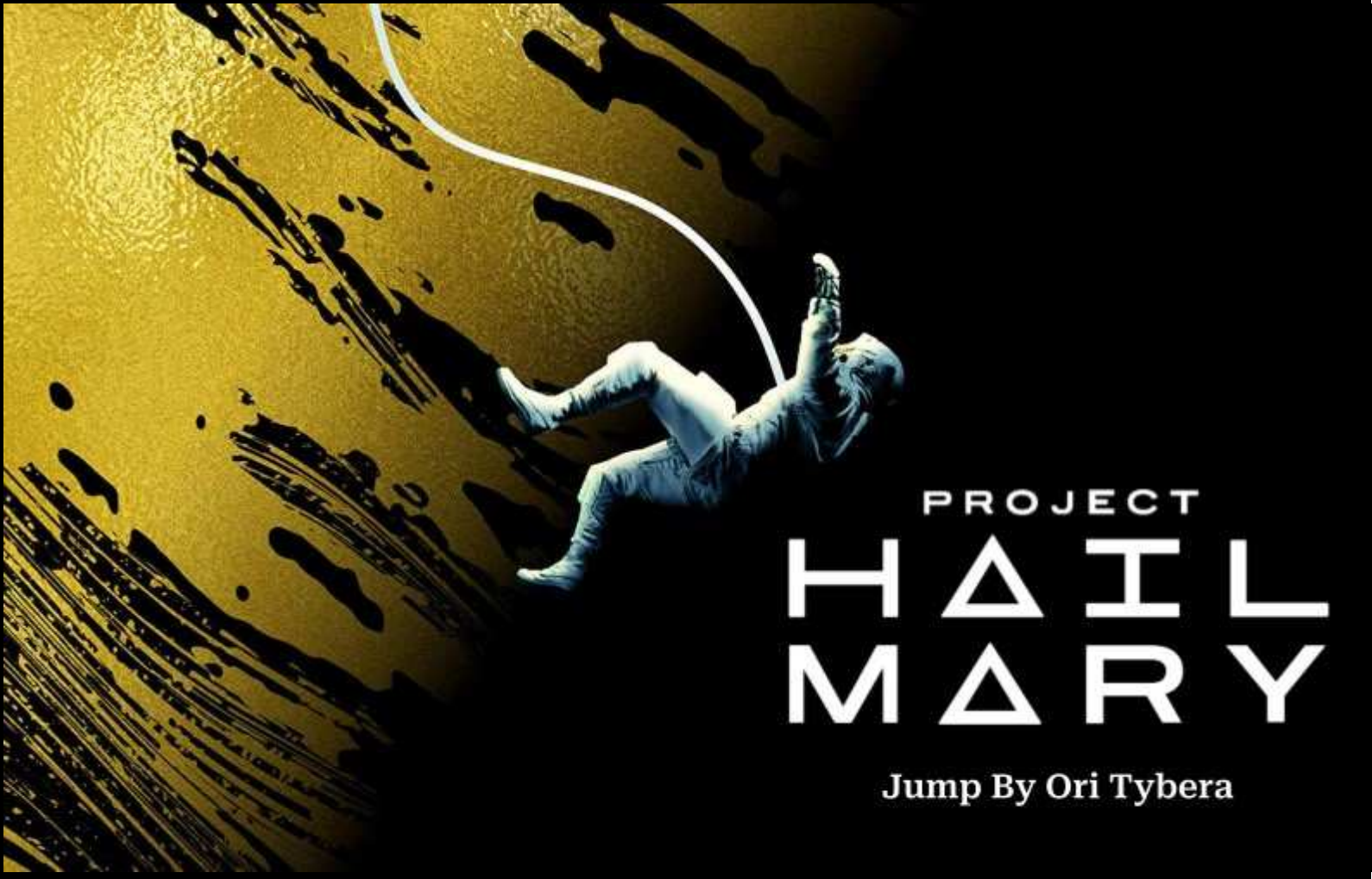


v1.0

Dr. Petrova discovers an infrared line connecting Venus to the sun.

The Arclight Probe finds black dots that move without any outside interference.

Disgraced Academic Dr. Ryland Grace is sent to make the discovery of the century.

