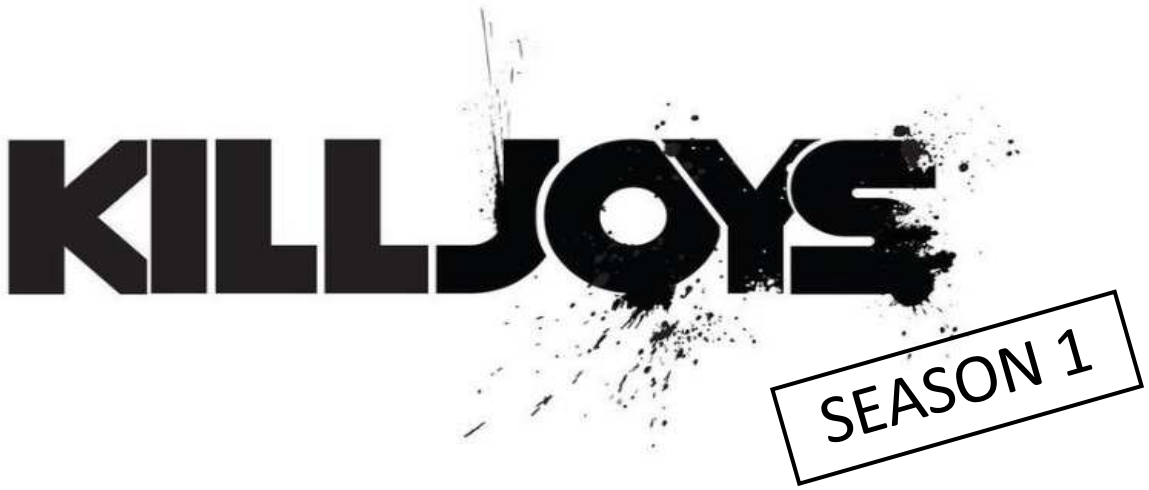



By CloneAnon

The show Killjoys takes place in a science fiction setting where an interplanetary corporation controls virtually every aspect of life on a small planet and its inhabited moons, collectively called **The Quad**. The show centers on the activities of a trio of hard-living, party-loving bounty hunters – Dutch, John, and D'avin – working for the **R.A.C.** (Recovery and Apprehension Coalition), colloquially called **Killjoys**, an independent interplanetary organization of assassins and retrieval experts. They work in The Quad, a heavily populated solar system, ruled by a tyrannical class based corporation known as **The Company**. As part of their job, they swear to remain neutral in conflicts and owe no allegiance to any system, government, or other organizations. With the whole system verging on revolutionary war and their own bloody pasts finally catching up with them. The three struggle daily to maintain their R.A.C neutrality by focusing on the only law a Killjoy won't break "The Warrant is all".

Have 1000 CP to help you catch the bad guys.

**Location:** 50 CP to pick or roll for your starting location.

1 **Qresh** is the only planet and has become an oasis for the elites of the Quad: artists, politicians, scientists, inventors, corporate tycoons and respected scholars. You appear in the garden of one of the Nine families.

2 **Arkyn** is the smallest of Qresh's moons, it was the first moon the Company attempted to colonize - an attempt that went horribly wrong. It is known as a dead moon and no one ventures there. You appear on the barren rock. I hope you bought a spacecraft.

3 **Westerley** was the second target of the Company's colonization efforts, and is the most populous of Qresh's moons. Wholly owned by the Company, Westerley has a long history of continuous exploitation for natural resources and cheap labour, resulting in significant damage to the moon's environment, ecosystem, living conditions and Population. You appear in an Old Town alley; a crowded, crime-ridden, and dirty place like the rest of the moon.

4 **Leith** was the last to be colonized, and the least harmed in service to Company interests. It has become a haven for the Quad's middle and upper-middle class, families that had lost hereditary lands due to the rising oceans on Qresh traded what remained to start a new life on Leith. You appear in a public park early in the morning.

5 **Utopia** is an independent space station specializing in black market goods and services. It is a Tech Pirate Haven, and access is by invitation only. If you haven't purchased the Utopia perk, get ready to explain your presence.

6 **The Rack** (Killjoys can choose to start here for free) A cruiser nicknamed "The Rack" serves as the local headquarters for the RAC within the Quad. You appear in the mess hall.

7 **Free Pick**, choose one on the list or anywhere else in the Quad.

8 **Slaver Ship Arcturus**, an interstellar transport ship operated by The Company. Passengers who cannot pay their fare can travel as indentured fighters, engaging in bouts of hand-to-hand combat to pay their fare to their destination.

## Age and Identity:

Same sex as your last jump. 20 + 1d8 starting age or pay 50 CP to change Age and/or Sex.
Select a background from the options below.

**Drop In (Free)** - No memories of this world to cloud your judgement or affect your actions. No friends or family to hamper you or wind up as hostages. You appear in the system in a suitable set of clothes, any purchased equipment and companions can easily be found nearby. If you misbehave too much you may find yourself detained (or worse) by The Company, or get a visit from the Killjoys in regards to the warrant that will have been raised against you.

