

Undocumented Features

A jump-chain CYOA by drakensis

"I am Ayanami Rei shar Atrados tal Vader," she said, "Padawan-in-Shadows to His Divine Shadow Darth Anakyn shar Atrados tal Vader, Grand Duke of Caladan, Chancellor of Santov, and Dark Lord of the Ancient and Obtenebrated Order of the Sith; journeywoman of the Asagiri Katsujinkenryuu; implacable foe of Big Fire. I will not rest until the twisted evil of Big Fire is extinguished from this galaxy... and my war begins here."

Blades



By Earth's standard calendar, it's the 25th century - the Third Epoch of Galactic Civilisation. With help from the Salusians in the 21st century, humanity reached the stars... and found many another race already there. The eccentric Wedge Defense Force paved the way for mankind to be viewed warmly by the United Galactica, valued as allies against the Kilrathi and instrumental in ending the Imperial Zardon menace. With good came evil, the megalomaniacal Largo and his GENOM Corporation came within inches of beginning a new Galactic Dark Age during the War of Corporate Occupation.

Today the United Galactica has been replaced by the United Federation of Planets, headquartered on Earth. Over three hundred colony worlds of Earth are known and under the banner of the Earth Alliance, thirty of the wealthiest have united with the motherworld. Earth seems destined to be the great political power within the Federation. It's a bright future, where ready interstellar flight and cosmopolitan culture have brought unprecedented wealth and security to the peoples of known space.

But the brightest lights cast the deepest shadows and the mortal plane of Midgard is just one of the Nine Worlds. Almost no one knows that in September 2390, the universes hovered on the edge of ending in fire. Ragnarok beckoned, gods perished and the World Engine - for three horrible hours - ground to a halt. Surtur stood at the head of his legions with only one warrior between him and the Gates of the Eternal City. Mortal men, women and machines turned the tide at the eleventh hour and the Twilight of the Gods did not lead to eternal night.

It isn't a slight that Surtur will forget, much less forgive. By his hand many an evil has stirred both within and without the civilisations of our galaxy. The Covenant move beyond the Galactic Rim. The Mysterons, the Sith and the Psi Corps are secretly increasing their influence over the Earth Alliance Senate. The Gamilon Empire have begun a string of conquests under the leadership of Desslok Dessler. Unicron lives. Big Fire seek to unite all the galaxy beneath their paranormal heels. Nor is simple bigotry a thing of the past... hatreds are being inflamed by such notables as the Church of man, the Sword of Salusia, the National Socialist Federation Worker's Party...

Against these evils stand the few, the brave and the bold. Our galaxy's best and brightest, stood up in a line against the darkness. As the storm masses on the horizon, the Babylon Project and the International Police Organisation have taken point. Backed by a small army of diplomats, technical specialists, investigators and their own small fleet of warships are a fledgling corps of heroes. Officially they're Special Assignment One, answerable only to the nigh-legendary Chief of the IPO. Most people call them the Experts of Justice.

In other universes arriving out of nowhere in the middle of a big city might raise eyebrows. Here the police can give you an orientation book (SO YOU'VE JUST ARRIVED FROM A PARALLEL DIMENSION by Derek Bacon) and chances are that someone, on one side or the other of the law, will be out to recruit you before the day is through.

Those not familiar with this universe may still find much that they recognise. This is a cosmos of high adventure. A universe where a rogue telepath, a heartbroken swordswoman and a military-trained princess don't just go to school together, they form a rock band. Worlds may rest on whether a Jedi Knight and a Juraian Princess can reconcile and where the dead may return from the heavens to take up the good fight once more.

So put on your badass longcoat, pick up your swords, punch up a rocking track on your stereo and rev up the engine of your hotrod, for adventure beckons... what? You don't have those? Really? Are you sure?

Okay, here are 1,000cp. That should be enough to get you started.



Chief Inspector Martin 'PCHammer' Rose, CID

Origin Story

The gentleman was very tall and broad-shouldered, with a heavy fall of almost-golden hair, clubbed navy-fashion and tied at the base of his neck with a bow-knotted black ribbon. He wore the clothing of a Victorian gentleman-about-town, including a ruffed white shirt and fastidiously knotted neckcloth under a suit of deep orange, nearly crimson, broadcloth. He had a leonine face with neatly trimmed sidewhiskers, and little round blue-tinted spectacles. "Good evening, sir. Welcome to my humble home. Permit me to introduce myself: Sir Victor Creed, first Baronet Creedmanse." He drew himself up and bowed elegantly. "Your servant."

Like Civilized Men

Dimensionally Displaced Person (DDP) - 0cp

So, you just turned up here. Welcome to 2404! You're pretty much exactly who you were in your previous jump (if this is your first jump, you're just you). It's just the universe that's changed. No one here knows who you are - for now - so for better or for worse, you've got a clean slate to work from. Bear in mind, powers both worldly and supernatural may well have noticed you arriving and will quickly move to assess and perhaps recruit you. Your age and gender carry forward from your last jump. You may carry your species forward from the last jump or buy a new one in the next section.

High School Student - 50cp

Ah, the joys of youth and innocence. Relatively, anyway. Evil is no respecter of age and sometimes just dealing with your peers can be more than enough difficulty. It's possible you're the offspring of a great hero already or perhaps a Jedi padawan. Not all childhoods turn out for the best though, look at the Broadbanks. Please don't assume that your age will protect you from the growing dangers of the galaxy.

Buy a species from the next section. Your age is 14+1d4 years (or equivalent for your species) and you may select your gender freely. Pay 50cp if you want to pick your age.

Military Man/Woman - 50cp

The twenty-fifth century is not, to put it mildly, a peaceful place and most states (and even corporations) have some degree of armed forces for their security and possibly to infringe upon the security of their neighbours. You were at least trained by such an organisation, although this doesn't mean you're still employed by them. Many a career in security, exploration or piracy has begun with military service.

Buy a species from the next section. Your age is 16+4d8 years (or equivalent for your species) and you may select your gender freely. Pay 50cp if you want to pick your age.

Crimefighter - 50cp

There are certainly more than just military threats to deal with. Criminals ranging from muggers to racist-terrorist groups to conspiracies to conquer the galaxy abound. That's where you come in: a police officer, bounty hunter or vigilante who upholds justice in the galaxy. You might work for an agency like the IPO or you could work alone, like Batman or the Crimson Crusader. (Or both, like PCHammer!).

Buy a species from the next section. Your age is 18+2d8 years (or equivalent for your species) and you may select your gender freely. Pay 50cp if you want to pick your age.

Species

You can choose any of the listed races, paying the listed price for the category it falls into.

Humanity - 0cp

No one has yet explained Earth's most ancient history - a subject even the Gods and the Time Lords fall silent on - but for more than twenty aeons humans have dominated this arm of the galaxy. Humans of ancient Kaitain (now Zardon) founded the Padishah Empire and humans of Caladan who broke it down. The Atlanteans were human, though they ruled over many other species, and worlds of their descendants - Serrano, Naboo and (until relatively recently) the Twelve Colonies of Kobol, for example - exist to this day. Corellians, the first great explorers and colonists of the modern epoch, are human. Earth's humanity are one stream re-joining a river and it's remarkable that their dynamism has propelled them to their current cultural dominance.

Salusian - 0cp

Furred and tailed (the closest Earth-analogue would be skunks), the Salusians were dismissed as primitives by their Kaitain neighbours until the fall of the Padishah Empire when the legendary Queen Cheltaria united her people and overthrew the Padishah's garrison of sardaukar shock troops (who used Salusia Secundus as a training ground and prison). Purchasing Corellian hyperdrive technology, the Salusians established a farflung empire of colonies across the Rigel, Vega, Enigma and Centauri sectors. This gave them a commanding position, able to form the United Galactica with the Corellians, Vulcans and Andorans - all of whom were also colonising new worlds at the time - as a restraint upon militaristic Zardon and the growing menace of the Kilrathi. Salusians have yielded political and cultural dominance to Earth's daughter-worlds, many also taking the step of cosmetic retro-modification to appear human save for secondary ears. A long-lived race (reaching physical maturity around the age of 40 Earth years), the Salusians can afford to take the long view - they remain an economic powerhouse and Queen Asrial has positioned her empire as a staunch allies of the IPO against the political subversion of the Federation by the Earth Alliance's secret masters.