And most importantly...

The Sun is Dying.

Ordinarily, the story would have involved a ruthless leader,

an interstellar ship, an elementary biology teacher, a star-eating infection,

and lastly, a lonely, scared Eridian, drifting for decades until a new visitor appears.

But perhaps you can change this.

You are given +1000 Choice Points for this Jump.

(You will be in the jump until either 10 years have passed, the main story is complete,

or optionally after completing a scenario.)

(This jump assumes that you have either read or watched Project Hail Mary. It is based upon the book by default.

If you haven't, what are you even doing here? Go do it!)

Species

This will determine a *lot*.

Your choice will become an Alt-form in future jumps.

Any organic perks or abilities can be translated to your new species.

You can be inserted as an existing character, so long as your build and choices match them.

This does not give you their skills, only memories and histories.

Perks and other such choices are needed for skills.

Human

Ah, the human. The safe choice. Bipeds with two arms used for grabby stuff.

Some may say we're awesome. Some may say we suck.

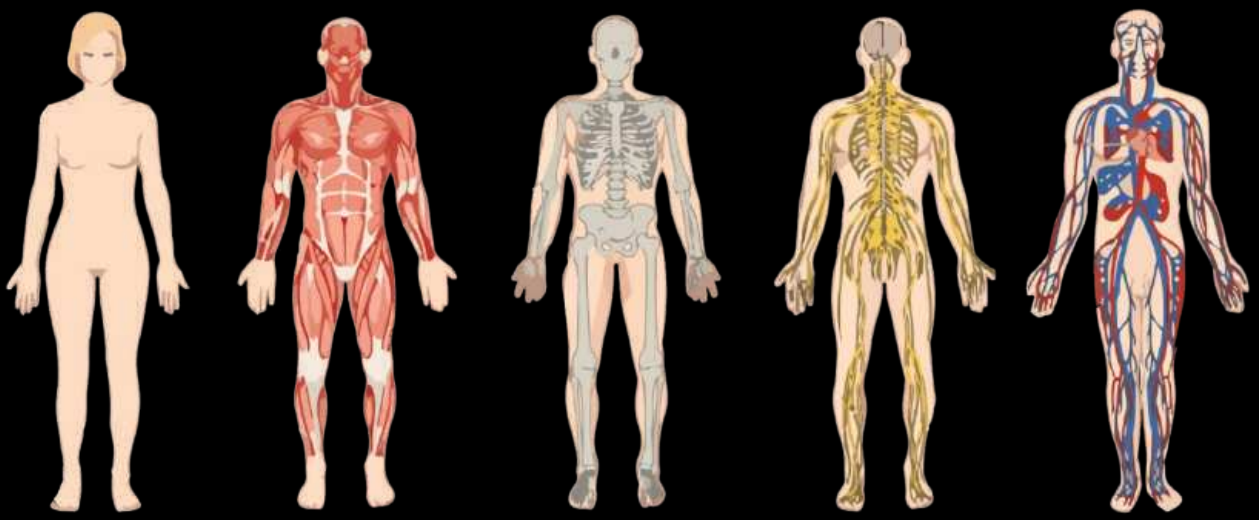
Regardless, Humans are immensely adaptable.

Compared to Eridians, their strengths are as follows:

1. Natural Radiation Resistance
2. The amazing sense of Sight.
3. Highly advanced technology, save for chemistry

As a bonus, you can get an extra boon. This will act as a perk in future jumps.

Coma-Resistance Gene: The gene that determines if a human can survive a chemically-induced long period coma. This one is superior, and will ensure safe and comfortable interstellar travel with no chance of death like Ryland's allies. As a perk, it makes it so you are extremely resistant to the negative side-effects of long term sleep, such as decade long comas.



Eridian

A unique alien species from the planet Erid, one whose origins of life come from Tau Ceti, much like Humans. They are hexagonally symmetrical, highly intelligent creatures. They have 5 limbs with 3 fingers each, and are essentially rock bodies piloted by an organic cellular hive, who speak with musical tones and use echolocation.