**Killjoy (100)** - Reclamation Agents, known as Killjoys across The Quad, are multidisciplinary professionals who are licensed to pursue specific types of Warrants throughout the galaxy. They have broad authority within the narrow window of Warrant Enforcement, but no power or interest in local laws. Very skilled and highly competitive, Killjoys work in a regulated occupation, with specific rules and harsh consequences for breaking them. Killjoys themselves have only one rule: "The Warrant is All".
You start as a Level 3 Killjoy able to claim Apprehension Warrants, where the target must be brought back alive. You are reasonably skilled at both hand to hand and ranged combat, you are also quite good at tracking people and gathering information.

**Company Employee (100)** - A massive corporation that operates within the Quad and controls the industry, land and mining rights, and many other the aspects of commerce in the system. While technically separate from local government, Company operations are so infused within The Quad that it is difficult to tell where the Company ends and Government begins. The Company has a massive security and border patrol force, enforces its own contract law, and maintains a prison facility on Westerley. You are a mid-level director in charge of a small asteroid mining operation and are skilled at the day to day running of this type of industry and overseeing 50 staff. You are paid a reasonable wage and hopefully you can one day retire on Leith.

**Aristocracy (100)** - The Nine families control The Company. These families are the aristocrats of the Quad and are the landowners of Qresh. Land Ownership is critical to the power of these families, and families that do not have heirs lose their lands. Lesser relatives of The Nine are relegated to living on Leith as they do not hold enough status or wealth to own lands on Qresh. You are from one of the Lesser families and have a moderately impressive property on Leith (unless you purchase both the Land Blessing from Episode 1 and The Nine from Episode 10). Regardless, you are much richer than the majority of people in the Quad and are skilled in etiquette (amongst the other Families) and have some business acumen, owning a small and specialised business on Leith.

## Perks and Abilities:

Things work a little differently in this Jump. It's like life is a series of episodes. Each offers abilities reasonably suitable for that episode. Most episodes give a discount to one Identity.
All Perks cost 200 CP, discounted ones dropping to 100 CP

## Episode 01 - Bangarang

**Drop In - Cage Fighting** - You are better than most at beating the crap out of people when in a one on one fight. You know how to bend the rules (if there are any) to their fullest and have an uncanny instinct for when you can get in a few dirty fighting techniques without being noticed. You can size up an opponent and get a feeling for old wounds and weak spots in a few seconds.
As a bonus, you can also apply this to watching a fight, assessing each fighter and calculating who is most likely to win.

**Killjoy - Disguise** - You are adept at crafting convincing disguises with little preparation. If you have extra time then the disguise is near enough perfect. Not only that but you will have no problem remembering your cover story and it will check out if anyone thinks to investigate. You have the confidence to look like you are supposed to be wherever it is you are going and can normally walk into garden parties or hospital stores as if you have the right to anyway. Additionally, you could be a well-known leader of a group but when you disguise yourself no one will recognise you unless you want them to.

**Company - Slave Transport** - You can move people cheaply and unnoticed. Your transports are rarely stopped and searched and when they are the paperwork is always convincing enough that they won't want to open it up and have a look. This only works with people and their personal possessions, if you are also trying to smuggle goods along with the people then it negates this power and you rely on luck. As an additional benefit you will have little trouble finding unscrupulous people willing to sell you slaves. If you have also taken Smuggling (Drop In) then you will be able to smuggle a much larger quantity of goods as well.

**Aristocracy - Land Blessing** - You have been bestowed with an empty plot of ancestral land on Leith and at the end of the first month of the Jump you will host a party which will be attended by other Families and will include a Blessing of the Land by a group of Scarback Monks. The Blessing is to ensure that it will not be reclaimed by the sea (much more applicable on Qresh, but it's all part of the ceremony) and to ensure good luck to the landowner (you). Although this is purely ceremonial you will find that it does have the intended effect on any land you own. It will always stay safe from the surrounding land (it won't be swamped, wild fires avoid it, it won't fall down a cliff and into the sea etc.) and your luck while on your land is marginally increased. In future jumps this acts as a kind of Plot Armor for your buildings. You won't get burgled, no one will crash into it, in a war zone it will miraculously avoid bombing etc.

## Episode 02 - The Sugar Point Run

**Drop In- Smuggling** - You can transport illegal goods from one place to another with little chance of being stopped and searched. You are only able to smuggle a reasonably small number of things, roughly whatever you could fit into the trunk of a car. This does not work with people, only material objects. On the rare occasion you are stopped your paperwork will be enough to dissuade them from searching your vehicle. Additionally, you will gain a couple of contacts to facilitate the purchase and sale of whatever you are smuggling, you'll need to expand your range of contacts yourself. If you have also taken Slave Transport (Company) then you can smuggle a much larger quantity of goods.

**Killjoy - Unfortunate Luck** - You have strange luck. You may get shot down but crash outside the building the target of your current warrant is in, or you may get chased through the badlands by psycho-cannibals only to find that the factory you hide out in houses a black-market organ legging operation and the dead guy on the table was the guy who didn't turn up to your meeting to hand over the memory card containing security blueprints to the house of the gang boss you have a level 5 warrant for, and it's still in his pocket. Bad things will happen to you more often than usual but they have a tendency to turn out better than they are worse.

