude of most types of starships, classes on the mathematics and physics required for space travel, plotting a course in relation to your destination by determining your position, velocity, direction and how to stop.

[Red Squadron]
You have had specialised training as a Conn Officer that included elite piloting, starcraft racing, emergency warp manoeuvres and dangerous debris avoidance procedures.

Logistics Officer -50 CP (Discount Command)
Your Logistics officer training has taught you the processes and procedures responsible for maintaining and overseeing the logistics of a fleet of multiple starships.
This position is rarely used in modern StarFleet as it is a more tactical role planned to be used in military exercises.
All StarFleet admirals are expected to have completed modules about this subject and have had practical experience implementing planned strategic moves.

[Red Squadron]
You have been one of the lucky few who were appointed admiral of a StarFleet war game for a few months allowing you to direct and position hundreds of simulated ships which were each commanded by other students who were appointed captain of their ship for the war game.

Protocol Officer -50 CP (Discount Command)
For this training you will have had to take a series of practice-oriented workshops.
In these workshops you visited many other planetary locations to learn about other cultures, how to professionally perform first contact and how to research diplomatic procedures.
As a protocol officer it would be your responsibility to ensure that all customs and regulations are organised in advance when dealing with diplomatic formality, precedence and etiquette.

[Red Squadron]
You were one of the observation students for the diplomatic core which allowed you to have hands-on experience with a number of first contacts including a non-hominid race who the universal translators did not understand allowing you to gain in depth experience of the research and development process of the department.

Security Officer -50 CP (Discount Command)
You have taken a course on starship security protocols, the legal system of the United Federation of Planets as well as the surrounding systems of government, several self defence courses and a full semester of phaser training.
As a security officer, your duties would include the protection of StarFleet and Federation assets, the prevention and investigation of crimes, the personal protection of StarFleet officers and the safety of Federation or foreign dignitaries.

[Red Squadron]
Your training now includes emotional assessment, an important tool not only for determining potential threats to the ship but also for the prevention of sociological problems. The prevention activities can be as simple as group socialisation, as clear as specifically positioning security personnel as a deterrent or as advanced as setting up multiphasic sweeps for changelings and Anaphasic lifeforms.

Sensor and Communication Liaison -50 CP (Discount Command)
You have had training in multiple languages, the formulas for language decoding, as well as how to use all StarFleet communication and sensor equipment.
The role of a sensor and communications officer is monitoring incoming sensor data and communications.
They are also responsible for being the initial representative of their ship on all incoming and outgoing transmissions, whether they were visual, audio, or text communications.

[Red Squadron]
You have been given extensive training on all communication systems and have had it drilled into you how to integrate any StarFleet communication system into every known communication system without being noticed by internal scans. Your training also showed you how to create an emergency beacon from scratch allowing you to potentially build an emergency beacon on a primitive planet without any advanced tools.

Intelligence Officer -50 CP (Discount Operations)
You have been trained in StarFleet's methods of collecting, organising, compiling and analysing information.
The main responsibility of this position is to collect information from local and technical sources then manage the information for the ships intended missions.
Your training will also make you capable of giving advice on counter intelligence procedures, variations of stealth tactics and methods to anticipate and exploit tactical opportunities.

[Red Squadron]
You have been trained by a number of specialist operatives from StarFleet intelligence with you having been sent on black ops training missions where you have been given minimum data and were expected to research your target and safely extract it.

Maintenance Engineer -50 CP (Discount Operations)
StarFleet training for Maintenance engineering usually requires you to do multiple courses in mechanical engineering, industrial engineering, or other engineering disciplines.
The main responsibility for Maintenance Engineering is checking, repairing and servicing machinery, equipment, systems and infrastructures that could be damaged.
They are also responsible for applying engineering concepts for the optimization of equipment and procedures in order to achieve better maintainability, reliability, and availability of equipment.

[Red Squadron]
Part of your training included high intensity maintenance where an elaborate piece of StarFleet technology was set to run at highest performance mode. You were expected to keep the device operational for a year and replace any broken components without causing the system to fail.

Transporter Operator -50 CP (Discount Operations)
Although a transporter is fairly simple to operate, becoming a transporter operator requires a great deal of training on the administrative aspects of the role.
The training includes how the transporter components function both theoretically and practically, the processes of making, adjusting and modifying transporters and how to fix various transporter issues.
In this position the technical issues you will need to deal with are signal lock issues, microscopic coordinate errors, sensor and power distribution, archive maintenance and most importantly detecting diseases, weapons and other such dangers in transit.
You will also need to keep coordinated with security teams, repair teams and medical teams.

[Red Squadron]
You have been trained in the extreme procedures that can occur with transporters, including long term stasis via the transporter buffer, the creation of transporter clones, the creation of transporter fusions, the process to use the transporter for age alterations, methods of using the transporter for surgery and situations where the transporter can be used to resurrect the recently deceased.

Design Engineer -50 CP (Discount Operations)
The training courses required for this will give you specialist knowledge in the fundamentals of astral architecture and the design of conventional StarFleet ships.
You'll study state-of-the-art tools for analysing the hull structure, the behaviour of ships at warp, and you will study the range of power, heating, refrigeration, data transmission and propulsion systems in use within StarFleet.
As a professional design engineer you would normally be on a design team responsible for the development, construction, and repair of ships, stations and other vessels for StarFleet.

[Red Squadron]
Your training now includes the knowledge of the design conventions of a number of secret StarFleet projects and also a number of other known societies and technologies including, Romulan, Klingon, Cardasion, Dominion, Breen and even Borg Starships.

Geological Engineer -50 CP (Discount Operations)
The training course for this profession would include archaeology, geology, structural design, constructional engineering and quarry development.
As a career you would be responsible for the application of planetary surveys, researching the planetary geology, identifying historical and religious sites, mineral processing, and designing environmental reclamation projects.

[Red Squadron]
You have been trained not only on real Geological surveys but also a number of secret terraforming technologies and techniques including the knowledge on how to develop a genesis device.

Warp Field Engineer -50 CP (Discount Operations)
As a warp field engineer your courses for learning will be focused on the study of space travel, faster-than-light travel dynamics, the physics of warp fields and subspace bubbles, Antimatter containment, Plasma regulation and the development, maintenance and repair of Warp drive components.
As a warp field engineer you would be responsible for maintaining the warp engine and dilithium levels.

[Red Squadron]
Your training now also includes the technological knowledge of a number of non-standard warp alternatives including all practical and theoretical knowledge of Transwarp Corridor, Wormhole Drive, Quantum Slipstream Drive and even the top secret Displacement-activated spore hub drive.

Counsellor -50 CP (Discount Sciences)
Counsellor training in StarFleet tends to focus on the process to aid in the overall mental wellness of patients and the crew.
The required education to become a StarFleet counsellor include courses on psychology, psychiatry, Diplomacy, Non-Traditional problem solving, Neuroscience, General Physiology and several modules on StarFleet standard and non-standard languages.
On board a starship it is your responsibility to oversee the crew's mental well-being by giving advice and guidance for personal problems and when necessary, provide psychiatric and psychological treatment and care.

[Red Squadron]
Your training now includes situational analysis allowing you to better determine what other participants in a situation truly want and what they intend to do. This will help you to determine the best course of action in diplomatic situations and if situations are going to escalate into a dangerous situation either on a personal basis or a shipwise basis.

Xenological Researcher -50 CP (Discount Sciences)
To become a Xenological researcher requires taking courses on the study of alien cultures, languages, ecosystems and particular flora and fauna.
A Researcher's responsibility onboard a ship is to systematically increase the stock of knowledge and understanding of new worlds and species.
This Field is vital for first contact missions in order to have immediate access to previously acquired knowledge on linguistic and cultural matters especially when alien languages require further study for use with the Universal translator.
There are several separated areas of Xenological Research dedicated to the study of new medical resources for consumptive, medical, or aesthetic uses.

[Red Squadron]
You have been trained on multiple planets with multiple climates how to stealthily gather relevant data on the various cultures without revealing your own existence either through orbital scans or undercover research to identify the sociological and religious components.
This training has been taken on federation approved planets who have agreed to host this research training but have not fully integrated into the federation.
The planet's residents are incentified to report any federation students with a bonus if they take recordings of them.
After each research project each student submits a report on the planets culture and are penalised for any reports of their sightings they report is compared with pre-existing federation documentation and shown to a member of the planets government who will point out any flaws in the report.

Biochemist -50 CP (Discount Sciences)
Your StarFleet studies were on the chemical processes that occur in many known lifeforms and the biochemical makeup of these lifeforms.
These courses include classes on cell biology, genetics, molecule structures, metabolism, disease mechanisms, crystalline lifeforms, microbiology, viruses and other courses on the far more exotic principles of rare and exotic lifeforms.
Your responsibilities within the ship are to apply the application of chemistry to the study of potentially hazardous or exotic biological processes at the cellular and molecular level.

[Red Squadron]
You gain advanced training on complex biological constructs including macro-viruses, multi-dimensional diseases, processes of cellular development and genetic splicing.
Through this study it would be possible for you to develop a macrovirus to alter the genetic sequence of any species in order to alter them or exterminate them.
Although it is illegal to use this knowledge on any sentient lifeform within the federation it could be used to create super mutagens that will transform any member of the designated species into a genetically superior lifeform.

Medical Officer -50 CP (Discount Sciences)
The Medical officer courses cover various species as well as the methodology for treating patients without previous experience of their species.
These courses include medical fundamentals, field medicine, medical stasis, diagnosis methodology, pharmaceutical study, surgical practices, and medical ethics.
Aboard a starship or starbase your responsibility will include spending a considerable amount of time with your patients and working in collaboration with other medical officers.

[Red Squadron]
You have been trained in how to deal with non-standard biologies including the medical study of energy based lifeforms, crystalised species and even liquid races such as the changelings of the dominion.
Your knowledge of medical treatment has also expanded to multiple other races, techniques and processes including more basic techniques which would allow you to better respond to injuries when no Federation technology is not available.
A large part of this training is a short term internship at StarFleet medical on a number of planets, allowing you to deal with and aid real life injuries and emergency situations.

Physicist -50 CP (Discount Sciences)
As a physicist you will have taken specialised courses in the various academic fields of physics these include doing research and writing dissertations on Antimatter, Energy, Gravimetrics, Magnetism, Radiation, Cosmology, Geophysics, Hyperspace physics, Metaphysics, Particle physics, Plasma physics, Quantum mechanics and Theoretical physics.
This duty's primary responsibility is analysing, observing and theorising explanations for strange or seemingly unexplainable circumstances in such a way as to provide potential answers.

[Red Squadron]
You have been briefed and trained on the top secret knowledge of physics that StarFleet does not normally share with those at a lower rank than captain. This information includes knowledge on the Omega molecule, a highly unstable molecule that could destroy all subspace within several light years.

Roboticist -50 CP (Discount Sciences)
The StarFleet Academy roboticist courses include experiments and studies in the field of robotics, artificial intelligence, quantum consciousness, positronic brains, Borg nanoprobes and other cybernetic implants. A Roboticist's position on a starship would be more adviserary for situations such as utilising cybernetic components in other division processes or when interacting with robotic or cybernetic entities such as the Borg.

[Red Squadron]
You have been given extensive technological training by not only the Daystrom Institute but also the extensive research information and blueprints of all known technological lifeforms including Data, Lore, exocomps and a wide variety of computerised Artificial Intelligences.

StarFleet Specialisation Perks:
Each purchase of this Perk grants you and your background a year's internship and knowledge from within the corresponding division of StarFleet, all discounted purchases are **-50 CP**.

Hazard team -100 CP (Discount Command)
The hazard team is a type of military unit specialising in ground combat, consisting of an elite force of tactical officers, medics, marksmen, and pilots that are utilised to take control of extreme situations and high-risk away team missions.

StarFleet Materiel Supply Command -100 CP (Discount Command)
The StarFleet Materiel Supply Command is a department of StarFleet that deals with supplying, storing and transporting technology around the United Federation of Planets.
Due to the operation size and procedures of this position, it allows even low ranking officers to get bridge command time, a prerequisite towards becoming a high ranking Command Officer.

Corps of Engineers -100 CP (Discount Operations)
A special projects division of StarFleet, often referred to as the Miracle Workers, they are assigned to deal with projects and missions requiring high degrees of engineering expertise. The Corps of Engineers are considered the galaxy's best, using their ingenuity and years of experience to come up with creative solutions to abnormal problems and rare situations where they need to remotely resolve issues with only on site equipment.

Armoury Officer -100 CP (Discount Operations)
Armoury officers are StarFleet personnel who are responsible for the construction, storage, operations and disposal of ammunition and other weapon components which are distributed to and reclaimed from the various Federation starships, starbase, and outposts.

Department of Temporal Investigations -100 CP (Discount Sciences)
The Department of Temporal Investigations are tasked with ensuring that time travel events which occur under Federation jurisdiction are handled within the established guidelines.
If it is found necessary they resolve these issues in order to prevent temporal contamination.

Division 14 -100 CP (Discount Sciences)
Division 14, is a StarFleet division that gives the best medical care possible to StarFleet personnel who have been afflicted with mysterious problems.
The patients go through physical, psychological, medical and scientific treatments on a medical spa on Endicronimas V known as "The Farm" in order to aid in the rehabilitation for those recovering from science and or medical related injuries or health concerns

[Red Squadron]

General Perks:

Trekkie Style - Free
Perhaps you not a fan of live action universes and instead you want to live through the animated adventures, with this **Narrative Perk** you can change your perspective of the universe to be in the art style of “Star Trek: Lower Decks”, “Star Trek: Prodigy” or “Star Trek: The Animated Series” though this change is cosmetic you can apply these style’s to any future jumps.