Compared to humans, their strengths are as follows:

1. Their hydraulic limbs and body movements are extremely strong.
2. They live many centuries.
3. Eridians have an immensely powerful sense of hearing and vibrations.
4. They didn't need to invent computers, because their brains can run mathematical operations instantly, and they have an eidetic memory.
5. Their species invented Xenonite, which is essentially the ultimate material.
6. The ability to "Thrum" with other Eridians, becoming a temporary decision-making hive mind.

However, they also have some weaknesses.

1. While asleep, Eridians are completely paralyzed, unable to sense or wake until done.
2. Eridians have zero radiation resistance whatsoever.

Yet, as a boon, you will be given a special trait that acts as a perk in future jumps.

Radiation Protection: Your body will naturally be resistant to the effects of radiation. This only protects against the levels of radiation in cosmic rays while traveling through space, not something like the Demon Core.



Starting Time

When in the story do you appear? Depending on your species, you will be given different choices. This only affects the time, not location.

Human

Petrova's Discovery

You will be inserted on the very day that Dr. Petrova discovers the Petrova Line.

Arclight

You will be inserted the day that the Arclight probe takes a sample of the Petrova Line, discovering the Astrophage.

A Hail Mary

You will be inserted anywhere from the beginning of Stratt's Project: Hail Mary, to the ship's launch.

I'm in Space!!!

You will be inserted a week before Dr. Ryland Grace awakens from his coma.

Eridian

The Largest Thrum in History

You will be inserted an Earth week before the largest Thrum on Erid occurs, where the Eridians decide to construct the Blip-A.

A Relativistic Journey

You will be inserted when the Blip-A begins its bleak, confusing journey to Tau Ceti.

Happy Happy Happy!!!

You will be inserted an Earth week before the arrival of the Hail Mary to Tau Ceti.

Starting Place

Where in the story do you appear? Depending on your species, you will be given different choices. Options may be limited by selected Time.

Human

A Science Classroom

You will be inserted in Chicago or at NASA HQ. Alternatively, you may choose any reasonable Earth location to begin in.

An American Jet… landing on a Chinese Aircraft Carrier!?

(A Hail Mary required)

You will be inserted on the Aircraft Carrier where the project to save humanity begins. You better hope you aren't a drop-in, or things will be a bit… awkward.

All Aboard the Hail Mary!

(A Hail Mary or I'm in Space!!! required)

You will be inserted as an astronaut aboard the Hail Mary. Whether you are just waking up or going to sleep, that depends on the selected time.

Eridian

A Living Planet Outside the Goldilocks Zone

You will be inserted on the planet Erid, the Eridian Homeworld.

A Ship with a Glaring Flaw

(A Relativistic Journey or Happy Happy Happy!!! required)

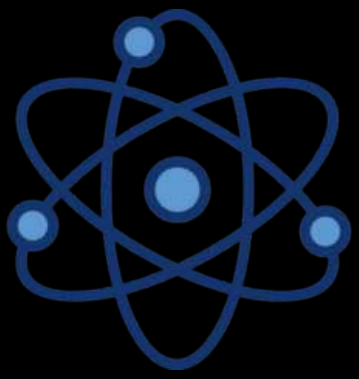
You will be inserted on the Blip-A, the Eridian starship. It has immense material resources, but is almost fully unprotected from cosmic radiation, and has little in the ways of scientific devices, compared to the Hail Mary.

Archetype

You know What, When, and Where you are... but not Who you are. Now's the time to answer that question. Your answer will give discounts to all items of the same category. Your archetype will also determine your identity, and you will be given a history and government identity wherever you are based on your choices.
Things like age, gender, and the like are fully up to interpretation.
(Within reason; why would Stratt send a 14 year old to space?)

Scientist

You are the one who does the research, finds the evidence, and builds understanding of the world around you. Just like Dr. Grace, you are a scientist.
Choose one scientific field. You now have PHD expertise in that field, and legitimate credentials to back it up.



Engineer

You are the one who builds and fixes things. The one that keeps the toilets flushing, the engines thrusting, and the reactor running. Much like Rocky, you are an Engineer.
Choose one field of engineering. You now have PHD experience in that field, and legitimate credentials to back it up.



