STAR TREK ENTERPRISE



It's been a long road… getting from there to here…

Welcome to the year 2151, January 1st, to be precise. Four months before the launch of Starfleet's NX-01 *Enterprise.* Humanity has changed a lot since the nuclear wars, the Post-Atomic horror, First Contact and the discovery of Warp Drive. Plus discovering ESP and a cure for cancer. Also

four interstellar wars with the Kzinti, but those are probably non-canon at this point.

In these days, Mankind is unified, mostly, but not yet a part of a great Federation. As you take your first steps into a larger galaxy, strange forces conspire to see that day never comes, from the Suliban Cabal acting on orders of Future Guy, to the Xindi at the behest of the Sphere-Builders, to the Romulans just because. But if you can survive the super-weapons and the Romulan Wars, you might just get to see that day the Federation Charter is signed, right before you choose to stay or leave in 2161.

The future is in your hands, take 1,000 choice points to help.

ORIGIN

Choose one. You will receive discounts based on your choice. If you're not sure which Origin a planned build would apply to, pick the one you like best. For instance, a Cabal Suliban could be a Bad Guy or a Secret Agent.

Operations/Command (free) You are at home aboard a starship, a vital part of its operations, whether that's fixing it, or organizing the crew.

Tactical (free) You're a fighter, whether that makes you a tactical officer, security, police or a MACO. You live to protect others.

Science (free) This is a series about science and exploration right? Well that's what you came for, advanced knowledge. Medicine counts as a science.

Secret Agent (-100 cp) Whether you work for this mysterious Section people keep talking about, or you're a Time Agent, secrecy is vital to what you do. Though let's be honest, you probably jumped at 'Time Agent.'

Bad Guy (-100 cp) Or maybe you're not interested in helping out. Maybe you want to see this bright future crash and burn.

SPECIES

Human (free) the default option, a hairless ape from Earth finding its way in the larger cosmos without a lot of special abilities.

Vulcan (-100 cp) Extremely logical, desert-adapted species. Very mildly telepathic, with highly developed brains, long lifespans and on average about three times the physical strength of a human. Some Vulcans are telepathic, you gain a discount but if taken you must take the Outlawed Drawback.

Andorian (-100 cp) A militaristic race hailing from an ice-moon, Andorians have blue-skin and antennae. Andorians are suspicious of outsiders and detest dishonesty, and still permit honor duels with ice-cutting blades each has learned since they were small children. Despite hailing from an icy world, Andorians are remarkably resilient in all manner of hostile environments and just as capable of thriving in the desert or jungle. Much like Vulcans, a rare minority of blind albino Andorians, the Aenar, are telepaths. You can get a discount but must take the Outlawed Drawback.

Tellarite (-100 cp) A species as famed for their skill in engineering and technology as their being stubborn, prideful, impatient and short-tempered. In truth, Tellarites love to argue and debate, to let every viewpoint be heard and have every position proved by being defended, and consider a reluctance to argue the sign of a closed mind. Tellarites are short, with pig-like snouts, and sometimes tusks.

Denobulan (-100 cp) A famously patient people with ridges framing their face. Denobulans live in tight-knit communities on an overcrowded single continent and can puff up their face in a threat display.

Klingon (-100 cp) Honorable warrior-race from Qo'nos, caught between their feudal traditions and culture and their power as an interstellar empire. Klingons look pretty human with pronounced forehead ridges, but possess the inner quality of *brak'lul*. Klingons have two hearts, two livers, three lungs, allowing them to survive and fight on through trauma that would kill any other humanoid. The extra lungs also grant them phenomenal endurance: compared to humans, Klingons seem tireless.

Suliban (free/-200 cp) Traveling mercantile race on good terms with just about everyone, with dappled skin. Recently, some Suliban have accepted genetic augmentations to work for mysterious future parties in rewriting history, forming the Cabal. Base Suliban for free, -200 cp to be a current or former member of the Cabal.

