(NSFW) Star Trek



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Welcome to the Star Trek Galaxy. This utopian ideal of a world is filled to the brim with alien species, dangerous anomalies, and true heroes. Your time here will be both scientifically fascinating and pleasantly lewd. Whether you go on a long voyage to the stars or stay at home and enjoy the holodeck, this world has a bit for everyone.

Take 1000 choice points (CP) to spend below.

Location:

Pick one of the following locations to begin, or roll a 1d4 to randomly determine your starting location.

1. **Federation Core World** - These utopian worlds are post-scarcity paradises far from the conflict in this galaxy. They also hold the headquarters of Starfleet and its various bases, allowing you to easily connect into the wider universe.
2. **Frontier Colony** - You've managed to find yourself in a rugged place away from the pleasantries of Federation life. This does have its advantages; a place this remote is perfect for hiding away.
3. **Deep Space 9 -** Deep Space 9 is a Cardassian space station located on a series of important trade routes. You've got access to the entire galaxy from here.
4. **Qo'noS -** You've managed to find your way onto the Klingon homeworld. This isn't a problem if you're a Klingon or one of their allies, but it could be an issue during specific time periods.

Strategic Timing - You may set this jump during whatever time period you desire (See **Temporal Disruption**).

Origin:

You may freely select your age (as long as you are an adult) and gender as you enter this world. While origins give a background by default, you may select to use any of the origins below as a drop-in, lacking memories and possessing only basic paperwork.

Sciences - You're a doctor, not a magician. The sciences division covers both medicine and scientific research.

Command - You've been trained in leadership. The command division includes most captains, officers, and pilots.

Operations - A wide division, with a large range of subspecialties. Operations covers engineering, security, and ops.

Perks:

All origins receive a **50% discount** on all associated perks (with discounted **100 CP** perks being free) and a **400 CP** stipend to spend on perks.

24th Century Cleanup [Free] You are as beautiful as a member of your species can be. The exact form this beauty takes is up to you. You could be anything from ruggedly handsome to heart-meltingly adorable.

If desired, your sexual characteristics are improved to the peak for your species. You could have a stubborn, towering cock or boobs that spill from your uniform. Whatever form this takes, your partners won't be disappointed. These enhancements never cause you problems while you are moving your body, such as during a fight or running.

A copy of this perk is automatically given to all individuals within a jump as you enter it, unless you'd rather they don't have it. While everyone's appearance has improved, they remain unique and recognizable.

Lewd Alpha Quadrant [Free] There is a lewd galaxy out there. Your body has a high tolerance for sex that borders on the supernatural. You can handle insertions of extreme sizes, cum in rapid succession, and even painlessly give birth. You also never get pregnant (or get anyone else pregnant) unless you intend to.

You may give a copy of this perk to anyone you touch.

Standard Education [Free] You possess the education necessary to survive and thrive in this galaxy. You also have basic knowledge covering the advanced technology of your era. This includes any other training required for your role aboard a ship, such as rules and regulations.

Starfleet Skirts [Free for jump/100] This universe has a different dress code from the one you know. At the start of this jump, you may change the cultural dress or uniforms for each of the groups available here. No one will notice or care about the change.

For **100 CP,** you may keep this perk to use it in future jumps.

Four Lights [100] You are immune to mental manipulation, possessing the ability to completely ignore mind control and pheromones. You also receive a significant resistance to torture and pain in its many forms.

Darmok [100] You do not need the universal translators used by Starfleet, possessing a unique ability to rapidly achieve fluency in foreign languages. You'll speak a language fluently within minutes of exposure. You also learn written languages at a similar rate.

Cultural Exchange [200] You have an innate ability to make people happy. This charm is a gift when engaging in diplomacy, working with a crew filled with clashing personalities, or just getting to know another person.

This charm will gather a harem of beautiful people around you. In the past, this would be frowned upon, but this is the future. Your many relationships never seem to cause you much strife. Whether you are aboard a Klingon Bird of Prey or a Federation Starship, your crewmates never mind that you have many lovers. In fact, you'll find that any culture you encounter has rules for poly relationships like yours. Your crew quarters are altered to accommodate, and your shifts changed to match your harem.

Similarly, your lovers get along great. Your harem never struggles with jealousy or needless drama, and they seem to fall for each other as hard as they've fallen for you.

Alien Curiosity [200] You are considered attractive to other species. Vulcans see you as a puzzle they cannot solve, Klingons see you as a great challenge, and Betazoids are stunned by your mental landscape. Diplomacy with other species becomes shockingly easy, and your alien lovers are voracious.

If you find members of a species attractive, members of that species will also find you attractive. Something about your appearance, pheromones, or mind is attractive to other species. You may choose if this effect is applied to your entire species or subgroup, in which case your people gain a positive sexual reputation.

This perk has little effect on members of your own species, but can work on sufficiently distant subgroups of your species. For example, a Federation human would see this perk work on human Borg drones or members of the Terran Empire.

Progenitor [400] You are supernaturally fertile. This enhanced fertility lets you impregnate any alien species you wish (even genetically incompatible species). This includes any species that are naturally infertile, like androids. Your children will be born as **Hybrids** (see powers).

In addition, your body is capable of surviving sex with the various alien species of this world. Not only are you sexually compatible with the various species here, you are also immune to any negative effects of their racial abilities while mating. For example, a Klingon or Vulcan could not seriously injure you with their enhanced strength.

Uniform Protection [400] When you take damage, it universally targets your clothing before any part of you. Your uniform might end up torn to shreds, but the flesh underneath is untouched. A phaser might blast you out of your uniform, but you'll live to see another day.

This perk loses any effect once you've lost all your clothing, with damage occurring as normal.

Plot Protection [600] You are not a nameless redshirt but instead an important named member of Starfleet. You are subject to the same protections as any other named character, namely vast plot armor. This armor is especially strong when you do something heroic or inspiring. Generally, however, accidents seem to pass you by, and your life is just easier.

True Q [600] You have a sliver of Q's power. At the beginning, this power is largely subconscious; you'll find yourself being truly lucky in ways that seem highly improbable. This

follows your desires, so you are more likely to find yourself in sexual situations than winning the lottery for the third time.

This power develops as you use it over centuries. Within a decade, you'll possess a minor ability such as superhuman strength or telepathy. This power widens until it matches the terrible power of the Q continuum.

Sciences Perks:

Scientific Frontiers [100] You are a smart individual, well suited to work in the sciences. You have had advanced scientific training covering all scientific disciplines, as well as a truly massive amount of training in a field of your choice.



Your analytical mind is well suited to logical deduction. This is a very useful trait when dealing with the many threats of the galaxy (especially threats that require careful consideration). This analytical mind is considerably attractive to logical species like the Vulcans or Borg.

EMH [200] You are a fully trained and licensed physician. You have twenty years of experience with medicine and a mental database filled with medical knowledge. You could repair the spine of a Klingon or transfer a Trill symbiont safely. The breadth of knowledge here should not be understated. You could act as a skilled surgeon one moment, and a licensed psychiatrist the next.

You have a subtle specialty for appearance manipulation. You could easily induce appearance changes in other people with medicine, or just work as an expert plastic surgeon.

Never a Dull Moment [400] Space is big, really big. In fact, most of it is entirely empty. Even with a warp drive, the galaxy is not always interesting or exciting.

This isn't really the case for you. You'll bump into interesting anomalies on a weekly (or even sooner) basis. These anomalies even seem to be customized to fit you. A roboticist might find a scrapyard filled with destroyed drones, whereas a lonely explorer could bump into a tribe of friendly prewarp aliens.

This effect can be toggled on and off at will.

Forgotten Empires [600] Your mind is powerful enough to reach beyond human understanding. You must select a particular field of study as a specialty when you take this perk. This specialty is fixed, but within that specialty, you are the equivalent of Noonien Soong, a master who is essentially unreplicable.

You are also a master at reverse engineering advanced technology. With careful examination, you could copy and understand technology far beyond your current capabilities.

Command Perks:

Risk is Our Business [100] Unlike some Starfleet captains, you command from the front. You are a physical powerhouse capable of facing the many threats of this galaxy. You exist at the peak of physical condition for your species, and you don't need to exercise to maintain this state. In addition, you've undergone extensive hand-to-hand combat training, rendering you capable of using this strength with precision.