Archetype

Commander

You lead your crew to victory on whatever mission you command. Whether you act as a pilot and leader on board a ship, like Yáo, or lead the project from the ground, like Stratt, you are often in charge and capable of great things.
Choose a major background such as that of a politician, military pilot, or some other leader. You now have this background, and all the expertise it holds.



Drop-In [+200 CP]

That said, maybe you don't actually want any ties to this universe?
Picking Drop-In makes you appear through a random tiny cosmic rift at your location and time.
You may still choose to remain as your selected species, or you may remain as yourself.
As a Drop-In, you will only be granted basic knowledge of your location and culture, and your discounts apply to General perks only.
Also, any credentials you're given by future purchases don't exist.
Have fun explaining to the scientific minds how you even exist!



Perks

You receive a 50% discount to all purchases within your Archetype.

100 CP purchases become free when discounted.

General

Language Arts [Free]

Language is tricky. But, it doesn't have to be.
With this perk, you become naturally quick at picking up new languages,
social norms, and cues of all sorts. You can integrate into cultures fairly easily.

Rocky Grace Save Earth [100 CP]

You are the type of person who would make the sacrifice.
For your people, your species, your loved ones, you will change the world, even
at great costs. This doesn't make you suicidal; it makes you brave. Brave enough to stand
against death. Brave enough to remain in space for decades trying to move forward.
You also become resistant to insanity due to long periods of fear, pain, or isolation.

Clarity of Mind [200 CP]

People are rather difficult, because so many lack basic reasoning
Not you, though. With this perk, your mind becomes more focused and cunning,
able to think clearly even in tough situations. You think fast, and have a better memory.
Also, whether or not you chose to be an Eridian, after this jump, you gain the Eridian's
natural Eidetic memory and mathematical processing abilities.

We Can Meet Again Somewhere [400 CP]

Dying is easy. Living is harder. And you refuse to die.
On its own, this perk ensures that if you have allies you truly care about, there will
always be a way to save them, whether a single soul, a family, or a planet. If they're in trouble,
fate will attempt to configure itself to make it known to you, and through determination, you can find
the way to save them. The same applies to yourself. There will always be a way forward for you.

Acts as a Capstone Booster

Perks

Scientist

Astronaut Training [100 CP]

You have an extra 10 years worth of training in general scientific subjects.
This also gives all the necessary training and expertise for being an astronaut, such as EVA training, procedures, use of tools, etc. This training is dependent on your species. If you have credentials, this training is added to them.

Leading Expert [200 CP]

You aren't just any expert. You're *the* expert.
You become the world's leading expert in any one subject you chose,
and gain all the credentials and expertise that comes with it. Everyone will respect your thoughts,
and those like Stratt will value you immensely. This stacks with the Scientist bonus,
but does not have to be in the same topic.

Experiment: Success! [400 CP]

Science is trial and error. That said, your error is finding any errors to begin with.
You become far more likely to succeed at any scientific endeavor you undergo.
Also, negative consequences for these actions become rare. For example,
evolving a microbe to survive a toxic environment would only result in it surviving
said environment, instead of it evolving to escape secretly.

The Scientific Method [600 CP]

Scientists stand on the shoulders of those who came before. Whether it's those who expand existing ideas, or those that defy them, Science is the pursuit of knowledge.
You happen to be a scientific *genius*. You can pick up entire fields of expertise in a few months of study.
You can almost never get stumped, and always know how to ask the right questions to move forward.
If you have Leading Expert, you become recognized as the modern Einstein, or even greater than that,
and are an asset someone like Stratt would kill to have on her team.

Capstone: You now have an easily navigated mental database of all published scientific knowledge in history from your civilization.

This record expands with every jump, absorbing the knowledge of your society while maintaining existing info.

Perks

Engineer

Rocky Make Chain! [100 CP]

Work can be arduous and boring. Work can take a long time. Work can really, really suck. With this perk, even if you have to do an arduous task for a very long time, you will never get bored or lose motivation. As a bonus, you get a decent amount of mechanical knowledge, and can easily understand the functions of most machines when looking at their schematics.

