

Galaxy Quest Jump – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

The show was cancelled... but the adventure has only begun.

In 1982, *Galaxy Quest*, a series very much like *Star Trek: The Original Series*, was cancelled. Eighteen years later, its washed-up stars are fixtures on the fan circuit, though most of them despise the show, its fans, and each other. Only Jason Nesmith, the egomaniac actor who played the Captain, is still enjoying himself. The other cast members – Gwen, Alexander, and Tommy – resent him and, to varying degrees, the states of their careers.

One day, a hungover Jason is approached by what he believes to be a group of fans who want him to star in an amateur film. However, as he prepares to leave the “set”, he finds himself looking out over space before being suddenly fired back to earth, and he realises that it was all real: he had been abducted by real aliens, and taken to a real spaceship, a perfect copy of the show’s *Protector*, where he had fought a real space battle.

When the aliens come for help again, since the earlier battle hadn’t quite managed to kill the alien conqueror Sarris, Jason convinces the rest of the cast to come with him, and they join him with the misunderstanding that it’s a normal acting job. The trip through space and the subsequent encounter with the aliens in their natural forms soon corrects this misunderstanding... and leads to the discovery of another.

It’s soon explained that the aliens, known as the Thermians, received transmissions of the *Galaxy Quest* show and believed they were “historical documents” of actual adventures the crew had been on; they’ve since restructured their entire society to emulate the show and its technology and values. With the cast now acting out their parts for real, they set out to defeat Sarris, and get back home in one piece.

Now there seems to be an additional character. Will you be giving the performance of your life? Will you be helping from offscreen? Will you take the role of the antagonist? Perhaps you’ll just avoid the spotlight entirely.

Take 1000CP to help you survive and thrive for the next 10 years you’ll be spending here.

Never give up, never surrender!

Starting Location

This is where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. **Galaxy Con** – You find yourself somewhere in the fan convention where the cast of the *Galaxy Quest* series will shortly be appearing and later signing autographs. You'll appear somewhere that makes the most sense based on your origin or can optionally appear in a closed cubical in the bathrooms if you'd prefer to avoid interacting with anyone.
2. **Jason Nesmith's House** – You appear outside the glass-walled house of the actor who played the lead role in the *Galaxy Quest* series. They're not here at the moment, and if things go according to canon he might be in a bad mood when he gets back.
3. **The *Protector II*** – You start off onboard the recreation of the NSEA's flagship, currently staffed by the Thermians. The reason for your presence can depend on your Origin. You might be one of them, you might have been brought onboard early, or you might be infiltrating the ship to claim it for your own reasons.
4. **The Thermian Starport** – This isn't the spaceship, this is the starport for the ship. The *Protector II* has recently left to get in position to pick up the Commander and be used for the negotiation with Sarris, but if you wait a while it will return and eventually pick up the rest of the crew.
5. **Sarris' Ship** – You have started off onboard the flagship of the Sarris Dominion, the K'ragk-Vort't. Hopefully you're a member of the crew, an ally of some sort, or can otherwise defend or hide yourself from the forces onboard.
6. **Zaktor** – Well, what's left of it. Much of the Thermian people fled their home planet to this moon, and with Sarris assaulting them there has been a considerable amount of damage to this location.
7. **Epsilon Gorniar II** – A remote desert planet located in the Ni-Delta region, beyond the Tothian minefield. It orbits two stars which bathe it in constant sunlight and is mostly unremarkable aside from its rich deposits of Beryllium Spheres in the southern hemisphere. There is little more than endless desert on this world, though you might be able to find shelter and water amongst the debris of an abandoned mining facility. Be aware that the local population is not particularly friendly. You can choose to appear anywhere on this planet, and if things proceed uninterrupted the crew of the *Protector II* will eventually show up to get a replacement Beryllium Sphere.
8. **Free Choice** – You can appear at any of the above, or in any other location of your choice within the setting.

Origins

This is your background for existing in this setting, which can cover exactly which side you're on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history. Maybe you could explain away your presence as temporal nonsense, or an accident with a Digital Conveyor?

The Extras – Want to just drop in out of nowhere with no issues, to stay below the radar or be accepted as part of a group without issue? This is the origin for you. You might decide to be the last one to be targeted by a threat, or perhaps the first in a group to experience a problem so others don't. You could quickly learn how to use unfamiliar weapons, and you might even be able to use genre-savviness to your advantage, perhaps even entertaining others and reducing harm you might suffer at the same time.

The Crew – You seem to be a trained member of the NSEA. You'll know in your gut when something is wrong, how to actually pilot a ship, and take advantage of the advanced tactic of rolling during combat. You might find your fighting becoming more effective than anyone would expect, or use your position communicating with the ship's computer to gain or restrict access to others. Perhaps your biology is peculiar enough to provide you advantages nobody else has, or you have a knack for avenging others in a spectacular manner?

The Cast – You wouldn't be much of an actor without a good memory and might not be a popular one without a reasonably passable appearance, but fortunately you have both. You might be talented enough to remain calm despite anything the script throws at you or have a way with crowds. Not being an actual NSEA officer, you might find your unconventional approaches to negotiation surprisingly effective, and you might be able to coach others into figuring out solutions to problems while getting yourself the credit. Perhaps you've taken acting seriously enough that you've developed the skills your roles have, or a talent for improvising and acting has translated into an impressive capability for coming up with and hiding strategies.