Humanoid Alien - 0cp

Many other races exist in this corner of the galaxy besides humanity and the Salusians, many with only relatively minor differences. Within the United Federation of Planets Krogans, Vulcans and Andorians rub shoulders with Sullustans, Hyrulian Elves and several varieties of Martians such as Barsoomites and Tharks. Although the empires of the Klingons, Centauri, Gamilons, Cardassians, Narn, Romulans, Irken and Minbari lie outside the Federation, it's hardly closed to legitimate tourists and less legal visits from pirates and smugglers. And this doesn't even begin to account for relatively isolated worlds like Bajor and Jyurai. All of these races have distinct differences from humanity but cannot be said to have overwhelming physical or mental capabilities.

Mechanoid - 50cp

Not all life is organic. Cybertron is home to both the oldest known civilisation and the longest running war - the Autobots and Decepticons have been fighting each other and dragging their neighbours into the conflicts for at least 12,000 years through Decepticon conquests and refugee colonies like Junkion (The Ark was buried under Mount St. Helena for a long time but not millions of years). Corellians have been building droids for a millennia before GENOM got into the Buma business and not all of either got mem-wiped enough (After the War of Corporate Occupation, the Master of GENOM was a Buma named Kwei Chang Caine). The WDF never hesitated to create sapient AIs to help run their warships and no small number of limited AIs have gone rampant (spontaneously and usually traumatically gaining sapience), with the Virtualoids as perhaps the best known examples. Mid-21st Century Earth's oceans were the unquestioned domain of the Fleet of Fog for two decades and recent events suggest they're AIs of a kind - although even they don't know where they came from. Finally and most recently, Dr. Noonian Soong and his student Dr. Timothy Wainwright have intentionally built at least three sapient androids that can pass for human.



Truly Alien - 50cp

Some races differ enough from humans to be noteworthy for the differences. A Dantrovian can pass for human but their adrenaline equivalent can briefly make them a veritable blur before they crash. Kilrathi, Wookies, Halloran V's sapient polar bears and Hoffmanites (technically human) are significantly more physically powerful than humans, averaging well above peak human strength. The same can be said of Zentreadi unless they're micronised. The Hutts, Horta, T'skrang, Daleks and sapient dinosaurs (seriously, why does every mad scientist with a biology focus do that?) naturally differ sharply in their bodily configuration from humans and each other - and yes, some Daleks are relatively peaceful and use disarmed life-support armour. Most Asgardian species are quite distinct from mortals - elves, dwarves and vaettir (don't call them halflings) aren't as physically powerful but they tend to be substantially more magical than anyone from Midgard. If you absolutely *must* then you can be a Jotun or Svartalf.

Asgardian Dragons - 200cp

A faction within the highest of the Nine Worlds that even the Gods treat with caution, the Dragons are united under King Bahamut and in recent years relations have improved with a one of Bahamut's younger offspring even becoming boon companion to Corwin Ravenhair. Like many of the races of Asgard, the Dragons have cousins on Hyrule, on of Midgard's worlds, and visits aren't uncommon. While dragons can take human forms, this isn't something they're entirely keen upon since it significantly reduces their physical superiority over most of the Asgardian peoples. In their full draconic majesty, Dragons enjoy the benefits of the Complete Package ability at no extra cost.

Malacandri - 1000cp

Sometimes known as Green Martians (causing confusion with the far more common Tharks), Malacandri are among the most powerful species in the galaxy and the more paranoid have suggested that they could easily dominate known space if they weren't immensely vulnerable to simple combustion (which sharply limited their ability to progress technologically) and very few in number. The united government of the native Martians (as opposed to Earth's colonies) is named the Malacandra Free Republic despite the low participation of the Malacandri in a none-to-subtle reminder that against outside threats all Martians will stand together. Malacandri enjoy the benefits of the FISS, Starbolts, Shapeshifting and Psychomechanic abilities.

Kryptonian - 500cp

Krypton is no more, but with help from the WDF most of the population was evacuated well in advance to the imaginatively named New Krypton. Like their birthworld, New Krypton has a red sun so for most purposes Kryptonians are just another more or less human race... unless they're exposed to the rare and mildly radioactive mineral called Kryptonite or they're exposed to the light of a yellow sun. One of these causes them debilitating pain and eventually death. The other gives them the benefits of the Complete Package and Starbolts abilities. I'm sure you can figure out which is which. The government of New Krypton goes to some lengths to ensure malcontents don't rush off to worlds where they can indulge in anti-social behaviour.

Tamaranian - 300cp (600cp for Royal Tamaranians)

The people of Tamaran, an independent world on the Outer Rim, have been gradually making contact with the rest of the galaxy over the last two centuries. They aren't particularly technologically sophisticated since they possess considerable physical prowess and can even travel into space without external gear. Tamaranians have the benefit of the Complete Package ability (at the lower end) and a very weak telepathic ability that lets them learn languages through lip contact. Royal Tamaranians also benefit from the Starbolts ability, the result of GENOM experimentation in 2204.

Locations

Duke grinned, his teeth glinting in the glow of the streetlights below. "Because this is where he had to be. The answers he needs are here."

"I don't understand. This planet is the beating heart of this galaxy's civilization. A wanted man would have to be crazy to come here."

"Exactly," Duke said triumphantly. "In times like this, the crazy thing is the only sane thing to do. When danger is all around, the smart bastard dives straight into the vortex."

Manhunt

While there are few absolute barriers in known space, distance is still a factor. Known space stretches more or less across the width of one galactic arm. The region of space occupied by the United Federation of Planets tends slightly towards the outer edge and they have a loose protectorate over the Outer Rim Territories and no formal influence over the Coreward Frontier region.

Roll 2d8 to determine where you begin. Or pay 50cp to choose freely. Either way, it's the first day of September 2404 AD. Fourteen years since the Twilight Incident and just before Miss Utena Tenjou (Prince of Cephire, future starship captain and roadie for a rock band) was enrolled into Worcester Preparatory Institute by Megazone.

2 Free Choice - Anywhere in the Federation or its immediate neighbours.

3 Goodyear, Halo - Around a half-century back the Quarian Migrant fleet learned there was a dextro-amino acid based ecology going cheap in the Scandia-CN38 system. All they had to do was beat off the Blue Suns mercenaries trying to take the place from a hardscrabble colony of Earthers who'd been busy failing to make a go of terraforming it, who were happy to accept resettlement somewhere more hospitable. The Quarrians were left with a ring habitat 6,200 miles in diameter with a Minshara-class environment on the inner surface. Small but increasing numbers of the Quarrians have been giving up their ships to live there.

4 Republic City, Diqui - Occupying a limited parallel reality, corresponding to the planet Zipang and it's moon Usagi, Diqui is an obscure with reference to the 'big universe'. Republic City is the capital of the United Republic of Nations, what was once the Fire Nation's colonies in the western Earth Kingdom. Vibrant and cosmopolitan, with the Central Air Temple on an island inside its harbour bay, Republic City welcomes immigrants and Avatar Korra, over 100 years old now, remains among its most formidable defenders.

5 Musashi - Over a century ago Musashi was a thriving colony - before a GENOM ambush scattered the WDF, divided its leaders and broke the WDF in orbit. A GENOM ship crashed down on Musashi's capital and the explosion of its engines incinerated one hemisphere, poisoning most of the other. Two city states continue to struggle to survive there: Vesper, covered by a climate control dome, and Zepan which claims the 8% of the planet's surface successfully re-terraformed. It's a miserable world, a more or less fitting memorial to the time and place where the fun stopped.



6 Meta Eridani III - Sometimes known as Natureworld, this uninhabited world was established as a game preserve in the 21st century to house various Earth species which couldn't survive on Earth at the time. In 2094, a wormhole spat out two shiploads of transformers leading to a little conflict known as the Beast Wars being fought on the surface. There are automated monitoring satellites so even if you're not there on a formal tour someone is likely to notice you. Eventually (it only took a few months for someone to notice the Beast Wars).

8 Ohji, Morita, Ishiyama - A world divided between two occasionally warring empires of Japanese colonists, Ishiyama is perhaps the last home of the steam engine and the Morita Empire has used their vast coal reserves to bring them to an unparalleled height of sophistication in their struggles against the mystic samurai of Kaneko. This includes of course the famous Kohbu robots piloted by the Hanagumi (the Imperial Theater Troupe) against mystic invaders. It's less than a decade since the Hanagumi came out of retirement to foil a coup attempt by the Imperial Army and Ohji is an optimistic city that looks forward to their world joining the United Federation of Planets without losing any of their painstakingly recreated Japanese culture. In keeping with their famous theatre, they've also made some of the iconic action movies in recent decades.