The Beetles [200 CP]

For some strange reason, whenever you give your intricately engineered creations names that are personalized, such as naming highly vital automatic ships after a certain famous band, it just... works better. It fails less, especially when absolutely needed. Why? Who knows! Better get to naming, though. Also, you become far more creative when designing machines, which leads to much more innovation.

Anti-Fuel Migration Procedures [400 CP]

Spiderman called it the tingle. You have a tingle, too. You can sense in the back of your mind when you're missing an issue, and something's about to go wrong. Likewise, you also can easily identify possible issues, and quickly come up with ways to prevent them before they arise. This mostly applies to just mechanical problems, but can be applied to other sorts of issues as well. As a bonus, you always remember to double-check everything.

How did they fit the Entire Internet on a Laptop? [600 CP]

Any software engineer would tell you that giant chunks of complex code is the sign of a bad programmer, not a good one. You happen to be a *really* good one. You gain an extra 40 years worth of experience in programming and engineering. Additionally, you know exactly how to make anything as efficient as possible. You could optimize a game with modern graphics and 100 gigabytes to fit on a PS1 and work *better*. In a week. This doesn't just apply to engineering. Anything you encounter that can be made more efficient, you know how to.

Capstone: Scratch that; you can make things even more efficient than that. You become an unparalleled genius in the art of optimization, so much so that you have the potential to design ideal machines. Rather, if you spend enough time studying and researching, you can make many systems that can have efficiency, have zero energy loss.

Perks

Commander

Ruthlessness [100 CP]

A leader needs to make tough decisions. You know how. With this perk, you can suppress any guilt or shame in the pursuit of a goal, so long as it's the necessary choice. You must do what it takes. Additionally, you will be able to tell when options exist that you cannot see, and have the skills to find them.

Born Leader [200 CP]

The traits needed for a leader are firmly ingrained in you. Courage, determination, charisma, tactical skills, decision making, and much more, are all characteristics you find within yourself easily. Anyone who listens to you does so intently, and those who you lead will find themselves filled with confidence and inspired by your resolve. You are the ideal choice for a leader. As a bonus, you get 10 years of experience as a pilot (military or otherwise), or a lawyer or other sort of political leader, with matching credentials.

Friends in High Places [400 CP]

In both senses of the word. You have the remarkable ability to know just about anyone for the job, whether you need a big of cash from a friendly face, or a number of political favors. Fate alters itself to place competent people before you, and give you the means to use that competency. That's not all, though. You also basically become friends with nature itself, due to your skill in the pilot's seat. You can easily master the piloting of any vehicle, but are especially a genius with planes and spaceships.

Little Dictators, Little Kingdoms [600 CP]

You are above the chain of command. You find yourself to be competent to an extreme degree; so much so that people who find out about it immediately think to leave you in charge. You may not be charismatic, but you don't need it. Not when you're the one who will get the job done. Whenever there is a crisis, people will be far more willing to leave you in charge giving you total authority on whatever they can offer so long as you can take command and be the one to fix it. This effect has no limit to the scale; it can even be global

Capstone: Normally, committing crimes with this perk will only delay the punishment, not remove it. However, depending on the success of your work, you will be given far more. If you succeed, then your crimes will be almost always forgiven. If you succeed massively, then those who supported you will become willing to follow you to the end of the Earth if necessary. If you save the world, you can count your rule over it to be not quite as temporary.

Items

You may import items of similar structure as items in this selection
The items are fully fiat-backed, and any upgrades or alterations will be the same.
Discounts apply as normal. Items can be claimed and summoned at will once and again if destroyed or lost. Items can be purchased multiple times, but for option-based purchases, you can only pick unpicked options (No multiple Erid copies).

Scientist

Astrophage Sample [100 CP]

A 1 oz vial of Astrophage, the star-eating microorganism with immense energy containment capabilities. You get another vial optionally every year, but are free to breed them yourself. This purchase also comes with a book detailing all of the behaviors, uses, and biology of the Astrophage.

Time Go Fishing [200 CP]

A large cell containing numerous microorganisms from the atmosphere of planet Adrian. This includes many natural Taumoebia. However, these are vulnerable to nitrogen, and must be carefully evolved manually if they are to survive outside. You get an additional cell every 5 years. In other worlds, this can contain numerous microorganisms from an esoteric environment of your choice when claimed. This also includes some Astrophage, but you better act fast or else they'll be killed off.