**Company - 3rd Party Contract** - You can arrange for a 3rd party contractor, or team, to perform work on your behalf. This is not a free service, unless you already have a team that works for you, but is heavily discounted. No one will question why they are doing the job/mission/quest (whatever) instead of you, but any failure has a 50% chance of being applied to you instead of the team. You can only have one team actively working on your behalf at any one time but you will always be able to arrange for an appropriately skilled team for any task.

**Aristocracy - Insurance Policy** - You won't be any worse off should any deals made by you turn sour. If you had agreed to sell a case of Jakk (a drug, see the Gear section for more details) but the buyers tried to double cross you and take it without paying, they will be apprehended or surrounded by your own forces and made to pay, or if the crate of Hokk (wine) you purchased was supposed to have been a cheap knock-off, the delivery guy will have given you the wrong crate and it's what you ordered if not better.

## Episode 03 - The Harvest

**Drop In - Party At The Royale** - Whenever there is something to celebrate, be it a successful warrant or a high score on a vidya game, you can 'Summon' food & drink suitable for a celebration. This scales to the number of people taking part and will match a theme to the occasion (no alcohol at a 6 months sober celebration, for example). This ability only works once a day at most, the food and drink will be laid out by the time you walk through the entrance to your (mentally) selected venue.

**Killjoy - Hostile Negotiations** - You have a knack for knowing how much pressure you can apply to someone when negotiating. You know when to threaten, what you can use as leverage and if actually hurting someone will benefit you in the long run. An additional benefit of this is that the person will hold no ill will towards you, understanding that it is just business and it was only to get a better outcome. There will be no repercussions from your negotiation actions.

**Company - Co-Signed Contract** - When you agree to undertake any work, mission quest (etc.) but it turns out to be harder than you expected (or you forget or just can't be bothered) you will not suffer the consequences. This is instead experienced by a 3rd party, chosen by you at the time of the agreement. This person must be known by you and (reasonably) willing to be involved; no co-signing any agreements with your mortal enemy or anything.

**Aristocracy - Hokk Import/Export** - You own and oversee an Import/Export business dealing in Hokk (wine). The level of success scales with how much effort you put into it. You will already have adequate skills to keep it financially afloat with little effort and as you spend more time improving contacts and making business deals you will find that not only does your business grow but so do your business skills. Regardless, you will receive a constant revenue and access to Hokk. In future jumps you can choose to own a similar business if it fits in with the new setting.

## Episode 04 - Vessel

**Drop In - Badlands Safehouse** - You have a hidden stronghold in the mountains of the Badlands. It is cloaked and physically shielded and would take a strong and determined force who already knew its whereabouts a fair amount of time and effort to break in. Even then you would have plenty of time to flee through one of the escape tunnels. The stronghold can sustain 20 people for 10 years and unless they are clearly seen entering or exiting the cloaked entrance, you or your guests will be safe from being found. In future jumps you can have a similar (setting appropriate) stronghold at a fixed, out of the way location of your choosing.

**Killjoy - Nuns With Guns** - Any group of people you designate as being under your protection will turn out to have a stash of weapons and are trained in using them. The selected group must require assistance and agree to your guardianship before this ability takes effect and will only last until the danger has passed (no selecting a random group of pedestrians and expecting them to pull out shotguns and machetes and follow you into battle). Depending on the situation you may be rewarded for your role in protecting them.

**Company - Mercenary Team** - You can send a team of hard-assed specialists with low morals to do dirty work for you. You need to demolish an old people's home to make way for another factory, they'll get rid of the occupants and blow the place up (not necessarily in that order). Need to kidnap a rival's kid until you get the promotion instead of him, easy as pie. This also has the benefit (if you see it as such) that you will not feel any guilt over the actions they take on your behalf. As long as you are not directly involved, such as following them through the old people's home telling them who to shoot, you will not be blamed for anything they do. People will ignore all but the most blatant of connections between their actions and any benefits you get from them. In future jumps you can always find a similar team.

**Aristocracy - Hidden Heir** - You are (almost) the last surviving heir to Land Lahani, one of the Nine Families. You will, at some point in your Jump, hear a rumour of a baby being carried by a surrogate who will, when of age, have more sway over Land Lahani business than you due to familial hierarchies. In the meantime, you are the top dog. You have an awesome amount of money and own a good amount of land on Qresh, a small countries worth, with several houses to choose to stay in. You have minor shares (worth money/power) in the Company although you won't have any control over its direction. If you don't pay close attention to the other Families you may find them poaching your land. In future jumps you can import an impressive house and will increased importance Where an appropriate background is available you will be higher on the food chain..

## Episode 05 - A Glitch in the System

**Drop In - Neuro-Dampeners** - You have these memory blockers in your head. The implantation didn't go as expected, instead of the doctors being able to select what memories they wanted blocked or suppressing your free will to make you a 'mindless' zombie, instead you are able to edit your own memories at will. You can completely forget unwanted memories or just archive them so you can restore them later. Additionally, you can 'label' these archived memories so you can explain what's in them without re-experiencing them. You also know how to make them and implant them in others, only these will allow you to suppress their memories.

**Killjoy - Claim & Clear** - Any abandoned vessel or building can be legally salvaged by you. You will always find something worthwhile, even if it's just valuable scrap. You also gain good luck in finding these sites if you are actively looking for one. Please note that abandoned doesn't mean it's not dangerous.