10 The Bazaar, CFA New Orleans - A vast shopping mall built into the Confederate Freespacer's Alliance's largest ship, currently in orbit of Bajor as Babylon 5 is built. The New Orleans is a little under two miles long and half a mile deep with a population (including transients) usually around 100,000. It's the heart of the Freespacer Home Fleet and just about anything can be bought here. For centuries the democratic (and sometimes anarchic) and heavily armed Freespacers have welcomed anyone wanting a fresh start, and it shows!

12 Worcester, Earth Alliance - Where it all began - a small New England city with a technical college that got blown up by Largo's reactor, rebuilt by GENOM and blown up again by SDF-17's Omni-Directional Barrier. In the 25th century the city still exists, although WPI is now a prestigious boarding school. There's a mystic convergence at Bancroft Tower, which may explain why so many pivotal events happen in the city: destiny seems to like the place.

7 Cheltopolis, Salusia - Capital city of the Planetary Kingdom and Interstellar Empire of Salusia, Cheltopolis is a bustling and modern city. Queen Asrial Arconian generally lives in Saenar instead because she has more class, but this is where you can find most of the bureaucrats and businessmen who handle the day to day politics and economics at was until fairly recently the heartland of galactic affairs. It's still a nice place, fairly temperate by Salusian standards (the planet's still covered in dense jungles thanks to the environmentalist beliefs of the Salusians).

9 New Avalon, Republic of Zeta Cygni - The City in the Sphere (it's on a pseudo-continent on the inside of a Dyson Sphere) is the newest of the galaxy's great cities. In the aftermath of the War of Corporate Occupation, the WDF's headquarters was one of the few oases of security in the galaxy and the city that built to give a home to the reformed WDF soon found itself a centre of economic influence. Built in the style of post-industrial New England, New Avalon has a major league baseball team, the Knights, and all the other accessories of civilization. It's a really nice place to live and no kaiju have attacked it - yet. The skyline is iconic, not least because it's got the galaxy's greatest concentration of lighter-than-air aircraft, carrying out functions other cities use trucks for. The tallest building, the Entire State Building contains all government offices.

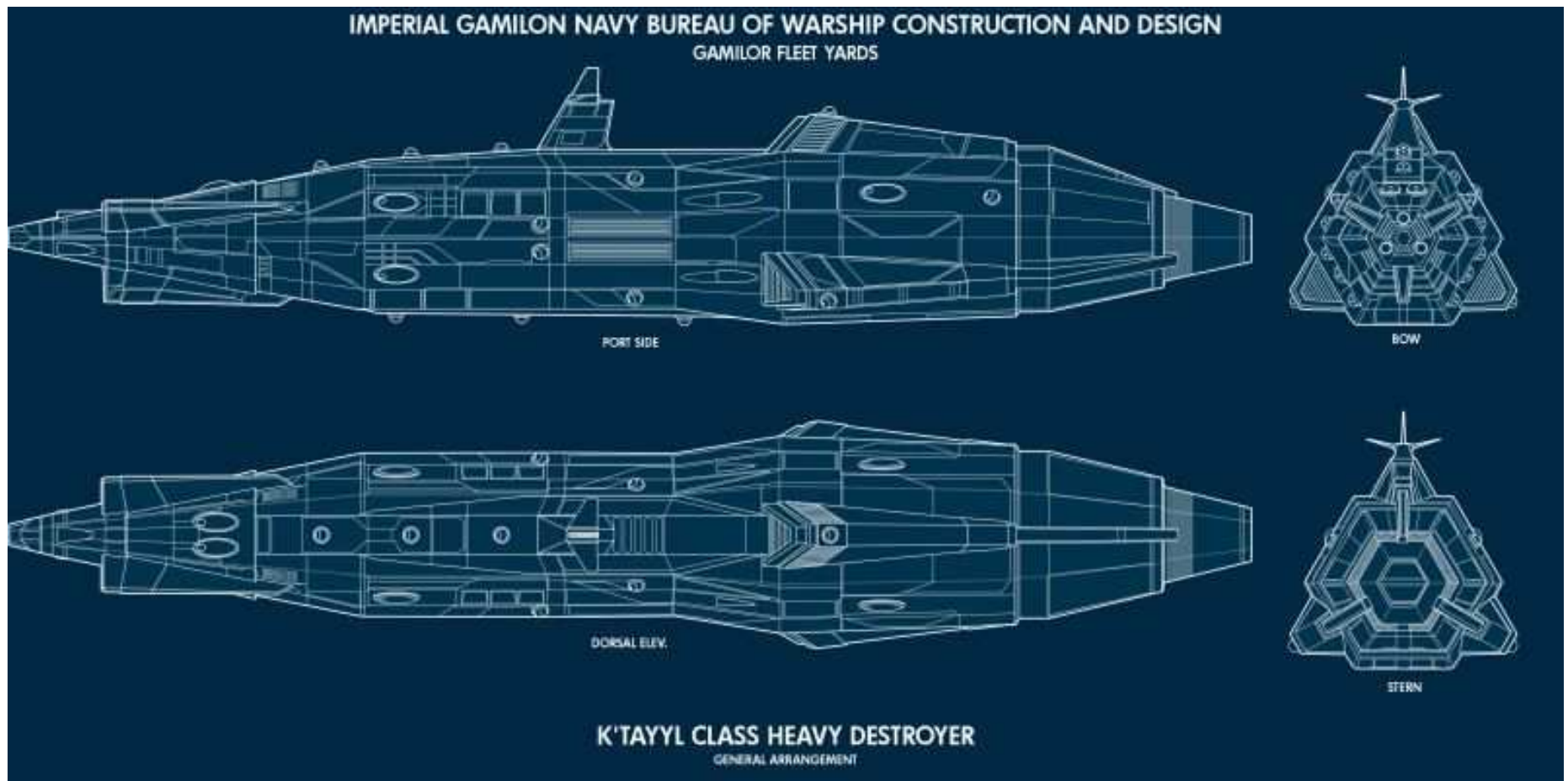
11 Nekomikoka, Tomodachi - Colonised in 2003 by the Japanese, Tomodachi is one of the highlights of the Co-Prosperity Sphere, with few major cities. Nekomikoka is one of the exceptions, famous for it's cleanliness, prompt mass transit and its two top-rank universities: Nekomi Institute of Technology and Hotohori University. Ninja World theme park, one of the top five recreational attractions of known space, is outside Nekomikoka (operated by just one of the five clans of shadow warriors who make their home here).

13 Industrial Reclamation Complex #1, Planet 03F8 - The biggest single junkyard in the galaxy (unless you count Junkion), covering half a million square miles outside the city of Uart. Reclamation, in this case means that anyone can take anything dumped here. And since any industrial firm on this nameless world can leave their waste there, you can find anything... including any number of caves, crannies, nooks and cul-de-sacs of junk to hide amid. Quite a lot of people take advantage of this.

14 **Ohtori Academy, Cephire** - Something is rotten in the Tenth World, suspended in its crystal sphere between Svartalfheim and Midgard. Natural disasters and monster influxes suggest that not all is well with Princess Esmeralde and Prince Dio is missing, presumed dead. Meanwhile, peace somehow survives at the ancient school at the heart of Cephire even if the Student Council is slowly being diverted into mysterious activities and the Dean, Akio Ohtori, is secretly searching for his missing sister Anthy and plotting for the arrival of Magic Knights to begin his long-awaited revolutionising of the world.

15 **The Golden City of Asgard** - At the height of Yggdrasil stands the home of the Gods and their servants, a city home to fantastic races and to the righteous dead of the middle planes. While there's plenty of room for Einherjar to battle traditionally they're just as likely these days to fight tank battles in day and join a rave for the night. Glorious palaces host the deities who like them but some have humbler homes (Thor's wife Sif got his palace in the divorce so the God of Thunder currently has a modest apartment).

16 **Free Choice** - Anywhere in the Federation or its immediate neighbours.



Skills



Network 23 - 100cp (discount for DDP)

You've got a nose for the news, a sixth sense for what can draw you to something exciting and notable. You don't have to get into the news business but it's a good and largely legitimate way to make money off the talent. If you just want to be a thrillseeker, this'll work just as well for that. Never a dull moment!

Just A Kid - 100cp (free for Student)

It's ridiculous to think you could be a threat - you're just some school kid in the wrong place at the wrong time! At least, that's what everyone thinks. Unless you're directly witnessed doing something extraordinary or they've been specifically warned, everyone will assume you're normal and harmless.