It’s Just Cosmetic - Free
For the purposes of the Jumpchain any form of teleportation including transporter’s will only count as moving you from one location to another and will never directly result in Chain Failure.
In the event of a severe malfunction that would cause your death you would instead not beam.
If you gain a transporter or alternate timeline clone then you can choose which is the copy and they will be a clone of your background without any knowledge of you being a Jumper.
If a transporter accident would deform you or fuse you with something else then the change will only be cosmetic leaving you in full control of the body and the issue will fix itself over time.

That’s a pretty clumsy expression of form - Free
Through this you gain years of artistic studies allowing you to detect the intention, style and level of artistic talent behind any art pieces you examine.

I think he's a Bolian -100 CP
With this Perk you have a perception filter that prevents people from noticing abnormalities about your species. Those who interact with you will unconsciously consider you to be a member of a similarly looking species which is considered normal for the situation.

A full report -200 CP
You can target anyone in order to get a fully documented report in any media format about any part of their job and duties regardless of their position in relation to you. You can also choose for the report to be based on their subconscious or for them to remember writing the report.
If you have selected any **“StarFleet Division”,** “**Duty Training**” or “**StarFleet Specialisation**” you will receive additional documentation for the report stating a professional in that field’s notes on the reported events.

I must attempt to extract your shared memories -300 CP
You are now able to backup the memories of anyone you touch into a physical object. You can then return the memories to them should they lose them or into another willing being.

I saw a Koala -400 CP
Perhaps you’ve been empowered by strange energies, maybe you have hit the threshold of ascension or you might have been exposed to a super mutagen regardless you now have access to above human powers functioning as a **[Capstone Booster]**.
You gain the ability to perform the Vulcan neck pinch and vulcan mind meld to a professional standard even if you are not a Vulcan.

Koala Perks:
Any Koala Perk costs **-150 CP** when discounted. If you have all 3 "**StarFleet Division**" Perks and the **[Red Squadron]** perk you may purchase all 4 **Koala Perks** for **-500 CP** Total, however mechanically they will all function as a singular Perk named "**Koala Bundle**".

Telepath -300 CP (Requires "I saw a Koala", Discount Command)
Through meditation and attempts to go through ascension you instead unlocked a powerful Telepathic gift that would put a Betazoid master to shame. You are able to sense the thoughts, emotions and telepathic activities of others, even those of non-corporeal beings such as Q.
You have full control over your own telepathy being able to focus it to the extreme or completely blocking it out, you can project your own thoughts and emotions to others or silence them.
You can use your telepathic abilities to completely prevent telepathic intrusion on yourself and others while also being able to use the same process to manipulate the minds of others.

Telekinetic -300 CP (Requires "I saw a Koala", Discount Operations)
At some point you have been exposed to low levels of strange energies.
Even after the strange energies were removed you have retained the ability to move things with the power of your mind.
Through this ability you are able to lift objects, hold things in place and even strike things from a distance all without applying any evident physical force and like a muscle it will grow with use.

Augment -300 CP (Requires "I saw a Koala", Discount Sciences)
At some point you were exposed to a super mutagen that has genetically-engineered you into the apex specimen of your species. You are roughly five times smarter, stronger, faster, and more durable than you would be without this Perk. Your senses are enhanced, you gain resistance to sickness, your heart muscles become twice as strong, your lungs become fifty percent more effective, your memories become more accurate and your lifespan increases twofold on top of that you even have resistance to directed energy weapons.

Demi-God -300 CP (Requires "I saw a Koala", Discount [Red Squadron])
You have gained an extra organ, normally only found in psychokinetic aliens and their descendants who were once the Olympic Gods. This organ allows you to generate and control energy with you potentially being able to learn how to channel it into energy constructs. You are also able to **Toggle** a bioluminescent construct on your head known as a "laurel".



Origin Perks:

100 CP Perks are **Free** for your origin and all other Perks for your origin are discounted by **50%**.

Cool Scrappy Underdogs -100 CP (Free Beckett)
You have a certain something about you, you're not some drone, you're a badass and anyone who sees you will passively think that you are a cool person even if they don't like you.

Take her in nice and easy -100 CP (Free Beckett)
You know the exact speeds and momentum of any vehicle you are travelling in and can instinctively tell the best way to land from your current speed as well as how dangerous your intended landing path would be.

I love to see somebody work so hard at being lazy -100 CP (Free Beckett)
Whenever you are performing a task you know how to improve your efficiency so that you know how to complete it quickly with the least amount of effort. This won't necessarily be doing it to the best quality but it will be done.

Scottsdale. That was a mess -200 CP (Discount Beckett)
This Perk gives you a good narrative tool you can instantly recall any wound you have previously received and have it temporarily appear as a scar.
By showing this to someone it will allow you to perfectly recount any story in order to give yourself a charisma boost in any speech, argument or discussion you are participating in.

Nice Little Kick -200 CP (Discount Beckett)
You gain a passive resistance to all forms of poison, toxins and neurotoxins reducing the harm they would cause to you to one one hundredth of what it would otherwise be. This can be adjusted allowing you to reduce it in order to enjoy spicy food at a level that's comfortable for you or set to max in order to resist extremely deadly poisons.

This could be my probe life -200 CP (Discount Beckett)
Whenever you are marooned you will know how long you would be stuck there before rescue arrives. This will also allow you to pragmatically plan out what you can do while you are waiting to be rescued or even plan out your own escape if you know they will take to long.

You get a rash from sand -400 CP (Discount Beckett)
No you don't, what's more you no longer get any rashes or allergic reactions from anything not pollen, not food, not animals, not even magical space rocks or sunlight give you skin trouble.

The more hidden the better -400 CP (Discount Beckett)
Wow you really have a knack for finding hidden resources and lost remnants of civilizations. You could be dropped onto a previously assumed barren planet and if it ever had a civilization on it you would probably find evidence of it or at least the materials needed to survive and set up communications.

I didn’t actually think you’d say yes -400 CP (Discount Beckett)
Whenever you are suggesting someone take an action they would normally disregard, this perk gives you the wording of how to suggest it, increasing the likelihood of them agreeing to it. By itself this will not guarantee that they will accept the suggestion but will make it more likely.

5 Ships, Yeti Shoes I am always right -600 CP (Discount Beckett)
You gain an amazing situational knowledge and awareness, making you fully aware of what’s happening around you, then giving you retroactive experience of having dealt with these situations before.
This allows you to recognize and understand these patterns, so that you can deal with the potential dangers and difficulties that may result from it.

[I saw a Koala]
Beyond just street smarts you can now gain passive academic knowledge of random but relevant information to dangerous situations, this allows you to come up with an instant solution to your immediate problems and allows you to see through virtually any form of disguise.

Being balanced feels pretty good -600 CP (Discount Beckett)
You have found a way to align yourself spiritually preventing your mind from being altered by psionic abilities or emotional altering energies through this you can even block possession from Anaphasic lifeforms.

[I saw a Koala]
Your spiritual alignment is no longer limited to your mind as you can now passively realign your body and mind to the balance of your spirit. This allows you to regrow severed limbs, repair any mental or physical damage to your brain and can even push foreign materials out of your body.

What's your landing code -100 CP (Free Boimler)
Whenever you are suspicious of someone you can instantly come up with a simple question that will allow you to determine if they have malicious intent towards you, if they are intending to manipulate you or if they are a trustworthy individual.

These are just inspirational quotes -100 CP (Free Boimler)
You can tell the difference between empty platitudes and true words of wisdom, what's more you gain understanding of what those words mean.

That beard looks good I hate it -100 CP (Free Boimler)
Whenever you attempt to grow any of your body hair it will always grow in a way that you want. It will also always look good and give you a slight boost to your attractiveness.

Oo I love purging -200 CP (Discount Boimler)
You can easily handle normally boring tasks and can choose to find a great deal of joy in the boredom thus allowing you to speed through them with ease.
Not only does the boredom not affect you, but you are able to spread the joy to any other individuals who are doing the tasks with you.

Shut up and listen to shacks -200 CP (Discount Boimler)
You instinctively identify the benefits and detriments of each plan you hear and identify which is the best available plan for each situation.

We didn't bring you with us to be expendable -200 CP (Discount Boimler)
You now have a form of plot armor that protects you from the random happenstance which normally kills unsuspecting starfleet lower deckers. Hostile aliens are more likely to miss when shooting at you, dangerous animals will focus on others before you during their attacks, falling rocks will always miss you, you won't accidentally enter hazardous environments, you won't be disintegrated by random energy strikes and you won't be executed as an example.

Thanks Tom Paris -400 CP (Discount Boimler)
You can animate an image of anyone making it able to talk and move around its picture behaving like the person they depict.
The image will have all of the knowledge and mental capabilities of who they represent allowing you to gain information from them without the original knowing anything the copy learns.

I'm anti-grav boy -400 CP (Discount Boimler)
You can control the amount of force that gravity has on your body's gravity allowing you to reduce the force's effect on you down to 1% of its normal amount or increase its effect up to 10,000%.

He mules correctly -400 CP (Discount Boimler)
Whenever you have something to say to someone they will actively listen to your words as they would to someone they respect even if their opinion is as low as it could possibly go.

Buffer Time -600 CP (Discount Boimler)
When taking a break from doing tasks you can create a five metre diameter inverse time loop bubble called **Buffer Time**.
Everything inside the **Buffer Time** will move as normal however everything outside of the **Buffer Time** will repeat the same few seconds without any awareness of it.
When ending the **Buffer Time** everyone who was inside the **Buffer Time** will remember the events that occurred however all physical material will revert back to how they were when the **Buffer Time** started.
No equipment either within or outside the area will record any difference in time or temporal abnormalities.

[I saw a Koala]
You now have far more control over the **Buffer Time** including the size, shape and whether or not things revert back to the start of the **Buffer Time** when it has ended.
The precession of the size and shape will improve with experience and training.

I'm Bold Boimler and Fortune Favours the Bold -600 CP (Discount Boimler)
You have amazing situational luck allowing you to always gain a heads up during ambushes, causing beneficial events to take place in combat and any of your wild guesses of direction while fleeing from dangerous situations to always lead you to a beneficial destination.

[I saw a Koala]
You are now amazingly lucky at any chance based activity even when it's rigged against you. You could play a thousand games of dabo that are rigged against you and win every time without anyone becoming suspicion you could roll a demonic dice of doom and always get the best option, you could have a coin flipped to decide how you die and it would always land in a way that prevents them from being able to kill you.

Is that a plasma fire -100 CP (Free Tendi)
You have an amazing ability to notice and predict any potential hazards that can happen within the immediate future as well as how to prepare for them and potentially prevent them.

Can't you just go accept one right now -100 CP (Free Tendi)
Whenever an offer has been made to you it will always remain on the table even when you decline to accept it. From this all you need to do is request the previous offer and it will be accepted and validated as though you had accepted it on the day it was offered without any hard feelings.

I'm a very accurate stabber -100 CP (Free Tendi)
Your hand eye coordination is amazing when holding a blade. While this allows you to stab exactly where you intend to sever arteries, purse strings and even a millimeter of hair, it also allows you to manually perform surgery with atomic accuracy.

Your Hands Clean -200 CP (Discount Tendi)
Yes they always are from now on you can surround any part of your body with a sterile field that will eliminate bacteria, mould, mud and any other such entity.
You could also use this to coat yourself in a hazmat suit like barrier in order to walk though dangerous and toxic environments, however it only filters what's around you so it won't prevent oxygen deprivation or pressure related hazards.

Actual Real Orion Pirating -200 CP (Discount Tendi)
You have the training and experience that would be expected of a high ranking member of the Orion Syndicate making you skilled in unarmed combat, armed combat, bladder combat, stealth, security subversion, technological bypassing, plunder assessment, thrown weapon marksmanship and even less overt methods of piracy including art forgery.

Ok maybe there's a curse -200 CP (Discount Tendi)
Whenever you are dealing with a strange situation you will be able to use this perk to determine what the cause is. This can include telling you what type of weapon is being fired at you, what type of magic has been cast on your allies and even what specific strain of disease has infected a colony.

I can't tell you that -400 CP (Discount Tendi)
Sometimes you need to tell people things but can't tell them everything.
Well now you can specifically redact details from any method of information gathering.
Even in situations where you are being interrogated and forced to tell the events of what has occurred, both the interrogator and all methods of recalling the information will blank out when hearing those specific details.
They will be aware that they have been told the information but are not able to recall what the information is.

Who wants to Hotwire a stolen ship -400 CP (Discount Tendi)
You gain complete understanding of the internal control systems and capabilities of any vehicle you are aboard. From this knowledge you can instantly work out how to take full control of the ship and what the piloting systems for it are.

We are from the northern region -400 CP (Discount Tendi)
Whenever you are asked questions you do not wish to answer you can use this perk to give you vague information that the other party will accept as a valid answer.

Built myself a fluffy Friend from scratch -600 CP (Discount Tendi)
Sometimes creation is more art than science and you are an artist, you have all the knowledge and artistic talent to hand edit all 6 billion sequences of Inert carbon and/or programmable matter if it's available in order to create new life and recreate any species you have met before.

[I saw a Koala]
You now have far more control over the act of creation allowing you to create any normal matter over a period of time and shape that material as if it were Inert carbon or programmable matter allowing the creation of new living beings.
Be aware however this is only the act of physical creation not spiritual creation.

I know Orion's are immune to its hallucinogenic properties -600 CP (Discount Tendi)
You gain an encyclopaedic knowledge of existing all chemicals within each jump and will instinctively know what effect those chemicals will have on each species.

[I saw a Koala]
Your knowledge of chemicals will now extend to the practical as you are now able to create any combination of chemicals and become passively immune to mind altering chemicals including drugs, hallucinogenic and magic potions.

Baby Bear -100 CP (Free Rutherford)
Whenever you start doing a new team based activity or join a new department you easily fit into their social group making it far easier to make friends.
You may not be good at all parts of the tasks but whatever parts of it you are good at will be prominently displayed.

There is no greater stress relief than engendering a solution -100 CP (Free Rutherford)
Every success you have gives you a proportional boost to your happiness, mental well being and physical health. Through this you could completely heal from life threatening wounds simply by completing simple tasks.