The Fans – You might not be one of the actors, but you are one of the people that appreciates and values their work. It seems you have detailed knowledge of at least one fandom and possess the incredible capability to bring peace and appreciation between different ones. You might skip the pleasantries to get others to recognise genuine dangers when they occur or find even the most complex systems have surprisingly simple controls. Things on a timer might not be a problem for you, and you might find yourself in the middle of applicable franchise crossovers. Perhaps you'll be able to find useful applications for even seemingly useless trivia knowledge or gain the ability to make things conform to sufficiently popular theories or interpretations unless proven otherwise.

The Creators – You might be one of the Thermians with this Origin. You'll be able to quickly adapt to a new body and find you have surprising compatibility with alien species. You might be able to convince others to help you by solving your problems, or bring people out of their comfort zones to allow them the opportunity to develop and improve themselves. You might be highly resilient to any harm that doesn't kill you, and when you make things for other people then they'll always be able to figure out how to use it properly. Perhaps you'll

be able to train yourself to do things that normally requires biology you don't have or be able to build even the most fantastic creations with the right source of inspiration.

The Destroyers – Want to be the bad guy, perhaps joining the ranks of Sarris or acting as one of his competitors? You can certainly look intimidating and know when others are genuinely afraid of you, and you possess all the knowledge and experience you need to wage a war rather than just play at it. You might know how to make others suffer physically and psychologically and find that mistreating your underlings only makes them more loyal to you. You could find your presence changes the tone of the setting, reducing those that rely on humour for success to the helpless clowns they really are, or weaponize truth itself as you force others to reveal deceptions made with the best of intentions. Perhaps you'll find that others make critical mistakes the first time they face you, or your enemies will find purely technological advantages they have are not enough to stop you and can even backfire on them.

The Rest – You might be amongst the ranks of the less important figures in this story, perhaps not even appearing in it normally, but you still have your own specialities. You might be able to put up a harmless façade or know how to knock someone unconscious without causing unwanted harm. You might be able to eat practically anything or lack any vulnerable spots. You might have some sort of shapeshifting ability to compliment your skills as a spy and assassin, or automatically know what a culture-wide reaction to something will be. Perhaps you'll be able to cover up even the most extreme of events as promotional stunts, or power things with your sheer confidence.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here. Regarding your species, pick one that fits for your Origin and background.

You can also be a hybrid of some sort, so long as you can come up with a good reason and it does not give you any capabilities you would have without your Perks and other abilities. This will not affect your mental state, you will be used to any physiological effects, and how you treat any part of your heritage is up to you.

Perks

This follows the same rules as other Jump Documents, any Perk or Item in your Origin is discounted by half, with the 100CP Perk being free. You start off with 1000CP to spend and can get more via Drawbacks found later in this document, or if you have some external Drawback source.

General Undiscounted

Free – **Never Give Up, Never Surrender** – The motto of the crew of the *Protector*, and one you can now live by. You have unlimited willpower, and more importantly you can put it to good use. For you, there is no longer such a thing as a no-win scenario, as there is now always a chance for you to succeed, or a way out, or a way to achieve victory. It might be small, or concealed, or achievable entirely by chance, and you will not automatically know what it is or how to achieve it. But there is no certain defeat for you anymore.

Free – **The Show Must Go On** – Need to encourage someone to do something they are fully capable of doing and are supposed to be doing but don't want to do? This is guaranteed to make them do it, though they might not like you much as a result depending on what role you're forcing them into.

Free/100 – **Just-In-Case Jabs** - Lots of diseases and conditions either are not present here, or you might run into something new. Consider yourself inoculated against the standard stuff here, unable to accidentally infect people with a cold or pick up something yourself. This does not stop weaponised health problems, radiation, or incurable anomalies that you may have due to a Drawback. While you can have this for Free here, for 100CP you can take this protection to other Jumps.

Free/100/200 – **Consciousness Continuation** – There have been debates over how exactly different types of teleportation in some settings work, and what it means when events occur such as the creation of duplicates or fused beings. It would be unfortunate if being taken apart and reassembled in this manner triggered a Chain Failure due to technical death. Now, that is not going to be a problem for you, with a successful teleportation using technology in this Jump keeping you as yourself and alive throughout the process. You can pay 100CP to keep this in other Jumps, and 200CP to remove any risks inherent in this sort of transportation, to the point the worst that could happen is that you do not get transported at all, rather than ending up turned inside out and exploding, being fused with something, or getting split into multiple beings.

100 – **It's The Simple Things In Life You Treasure** – Not only are you satisfied with living a simple or mundane existence and seem to be immune to boredom entirely, but your ability to notice and appreciate simple pleasures in life has given you a knack for spotting simple solutions for your problems. This doesn't make those solutions exist by themselves, but if there is one you certainly won't overlook it.