Ready Bag - 100cp (free for Military)

It isn't the old days when the heroes have a super-dimensional fortress to keep all their swag in. It's important to move quickly and that means packing quickly. You've got a knack for quickly cramming essentials into a sufficiently large bag or suitcase without crumpling, damaging or losing anything.

Blue Suiter - 100cp (free for Crimefighter)

In order to fight crime you must first find the criminals - and it doesn't hurt to have evidence. (It can really backfire if you don't have that). Fortunately you've got a good understanding of police procedures so you can carry out a basic investigation likely to survive legal scrutiny.

Bought Aztechnology - 200cp (discount for DDP)

You're not good with money, you're great with money - and you're even better at talking to people about money. If you've got some starting capital to work with then it's not hard to turn that into a lot of money, as well as connections in financial circles.

A Frank Exchange of Views - 200cp (discount for DDP)

In the conversational code of the WDF, this means one thing and one thing alone: a duel to the death. You are up for this, trained or just experienced in using a wide-range of melee weapons and with the resolve to use them with lethal force. One hopes you have good judgement in when not to.

Secret Bean Manjyuu - 200cp (discount for Student)

Weapons break sometimes. Or can be taken away from you. But you don't need them to be dangerous: your body is a weapon, honed either by rigorous instruction or by the school of hard knocks until you can hold your own empty handed against armed and dangerous adversaries.

Art of Noise - 200cp (discount for Student)

Even Jean-Jacques Ragulin agreed that fifteen thousand years of human cultural evolution led to rock music, so welcome to being a musician. Not that we insist on rock music - there are many varieties and you may choose one to have exceptional technical mastery of one form of music.

Avalon County Robot Offensive Support Service - 200cp (discount for Military)

You've mastered the art of handling humanoid war machines on the battlefield, bringing their unique blend of mobility and firepower into the tightest of terrain. You're so skilled that you can have your ride replicate any move you could carry out yourself, just as long as the 'Mech has the right joints.

The Forlorn Hope - 200cp (discount for Military)

Piloting is the most glamorous and dangerous roles on the battlefield. You're either on your own with no one to help you, or you've got the lives of everyone aboard in your hands. You've certification to fly everything from a starfighter to a superdreadnought.

Gun-kata - 200cp (discount for Crimefighter)

The Holy Order of St Ignatius the Protector have found you worthy of learning their fearsome pistol techniques, teaching you both to use them as missile weapons, bludgeons and even shields, and to anticipate and respond to the positions and actions of an immense number of adversaries.





Star In A Reasonably Priced Car - 200cp (discount for Crimefighter)

You're not the Stig - but maybe you had a lesson or two? Certainly you know your way around the controls of just about every wheeled or tracked vehicle around, able to get every inch of speed and agility out of it that it possesses, and how to exceed that if you don't mind wrecking its resale value.

Overtchnologist- 300cp (discount for DDP)

You're a problem solver and your main tool is applied science. Let others worry about devising theory, you have a knack for designing tools to solve the problems you face. Robots (giant or otherwise), fast cars, weapons, super-computers... you can work in all these fields and come up with solutions that are beyond the bleeding edge of 24th century technology.

Life Sciences Division - 300cp (discount for DDP)

The part of the WDF most commonly accused of 'playing God', their bio-scientists are cutting edge in genengineering and only a little behind GENOM in cybernetics. You're one of their experts, fully versed in cloning bodies, replacing lost limbs and recreating extinct species.

How the fuck do I drive this thing? - 300cp (discount for Student)

Being a student is all about learning - and you learn best when thrown into the deep end. your learning curve for picking up new skills is at its best when you're under pressure. You might be a rookie but you're a damn outstanding rookie!

Gweep - 300cp (discount for Student)

You've experienced the trials of delving into hacking (including but not limited to failing all of your classes and all but ignoring pre-existing friends in favor of computer science majors) and emerged stronger in the ways of cyberspace, able to crack professional system security like a boss.

Vengeance Flies At Morning - 300cp (discount for Military)

People follow you and are inspired by your words and actions. To an extent it can be taught, but often it's natural. You have this particular spark and will excel in a role of leadership or in the public eye. There are myriad fields of endeavour where this can be put to use.

Greater Than The Sum Of Your Parts - 300cp (discount for Military)

Teamwork doesn't usually come naturally and it helps a great deal to have someone who can direct a group to work efficiently. You've a knack for bringing a crew or team together, welding them into a single cohesive unit that can work seamlessly to take on the challenges of the galaxy.

Crime Scene Investigator - 300cp (discount for Crimefighter)

Forensics is a science and one that the IPO goes out of its way to excel in. Given that criminals are endlessly inventive, you need to be even more creative to figure out and prove their methodology and identities - and a razor sharp attention to detail helps. Conveniently, this describes you perfectly.

Black Dragon Invite - 300cp (discount for Crimefighter)

For some reason the criminal underworld has convinced that behind your law-abiding demeanour you're one of them. You can expect polite invitations to attend any and all local meetings between organised crime groups, as long as you don't blatantly leak information to law enforcement.

Ash Knight - 400cp (discount for DDP)

The Order of the Ash Knights defend the World-Tree. Given Yggdrasil's significance in maintaining little things like the proper connections between the Nine Worlds, you have divine permission to go where you must. In any universe, the security around mystic portals between planes of existence will recognise you as an authorised user. You'll be instinctively aware of such portals when you're in proximity to them, even they're ordinarily shielded from detection.

Quote the Code - 400cp (discount for Student)

Some say it's the technicalities that matter most but you can put the emphasis on the spirit of a law or code of conduct, rather than the exact letter. You can unerringly find a passage or phrase that will convince someone bound to enforce these rules to ignore *any* technical violation as long as it serves the 'greater goal' behind the rule.

Good Enough - 400cp (discount for Military)

You're tough-minded beyond belief, able to withstand virtually any subversion at token cost. You're so tough-minded you can shrug off a P12's mental assault with nothing but a nosebleed, or laugh sadly and decline when the devil offers you your heart's desire.

Expert of Justice - 400cp (discount for Crimefighter)

The International Police doesn't exist to handle mere shoplifting. You're specially trained in the creative tactics needed to handle problems like rogue Kryptonians or those paranormal wackos of Big Fire. You're expert in levelling the playing field, or even better, turning their strengths into vulnerabilities.



Abilities

"There is a fire inside you that will not die, not to your last breath, nor even beyond: the universal, immortal fire of life itself, greater than distance or time. As living beings, we are each of us a flame of that fire. We are points of light and heat, warming and illuminating the cold darkness between the stars. All life is flame; all life is one. This is the Force."

Our Witches At War



Antipodean Fruit Bats - 200cp (discount for DDP)

You have the uncanny ability to reshape your shape and appearance into that of other living beings of roughly comparable size (+/- 25% physical volume). Exact duplication takes some concentration and you have to have some form in mind, you're not a fluid entity.

The Corps is an Abusive Parent - 200cp (discount Student)

You have a rare and precious gift, the ability to detect others' thoughts and emotions. Range is fairly modest and you need line of sight to work (physical contact helps a great deal). With practise you may be able to read deeper or even alter what you find although this usually takes time.

Fighter Plane Mermaid - 200cp (discount Military)

Through tapping your own life force or perhaps channelling something external, you're able to generate esoteric energies to power a suitably configured small unit like the Kohbu battlemovers of Ishiyama or a Miyafuji-driven Striker unit. Such units can sharply exceed the potential of conventional technology equivalents.

A Kind of Magic - 200cp (discount Crimefighter)

Through training - perhaps in esoteric martial arts or meditation - you can cloud the perceptions of others, letting you slip past their conscious attention. The same focus lets you predict reactions of others, making it just barely possible to pull off such tricks as parrying blaster fire or accurately predicting the next thing someone will say.

Daodan - 200cp

A symbiotic lifeform that gradually replaces your bodily tissue, this Zardon black-project that fell into the hands of Big Fire enhances your strength and speed and boosts your bodily regeneration - both at a not insignificant metabolic cost. Fortunately it can be kept dormant except when needed.

Psychomechanic - 400cp (discount DDP)

You're the worst nightmare of the Psi Corps, someone whose telepathy is orders of magnitude more developed than theirs. Only active shielding can prevent you from intruding into another's mind if you want to. Hopefully you're the sort of responsible person who won't abuse this gift.