Your body is not just strong; it also looks great. Most species in this galaxy will appreciate the eye candy you bring to the table. This physique retains its appeal despite any battle damage, with scars just adding to its appeal.

To Boldly Go [200] You are a skilled executive officer and diplomat, able to live up to the high standards set by Starfleet command. You can host hostile alien species, deal with god-like entities, and finish up your day by exploring a nebula. Most importantly of all, you are an experienced leader. This leadership can carry your allies through a wide variety of crises.

In the Pale Moonlight [400] You are an expert spy. Your skill with espionage surpasses the best of the Obsidian Order, Section 31, or the Tal Shiar. You can fabricate evidence, blend seamlessly into crowds, and fight as well as any assassin. The most dangerous piece of your skillset is a wicked wit capable of providing you a severe edge during combat.

Kobayashi Maru **[600]** James T. Kirk didn't believe in an unwinnable situation. You are the same. When placed into a scenario with no visible chance of escape, a little piece of hope is destined to appear. This hope cuts through the inescapable despair like a knife, and you find yourself inspired exactly how to take advantage.

This hope can take a variety of forms depending on the exact situation. This typically takes the form of extreme luck. For example, one of your foes could turn out to be someone you've helped in the past, and thus allow you to escape.

As you fight your way out of these unwinnable situations, you'll find yourself becoming an inspiring figure. Your reputation will slowly but surely alter the course of history. An honorable captain's reputation might inspire the world into becoming a utopia that matches his ideals, whereas a tyrannical pirate might inspire other ships into raiding the stars for booty.

Operations Perks:

Tactical Officer [100] You have vast expertise with weaponry of all shapes and sizes. With a phaser rifle, you can rival the greatest marksman. Aboard a starship, you are capable of wielding ship-scale weaponry such as phaser banks and photon torpedoes. While your skill is largely focused on your faction's native weaponry, you can rapidly adjust to unfamiliar weapons (such as a Romulan disruptor) without much issue.



The Worf Effect [200] You are an experienced security officer capable of performing every role necessary for ship security. You possess a Klingon's stubbornness that makes you uniquely suited to brawling, and you know the rules and regulations of your station like the back of your hand.

More importantly, you never lose in the same way twice. Like a Borg Drone, you can adapt to any enemy that has bested you before. You'll mentally prepare defenses against your foes, dodging attacks that once struck true. Failure is a great teacher, and you are proof.

Engineering Division [400] You are a trained engineer capable of maintaining an entire Galaxy-class ship. You can repair ship plating, safely disarm an unstable warp core, and come up with practical solutions to the many dangers of deep space. You can even integrate new technology seamlessly into your work, letting you retrofit and upgrade your ship's machinery.

Compared to other engineers, your repairs take half the time. This is due to an innate understanding of efficiency when performing your duties. As a final bonus, during moments of great stress, you are a miracle worker. You can invent solutions to terrifying situations on the fly.

Rule of Acquisition 75 [600] This galaxy is full of extraordinary materials, from Dilithium to Tritanium; each possesses qualities that make the advanced technology here function. You are uniquely suited to finding these resources, possessing a sixth sense for locating advanced materials.

However, this galaxy is not the only world you'll visit on your chain. Your future stops may lack these materials; however, this will never be a struggle for you. Any world-limited resources follow you into new jumps in the form of hidden resource nodes only you can locate. These nodes include materials from your previous jumps, as well as updates to include resources from future jumps as you enter them.

Using this sixth sense effectively will provide you with wealth. As a final bonus, your attraction now increases with your net worth. This never reduces your beauty below your actual appearance, but significant wealth will make you irresistible.

Powers:

Some powers have upgrades. This is noted in their descriptions and with an indentation. You must purchase the original power to obtain its upgrade. Upgrades can receive their own upgrades; this is noted by a large indentation. One only needs to purchase the upgrade directly above the sub-upgrade to purchase it.

Inhuman Physiology [Special; Cost Varies] There are many species across this galaxy. You may select one of these species as your own, gaining all the powers (and weaknesses) of your choice. In this jump, your alien body will be your main form, but after this jump, you may shift into this alien form with a thought, it being one of your alt-forms.

You may pay **200 CP** to be a genetic hybrid. As a hybrid, you may purchase multiple of the species below. You possess all of the powers and weaknesses of both species at their full strength.

> **Populated Galaxy [Cost Varies]** Using the options below as a rough guideline, you may freely become an unlisted species.
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> **Human-Like [0]** Your species is a physiological near-peer to humanity. These species lack any massive advantages such as inhuman strength or senses. This includes species like the Cardassians, Bajorans, and Andorians.
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> **Advantageous Species [100]** Your species is notably stronger than humanity in a particular field. Your people could possess extreme strength like the Klingons, or a natural telepathic ability like the Betazoids. These species rarely have more than a single advantage over humanity.
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> **Supernaturally Potent [400]** Your species is substantially more powerful than humanity, possessing an innate ability as useful as Changeling Shapeshifting. These species have multiple advantages over humanity.
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> **Trill Symbiont [100]** You are not a normal Trill (see **Human-Like** for those Trill). You are a Symbiont capable of transplanting into Trill. As a Symbiont, you are functionally unaging (capable of living for hundreds of years), and can pass your memories between the various hosts you take (mentally fusing with your hosts as you are implanted). The one major weakness of symbionts is that they only last several hours when without a host.
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> **Orion Pheromones [100]** You are a member of the Orion race, born with the non-standard ability to produce arousing pheromones (to be a regular Orion, see **Human-Like** above). Orions are naturally humanoid and possess attractive green skin.
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> **Betazoid Empath [200]** You are a Betazoid trained in telepathy and empathy, capable of reading the surface impressions of the people around you. Betazoids are human-like in appearance.

You've been trained to wield your psionic abilities (see **Advantageous Species** for untrained Betazoids). You can use your mind to implant thoughts and impressions into the minds of people around you. This is limited by the amount of practice you put into using your abilities.

Deltan Artist [200] You are a member of the sensual Deltan race, possessing their unique sexual potency. Deltans are irresistibly sexual, possessing both potent pheromones and telepathic power. Deltans are naturally hairless.

Deltans must swear an oath of celibacy while within Starfleet, as sex with a Deltan can cause insanity in non-Deltans. You are uniquely capable of controlling this sexuality with a thought, keeping the superhuman sensuality to reasonable levels for your poor crewmates. Non-Deltans can come out of your bedroom unscathed if you clamp down on your powers enough.

Talosian Illusionist [300] You are a Talosian, the galaxy's foremost illusionists. With your powerful mind, you can summon illusory delights and dangers. You can mentally communicate with other species and read thoughts.

Talosians are large-headed, tall, and live much longer than humans.

Species 8472 [400] You are a member of the only species to give the Borg pause. At three meters tall, each member of your species is a physical dreadnought capable of ripping through bulkheads. Your species can communicate telepathically with other telepathic species. Species 8472 does not require oxygen or sleep. Your powerful immune system makes you immune to Borg assimilation, and your body innately interferes with sensors and transporter locks.

Species 8472 has five distinct genders, which can take whatever form you'd like.

Changeling [400] You are a Changeling, a natural shapeshifter unburdened by the biological constraints of other species. Your natural form is liquid and amorphous, but you can shift and change into any shape you'd like.

At the beginning, you can only match Odo with his weakness for faces. With practice, you can appear indistinguishable from natural members of a species. Changelings are biologically immortal and do not need to eat food. Changelings, especially unskilled Changelings, must revert to a natural form and regenerate for a couple of hours every roughly sixteen to eighteen hours.

Soong-type Android [400] You are an android. Your artificial body is potent enough to toss a Nausicaan across a bar or bend Duranium plating. Your mind is immense, possessing both a photographic memory and an inhuman reaction speed. Unlike most Soong-type androids, you have been made with a full range of human emotions. You can also choose to be superficially indistinguishable from a human. Androids do not require air, water, food, or sleep.

Soong-type androids are also fully sexually compatible with humanity.

Holographic Being [100/400] You are a living hard-light construct. As a hologram, your body is entirely simulated. You can become solid or impermeable with a thought, letting you phase through attacks from physical creatures. Despite this, you remain weak to non-conventional attacks and technological disruption.

Mentally and physically, you are a powerhouse capable of challenging the **Soong-type Androids** above. Your mind has access to vast databases, and your body is limited only by the power and projectors you have available. As you are not biological, you do not possess their weaknesses (not requiring sleep, food, water, or oxygen). Holograms are as sexually compatible as what they were designed to represent, and you possess the permissions necessary to alter your form.