100 – **It's An Alien Planet! Is There Air?!** – Seems okay, and now it really is. So long as there isn't an obviously dangerous environmental condition, you'll find wherever you end up

perfectly hospitable. As long as there isn't anyone visibly choking to death or infected by something terrible when you first show up, you won't end up suffering from that the moment you enter the environment yourself. If it's visibly freezing then you'll be as cold as you might expect without protection, but if nothing is visibly dissolving you won't end up stepping into an acidic atmosphere. You might end up on an alien planet and not know if there's air... but it seems okay to you once you step out since there wasn't clear evidence that there wasn't a breathable atmosphere. This applies to yourself and your Companions, as well as any allies travelling with you, so you don't need to worry about everyone else dropping dead seconds after stepping out onto a planet that is dangerously radioactive.

200 – It Doesn't Take A Great Actor To Recognise A Bad One – While this doesn't improve your own acting skills, it does let you know when somebody else is acting. More precisely, you can determine when somebody else is attempting to lie or bluff, or otherwise pretend that something is other than it actually is.

200 – The Craft – You take it seriously. Enough to fool others into thinking you genuinely have capabilities that you don't really possess if you seem to have been shown to have them. If you played a superhero on TV, you can convince anyone you see it that you actually have those powers. If you could rig up some sort of special effect and pass it off as the real thing, even a live audience can be utterly convinced. This doesn't give you the powers, but if you had a recording of a film or something similar showing you using laser vision, you could threaten a group with your non-existent laser vision and they'll wholeheartedly believe that you have it.

400 – We Pretended. We Lied. – You understand the concept of acting and fiction, and its use from everything to entertainment to deception in warfare. Not only does this make you incredibly good at lying and concealing the truth, or otherwise pretending something fictional is reality, but you can teach it to anyone even if the concept itself is foreign to their culture. This acts as a Capstone Booster for the 600CP Perks here.

The Extras

100 – **Another Crew Mate!** – Did you show up out of nowhere, but seem to be part of a group? Then you'll just be accepted. Don't expect this to get you an important position or any respect, but if you showed up somewhere in the same uniform as others, then they'll just accept you as a member of that group that nobody really knows much about, even if nobody recognises you.

100 – **Crew Member J** – You aren't a main character, and as a result are very easily overlooked and ignored. While this isn't great if you want to be famous, it is a useful talent for staying below the radar or starring in anything where you don't want to overshadow anyone else. You can go by a name that isn't your real one without issue as well.

200 – **And Introducing...** – One advantage of being what is effectively a new member to any particular cast is that you can show up out of nowhere with an unknown backstory that might gradually get revealed as you develop more depth.

200 – **Redshift Shirt** – Oddly enough, even if you are literally wearing a red shirt and acting as a random expendable extra, you'd be one of the last to be targeted for deliberate harm and won't be killed or seriously injured by random accidents.

400 – **Jumper's Expendable** – You're the guy in the episode who dies to prove the situation is serious. While this might seem like a bad thing, and it might be for you, it can be a good thing for anyone around you. You can ensure you will be the one targeted instead of anyone around you, or be the one to suffer from an accident, or somehow get killed, while those around you will be able to escape that particular fate. If you're in a situation where somebody will get hurt no matter what you do, you can ensure that it's you. Once you're dead or incapacitated this effect stops working until you are revived or restored, don't expect others to be able to lug your corpse or unconscious body around and keep exploiting this Perk.

400 – **I Got This. I'm Okay** – If you'd rather go out a hero than a coward, then being able to use an entirely unfamiliar weapon with some proficiency would be useful. As long as the weapon works, you can use it at least as well as someone trained to do so. If the weapon doesn't work for whatever reason, you will know the moment you lay your hands on it or knowing the instant it doesn't should it stop working while you're holding it.

600 – **Did You Guys Even Watch The Show?** – Even if you didn't memorise every scene of a particular series, you are aware enough of various narrative tropes and what usually happens in a given situation to predict with a high degree of accuracy what is going to happen. Everybody else is watching cute aliens? You know that any second that they're going to turn mean and ugly somehow and then there's going to be a million more of them.

Capstone Boosted – Are expectations going to be subverted? While this might have questionable beneficial effect on the story at times, it might be inconvenient for you to be expecting one thing based on all the build up only for it to be abandoned to surprise everyone. Now, when things have been narratively set up to work in a

particular way, you can ensure that things will actually play out as expected. Nobody expects your subversion of the subversion of expectations!

600 – Maybe You’re The Plucky Comic Relief? – Plucky? You’re certainly brave in the face of danger and any sort of embarrassment, and you possess a knack for comedy both verbal and physical. While the former of those can make you quite entertaining, the latter can make you surprisingly resilient when it comes to harm as you know exactly how to take a hit and make it look either realistic, more damaging than it really is, or amusing. Your actions, if sufficiently amusing, can actually alter the tone of where you are into something more upbeat and positive.

Capstone Boosted – Getting the plucky comic relief seriously hurt or killed off by something relatively minor isn’t something that usually happens, and you are no exception to this anymore. You can ‘play off’ non-lethal injuries with humour, with the more amusing you make it the less damaging it is to you, both immediately or in the long term. Letting out an amusing scream and flailing when you fall, and the result will be that hitting the ground causes less damage to you than it should. Hop around in an awkward manner with a broken leg in a cast, and not only will it hurt less if you bump into things but ending up in amusing situations due to it will cause you to be back on both fully functional feet vastly faster than you normally would be.