Prehistoric Alchemy - 400cp (discount Student)

You're a student of the esoteric, familiar with the ancient arts that fuelled the ancient Atlantean and Santovasku Empires in the days before conventional fusion reactors and hyperdrives. Largely forgotten but not entirely surpassed, this is the art of potions that can transform appearances and crafting prosthetic hands from the stone of Hell itself!

Starbolts - 400cp (discount Military)

Somehow you have the ability generate and focus a form of energy without mechanical assistance. This lets you throw bolts of power around (from our hands or eyes is typical) with destructive effect scaling from small arms up to starfighter scale armament as you need it.

A Tall, Tall Ally It Is - 400cp (discount Crimefighter)

You're sensitive to the Force - a cosmic field of energy that touches all life - and can tap into it to strengthen yourself in various ways or just for guidance. You're strong enough to be noticeable and with training could be a Jedi Master - or a Sith Lord.

Complete Package - 400cp

Flight! Invulnerability! Super-Strength! In another era, this would be nigh-godlike power. In this era, even the Gods have adapted to tool use. Still, being able to fly like an atmospheric fighter, lift as much as a destroid and shrug off small arms fire as inconsequential is a significant benefit.



Items

Prime shook his head. "No one can be told what the Matrix is, Silverbolt," he replied. "You'll have to see it for yourself..."

"Aw, slag," Rattrap muttered, "Can't we have one slaggin' fight without someone spoutin' some slaggin' PHILOSOPHY in the middle of it somewhere?"

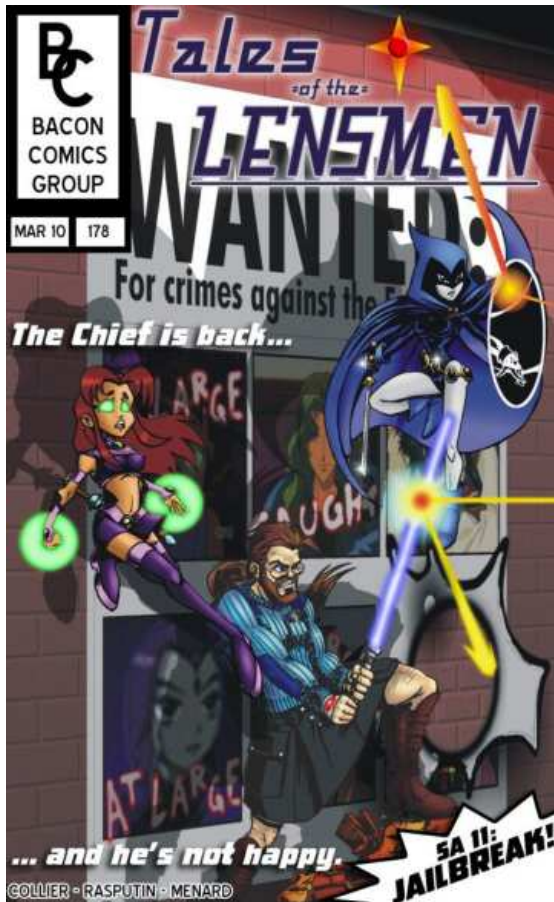
Flesh and Steel

A Little More Ship - 50cp

Not all ships are equal and some owners lavish more care on theirs than others. Every 50cp spent on this gets you an additional 50 design points to spend on your Spacecraft.

SO YOU'VE JUST ARRIVED FROM A PARALLEL DIMENSION - 100cp (discount for DDP)

A blue and white book that provides the critical social and technological information to get by in this universe. Just publically available information but it neatly explains how to use local plumbing, the basics of getting around and other useful topics. Will update for each new jump.



Rose Garden - 100cp (discount for DDP)

You have a small but ornate greenhouse in which grow roses in a riot of colours. Not only is this a relaxing and fragrant place to sit out, but it is destined to always have sufficient roses blooming in colours suitable to any rose duels going on. Attaches to your warehouse after this jump.

Galacticpedia - 100cp (discount for Student)

A 2404 download of the student's ready source of references for homework, along with an e-book reader if you need one. The spiritual successor of Wikipedia has information just about any topic, albeit it not in great detail and not always well vetted for reliability. Will update for each new jump.

Battlecruiser Vengeance, complete series - 100cp (discount for Student)

A classic 24th century Klingon science fiction franchise, chronicling the adventures of Commander Koth (portrayed by Wilaam sutai-Rentash) and the crew of IKV bortaS. This is a complete copy of all series, spin-offs and movies - in the original Klingon. Excellent motivation to study the warrior's tongue.

Hitchhiker's Guide to the Galaxy - 100cp (discount for Military)

A e-book copy of the 2404 edition of the most popular (and fairly well researched) commercially available guide for galactic travellers, along with an e-book reader if you need one (with the words DON'T PANIC on the case in large, friendly letters). Will update for each new jump.

Distinctive Uniform - 100cp (discount for military)

As a member of the military (past or present) you still have a dress uniform for a current or past employer. While this uniform is mostly for show, it's hardwearing and lightly armoured, including discreet pockets and loops you can use to carry tools and weapons in an emergency. It'll also likely get respect or scorn depending on where you wear it.

Babylon Project Galactic Database - 100cp (discount for Crimefighter)

Created alongside the Babylon Station and the International Police Force, this is a carefully detailed and very reliable source of information for the IPO agent or affiliate on the go. You can access it through any public datanet in nations with ambassadors on Babyblon 5 and it'll provide a similar level of access to police records in future jumps.

The Shadow that Flaps in the Night - 100cp (discount for Crimefighter)

You know what every superhero needs? Truth, justice? Nah, they need a badass coat or cape that flaps behind them dramatically! Marty Rose knows that, and are you questioning the superhero credentials of that particular CID inspector? Wearing this makes you at least twice as intimidating.

Music Room - 200cp (discount for DDP)

A comfortable room attached to your warehouse, with excellent acoustics if you want to play here. The walls rack a wide variety of musical instruments for you and your companions to use and if lost or damaged these instruments will be replaced on their hooks within 24 hours. Never be without a guitar again!

Goldfish Warning - 200cp (discount for DDP)

It's a tradition brought to the spaceways by the Freespaceers: to enter battle to a rocking sound-track that distracts and disheartens your enemies (and on a practical level, jams their comms). Rest assured that in any space battle the airwaves will be filled by a playlist of dramatically appropriate rock music, blocking enemy signals but not impeding your own.

As Recently Seen on Top Gear - 200cp (discount for student)

The technology under the hood may have changed quite a bit but the automobile still putters on as the transport of choice and something of a status symbol. You have a choice between an Aztechmotors Tlaloc, a Lamborghini Hechicero or a KMW 5575F, as seen on Top Gear's 2408 series.

A Valkyrie's Runesword - 200cp (discount for student)

A sword crafted for you by one of the weaponsmiths of Asgard. Carved in runes upon it are the words of the Valkyries: "CAST IN THE NAME OF GOD, YE NOT GUILTY." So long as you wield it in a righteous cause, little short of cosmic forces will even scratch the sword. (Guarantee void if you loan it out or wield it for less than noble purposes.





Hot Blaster - 200cp (discount for Military)

There's nothing like having a sidearm on hand in case things go wrong and most military services assign blaster pistols as a matter of course. You have a choice between the ever reliable BlasTech DL-44, the WDF and 3WA's favoured Continuity Technologies ElectroMag 112 or a MorganArms CCRE-I conversion of a Steyr Model SL automated revolver.

Thunderbolt Loads - 200cp (discount for Military)

You have a folding stock, pump-action shotgun. There's no capacity to reload it - this will happen automatically at the start of each jump. Each of the four shells in the tube magazine contains a miniscule amount of anti-helium. Don't fire these at (or near) anyone or anything you care about. Queen Asrial Arconian used one of these fighting to reclaim her throne from the Sword of Salusia and blew a rather large hole in her own palace.

Bloody Card - 200cp (discount for Crimefighter)

Monomolecular edge, ion drive, (rudimentary) psychokinetic control system, all packed into a titanium alloy playing card. It's not very accurate but it's quite effective for crowd control and popular with those who have a flair for the dramatic.

Lightcycle - 200cp (discount for Crimefighter)

11 seconds after the invention of the Transporter pattern buffer, someone suggested storing physical objects as information. Forty years later, it finally became practical (if expensive) to use hard-light holography to materialize complex machinery correctly. In this case, a low-slung, wide-wheeled motorcycle with trim glowing light (colour of your choice) can be deployed from what otherwise looks like a slim baton (which becomes the handlebars). In the optional 'game mode' it trails a kinetic barrier behind it, which can make all sorts of hostile traffic problems go away.