Those Crazy Laptops [400 CP]

Numerous laptops which each contain every bit of digital media in existence stored on their hard drive. Games, Wikipedia, AO3... you name it, it's there. You get 10 initially, plus 3 more every 5 years. Their data capacity is 500 zetabytes each. That's more than you'll ever need. (Yes, I know they don't actually contain the whole internet in canon. No, I do not care.)

A New Frontier [600 CP]

This grants the entirety of the Tau Ceti system, including the planet Adrian, to you as a warehouse extension, but only after the jump. Whether it is the same as in the story, or it's how you left it in your own jump, is your own call.

Items

Engineer

Xenonite Sample [100 CP]

5 kg of the two liquids which each fuse to produce Xenonite, the ultimate metal.
Xenonite is far stronger and more malleable than steel, and its existence alone revolutionizes space travel almost as much as Astrophage does. Also comes with a book explaining the chemical in detail, and how to acquire more. You get an extra 5 kg of each liquid every year.

What's two plus two? [200 CP]

That creepy robot arm is now yours. More specifically, the robot arm that takes care of the hab in the Hail Mary, as well as a version of the hab itself, is now a warehouse extension.
This version isn't the same as the original. While it lacks any amenities unless your warehouse can provide them, such as food or water, it has its own electricity supply. Additionally, you can place it in a medical room or simply use the hab itself, and the arm will automatically preform any operation necessary with the skill of a genius doctor and surgeon to keep its patients well. It can be given any supernatural item or means as well, and will automatically learn to use them so long as you know how.

Who says we need to paint the Sahara Black? [400 CP]

This one is simple: a warehouse extension that acts as an infinite supply of Astrophage.
It produces 2 million kilograms of Astrophage a year at maximum output.
If you attach any energy sources to it, these can be automatically transformed directly into more Astrophage.
One drawback: the monthly production cannot be more than double the existing amount.
If you drain every last one, then after a year, you will gain 1 (1) (one) Astrophage in the farm.

Me Burgers! [600 CP]

You now have the Eridian habitation made for Dr. Grace as a warehouse extension!
This is a nice beachfront house with no plantlife but pretty rocks and a sandy beach. Outside it is a Xenonite barrier. The habitation can be for Humans or Eridians. Either way, this also grants a nigh-unlimited source of Xenonite and many other metals and resources for your use.
You also get an unlimited supply of Me Burgers, if you want.

Items

Commander

Project Hail Mary by Andy Weir [100 CP]

What's more scientifically insane than laptops with the entire internet on them?

A book that predicts the future. Okay, well, maybe not *the* future, but a likely one.

This is a copy of Project Hail Mary, the very book that this jump is based on.

Nothing more, nothing less.

If you have read this book before, this purchase is free!

You can choose the movie, if you want. Sigh.

An honest-to-god Aircraft Carrier [200 CP]

A large, Chinese military designed Aircraft Carrier, filled to the brim with weapons,

science equipment, Jets, and everything else needed for such a vehicle.

Stratt would approve.

Spin Drives! [400 CP]

By choosing this purchase, you can choose one of several starships to obtain a copy of

for yourself! If you have an actual version of that ship in the world, you can instead combine them.

The options are as follows: the Hail Mary, the Hail Mary as it was at the end of the story

with Rocky's changes, the movie version of one of the previous options, or the Blip-A

as seen in the movie, optionally changed to support human life as well.

Homeworld [600 CP]

And with this purchase, you can choose either Earth or Erid and its surrounding solar system

to gain as a warehouse extension at the end of the jump. You gain its entire population as followers.

How you treat them is up to you, but this doesn't make them subservient to you.

Also, whether it's the same ones from your jump or just at the end

of the story is also up to you.

Companions

You may take any companions or followers within your Warehouse into the Jump, and you may leave with anyone who you can recruit or force to come with you through it. Companions are loyal to you, but retain their personalities, and may still dislike you. If companions die, they will reappear in your warehouse in a week. Characters that leave with you become companions.