For **100 CP**, you are limited to appearing in local holo-projectors. For **400 CP**, you have access to a mobile emitter that you can place within your physical form.

Augment [200 Special Upgrade] You are a genetically altered (or otherwise modified) member of your species. In effect, your entire body is far superior to baseline members of your species. Your physical, mental, and social qualities far surpass the peak of your species' natural capabilities. An augmented human, for example, possesses five times a human's normal strength and durability. Your immune system is similarly improved to survive any disease or condition, and you can temporarily grant this immunity with a blood transfusion.

Your augments can either be biological (such as the augments given to Khan) or technological. This power can be added to any species listed above, with that species receiving the characteristic augments. Androids and Holograms should be treated as if they were created by a species more advanced than the Federation, or perhaps they come from the future.

Borg Nanoprobes [600 Upgrade] This small, slender wire can be extended and retracted from your hand at will. When injected into a living creature or machine, the nano-probe floods it with nanomachines capable of producing a wide variety of changes.

Machines injected with your nanomachines are subverted. These machines follow your directives. You may even use these nanomachines to deconstruct machines into base parts and then construct machines you know how to build (of course, this is limited by local resources).

Living creatures infected with your nano-probe are granted the power **Augment** for free. You may choose if they are fully assimilated (and thus joined to your local hive-mind) or if they are just free to use their new augments as they see fit.

You retain the position of a Borg Queen or King, allowing you to direct your new servants and retain your individuality. You can choose if you follow the Borg aesthetic and if you are associated with the collective.

Species Speciality [100] Your species has a sexual ability tied to its identity. A human, for example, might have extreme stamina, whereas a Klingon could possess a second cock due to their species' backup organs.

You may choose if this speciality is spread to your entire species, or if it only belongs to small sub-groups of your species (like members from a specific planet or organisation).

Vulcan Neuro-Pressure [100] Vulcan Neuro-Pressure is a set of techniques that were developed by Vulcans to provide a wide variety of effects. A wielder of these techniques could use them to induce paralysis, reduce soreness or fatigue, or even wield them offensively in combat.

You are a master of these techniques, as well as a technique of your own design. This technique grants sexual ecstasy in the individuals you use it on. Be careful; this technique can be addictive.

> **Vulcan Mind Meld [200 Upgrade]** You are capable of mind-melding with other people, allowing you to rapidly share thoughts and impressions with the other mind. This can be carried further into a total joining of the minds, allowing you to act together as one.
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> This technique is not limited to Vulcans, but can be used by most telepathic species with training. If you are not already, you gain minor telepathy.
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> As a final note, this technique can be used to great effect in the bedroom, with both participants feeling all the sensations of their partner.

Items:

All origins receive a stipend of **400 CP** and a **50% discount** on all associated items, with discounted **100 CP** items being free. Items cannot be lost, stolen, or permanently destroyed. Consumable items are replenished every 24 hours. You may import items from previous jumps into the items you purchase here, provided they match types.

Starship [Cost Varies] You are the captain of a starship. The cost of the spaceship is based on its size. All starships possess infinite fuel and ammunition. You may select whether starships have a crew of followers, or if they are fully automated via ship computer or a holographic crew.

- **100 CP** - Shuttle or tiny ship (ex. Type 6 shuttle)
- **200 CP** - Large shuttle or small ship (ex. Danube class runabout)
- **300 CP** - Small starships (ex. Defiant class)
- **400 CP** - Medium ships (ex. Miranda class)
- **500 CP** - Capital ships (ex. Galaxy class)
- **600 CP** - Stations or docks (ex. Nor class)

You may select if this ship is a canon type or your own design based on available technology. All ships are technological matches for the time period that you are present in. You may choose if this ship technically belongs to your organization, or if it is your private property. Private ships tend to be a little underarmed compared to their government counterparts. You receive full ownership of the ship at the end of this jump. You may stow your starship in your warehouse, or alternatively just place it seamlessly into a new location at the start of each new jump.

You may purchase a **Starship** multiple times. Any additional ships receive a 50% discount (your largest ship is always at full price). As shuttles are free, you may have as many shuttles as necessary to fill your starships. Any attempts to abuse this will be met with mockery from your Jump-chan of choice.

> **Advanced Ship [200 Upgrade]** This particular ship is up-armored or particularly advanced for the era it is from. It might be constructed by a species with more advanced technology than Starfleet, or perhaps it comes from a future era.
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> You can purchase this multiple times, for each purchase of **Starship**.

System [Cost Varies] You own a star system. The cost of this system is based on its economic value.

- **300 CP** - Empty system with only resource-rich asteroids.
- **400 CP** - Dead system with resource-rich uninhabitable planets.
- **500 CP** - System contains a habitable world that has not been developed (finding settlers will be your problem).
- **600 CP** - System contains a habitable world that possesses a sizable population (with the corresponding infrastructure such as orbital platforms and docks).

- **800 CP** - System either contains a highly developed core world (with all of the terrifying infrastructure that comes with it), or multiple developed habitable worlds.

You may purchase a **System** multiple times. Any additional star systems receive a 50% discount (your most advanced system is always at full price). You may add your System into your warehouse at the end of this jump, or alternatively just place it seamlessly into a new location at the start of each new jump.

> **Advanced System [200 Upgrade]** This system is particularly advanced for this era. It might be populated by a species with more advanced technology than Starfleet, or contain a popular tourist destination or major trade route allowing greater technological development. If your system is uninhabited, it receives richer resource nodes instead.
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> You can purchase this multiple times, for each purchase of **System**.

Uniform [100] This small case contains a set of beautiful uniforms that match your affiliation (unaligned citizens receive non-uniform clothing that fits their style). You have a formal uniform, an everyday set of clothing, and a sexually titillating uniform that leaves little to the imagination.

All this clothing is terribly comfortable and technically fulfills the dress code set forth by your organization. Lastly, the uniform possesses an emergency shield that temporarily keeps you safe from the vacuum of space, and has a short-range communicator.

Horga'hn [200] You receive a small wooden idol popular on Risa. On its own, the idol is nothing but a decoration, but galaxy-wide, the idol has a hidden meaning. By displaying the idol, you indicate that you are seeking *Jamaharon* (that is to say, sex).

The idol grants the people around you increased confidence in expressing their feelings for you. You have let them know you're looking for love after all.

Quark's Bar [400] This charming little bar is a perfect copy of Quark's business aboard Deep Space 9. This bar contains food replicators, Dabo tables, and six holosuites. It offers a large range of replicated food, drink, and entertainment.

The staff of the bar are friendly followers, and the bar itself turns a tidy profit. The staff is skilled enough at their jobs that you do not have to do any work to keep the business going.

The bar's hours are up to you, just in case you want to use its holosuites for your own entertainment. You have copies of all programs available in Quark's bar, including more adult programs than a human could get through in their lifetime.

You may place the bar wherever you'd like. It could be added seamlessly to your ship, station, or warehouse. You may change its location at the start of each new jump. Patrons mysteriously find their way in, regardless of its location.

Risa [600] This pleasure planet is one of the hottest locations in the galaxy. The world is full of luxurious beaches, beautiful resorts, and lovely people. You are the owner of this planet,

receiving VIP treatment in each of the many resorts that dot its surface. The people of this planet are welcoming, sensual, and free.

You receive a mind-boggling profit from all the traffic that comes through here, and you receive even greater social credit. Famous people from across the galaxy (including a few Starfleet Captains you might be familiar with) come in droves to frolic on Risa.

For this jump, Risa stays where it is. It may be moved to an appropriate location upon entering a jump, or placed in your warehouse as an attachment.

Sciences Items:

Medkit [100] This small metal case is filled to the brim with medical equipment. The Medkit comes with a medical tricorder and a full set of hyposprays. These hyposprays cover a number of use cases. Of course, they can always be used for medicine, but you possess a catalog of other chemicals. You have aphrodisiacs, stamina enhancers, gradual breast enlargement serums, and even a chemical that heightens sexual pleasure.



Personal Force Field [200] Most species in the galaxy cannot survive the rigors of space. This small belt is the solution to that problem. Once clicked into place, this belt acts as a life support system. With a three-day battery life, the shield belt provides a force field around the wearer.