**Company - Interrogation Nanites** - you have the knowledge and technology needed to create and program nanomachines designed to both torture and repair their host as part of an illegal interrogation technique. If the subject doesn't answer your questions to the satisfaction of the control computer they will start to tear away the subject's flesh slowly and painfully. If their answer is good enough it will rapidly heal the host. This does have the semi-benefit that it can keep someone alive in vacuum without protective gear by constantly rejuvenating their cells, although it is incredibly painful throughout. Please be advised that the control computer is unstable and will need some work, often taking the torture too far and killing the subject. This perk does not give you the knowledge to fix this yourself.

**Aristocracy - Black Book Research** - At the start of each year you can commission year research on a banned or dubious subject and get results (at the end of a year). The outcome will likely give you something usable but limited to a specific function. An example would be a spray that permanently pacifies aggressive behaviour but only works on men and must be sprayed directly into the face (can't be worn as a cologne or as an area of effect device). If you don't specify then you will get something random. This ability continues working in future jumps but any research must be on a banned or dubious subject and is setting appropriate.

## Episode 06 - One Blood

**Drop In- Big Joe's Bounty** - You have the stolen Company ship and a valuable cargo (the details of which are up to you but it's not the Genetic Bomb, unless you purchase it from the Gear section. The ship itself could be space worthy with a bit of repair work but you'd have to do it yourself as no one is going to want to fix a stolen Company ship for you. If you do get it flying you might be able to use it to get you into some Company owned facilities. You also have the skill to fly the ship should you get it repaired. Expect to be hunted for it though.

**Killjoy - Neural Link** - Neural Links are advanced technology from outside The Quad. Individuals with neural links implanted can communicate across large distances, share graphic information, and search information sources. Direct communication can be via either your mental voice or a Neural Stimulated Hologram, a sort computer controlled hallucination of the person speaking, appears in your vision and mimics the action/communication of the person you are in contact with. You can also speak to people through normal means with this, although it is all still processed in your head and not out loud. This also comes with a mysterious benefactor who can sometimes feed you useful information when you get stuck.

**Company - Database Access** - You have mid-level access to the Company's database, giving you the ability to search for people, places, medical records, incident reports etc. It can also be used to track a person's last known location by cross referencing travel documents and security reports. In future Jumps, this will work in a similar way, the ability interfaces with existing databases (or just by magic in appropriate settings) in the new world.

**Aristocracy - Very Special Harem** - You have your own harem of 6 attractive and well-mannered people (your choice of sex/appearance). Not only are they sexy men & women, they are also specially trained with unexpected skills to be bodyguards/assassins/spies etc. They are experts at etiquette and other soft skills, and will never cause embarrassment or scandal should they accompany you to social gatherings. They will follow you to future jumps but will lose their special trainings and cannot learn new skills or abilities, reverting to standard harem members. They do not count as companions and if they die at any time they are gone for good.

## Episode 07 - Kiss Kiss, Bye Bye

**Drop In - Ticket To Utopia** - You are now a lifetime member of Utopia and can freely visit or stay at the Tech Pirate Paradise. You know the written and unwritten rules if Utopia and will never unintentionally break them or offend anyone. Included in your membership is free entry to the nightclub and open invitations to any of the sex parties that are planned or spontaneously occur. You are also allowed to bring up to 5 people with you per visit although their actions are reflected on you so you should warn them to be on their best behaviour. In future Jumps, you will have access to a similar exclusive establishment that fits within the setting.

**Killjoy - Backup Plan** - If you or your companions are ever in a tight spot with no way out, or if you are severely wounded, your backup plan kicks into action. This could be the AI on your ship calling for a doctor and flying you there or an emergency beacon summoning backup. The exact form this takes is up to you but don't get reckless else it might not work. This ability works in future JUMPS but adjusts its effect to be settling suitable.

**Company - I Am The Law** - As long as you are in a position of authority, and are of equal or greater rank than everyone else present, you can ignore the laws in regards to your actions as long as your reasons can be justified. You can shoot a rapist in cold blood in the middle of the street or take all the belongings owned by a thief or commandeer a vehicle (and not give it back later) to chase a murderer. You may be asked to explain your actions but as long as you give a reasonable answer there will be no repercussions. Works the same in future jumps.

**Aristocracy - Party Favours** - You are an unparalleled host, any party or event that you hold are a roaring success. Once per event you can ask someone to do something for you in return for a favour from you at a later date, and they won't refuse. They will collect at some point but it's rarely anything major. The majority of people will not break the law for you, though, but voting against your rival or throwing red tape to slow someone down are fair game. Works the same in future jumps.

## Episode 08 - Come the Rain

**Drop In - Tunnel Runner** - Any building you own will have several tunnels leading away to safe/useful places. They are concealed but not impossible to find by anyone searching for you. This ability works the same in future Jumps, but be warned that in some settings these tunnels will be inhabited by vagrants or creatures.

**Killjoy - Trust Exercise** - Any feelings of mistrust between two people (including you and one other) can be worked out over an hour of each other's company, facilitated by you. This will often involve arguing, questions, stubborn silences and some mild beating on each other or representation of each other. After the hour, you and the other party (or the two people you locked in a room together) will have put beside your differences and forged a bond. This will grow stronger over time and neither party are likely to turn on the other or cause further feelings of mistrust. This ability works the same in future Jumps.