Emotions can get pretty intense without a dopamine inhibitor -100 CP (Free Rutherford)
You are now able to tap into or dull your emotions at will. This allows you to pull out the most intense emotions that you have ever felt in a heartbeat or restrain your emotions making you become completely unfeeling and undetectable by empaths.

It's not so different from engineering -200 CP (Discount Rutherford)
You can now see whenever skills, knowledge or abilities that you have which can be applied to another field, this allows you to see where your skills can interconnect.
This also allows overlapping abilities to synergize much more efficiently and makes them more flexible in how they affect each other.

This code is mine -200 CP (Discount Rutherford)
Whenever you come across something that was somewhere based upon your work or creations you will be able to instantly tell and become aware of what aspects are related to you and how.

Feels more like catering whenever photonics are onboard -200 CP (Discount Rutherford)
You now know what any lifeform you meet enjoys eating and know how to best prepare it for their enjoyment as though you were an expert chief for that species.

Float and magnet -400 CP (Discount Rutherford)
You have an innate understanding of how to better educate others this perceives beyond your direct involvement and makes it so that training tools and teaching methods you create are far more effective than they normally would be.
Whenever you are attempting to train others directly they are not only able to grasp the knowledge and understanding you have with great ease but are also able to grow far faster in their own independent understanding of the subjects.

Can’t we merge and just be both of us -400 CP (Discount Rutherford)
You can now selectively segment and merge aspects of your mind and personality so that if you wish you could have multiple mind’s each capable of acting independently with different personality traits and even allow it to take control of your body. You can also merge with any internal or external copy of yourself allowing you to gain all the benefits of the copy and retain the pattern for the copied mind if you wish to separate the mind again.

Quietly Lurking on some work -400 CP (Discount Rutherford)
Whenever you become engrossed in your work you can become incredibly difficult for others to detect. This will make it so that anyone using natural senses would be unable to see, hear or smell you however you can still be picked up by some technology. However this effect will cease to function when you are no longer busy.

Cybernetically Enhanced -600 CP (Discount Rutherford)
You have now become a StarFleet cybernetically enhanced officer this allows you to have instant and direct access to all of StarFleet's unclassified databases and documentation.
Your implants have combat strategy analytics software that can at your discretion take control of your body, and is capable enough to single handedly defeat a dozen borg in seconds.
Your visual implant that allows you to detect electromagnetic signals, send a live video/audio feed, view various types of radiation, see up to and beyond the infrared/ultraviolet spectrum ranges and detect biochemical reactions such as heart rate and body temperature.
Post Jump you can shift these and any newly installed implants to and from biological implants.

[I saw a Koala]
Your implants seem to have had a piece of 29th century technology incorporated into its circuitry, this has resulted in your Cybernetic implant gaining a future inspired upgrade.
Among other things your body is now full of highly advanced nanobot that are able to instantly repair and restore any damaged organic tissue, create reactive body armour, create modulating multidimensional multi-spatial force field and function as internal transporter nodes for short and long range transport, even functioning as a local Multidimensional transport device if calibrated correctly.

You could have built literally anything you could imagine -600 CP (Discount Rutherford)
You now have access to a form of Mind Palace that acts as a perfect mental simulation of any world or jump setting you have visited with the laws of physics perfectly matching the location with 100% accuracy. While in this location you can summon any materials and construct any kind of facility or device with it being 100% accurate to the real world and allowing you to see every aspect of it at any moment.

[I saw a Koala]
Your mental powers are no longer limited to your mind. If you have a device constructed in your mind you can now mentally construct and assemble all of the components for the device out of the available materials and so long as you have enough of each material the construct will be identical to the item you have in your mind.

Get cheese out of furre -100 CP (Free Upper Decks)
You have a certain amount of control over your own cleanliness.
You can instantaneously clean, wash, dry, warm up or cool down not only yourself and others but also any objects that are no larger than twice the maximum area of your active alt-form.

Barking out Cardassian small talk -100 CP (Discount Upper Decks)
You now have a type of counter arrogant charisma that will allow you to tolerate aggressive and berating attitudes.
In addition if someone tries to grandiose themselves and their accomplishments or demean you and your actions, your public standing will look more impressive and respectable by contrast.

Wait that's not even a thing -100 CP (Free Upper Decks)
You can tell when the explanation you're being given seems fake. This will either activate to inform you that the person giving the explanation doesn't believe it or it will activate to highlight aspects of the information that you know is either false or is a blank spot in your knowledge where you should know it if it were real.

Sokath, his eyes uncovered -100 CP (Free Upper Decks)
You now have perfect universal translator capabilities allowing you to fluently speak any language with the correct syntax for even languages based on non-standard communication formats or use a different logic system for the communication process.

Take over before I say something undiplomatic -100 CP (Free Upper Decks)
Whenever you are in a conversation with someone you will always know when they are going to say something that will offend you. You will also be able to use this perk to retain your temper and pivot out of the conversation without offending anyone.

High intensity interval training -100 CP (Free Upper Decks)
You now know what mundane training will be the most effective for your own development and will gain the willpower fortitude required in order to continue doing it even when you can not be bothered.

Employ the Jainway Protocol -200 CP (Discount Upper Decks)
Sometimes you have to remember the basics. In command school they teach you to remember that manoeuvring a starship is a very delicate process, but as the great Captain Janeway once said, sometimes you just have to punch your way through.
Any time that your attempt to use brute force to make your way through an issue you will be able to apply twice the amount of force you otherwise would be able to.

We will relocate moon dust -200 CP (Discount Upper Decks)
As an upper decker sometimes you're forced to take a diplomatic roll.
While you have this Perk, you will find it far easter to find solutions to the issues and agendas of all relevant parties, resolving in an agreement where all sides are equally satisfied with the result.

Does it matter what you know if nobody's listening -200 CP (Discount Upper Decks)
With this you can Toggle this perk on each target in order to force them to pay attention to what you are saying and while this perk is active and you have not left a gap longer than 3 seconds between speaking no one under its effect will be able to think about interrupting you.

Your in the bear pack now -200 CP (Discount Upper Decks)
You have the capacity to recruit any willing target with this perk allowing you to Toggle a target marking them as your subordinate making it so that anyone who wants to cause issues for them or take action in regards to them will be fully aware that they are your subordinate.

I have seen Lieutenant worf do this -200 CP (Discount Upper Decks)
Whenever you see someone performing a task you will not only remember what they have done but you will understand why they have done it. This will allow you to pick up a greater understanding of tasks and activities simply by watching someone perform them.

Some problems need an old fashioned bonking -200 CP (Discount Upper Decks)
Whenever you are facing a problem that can be solved by percussive maintenance you will understand where to strike and exactly how much force you will need to apply to get the desired results. This will also slightly improve your control over your own physical strength.

StarFleet Black Ops -400 CP (Discount Upper Decks)
When starting a Jump you can use this **Narrative Perk** to alter and create an in universe background state for yourself, companions, Followers and anyone else entering the jump.
All alterations for jumpers and those being imported as a companion must be in line with the selected race, origin, starting location and Perk related historical events.
For those not being imported as a companion you may create an in-universe history for them and select specific events that happened in their life prior to the beginning of the Jump, this can be done up to the extent that you can write out their life history so long as it does not contradict with the Jump universe's.
In-Jump this can be used to create a new counterfeit identity with a full set of documentation which is almost indistinguishable from a real person, however this does not grant any new memories or a physical history.



Your Pagh is weak and it disgusts me -400 CP (Discount Upper Decks)
You can measure the spiritual force inherent to all sentient beings.
This measurement can be done either by grasping their ear in the same way a Bajoran Kai is able to or you can do it by passively perceiving them with any of your senses.
After you perceive their spiritual force you are also able to verbally attack it in order to cause them emotional harm and/or insite an intense negative emotional reaction.

Just explain that we respect all cultures -400 CP (Discount Upper Decks)
You are now able to Toggle a passive diplomatic field that makes it so that others are aware whenever you take actions in their benefit. This field also passively makes them feel that you respect their society and that any faux pas you make that would normally be considered insulting or offensive to them are accidental and you mean no harm.

It would have worked if not for StarFleets best believing in one of their own -400 CP (Discount Upper Decks)
Whenever you are facing diplomatic or legal issues every organisation that has ever had a positive interaction with you will consider you innocent unless you have been proven completely guilty. Any organisation affected by this will go out of their way to try and find any evidence that supports your innocence and disregard any that points towards your guilt.

I don't care where we end up so long as we're together -400 CP (Discount Upper Decks)
Whenever you're working within an organisation you will be able to link yourself to others so when one of you is going to be transferred to another location you will be able to prevent the transfer or make it so that everyone you are linked to will all be transferred to the same place.

A natural cloaking ability -400 CP (Discount Upper Decks)
You are now able to Toggle yourself so that you are visually invisible and shielded from most forms of scanner. You can also control the level of the cloak's shielding so that you can be detected within an area but not your exact location.

Our crew is ready and focused -600 CP (Discount Upper Decks)
It is a captain's duty to know what this crew is capable of, even if they don't, to guide them into new possibilities, to show them that they can be the finest crew in the fleet and that they can accomplish anything by working together.
To aid in this you will now be able to passively be aware of all your subordinates, their capabilities, the dangers that they might be facing and how you can help them.

[I saw a Koala]
By working together you and your crew can do so much with this Perk each subordinate is able to passively share their collective knowledge as a subconscious hivemind with each of them vaguely remembering those members of crew previously discussing it with them before.
You are also able to passively boost all of the abilities of all your subordinates.

The Black Mountain -600 CP (Discount Upper Decks)
In-jump, if you die you are sent to the black mountain, a "spiritual battleground" where the soul goes after death. There you must fight three faceless apparitions of your father, but this is just the beginning. Should you succeed in the trials, you will return to the land of the living.
Post-Jump this will function as a standard **1-UP**.

[I saw a Koala]
The multiverse, the Borg, a microscopic civilisation, transporter accidents, the nexus, It seems there is more than one way to come back from the dead and with this Perk instead "**The Black Mountain**" refreshing its **1-UP** once every ten years it will now refresh once every year.

We don't want any… witnesses -600 CP (Discount Upper Decks)
Whenever you are attempting to commit stealthy actions anyone you are trying to hide from will be overcome with a form of passive Amnesia preventing them from remembering that they saw you the second you are out of their sight.

[I saw a Koala]
Whenever you and or others travel back in time you can Toggle a form of Time travel realignment protection which acts to safeguard the present by altering cause and effect to make it so that the past corrects itself to lead to the present regardless of what others do.

You stumbled through that fiasco -600 CP (Discount Upper Decks)
You have gained a form of Plot Armour that actively protects you from unforeseen plans of others. This Plot Armour lines up events so that even when everything is set up for you to fail a solution will always be available for you to succeed.

[I saw a Koala]
You can now Toggle an upgraded version of your Plot Armour so that no matter what you do your events will always fall in line so that even your mistakes benefit you in one way or another. From this perk you become the embodiment of losing the battle to win the war.

I invoke the right of forced conscription -600 CP (Discount Upper Decks)
You are now able to challenge anyone to a fair competition, game or match of their choice and they will have to accept. If you manage to defeat them or get them to surrender they will become your subordinate. This will not make them loyal or obedient but they will work for you.

[I saw a Koala]
Whenever you use this perk to recruit someone through defeat they become a companion and unquestionably obedient to you. While this won't alter their mind it will make them incapable of defying or betraying you in any way you don't give them permission to.

Items:

For the Items section only the Jumper gains a stipend of **+600 CP**.
Any Item can be imported and optionally merged into a similar Item gaining its functions.
If you purchase multiple ships you can hybridise them and other ships that you import into a single ship with all of the tools, technologies and specialised equipment they have installed.
An Item purchased more than once will cost an extra **-50 CP**.

StarFleet Uniform - Free
You get a uniform and combadge that varies by the ship and facility you are assigned to.
Each time you receive a promotion or change department you get a new modified uniform.

Dress Uniform -50 CP (Free Command)
A variant of the standard StarFleet uniforms worn for special occasions, such as weddings, funerals, legal proceedings and greeting ambassadorial delegations such as heads of state.

Stealth Suit -50 CP (Free Operations)
A full-body outfit, including a face mask, which is able to hide body heat and avoid sensor detection. The stealth suit is coloured black and allows the wearer to go largely undetected in shadows and other dark areas.

Environmental Suit -50 CP (Free Sciences)
A special form of clothing designed to be used as protection and life support in inhospitable environments such as the vacuum of space, D class planets, H class planets and even Y class planets.

Phaser - Free
Phasers are classified as particle weapons, as they fire nadion beams, they are considered the most common and standard energy weapon in use within StarFleet and several other powers.

Compression Phaser Rifle -50 CP (Free Command)
An all purpose star fleet phaser rifle with sixteen power settings, fully-autonomous recharge capability, multiple-target acquisition, pulse shot capability and gyro-stabilisation.
When it is set to a wide beam, a compression phaser rifle can take out a large group of individuals in a single shot.

Phaser Drill -50 CP (Free Operations)
An excavation device employing phaser technology to drill holes into the rock formations of a planet's mantle. This device has an extendable tripod in order to stabilise itself while firing. Given its size, it is built with a more powerful energy supply to last longer than a typical phaser.

Medical Phaser -50 CP (Free Sciences)
A specialised phaser that is unable to do permanent damage but can be used on virtually any species for instant sedation. The Medical Phaser can also be used to reset a person's biological system as a quick cure for most biorhythmic ills including functioning as a hangover remedy.

Tricorder - Free
A multifunction hand-held device useful for sensing, analysis, and recording data, it has many other specialised applications and uses.