XAF-1 Flying Frame - 300cp (discount for DDP)

The Chief of the IPO is one of the most experienced in the business - he's even hijacked a Karlsland wunderwaffe (the He 162 jetpack) and made it work. So you know his choice for battling rogue Kryptonian General Zod must be something special. The XAF-1 is the last word in personal aerospace technology, providing jet flight, pin-point barriers and getter-plasma weapons all in one stylishly armoured package.

2042 Sunrise Griffon Mk II - 300cp (discount Student)

Don't be fooled by the vaguely Neo-Soviet styling and the 21st century of manufacture, this car was *seriously* ahead of its time. (The repeating blasters and missile launchers also earn it a Class One agent vehicle certification from the IPO). It's armoured, changes colour at a little fiddling with the onboard computer... and the turbine engine has 2500 horsepower. Don't worry, it's a very mannerly drive even when you open that up.

The Universe Digs Giant Robots - 300cp (discount for Military)

And so do we. Most militaries field what the Salusians call BattleMechs and the WDF refer to as Destroids: one-man fighting machines between 20 and 100 tons in weight. You have the choice between a Kong Interstellar BL-6b-KNT Black Knight, a Stonewell Bellcom MAD-5A Marauder II, an Olivetti Weaponry Locust IIC (all of which featured prominently in the 2408 series of Top Gear) or a WDF Armory RGM-79 Gunslinger which wasn't on Top Gear but is the basis for most of the 'Gundams' on the Mobile Fighter show.

You're Well Endowed - 300cp (discount for Crimefighter)

Which is to say that you have a lot of money. What did you think I meant? You're in possession of a nice stock portfolio that generates an income that can support a luxurious lifestyle even if you don't work at it. If you do work hard you'll be able to leverage this into influencing the decisions of the corporation you have holdings with and possibly the business community as a whole. Expect equivalent benefits in future jumps.



Gaolith For Dummies - 400cp (discount for DDP)

These green glowing stones are little understood but remarkable source of power, powering some of the most powerful giant robots around. Overtechnologists and mystics of Midgard have just begun to tap into their potential. This instruction manual was co-written by Corwin Ravenhair and Raven and comes with an even dozen Gaoliths to get started with.

Armored Knight G-KONIG - 400cp (discount for Student)

Corwin Ravenhair has built you a duplicate of the G-KAISER he gave to Noriko Takaya: a powerful giant robot with a gaolith-based reactor. It can fly and has several optional control types to adjust to your preferences. Armament is the classics: rocket punch and the super solar blazer (an energy weapon fired from the chest). The G-KONIG is styled something like a 1957 Cadillac, with chrome fins and trim.

Omega3 - 400cp (discount for Military)

Do you want to live forever? And to have your friends and family live forever? Well you're in luck! This injector (which will conveniently refill overnight in your warehouse) contains the mysterious medicine that renders the recipient able to age or not at will, as well as correcting any minor medical deficiencies such as being in a coma. Oh, and it restructures your brain slightly to help you learn new languages.

The Lens of Civilisation - 400cp (discount for Crimefighter)

You've passed Skuld's Test of Light and become a Lensman: one of the proven and incorruptible champions of good in this universe. Simply displaying this will telepathically inform those seeing it of this fact. Besides being a really swish badge, the Lens allows secure telepathic communication with other Lensmen at any range and low-level telepathic conversation with any sapient who can see it, shields you against psionic assault, enhances all your paranormal abilities and anyone but a Lensman who touches it will die horribly.

Companions

"Tell you what," said Marceline, "if you can get me off this planet, I'll be your personal vampire love slave."

"I'm intrigued by your use of 'personal' there," Gryphon mused as he ducked up a side passage, heading back toward Pleasant. "As opposed to an impersonal love slave? 'Oh, very well, do as thou wilt, but no eye contact.'"

Night of the Kissogram

Gryph's Home for Distressed Characters - 50cp

This is a universe where all sorts of people might be found outside of their expected roles. Anakin Skywalker was a taxi-driver before his recruitment into the Order of the Black Rose. You may import one companion into the setting per purchase. By default they have 200cp to spend on origins, species, skills, abilities and items. Each extra 50cp spent on the companion gets you an extra 200cp for them to spend. You may import as many companions as you wish to spend the cp for.

IPSF Irregular Projects Division



Starship IPS Valiant NX-06041

"... I swear to you, I will change the world."

Operation Hero - 100cp

During the 1990s, the WDF (then outlaws on pre-First Contact Earth) went out of their way to recruit their personal heroes either into their fledgling ranks or just to give them chances they might not otherwise have had (a lot of the early astronauts got to go to the moon). Now do unto them, what they did unto others. You may recruit a new companion from the setting. You have a budget of 600cp to spend to represent their origins, species, skills, abilities and items.



Spacecraft

"The good ship Ebon Hawk, fresh from refit. Don't know exactly what kind of ship she is; odds are she was a custom job for somebody. She's got some history, but you seem like a man who appreciates that kinda thing. More important, she's fast. Fastest ship we have here, apart from Atin-Vae's Delta. Her hyperdrive motivator's rated at point three three and you won't find bigger fusion turbines on a ship this size, neither."

Warriors of the Outer Rim



Everyone here needs a good ship to get around this universe and a good ship has character so let's get you something suitable for you. You've got 1000 design points to define your custom ship. You have to buy a hull (and just one hull) but everything else is optional. Feel free to buy multiple drives, weapons and so forth. Or not - if you want an unarmed sublight ship, that's not unheard of at all.

Hull

Seats Two if Friendly - 50dp

You've got a snubfighter, with only a small cockpit in terms of crewspace. It's not very comfortable to get around in but it's very manageable for a lone traveller and fighter pilots do have quite a bit street cred. Fighters are naturally equipped with engines far larger than proportionate for their size so they move very fast below lightspeed.

Battlewagon - 400dp

The cornerstones of a merchant or military fleet, ships like Federation Galaxy-class battleships or Colonial Battlestars are the mightiest production ships in the galaxy. Crewed by hundreds and armed to fight entire squadrons of cruisers, your ship will need a sizeable crew to operate at its full potential. It's unusual for a Battlewagon to be able to keep pace with cruisers, but they do have some tactical mobility.

Light Transport - 100dp

Right around the scale of a yacht, a YT-series freighter or a high speed warp transport, these ships need a crew of only one or two but can carry dozens of people or a few tons of cargo. They're perhaps the most common working ships. While such ships aren't considered exceptionally fast, they do tend to move a bit faster than average - time is money.

Gigantic - 600dp

Some few ships, almost always unique constructs, are beyond any reasonable scale. The Wedge Defense Force has the SDF-23. GENOM had Super-Star Destroyers. Virtual cities in space, these are titanic ships nigh legendary just for existing. (No, you can't have the AT&T. It's the size of a planet and Zeta Cygni are using it already). These ships don't tend to move all that fast in sub-light.

Cruiser - 200dp

Call them cruisers, frigates or destroyers (or even midweight freighters) - these aren't the biggest and baddest ships around but they make up the bulk of most civil and military and fleets. Operable by a small bridge crew in a pinch they can carry hundreds and their firepower is formidable. Their speeds tend to set the benchmark and are merely average.

Exotic Foreign Vessel - 100dp

You want to import a ship of your own? That's absolutely fine. Bring it along and someone will gladly crack open a shipyard to fit it with some upgrades for you. Rest assured that however alien your ship may seem to them, it won't be too alien. Star travel is eons old here. Heck, if you want bring a non-spaceship and it can be refitted to operate in the big black! It worked for the Daytona-From-Hell!

Drive

Hyperdrive - 50dp

The old standby of space travel. It's not that fast, it requires good navigation and once you're started it's a pain to drop out and have to recalculate... but hyperspace travel is a very mature technology, cheap and easy to maintain.

Jumpdrive - 400dp

The newest technology and faster than hyperspace, jumpspace is usually accessed through fixed gates that allow even non-interstellar craft to pass between the stars. Your ship has the expensive and power-intensive option of creating its own temporary gate into jumpspace - which means you can even take other ships along with you.

Warpdrive - 200dp

Pioneered by the WDF and the United Galactica, warp-drive is expensive but it's fast and the warp-bubble around the ship is technically in the normal universe, making this excellent for scouting and exploration. It's also blisteringly fast.

Spacefold - 600dp

There's not much to beat this - fire up the fold-drive and space itself folds to let you reach a known destination effectively immediately. It's obscenely expensive, even for major military units and only the overtechnology of the WDF lets them use it for their flagships. Commercial use is a really fast way to go bankrupt though - it's not remotely cost-effective.