**Company - Execution By Nature** - Anyone in your care that dies in any 'natural' phenomenon is not seen as dying by your hand. This can include things like drowning at sea, falling off a cliff, attacked by animals or made to stand outside during a Toxic Black Rain storm, all while you are there watching. This ability works the same in future Jumps.

**Aristocracy - The Ghosts Haunt Only You** - Any fatal mistakes made by you are only held against you by your own feelings of guilt. Any wronged parties will forgive you in a surprisingly short space of time, it is yourself that you may have to ask forgiveness from. This ability works the same in future Jumps.

## Episode 09 - Enemy Khlyen

**Drop In - Contraband** - You can easily get your hands on a multitude of banned weapons, enough to gradually arm a resistance force. If there is an active rebellion then you will get them at a discounted price (possibly free) from people sympathetic to the cause. All weapons will be fairly standard for the setting and include ammunition where appropriate. This ability works the same in future Jumps.

**Killjoy - RAC Supercomputer** - You've got access to the main computer of the RAC. You can interface with it by using the green plasma goo and you find it surprisingly easy to control it. You also know how to replicate the goo and modify existing computers and control systems to also work with it. While your hand is immersed in the plasma goo you will be able to control the computer and connected systems by mental command. Your mind's eye strengths to the point where you can mentally see the information it provides. Your mental screen can expand so you can take in far more than you could visually. In future Jumps, this only works with modern or higher-level technology.

**Company - Reverse Engineer** - As long as you have an understanding of what use a piece of technology has you can understand it and modify it to have a different but connected use. You can reverse a Neural Link to allow you to locate and spy on the person on the other end, for example. Works the same in future Jumps, although the more fantastic the technology the longer it will take to reverse engineer.

**Aristocracy - Seventh Generation Accord** - You can make a deal that anyone working for you, through 7 generations of their families, will be free at the end and be handsomely paid for their services. Until that time, they will work hard for you and cannot rebel in any way. You have the original copy of the contract that states the population of the Quad will work for the Company for seven generations, performing all reasonable manual tasks, and once the 7th generation have completed their service the 8th generation onwards will be free of all obligations and will be able to settle on Qresh. You find it unlikely that the Nine or the Company will actually honour this agreement, but having the original will give you some say in the outcome. For future Jumps, you will have a single similar contract (you get a new one at the start of each jump, unused ones vanish) If you can get people to agree they will effectively become indentured servants. The names of everyone agreeing to the terms will appear on the contract at the time of signing, which will be a onetime event. This Accord is legally binding and will be honoured by the legal system (if any) of the setting.

## Episode 10 - Escape Velocity

**Drop In - Proof Of Faith** - You know the religious writings of the Scarback Monks. You can go to them for help and guidance and although they know you are not one of their group they will treat you as one of their own. You can immerse yourself in their teachings and meditate on a subject in one of their prayer rooms and receive a helpful vision related to the subject. In future jumps you can pick any one group and you will know the enough to convince them that you are an "honorary member".

**Killjoy - Fixer** - He or she is a source of bounties other than directly through the RAC. An ex-killjoy themselves they have a web of contacts all around the Quad and for a 10 percent cut of the pay they will give you first choice of the warrants and a lead on where to look first. If you need more info, or if You are struggling to follow up your own agenda, they will put the feelers Out and let you know what they find out, for a small fee of course. You will gain a contact who will perform a similar role in any future Jumps.

**Company - Old Town Bunker** - The Company built several secure bunkers deep underground when the terraforming started. You have the location and Security code for one of them under Old Town. It will only open for you and anyone you give the code to, it cannot be hacked or bypassed. It has 100 years' worth of Food for 100 people. This will follow you (and restock itself) into an appropriate place in any future jumps as well.

**Aristocracy - The Nine** - You are part of (if your Identity is Aristocracy) or working closely for one of the powerful Nine Families that, in theory, control The Company. There is always a lot of legal fighting and social politics that get in the way of any major changes so a lot of the work is arranged in secret. You will have to deal with all of this on a constant basis but that is because you are so good at it. You can work out someone's hidden agenda after a short conversation, tying in what they said and how they said it with all the other little facts you've picked up over the last days or weeks. Secrets are rarely hidden for long from you but you also know the importance of timing; just because you know there is an affair going on between members of Land Hyponia and Land Derrish, but that they are both planning on stabbing the other in the back, does not mean that it is appropriate to let everyone know. Instead you have an unerring sense of when the most devastating or useful time to let slip so as to benefit the plans of you or your allies.

## Equipment

**Pistol (free all) –** A small pistol you can keep in a coat pocket.

**Joy (50 CP)** – Money. Drop-In gets 1,000, Killjoy gets 10,000, Company gets 100,000 and Aristocrat 1,000,000.

**R.A.C. Warrant (50 CP or 100 CP) –** You get a Warrant that refreshes once a month. It can be Level 1 to 3, chosen at the time of activation. For an additional 50 CP the cap is increased to Level 5.A new, blank warrant will appear in your Warehouse 30 days later. See notes for Warrant levels. Aristocracy can take a Level 5 Warrant for free.
In future jumps, this can still be used; a mercenary will arrive 3 days after activation with the appropriate completion of the warrant. If the target of a warrant is too powerful then it may not be completed, a Level 5 warrant will at least annoy the target.