The Crew

100 – **National Space Exploration Administration Membership** – You have all the necessary training and experience to be one of the real crew of the *Protector* or part of the NSEA, as well as similar organisations in the future. Even if there isn't some sort of interstellar exploration organisation, at the very least you would qualify for being an astronaut.

100 – **I Don't Like It** – Did it seem too easy? You can tell when you haven't quite gotten out of a dangerous situation or solved a problem, even if all evidence suggests you have. Your instinct can give you a warning to keep your guard up, or if you're being lured into a trap.

200 – **Pedal To The Metal** – You are an excellent pilot. Not only could you fly a ship through a minefield without hitting any, but you can also deliberately fly closer to them without hitting them. It seems that any control systems for any vehicle work in the exact manner that you think they do, as if they were modelled on your movements.

200 – **Does The Rolling Help?** – Uh huh, it helps. Even if normally coming out of a roll into a shooting position would put someone in a less stable stance, wasting a lot of time and energy and most likely disorienting one, you don't suffer from those downsides. Instead, this just makes you much harder to hit while you're doing it and makes you noticeably more accurate if attacking at the end of the roll. You won't even drop things or hurt yourself when you do it.

400 – **Faux Fu** – It might not look like you're able to do much more than fake a fight, your strikes only barely hitting your opponents and doing no real damage... and that might be accurate as this Perk doesn't make to a fighter with real training. What it does make you is able to perfectly hold back from actually hurting anyone during fights, so you and others could do your own stunts without accidentally breaking something and makes your 'fighting' so convincing that you can trick opponents into thinking you've actually managed to hurt them even if you can't. You could half-heartedly act out 'breaking out of their grasp and striking them in the torso and face', and your performance is so convincing it will actually work, and they'll even recoil from it as if you really struck them.

400 – **I'm Repeating The Darn Computer** – It might be getting really annoying, but you have *one job* on the lousy ship, it's *stupid*, but you're gonna do it! Not only will others not bother you when you're doing your job properly, but computer systems you interact with are so used to you being the one to give and relay commands that you can completely bypass any sort of security that would usually stop you from giving a computer commands and lock anybody else out of being able to do so. If they want to get the computer to do something, or find out something from the computer, it's going to have to go through you.

600 – **You're Quite Complicated, Jumper** – Extrapolating purely on the basis of your anatomy is difficult even for the most advanced civilisations. You seem to have incredibly complex and perhaps even impossible anatomy, and while this doesn't change anything on your side of things it is impossible for anyone else to figure out exactly how to create something that can be used on your particular biology if you haven't specifically revealed the details. While making it impossible for anyone else to design a toilet perfectly suited for

you might be amusing, this also applies to things like bioweapons or things created specifically to deal with you based on your physical properties and capabilities. Neither will anyone be able to determine exactly what you are capable of, even with detailed analysis. If you don't reveal it specifically, it will remain a complete mystery.

Capstone Boosted – Have you ever come across fictional alien characters that end up being capable of surviving things that would kill or cripple anyone else, and it's explained away as their biology even if it's not visibly obvious? You now have a similar capacity, as once per Jump or every decade, when something happens that should have serious consequences like killing or crippling you, you can wave it off and recover because of a peculiar biological trait you proceed to explain. Get your head blown off? Not a problem, your brain is actually somewhere in your torso. Shot through the chest? Luckily, your heart's where a Human's liver should be. End up in space or suffocated long enough to kill a human? Time to explain your respiratory bypass system. Additionally, so long as you don't obviously contradict yourself, you can keep retroactively adding features to your unique biology each time you need to use this, so in one Jump you could explain you could 'always' survive a large amount of radiation and flush it out of your left foot, and in the next in addition to that you could 'always' use your backup heart if the original was damaged. You also need to keep it somewhat plausible, albeit the level of plausible that could be present in a science fiction story with a loose grasp of biology, so you can't claim you can regenerate from your own snot on a used tissue in your Warehouse if your body is completely disintegrated. You could have an 'unusually dense cell structure' to survive, albeit suffer from, a weapon that would normally disintegrate you, however. None of these features seem to change how you look or function on a day-to-day basis, however, so you don't need to worry about getting your toilet redesigned due to your complex biology.

600 – **By Grabthar's Hammer, By The Suns Of Worvan, You Shall Be Avenged** – This might be a Perk you don't want to need to use too much, considering it needs to be triggered by an ally suffering a mortal wound, dying, or if you are otherwise convinced this has happened to an ally. It allows you to enter a berserk state so potent that your enemies will at least briefly freeze in confusion, their weapons will malfunction in sheer terror, and you become noticeably stronger and faster than you usually are. A mundane, unarmoured and unarmed human with no combat training could tear through a number of heavily armed and armoured alien warriors with this Perk. Incidentally, saying the name of this Perk out loud in a heartfelt manner will make anyone that hears it and is in the process of dying pass away in a somewhat more content and peaceful manner, somehow conveying everything you would have wanted to say to them and everything they would have wanted to hear.

Capstone Boosted – Being an avenger is one thing, but you might also appreciate being avenged. If you are killed, mortally wounded, or this is thought to have happened to you, all of your will allies benefit from the effects of this Perk in their attempts to avenge you.

The Cast

100 – **We're All Actors** – On our planet, we pretend, to entertain. You are quite capable of this, having a memory good enough to memorise any number of scripts, get your lines across to your audience, act out whatever physical roles you need, and on top of all of that you look good enough to get the part. You might not be stunning, but you'll never look ugly or unattractive if you don't want to be.