Import [50 CP]

The simple import button. Buying this allows you to place a companion into this jump alongside you, and grants them 500 CP, but their time, place, and species must match yours.

Dream Team [Free-300 CP]

Paying 100 will give a group of 3 to 100 non-canon people working for you, Eridian or Human, with a number of advanced academic and professional fields in their ranks. They will do tasks and undertake projects for you. They are generally less skilled than canon counterparts. If you choose Eridian, your Warehouse automatically gains the ability to magically accommodate them simultaneously with other species. Paying 200 will make it an entire organization's worth of people, around 10k. 300 CP will buy you 1 million workers.
If you choose any of the following items, you gain a free purchase of this as a crew or workers for your item:
Me Burgers! (100 Erdians), An honest-to-god Aircraft Carrier (100 Humans), Spin Drives! (3/23 depends on ship)

Scenarios

Scenarios in this jump are specific "Victory" conditions which you must have played a direct role in. Each will give their own individual reward.

Full Luminosity

[Venture to Tau Ceti, discover why it was the only star that did not dim, and send the solution to the Petrova problem back to both Erid and Earth]

Congratulations! You have saved not only one world, but two!
The information you've sent back will allow both civilizations to prosper for eons to come.

Reward: It's a Hail Mary

Once every 10 years, or once per jump, whichever happens first, you can activate this perk when you encounter a dire problem. Once activated, you will gain a massive boost of luck, making it so fate itself favors you and allows you to not only succeed the best you possibly can, but are able to make the most out of it, and gain far more than you ever could have lost.

Not One Compromise

[Lead either the Human or Eridian projects which send their respective ships, and succeed]

Your pursuit of absolute perfection in your work is what allowed those ventured into the stars to find a way to save the world.

Reward: Pursuit of Perfection

Once every 10 years, or once per jump, whichever happens first, you can activate this perk when you encounter a dire problem. Once activated, you will gain a massive boost to your ingenuity and mental capabilities, allowing you to simulate and weigh thousands of options to find the correct course forward. Luck matters little when you ensure there are no flaws in the plan.

Drawbacks

All drawback effects apply for this jump only.

Alien Parasites [+100 CP]

Astrophage, apparently, just so happened to evolve to function perfectly as an extremely deadly toxin to lifeforms as a deterrent. Studying the stuff is no longer nearly as safe.

Incompetent [+100 CP]

Whether or not you actually have skills, others certainly seem to think otherwise. You could build a starship from spare parts and those around you would just point out its flaws. For some reason, everyone sees you as an incompetent person.

Lackluster Equipment [+200 CP]

As it turns out, your equipment had a lot of flaws those who produced it did not account for. You find that all equipment you use and interact with tends to not be the best of quality, and maintenance is necessary constantly.

Everyone Working Together? No way. [+200 CP]

The government *really* sucks, doesn't it? Well, now it sucks more. Project Hail Mary is underfunded, and so is the Eridian space program. Stratt has about as much political power as the US president, rather than being the ruler of the world that she was temporarily.

Not the French! [+200 CP]

Like Dr. Grace, you have unfortunately been administered the French intelligence drug (or an Eridian version) that removes your memories. It's only temporary, but unless you actively try to recall who you are constantly, your memories will return very slowly. If you are immune to drugs, ... nah.

Magic Ain't Real [+300 CP]

You now no longer have access to any perks or magical abilities you previously possessed, until either the jump ends or you complete a scenario.

Contraband [+300 CP]

You no longer have access to any items you would otherwise possess.
You also no longer have access to your Cosmic Warehouse for any purpose that doesn't come directly from this document.

Late Timeline [+300 CP]

Humanity and Erid now both have discovered the Petrova Problem 10 years later. This may affect Erid less, but regardless, the situation has just gotten much, much worse, and the Hail Mary may never even launch.

Coma Vulnerability [+300 CP]

Humans now completely lack the coma-resistence gene that makes it possible for them to make it to Tau Ceti in the first place.

Fermi Paradox [+400 CP]

Turns out that life evolving to the same general tech level at the same time is extremely rare. As such, Erid or Earth, the opposite of your homeworld, will be several million years earlier in development than it currently is.

