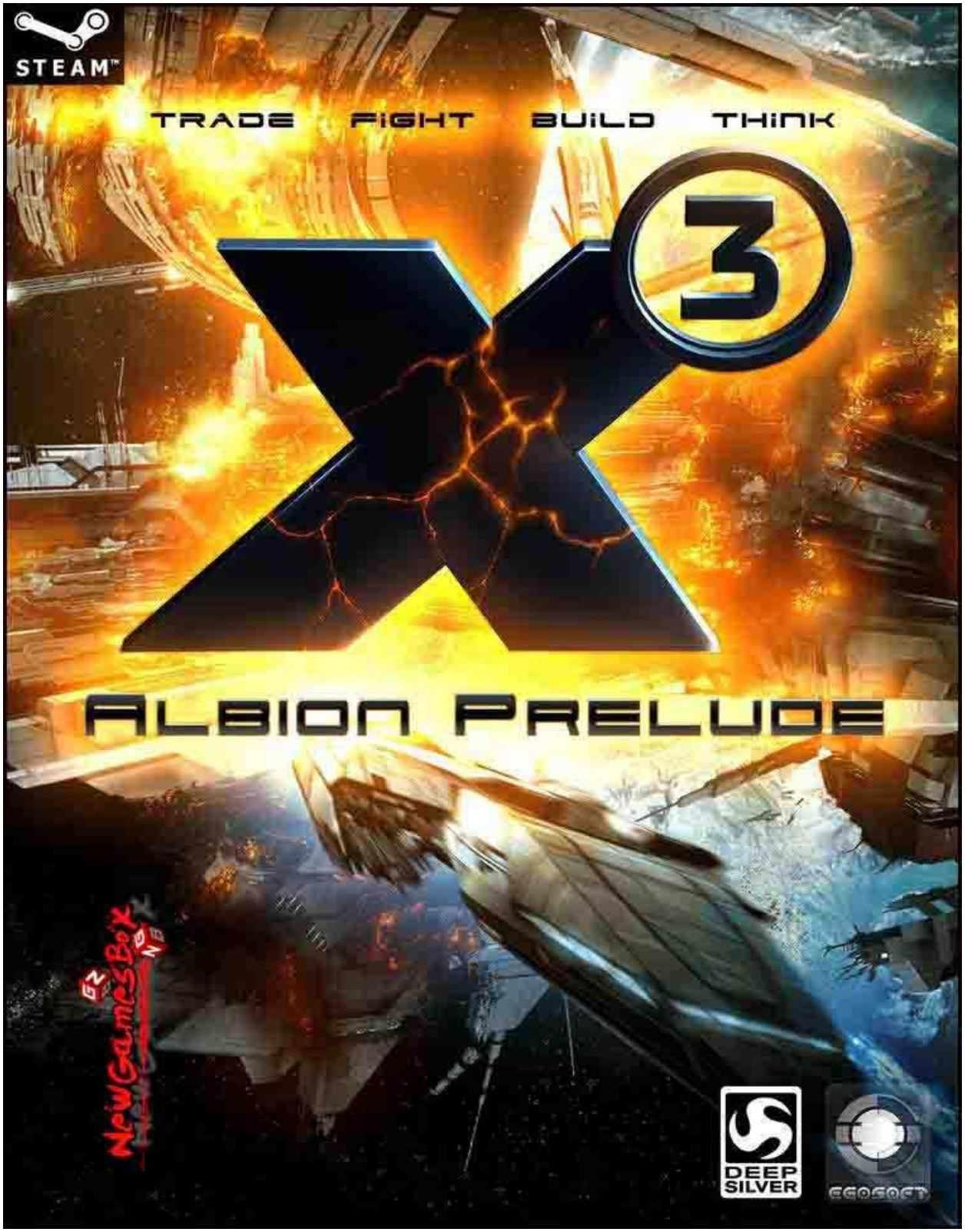
X3 Albion Prelude Jump v1.2



This is the 30th century of humanity calendar, more than 900 years after the first human jumpgates were created by humanity's finest minds. After the first successful jump between earth orbit and the moon, another one was sent to Alpha centauri. Under the watchful gaze of elder races, the Milky Way Galaxy was given priority to watch this new found and dangerous civilization.

Midway during the first interstellar jumpgate journey, earth suddenly lost access to their gate, after a few tries they managed to connect once again, however it wasn't theirs.

With hundreds or perhaps thousands of sectors linked by many gates, humanity prospered. To speed up their colonization, they created Terraformers, autonomous robots which would replicate and terraform various planets to fit humanity needs.