100 – **That Was A Helluva Thing** – You might seem to be oddly calm and composed after being fired through space and a wormhole while encased in something akin to a bubble. Some might even suspect you're on some sort of drug. Whether or not you are actually taking something, you will never be the slightest bit horrified or traumatised by anything you experience. Incidentally, you can function perfectly well if you are actually drugged in some way.

200 – **You've Gotta Admit, They Really Do Love Jumper** – Perhaps almost as much as you love yourself? You have quite a way with crowds and any fans you might have, able to entertain, impress and amuse them, even if you have been dealing with the same role for years and others might have grown tired of it.

200 – **But The Negotiations... You Fired On Him** – And somehow this won't work out quite as badly as some might think. You can get away with attacking in conditions where violence is usually prohibited, such as a negotiation for surrender or on neutral ground, and while the attacked party will most likely be annoyed at the very least, others will not punish you for this. You wouldn't get in trouble with the rest of the community or culture for such an action either, and will face no penalties for it. Nor will anyone else other than the ones you attacked be less willing to enter the same situation as the one you took advantage of to harm the other party. The only consequence is that the one you attacked, should they survive, will hold a grudge.

400 – **What Is It's Motivation?** – Actors often need to determine what their motivation is in order to play the role properly. The character's motivation, that is, as the actor's motivation most likely involves being paid to do their job and getting recognition for it. You, being a consummate professional, can not only quickly determine the motivation of a character you need to play in order to perform the role well, but turn your talents towards determining the intentions and desires of others. All you need to do is mentally place yourself in their position, consider the target of your analysis and what you know of them, and you'd be able to figure out precisely what they want. You could apply this to someone who's particularly expressive as easily as you could to a largely featureless rock monster, and you'll be entirely accurate in your judgement. It's almost like you actually have psychic abilities.

400 – **That Is A Puzzler** – You might not actually know the solution to a problem... but you don't need to let anyone else know that. You can figure out who around you have the right expertise and knowledge to work through a problem themselves even if they don't know it themselves and get them to explain things. By asking them questions, you can make it seem like you guide them to the solution like you were teaching them how to do it themselves, and can make it seem so obvious to everyone in the process. Jumper, you're a genius!

600 – **Method Acting** – Any role you’ve played, if given the tools or capabilities, you could play the part for real just as well even if you lack the real training and experience. If you played a doctor on a show, you could perform surgery just as well. Captain a starship on a sci-fi series? You could be one of the best in a real fleet.

Capstone Boosted – If you can become known enough or sufficiently strongly associated with a particular capability due to your acting career, you can actually develop that ability. Are you famous for voice-acting someone with time manipulation? You could figure out how to stop time. Well known for playing a genius? You can become just as smart. The better known you are, the closer your capabilities to your character you can become.

600 – **And What They Fail To Realise** – Is that Jumper has tricked them. You’re good at coming up with innovative strategies, but more importantly you’re superb at keeping them hidden from those you are using them against until it is too late for them to do anything about it. If your ship’s weapons were damaged, you could use something you encountered earlier and call up an enemy ship to distract them from the fact that while their ship might be able to survive yours ramming into it, your ship is trailing mines that theirs will certainly not be able to survive. Even other crew or automated systems on the ship who’s Captain you are tricking won’t notice your real plan while you keep the Captain distracted, and by the time they do it will be far too late to do anything about it.

Capstone Boosted – Having the best plans in the galaxy doesn’t help much if there aren’t any resources available to use, or if somebody else has already claimed what you would use, or they already knew about its presence and planned against it. Now, you are certain to be able to find things that you can turn to your advantage in your plans, the presence and potential use of which will be entirely overlooked by everybody else and won’t be taken into account when others are planning against you. You can now completely hide your plans from everyone until you put them into action, even your own allies if necessary. You could even hide them from yourself if you were using some gambit that relied on memory manipulation or erasure.

The Fans

100 – **One Of Us** – As a fan of any particular series or member of any particular fandom, you have detailed knowledge of what you enjoy. You are also able to easily track down any merchandise and events related to any fandoms you are part of.

100 – **Part Of The Community** – Different fandoms can sometimes clash or interact in ways you might find unpleasant. That's not a problem for you now, as you'll now avoid any arguments and conflicts between different fandoms and find things that can bring them together if there are any shared elements. You are able to present and share things in a way that others will enjoy, even if they're not as knowledgeable or interested in the subject as you are.

200 – **We Have A Level 5 Emergency!** – You can skip the pleasantries and needing to persuade others that something is a significant danger just by telling them this. If they're a friend or ally of yours, chances are they'll leap into action to help you. If there is a genuine danger and you're using this on someone who would normally be responsible for dealing with the problem, they'll immediately believe you and rush off to do their job as professionally as they can with the full awareness of what the issue is.

200 – **Just Push The Blue Button** – Is that it? Did they think it would be more complicated? When it comes to disabling or triggering a mechanism, such as the self-destruct system on a starship, it turns out the controls are incredibly simple. This can apply when you are there in person, or if you need to guide someone through the process remotely.