Xindi (-200 cp) An alliance of five distinct species who evolved on one world, the Aquatic, Arboreal, Insectoid, Primate and Reptilian Xindi dominate the Delphic Expanse. Recently, the nearly-divine Guardians have been agitating against a future threat from a new species called 'Human.' You choose your species and may even be a survivor of the extinct Avians.

Other (variable) If your favorite alien is missing and you can justify their presence, say Borg being frozen since First Contact, knock yourself out. Just follow this simple rule: If the alien has some innate skill or quality, -100 cp to be them. If they're clearly superhuman, -200 cp. If they're crazy broken, -300 cp. And of course, no Q or other cosmic entities.

Hybrid (variable) If you wish to be a hybrid of two aliens, like so many characters, add their price together. You get both freebies and any biological advantages.

SKILLS

Take two free skills within your division, to represent your training and experience. All others are -100 cp. Secret Agent counts as Tactical, and Bad Guy gets two freebies from anywhere.

Command: It takes a rare person to sit in the Captain's chair, even just covering the night shift. You know at least enough to get by in all forms of starship operations, a dash of diplomacy, and how to manage a team.

Piloting & Navigation: From a Shuttlepod to a full Starship, you know how to pilot spacecraft, and necessarily, how to do the math to find your way around and manage intercepts.

Engineering: You know how a Warp engine works and how to maintain and repair all the common components of a starship. You understand much of how Starfleet technology works.

Xenolinguistics: The Universal Translator is still in the early stages and needs a human programmer to help. You are fluent in over a dozen languages and more importantly, know how to use this expertise to decipher new ones.

Medicine: You're a capable general medical practitioner, equipped to diagnose and treat most common ailments of the 22nd Century, even if it involves surgery. You have some understanding of xenobiology.

Astrophysics: You are an expert in physics, in particular as it relates to stellar phenomena, from time-dilation to dark matter and all the weird anomalies that keep turning up.

Chemistry/Geology: The hard sciences, or arguably physics on a much smaller scale, you understand the advanced chemistry of this era and the geology behind things like dilithium.

Genetics: Now you're playing with fire, the science behind how to poke DNA to get certain results is very controversial at this time. Still, you know how to redesign a human eye to see in the dark.

Combat: Whether you're a MACO commando or a humble security officer or just out for drinks, fights happen. You're a competent marksman and melee fighter, and familiar with small-group tactics.

Tactical: Unlike the personal combat, this is the area of starship combat. You can fire phase cannons, photonic torpedoes and similar weapons with accuracy and maneuver a ship for advantage in 3-D space.

Stealth: You know how to hide and sneak about, ambushes and surprise attacks still being the most effective form of assault.

Espionage: You can follow someone unseen, and spot a tail, know common ciphers and other basics of tradecraft.

PERKS

Pick as many as you desire and can afford, discounts mean 50% off. Discounts do not stack.

Excellence (-100 cp) Pick any one of your skills. Instead of just being trained to the standards or a competent officer, you are now a once-in-a-generation luminary of that field, the best to grace this era. If Combat, you are death itself, if Tactical you wrote the book on starship combat, if any Scientific field that science will henceforth be divided into

before and after you, and so on and so forth. This perk can be taken multiple times.

Inventive (-100 cp, free Human) Humans aren't the toughest, fastest or strongest, but we thrive in adversity and make up for our shortcomings with inventiveness. You are brilliant at cobbling together improvised devices or tactics to get out of a tough situation.

Logical (-100 cp, free Vulcan) You have an excellent memory and great intellect, especially in inductive and deductive reasoning.

Passionate (-100 cp, free Andorian) Your emotions, without overwhelming or controlling you are simply… more. Your joy is more intense, as is your sorrow, life's pleasures and pains are all enhanced.

Rhetorical (-100 cp, free Tellarite) A Tellarite who doesn't argue a raised point, whatever his actual beliefs, is considered closed-minded. If someone cannot defend their position, they ought not to hold it. You are a graduate of the Socratic Method, able to teach and learn through arguing.