**Ashyrus tea (50 CP) –** This tea is only served in one tea shop in the whole of the Quad, and you now have a constant supply of it. You own a small cedar wood box that regularly refills with loose leaves of this calming tea. It will not only impress any Aristocrats and Company people you serve it to, it will also relax and reduce stress in any that drink it.

**Smuggler's Nut (100 CP, free Drop-In)** – A capsule that can easily be swallowed, used for smuggling small objects. It attaches itself to your insides and is immune to scanning. Can be removed with simple surgery.

**Killjoy's Toys (100 CP, free Killjoy)** - The basics you'll need as a bounty hunter; cuffs, an ID scanner and a PDA for you to access warrant information and inform the RAC when you've completed a job. Also, you get a small selection of personal weapons, both lethal and nonlethal. You get a few knives (throwing and non), a couple of handguns, a rifle and 50 rounds for each weapon, of lethal and another 50 stun rounds. You also have a combat suit comprised of a tough jumpsuit, a bullet proof vest and, if you want it, a combat helmet. The ammo refreshes every morning (if used) up to these amounts (no hoarding) and the equipment will reappear in your base (or warehouse) the following day if lost or broken.

**Bloodhound Device (100 CP, free Company)** - Automatic chemoreceptor. Sensors pick up bio identifiers from the target by scanning something they've touched or worn. Can track someone over 50 miles

**More Bang For Your Buck (200 CP, discount Aristocracy)** - You get some more heavy duty weapons. A shoulder fired rocket launcher with 5 rockets, a sniper rifle with 30 rounds, 10 grenades, 5 breaching packs (for blowing holes in walls) and 1 ship beaching pack (for blowing a hole in a ship's hull). Refresh the following morning when used (no hoarding) and the rifle and rocket launcher reappear in your base (or warehouse) the following day if lost or broken.

**Black Zone Energy Field (200 CP, discount Company)** - A hi-tech security device used to seal doors and portals. The field projectors create an impenetrable barrier and can be used to trap individuals and hold them until the fields are de-energized. Black-Zone Energy Fields also block communication signals. You have one of these for now, you can install it wherever you like (only really useful on a doorway or similar sized/shaped opening) but you have the knowledge of how they work and blueprints to build more.

**Rambler (200 CP, discount Killjoy)** - The Rambler is a four-seat ATV that can easily be stored in Lucille's cargo bay. It is used to get to get to places where Lucille can't land, such as the Badlands on Westerley.

**Lucille (400 CP, discount Killjoy)** - Lucille is a small Artificially Intelligent (AI) spaceship, used as interplanetary transportation and working/living space for you and your Killjoy team. Lucille has a distinct personality and seems to have a fondness for you. The ship has a small cockpit, sleeping quarters, lounge area and cargo bay. Lucille is also equipped with a probe bay and can launch probes configured with various sensors including a liquid cam which works like a satellite, taking pictures of the ground for analysis. Lucille is FTL-capable, and fast enough to make an interstellar trip in less than a day.

**Heavy Freighter (400 CP, discount Company)** – A transport spaceship used primarily by the Company and occasionally by free traders. Has two main cargo holds that can be partitioned and temperature controlled to more easily allow for multiple cargo types to be transported. Each hold can accommodate approx. 2000 tons of goods.

**Genetic Bomb (600 CP, discount Aristocracy)** - A small, hand-held the weapon developed by the Company. The device may be keyed to a specific DNA pattern and used to wipe out an entire bloodline or target just one person. The weapon reduces the target to a pile of ash without harming non-targets around them.

## Companions

**My Crew (300 CP, discount Aristocracy)** - Import up to 8 of your existing companions, create new companions from this setting (no pre-existing setting characters though) or a combination of the two options. All of your crew can pick a background for free and have 500 CP for skills and gear, background discounts count for companion's choices. None of your companions can purchase any option from the Companions section.

**Yalena 'Dutch' Yardeen (100 CP)** - A gorgeous, complicated and deadly flirt, Dutch is bold and fun loving on the surface. She has a unique gift for earning people's trust and respect regardless of their class. But under her banter and protective flirtations, there is pain, maturity, and a deep solemnity.
Yalena's family was wealthy, and owned an entire moon at the edge of the J, but lost everything. She was chosen to join a harem on the planet the family's moon orbited. There she learned the etiquette and skills needed to be the bride of a prince, which was the only way out of the harem. When she was 8 years old she began to be tutored by Khlyen. He trained her as an assassin and covert operative, teaching her unarmed combat and weapon skills as well as intelligence and interrogation techniques. Now, for some reason, she has taken a shine to you and will accompany you in setting and will stay with you for future jumps.

**John Jaqobis (100 CP)** - John is dyslexic with learning and reading disabilities and was labelled as "stupid" all of his life. He is not. Give this man any mech, any tech, and he can fix-it-build-it-fly it. Just don't ask him to read the instructions. Or to believe that he's actually intelligent. John has some self-esteem issues but one thing he's completely sure of is his devotion to his fellow teammates.
Johnny was a thief and was caught by Dutch six years ago trying to steal her ship, Lucy, which is how they met. Dutch got John into being a Killjoy and they've been together ever since. They also provide security at The Royale, a bar in Old Town, for free drinks. Now he has decided to join you on your adventures.