400 – **It Always Stops At One On The Show** – You no longer need to worry about any countdown timers, as they will always stop at one and give you enough time to defuse the bomb, or escape the trap, or thwart the plan, or achieve whatever it was you need to do before the countdown ends. This doesn't alter time or stop people from counting down to an action they will commit, but any mechanism using a timer as the trigger will now come to a stop at one and override any manual means of triggering whatever it is.

400 – **The Unofficial 10th** – Some have called *Galaxy Quest* the unofficial 10th Star Trek film, as it has thematic similarities, is an affectionate parody of the series and those like it, and allows a certain pattern involving the films, but it's not actually a crossover or existing in the same setting. But why let that stop your fun when plenty of series end up crossing over with each other? This Perk allows you to cause features from thematically similar settings to the Jump you are in to show up in it, as a sort of unofficial crossover. These additional settings need to have the same sort of general theme and mood for this to work, as well as sharing elements. Having the *Protector* come to the aid of the *Enterprise* could potentially happen, but don't expect a certain blue box to show up in a grim and dark future where there is only war, the tone and overall theme is just too different. A DeLorean encountering a phone box on its own excellent adventure is entirely possible, as is a certain demented servant of Dream Demons running into a servant of Leviathan.

600 – **Life Well Spent** – You can now find useful applications for your knowledge of supposedly useless trivia and knowing a vast amount of information about fictional concepts

and settings. This could range from mundane applications such as key questions in a quiz, to being consulted on something you might have once considered entirely fictional as it turns out to be real. You might even encounter things that have an uncanny similarity with something you considered fictional, allowing you to use your knowledge of the fictional counterpart to great effect on something close to the real thing.

Capstone Boosted – If you know enough about how something should work, you might also notice when things shouldn't. Now you can apply this in a similarly practical manner. By nitpicking flaws in something based on inconsistencies and errors in how it was presented, you can cause it to fail or be less effective as reality catches up. If you pointed out how something doesn't actually work in a way it is presented in a particular setting, you could cause it to stop working.

600 – Fan Theory – If something was not outright stated or proven to be the case within a given setting, you have sufficient leeway with reality to make it conform to a sufficiently popular fan interpretation or theory. Bigger and more significant 'decisions' of what is actually the case will need more agreement within a given fan community.

Capstone Boosted – Sometimes what the fans come up with for an explanation might be better than what the official answer is, either making more sense or making for a better story. Now, even if something is established Canon, you can use even discredited fan interpretations that are sufficiently popular to force the reality you want to actually be the case. You have a sort of allowance for this capability to be used, able to make one major change of the sort that alters much of the setting and/or overall plot, several medium changes that might affect characters but not significantly alter the overall plot, or lots of tiny changes for ultimately inconsequential details.

The Creators

100 – **Adaptable Alien** – You might not be used to having a different amount of limbs or body structure to what you usually have. This could be due to taking the form of an alien here, or perhaps usually having a body more akin to a cephalopod and using a device to disguise yourself as a humanoid. Either way, you will immediately adapt to any changes in your form to move as naturally as something that had been that shape for their entire life.

100 – **Unexpected Compatibility** – You are biologically compatible with species not of your own, allowing interactions and even intimate relations with an alien being to work out even if your biology is fundamentally different. Neither of you will encounter any issues with allergies, harming each other with natural weapons or features like poisonous spines, and offspring of relationships can be healthy hybrids even if that shouldn't be possible. Because attraction can be more than skin deep, even if one of you has features that the other might naturally find disturbing or uncomfortable, if there is a genuine relationship on the emotional level then there will never be any issues interfering with it on the physical one.

200 – **Weeeee Need Your Help** – You are good at convincing others to help you, and even solve your problems for you if you support them as best you can. Even if you couldn't fight an enemy directly, you could persuade others to do so for you if you gave them the tools they need.

200 – **A Wider Perspective** – By bringing people out of their comfort zone, you can cause them to develop and improve themselves, and start resolving issues that they had in their lives. They might flounder at times and need some sort of help or encouragement, but you won't make existing issues worse or create new ones they are incapable of dealing with.

400 – **Too Pitiful To Die** – You might not look that tough, and you might not be much of a fighter, but you are remarkably resilient. You could survive prolonged exposure to near-vacuum, extensive torture, and various other things that harm you but aren't intended to immediately kill you. This won't stop you from suffering, but you will survive until someone or something puts in the deliberate effort to kill you.

400 – **Idiot Proof** – As long as you made something for someone else with the intention that they were intended to use it, they will quickly figure out how to use it effectively without guidance on your part and without accidentally killing themselves, allies or each other during the learning process.

600 – **It Took Me Three Years To Master The Spikes** – But now you can sleep with a peace you never thought possible. You can now train yourself to be capable of doing things that would usually require a specific biology that you don't actually have. The greater the difference between your biology and the intended biology the longer this would take, with a Thermian being capable of learning how to perform a feat that a Mak'Tar can do within three years, even if it would be very difficult or potentially lethal normally.

Capstone Boosted – It's not just the physical feats you can figure out how to do with enough effort, but the more mystical or spiritual side of things even if they would normally be limited to 'Historical Documents'. You could use the Mak'Tar Chant Of

Strength “Iarak tarath” to noticeably increase your strength while you are using it, and have it work for others if you can convince them that it works. This sort of ability is more effective the more people believe they work.