Loving (-100 cp, free Denobulan) Denobulans have large extended families, owing to their practice of non-exclusive polyamory. Other people are fine with you having multiple wives and/or lovers.

Honorable (-100 cp, free Klingon) People know a Klingon doesn't lie or break his word, and if you avoid doing so too publicly, people will always assume the same of you.

Inscrutable (-100 cp, free Suliban) Whether they're part of the Cabal or just a trading mission, Suliban are remarkably hard for people to read. Your face, eyes, voice and mannerisms betray nothing you do not intend to convey.

United (-100 cp, free Xindi) The Xindi are five peoples made as one. Though they squabble endlessly amongst themselves, each will defend the others. You can bring people together in such a fashion.

Do You Want To Talk? (-100 cp, free Operations) One of the hardest things about being in charge is getting people to come to you with problems they think are personal or private, and obviously you can't help with problems you don't know exist. You never have that problem, not only do your crew confide in you, if you could somehow arrange to be tied up with a hostile alien for a few hours, you'd leave knowing their life story and probably have thrashed out any personal problems between you.

Do You Hear That? (-200 cp, discount Operations) You've been on starships so long, you can literally feel and hear when something is wrong, even if it might take you some time to track down the problem.

Four Styles (-400 cp, discount Operations) They say there are four broad approaches to managing subordinates; Directing, where you tell them exactly what to do and how to do it. Coaching, where you tell them what to do and encourage their efforts to figure out how. Delegating, where you tell people what to do and trust them to figure out how, and Supporting, where you invite discussion of what the group should do and how. You're very good at all of these and especially at figuring out when each approach is appropriate to the team and the situation.

The Captain's Speech (-600 cp, discount Operations) You have a rare gift, the ability to connect with people, to make them truly understand your feelings and inspire the best in them. Something all legendary captains have had, to a greater or lesser extent. With careful word choice, you can influence the direction of history, with things like allowing Starfleet's deep-space missions to continue, or bringing together the founding members of the Federation, to begin or end wars with words alone.

Scientific Method (-100 cp, free Science) Form theory, then testable hypothesis, test it in an experiment, then repeat and publish to avoid error. You are very good at recognizing your own biases or experimental errors that could prejudice your results, thus you are better at arriving at the truth through science.

Actually Reads the Data (-200 cp, discount Science) How many times did Phlox scan someone, dismiss the idea anything was wrong, only to find the problem hours or days later? You never have this problem, fully and completely understanding the contents of every scan, and with any strange anomalies jumping out to your attention.

Pioneering Spirit (-400 cp, discount Science) Isn't this why you're here? To explore strange new worlds? You never tire of discovery, even if it's charting a new nebula exactly like the last eighteen ones, you can find the value in scrutinizing it. And your attention to detail is rewarded with surprising insights or clues to other problems you were working on.

Unified Field Theory (-600 cp, discount Science) The intellect seeking after an integrated theory cannot rest content with the assumption that there exist two distinct fields totally independent of each other. Especially in a setting where we get told time, space and consciousness are all interconnected. You understand that all forces in the universe act on each other. Biology cannot function but through the interactions of chemicals, which are themselves determined by physics. So your understanding of any one science advances your knowledge of all sciences and only deepens as you grasp the interconnectivity of all things.

Hard Man (-100 cp, free Tactical) You're just tough, able to take a hit and keep on going far better than your peers.

Repress (-200 cp, discount Tactical) Some people say emotions give them strength, and that may be true for personal struggles. In a fight, emotions

are just as often a distraction. You can shut out fear, pain and stress, and think and plan logically while under attack, doing what makes the most sense to survive.

Something Wrong (-400 cp, discount Tactical) Ambush is the deadliest form of attack, but you have an instinct for when a surprise attack is coming. You notice when a comrade is acting oddly, when something is out of place, or just when a spot seems like a great place for an ambush and your instincts scream at you not to relax your guard. As a side effect, you are a very light sleeper.