This idea was scrapped after some time, a shutdown code sent to far reaches of the galaxy, yet terraformers creator perverted the code, giving them true intelligence but also a bug which caused them to go on galactic genocide.

The First Terraformer War happened and forced humanity to abandon the illusion of peace and prosperity, they barely managed to force terraformers out of their system by heroic sacrifice of the earth defense fleet.

This gave birth to the Argon Federation who, lost in space after jumping with terraformers to Alpha Centauri sought a new home.

Meeting many new races and factions, soon the Commonwealth of Planets was created.

Now after so long, Terrans were once again discovered upon the greater view of the galaxy and they were not nice.

Their horrible xenophobia and fear of Terraformers, now named Xenons, made them go to war with the Commonwealth briefly after contact.

...And they were holding their own against the whole Commonwealth of Planets.

This galaxy is a dangerous place jumper, please take 1000 Credit Points to help you out.

Race:

Human/Terran - Human from Terran Empire, cradle of humanity and home to Jawel of Sol, Earth.

Human/Argon - Human from Argon Federation, lost in the space human fleet who sought to create a new home in the Argon Prime Sector of Sonra star system.

Teladi - Race of green skinned and very enterprising short humanoids. It's a matriarch type society where males stay on planets. They are mainly members of Teladi Company.

Paranidian - Religious race of three eyed humanoids who are very religious and arrogant, they are members of the Paranid Empire led by a Pontifex.

Split - Race of aggressive humanoids who like to fight, their civilisation is composed of various powerful families led by the Patriarch of All Split.

Boron - Race of aquatic tentacled beings who need water to live, very peaceful and friendly but also ferocious in battle.

Gender and Age:

Choose your own age, galactic society doesn't care much. However keep in mind that male Teladi traveling through the galaxy would very likely be met with various comments from other Teladi, mostly bad. Also that Paranidians have 11 genders.

Races have different lifespans so you should choose at least 10 years younger than what is expected. Years shown are in human time.

- **Human** - 110
- **Teladi** - 250 - 400
- **Paranidian** - 110
- **Split** - 50 male, 80 female
- **Boron** - 35

Starting Location:

Roll 1d7 or choose your race starting location. For 50 CP you can start anywhere outside of the Solar System unless Terran.

- **Earth**(Free Terran)
- **Paranid Prime**(Free Paranidian)
- **Argon Prime**(Free Argon)
- **Kingdom's End**(Free Boron)

- **Family Pride**(Free Split)
- **Company Pride**(Free Teladi)
- Anywhere in known space(outside of Solar System unless Terran)

Origins:

Trader - You start with a basic TS ship of your race along with trading subsystems.

Explorer - You start with two basic M5 ships of your race along with exploring subsystems.

Pirate - You start with a basic M4 ship of either Pirate or Yaki design along with combat subsystems.

Mercenary - You start with a basic M4 ship of your race along with combat subsystems.

Miner - You start with a basic TS ship of your race along with a Mining Drill.

Perks:

Perks of your race are discounted 50%, 100 CP perks are free for your race..

General:

Basic Capability Free - You are given basic capability a space citizen could boast of. Piloting small spaceships, docking, exploration, trading and fighting are all trained to a basic level.

Space Adaptable 100 CP - Your body is able to easily endure the harshness of space life. You do not need special training to keep your body in shape even in zero g.

Renowned 200 CP - You are a respectable persona in the eyes of a certain faction, expect discounts, politeness and all around help if you are in need of assistance. You can choose factions in the section below. After this Jump you can choose any faction per jump that is not bent on killing you for some reason or another.

Hero 400 CP - You are considered a hero in the eyes of a certain faction, expect big discounts, very polite behavior and in case of emergency, this faction can even bring out much of their power to help you. After this Jump you can choose any faction per jump that is not bent on killing you for some reason or another.

Argon:

The Great Adventure 100 CP - The galaxy is a vast place, so many sights to see, so many adventures to behold. You can expect life full of entertainment and boredom can’t take hold of you.

Sacrifice 400 CP - Even in the face of a powerful enemy, as long as you give it your all, you can hold them off, as long as their true power is not ridiculously greater. If you sacrifice your life, you are sure, your friends, allies, family and so on will be able to live on, whether by enemy not considering your firepower at the brink of death or sheer respect for what you did.

Terran:

Defense Is The Best 100 CP - Who said, offense is the best defense? Not any Terran I know of. Your defensive measures are simply exceeding their specifications, whether it's your personal skill or a destroyer you fly, expect to handle twice as many enemies in a fight as if they were one.