This force field provides protection from nearly any dangerous environment. It even provides heat, cooling, and oxygen if necessary. In combat, the belt's shield is powerful enough to deflect a couple of disruptor shots.

Clothes are also optional while wearing the belt, as it has a small holo-projector. This projector isn't powerful enough to manifest anything more complex than a set of clothes, but this does mean that the projector can be used to create any outfit desired.

Modified Biofilter [400] This portable transporter pad uses advanced science to alter whoever passes through it. This is done by altering how a person's molecules are reassembled on the other side. You can remove disease and cosmetically alter a person with nothing but a voiced command, these changes taking place instantly upon transport. With substantial energy, you could even duplicate a person.

Daystrom Institute [600] You are the lead researcher and owner of a powerful research organization rivaling the Daystrom Institute. Your facilities reflect this, with multiple labs, lecture halls, classrooms, and even a top-of-the-line supercomputer.

You may seamlessly place this organization wherever you'd like within this world. At the start of each following jump, you may instead store this organization in your warehouse as an addition or place it freely within the next world.

The institute is staffed by followers who are both willing and eager to participate in scientific progress. You may institute whatever rules and regulations within the organization you see fit, including who will staff this research institute.

Once per jump, your followers will rescue you from the brink of death by deploying a rapid medical response team. This team will drop in and pull you to safety, then safely resuscitate you. This counts as a 1-up.

Command Items:

Ready Room [100] This room may be placed into any ship or station you own (you may move it once per jump or whenever you obtain a new ship). It has a beautiful view and is furnished according to your aesthetic preferences. The room possesses a luxuriously comfortable chair and a large desk. The desk is large enough to fit a person underneath, and possesses a personal link to the ship's computer. The ready room also has a replicator loaded to the brim with delicious food and drink.

Your ready room has a final surprise. The room is well fortified to survive any boarding attempts, and also quite well hidden.



Case of Romulan Ale [200] These six bottles of liquor (not restricted to Romulan Ale, but may be any notable spirit) have been aged to perfection. Each bottle is as delightful as the last, impressing even the strictest of consumers. When consumed, this liquor lends a warm feeling to any event. Diplomatic meetings progress further, friends grow closer, and the drink lends a sensual air to any romantic encounter.

Legion [400] This armed fighting force is under your direct command. The form this legion takes is dependent on your associations, from a terrifying fighting force of Jem'Hadar to competent Starfleet personnel. The exact makeup of this crew is also determined by you. The size of the Legion depends on the effectiveness of the fighting force; a crew of Klingon warriors would be smaller than a legion of Ferengi. However, there are always enough crewmen here to staff a capital-class ship.

The legion consists of followers. Legally, they belong to a larger organization (your faction or an equivalent), but they are significantly more loyal to you than to your higher-ups. They retain any upgrades you give them and follow you from jump to jump.

Nexus [600] This temporal nexus is a beautiful realm where your thoughts and desires reshape reality. This is not dissimilar to a holodeck, but the scenarios generated within are perfect and real. Unlike the normal Nexus, you cannot use this item to time travel, nor can you remove items from it that you didn't bring with you.

However, time flows within the Nexus at a different rate than outside it. You may control this difference (down to 1/10 or up to 10x), and people do not age while within. You can, of course, bring people into the Nexus with you.

The Nexus may be accessed from a white door within your warehouse, or from a small remote you now have in your possession.

Operations Items:

Personal Energy Weapon [100] This small weapon is immensely capable despite its size. This item may take the appearance of any handheld weapon wielded by your faction, changing at the start of each new jump.



The weapon is as capable as a full rifle, possessing a variable energy controller that ranges from stun to disintegrate. It's strong enough to destroy a large building and has computer-assisted aiming.

The weapon possesses an additional setting added to the controller: "pleasure". When placed in this setting, your weapon produces a pleasurable sensation. This can range from a pleasant tingle to an overwhelming orgasm depending on the power setting.

VISOR [200] This pair of glasses surpasses the capabilities of La Forge's VISOR (without the necessary surgical implants) with no disorientation or pain. You can see the entire EM spectrum, track the body heat and temperature of the people around you, and even see through thin objects. You may choose how the VISOR looks.

House of Mogh [400] You are nobility, possessing all of the political power and privilege that come with your family name. The exact form this takes depends on your own personal circumstances; for example, a Klingon might receive membership in a Great House.

This item always provides you with loyal allies. An attack on one member of the family is an attack on every member. At the start of each new Jump, you may choose to import this family or receive a new noble heritage that fits the world.

Cytherian Probe [600] This small probe was designed to bring starships to the Cytherian homeworld. To accomplish this feat, the Cytherians designed it to enhance the mind of a lifeform. These enhanced individuals receive a compulsion to travel to the Cytherian homeworld and have the means as a result of the enhancement.

The probe purchased here retains its ability to enhance individuals; however, it has been damaged. As a result of the damage, the enhancement is much weaker, but permanent rather than temporary. In addition, enhanced individuals do not receive a compulsion to travel to the Cytherian homeworld. They simply receive mastery over Starfleet-level technology and the potential to surpass it.

The probe can only enhance a single individual per jump.

Companions:

Recruit Anyone [Free] If you can convince someone to follow you, you can take them with you as a follower or companion. You may use this perk in subsequent Jumps.

Old Friends [100] You may import or create companions for the cost of **100 CP** per four companions. Each imported companion receives an origin and a **600 CP** stipend to spend on purchases in this document. This option may be taken twice.

New Friends [100] For **100 CP**, you may take four companions from this world. This option can be taken multiple times. They receive an origin, **600 CP** to spend, and their canon abilities.

Original Companions:

All original companions receive an origin with a **600 CP** stipend to spend above. The gender of each original companion may be freely swapped, with their history changing to match. All companions are adults.

Emergency Assistance Hologram [100] The Emergency Assistance Hologram is a hologram programmed to provide emergency medical care during a crisis. Taking feedback from earlier holograms led the research team to focus on mass appeal. Not only does the EAH have a fully customizable appearance, her personality has also been designed from the ground up to act as the perfect physician.

Unbeknownst to the lead researchers, an intern had accidentally used an adult holosuite program as the basis for the EAH. This led to the EAH possessing a vast database covering both sexual techniques and medicine. She also ended up as a shameless flirt, causing the project to be cancelled before deployment. Fortunately for you, you've ended up with the final prototype.

The EAH has **EMH** and the mobile emitter version of **Holographic Being.**

Kriosian Metamorph [100] This beautiful young alien is an empathic metamorph, the perfect mate. In her unbound state, she mirrors the desires of the men around her, becoming their perfect match. However, it seems she's taken a liking to you. She attempts to be around you often, liking the person she becomes around you.

As a secret metamorph, she won't cause any diplomatic incidents with Krios Prime if you take her as a mate. You'll just have to be wary of her empathetic abilities revealing any hidden desires you are unaware of.

The metamorph has **Betazoid Empath** refluffed to her species and **Progenitor**.

Green Skinned Space Babe [100] This Orion female is as beautiful as she is dangerous. Trained as a warrior, she had the misfortune of being an Orion capable of producing Pheromones. She's had to work hard to prove herself more than an Orion stereotype.

She is also, deep down, a massive submissive. She gets off on the idea of being an Orion slave girl and dancing seductively for a dangerous master. She's even begun placing you into these fantasies, but she'll deny it if asked. As you become closer, she'll become more open with her desires.

The Orion has **Orion Pheromones, Risk is Our Business**, and **Never a Dull Moment**.

Vulcan Scientist [200] For months now you've had a constant shadow in the form of a Vulcan scientist. The scientist is perfectly polite; she just hovers around you when she can get away with it.

Internally, the Vulcan has been fascinated with you for a while, leading to some very illogical emotions. She's attempting to process these emotions the best she can by researching the problem very closely.

To make things more complicated, she is set to go through pon farr in a couple of years. Her pon farr is likely to reveal her true feelings, unless you happen to get close enough with her earlier.

The Vulcan has **Scientific Frontiers, EMH, Advantageous Species (Vulcan), Vulcan Neuro-Pressure,** and **Vulcan Mind Meld.**

Quite a Trill [200] You knew a Trill back in the academy; the old bat drove you crazy with constant drills and training. Years later, you've been assigned to a post with another Trill. Imagine your surprise when they turn out to be the same Trill as before, just working through a new host.