Just Trip You Up (-600 cp, discount Tactical) Besides surprise, numbers is the other great decider of conflict. Fortunately, the response is the same whether in a bar brawl or a pitched fleet battle. Charge the enemy furthest to the side of your choice, then keep them between you and the rest as much as possible. You are the undisputed master at fighting when outnumbered, getting your enemies to get in each others' way instead of your own, while leveraging every possible force multiplier or environmental advantage.

Living Legend (-100 cp, free Secret Agent) A crucial ability among any covert agent, you can invest yourself into a role or a cover-story so much, you practically believe it yourself. Who could question that your grandma really died on a Rigellian ship, when you're so choked up about it yourself?

Cliff Notes (-200 cp, discount Secret Agent) You have seen the future, the course of history. And maybe you slept through a lot of that class, but you still know roughly what the major events are and how they're supposed to play out in this and all future Jumps.

Mindshield (-400 cp, discount Secret Agent) Telepaths are really rare in this time, but it'd be a shame to give everything away the first time you met one. You are so good at compartmentalizing that a mind-reader will only

see what you want them to see, and a mind-controller cannot affect you. This also lets you shut off your pain impulses.

Telepath (-600 cp, discount Secret Agent, Vulcan, Andorian) It's a really rare talent in this day and age, but a useful one nonetheless. You can sense organic sapient minds and emotions at great distance, and up close can hear their active thoughts. You can block out unwanted thoughts, naturally, and with effort do a deep dive into someone's psyche to review their memories. With ten years of diligent work, you can match Tam Elbrum. With a century of training, you could match Gary Mitchell.

Everything Is A Weapon (-100 cp, free Bad Guy) You understand how to weaponize everything from tractor beams to just having a tough hull so your ship can survive ramming. Any skills you have can be turned to some combat use or emphasis, like using physics to design superweapons, medicine to make bioweapons and the like.

Dirty Tricks (-200 cp, discount Bad Guy) Fair play is for suckers. You know how to fight dirty and take advantage of your environment, and have a solid knowledge of cheating in games of chance or in business deals. Anything to get you what you need.

Pheromones (-400 cp, discount Bad Guy) You exude chemical scent-cues which make members of the opposite sex attracted to and highly protective of you. Eventually exposure makes them highly suggestible, and the longer they're exposed, the more vulnerable they become to you. This does not work on people not attracted to your physical sex, Vulcans, or anything that differs too far from the humanoid body plan, like Tholians, Horta or energy beings.

Augment (-600 cp, discount Bad Guy, must take **Outlawed** drawback) You are a member of your species perfected through genetic engineering. You are roughly five times stronger, more agile and durable than your baseline

species, and live twice as long. Your senses are enhanced, you are immune to most diseases and toxins and have much stronger and more efficient hearts and lungs.

Most impressively, you are resistant to most energy weapons, taking only moderate wounds from kill shots and multiple or sustained stun-fire to put down. Your blood can be used to synthesize cures for most diseases and in some cases revive the dead, and your intellect is greatly increased, most especially your ability to learn new information and master new skills, which is ten times quicker than it would normally take.

Genemods (-600 cp, free Cabal Suliban, discount Secret Agent, Bad Guy) The full package of Cabal mods, including the ability to crawl on walls and ceilings, slip through small cracks, see in the dark, breathe in virtually any atmosphere and tolerate vacuum for a while, camouflage similar to a Jem'Hadar Shroud, and the ability to impersonate other humanoids. You even get Sarin's ability to tell if a person is trustworthy or telling the truth by making out with them.

ITEMS

Communicator (free all) A device for speaking to ships in orbit or people on the other side of a planet without a lot of infrastructure. Can be used to summon starships if you purchase any, or to call for beam-up.

IDIC (free all) Infinite Diversity through Infinite Combinations, a Vulcan symbol celebrating the diversity of the universe and its peoples. It works pretty well for Jumpers too, so have a pin as a keepsake.

Universal Translator (-50 cp, free Operations) The UT is still a work in progress, but will drastically speed the learning of any language and can even decipher text, eventually.