**D'avin Jaqobis (100 CP)** - D'avin is many things; handsome, uber masculine, sarcastic, incredibly loyal – but he is one thing above all: a born soldier. He dreamed of enlisting since boyhood, and his hard-won expertise in tactics, manoeuvres and hand-to-hand combat make him an instant asset to any Killjoy team.
It is unclear when the military made him a subject of an experiment via mind control. The initial intention was a proof of concept for turning a soldier against their own. The experiment was unsuccessful and resulted in D'avin taking out his team. After the project failure D'avin was discharged from the military and his memories were erased. He found his brother, John, and joined the RAC. Now, though, he has partnered up with you.

**Pawter Simms (100 CP)** - A RAC certified doctor, Illenore Pawter Simms grew up on Qresh and is a member of Land Simms, one of the Nine families of the Quad. Her mother is Adaline Seyah Simms, the matriarch of Land Simms. While a student in medical school she became addicted to Jakk. After becoming a doctor, she operated on a patient while high on Jakk and the patient died. She would have been arrested however her parents, Seyah Simms and Weymer Simms intervened. She was forced to leave Qresh and move to Westerley to avoid going to prison. She manages her addiction by taking small doses of pure Jakk.
Pawter practiced medicine in a clinic above The Royale, a bar in Old Town on Westerley. She would take whatever measures necessary to treat her patients, including obtaining medical supplies through the black market. She has agreed to accompany you now and in your future endeavours.

**Pree (100 CP)** - His full name is Prima Dezz, and has used the aliases Big Daddy Scrimshaw and Paris O'Malley in the past. He was a warlord, although he prefers the term "stylish dictator", and has a criminal record having served time in prisons in the J Star Cluster colonies. Now, Pree is the owner and operator of The Royale, a bar in Old Town frequented by Dutch, John Jaqobis, and D'avin Jaqobis. Pree is a savvy business owner but he understands that money is not the only currency. Free drinks for the Killjoy Trio equals free bouncers. He is very outspoken and not afraid to say what is on his mind.

## Drawbacks

**Bad Luck (+100 CP)** - You have unfortunate bad luck. The targets of your warrants will often be one step ahead of you, your gun will jam when you have the perfect shot, you'll misplace the keys to your spaceship. Nothing overly dangerous will happen, inconvenient accidents mostly.

**Sickly (+100 CP)** - Your parents were miners, and for a time when you were much younger, so were you. Unfortunately, your respirator was faulty and you inhaled too much dust and gas. Your lungs were severely damaged and you spent months, if not years, in bed recovering. Even now, years later, you suffer bouts of weakness and dizziness. Any fighting or prolonged physical activity will quickly sap your strength and if you push yourself too far you will collapse, unconscious for a few hours. This affliction cannot be cured during this Jump but will fade away after the 10 years is up.

**Get Out Of My Face (+100 CP)** - You must have one of those faces or the way you talk, but there it something about you the just pisses people off. The majority of people that you interact with will want to punch you in the mouth and stomp on your fingers. At the very least expect to get very little help and pay a lot more for supplies. Don't expect to be welcome wherever you go. This does not affect your companions.

**Didn't Pass The Psych Exam (+200 CP)** - You have been working but you've not actually passed all the required exams. No matter what you try you just can't seem to get a passing grade. As a Drop In, you'll get a minimum wage part time job, a Killjoy won't make it higher than Level 1 warrants, Company workers will get guard duty at a factory and Aristocracy will be furthest down the pecking order with a lot of responsibilities and a measly allowance. You'll have better luck going it alone, just don't piss of the wrong people or the Killjoys will be coming for you.

**You Pissed Off The Wrong People (+200 or +300 CP)** - Well, you went and pissed someone off enough for them to register a warrant on you with the RAC. Maybe you stole someone's ship and hid their cargo somewhere safe to sell on at a later date, in which case it's a Level 3 warrant, Apprehension: The target must be brought back alive (200 CP). If you are caught, within 3 months you are going to have ticked someone off enough to once more have a Level 3 warrant again. Or maybe you went all out, stole from a mob king, fucked his wife and left an un-flushable "gift" in his toilet, so it's a Level 5 warrant, Kill Warrant (300 CP). Once a Kill Warrant is written, it's guaranteed to be completed in the time allotted. If the target is not terminated by the active agent by the warrant's end, the RAC will send another agent, and another until it's done. The agent that failed to complete the warrant has the kill warrant transferred onto them until they complete the warrant or die at the hands of another Killjoy.

**Fancy Lee Doesn't Like You (+200 CP)** - Fancy Lee is a Level 5 RAC Agent, one of the best, and you have done something to mortally offend him. You will find he takes the same warrants as you (if you are a Killjoy) and will more than likely catch the target just before you and will generally taunt you and make a nuisance of himself. Whatever plans you make (regardless if you are a Killjoy or not) he will take great pains to oppose them to the best of his abilities. He will not act violently towards you until you do, then all bets are off. If he survives then half way through the jump he will go through the Level 6 process and will become more ruthless and a lot harder to kill.