Climate Deniers [+400 CP]

What's worse than a government that refuses to solve obvious issues?
A government that doesn't believe those issues exist.
The main governments of the world are now ran by climate deniers, anti-vaxxers, flat earthers, and the like. Project Hail Mary? Space isn't real!
If taken alongside Everyone Working Together? No way., then the governments are actively attempting to suppress any and all attempts to fix the Petrova Problem.

Evolution [+600 CP]

As it turns out, Adrian *also* had sentient life. And those guys were more advanced than either Humans or Eridians. They aren't automatically hostile, but they do worship the death of stars, and have mastered the creation of starships and weapons using Astrophage.

Useless Black Dots [+600 CP]

Astrophage can no longer be penetrated by nanosyringes, or used in any way that provides any actual use. They're completely worthless pests that are uncontrollably infesting your star.

If taken with Evolution, Adrian life genetically engineered their own usable Astrophage.

Absolute Morons [+600 CP]

For some strange reason, the moment the Arclight returned, the vast majority of people became totally and utterly... Stupid.

The average human now has the intelligence of a 14 year old, and not a particularly smart one, either. The type that ignores their classes, draws doodles on the exams, and then curses out the teacher for giving them an F.

Not only that, but most competent people no longer exist. How will you save humanity when humanity is now made of absolute dummies?

(The same applies for Erid's population, the moment they discovered Astrophage.)

What is this, Dr. Stone? [+800 CP]

Remember that Fermi Paradox drawback? The one that sent the counterpart planet back a few million years?

Yea, well, something similar will now happen to your planet. Instead of the typical timeline, your civilization is now in the stone age. Good luck solving the indefinite ice age when there isn't even any electricity!

Evil Black Dots [+1000 CP]

Alone, or when there are just a couple, Astrophage are basically unchanged.

However, once many of them are in one place, when swarms of them form Petrova lines, or when they're kept in a box and bred en mass...

They get smarter.

And they are *evil*.

Get ready for an orbital bombardment instead of an ice age!

Boons

All boon effects apply for this jump only. Drawbacks override Boons, and you cannot take Boons that a Drawback would directly override.

A Real Crew [100 CP]

Your species's respective starship crew is extremely lucky, and none of them die on the way to Tau Ceti. If taken twice, both Starships will have their full crews.

Equal Discovery [200 CP]

Both Humans and Eridians have their own unique sciences. Human technology is intricate and intelligent. Eridian technology is durable and unbreakable. Now, both species have developed further, gaining their counterpart's technologies.

Everyone Working Together? Yes way. [200 CP]

People are difficult, but maybe they don't have to be. With this boon, all civilizations will focus entirely on thriving and prospering as much as possible, as well as on fixing the Petrova problem. Everyone will do their best to help their species survive.

A Better Timeline [200 CP]

Astrophage, apparently, was much slower than Algae naturally. In controlled environments, it could develop with such fast growth, but in the real universe, they doubled over much longer periods. This gives both planets much more time to prepare and solve the Petrova Problem. This boon also guarantees they will still find Astrophage at the same time.

Wormholes [400 CP]

In some random lab on your homeworld, a seemingly mundane experiment led its researchers down a rabbit hole that would result in the creation of stabilized wormhole technology available by the beginning of Project Hail Mary. With this technology, two portals can be constructed to transfer matter and energy across the universe instantly. Instead of holding a centrifuge, the Hail Mary, or the Blip-A, have on-board wormholes directly to Earth, through which numerous astronauts can operate the ship and can come and go as they please. Wormhole technology functions in future jumps, just like Astrophage.

Journey's End

Whether you have gone far or stayed home, saved the world or observed from afar, you have completed this jump. You have three decisions.

Stay Here

Remain as you are, at least for a time. The other options will always be available.

Go Home

Return to your original world with all you have acquired. People, stories, items, and power alike.

Move Forward

Continue to your next jump.

Change Log

v1.0

- Creation

Notes

- This is my first jumpdoc creation, so any feedback is appreciated.
- I put v1.0 as the version, but I'm just updating the doc whenever, so it isn't particularly accurate.

Credits

Ori Tybera: Creator

Andy Weir: Author of Project: Hail Mary

Template Used: Negative-Tangerine