The Special Race 400 CP - Your mind is something beyond what can be described as normal, no. While the human race as a whole is decently advanced, terran themselves are the sole race to be known as special… or a 'threat' to the elder races, all due to their spark of creating inventions and technologies beyond their ken. Whether it's creating a jumpgate, artificial intelligence or a new kind of dreadnought schematic all by yourself. You are capable of it all, wonder why you keep yourself limited to this material plane still.

Paranidian:

You Dare! 100 CP - With great arrogance come great insults, as long as the enemy does not respect you in the most basic of ways, your righteous fury brings you to the peak of your strength which shall last until they understand the wrongs they did to you!
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Three Eyed Superiority! 400 CP - Perhaps it's your connection to the divine, or a curious miracle of genetics, you are a prime example of your race's superiority over those lesser creatures! Your body and mind is at its peak depending on the form you are in. Be smart, be strong, be superior!

Teladi:

Eye for Trade 100 CP - You seem like a very keen person when it comes to being a merchant, finding good opportunities, rare commodities, good deals and more opens up to you as if you had several years of experience.

Money Is Me! 400 CP - Money moves the world, and as long as you have money, you seem to find ways to use it in unconventional ways, or at least your enemy will consider your riches. If you broke the law? Just pay fine. Lifelong enemy pursues you? Give him some bribe, but expect a ludicrous price.

Boron:

Peace Through Superior Firepower 100 CP - You have learned great truth, peace cannot be maintained without sticking big enough. Now as long as you show what you are capable of in terms of firepower, it will leave your enemies fearful, their tactics will fail, their allies scatter and even their own will to battle with you shall vanish so quickly to make you wonder if you were even at war to begin with.

Advancement Through Warfare 400 CP - Someone once said that you grow the most in the most perilous of situations. The moment you fight against someone, you will develop your own power, whether technology, magic or whatever else at truly amazing rate, they will soon know that their superiority is next to useless when you kick into gears of war!

Split:

Split, Say, Go Away! 100 CP - Some people can't take a hint. You however seem to hit a nice spot between intimidating and diplomatic. Whether it's by your looks, posture or reputation, people leave you alone if you don't bother them as an acknowledgement of forces you can bring to bear.

I Have Bigger Guns! 400 CP - Bigger guns means more intimidation factor, right? Not for you, something you do just makes the enemy underestimate you. You brought a gun to a knife fight? Expect the enemy to assume you can't shoot. Bring destroyer to corvette battle? Your destroyer is probably a piece of junk!

Factions:

All race factions start with neutral reputation, your own race faction starts with friendly reputation. Pirate factions start with a hostile reputation and consider you prey. Xenons are hostile and can't be reasoned with due to broken evolution.

Factions:

- Boron Kingdom
- Paranid Empire
- Argon Federation
- Terran Empire
- Teladi Company
- Split Patriarchy
- Xenon
- Pirates
- Yaki
- TerraCorp
- OTAS
- Jonferson
- Plutarch

- NMMC
- Duke’s
- Atreus
- Strong Arms

Ships:

In this section you get an additional 500 Credit Points only for your own ship(beside the one you get from your origin). You can buy additional ships here at a discount as long as other ships are less expensive in general(for example first ship M2 and second discounted being M7).

All Ships have basic AI that can pilot them if you set various parameters. Ships and so on bought here are bought without high enough rank, however factions will ignore you using them, whether as it’s a family legacy, or a lucky find or something else. M2+ however will instantly alarm all factions, but as long as you do not show hostile intent, all will treat you respectfully out of fear of pointing your weapons at them.

Ships' size vary greatly from dozens of meters to several kilometers in length. You can pick from any design you know of such as Titan Destroyer from Argon Federation or Ray Carrier from Boron Kingdom.

Military:

50 CP M5 - **Scouts** are the smallest but otherwise fastest ships in the known world outside of probes, used to gather data and escape before being blown to bits, their armor and shielding is paper thin and their weapons are hardly a threat for anything but a space shuttle. Some are used by brave people as light fighters though.

50 CP M4 - **Fighters**, the most common combat ship flying around the sectors boasting some shielding and armor to not die instantly and weapons good enough for various tasks such as bounty hunting, pirating or even light trading after taking some poor merchant stuff.

100 CP M3 - **Heavy Fighters** are the cream of the crop when you want to fly the ship yourself and wish to join the kind of battles where weaker ships perish. With weapons and shielding to be a threat to even a corvette if numbering more than just one. Its only weak point is its horrible speed, which means its dodging capability is hardly something to praise.