**The Warrant Is All (+300 CP)** - You are going to have to work your ass off and make the most of the skills you pick up in this Jump because for the next 10 years you won't be able to access your special abilities.

**Level 6 (+300 CP)** - Level 6 Agents are sociopathic and focused on their mission, unencumbered by emotion or compassion. They do not feel pain and can heal almost instantly. They have increased strength, agility, and dexterity. The 'training' process is not efficient and most people die if they don't make it through the program. Candidates must be tough enough to take the physical transition, emotionally broken enough to survive the mental changes. The more emotionally damaged and antisocial a person is, the better a candidate they will be. Agents that meet these requirements are subjected to the Red 17 process and Green Plasma.
Those in charge have decided that you would make an excellent candidate and will send progressively more powerful teams of Level 6 Agents to capture you. If they do, the jump is over as you will lose all free will and are effectively a walking corpse.

**Black Root (+400 CP)** - The Black Root are the Secret Police of the Level 6 program. They are assigned to keep Level 6 agents in line, terminating them when necessary. Black Root officers are deadly in any situation and carry a stun baton, specially designed to be effective against normal humans and Level 6 Agents, and a Dreadnought (big ass space ship) for use against Level 6 agents.
The leaders of the Black Root have somehow found out about your extra abilities and have deemed you a danger to the secret plans of the RAC high command. They will pursue you for the full 10 years you are here or until they have killed you. They will not run out of Black Root agents to send at you, they must be cloning them or something.

## Season Break

Go Home - Head back to the real world, if you really want.
Stay Here - Continue on to Season 2
Keep Going - There are more jumps to conquer.

Notes:

**Warrants**
**Level 1 Reclamation Warrant** identifies lost or stolen goods to be tracked down and returned to the individual or organization that initiated the warrant.

**Level 2 Transfer Warrants** are typically either a bodyguard or prisoner transport mission, however they are also sometimes used for hostage exchanges. The Killjoy is tasked with moving a person between hostile areas or provide protection against hostile forces for a period of time.

**Level 3 Apprehension Warrant (Alive)** where the target must be brought back alive.

**Level 4 Apprehension Warrant (Alive or Dead)** is where the target is expendable, dangerous and likely to resist. Killjoys are licensed to use lethal force at their discretion. If the target is killed during the execution of the warrant the Killjoy must provide proof of death (generally the remains of the target) to close the warrant.

**Level 5 Apprehension Warrant (Dead)** where the target is sanctioned for assassination. This type of warrant is also called a Kill Warrant. Once a Kill Warrant is written, it's guaranteed to be completed in the time allotted.

## Perk Combinations (Plotlines)

The following Perks, when purchased together, provide additional bonuses.

**Land Blessing** (Ep 1) + **Hidden Heir** (Ep 4)
The land you get in the jump is not on Leith but is on Qresh instead. The attention you get from the other Families will be reduced (not gone, though) and you will always be safe from them in your home.
Your land in future jumps will be in a much better location and you will always start with a domestic property up to the level of a mansion. Should you prefer something smaller you can choose anything from a shack up to a mansion at the start of each jump.

**Land Blessing** (Ep 01) + **The Nine** (Ep 10)
*Aristocrat* - Instead of a minor family you are a member of The Nine. You own land on Qresh instead of Leith and can enjoy more prestige and power among Aristocrats and Company People. Expect less from Killjoys and Drop Ins (common folk). Your small business performs surprisingly well.
*Not Aristocrat* - You have a good-sized property (5 bedroom) with appropriate grounds on Qresh. You are employed by one of the Nine and can claim a regular (and decent) pay check.

**Claim And Clear** (Ep 5) + **Old Town Bunker** (Ep 10)
You now find abandoned bunkers surprisingly often, which you can loot for the survival gear. Some of these may already be occupied but nothing you can't handle one way or another.

**Badlands Safehouse** (Ep 4) + **Claim And Clear** (Ep 5)
You have an uncanny knack of finding a safe and hidden place to hide out in any primarily abandoned landscape. Examples are cave systems, treehouses, forest shacks, family fallout shelters, buried train carriages. They'll be safe and secure for as long as you need but you'll need to find your own food and water.

**Slave Transport** (Ep 1) + **Black Book Research** (Ep 5) + **Reverse Engineer** (Ep 9)
Your research is much more viable, and now no longer requires the end goal to be immoral, just the research itself. Should you also grab **Execution By Nature** (Ep 8), the... trial versions are unusually easy to cover up.

**Slave Transport** (Ep 1) + **Smuggling** (Ep 2)
You are able to move larger quantities of illegal goods and practically never get stopped and searched. You also gain contacts in black markets to make buying and selling easier.
You gain similar contacts in all future jumps as well.

**Very Special Harem** (Ep 6) + **Trust Issues** (Ep 8)
You can add people from very different backgrounds, that would not normally get along. You can also persuade people to do things they wouldn't normally be open to just to please you.
In future jumps you gain a similar group and you can use this ability on Companions if you really want.
If you also take Seventh Generation Accord (Ep 9) then you can switch people in and out of your harem with no bad feelings (so your demon lover will not get jealous if he/she is excluded and go on a murderous rampage).