Tricorder (-50 cp, free Science) A sensor-computer-recorder and handheld science lab, tricorders can date objects or analyze their chemical makeup, scan for energy and signals, including life-signs, measure barometric pressure, alert to deadly gases and record audio and video.

Phase Pistol (-50 cp, free Tactical, or melee) Or potentially a disruptor or similar device. The preferred weapon of the 22nd Century, this compact energy weapon has virtually limitless shots and a stun setting.

Melee Weapon (-50 cp, free Tactical, or phase pistol) Whether the Klingon *bat'leth*, the Vulcan *lirpa,* Andorian *ushaan* or the Human *katana* it's clear that melee weapons are going nowhere, despite the proliferation of ranged ones. Even the Xindi have those punch daggers. Pick one of these melee weapons and you receive a version appropriately made of space-age materials.

Trellium-D (-100 cp) A handy material that proofs your ship against spatial distortions, as are common in the Delphic Expanse. Also insulates against other exotic effects that might warp, distort, dimensionally shift or corrupt your ship. Unfortunately addictive to Vulcans and can turn them into rage zombies. Thirty barrels, refills weekly.

Kir'Shara (-200 cp) A small obelisk containing the original and unedited teachings of Surak. Study of this helped the Vulcans learn of IDIC and stop being such jerks. In future Jumps, you find the original and complete writings of any one philosopher or religious figure.

Shuttlepod (-200 cp, free Operations) It can't go to warp and is almost certainly less advanced than the shuttlecraft of the 23rd and 24th Century. Then again, they didn't start arming them again until the Runabout, so which is really the inferior craft, hmmm?

***NX*-Class** (-400 cp, discount Operations) A ship of your own, whether a time-duplicate of the Enterprise, or a new ship like Columbia or Avenger, this is a perfect match for the NX-01 with grapplers, polarized hull plating, phase cannon, photonic torpedoes and a Warp Five engine.

If you're not human, this is a basic starship of your species, like a Bird-of-Prey.

Flag Rank (-600 cp, discount Operations) You're an Admiral, or at least a Commodore, in Starfleet. In future Jumps this can be a ranking position in any military or military-like organization.

Alternative Medicine (-200 cp, free Science) A menagerie of creatures, who oddly require nothing from you in terms of food or care, and whose bodies yield a surprising number of cures, analgesics or medically useful substances.

Comm Array (-400 cp, discount Science) No matter where you go, there you are. Instead of laboriously having to set up subspace relays, here they are, already in place! You can always call your homeworld, even if you were somehow stranded in the Delta Quadrant.

Cold Station 12 (-600 cp, discount Science) A space station containing the preserved embryos of 1800 Augments, plus samples of every disease and pathogen known to Starfleet or the Denobulans at this time. Also comes with computer records of all these diseases, their cures and vaccines if any, and every tweak Arik Soong ever made to the human genome.

Body Armor (-200 cp, free Tactical) You have MACO body armor that will let you survive a hit from a phaser-equivalent weapon set to kill, though you'll likely still be out of the fight, and ignore the stun setting. It is also stab-resistant.

Tactical Team (-400 cp, discount Tactical) A full complement of twenty-seven MACOs, elite commandos all, or an equivalent appropriate to your species and faction. Unswervingly loyal, skilled and dedicated. For +200 cp, also discounted for Tactical they can be secret Augments. Followers, not Companions.

Verteron Array (-600 cp, discount Tactical) Originally designed for redirecting comets, this complex provides a beam of FTL particles capable of destroying a city, with a reach that commands much of a star system and is accurate to within a few meters. Just 2% power crippled and nearly destroyed Enterprise. A potent tool for system defense. Or supervillainy, we don't judge here.

Secure Comms (-100 cp, free Secret Agent) A comm device that cannot be traced, with voice distortion to hide your identity if so desired, and a neat little program for piggy-backing data on your transmissions, in case you want to insert worms or trojan horses.

Cell Ship (-200 cp, free Secret Agent) A small ship with future technology, it is cloak capable, armed and has a warp drive that outstrips most ships of this era.