100 CP TM - **Military Transport** ships are essentially mini carriers, able to bring with them up to four fighter ships for various purposes, they have good shielding as a command center of sorts.

200 CP M6 - **Corvettes** are almost as fast as fighters but also deadly and armored enough to easily deal with numerous weaker than itself threats, experienced pilots can also use them to fight frigates with their decent enough dodging capability.

400 CP M7 - **Frigates**, those are big guns of factions here. These heavily armed ships boast vast arrays of weaponry, almost equal to destroyers but their biggest weakness is weak armor and shielding. Excellent as leaders of independent fleets focused on battles against pirates or as hunter killers of true capitals with sufficient reinforcement.

600 CP M2 - **Destroyers** are the backbone of every big fleet, they are heavily armored and dish just as much damage, a single destroyer entering an enemy system is enough for anyone hostile to it to flee as fast as they can unless they boast similar firepower.

800 CP M1 - **Carriers**, one of the biggest ships seen in sectors, filled to the brim with various fighters and supplies to nearly wage wars on their own. The types of fighters you get for free are the same as the faction of the type of ship you bought, such as busters and novas for a Colossus Carrier of the Argon Federation.

1200 CP M2+ - **Dreadnought…** simply put, biggest, baddest and heaviest ship that you can encounter here, and even sight of one is extremely rare. A single one of these can turn the tide of any battle and take on whole fleets on its own. Most of them are also able to carry large wings of various corvettes which are included for free as long as they are of the same faction type..

Civilian:

200 CP TS - **Transport** ships which are widely used by merchants who wish to strike on their own, capable of hauling all but heaviest and bulkiest of cargo while also possessing some good shielding, woe to them if they meet pirates however.

200 CP TP - **Civilian Transports** are used to transport living people, whether it's a millionaire on a sightseeing trip or a troop of hardened marines, it's good for any kind of taxi role. They are also pretty fast for their size.

500 CP TL - **Large Transports** are mainly used by rich businessmen, corporations or governments for the purpose of hauling massive amount of cargo, they are also predisposed for a complex task of station building, from mines, solar power plants to giant complexes featuring hundreds of individual stations, they are heavily armed and have good shielding and armor, it would be hard for anything for a small battlegroup possessing a few corvettes or a frigate to be a threat to such a ship and few are ever left unguarded like that.

All Ships are fully armored, armed, supplied, filled with fighter/corvette wings and otherwise capable for their roles(transports have life support systems, military ships have bioscanners, transport ships may have cargo bay shielding, etc.), this includes a normal jump drive. Subsystems below give them automation which allows you to operate your ship without crew, the automation has very very good protection and even xenons will have a hard time breaking it before you either run away or destroy them.

Non-Essential Subsystems:

50 CP **Combat** - Autonomous combat management system.
50 CP **Exploration** - Autonomous exploration management system.
50 CP **Trade** - Autonomous trading management system.
50 CP **Mining** - Autonomous mining management system + drilling system.
50 CP **Carrier** - Autonomous carrier management system.
50 CP **Bioscanner** - Allows you to pick up biosigns on other ships.
50 CP **Cargo Bay Shielding** - Makes it impossible to detect contents of your cargo bay.
50 CP **Transporter Device** - Close range teleportation of both objects and people, around 4 km.
100 CP **Camouflage Device** - It makes your ship invisible to gravidar scans as well as sight.
200 CP **Prototype Jump Drive** - Allows to jump to any point in space with sufficient power and computing power to calculate coordinates.

Items:

In this section you get an additional 200 Credit Points to spend on any items you want.

Free **Plasma Gun** - Basic means of self defense thanks to a low yield sidearm.

50 CP **Disintegrator Rifle** - A rifle that fires a beam which breaks molecular bonds of any organic material it is used on. This weapon is highly illegal.

100 CP **Credits** - 5 million credits, enough to buy a heavy fighter with some equipment, or waste it all on gambling.

100/150 CP **Slave Chip** - A special neural implant which allows one to use thoughts to control their spaceship. For an additional 50 CP you instead get Super Slave chip which has improved range, perception, can be used for longer time along with having failsafes in case of hostile hacking.

200 CP **Space Station** - Pick any one station that is neither a headquarters or a shipyard. The station has a high degree of automation and supplementary solar panels for power production as fusion generators are forbidden from being used on space stations.

500 CP **Headquarters** - You can pick between a shipyard or a headquarters, this station is capable of storing massive amounts of ship building materials and equipment along with both reverse engineering and building new ships. The station has a high degree of automation and supplementary solar panels for power production as fusion generators are forbidden from being used on space stations.