600 – As Seen On TV – It’s not entirely fiction where you’re concerned. You are able to build things that you have seen on TV, whether or not they are real or if it should even be possible to build them. You’ll even be able to find or create specific resources that exist in a show but might not usually exist in the setting you are in. The more detail that is known about what you are trying to build, the easier and faster this is. If a ‘Historical Document’ showed a ship that had a device capable of either turning back time by thirteen seconds or destroying the universe in the same amount of time, you could create both the ship and the device, though the latter’s true function would depend on what makes sense based on the ‘Historical Document’ and your most reasonable interpretation. The downside to this impossible engineering capability is that you also include any shown flaws or weaknesses in the original design in order to get this to work, so if a spaceship has a deadly obstacle course inside it, you’ll need to include that to get the entire thing to work as effectively as it did in the show. You couldn’t create a working USS *Enterprise* without the exploding panels, as another example.

Capstone Boosted – You are no longer limited to that particular form of ‘Historical Document’ and can now use designs from media other than television such as radio, books and comics. You still need to familiarise yourself with the designs as given in whatever ‘Historical Record’ you are copying from, but at least you don’t need to wait for the television adaptation anymore. You also have somewhat more leeway with the flaws you need to include, and while your creations will be closer to the effectiveness of the original the more accurate they are, you might be able to sacrifice some of that to keep some of the flaws out of the version you create.

The Destroyers

100 – **Jumper Is The Bad Guy, Right?** – You certainly look the part. You are as visibly intimidating towards anyone that sees you as Sarris is, and even if you aren't a genocidal alien warlord you can terrify everyone around you with your appearance alone. If you are injured, you can look even more intimidating by adding features such as an eyepatch and prosthetic hand. You will even be able to tell when someone is scared of you no matter what front they might be putting up, and exactly how much fear there is... excellent.

100 – **Let Me Remind You, Sonny** – That you are a General. If they are counting on you to blink, then they are making a deadly mistake. Unlike a bunch of actors playing at war, you actually have a large amount of knowledge and experience at it, from everything to physical combat to the logistics behind invasion of a planet to sufficient strategic and tactical acumen for actually winning a war.

200 – **Far Too Simple A Death For Them** – There will be blood and pain as they cannot imagine. You know how to make others suffer, regardless of their biology and psychology. You can figure out exactly how to torment others mentally or physically, and while this helps get you an edge in combat it is much better suited to those you have already rendered helpless. You can figure out how to make anyone and anything wish they were dead, and exactly how to cause the most physical or emotional harm. Furthermore, you can keep them alive in such a state for as long as you want, such as until you grow weary of the noises they make.

200 – **How're You Doing?** – Better than your lieutenant, should they have failed you in some way. You can mistreat your underlings, decapitate one of your people and walk around with their head on a stick, and all it will do will make those who serve you more desperately loyal to you. You can kill as many of your own forces as you like, and they'll never turn against you.

400 – **Gallows Of Humour** – Even the tone of a comedy setup intended to look like a B-movie isn't enough to dispel the sheer dread you emit. Your mere presence can change the tone of the setting, to the point that relying on inherent comedic nature or other features of the setting isn't going to be enough to stop you. It wouldn't be hard for you to crush joke characters that usually have power due to the principles of the medium beneath your feet, or shrug off setting constraints that would usually ensure people like you can't succeed due to your very nature. Time they all stopped laughing.

400 – **Explain... As You Would A Child** – Some say the truth can set people free... but like so many things, you've figured out how to weaponize it. If you have sufficient leverage over someone, such as blackmail or the threat of physical harm, you can force them to admit to any falsehoods they have been hiding behind and any lies they have told. While this might be useful for gathering information and avoiding being deceived, when you are aware of a lie you can force them to reveal it to others, even those they would usually do anything to shield from the truth. You can pinpoint which lies and deceptions will cause the most damage when revealed, and when to reveal these lies and who to for maximum impact on any party. You can make this utterly emotionally devastating, and the one revealing the lie

unable to swing it in a positive manner or make it seem like it was in any way a good thing, with the receiving party unable to rationalise away or accept the need for the lie. Find the right lie, even those made with good intentions, and it's entirely possible that its revelation will cause far greater damage than you ever could have with force of arms. Bravo. Bravo.

600 – Not As Stupid As You Are Ugly – It's not quite the case that you're smarter than you look, though that is entirely possible, but you'll find that those opposing or resisting you will make critical and costly mistakes when they first begin facing you. This will reduce in effectiveness the longer and more frequently you face the same opponents, as if you're the bad guy and the good guys are supposed to have more of a chance later on, but you might be able to take advantage of their initial inept responses to your presence to eliminate them before they become a threat.

Capstone Boosted – The uglier others perceive you to be, the more they will underestimate you. Even if your actions have proven you to be dangerous, if you are hideous to others then they will not consider you as a significant threat, leaving them unprepared for what you will do. While this might not do wonders for your self-esteem, you will certainly be able to get your revenge for their judgement and those that have judged you will never expect it.