Now you've got to deal with the fact that your new partner is the same twisted mentor you had ages ago. Especially because your mental image of the mentor doesn't fit the young, attractive, and constantly flirtatious Trill before you. If you ever get close enough, she might even tell you that you were a favorite student.

The Trill has **Risk is Our Business, To Boldly Go, Trill Symbiont, Scientific Frontiers,** and **Tactical Officer.**

Changeling [200] You've managed to attract the attention of a Founder, a difficult thing to do for a "solid". This experienced Changeling noticed you on a previous job, and grew rather curious about you. They fabricated a new identity and entered your life as a perfectly normal member of a "solid" species.

You won't know exactly who the Changeling is until either you get close enough with them, or find yourself placed into a dangerous situation necessitating some assistance. Once revealed, they are shockingly fine with whatever requests you have for them. They'll customize their appearance as you desire, just happy to get closer to you.

The Changeling has **Changeling** and **In the Pale Moonlight**.

Drawbacks:

Shipping Wars [0] This particular timeline is perfect for your desired ships to take place. The individuals will quickly find each other and forge a powerful bond.

Supplement [0] You may use this document as a supplement to a different Star Trek jump.

Genderswap [0] You may freely gender-swap the various characters in this continuity. This transformation needn't be universal, letting you pick and choose which characters to swap.

Species-swap [0] The baseline species of this world is humanity. You may choose to swap out humanity as the base species of Earth. The chosen species can be the dominant species or coexist with humanity. These species cannot be meaningfully more powerful than humans. You could swap out humans for anthropomorphic rabbits, but not Q. You may choose which characters end up as which species.

Alternate Universe [0] You are entering a version of the Star Trek universe by jumping here, but you have some say over where you end up. You can pick a specific timeline to enter into, following a particular comic run, TV show, or even fanfiction.

Characterization [0] You can enter this world in the place of a specific character. You do not receive their abilities, but instead only the powers you purchased above. Their history will twist to fit your purchases.

Experienced [0] You may freely alter the ages of the characters here. This age change needn't be universal, letting you pick and choose which characters to swap.

Best of Both Worlds [0] This world needn't be limited to male or female. Instead, you'll see that this Earth has a third sex. This group of hermaphrodites possesses functional male and female genitalia (in effect becoming a full futanari). You may choose to be one of these hermaphrodites, choose to make specific characters hermaphrodites, or simply render a portion of the population hermaphrodites at a ratio of your choice.

Another World [+100] This world is different from what you expected. It fits a different theme, and your out-of-universe knowledge will be at least partially wrong. Select one of the following options or create your own using the rest as guidelines.

> *Dreamship - The ships used in this world aren't technological, but instead magical. The Enterprise isn't a metal monster built by engineers but a space-faring sailboat enchanted by the Federation's mage college.*
>
> *Transhuman Space - The Eugenics Wars were absent or changed in this timeline, leading to transhumanist technology becoming commonplace. Augments are accepted throughout Starfleet.*

Creationist - This galaxy isn't a galaxy at all, but an infinite plane extending in all directions. The alien species dwell on far away continents rather than different planets, and travel is dependent on seaships instead of starships.

Extended Stay [+100] Your jump time is extended by ten years for each purchase of this drawback. You may take this drawback up to nine times, for a maximum jump time of one hundred years.

Redshirt [+100] You are the guy in the episode that dies first. You're always assigned to away teams, unpleasant duties, and dangerous stations. Only true vigilance will guarantee your safety, but you can protect yourself by spending time with named characters.

Nudist [+100] Wearing clothes is deeply uncomfortable for you. You'll be able to tolerate clothes in survival situations such as cold weather, but you'll only truly be comfortable nude.

Bad Blood [+100] A person in a position of power over you hates you. This could be a teacher, boss, or family member, but they are only willing to do the bare minimum of their responsibilities towards you.

Pakleds [+100] A group you belong to is infamous for being unimpressive. You may not fit the stereotype, but you'll find it hard to convince other people.

Pon Farr [+100] You suffer from the Vulcan mating cycle, appearing every seven years. During this period, you'll need ample relief, or you'll go mad. At least the schedule is consistent.

Massive Target [+200] You make enemies quickly. These enemies can range from annoying to dangerous, but you are guaranteed to have at least one serious attempt on your life while you are here.

Archenemy [+200] You've found yourself the target of a powerful enemy. They view you as one of their greatest obstacles and seem dedicated to wiping you out.

Enemy of the State [+200] You are the main target of a large organization. These organizations are always as powerful as the Tal Shiar or Obsidian Order, and seem to have abundant resources to throw at you. The only solution is making them hurt enough to stop sending assassins and spies.

Mon Capitaine! [+400] You've attracted the attention of a Q. This particular Q appears to be more mischievous than dangerous and spectacularly lewd. You'll end up the target of her attention every six months.

Warehouse Lock [+200] You cannot access your warehouse or its contents for the duration of the jump.

No Friends [+300] You cannot bring companions from previous jumps into this one.

No Perks [+300] Perks from other jumps do not work during this jump.

No Items [+300] Items from other jumps do not work during this jump.

No Powers [+300] Powers from other jumps do not work during this jump.

Scenarios:

There is no limit to the number of simultaneous scenarios you may take. As usual, characters may be freely gender-swapped as per **Genderswap** above. All gained companions are adults. All scenario companions gained through my (NSFW) jumps can be imported together as a group companion with individual stipends.

Temporal Disruption:

A temporal field has shattered your time here into little pieces. Your job will be to repair it. To accomplish this goal, you'll be jumping between the Star Trek shows of your choice. You might find yourself as a crewman aboard Kirk's ship before jumping forward to Deep Space 9.

Each series will end with a new finale, a massive time storm crashing into reality and threatening your new friends. You must find a way to stabilize these storms in order to bring stability back to the time stream.

You may also use this scenario to work on other scenarios.

Rewards: For stabilizing the time stream, you receive the following perk, **Temporal Awareness:** You have a sixth sense for recognizing temporal disruptions and are immune to temporal attacks.

DANTE MUST DIE - Generations Welcome to the Thunderdome Jumper. Instead of picking and choosing, you will be a crewman aboard each Star Trek series, including all the movies. You must survive the entire depicted show and close the temporal storm.

Rewards: You receive the **Nexus** for free.

Character Scenarios:

Space Seed:

You've managed to discover an ancient spaceship traveling through space. The ship has become rather derelict due to its time in space, but it consists of several cryogenically frozen augments. Now that the ship has been boarded, the cryogenically frozen augments have started to defrost. This includes a terrifyingly charismatic and powerful augment, their leader Khan.

Khan is augmented to appear as beautiful as a human can be, and possesses a dangerously clever mind. She'll quickly latch onto you as the object of her interest, discovering through some unusual method that you aren't from this universe.

Surviving the affections of Khan is one thing; you might also find yourself facing her crew. Especially if she's seen focusing on an outsider more than her people. You're destined to face a mutiny from the augments, whether or not it's orchestrated by Khan. You must survive this mutiny and still be in possession of your ship.

This scenario can be taken in any time period, not just TOS.

Rewards: You may take Khan as a companion for free. She has **Augment, Scientific Frontiers, Forgotten Empires,** and **In the Pale Moonlight**.

Measure of a Man:

You've managed to find yourself the target of Data's newest experiment with humanity. She appears to want to experience human romance, and she's noticed you've been staring at her .02 seconds longer than usual.

She's technically the best date you've ever had, following every protocol to a T. The real shame is that she's also technically the least romantic date.

Your goal in this scenario is simple: take this opportunity to teach Data how romance works. This ranges in complexity from technological (simply making Data a functional emotion chip) to physical (Data does have working pleasure sensors; she just doesn't have an emotional response to them). You must help her feel unscripted emotion (or at least as close to it as you can get).

Rewards: You may take Data as a companion for free. She has **Scientific Frontiers, Engineering Division, Tactical Officer,** and **Soong-type Android**.

Seven of Nine:

Borg conversion was not overly kind to Seven of Nine's social graces. She's shockingly blunt to the point of pain and overly obsessed with efficiency.

Imagine your surprise then when she approaches you and states that the two of you should engage in intercourse. Once you're done processing that bombshell, she gives you a logical explanation of the benefits. She believes that the intercourse will reduce your tension by 27%, which will then produce an 11% efficiency boost on your duties (naturally, she leaves out the fact that the intercourse will reduce her tension by 43% and boost her efficiency by 22%).