10000 CP **Invader Probe** - A scouting probe sent by Kardashev 5-6 civilization which can modify physical laws, is the size of a solar system and took Kardashev 3+ elder races 2 million years to destroy. This one can be piloted by one person or left automated, as you see fit. It can cross into other universes with little trouble.

Drawbacks:

Dangerous Galaxy +100 CP
You expect to jump here and have a peaceful time? I don't think so. This galaxy is full of pirate scum, Yaki bands and common Xenon attacks. Oh and what is this? Some purple ships started appearing around, you can bet they brought trouble with their favorite weapon.

Easy Prey +100 CP
Poor thing, someone told pirates you are easy picking and rich to boot! I hope you can protect yourself because when pirates look for trouble, you are their first target!

Sell my mother? Of course I would! +200 CP
You wanted to make a deal with Yaki? Well, that was dumb, and now they hunt you down. Expect their fleets to seek you out and no help unless your own faction really likes you.

Unfriendly Galaxy +300 CP
It seems none likes you jumper, all factions start with unfriendly relations to you(aside from xenon and pirates who are hostile) and you can expect battle if you dare enter their core systems, small mercy being able to dock in frontier ones for supplies and fuel. Don't expect to increase your reputation in this jump. I wonder what you will do as a jumper.

Hostile Galaxy+400 CP
Now you have done it. For some reason everyone hates you. I hope you have some ways of survival because there will be a lot of battles if you enter any faction sector and don't leave within a minute, and don't expect small mercy of being able to dock in frontier sectors. But then, it's the year 2900+, maybe you can get some high tech ways of growing food and getting water? Some mining and stealing could work. Good luck.

Known AGI Researcher +500 CP
It seems you have been trying to create artificial general intelligence, or at least that is what ATF thinks. Considering it's forbidden to do so by the Terran Empire and its special military that makes sure no new threat like xenon comes into being, you have been marked a priority target. Expect hostile relations, even if you are a Terran, and if for some reason you picked a perk which gave you high reputation, expect it to quickly lower and only give you enough time to flee the Solar System into Commonwealth Space. Should independent Terran ships detect you, or ships on their payroll, you will have about a 10s before their advanced fleet jumps in, and if you escape, you can expect them getting better at catching you.

If you try to destroy the Terran Empire then you shall face the full might of the most powerful ship known to all but Elder Races that is not a planet destroyer. Valhalla with its full armament shall hunt you down along with the full might of the empire!

Enemy of Effa +600 CP
Moments before her ascension, the last true AI of Xenon has calculated that a threat to their existence will arrive, this threat is you, jumper and xenons will stop at nothing to see you destroyed. Expect them probing your power starting with fighters equipped with experimental jump drive, then equivalents of corvettes, frigates, and eventually fleets of destroyers with dreadnoughts at their helm. If you survive them, then at the 9th year of your jump, they will use full power of their civilisation and send M0 class planet destroyer after you, along with tens of dreadnoughts, hundreds of carriers and destroyers, thousands of frigates, hundreds of thousands of corvettes and millions of fighters, you can't run from their chase due to their jump drive and advanced calculations regarding your position.

Threat to the SDH Corporation +800 CP
It seems your arrival has been detected by the unofficial ruler of the ring gate systems. The so called SDH or Sordahon Corporation is a cutting edge and vast organization that has three 'arms', they are known as Mining, Supply and Security Divisions. The corporation itself has spread its fingers throughout the Commonwealth and the Terran Empire space and secretly rules it. None knows the CEO who calls himself Thomas Silver is a being from outside this world. He used his meta knowledge and cunning to grow his forces to a terrifying degree, even pushing boundaries of what is possible for this world. They are armed with technology of settings you have visited before and added to their own and the CEO himself gleaned beyond the veil of worlds and knows your presence will disturb his plans to join Elder Races and eventually leave this world as Kardashev 6 being. It's either you or him. Beware.

Ending:

Stay Here - Like this place? I'm flattered! If you decide to stay I will throw you a house on the planet of your choice, free of charge and reset your reputation(aside from Xenon) to neutral if you want.

Go Home - At last you can return home, hope you are happy.

Jump Again - Omniverse is a big place, you seem to be looking for more adventures.

Notes:

Unfriendly rep means ability to dock in frontier sectors to buy energy cells, some food, fuel, and so on. Core sector's military will order you to leave or be hostile if you persist.

Hostile rep means you are attacked on sight in Core sectors and told to leave or be destroyed in Frontier ones.

Drawbacks that mention specific factions are meant to target you above all others and attack on sight.

Made by Sordahon.