Extras

Cargo Bay - 50dp

For each purchase your ship has the capacity to carry a reasonable amount of cargo for its size. A light transport might have enough room aboard for a car, whereas a gigantic hull can accommodate the core functions of a town into its internal bays.

Shuttle Bay - 100dp (restricted to cruisers and up)

Your ship has a dedicated flight deck for operating a squadron of fighters or shuttles from, with all the necessary fuel storage, external hatches and other facilities required. Comes with an electromagnetic catapult for that added oomph when you launch.

Weapons

Autocannon - 50dp

For all the advanced science, there's still the old fall-back of fast-moving pieces of metal. Still common armament on starfighters and secondary turrets these rapid-firing guns are able to stress and eventually overcome shields and perforate lightly armoured hulls of equivalent size to the ship carrying them.

Phaser Beam Emitters - 400dp

A relatively new development, phasers allow sustained beams of energy - a huge advantage as beams can sweep across a target, track a fast moving ship or stress shields without giving them a pause to recover. Disruptors and Pulse Phasers take different approaches but remain superior to blasters.

Blasters - 100dp

Since at least the days the Santovasku and Atlanteans energy armaments like lasers, plasma guns and particle beams have been grouped under this designation. Not really more potent than autocannon, they can draw power from the ship's engines and thus don't need ammunition.

Phase Transit Cannon - 600dp

Spinal mounted and scaled to the hull of your ship, a full-sized PTC is second only to the mighty Reflex Cannon among Omega-class weapons, slightly surpassing a Wave Motion Cannon. It can be used to engage targets out of phase with reality, should you encounter them.

Missile Launchers - 200dp

The main punch of fighters against larger ships and providing self-guided long range firepower for cruisers, missiles are a great force multiplier but they're usually too large to carry many and also vulnerable to being shot down before they reach their target.

Concealed Weapons - 100dp

Obvious weapons can draw attention but sometimes that's not what you want. Your ship can conceal her weapons within her hull behind cunningly disguised hatches and panels, as well as sophisticated ECM. No one will see them until you run the guns out to fire.

Defenses

Agile - 50dp

There's no use being an easy target. It's most common for fighters but your ship has many thrusters that let it maneuver rapidly to avoid incoming fire and look for blind spots in the enemy's defenses.

Point Defense - 100dp

Taking a missile hit can ruin your day, so your ship is equipped with one or more fast-firing guns dedicated to shooting inbound missiles down before they can reach you.

Shields - 100dp

For hits you can't avoid, you have to take them. Most ships have force-fields around them to handle minor particle collisions - yours are beefed up that they can take hits from military grade weapons, at least for a little while. Too much of a pounding will collapse them though.

Armoured - 200dp

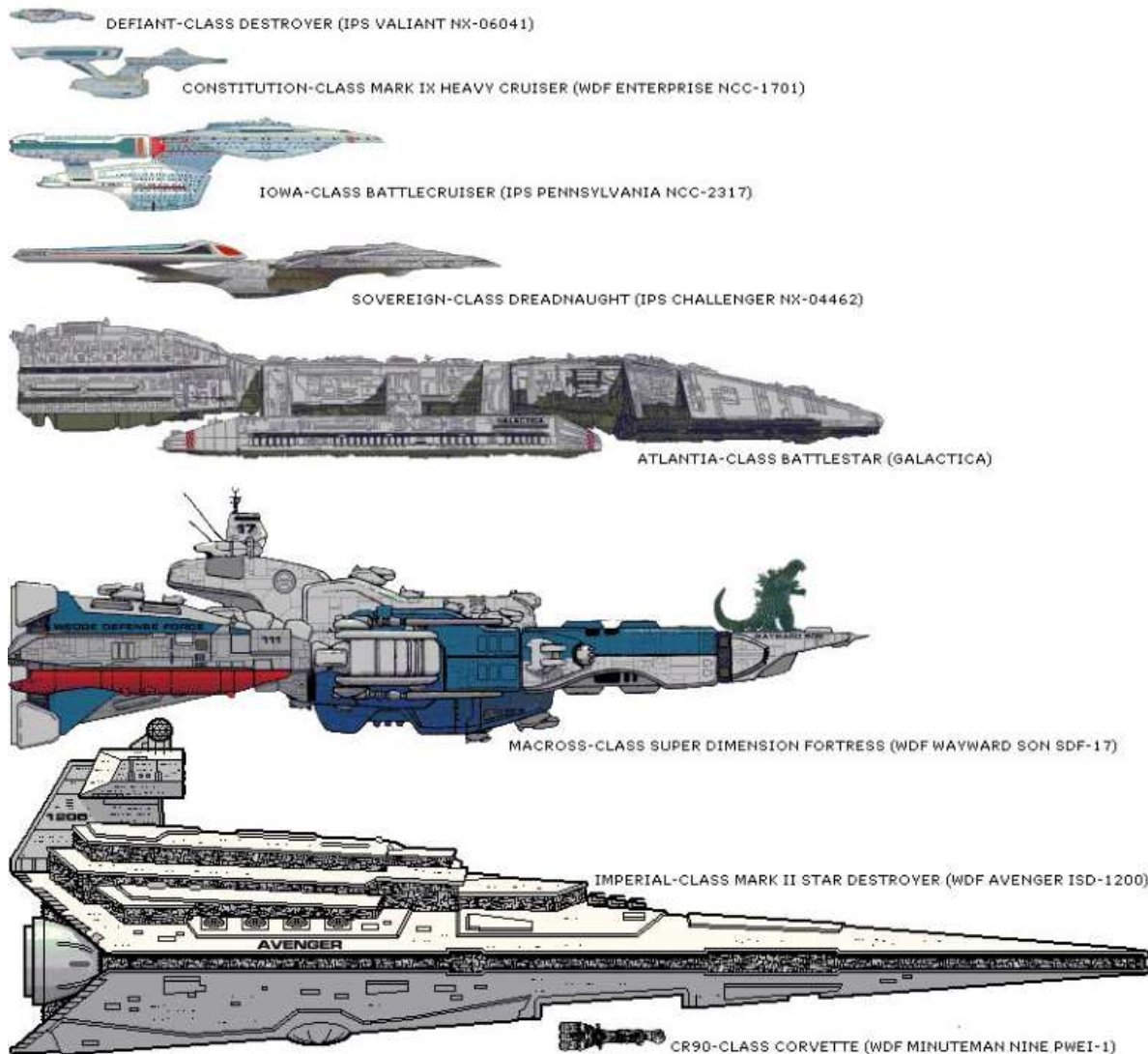
When all else fails and shots are hammering into the hull of your ship, you'd better hope it can take the beating. Reinforced panels built into the frame protect vital components from minor damage, letting you fight on or at least survive long enough to escape.

Cloaked - 400dp

The best defense is not to be shot at, and how can you be shot at when no one knows where you are. Cloaking screens your ship from detection as long as you're not doing something obvious like firing weapons off.

Phase Transit Shields - 600dp

These shields don't actually absorb damage - they shunt the energy off into a parallel dimension, causing no damage to the interior of your ship. Very rare - but so are weapons that can bypass them.



Scenarios

Teaching Certificate (DDP only, +300cp at the end of the jump)

Welcome to the important job of shaping the minds of future generations. Upon your arrival you've been offered a deal: one year at teaching college, all reasonable expenses covered, in return for then taking a teaching job at an as-yet undecided school. As it turns out, the school you're being sent to is the newly founded Deedlit Satori Mandeville Memorial Institute on Bajor's fifth moon Jeraddo, built under the sponsorship of the Babylon Project to provide for faculty and students of the recently defunct WPI. So you'll be teaching at a school where one dorm is an ancient Jedi temple (and the resident students duel with live steel) and where the entire school is a giant middle-finger to the Earth Alliance. Most of the students are good kids - there are exceptions. Most of the teachers are decent people - there are exceptions (expect your pay to be docked if you're one of those exceptions).

Wedge Rat (Student only, +300cp at the end of the jump)

You're not starting in 2404, instead your jump will begin 2 October 1991, at which time you're a freshman student at Worcester Polytechnic Institute - right as Ben Hutchins brings the Dirty Pair to life with CLULESS. You must join the gang as they battle the Knights of the STRAIGHT and Narrow Path, escape the nuclear detonation, fly to Zeta Cygni with them and help found the Wedge Defense Force. It's an earlier era, when technology was cruder and the WDF were outlaws on their homeworld and - at best - a group of Salusian-backed mercenaries to the rest of the universe. Oh, and as if that and a Kilrathi War isn't bad enough, your jump will last a bit more than a decade - long enough to 'desert' in 2002 to help Redneck found the Confederate Freespacers Mercenary Fleet and fight in the Zardon Civil War. Do have fun with that.