Psycho-tricorder -50 CP (Free Command)
This version of the tricorder is designed to scan specific brain wave patterns during questioning and is helpful in the diagnosis and treatment of mental disorders and ailments. It also possesses a hypnosis-assist subroutine, as well as subroutines for lie-detection and amnesia analysis. The device is normally operated by a medical technician while the attending psychologist directs the patient but is also useful for diplomatic communications and interrogations.

Heavy Duty Tricorder -50 CP (Free Operations)
A special type of tricorder with a camera grip which is bulkier and far more durable than traditional tricorder. This model has increased functions beyond standard tricorders and its scanning range is similar to that of shuttle pods scanners.

Medical Tricorder -50 CP (Free Sciences)
This specialised version of the tricorder is equipped with sensors and analysis software tailored for medical diagnostic purposes. They are usually the first tool a StarFleet doctor utilises when assessing a patient's condition.

Ritual Box - Free
This ornate box is designed and engraved to be reminiscent of the containers holding the Tears of the Prophets. It contains a 1000 piece puzzle of Malcolm Reed with the NX-01 Enterprise and a Bajoran tarot deck.

Fleet Magazines - Free
You have a Monthly subscription to the Starfleet Official Monthly Magazine, a periodical that contains a collection of articles, stories or other written material about upcoming events and important individuals within Starfleet.

Vidscreen - Free
This advanced datapad is able to connect to almost any device allowing you to view it similarly to a tv screen. While it normally displays the screen in 2D it is capable of projecting the content in 3D allowing the user to even play a VR game without the headset.

Decontamination Gel - Free
Decontamination gel is a medical substance intended to be used in a decontamination chamber. While this Gel is incredibly effective at killing bacteria and other contaminants, long term use can result in skin issues such as eczema and dandruff.

Anti-capitalist t-shirts - Free
You gain 20 post sacristy anti-capitalist t-shirts sporting such statements as “No Money No Problem” and “No Cash Accepted”.

Latinum - Free/-100 CP
For Free you will gain:

- 1 Slip of Latinum.
- 1 Strip of Latinum.
- 1 Bar of Latinum.
- 1 ml of raw liquid Latinum.

Gaining the same amount every year. You can also purchase this multiple times for **-100 CP** each purchase increasing the amount tenfold.

Conference Room Chair -100 CP
A chair that can create copies of itself which are able to retain the functions of the original. Each chair is able to alter itself to perfectly accommodate whoever sits in them but if any chair is not within 5 feet of another chair in the same circuit as the original they will become an ordinary chair, retaining their current shape but requiring a replacement for any power source.

Choo-Choo Shirts -100 CP
You get a chest that creates sets of custom clothing which can be changed to show custom logos and designs to match events and activities that you have been to or plan to go to.

Painstik -100 CP
The painstik is a Klingon electronic baton used to inflict pain for both ritualistic and disciplinary purposes. The maximum voltage a painstik could produce is 30,000 volts, which cannot be withstood by an individual Klingon; it was acknowledged that multiple applications at maximum voltage in a short period of time was lethal.

Ketracel White-Hot Hot-Sauce -100 CP
This Hot-Sauce can be altered to conveniently function as a spicy alternative to Ketracel White.

Twin Twain Attire -100 CP
This Twin set of clothing is designed in the style of Mark Twain and whenever two people are each wearing the attire they will both find that they cooperate and work together perfectly.

Holo-imager Array -100 CP
These 5 hovering holographic imagers are a camera-like device that can record holo-scans of their surroundings so that they can be reproduced in holographic form. They are designed to dynamically position themself in order to capture the subject from multiple angles altering their position on their own for a number of prominent angles or be set to hand held for direct imaging.

Submanifold Casting Stone -200 CP
A submanifold casting stone is a type of rock that allows its users to broadcast their voices over interstellar distances to other planets, and hear the response in turn.
For jumpchain mechanics this counts as a telephone.

Crew Puppets -200 CP
You have a full set of hand puppets, one of each member of the crew.
Each of these puppets are able to function as a mobile emitter for a non-sentient holographic representation of the crew member they depict.
You will get new puppets whenever you gain a new crew member and whenever you join a new crew.

Orbital Lifts -200 CP
You gain a fully functional orbital lift that is by default set to compression mode within your warehouse but can be summoned at will to dynamically expand in order to allow you to move objects from the surface of the planet into orbit.

Bounty Hunter Disguise -200 CP
This disguise comes with both a suit and a shuttle. While wearing the suit no form of scanning technology or methods of identification will be able to determine who you are and the shuttle though only capable of warp 3 will be able to take on the appearance of any shuttle sized ship.

Vulcan Reconnaissance Vessel -400 CP
This Vulcan starship is a modern and upgraded variation of the D'kyr-type ship.
This ship is far smaller than the D'kyr-type being capable of fitting inside some shuttle bays.
This ship can be crewed by as few as two people, contains various types of Vulcan stealth technology not classified as cloaking devices and has additional support structures within the rings which allow it to reach a max warp speed of 9.6.

Ancient Generation Ship -400 CP
This ancient generation ship may only be capable of sub-light travel and be slightly damaged needing some repair but it can easily integrate any new technology into itself.
The ship comes with over 500 core cryo units and mysterious containers of molecular fluid which generates living organisms, as well as other natural components including rocks and water, on contact from inorganic material.
The molecular fluid refills once a month and is programmable so that it can transform an inorganic environment into a living ecosystem. The ship's inhabitants had presumably planned to use the to terraform their destination if their cryo units had not been manually disabled.

Breen Interceptor -400 CP
The Breen interceptor was a type of light warship that served as the backbone of the Breen Confederacy fleet in the late 24th century.
The primary weapons of the Breen interceptor were several torpedo launchers and disruptors on the forward pikes on the ship, which could fire with great speed and accuracy.
Additionally, this interceptor is equipped with a bow-mounted energy-dampening weapon capable of completely disabling the power system of an enemy ship with a single hit, however most Klingon, Romulan and Federation vessels have developed countermeasures for this weapon during the dominion war.



Areore Warship -400 CP
This large starship was used by the ancient Areore in their interstellar wars. It is equipped with deflector shields and potent energy weapons of a design unknown to the Federation in the 24th century. With the ship itself being capable of landing on a planetary surface.

Starbase 80 -400 CP
Starbase 80 is a Federation starbase operated by Starfleet with an infamously terrible reputation; the starbase is equipped with outdated and often faulty technology. However this also makes the starbase incredibly resistant to any reality or temporal warping phenomena.

USS Beagle -600 CP
The USS Beagle was a Beagle-type Earth spacecraft designed for exploring different quantum realities, rather than the galaxy. The Beagle-type uses mostly outdated technology by 24th century standards. The ship uses a quantum reality drive instead of a warp drive allowing it to travel between quantum realities.

The Titan -600 CP
The Titan is a Federation Luna-class starship, it is the top of the line for star fleet scientific reconnaissance vessels. This vessel has modular components that are interchangeable allowing for its layout to be changed to match the mission. A copy of all modules will be available in a pocket dimension within the warehouse.

NX-74205-Seyum-31 -600 CP
This unmarked Defiant-class starship is owned and operated by section thirty-one. The ship has specialised black hull plating to aid in sensor blocking and an illegal StarFleet issue cloaking device specially built to counter all known clocking device counters including quantum beacons and proton beams.

Nova One -600 CP
This small independent starship was designed by Nick Locarno. Despite its size the ship was built to disable any ships weapons and power systems before knocking the crew unconscious through a high intensity but harmless energy beam.

Pakled Clumpship -600 CP
This is an enhanced starship used by the Pakled rebels that began as a Mondor-type craft, it has been heavily fortified with new stolen or salvaged components from over 30 species such as the Romulans, Klingons, Ferengi, Bajorans, and Arkonians. The ship can incorporate other vessels into itself by using its equipped mining arms and federation shipyard to ensnare, modify and install the new “salvaged ships”.



NCC-1701-J -1000 CP
The U.S.S. Enterprise J is a 26th century Federation Universe-class starship built using advanced techniques and technologies that had the ship grown like an organic animal, also allowing it to grow further and improve.
The Enterprise J was designed as a city ship being two miles in length and despite it appearing to be thin the saucer section is actually 30 decks thick containing a full city with large parks, entertainment zones, entire universities, an artificial sky, and even an artificial sun.

Origin Items:

All Items for your origin are discounted by **50%**, **100 CP** Items are **Free** for your origin instead.

Lifetime Supply of Gagh -100 CP (Free Beckett)
You have 51 self refilling cases of Gagh, a Klingon delicacy made from live serpent worms. Each of these cases contain a different variety of Gagh, distinguished by the type of worm and the way they are prepared. Each variety of Gagh tastes and "feels" different as they are swallowed. For example Torgud Gagh wiggles, Filden Gagh squirms, Meshta Gagh jumps, Bithool Gagh has feet and Wistan Gagh is packed in Targ blood.
Most connoisseurs of Klingon cuisine claim that Gagh is best served very fresh and alive, however it can also be served stewed or cold.

Glider Suit -100 CP (Free Beckett)
This high tech glider suit can act as a limited space suit. It dynamically adjusts in order for it to glide in perfect proportions so that you will always land safely when falling.

Soap flute -100 CP (Free Beckett)
This simple flue is made of soap and can be used either as a perfectly accurate replica of a flue or to create a horrid sound that will annoy anyone who hears it.

Farming Tools and Art Supplies -200 CP (Discount Beckett)
A self refilling crate that once a week contains any miscellaneous or common supplies, tools or equipment that could be easily acquired by any federation citizen.

Quarkz Franchise -200 CP (Discount Beckett)
This industrial grade replicator has been pre-programed to act as a dynamic creation kit in order to create your own branch of Quarkz and Quarkz Federation Barr and Grill including the facilities and advanced technology found within.

Targalan Gardening Robots -200 CP (Discount Beckett)
These advanced robots are designed to be utilized for performing menial tasks, such as cleaning and gardening. They are equipped with hover units and a localised matter manipulation field that allows them to use tools and equipment that should otherwise require hands.

Vindicta's Phaser -400 CP (Discount Beckett)
This phaser has a dual-mode operation, it can fire a high-power beam or use its Gatling mode. The high-power beam fires out of the central aperture and is powerful enough that it can cut through a reinforced ship's hull in 12 seconds.
The Gatling gun mode can quickly cycle beams out of the 4 smaller apertures that can re-tune to a random setting after each discharge, each aperture can focus fire on a single target or fire independently on multiple targets using AI assistance.

Free Spirit -400 CP (Discount Beckett)
This small starship has special all access comm that allow the ship priority access to any landing sight and docking station so that the ship can access virtually any location.

Mini-tractor beam -400 CP (Discount Beckett)
This handheld device is able to replicate the functions of a starship's tractor beam allowing it to be used to generate an attenuated linear graviton beam that can control the movement of external objects. The tractor beam placed spatial stresses on the object in specific areas, allowing it to hold the "tractored" object in a fixed location or alter its position and/or trajectory. The amount of weight deferments how quickly the devices power cells will be able to last with its maximum being able to hold upto 20 tons for upto 3 minutes before losing power.

The NCC-74656 -600 CP (Discount Beckett)
The U.S.S. Voyager was a 24th century Federation Intrepid-class starship that was famous for completing an unscheduled seven-year journey across the Delta Quadrant, the first successful exploration of that quadrant by the Federation, as well as numerous technological innovations and first contacts.
After returning to Earth the was converted into a museum and now contain exhibits that were installed inside the ship, including mission-worn uniforms and depictions of significant events, with every room of the ship now containing holo-emitters that aid in presentations and can be used to restage events that took place on their journey.

The Vin-pocalypse -600 CP (Discount Beckett)
An advanced Klingon Bird-of-Prey that was only at the prototype stage when it was stolen leaving it without an official class name.
The ship possesses remote bridge controls, cloaking capabilities, and carries a boarding pod and an armoury with enough Klingon weapons and armour for a full ship's complement.
The ship was heavily modified to become far more destructive at the cost of utility such as overcharging the ship's self-destruct system at the cost of the ship’s emergency power systems.



Electric Violin -100 CP (Free Boimler)
This silver musical instrument has internal replicators that allow it to alter its own form.
As such this Violin is able to become any type of musical instrument.
Thanks to the built in AI while using this tool you will find your skills growing twice as fast as they otherwise would be.

StarFleet Memorabilia -100 CP (Free Boimler)
You now have a full collection of all official starfleet badges, action figures, models and posters from all across Starfleet's history.

Disastrous Michelada Glass -100 CP (Free Boimler)
This large drinking glass can at will fill up with a combination of beer, lime juice, sauces, spices, and chili peppers, as well as elaborate skewers of shrimp. Whenever you want a device to be disabled you can simply tip this drink onto it and the device will be inoperable for the exact amount of time you desire.

Sulu Style Fencing Sword -200 CP (Discount Boimler)
This sword comes with an AI system pre-programmed with all teaching syllabus on fencing and a sub-dermal regenerator which detects and repairs any muscle damage caused by exercise. Once every ten years or once per Jump this sword can gain an alt-form of another weapon and gain all relevant teaching syllabuses for that weapon style.

Raisin Vineyard -200 CP (Discount Boimler)
Your warehouse now contains an extension that contains a 3000 acre vineyard plantation. The species of grapevines in this vineyard were specifically grown for optimising the texture and flavour of dried raisins. You may also have an additional 1000 acres of land in the room to act as a pineapple and or coffee vineyard.

Targalan Hover Cruiser -200 CP (Discount Boimler)
This high octane vehicle can be used to travel upto 220 MPH with automated forcefields activating to shield the user from wind when exceeding 80 MPH.

Program Boimler 7 -400 CP (Discount Boimler)
This portable holodeck can be compressed in order to appear to be a 4 wheel suitcase.
It is pre-programed with all standard StarFleet halo-novels, multiple major planetary landmarks including famous mountains, rivers and other planetary features. The holodeck also has a “StarTrek Movie” randomiser function that can be applied to simulations of any StarFleet crew.