Time Agent Toolkit (-400 cp, discount Secret Agent) A standard 31st Century Temporal Agent toolbox including; a time-communicator, Temporal Observatory that visualizes the time-stream and any incursions or changes, a futuristic database of historic records and technical specifications, and a spatial interphase device allowing people to walk through walls. The computer doesn't update, but 31st Century Federation tech is nothing to sneeze at, even if it might take a while to build the tools to build the tools to build it.

USS *Defiant* (-600 cp, discount Secret Agent) This *Constitution*-class starship is a century ahead of its time, a match for a small flotilla of ships

on its own. In future Jumps, it retains the quality of being the most advanced starship around, upgrading to either a century advanced or incorporating ancient and obscure technology. If you'd rather, you can imbue another ship you own with this quality.

Agony Booth (-100 cp, free Bad Guy) A transparent cylinder large enough to stand in and tough enough to keep a person confined. Can stimulate nerves to cause unimaginable pain to any prisoner contained within.

Cloaking Minefield (-200 cp, free Bad Guy) Hundreds of space mines equipped with cloaking devices, perfect for area control. Refills annually.

Romulan Drone (-400 cp, discount Bad Guy) A remote-piloted ship that is remarkably agile and a match for most period warships. Comes with a holographic system and suite of sensor-spoofing gear allowing it to impersonate any starship, and a cloaking device. The canon ones required a blind telepathic Andorian to function, but you just get a neural uplink helmet.

Xindi Superweapon (-600 cp, discount Bad Guy) Look, it's just a spherical device that fires a kind of 'super-laser' that destroys planets, alright? It's totally original and not a rip-off! This one is... smaller, and has moving parts! Totally original!



COMPANIONS

Crew (free/200/400 cp) Import up to eight companions free, same species as you but with their choice of origin and 400 cp to spend. For 200 cp, restrictions are lifted. You can have any number of companions, of any species they please, and each gets 800 cp to spend. For 400 cp, companions all receive 1600 cp. After all, it's a poor commander who cannot rely on their crew.

Recruiting Station (-100 cp) With a small "buy-in" of points, you can recruit as many canon characters as are willing to come to be your companions and follow you on future adventures.

DRAWBACKS

These Are the Voyages… (+0 cp) Proceed directly after this Jump to the next chronological Star Trek series.

Nivenverse (+0 cp) Larry Niven adapted one of his early stories, the Soft Weapon, for TAS, giving Starfleet a whole history with the Kzinti that would have taken place around this time. And the Kzint-Man Wars as presented assumes the Puppeteers are a thing too… take this to edit all the trappings of the Nivenverse into your Trek Jump.

Romulan Wars (+0cp) Canonically, they happen during your Jump, in time skipped over right before the series finale. By taking this, you make the Romulan Wars novels canon, giving you more of an idea what to expect.

It's Been A Long Time (+100 cp) Instead of leaving after ten years are up and the Federation Charter is signed, you must endure until the start of Star Trek Discovery, or about 105 years. Jump-fiat ensures you will not die from age in this time. Other causes of death are up for grabs though.

Blood Fever (+100 cp) Once every seven years, a couple of years into this Jump and again near the end, you will have emotional outbursts followed by extreme desire, fever and death unless you procreate or at least make a damned good attempt.

Naturally, if you take this with **It's Been A Long Time** this problem will arise a lot more than twice in your stay.

Inherit the Earth (+100 cp) You're a little frightened of tight spaces, and open spaces, and space travel, and the dark, and you get motion sickness, and what are you even doing on a spaceship anyways? The good news is

this can be overcome with time and effort, the bad news is it will take a lot of both.

Nasal Issues (+100 cp) You have a sensitive nose and find the smell of people of all kinds revolting. You can tough it out for short bursts though, and there are numbing agents that can help you manage… at the cost of any sense of smell.

Innocently Offensive (+100 cp) Something very common to you and your culture, such as public eating or uncovered faces, is wildly inappropriate in most of the galaxy, for reasons that will never quite make sense to you. You will often forget this taboo.