Chet the Safety Trooper (Military only, +300cp at the end of the jump)

Since their defeat in the War of Corporate Occupation, GENOM corporation has worked hard to repair their public image. The flagship programme to rehabilitate the fearsome GENOM MILARM's stormtroopers is the character of Chet the Safety Trooper: a White Legionnaire whose armour is trimmed in international safety orange who appears in public service announcements, gives talks at elementary schools and appears at fairs and other kid-friendly events. You're one of the two or three dozen soldiers chosen to wear the armour and carry this important message of goodwill and safety consciousness to the galaxy. For the next ten years you must be friendly and relatable to children (in parentally approved ways) at all times, despite wearing body armour and a helmet. In a crisis, you're to provide emergency assistance. And you must *never* break character.

Letter of Marque (Crimefighter only, +300cp at the end of the jump)

You're a registered pirate of the Salusian Crown. Maintaining this requires you to attack only legitimate targets (not specifically limited to those the Salusian Empire is at war with) but to also do so and *formally report doing so* every fifty days. Failure to do so, or attacking inappropriate targets (disputes settled by the Salusian Courts) leads to a warning and three warnings will lead to revocation of your Letter of Marque. You're also subject to being called up to serve as an irregular arm of the Salusian Imperial Guards in cases of national emergency. Most of your peers prey upon less reputable pirates or stage pre-agreed raids on cruise liners for the entertainment of the passengers. There's certainly nothing to stop you doing this but this won't count as a legitimate target for the Courts so you'd better get out there and do some good.



Drawbacks

*"I understand you started the mess in the first place. Curious. I remember your brother as the impulsive one."
Were Sunstreaker capable of blushing, his face would have gone bright red. As it was, he fidgeted.
Megatron noticed and gave him a tiny, cold smile. "By all means, Sunstreaker. I haven't laughed yet today."*

Cybertron Reloaded

We all have our flaws but at least you can choose some of them. You may take up to 800cp of disadvantages.

Good Enough +100cp

Congratulations, you're in love. And with someone pretty special too - someone you can build your whole life around. It's a pity your affections are unrequited. No matter what you do, they won't return your feelings or rebuff you in such a way as to change them. Alas, they just don't love you - and do love someone else. Nor can you avoid them. In fact, if you're not around then rest assured they'll wind up in trouble and you'll have to save them.

Kryptonian Super-Intelligence: Busted - +100cp

There's a time and a place to hold back and think things through. Unfortunately you're really bad at recognising those times and are much more likely to bull into a situation, relying on your skills and abilities to get you out of trouble. Mostly that'll work out... but only mostly.

Zoner's Floydin' Again - +100cp

The universe can be a dark and lonely place, particularly when you've got something to feel guilty about. You carry the world on your shoulders and at any setback you'll push others away, wallowing in angst. After all, if you let them depend upon you, you'll just let them down.

Mein Luftkissenfahrzeug ist von den Aalen voll +200cp

For some reason you don't speak or understand Terran English or Cheltari Salusian - the principal languages of the Federation - and for some reason can't learn them. Even translation software just makes no sense to you and can't render anything you say into these languages. If you try to memorise any stock phrases beyond "yes" and "no", their meaning quickly slips your mind. This is going to make day to day communication just a bit awkward.

Come With Me To Aldebaran - +200cp

There's good and there's evil and you know what side you're on. In fact, you're so convinced of your righteousness and of your significance in the fighting the good fight that you've slid into arrogance and demanding that others comply with your goals and expectations. And if they don't? Well, you're in the right, right? So there's nothing wrong with some... persuasion.

Exile - +200cp

Bounty Hunters are on your heels and the authorities are keeping an eye out too. Whether you committed an actual crime or it's some tragic mistake, you're on the run and there's serious money offered for you to be brought in alive and even more if you're dead. If you're captured, expect someone to try for the second bounty. If you've taken a scenario which makes you easy to find, that's your problem.

Really A Viking - +200cp

When you overcome an adversary, their romantic interest(s) will switch their attentions to you and not in a good way. Maybe they're just trying to make your opponent jealous, or trying to break up your own relationships as petty revenge. Or maybe they like you but the feeling very much isn't returned.



Missed An Entire Kilrathi War - +200cp

For all it's home to an interstellar civilization, the galaxy is a big place. Some places don't have spaceports or subspace transmitters. And you've managed to maroon yourself and your companions there. Not that you're alone. No, there are plenty of native hostiles, not to mention people who came here for privacy and resent your intrusion. It shouldn't take you more than five years to build, steal or flag down transportation. Any means of interstellar travel you already have will be mysteriously disabled for the first half of this jump. This doesn't excuse you from any Scenario requirements.

Baron Zoria and his Circle of Horns - +300cp

A dozen mystic jazz wizards (the Lost Bluesmen of Oranbega) have laid a terrible curse upon you. For the next ten years, all music will sound like l'Experience Sonique to you. Just to explain, galactically renowned rock star, classical pianist and movie star Kaitlyn Hutchins once described this as sounding like "random RF noise set to an electrodrum slaved to a partially crashed neural net." Truly, you will suffer for the next decade.

Dirty... er, Lovely Angels Luck - +300cp

You just have the worst luck. Wherever you go, disaster follows. It's not necessarily your fault - although a remarkable number of times it's the result of matters spiralling out of control from some innocuous act. Even if you avoid the blame, you'll be caught up in events and probably have to leave... only to face a new and different crisis wherever you go next.

A Thieving, Carousing, Planetary-Government-Destabilizing Kreltharklor - +300cp

Someone else is wearing your face. Well, not literally, you still have that. But they look identical to you - perhaps a dimensional counterpart, a sibling or a buma imposter - and they're running around using your name and doing whatever they want. Mostly making people mad and guess who gets the blame. Even those who know that you're not personally responsible will feel that this is something you should deal with.

A Visit to the Forgetful Valley +300cp

Perhaps you got so fed up with the 'so tempted to conquer the universe' that you just walked away from everything. Or maybe it was a hit to the head. In either case, you don't know who you are, how you got here or where all these abilities you have came from. It should all come back to you in about 10 years or so, but in the meantime all you'll have is strange dreams and the occasional *deja vu* to guide you.

In the End

“Oh, it just occurred to me... it’s Friday night... if I were to go back to my life in Midgard, I’d have final exams starting on Monday morning. I guess there’s not much point in doing that...”

“Why not?”

“Go back to school? After everything that’s happened in the last twenty-four hours?”

“Certainly, if it’s what you want to do. We’re free people, Utena. We can do whatever we want to do. If you want to go back to Jeraddo and finish school there, perhaps go on to college, whatever you like - then do it! That was what you fought for, wasn’t it - freedom for us to do what we like?”

Symphony No 2 16) Seventh Movement - Ceremony and Celebration

Look, you don’t have to go home but you can’t stay here... uh, unless you do. I figure you know the drill by now.

- End your chain, returning to your pre-jumpchain life with all benefits gained.
- End your chain staying in this world, with all benefits gained so far.
- Move to another jump in hope of eventually receiving your Spark.

Notes (v1.0)

The Undocumented Features universe is probably the grandest multi-crossover fanfiction in the history of the internet (they even do audio-books, for crying out loud!). It’s been on the go for twenty-five years now and attempts to compile lists of every source material involved have largely fallen behind. The following series are confirmed not to have been included: Buffy the Vampire Slayer, Dragonball, Ranma ½ and Yu-Gi-Oh!

While you can run into almost anyone, the circumstances may be a bit different from those expected. Organisations evolve, after all, and so do people. Princess Azula is the galaxy’s greatest hitch-hiker. A not insignificant fraction of the Geth worship Unicron as a god (to be fair, he *is* a god). Babylon Station orbits Bajor. Draco Malfoy is studying to be a Jedi. The Doctor guest-stars on a centuries old BBC sci-fi show called Professor Enigma...

If you want to find out more, they have a website here: <http://www.eyrie-productions.com/>

All art used in this document is from their website and all quotes are from the stories.

And yes, I’m aware that “Mein Luftkissenfahrzeug ist von den Aalen voll” isn’t grammatically correct. Nor was Shirley in Our Witches At War: Operation Grass-Snake.