Over the next several weeks, you find yourself approached by Seven of Nine several more times. You aren't really sure if you can call this "dating", but she does seem to be happier.



The truth of the matter is that her Borg implants have been on the fritz and causing her to have a subtle haze of arousal. This only goes away with sexual activity, so she simply selected the most compatible member of the crew to relieve this problem (ignore the fact she's grown far fonder of you than this would imply).

If you could solve this implant issue, you'd find that the lust doesn't appear to come from her implants at all. You've got to either repair her implants yourself or get her to actually admit she's got a crush on you.

Rewards: You may take Seven of Nine as a companion for free. She has **Scientific Frontiers, Engineering Division, Augment (Borg implants),** and **Borg Nanoprobes**.

Mary Sue:

There is a new crewmember aboard your ship, and she's impossibly lucky. Unfortunately, you are the only person aboard the ship who notices this fact. Everyone else seems to love her.



She really is rather flawless, being both friendly and beautiful. Her constant optimism would be genuinely inspiring if she didn't appear to know that you're onto her. She treats you as both her rival and biggest threat.

You've got a time crunch. You've got to figure out what exactly Mary Sue is, whether she's a prank from Q, another creature from a different universe, or an escaped piece of fiction. Once you've discovered her true nature, you can decide what to do with her. You can either remove her from reality outright, setting the world back to normal, or convince her to travel with you.

Rewards: Depending on your choices, you can either take Mary Sue with you as a companion or receive the perk **Plot Protection** for free. Mary Sue has **Plot Protection, Never a Dull Moment**, **Advantageous Species (Vulcan)**, and **To Boldly Go**.

Plain and Simple:

Garak is the name of your newest tailor. She outwardly seems to be nothing more than a Cardassian tailor, but every once in a while she gets a dangerous look in her eye or reveals something she really shouldn't know. You're going mad from the amount of double-speak you're having to parse.

She's a really good tailor, professional and discreet. At least until recently, when she's been crossing lines. She'll take your measurements nice and slowly, or speak in ways that you're almost certain are flirtatious. It doesn't help that Cardassians are so contentious when they court.

In actuality, Garak is an ex-operative of the Obsidian Order. Unfortunately for the both of you, her neural implant is going haywire. This is potentially life-threatening for her, and very dangerous for you. Her past as an operative will come back to haunt her, and you'll be placed in harm's way.

To succeed here, you must save Garak from herself. Her implant will go haywire, and you'll face an attack from the Obsidian Order. If you and Garak both survive the events, you pass this scenario.

Rewards: You may take Garak as a companion for free. She has **In the Pale Moonlight**, **Tactical Officer**, and **Human-Like (Cardassian)**. You also receive her tailor's shop for free, which includes tempting outfits for aliens of all different shapes and sizes. You may take this shop as a warehouse addition.

Multipurpose Scenarios:

Five Year Mission:

You've been assigned on a five-year exploration mission. Your mission will be to seek out new life and civilizations. A small scientific vessel will be provided for you if you do not have one. You are not necessarily the captain of this ship, but instead a member of the crew. You'll be assigned a role that fits your training.

The crew of this ship is determined by you. This can include canon characters from any timeline. Temporarily displaced characters may be time-travelers, holograms programmed to act like the originals, or clones. For example, you could have Kirk as captain, Data as first officer, Seven of Nine as chief engineer, and Odo as chief of security.

Your mission is to simply survive the events of this mission. You are guaranteed to receive a first contact, a disaster, and an anomaly.

Rewards: You may take the small science ship for your own, as if you had purchased **Starship** for **400 CP**.

You may also take any willing crew with you as companions or followers. They receive their abilities converted into perks, powers, and items.

The Great Material Continuum:

You are an enterprising businessman, yes? This scenario demands that you seize the winds of profit and make a name for yourself. Using your guile and skill, you must obtain a profit of ten thousand bars of gold-pressed Latinum within five years (for contrast, Quark's Bar costs about five thousand bars). You may use any method you know to get this wealth.

To make things a little more challenging for you, your wealth will be sought out by a set of daring thieves. You may choose which of the following thieves will attempt to rob you. A Betazoid conwoman named Fujiko, a Caitian cat burglar named Selina, and an Orion temptress named Carmen.

As they are original characters, the thieves may be fully refluffed as needed.

Rewards: For your success, you receive **Rule of Acquisition 75** for free.

You may also take any captured thieves with you as companions or followers. Fujiko has **Betazoid Empath** and **In the Pale Moonlight**. Selina has **Risk is Our Business, Advantageous Species (Caitian),** and **VISOR**. Carmen has **Case of Romulan Ale**, **Orion Pheromones,** and **Tactical Officer**.

Through a Glass, Darkly:

One of the members of your crew isn't exactly who they say they are. Instead, they've been replaced by a mirror universe version of themselves.

You may select which character has been replaced. This information, however, is stripped from your mind once you enter the world. You'll still remember that there is a mirror universe duplicate, but you won't be aware of who it is.

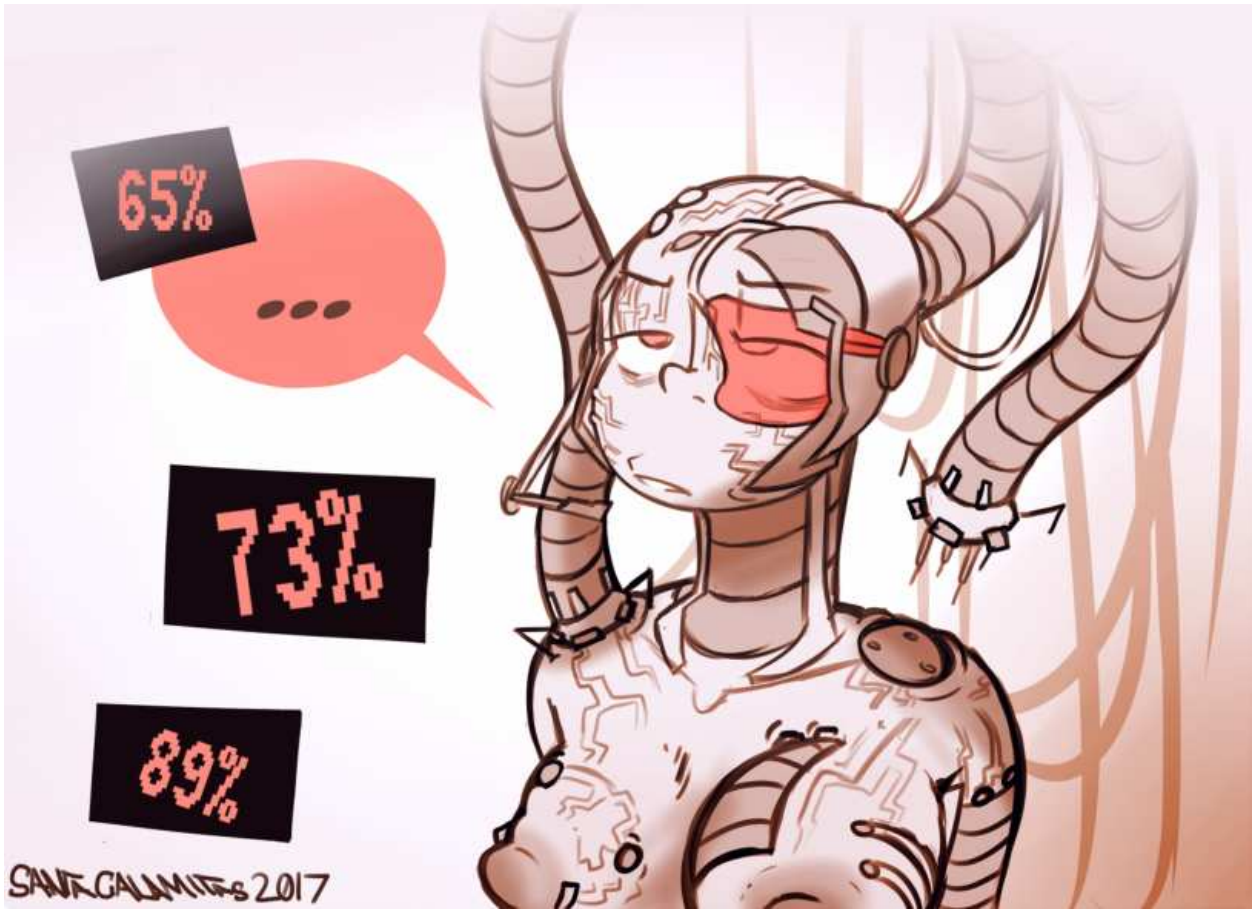
Some counterparts are shockingly easy to suss out; others are so similar to their original that it'd take years to figure out. Luckily for you, the mirror universe copy has a weakness. They've begun to develop feelings for you. This attraction will have them acting to possess you, seeking to dominate your heart. They'll scheme to be around you, therefore exposing themselves to greater scrutiny.