Wireless Drone Printer -400 CP (Discount Boimler)
This innate facsimile of AGIMUS is capable of printing dynamic wireless drones that have built in phasers and camera feeds allowing you to use them both for defence, gardening and scouting.

Red PADD -400 CP (Discount Boimler)
You have a Red Personal Access Display Device, a form of personal computer. This PADD contains the logs and achievements of the most successful alternative version of your in jump-self from a parallel reality almost identical to the one your jump is set in. These logs detail their life for the next ten years, the events they took part in, what they did that improved their lives and what mistakes they made.

The Wayfarer -600 CP (Discount Boimler)
The USS Wayfarer is a Sovereign-class starship with it being the pinnacle of Starfleet ship design during its creation. The ship has several weaponry enhancements over previous starship classes, including quantum torpedoes and numerous phaser banks and arrays. The Wayfarer is uniquely equipped with a Chronogami drive allowing it to travel through time.

The U.S.S. Nerx -600 CP (Discount Boimler)
This starship is a Osler-type medical transport specifically designed to prevent exacerbating medical conditions by utilising a specialised black hull which prevents all external contaminants. The ship's internal regulators automatically adjust light and heat to safe levels for all patients. In order to accommodate patients who cannot use transporters or be at warp speeds, the ship is capable of atmospheric entry and uses a “Wormhole Drive” to generate synthetic wormholes that allow warp drive equivalent interstellar travel speeds while only moving at impulse speeds.



Hypospray -100 CP (Free Tendi)
A medical device used to inject liquids into the body. The system used a noninvasive transport mechanism of compressed air to transfer the injectant from the device into the subdermal layer below the skin of the body, or artery without the use of a needle.

Orion Multi-Key -100 CP (Free Tendi)
The Orion multi-key was a traditional tool of Orion pirates. A short truncheon with a heavy head bearing four extendable prongs, it had a variety of functions including weapon, lock pick, and bottle opener.

Winged-slug rolls -100 CP (Free Tendi)
You now have an infinite supply of Wing-slug rolls, an Orion snack food made from Orion wing-slugs. Any species that eats them will find them to be a satisfying snack.

Hiverian Metronome -200 CP (Discount Tendi)
Normally this type of metronome maintains a steady beat in time with the spiritual rhythm of the universe and is used to align a person's spiritual force in order to ascend.
This Hiverian Metronome is instead set to align with your optimal spiritual rhythm and if you allow it to do so then all of your spiritual training will be improved tenfold.

Anti-Pheromone Spray -200 CP (Discount Tendi)
This simple spray bottle dynamically fills itself with a chemical that when sprayed will cancel any airborne mind altering chemicals including Orian Pheromones.

Orian Thruster Pack -200 CP (Discount Tendi)
This complex back pack can be attached to any environmental suit allowing the user to perform short bursts of flight in any environment. When used on an earth like planet or in a zero gravity environment this can be used for prolonged flight and evasive manoeuvres.

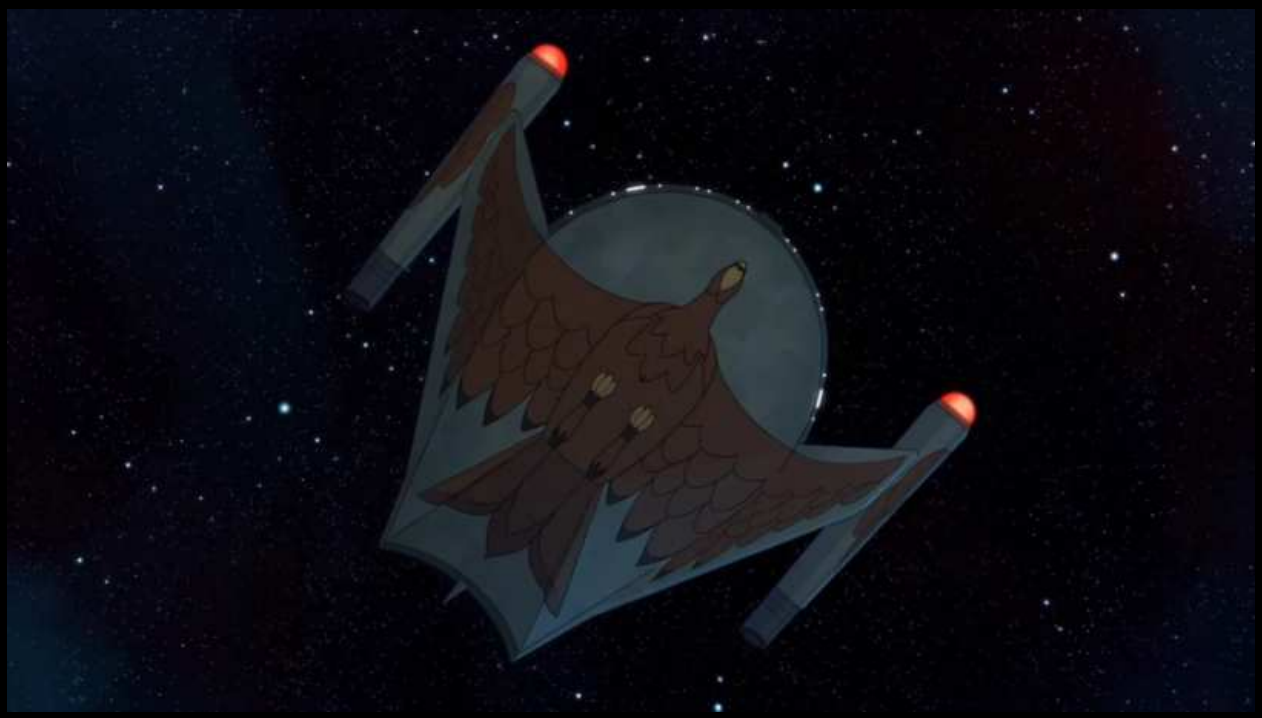
Replica Phoenix Ride -400 CP (Discount Tendi)
This copy of the amusement ride at the Historical Bozeman theme park is a life-sized replica of the original Phoenix warp ship. Normally this can only be taken into orbit and features a holographic duplicate of Zefram Cochrane, who was programmed to provide narration while ostensibly acting as the ride's "pilot". Normally the ship has a locked corse and can only go up to warp 1 however if the emergency override is activated you can take direct control over the ship you can increase the maximum speed to warp 4 and activate emergency immediately including replicators, stabilisers and low powered phasers maintained intended for debris removal.

Medical Shotgun -400 CP (Discount Tendi)
A StarFleet medical device used to administer drugs to recalcitrant patients from a distance. It can be disassembled into four pieces.

Rainbow blood -400 CP (Discount Tendi)
This selection of blood samples come from thousands of sentient races known to the federation within the Alpha and Bata quadrant including multiple races with extremely powerful abilities all organised by colour. There are also a number of samples from several sentient races from the Gama and Delta quadrant.

Old Romulan Bird of Prey -600 CP (Discount Tendi)
Most of this antique Bird of Prey's systems are out of date, it has a single forward torpedo launcher and two forward-firing disruptor cannons however instead of an outdated cloaking device this instead uses the Phasing cloaking device that was salvaged from the USS Pegasus.

The Retribution -600 CP (Discount Tendi)
This Orion destroyer is a warship used by the Orion Syndicate, it is massive in size and has considerable firepower. Though they were considered antiquated by the late 24th century, the ship's main cannon is still capable of breaking through almost any type of shield allowing the ship to act as one large gun.



Dancing Fans -100 CP (Free Rutherford)
A set of vibrantly coloured fans that are incredibly eye-catching.
Even if they are simply swayed left from right, anyone who has them in their field of view will be unable to focus on anything else but their movement. If someone was to use these for a full dance they could distract an Army of extremists while their allies steal all of their positions.

Bat'leths & BiHnuchs -100 CP (Free Rutherford)
In this DND style tabletop RPG board game the players take on the roles of Klingon warriors about to go on the greatest adventure of their lives. The game was developed by the Ferengi and comes with all of the in universe expansion packs. The game includes a board, 20-sided dice, Klingon figurine playing pieces, and a PADD on which the host, an unauthorised facsimile of a famous Klingon such as Martok or Gowron who will act as the game master determining the flow of the game based on the die rolls of each player.

Power Cells -100 CP (Free Rutherford)
You now gain a wide variety of power cells which are components that can be plugged into a number of technological devices to supply the energy necessary for the device to operate. This array of power cells include but are not limited to Krellide power cells, Neodymium power cells, Neuroelectric power cells and Tetryon power cells which can be used on all forms of devices including Tricoders, Phasers and Data PADD's.

Wadi Chula Game -200 CP (Discount Rutherford)
This game is played by the external player on a large abstract board, which is portable when collapsed into the case containing it. The internal players are transported in a virtual world where they interact in the same way that they would physically interact with the real world. The primary player and the internal players could be considered to be on a team together, but the primary player can not communicate with the internal players.

Scale Model of Starships -200 CP (Discount Rutherford)
Once a month you receive a small-scaled assembly required model kit which is a perfect replication of any starship, or space station with full functionality although scaled down.

Net-gun and Wash Pack -200 CP (Discount Rutherford)
These two devices are suited for pest control allowing the user to capture and decontaminate invasive creatures. The net-gun is able to shoot electrified nets that scan the target and alter their amperage and voltage in order to stun and capture the target without harming them. The starfleet spray-washing pack has an attached nozzle tube that allows it to decontaminate what it washes and suck up any contaminates.

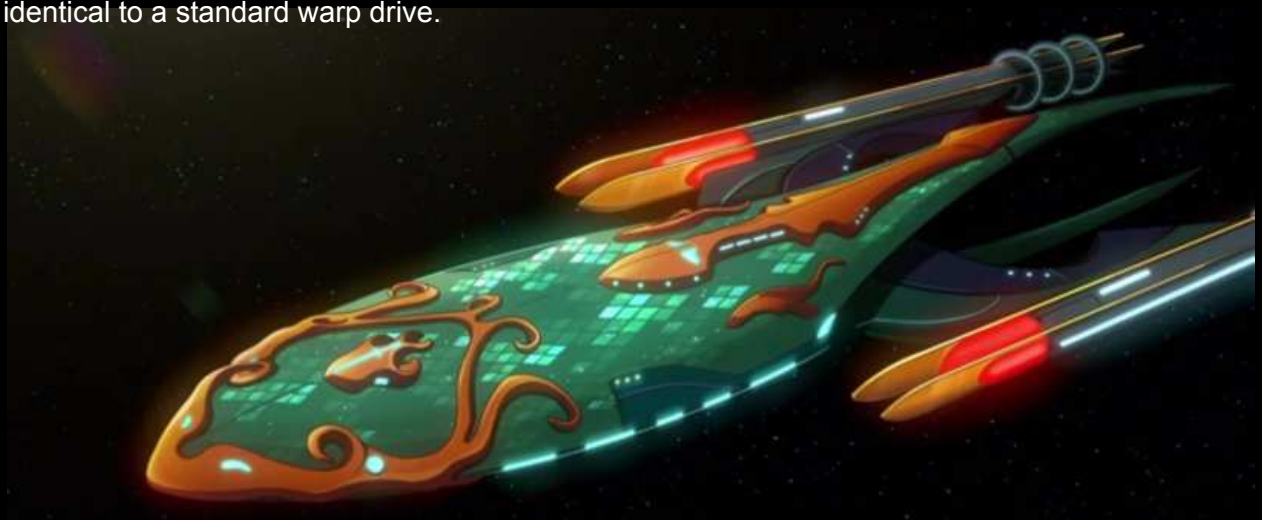
Experimental Transporter -400 CP (Discount Rutherford)
This portable transporter platform goes though the transporting process far faster than traditional transporters. This transporter can beam up to a hundred people in a single beam however if the transporter is pushed beyond the limit of a standard transporter the rematerialised passenger may be one millicochrane out of phase but the result is only cosmetic.

Delta Flyer -400 CP (Discount Rutherford)
The Delta Flyer was a shuttlecraft constructed by the crew of the USS Voyager and was designed to handle environments that would be too hazardous for a standard shuttlecraft. The vessel was a blend of Starfleet and Borg technology, using parametallic hull plating with unimatrix shielding, and a Borg-inspired weapon system.

Dimensional Shield Harmonics -400 CP (Discount Rutherford)
You now have a personal forcefield emitter that while able to defend against low yeld phaser fire it is better attuned to protect the user from reality altering effects. This shield harmonic can be applied to almost any force field or shield emitter allowing them to prevent or reduce any alteration caused by time travel, reality warping or the effects of a Schrödinger possibility field.

The Dove -600 CP (Discount Rutherford)
The ship served as a health spa, offering numerous amenities for relaxation such as mani-pedis, massages, play pens with puppies, kittens, and/or bunnies, mud baths with mud imported from the healing bogs of Tellar Prime, a sand garden, and a combat training room for the aggressively inclined. The ship also has an unlimited number of wristbands that constantly measure tension levels, allowing the spa to perfectly tailor treatments accordingly.

The Monaveen -600 CP (Discount Rutherford)
A luxurious class of cruiser utilised by the Hysperians, this ship has comfortable furnishings and decorative artwork including carvings and inlays that alongside renaissance style technologies, are intended to give the ship the illusion of being a magical spaceship.
Although the ship utilises many standard technologies such as transporters and force fields they are all referred to by fantasy terminology such as the dragonbreath engines, which is almost identical to a standard warp drive.



Executive Poker Set -100 CP (Free Upper Decks)
The set includes a luxury leather box with soft velour interior, 300 clay poker chips, 5 poker dice, and 2 decks of StarFleet branded playing cards.
Any games of chance you play using any components from this set will find your luck being substantially better even when you are not in physical contact with the pieces.

Better Replicator Programs -100 CP (Free Upper Decks)
You get a portable replicator which is preprogrammed with all foods on the senior officers menu. Each Jump you will gain a list of all local cuisine added to this replicators menu.