Gazelles Learn to Walk (+100 cp) Can nobody in this time period give you a straight answer? No, instead every time you want a report from an engineer they have to share a childhood story about tinkering with their father, while security is making tortured animal metaphors to describe the parties of boarders on your ship. Worse, everyone else seems to perfectly understand what is being said.

Captain A'hab (+200 cp) You have gravely insulted the honor and the House of a Klingon warrior, the commander of a Bird-of-Prey. He will pursue his vendetta to the ends of the galaxy, and seems remarkably lucky in escaping the destruction of his ship over and over again, and acquiring a replacment.

Outlawed (+200 cp) Whether you're a Human Augment, a Vulcan telepath, an Aenar or a Suliban on Planet Gitmo, your very existence is now an offense against your species and/or starting world, and they will be all too happy to arrest or even kill you if they discover who and what you are.

If taken with **Hybrid**, whichever race you start in the company of or identify most with is the one that is furious at your existence.

Cyrus Ramsey (+200 cp) What, you never heard of one of the first human transporter subjects, who never rematerialized? Probably because Hoshi made him up in a strange nightmare. Though there was the inventor's son who had a similar problem… Anyways, take heed of his story because let's just say if you ever step on a transporter pad, you're never getting off, and if someone beams you up… what they get won't live long.

Unexpected (+200 cp) You are or will shortly become unexpectedly pregnant by an alien through an activity you could never have foreseen was sexual. Yes, even if you're a dude. Naturally you will forget taking this drawback until it is much, much too late.

Quantum Hop (+200 cp) Your presence in this timeline is an anomaly, one of great interest to the Time Agents, the Cabal and Na'kuhl. Expect to be harassed and/or targeted by all parties in the Temporal Cold War.

A Different Section (+300 cp) Section 31 has extensive blackmail on you, allowing them to use you as a rather disposable asset. Your missions will challenge your morals and endanger your life, yet you cannot refuse them.

Memento Mori (+300 cp) Your brain lacks the ability to form long-term memories. Effectively, each day you forget everything you've seen and done since you began, and wake assuming this to be your day of insertion. Don't assume staying up will help either, this process runs on a twelve-hour cycle.

Duchess (+300 cp) Whatever his faults, the charismatic Captain Archer would go on to be the lynchpin of a ramshackle alliance that became the Federation… but not anymore. This Archer is unstable, impatient, paranoid about aliens, self-righteous, delusional and about as persuasive as a homeless person shouting at passing cars for change. In short, the worst stereotypes and memes of the character are true, and if you want there to

be a Federation, or for the Enterprise to survive its first contact, you'd best roll up your sleeves and get to work.

Dear Doctor (+400 cp) You strongly resemble a person or group who once withheld medicine from a dying species. Only that species recovered, developed warp travel, became one of the most powerful stellar empires in the Alpha Quadrant and *learned what was done to them.* You will never convince this group that you aren't Hitler, Stalin and Pol Pot rolled into one, and they will never stop hunting you or pressuring your people to turn you over for trial.

If you like this can be an existing faction, like the Klingons or Vulcans.

In A Mirror Darkly (+400 cp) Something has gone wrong, and instead of the familiar Federation timeline, you've wound up in the Mirrorverse, where everyone is treacherous and evil, and the agony booth awaits the least failure. Best keep on your toes.



THE END

You did it, hooray, and now you have a last choice to make.

Stay: It's really quite a jolly future this place is headed towards, might be a good place to settle down.

Return: Or maybe after all this searching the cosmos, you've realized what you really need is home.

Proceed: Bring on the next adventure! There's always another frontier to be charted, a new wonder to be seen.

Changelog 1.1 Added Hybrid option, specified NX-01 need not be Starfleet, discount Telepathy for Vulcans, Andorians, added mind-control immunity to Mindshield, added Denobulan species and perk. Added Romulan Wars Drawback. Cleaned up punctuation errors.

Jump Written by Aehriman.