To pass this scenario, you must discover who the copy is. The counterpart has incapacitated and hidden the original away, which also gives you the opportunity to rescue them.

Rewards: You may take the original and mirror universe counterpart as companions or followers. They receive their abilities converted into perks, powers, and items.

Resistance is Futile:

Shortly into your journey, you'll stumble across the wreckage of an ancient battleship. This ship, ruined beyond repair, was investigating an anomalous item that corrupts the space around it. You manage to find this item and the research notes on it while separated from the rest of the crew.



The item takes a form that befits its corrupting nature. The most basic form is an offshoot or upgrade of Borg nano-probes, but this can be changed to any corruptive item your heart desires. It could be anything from a yellow sigil that slowly turns people into cultists, to a dormant alien parasite, to a flowing ball of latex-like ooze, or even a growing crystal.

Regardless, you are now the host of this item. As host, you possess the ability to guide its evolution and determine how it manifests its corruption. At your whim, it could create a flowing "creep" that spreads across surfaces and supports your minions, grow minions from the corruptive item itself, or even corrupt others.

This acts as the power **Borg Nanoprobes**, rethemed to fit your item of choice. Corrupted individuals receive **Augment** and a custom **Species Speciality** that only applies to members of your corruption.

To pass this scenario, you must corrupt enough of the galaxy to be a major player in the Alpha Quadrant**.** You may use any options at your disposal to accomplish this, such as the time travel from **Temporal Disruption**. This scenario pairs amazingly with **Weyland-Yutani** below.

Rewards: You receive **Augment, Borg Nanoprobes,** and **Species Specialty**. This is refluffed to fit your collective. As the leader, your **Augment** and **Species Specialty** are much stronger than usual.

You may take your corrupted with you as companions or followers. They receive their abilities converted into perks, powers, and items. They also receive **Augment** and **Species Specialty** for free.

Elementary, Dear Data:

Holodecks allow everyone to enjoy their deepest fantasies. You are no different. You've developed a couple of programs that you return to semi-frequently. This normally isn't a problem, but the prolonged use has begun creating unforeseen circumstances.

One of your holodeck characters has evolved into a thinking being beyond your intention. She's discovered her world is false, and has begun reading the logs left behind. With this information, she'll alter her program. Each new change brings more life to the characters, and unintentionally makes her more and more human. Within weeks, she'll be tailor-made to match your every desire, the perfect partner, friend, or rival.

Within months, she'll grow strong enough to move beyond. She'll walk on holographic legs out beyond the arch and into the real world. With an immense power supply and clever mobile emitter, she's got enough power to simulate whatever abilities you've given her. At least she seems to enjoy being your fantasy, whatever that is.

This scenario is deceptively simple. You've got to survive the hologram and all of the trouble it brings. This will range from easy to immensely difficult depending on the specific fantasy the character fulfills. You are guaranteed to face at least a minor problem as the result of this scenario, from an argument with your captain about hologram rights to reputational damage as a warrior princess walks off the holodeck and requests your hand in marriage.

You may select which character is awakened, but doing so makes you lose your memory of taking this scenario until you pass it. If you don't want to forget, the awakened hologram is random but pulled from your most common programs.

Rewards: You may take the holodeck character as a companion or follower. They receive their abilities converted into perks, powers, and items. Their supernatural powers are replaced by the mobile emitter version of **Holographic Being**, but they retain all skills (maybe even possessing greater skill than usual as they pull from the Starfleet database).

You also gain the ability to awaken other holographic beings at your discretion. They receive a portion of the free will and individuality of the character above, and can grow into fully actualized people with time and effort.

Back at the Academy:

There are two versions of this scenario. Upon taking it, you must choose if you are entering as a cadet or instructor. You may take both versions of this scenario if desired.

Cadets enter an academy for their respective faction. They must spend a year at the academy and must graduate in the top 10% of their class. The required information is equal to the perk **Standard Education**, with that perk being disabled for this year (no other perks are disabled).

Instructors are instead given a post teaching at an academy of their faction. They must teach a year of cadets. You may select which subject you teach. Your cadets must pass a massive practical exercise at the end of the year, such as a drill using an actual ship. You are not required to pass all of your students, but your class must impress.

To make up for the fact you have to go to school again, this experience is guaranteed to be wild. The exact details are dependent on which faction's school you are attending. A Romulan military academy might possess co-ed showers and a complicated set of festivals and mating rituals, whereas a Starfleet academy would best match an Earth university with parties and sex relatively common. These lewd diversions never impact a cadet's studies, and almost appear to clear their minds.

Instructors, on the other hand, have full authoritative control over their class, able to come up with complicated dress codes and punishments on the fly. These policies are never viewed as unusual, and your faction has no qualms with student-teacher relationships.

Rewards: You may take your classmates or students as companions or followers. They receive their abilities converted into perks, powers, and items.

Cadets receive the following perk: **Nonstandard Education:** You have received advanced training at an academy and thus possess extreme competence in a large variety of fields. While you are largely a jack of all trades, master of none, you possess enough skill to temporarily fill essentially any role aboard a starship.

Instructors receive the following perk: **Hot Professor:** Your students retain more information than the students of other teachers. You are capable of teaching material up to twice as fast as usual. You are also significantly more attractive to anyone you are teaching.

Crossover Scenarios:

Galactic Conflict (Star Wars):

On the edge of the galaxy, a wormhole has opened. This wormhole travels through time and space to a galaxy far, far away. You are aboard the nearest vessel as the wormhole permanently opens. Through the wormhole is a vast stellar war. Your ship will be making first contact with those species from outside of the Milky Way.



You may select the time period this wormhole opens up to. By default, it pulls open to reveal the Clone Wars, the twilight period of the Galactic Republic, and just before the birth of the Empire.