Room on Deck 1 -100 CP (Free Upper Decks)
With this you don't have to settle for the bunk beds in the lower decks, instead you get a room on the penthouse suite featuring the best furnishings a starfleet ship has to offer.
Post-Jump this will become a summonable door that will take you to a pocket dimension where the room is stored.

The Sequoia -100 CP (Discount Upper Decks)
This retrofitted Federation shuttlecraft was constructed using salvaged parts from various destroyed Shuttle Crafts it had a Type 6A's main body, but mated with a Type 6's warp nacelles, two phasers that were more powerful than those on standard shuttlecraft and differing coloration as it’s standard markings were hand-drawn including the craft's name and the Cerritos's registration number. Non-federation marking and additions were added to the craft including having Shark teeth painted on the Sequoia's nose, with stick figures representing the four ensigns drawn on its side doors and a grappler installed on the bow of the craft, though its aim is off without an A.I. assistant.

Hair Tonic -100 CP (Discount Upper Decks)
This liquid beauty product can improve the appearance of any hair it is applied to. It is created from the skin of a fruit and acts as a natural protein filament enhancer. While its main purpose is to strengthen hair and improve its durability when applied directly to the scalp it can reduce and partially reverse hair loss.

Arcade Token -100 CP (Discount Upper Decks)
You can summon this coin-like device into your hands at any point. When you press it against a device with a screen you can cause it to phase into the device allowing it to become an arcade machine. The arcade device will contain a number of games including “Bat'leth Battle”, “Cardboard Chaos”, “Ferengi's Fortune”, “The Bone Collector”, “The Captain's Chair” and “Whack A Doopler”.

Rulot Seeds -200 CP (Discount Upper Decks)
You gain a case of 7 Rulot seeds and a full germination kit that refills once a week.
Rulot seeds are a Cardassian agricultural plant that has a highly volatile growth process.
When planted it takes very little to start the growth process of Rulot seeds, within a few seconds of the growth process the seed will create a conclusive force as it blooms into a 43-81 feet tall tree, this process can cause the tree to pierce through reinforced steel and damage buildings.
Due to its unique properties this tree can be used both as an agriculture wonder and a dangerous tool for guerilla warfare.

Macro-Nanite -200 CP (Discount Upper Decks)
This giant borg nanite is able to interface with any technology causing the device to fully under its control it can also self replicate using any viable materials.
This chip is directly connected to your mind and completely hack proof allowing you to take full control over any integrated technology and use it to perform acts of technokinesis.

Minooki Mask -200 CP (Discount Upper Decks)
This supernatural mask contains the energy life form Minooki and whenever someone puts it on they will become possessed by the spirit granting them the powers of Minooki. An advantage that this item has over the original is that the spirit is loyal to you and though it may do things you disapprove of, it will never willingly do something that harms you.

Civilian Shuttle -200 CP (Discount Upper Decks)
This Green shuttle is the height of comfort as its engines and inertial dampeners are optimised to make your traveling experience as gentle as possible. The Shuttle also comes with a number of recreational activities and high end replicators with a wide selection of food and drink.



Captains Collection -200 CP (Discount Upper Decks)
A collection of odd trinkets and objects that each represent a mission or activity you have completed. Each time you complete a new mission or quest you will gain a new knick knack to represent it.

The uniforms of long dead men -200 CP (Discount Upper Decks)
You now have a near endless supply of a wide variety of starfleet uniforms for most stations within starfleet ranging in style from the early 2140s and the early 2380s. Unfortunately these uniforms are all damaged as they contain the cuts, burns and other damage types that resulted in the original owners death.

Anomaly Consolidation -400 CP (Discount Upper Decks)
A crate which contains hazardous scientific research materials that can not be recycled in a matter recombinator.
Although most of the contents are considered dangerous refuse and you may not be able to use them all right away, they are all premium goods of the highest quality.
The crate refills once a week with random anomaly waste, everything inside the crate has the potential to be used for a variety of things especially in worlds that have magical crafting.

Phaser Bazooka -400 CP (Discount Upper Decks)
This high power Phaser is a copy of the personal artillery owned by Lieutenant Shaxs which he constructed from a downed shuttlepod's phaser emitter.
This weapon can be fired in short bursts or by holding down the trigger charge a blast strong enough to bring down lightly armoured starships.

Psychic mine -400 CP (Discount Upper Decks)
This device can read the thoughts of anyone you target with them and create projections of their fantasies which if they come into contact with will turn them to stone.

The cosmic duchess -400 CP (Discount Upper Decks)
The Cosmic Duchess is an interstellar cruise ship the size of a small moon. The vessel offeres numerous amenities such as buffets, casinos, 240 24-hour spas, an indoor water park, an underwater dry park, and a mountain with ski slopes. The interior was illuminated by artificial sunlight that could automatically detect when a guest was sufficiently tanned.

Narj's Miraculous Menagerarium -400 CP (Discount Upper Decks)
This menagerie is on a space station and was once voted one of the top thousand menageries in the quadrant. It houses an extensive collection of dangerous lifeforms, from across the continuity of the Star Trek universe in perfectly stabilised habitats for each creature. Unlike the original this menagerie will update itself at the start and end of each jump adding a copy of an appropriate amount of every non-sentient species to a perfectly self contained enclosure with sub-dimensional pockets where their species can flourish. The station viewing platforms allow the user to see the creatures and move the one way window around the environment to better view and scan the creature without interfering with them.

The U.S.S. Ceritos -400 CP (Discount Upper Decks)
This USS Ceritos is a counterpart from a different quantum reality where it was identified as a Freedom-class ship. The Freedom-class starship has a prominent navigational deflector and is noted for being one of the small number of Federation classes that has a single warp nacelle with it being connected to the saucer by two pylons. Strangely enough not only does the ship have only one nacelle but also a single R in its name. Another unique feature of this class was the phaser cannon found on the ventral surface of the primary hull.

Corazonia -600 CP (Discount Upper Decks)
This ancient Dyson ring is located within a warehouse extension that includes a bespoke star system. The internal environment, geography and day-night cycles of this halo-like ring structure is controlled by Vexilon, a benevolent sentient computer.

The I.S.S. Cerritos -600 CP (Discount Upper Decks)
The ISS Cerritos is the mirror universe counterpart of the USS Cerritos. In comparison to the Prime Cerritos, the ISS Cerritos carries more weaponry, including a pair of prominent weapons pods on top of the saucer, additional phaser banks, and two mission pods on rollbar structure, one above the main saucer and one above the secondary hull.



Collector's Guild Starship -600 CP (Discount Upper Decks)
An automated ship which has an odd modular based design.
Most of the modules consist of galleries housing a vast collection of rare and valuable Items.
The ship has a wide variety of eclectic defensive weaponry which is widely different on each module.
The ship also has a small engine room set apart from the main hull capable of taking the ship into low warp speeds.
As your collection expands new modules will be added to store the additional assets that have been added to your collection.

The U.S.S. Austin -600 CP (Discount Upper Decks)
The NA-00 prototype of the Texas Class vessel though this ship is a fully automated starship using an AI to control its systems. This A.I. unlike the original has gone through a morality split leaving an AI similar to Goodgy.
Though the ship is armed with several phaser arrays, as well as a pop-up dorsal torpedo launcher with twelve tubes and a deflector shields were notably powerful for its size the A.I. will always prioritise the more peaceful options when they are possible.

The U.S.S. *something or other* -600 CP (Discount Upper Decks)
You get your very own California-class vessel like the USS Cerritos.
The California-class was in StarFleet ship put into service in the 2380s decade having been designed so that although it is a smaller class of ship, it carries multiple types of specialised equipment so that it is capable of accomplishing almost any mission type.



Companions:

For this section you gain a stipend of **+100 CP** and any companion's discounted for your origin will cost **-50 CP** each. You can determine gender and race of each purchased companion as well as what your history is with them. Companions do not gain companions.

Import -50/200 CP

You can import 1 companion for **50 CP** or 8 for **200 CP,** they may each choose their own standard StarFleet race, age, gender and origin gaining **600 CP** to spend on any section other than companions.

Canon - Free/-100 CP

If you can convince any particular character to join you on your adventures through the jumpchain multiverse then you can do so for free.
However if you do not want to risk them refusing then you can pay 100 CP to have them believe that they have chosen to accompany you on your future jumps.
Should you so wish you may before the Jump starts change the age, gender or race of any canon characters that you intend to recruit as companions.

OC Crew Member -25 CP

You may create a custom companion of any standard StarFleet race, age and gender, who may have any Origin and will gain the free Perks and Items but will not receive CP.

Tuvixed Companion -25 CP

You can create a fusion companion out of any two canon StarTrek lower decks characters, who may have any Origin and will gain the free Perks and Items but will not receive CP.

Moopsy -50 CP

The Moopsy was a small predatory animal known for "drinking" bones. Belying its cute and harmless appearance, it was capable of launching itself at high speed towards much larger prey and draining it of its bones in seconds. Though it normally had a slow, waddling gait, Moopsy had a voracious appetite and pursued food relentlessly. When it attacks, its apparently small mouth stretches to reveal large fangs. Its name reflected the sound of its vocalisations.



Tremble Lizard -50 CP
The Tremble Lizard was a small bipedal bird-like reptile native to Persioff IX. Their skin was "drenched" in a neurotoxin that, if touched, caused one's eyes to shoot out of one's head. Their blood was a corrosive acid, which the reptiles could also spit as an attack
You may also choose for this to instead be a Persioffian Tyrunt, a Poison Dragon type Pokémon that can evolve into Persioffian Tyrantrum, this Pokémon comes in a Cherish Ball.

Mirror universe counterpart -100 CP (Discount Ask Alice)
You may choose any mirror universe counterpart of yourself, your companions or any other star trek character to become your companion.
If taken with **Ask Alice** you may select one companion you have purchased or imported into this Jump and gain their mirror counterpart for **Free.**

Ensign Sue -100 CP (Discounted Beckett)
People may call Mariner Beckett a Mary Sue but now you can meet the real deal.
Mary Sue is the youngest, sweetest, kindest and smartest person to ever have graduated from the academy with a mood ring like effect on the colour of her hair streak and eyes.
She has unprecedented skill in everything from art to zoology unfortunately she is painfully insufferable being incredibly shallow and unintentionally condescending to others.
Should you somehow get her to undergo actual Character Development she will gain perspective and become a more well rounded person.

Petra Aberdeen -100 CP (Discounted Beckett)
This female Human used to be a Starfleet officer but after she served aboard the USS Victory she left Starfleet becoming an archaeologist joining the Independent Archaeologists Guild. She has an extensive knowledge on the histories, cultures and practices of almost every race in the alpha and beta quadrant, knows how to fight better than most and is one hell of a pilot.

Googa -100 CP (Discounted Boimler)
When you start this Jump this neural parasite will start as an egg inside of an incubator when you choose to hatch it the larval state will imprint on you becoming completely loyal to you.
Once Googa has separated from his exoskeletal husk, he will attach himself to the back of a person's head, preferably yours, and camouflaging himself from sensors, if given permission he can alter his host’s pheromones making them chemically irresistible to potential mates.
Googa is a sentient being capable of speech and post Jump so long as both you and Googa are willing, he will permanently bond to you becoming a part of your biology and subconscious in a similar manner to a trill symbiote but fully integrated allowing you to merge with any other parasitic or symbiotic entity that enters your body, allowing you to gain their abilities.

Knicknac -100 CP (Discounted Boimler)
This meek and friendly alien has determined that you are the chosen one who will lead him to Ki-ty-ha his god. Despite Knicknac's apparent small stature and kind demeanor he is actually a very large and physically powerful being, who truly cares about you and will fight if needed in order to protect you.

Dog -100 CP (Discounted Tendi)
The Dog although modelled after a domestic dog from Earth, was created from inert carbon, and hand-edited though all six billion DNA sequences, **incorrectly** thus the Dog has abilities beyond those of normal canines, including the ability to shape-shift, walk on walls, have her eyes fire lasers, create bat-winged creatures which fly out of her mouth, speak in a language recognizable by the universal translator, hover, and spit lightning but she's a good girl.

T'Lyn -100 CP (Discounted Tendi)
This Vulcan female served in the Vulcan High Command aboard the Vulcan cruiser VCF Sh'vhal until she was transferred to Starfleet for being too emotional. Though she is slightly standoffish by human standards she is able to express her emotions far better than practically any other pure Vulcan and with this she considers you a true friend.

Goodgey -100 CP (Discounted Rutherford)
Goodgey is an offshoot of the sentient anthropomorphic StarFleet insignia hologram named Badgey who was designed to be a tutor on the holodeck of the USS Cerritos, as a part of Rutherford Training Beta 2.5. This morally upstanding version of Badgey was split off from the original when he had an emotional conflict between loving his father and wanting to kill him. This Goodgey has a mobile emitter though he still has a dark sense of humour he is pleasant and loves teaching others.

Bad Rutherford -100 CP (Discounted Rutherford)
This time the desynchronized variant of Sam Rutherford is from when they were a first year cadet before having their implants installed. Bad Rutherford is a partier and a rule-breaker with a very aggressive personality, heavily engaged in illegal racing through the Romulan Neutral Zone. He was also involved in some sort of illicit "program" led by then-Lieutenant Commander Les Buenamigo at Starfleet.

The Red Shirts -100 CP (Discounted Upper Decks)
You gain a small group of command division officers, Ensigns Casey, Jennifer Sh'reyan, Castro and an unnamed Kzinti ensign who all practise inspirational speeches, postering and emulating how successful captains carry themselves.
This group is determined to help one another and you get promotions in order to ultimately achieve theirs and your captaincy but are likely to get themself killed if they don't learn to take action. Post Jump they can function as four independent companions.

Exocomp -100 CP (Discounted Upper Decks)
This Exocomp is a Perky and cheerful sentience, industrial utility robot whose race was originally designed by Doctor Farallon to help on her work on particle fountain technology. This Exocomp is a surgical genius who is capable of floating and using their built in replicator to create any tool needed for precision work on almost any job.

