Clarifications, the thank you section and the ultra secret super hard mode.

THE DEADLIGHT

The Deadlight is effectively enforcing the regular rules of reality to keep out The Warp. You're in your bodymod body and can remember everything you did but don't have any skills or abilities that rely on things working as they did in other dimensions. Perks are disabled but you still have all the various skills you've used and practiced, just without the guarantee of permanency you get from perks. Most people who have done Platoon and such will probably be a decent shot once they acclimate to the new weapons they're using. In the end you've got hundreds of years of accumulated skills, and while many of
them might not be usable you still can draw on the ones founded in mundane abilities well enough. It might take some searching through your memories to see if you've got anything you can use but you can probably work something out.

So for example while you won't be nearly as good with technology as you would be at full power you can still probably work out what's what and do some basic work. Sure you won't be doing anything especially new with the tech but it's not as if you suddenly have every memory of various bits of technology expunged from my brain.

You're still highly competent, and posessing possibly thousands of years worth of memories and experience, (these don't all fade away without perfect memory perks here) just not utterly superhuman for the duration of the jump.

You also loose access to the Warehouse till the Deadlight is broken or the jump is over, and any pre-existing companions till part 2.

CULTIST CHAN

Cultist chan does not take up a companion slot, being that she is utterly useless at everything. Telling her to fail at something may in fact create a feedback loop ending all reality. In jump there is no way to replace her or get rid of her permanantly. She really does just reappear, usually by stepping out from behind you. She doesn't require a pod either.Repeatedly trying to murder, disable, imprison, brainwash or kill her over and over to use her corpse as a fuel source or industrial materials will fail, and the increasingly enthusiastic giggling from four different people only you can hear will probably really start to wear at your sanity. She exists, and will always exist to amuse the four Ruinous Powers, and as much as you may hate the idea, here they are much, much bigger than you are.

(You also can't user her to end all reality by telling her to fail at something. That was a joke.)

THE COMPANION FROM LIGHT OF TERRA

Sorry folks, if they are killed due to the Deadlight being broken they are gone full stop. If they were lucky they were unmade completely, and if they weren't, well. Best not think about it. Either way, there's nothing to bring back.

THE CHAOS GODS (AKA THE RUINOUS POWERS)

The name is a clue - they are Gods, and the most powerful entities in the setting. Killing them (which isn't possible anyway) would kill everything with a soul, which is all of humanity.

CP

CP, both positive and negative can be carried over from part to part, since the series represents one long continuous adventure. You must however finish with CP at or above zero.

EQUIPMENT

While most equipment is confiscated, weapons, armour or gear you could obtain today from the real world will remain for use. Examples include handguns, automatic weapons, medical supplies, kevlar vests or swat style body armour. Enchanted or outright magical versions of these items are however, confiscated also.

THE LIGHT OF TERRA

Once you have completed all three parts of the jump, you gain access to The Light of Terra. Followers as you have obtained throughout the jump such as the tribes from part one or anyone who joined in part two will come with you, becoming nameless NPC followers who will crew the ship.

The ship herself will follow you from jump to jump and can assume to be parked out of sight in orbit if it is a low power or low tech jump, or hidden somewhere in system if it is one with interstellar travel.

While the ship is incredibly powerful it goes without saying you are supposed to be keeping the Boss lady entertained, so six hour long orbital bombardments at the start of every jump wont keep her happy. You also really can't use The Light to replace the warehouse for the reason that assuming you can't fly or jump to orbit it takes time for a shuttle to collect you and take you up there. Even if you can fly or jump it still takes time, which going into the warehouse doesn't. The Warehouse also magically
replaces and repairs and maintains your gear, the Light of Terra doesn't.

THE FORTRESS OF ARROGANCE

The fortress starts each jump in an extradimensional storage space and can be deployed directly to a location of your choosing once. After that it must move under its own power.

At the end of each jump it is moved back to storage to be deployed in the next place you are sent.

DA KANNONBALL RUN

The race is around the outside of the skid, the gigantic crate carved into the world when the Ork space hulk crashed. The gigantic canyon is several hundred miles long, and features some of the worst terrain on the desert planet, as well as some of the meanest life forms, not to mention the hostile mutants, rebel grots and other things lurking about...

The Thank You Part

A big thank you to the IRC regulars who spent a lot of time proofreading and offering advice.

In no particular Order thanks to Captain_Brutus, Red, OneArmedAnon, JANon, SixStrings, Marvel_Anon and Reploid!

you guys helped make this what it is.

Thanks to The_Merchant who penned the description for the effects of The Deadlight up in the clarifications section.

A really big thank you to the Anon who long ago replied to the question 'Would anyone be interested in a Babylon 5 jump?' with a hearty 'THAT WOULD BE AWESOME!' This is all your fault dude.

ULTRA SECRET OMEGA HARD MODE

So, you broke the deadlight and took Cultist-Chan along, willingly or not, and now you have to fight Orikan the Ascended.

What if that isn't hard enough though? what if you are the edgiest of edgelords and laugh at Orikan before turning him into a little girl and making him your waifu? what then? well, you can choose this mode.

See, in the final battle, Cultist-Chans plot armour is temporarily defused by being dropped through a C'tan shard. She can die, and if she dies here, it is for good. No more ressurections, no more coming back, she's finished.

She doesn't know that, and will happily 'fight' as though she had her usual invulnerability. Can you do the impossible and keep her alive?

If you can keep her alive, The Ruinous Powers will be so shocked they will all finally stop thinking of her as an amusing toy and actually start treating her like any other worshipper. Obviously, if she dies, you fail everything forever and cry yourself to sleep a lot.

From Khorne she will gain a great deal of muscle and skill, a Collar that renders her immune to magic, a Daemonblade and armour forged from solid Hellbrass and decorated with the fangs of a mighty Juggernaut.

From Tzeench she will obtain A great deal of actual cunning and genuine intelligence as well as the the beginnings of sorcerous training.

From Nurgle she will obtain what should be a vial of plague that will kill anyone she comes into contact with and raises them as flesh hungry zombies, but thanks to the machnications of the imprisoned Eldar Godess of Healing he holds captive will instead contain several of Isha's tears. After drinking these, any illness within thirty feet of Cultist-Chan will vanish in a few hours.

From Slaneesh She just gets generally cleaned up a bit and somehow ends up with the exact sort of body type that would catch your eye.

From you she gets a weird big brother/sister thing that we wont talk about.

You may take Cultist-Chan with you as a surrogate little sister, albeit a little sister who can now take on a dozen heavily armed Chaos Terminators and win. She still doesn't take up a companion slot, and while she is still going to be trying her best to convert you to Chaos, you

can also try to wean her from it and steal her from the Ruinous Powers.