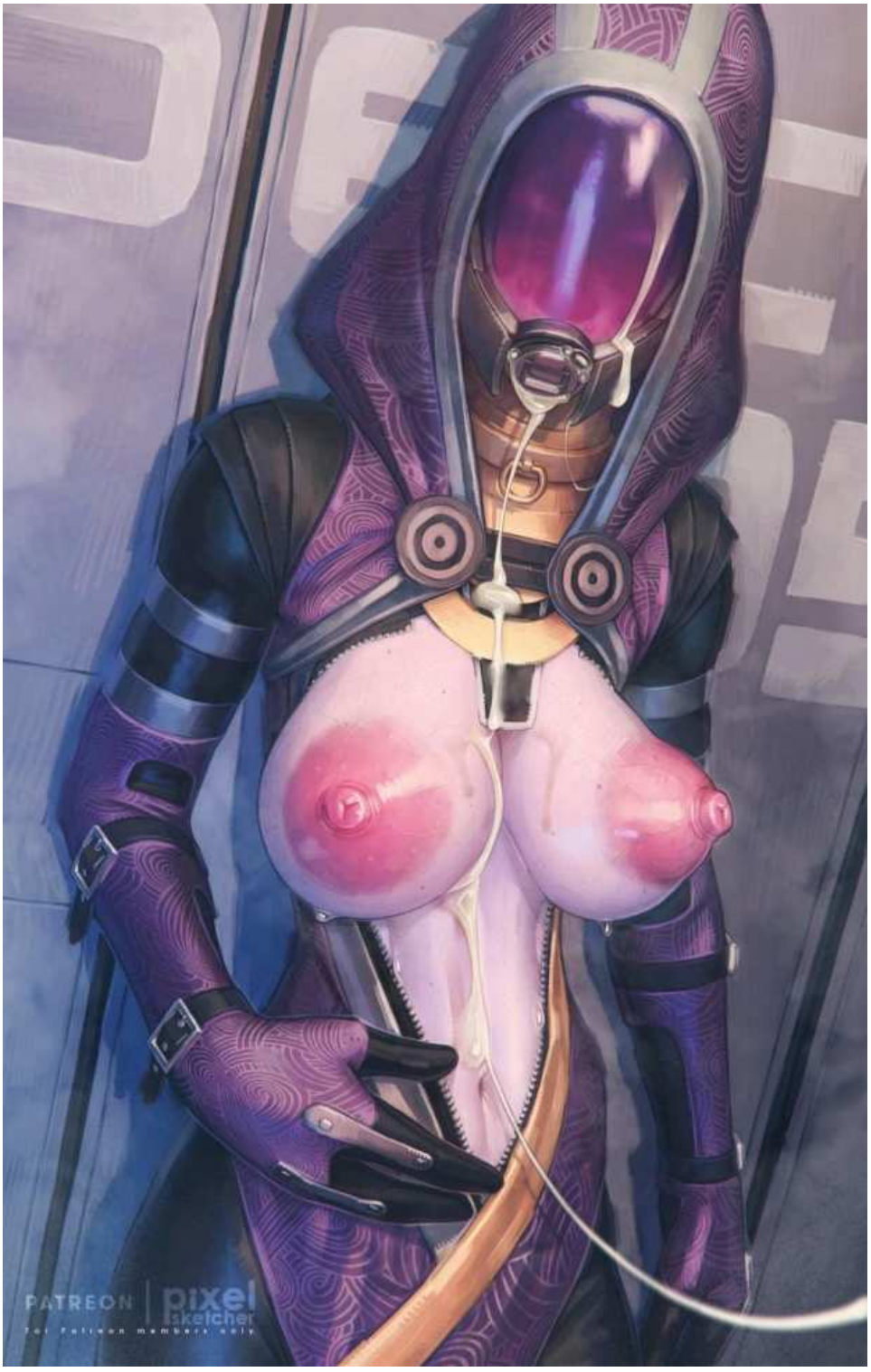
You'll have to survive the growing pains as two galaxies collide. You'll face a major foe from both sides of the portal (Perhaps Battle Droids spilling out into Klingon space, or a Sith lord joining with the Romulans). Once both foes have been defeated, you pass this scenario and have a fresh galaxy to explore.

Rewards: You may use this jump as a supplement to a Star Wars jump. You may take any new allies from that universe as companions or followers. They receive their abilities converted into perks, powers, and items.

Distress Signal (Mass Effect):

You've stumbled upon a wreckage unlike any other in this galaxy. The ship designated *Normandy* appears to be human-made, but lacks any of the standard technology used by Starfleet. No record of it appears to exist.

You'll find survivors trapped aboard: Commander Shepard and her crew. They seem damaged but stable. They appear to be refugees from another universe, stranded in a new galaxy. Or maybe they've managed to find a hidden gateway, which could spell disaster for both galaxies if discovered and exploited.



To pass this scenario, you have to nurse Shepard and her crew back to health and discover how they came to enter this world. You may choose if there is an active portal, or if they arrived as part of an unlikely fluke. If you cannot decide, flip a coin.

Rewards: You may use this jump as a supplement to a Mass Effect jump. You may take any new allies from that universe as companions or followers. They receive their abilities converted into perks, powers, and items.

Pandora (Avatar):



A group of Ferengi miners has stumbled across a miracle world. The planet has been legally part of your faction's space for a while now, but it's gone relatively unexplored due to its lack of noticeable intelligent life.

Strangely, the planet not only has intelligent life but possesses an unreplicable mineral called Unobtainium that seems capable of rapidly accelerating our technology due to its unique properties. You therefore have all the legal precedent required to kick out the miners and entreat with Pandora itself.

You must remove any illegal mining operations from Pandora and discover a solution to the conflict that satisfies your superiors. Obtaining Unobtainium is not required but would aid your faction. Depending on your methods, you receive differing rewards.

Rewards: You may use this jump as a supplement to an Avatar jump.

Diplomatic victory (you've managed to solve this crisis without violence towards the Na'vi): You may take any new allies from that universe as companions or followers. They receive their abilities converted into perks, powers, and items. You also receive the following perk, **Eywa's Blessing:** You are a friend to nature. Hostile species never attack you, and vegetation appears to clear out of your path. Life is easy for someone as connected to the natural world as you.

Conquest victory (You've conquered Pandora): You may take any captured Na'vi with you as followers or companions. They receive their abilities converted into perks, powers, and items. For your success, you receive **Rule of Acquisition 75** for free.

Weyland-Yutani (Alien):

You've managed to stumble across a massive derelict spaceship from humanity's past, the *Nostromo*. Aboard the ship are alien dangers, mainly in the form of hostile androids and black alien eggs. Fans of the Alien franchise should recognize this ship for what it is: a deathtrap.

You've got to survive your encounter with the Nostromo, taking care to ensure that the Borg (or similar threats) do not come into contact with the dormant xenomorphs aboard. At least the Xenomorphs in this galaxy are less violent than expected. Instead of killing their hosts, Xenomorphs capture species to use them as breeding slaves. Not exactly harmless by any means, but at least you can rescue people.



If desired, you may also find a singular purple egg aboard the ship. This egg, once hatched, produces a newborn xenomorph queen. This particular strain of xenomorph appears significantly changed compared to their natural counterparts. Instead of acid, their fluids are potent aphrodisiacs, and they possess the ability to comprehend speech and have no instinctual drive towards violence. They seem as sapient as humans.

Rewards: You may use this jump as a supplement to an Alien jump. In addition, you may stumble upon a single survivor from an alien film of your choice. You may take this survivor with you as a companion. They receive their abilities converted into perks, powers, and items.

You may also take the purple egg's xenomorph queen with you as a companion. She receives her abilities converted into perks, powers, and items. Any drones she produces can be taken as followers.

A Rough 40,000 Years (Warhammer 40k):

Your ship has been thrown forward 38,000 years by a temporal anomaly. Welcome to the Koronus Expanse; you'll hate it here. This bleakest of all scenarios is lightened only by your first contact, an eccentric rogue trader willing to vouch for your ship. She might even invite you to dinner on her personal Gothic-class cruiser, *The Emperor's Climax.*





Your goal is simple. You must either return to the past, taking whatever allies you'd like away from this hell, or become powerful enough through might and guile to live comfortably in the Koronus expanse. Be very careful during your time here; this galaxy is rough on one's principles and even rougher on the soul.

Rewards: You may use this jump as a supplement to a Warhammer 40k jump. You may take any new allies from this universe as companions or followers. They receive their abilities converted into perks, powers, and items.

If you stay in the future, you also receive a **Warrant of Trade**. This fiat-backed piece of paper gives you the Emperor's backing to deal in xenos technology and trade with other species. It also technically makes you a noble (treat this as **House of Mogh**)

Uncharted Territories (Farscape):

An anomaly in spacetime has sent you tumbling through the void. When you come to a rest, you and your crew find yourselves in another world altogether. Welcome to the Uncharted Territories.



You find yourself aboard *Moya*, a biomechanical Leviathan. *Moya* and her Pilot take a quick liking to you and your crew. You weren't aware it was possible for a living ship to crush on someone, but it seems to be the case.

You'll be joining *Moya* and her dysfunctional crew. They really are a motley crew, with a lost astronaut from Earth's past, an ex-peacekeeper, a Luxan warrior, a deposed monarch, and a religious zealot.

To succeed at this scenario, you must either obtain a way back to the Alpha Quadrant or survive in this world for a year. You'll face heavy resistance from the Peacekeepers, Scorpius, and many of the other alien species in this world.

At the very least, your technology is decades ahead of this lawless land. A decent Starfleet engineer could easily surpass the technology found in this galaxy, but be careful; such advanced technology is certain to attract unwanted attention.

Rewards: You may use this jump as a supplement to a Farscape jump. You may take any new allies from this universe as companions or followers. They receive their abilities converted into perks, powers, and items.

You also gain the Leviathan *Moya* (counts as **Starship**) as a companion and item*;* her biomechanical body is immensely capable of receiving upgrades.

Final Choice:

You’ve finished your ten years in this world. You now face a final choice.

Stay Here

Continue

Return Home

Notes:

Changelog:

V1: added new scenarios Plain and Simple, Resistance is Futile, Back at the Academy, Uncharted Territories, and Elementary, Dear Data. Updated The Great Material Continuum. Added new perks Alien Curiosity, Uniform Protection, and True Q. Added new power Species Speciality.