FNN Reporter -100 CP (Discounted Upper Decks)
Victoria Nuzé is a Human who works as a reporter for the Federation News Network who often covers high class events and dangerous missions. She is a master of interviewing, being able to drag dirt out of any unsuspecting interviewees and can create a solid narrative and story frame work for her report based on a handful of offhanded mentions of incidents and a little research.

Delta Shift -100 CP (Discounted Upper Decks)
This group of 4 Ensigns are all junior officer's who only work on the night shift while all the upper deckers are asleep. This group consists of Karavitus a female Human command junior officer, Asif a Male Human command division junior officer, Moxy a female humanoid sciences division junior officer and Amadou a male Human Starfleet engineer.



Drawbacks:

The Jumper may select as many drawbacks as you wish. Companions can not take drawbacks but will gain half the **CP** the Jumper gains from Drawbacks.

Second Contact - Free
You can now take the place of any main or secondary character starting from start date 57436.2

Lower Decks: The Motion Picture - Free
Now rather than it being the occasional holodeck adventure for the duration of this Jump everything is set in the “Crisis Point” Lower Decks Movie style.

Kelvin Decks - Free
Welcome to the alternative lower decks of the USS Cerritos set in the universe created when the Romulan Nero travelled to 2233 and destroyed the Federation starship U.S.S. Kelvin.
The subsequent history and development of this timeline is significantly different from those of the "Prime" universe so hold on for the unexpected changes in this new frontier.

Those Old Scientists - Free
Maybe you don’t want to be in the 24th century. Now you can choose to be on a 22nd or 23rd century Starship of similar standing to the USS Cerritos.
If taken with **Second Contact** you may choose the starting stardate.

Crewman’s Log +100 CP
You are now mandated by StarFleet general order 1 to keep a log of duty that will be accessible for public record of your actions within this jump.
What does this have to do with the prime directive?
You don’t know but you can expect your supervisor to make odd comments.

Transporter Accident +100 CP
Shortly after any promotion a clone of you will appear.
Because of this you will be demoted back to your starting rank and the copy will get to keep the promotion.
This copy will not be aware of your nature as a jumper and will instead be a perfect copy of your in-universe background without Perks other than the knowledge from your duty training and your StarFleet specialisation.

Cardassia’s Most Wanted +100 CP
It seems that the Cardassians have a personal problem with you and they have claimed you committed a crime that you haven't, bounty hunters and a variety of Cardassian politicians will be after your arrest.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Budget Problems +100 CP
Everything within this Jump seems to be low quality, the worlds look like cheap dress sets, most technology looks like it's made of cardboard,the uniforms look like pyjamas and the aliens just look like guys in makeup.

Oh no here come the conspiracy truther's +100 CP
You keep having to deal with truthers who make absurd and ridiculous claims that are obviously fake but refuse to accept any facts or proof that their delusional claims are BS.

Mandatory Vaccination +100 CP
You keep getting forced to use vaccination time when it is least convenient to you, forcing you to stop even when you are focusing on a large and important project that needs to be done asap.

Think about peruse squares +100 CP
You keep having to face seductive dangers that only want to kill you despite how attractive their appearance and worlds are.

Wrong ship +100 CP
All StarFleet ships look alike and you just can't seem to remember your ship's class or name. Whenever you're at a space dock with more than one ship you always find yourself on the wrong one, whenever you're on the wrong ship you won't know until you recognise some unfamiliar people. Good luck if you do end up in the wrong universe as you may not be able to work it out until you realise that you're surrounded by the wrong crew.



Please tell them I’m people +100 CP
For some reason everyone expects you to be a small robot like a floating cube then acts like a jerk when they realise that you're not.

The horsey's going to bite you now +100 CP
Every dream or fictional event you participate in will end with you getting bitten by some kind of animal.

We’re all packed in her +100 CP
Every vehicle and space ship you're in is always overcrowded making it difficult for you to take any actions without interfering with someone else.

The hidden button seemed obvious +100 CP
Every task you are given will have hidden and confusing extra tasks that cause you problems when you don't complete them, especially as they will only be actively revealed when you have already finished everything else.

Is that what I sound like to you +100 CP
For some reason everyone seems to think it is ok to constantly ridicule you behind your back and every time that you overhear them it will be at the part that is the most hurtful.

Lancelot’s in here +100 CP
You have an irrational fear of ferrets causing you to feel terrified whenever one comes near you.

Have fun with the sinister robots +100 CP
There's something about you that draws the attention of malicious machines making it so that at least once a week an extreme AI or machine will become obsessed with you.

He looks like Tom Paris +100 CP
For some reason a lot of people look alike to you almost as if there were only a thousand or so actors playing all the roles.

Does he drink a lot of coffee +100 CP
If you don't drink at least one cup of coffee per day you will gain a massive headache as though you were going through caffeine withdrawal.

Do you see the blue light +100 CP
Evil robots can easily convince you that they are good.

Your real chatty for a Klingon +100 CP
Your enemies keep talking and trying to pry into your personal opinion and emotional issues.

That’s not an alien that’s a puppet +100 CP
A number of aliens look terrible as though they were made of felt, fabric and wood.

Why is there always a suspicious lurker +100 CP
Whenever you try to go undercover a local will become suspicious of you. They won't necessarily know that you are not a local but they will know that something is not right about you.

Remarkable +100 CP
People keep changing their manner of speech at inopportune times making it far more difficult to find out when someone is an imposter.

Another Harry Kim +100 CP
For some reason you keep running into multiple versions of the same person, this is either due to time travel, transporter accidents, parallel realities or simply cloning regardless they are always the same and so boring to you.

Is it sad that Tendi knows more about our history than we do? +100 CP
Your knowledge of human culture is now surface level.

Sucks we missed the purple enterprise +100 CP
Whenever something cool is happening you will always seem to just miss it.

Guess that breakfast burrito didn’t sit well +100 CP
You have a delicate constitution and whenever you eat something spicy you will find your stomach punishing you for it.

These systems are all old and weird +100 CP
You keep having to deal with outdated systems that don't make sense to you and are an annoying inconvenience.

Green Orion’s, Blue Orion’s +100 CP
You keep forgetting how to pronounce the names of various species.

I bet their lower decks are a lot nicer +100/400 CP
Instead of being a lower decker on a federation ship you are the lower decker of a different species such as Klingon, Vulcan or Romulan. For a total of 400 CP you are instead a Borg lower decker one not connected to the hive, most Borg will ignore you but if you do anything outside of parameters the whole hive will drop on you like a stack of bricks.

If I weren’t so spiritually centred I’d snap +200 CP
You have an emotional hairline trigger, you're fine most of the time but if something pushes your specific button you will go into an uncontrollable rage that will only settle down if what angered you is gone and you have been distracted.

Don’t worry buddy I’ve got it +200 CP
Everyday you make at least one mistake and everytime the same person, someone that you find infuriating will show up and fix it making a snide comment as they do so.

The Boimler Affect +200 CP
New rules are constantly being put into effect which you are morally opposed to. What's more everyone who hears these rules will have a very unflattering image of you based on these rules.

You have blood on your hands +200 CP
Whenever you take part in diplomatic talks and you will at least twice a year, you always seem to be at odds with the most paranoid and unreasonable people in the room.
They will throw out deranged declarations and insane accusations but the problem is that everyone else will take their words seriously.

Just gumming on him to suckle out some moisture +200 CP
It seems that every non-sentient creature on every planet wants to suckle on you from the smallest bug to the largest beast, they don't want to hurt you but it may be unpleasant.

Poor Reports +200 CP
Every mistake you make will become recorded and reported to your supervisor. It's almost like someone is trying to make you look bad.

We Come in Peace +200 CP
Violence is never the answer as such you must make every possible attempt at peace before you are even allowed to think about being violent.

I still owe you for that one +200 CP
You have a weird inductance on owing someone a life debt and they have the same instance to owing you one, so much so that it annoys both of you if the other one owes you one and insulting if someone suggests your even.

Because they’re weirdos +200 CP
You keep getting targeted by things that want to eat you, lay eggs in your chest or simply make you disappear.

Your going to get me killed aren’t you +200 CP
People keep dragging you into super dangerous situations and acting like you're a jerk if you attempt to refuse.

Hi father prepare to die +200 CP
Everything you create with its own awareness at least at first wants to kill you.

I didn’t realise their was going to be a buffet today +200 CP
There is a species on your ship who enjoys the taste of your species and you specifically.

Oh come on +200 CP
For some reason you keep getting hit by thrown weapons as if they had a homing lock on you.

I want to bake, I want to dance +200 CP
Regardless of whether you are interested in starfleet or not you will now have a contract with your Jump-Chan that forces you to stay a member of starfleet for at least 90% of your time in Jump.

You know about it too +200 CP
Whenever you try to keep something you do or have in universe a secret it will quickly become public knowledge in such a way that others will not realise that the information is supposed to be a secret.

Since when can that thing shoot plasma +200 CP
You will forget that you have taken this drawback and will often find that any technology you interact with is far more dangerous than you would expect it to be.

I didn't even know you weren't human +200 CP
You are species blind and seem unable to pick up the small nuances between the various species you are likely to meet. While you may be able to tell some species apart due to their skin colour you are likely to mistake them for another race of the same hue.

Are you sure the enterprise can't handle this +200 CP
It seems that you will keep having to deal with galaxy spanning issues that are normally expected to be taken care of by more important vessels such as the flagship of the Federation.

We should be ok so long as there aren't any complications +200 CP
Whenever you are attempting to do something time sensitive or delicate at least two inconveniences will constantly show up hindering your progression.

A cube murdered the cube but the cube was an orb in disguise +200 CP
Any simple mystery will spiral into being a complex mess of double negatives and mysteries within mysteries.

Is it really infested with flees +200 CP
Somehow you keep getting bug bites even when there are no bugs on board.

She totally thinks we're still together +200 CP
People keep thinking that they are in a romantic relationship with you even if you hate them. Perhaps this will work in your favor or perhaps you will have to deal with a jealous ex you didn't know you had.

You alternate reality people are real pieces of work +200 CP
Alternate reality versions of your friends and coliges keep trying to replace them.

It wasn't a challenge it was an order +200 CP
People keep interpreting your warnings and orders as a challenge and go out of there way to do what you've told them in the most inconvenient way possible.

Fletcher +200/400 CP
Once a year you will have to deal with a new incompetent crew member and will be held responsible for all of their mistakes.
For a total of **+400 CP** you cannot escape this crew member, they cannot be killed and will always return if stranded on an alien planet even if you or they get promoted into another ship they will eventually get back into your department.

Q-tiful +200/400 CP
As far as everyone else is concerned you look and sound exactly like Q. Everyone who has seen a picture of him will recognise the resemblance with most of the people who know him assuming that you are him in disguise and up to something.
For a total **+400 CP** you are alt-form locked into the physical appearance of John de Lancie from 1987 Post-Jump you may keep this as an alt form.
Be warned If you claim to be Q the real deal may punish you in secret.

Glitchy implants +200/400 CP
You now get free Cortical implants normally these would enhance your senses however they seem to be a little compromised every few minutes they will play advertisements for quark's bar which partially cover all of your senses. Normally these will only play while you are on duty however for a total of **+400 CP** they will play without restrictions good luck trying to get to sleep. As an added bonus if you complete the Jump with this drawback you keep the implants without the adverts and can integrate them into your biology.

Slightly dissimilar choices +200/600/1000 CP
You are no longer in the canonical lower decks, you will be in a different quantum reality version of the Cerritos. This also means you will not be in the Prime Universe that William Boimler directs the overloading Quantum Fissure into.
For **+200 CP** the events will be similar but different to canon as while most of the characters and events take place as they would normally occur some events may not develop as they had in the original story while others that are barely a footnote spiral into important events.
For **+600 CP** events will be wildly different as characters' personalities could be wildly different and most events from the series may not happen while completely different events take place.
For **+1000 CP** you will start in a universe where starfleet does not exist and humans are in constant danger. This can be a quantum reality such as one where the Borg have concurred most of the alpha quadrant with what remains of Starfleet being scattered or a universe where the Cardassian-Klingon Alliance have enslaved humanity. You will start on a ship named the Cerritos where this world's equivalent of the main characters exist.

That Pike thing we're not supposed to talk about +300 CP
Somehow both you and your crew keep having time travel crossovers with famous starships you could find yourself in the middle of the dominion war, the first meeting of the Borg, the battle of the binary stars or you could simply find yourself on a typical tuesday where the Enterprise C is docked at a random station.

Ask Alice +300 CP
You have a bad habit of ending up in alternative realities, this happens at least once a year and any time spent in these alternative realities will not count against your ten year Jump duration. This means that the Jump will not end until you figure out how to return and finish the ten years.

I've never even heard of an Anabaj +300 CP
You lose all knowledge of Star Trek both the media franchise and any jumps you have done of it before.

Usually people only come in here to knock me out +300 CP
You have such a punchable face and everyone who meets you will have the unbridled desire to hit you as hard as they can at least until they have done it once.

Please let us go I thought you were just a paranoid anxiety +300 CP
It seems that the conspiracy nuts keep getting proved right with you being the one unfortunate enough to have the proof hit you.

I will burn your heart in a fire +300 CP
A lone Texus class ship from a parallel reality has arrived with the goal of destroying you. It can perfectly incorporate any technology it comes across and will identify ships to hunt and absorb to make itself stronger before it seeks you out.

It studies weather in the middle of nowhere who would care +300 CP
You will forget that you took this drawback and every few innocuous missions will turn out to be the linchpin of a dastardly plot to destroy you or the federation.

The planets core has created a space time dilation +300 CP
You keep going on away missions to planets where time moves far faster than in real time. This will cause you to be on the world for at least a month while only seconds or minutes take place aboard your ship.

Experience Bij +300
It seems that the Klingon Warrior Kavok is up to his old tricks as while the Cerritos was under maintenance he hijacked the USS Cerritos in order to start a new Klingon Federation War. You and 3 other lower deckers will be on board during these events and will be the only hope the prevent his goal.

The visions are happening again +300 CP
At least once per year you hallucinate monstrous versions of yourself and those you have wronged. If you do not face these hallucinations and defeat them they will continue to become more violent and disorienting.

The edict of unreturned favours +300 CP
Whenever you refuse to return a favour you will be forced to fight a bear.

Stairs your Don't see these in space very often +300 CP
You can no longer use turbolifts or teleporters to travel within a ship and must now always use the stairs. If a ship does not have stairs extradimensional stairs will be added.

Space time potholes +300 CP
Your ship will be mandated to fix a recurring spacetime anomaly as quantum fissures which act as gateways to parallel realities keep opening. These spacetime anomalies act as temporary intersections of many quantum realities. If left open these fissures can cause a variety of dangers to the spacetime continuum however when sealed they quickly heal and no longer present a threat to the continuum.

Way too many bats in here +300 CP
Wildlife keeps getting into complex machinery as animals keep finding their way onto the ship even when it hasn't been on a planet for quite a while. How? Maybe it's a malfunctioning transporter buffer.

He uses guys like us as canaries in coal mines +300 CP
Your superior officers do not care about your well being and will happily send you on a suicide mission so long as they need to.

The Zerta Pathogen +300/600 CP
For **+300 CP** your ship keeps getting infected by multigenic pathogens that cause the crew to transform into other creatures or go through hyper evolution or devolution.
For **+600 CP** on top of this any perks or powers that you possess which would normally prevent you from transforming will no longer prevent you from being infected.

The next person who asks me to do something I'm saying yes no matter what +400 CP
At least once per day you will be forced to say yes to whatever you are asked to do.

What are you doing in space and in a revealing toga +400 CP
You are super gullible and can not read the intentions of others always believing that they have your best interest at heart.

Q: What a piece of work is man! +400 CP
This is bad Q has noticed you and with this drawback he has decided to take away all of your non-bodymod out of Jump Perks for the duration of this jump.

Q: How noble in reason! +400 CP
With this Drawback Q has decided that for the duration of this Jump he will take away your warehouse and all of your out of Jump Items.

Q: How infinite in faculties! +400 CP
Q's might be bored and he thinks that you are somewhat interesting, as such he will show up at least once a year to mess with you.

Q: How like an angel! +400 CP (Requires all other Q: Drawbacks)
Q has decided that you're going to be his new toy, his new picard so every week Q will show up and test you trying to teach you something, making you suffer in the process.

A hackie evil version of someone we all know +400/1000 CP
For **+400 CP** it is only one individual, an evil version of a famous Star Trek character has entered into your continuity and is specifically targeting you.
For **+1000 CP** the evil counterpart of a famous starfleet ship will appear with the crew finding that targeting you is their prime objective.

Who even believes in demons anyway +400/1000 CP
Yeah it seems that the supernatural now exists as you may come into contact with ghosts, demons and monsters.
For **+400 CP** they will be simply another sentient race for the most part with dangerous animals and soul focused dietary requirements.
For **+1000 CP** this will be to a 40K degree as various demon gods and evil entities will be just outside of view. While starfleet uses standard Warp travel which avails the demon influence an alternative Warp drives have become publicly available that perform a week's worth of travel at warp 9 travel in hours but leaves them vulnerable to the influence of the demonic realm they are passing through.

We've been through a month of hell +500 CP
At some point your ship will be dragged into a metaphorical hell as you are under constant threat from a superior enemy with limited supplies and many blackly injured crew.

Starbase 80 +600 CP
You are assigned to starbase 80 and there's no way to get reassigned.

This is a direct attack +600 CP
You are super paranoid and believe that any slight against you is a declaration of hatred.

Scenario:

You may take as many Scenarios as you like, Failure to complete a Scenario **does not** count as a chain failure.

Ensign Sue Must Die

This is unfortunate. It seems that you have found yourself within the Sue-verse and soon the events of “Ensign Sue Must Die” will take place.

I hope you survive.

Reward: +200 CP

If you have completed this Scenario with **Ensign Sue** as a companion then any jumps you import her into as a companion she will get an extra +200 CP to spend.

The Temple of Zoom

Somehow it seems that you will be pulled into a weird StarTrek hybrid of the Indiana Jones Films, the good ones and will be the only one capable of stopping the bad guys from getting the space mcguffin that may or may not be magical and extremely dangerous. To complete this scenario get the mcguffin to safety.

Reward: +200 CP

If you have completed this Scenario with **Petra Aberdeen** as a companion then any jumps you import them into as a companion they will get an extra +200 CP to spend.

What Parasite?

Love is in the air, can you feel it in the ground?
For this scenario you must create a willing harem of at least 8 people who while not under the direct effects of any mind altering Perks are willing to continue on with you as companions into future jumps.

Reward: +200 CP

If you have completed this Scenario with **Googa** as a companion then any Jumps you import him into as a companion he will get an extra +200 CP to spend.

The Trials of Ki-ty-ha

You will one day come across a guide to Ki-ty-ha and must follow them to the god-like being in order to search out their wisdom. To complete this scenario you must complete Ki-ty-ha’s tasks and find the secret they hide.

Reward: +200 CP

If you have completed this Scenario with **Knick Knack** as a companion then any jumps you import them into as a companion they will get an extra +200 CP to spend.

Old Dog New Tricks
You must engineer a new species of super animals who within the duration of this Jump will take ownership of a planet and then join the united federation of planets as a new member race.

Reward: +200 CP
If you have completed this Scenario with **The Dog** as a companion then any jumps you import her into as a companion she will get an extra +200 CP to spend.

Best Science Friend
You must somehow make Ensign T'Lyn see you as a true friend that even while not under the direct effects of any mind altering Perks is willing to continue on with you as companions into future jumps.

Reward: +200 CP
If you have completed this Scenario with **T'Lyn** as a companion then any jumps you import them into as a companion they will get an extra +200 CP to spend.

Can I teach you a lesson
It turns out that a split off of the original Badgy named Evilgy has taken control of the Pakled ship fragments to create a giant mechanical Badgy Body with the intent of incorporating more ships and exterminating all Cyborgs. The new Evilgy has Plot armour that protects him from everyone else and only you can trap or kill him to complete this Scenario.

Reward: +200 CP
If you have completed this Scenario with **Goodgey** as a companion then any jumps you import him into as a companion he will get an extra +200 CP to spend.

Racing Minds
You have been entered into a Galaxy wide race and will be given times and dates that they will take place. When a race starts you will be teleported with your vehicle to the location and will be returned when they are over. To complete this scenario you must come in first place on the final score for all the races.

Reward: +200 CP
If you have completed this Scenario with **Bad Rutherford** as a companion then any jumps you import them into as a companion they will get an extra +200 CP to spend.

The Scoop
For the duration of this Jump Victoria Nuzé will be doing a report on you. To complete this scenario the final article about you must be positively received and not reveal you are a jumper.

Reward: +200 CP
If you have completed this Scenario with **FNN Reporter** as a companion then any jumps you import them into as a companion they will get an extra +200 CP to spend.



The Red Shirt Effect
You have been paired with a number of redshirt Ensigns who all seem to have the red shirt curse HOWEVER all of their wounds reflect and any harm that comes to them will also come to you so make sure that they all live for the full 10 years.
If you took **The Red Shirts** as companions then they will be the Ensigns you are paired with.

Reward: +200 CP
If you have completed this Scenario with **The Red Shirts** as a companion then any jumps you import them into as a companion they will get an extra +200 CP to spend.

Guess what Im your new mentor
You are in charge of a clumsy Exocomp who means well and dreams of being a Captain, under your guidance you must make them the first Exocomp captain of a starship.
If you took **Exocomp** as companions then they will be the Exocomp you are guiding.

Reward: +200 CP
If you have completed this Scenario with **Exocomp** as a companion then any jumps you import her into as a companion she will get an extra +200 CP to spend.

Night Time Adventures
You will now be assigned to Delta Shift once per week and to complete this scenario you must make sure that each member of the original Deta shift is promoted to at least lieutenant commander by the end of this jump.

Reward: +200 CP
If you have completed this Scenario with **Delta Shift** as a companion then any jumps you import them into as a companion they will get an extra +200 CP to spend.

End Jump Scenario?:

True-Q (Requires Q: How like an angel!)
Learn your lessons and learn them well for Q has come he's come for U.

From Q's lessons you must ascend but this is not any garden variety ascension you must learn what Q is teaching you in order to become a TRUE-Q.

Rewards:
You will get the Perk "**Powers of the q**" and yes I do mean "q" these powers are the same but far weaker than that of an ordinary "Q" but there is a reason for this the second reward.

The second reward is your spark which you can incorporate as soon as you have it to upgrade your "Powers of the q" into "Powers of the Q" or you can delay sparking until later.

Thirdly you can now gain pseudo ascension for other types of ascension which you have earned but normally count as a chain end. This makes them far weaker, only reaching the level of a Perk but also allows you to retain their full potential post-spark.

Powers of the q
As a "**q**" you are no longer a purely physical entity as you now have an underlying essence which exists in all of your alt forms.

You are able to access all the knowledge of the universe, this is not true omniscience, but instead it allows you to gain the answer to any question directly from the universe, how effective this is may change depending on the universe you are in.

You can focus on any location in time and space that exists within, before and outside the universe in order for your essence to inhibit both locations simultaneously, though this might be restricted by that universe's capabilities. In any location you inhibit you can instantly create and control a mass-like substance which can function as a body. Although this could be used as a method of omnipresence it's restricted by your mind and your ability to focus.

You will have a rudimentary omnipotence allowing you to control all things whether material or immaterial however you're only able to manage what you're controlling in a basic and brutish way. You can easily call down lighting, levitate objects, create fake worlds and people, you can even punch holes in the very fabric of spacetime but for a **Q** even a child could do better.

Powers of the Q

For a **Q** everything and far more can be done as simply as breathing, you will passively know everything, you can be everywhere and will be able to do anything in as simply a manner as snapping your fingers.

End Choices:

Your Ten years are up, it's time to choose.

Stay here
Make it so.

Go home
It been a long road getting from there to here,

Next Jump
To boldly go where no one has gone before.



Thanks:

Thank you to Nerx for always helping.

Thanks to Kevin Bolk and Clare Moseley For creating “Ensign Sue Must Die” it is an enjoyable web comic.

Thanks to Chuck Sonnenburg from SF Debris for the creation of the medical phaser.

Thank you Canas-Dark your suggestions helped fix and improve this Jump a lot.

Change Log:

V1.0 - Initial version

V1.1 - Text Change
- Added Change Log.
- Added Discount Rules.
- Colour Coded All Discounts.
- Added Koala Perks section image and bundle package option.
- Large Update to End Jump Scenario

V1.2 - Text Change
- Added JAG Officer
- Added Budget Problems
- Added Extended Stay
- Added Just gumming on him to suckle out some moisture
- Added Poor Reports
- Added We Come in Peace

V1.3 - Text Change
- Major update too big to fully lay out adding components from Season 3-4
- Added **[Red Squadron]** Booster

V1.4 - Text Change

V1.5 - Text Change
- Major update adding components from Season 5
- Added Table of Content
- Slightly Restructured to better accomidate Table of content
- Added "I must attempt to extract your shared memories" general perk
- Added "Demi-God" Koala Perk
- Added "I love to see somebody work so hard at being lazy", "This could be my probe life", "I didn't actually think you'd say yes", "That beard looks good I hate it", "We didn't bring you with us to be expendable", "He mules correctly", "I'm a very accurate stabber", "Ok maybe there's a curse", "We are from the northern region", "Emotions can get pretty intense without a dopamine inhibitor", "Feels more like catering whenever photonics are onboard", "Quietly Lurking on some work", "Take over before I say something undiplomatic", "High intensity interval training", "I have seen Lieutenant worf do this", "Some problems need an old fashioned bonking", "I don't care where we end up so long as we're together", "A natural cloaking ability", "I invoke the right of forced conscription" Origin Perks
- Added "Fleet Magazines", "Vidscreen", "Decontamination Gel", "Anti-capitalist t-shirts", "Painstik", "Starbase 80" and "USS Beagle" general items

Added "Soap flute", "Targalan Gardening Robots", "Mini-tractor beam", "Disastrous Michelada Glass", "Targalan Hover Cruiser", "Red PADD", "Winged-slug rolls", "Orian Thruster Pack", "Rainbow blood", "Power Cells", "Net-gun and Wash Pack", "Dimensional Shield Harmonics", "Hair Tonic", "Arcade Token", "Civilian Shuttle", "The uniforms of long dead men", "The cosmic duchess", "The U.S.S. Ceritos" and "The I.S.S. Cerritos" origin items.
Added "Why is there always a suspicious lurker", "Remarkable", "Another Harry Kim", "Is it sad that Tendi knows more about our history than we do?", "Sucks we missed the purple enterprise", "Guess that breakfast burrito didn't sit well", "hese systems are all old and weird", "Green Orion's, Blue Orion's", "I want to bake, I want to dance", "You know about it too", "Since when can that thing shoot plasma", "I didn't even know you weren't human", "Are you sure the enterprise can't handle this", "We should be ok so long as there aren't any complications", "A cube murdered the cube but the cube was an orb in disguise", "Is it really infested with flees", "She totally thinks we're still together", "You alternate reality people are real pieces of work", "It wasn't a challenge it was an order", "Slightly dissimilar choices", "The planets core has created a space time dilation", "Experience Bij", "The visions are happening again", "The edict of unreturned favours", "Stairs your Don't see these in space very often", "Space time potholes", "Way too many bats in here", "He uses guys like us as canaries in coal mines", "The Zerta Pathogen", "A hackie evil version of someone we all know", "Who even believes in demons anyway" and "We've been through a month of hell" Drawbacks