600 – Super Science? Fiction! – It might as well be when it's being used against you, as it seems no technological advantage over you is enough anymore. Even if your opponents are capable of building devices that can turn back time based on speculative fiction, they will find themselves utterly unable to use these things against you and your forces by themselves. Their incredible inventions seem to backfire, fail, or they find their competence draining away when they try to apply their fantastic creations against you. The more advanced they are in comparison to the technology you are using, the more severe this is, to the extent they could end up doing more harm to themselves than you. This doesn't stop them from finding others who could use their advanced technology against you for them, though, so you might want to be wary about your opponents swallowing their pride and lending their impossible achievements to others or doing something like hiring independent mercenaries.

Capstone Boosted – They might be able to build, but they certainly can't teach and loaning things won't work out very well. Resources and equipment that is given to others by those opposing you with the intention of the third party using them against you for them will always be difficult to use. It will never be used as efficiently or effectively as it should be possible, and the more advanced it is the less intuitive it will be for anyone else to use it even if the original designers could normally make it completely idiot proof.

The Rest

100 – **In A Minute Jumper's Going To Get Mean** – You might even get ugly somehow, though this by itself doesn't allow there to be a million more of you. You can put up a very convincing façade of being harmless, such as looking childlike and cute, when in reality you really aren't. You can look cuddly and sweet, right until your prey's back has turned at which point you can put to work your actual nature. Perhaps as a sadistic cannibal?

100 – **Hit It With A Rock** – If you aren't the sort to just kill someone or something, whether on ethical or practical grounds, this could come in handy. You now know exactly how much force to hit something with in order to knock it out and can do so without causing any short or long-term damage other than rendering the target unconscious. You could hit a human in the head with a large rock without accidentally splitting their skull or even leaving a bruise so long as you only intended to knock them out.

200 – **And We'll Eat It!** – It would be unfortunate if you ate something that didn't agree with you, either because it was your own species and there are biological issues with cannibalism or because it's an alien being that might be poisonous. Now neither of those are a problem. As long as you can safely put it into your mouth or whatever you normally use to eat, you won't be suffering from any sort of issues like allergies, poisons or incompatible biology. You can also avoid issues with uncooked food or taste, as you can now switch off the latter if needed.

200 – **It's A Rock, It Doesn't Have Any Vulnerable Spots!** – You might not necessarily be some sort of rock monster, but no part of you is any less durable than any other part of you. If your chest was stab-proof, nobody's going to be able to get around that by stabbing you in the throat, as that's just as durable.

400 – **Jumper Of The Planet Dryth** – You seem to share the talents of a certain race of lizard-like shapeshifters. Their camouflage abilities were once used for hunting, but also proved useful for entertainment and to allow them to become some of the galaxy's most sought after spies, saboteurs and assassins. While you might be able to disguise yourself with other means, such as the Thermians Appearance Generators, with this Perk you not only gain the Dryth shapeshifting capability, but all the experience and talents needed to act as a spy, saboteur and assassin. You also gain the ability to use a prehensile tongue that can stretch a considerable distance and knock out a human with one strike, though this is more due to chemicals rather than kinetic impact.

400 – **Judgement** – Like a certain species using a ship powered by confidence, you might want to judge others based on some particular quality, such as whether they will succumb to fear or act in a particular way given certain stimulus. Unlike that particular species, you can automatically know what the species or culture-wide reaction will be as soon as you consider it, rather than needing to resort to terrifying them with illusionary worlds or devastating their planet. You might still be disappointed if it turns out they wouldn't react the way you want, but this will save you a lot of effort and potentially save everyone else a lot of suffering.

600 – **Promotional Stunt** – After the cast arrived back on Earth from their adventures with the Thermians, there was a government cover-up of their spectacular landing, with the event being passed off as a promotional stunt. Despite the ship visibly coming in from orbit and destroying parked cars, causing a considerable amount of damage to the Convention Centre, and nearly killing a few people if they hadn't managed to get out of the way in time, this seemed to work. You can pull off feats up to the scale of this one, concealing real events as promotional stunts or performances.

Capstone Boosted – When it comes to making a believable lie to cover up the truth, you are probably the best at it. You could easily arrange a cover-up on the scale of the cast's crash-landing into the convention centre, and with a bit of effort come up with entirely plausible stories, excuses and 'evidence' for any sort of event that you want to avoid the general public from discovering was real. Even actual casualties or devastating property damage can be concealed or played off as 'part of the show' if necessary.

600 – **Confident It Will Work** – The species that were called the Judgementites, though that wasn't the actual name of their species, operated a powerful vessel powered by their entire species confidence that was capable of devastating planets with its mere presence in orbit. You are now able to do something similar, powering your own possessions and vessels with the confidence of yourself and your allies. While this is a useful source of power, which can be quite considerable depending upon its source, bear in mind it may be vulnerable to successful attempts at disrupting your confidence.

Capstone Boosted – Working on the same basis as the Judgementites method, you can now figure out how to power your equipment and vessels with other emotions and feelings, which are no longer restricted to your own or that of your allies.

Items

General Undiscounted

Free – **The Collector's Edition** – You have a copy of the entire original *Galaxy Quest* series, complete with behind-the-scenes footage and all the merchandise related to it including model kits. Curiously enough, you also have the *Galaxy Quest* film with similar accompanying features, and a copy of the comics related to it.

100 – **Unlimited Supply Of Galactic Ice Cream** – The first few episodes of the original *Galaxy Quest* series lacked funds to build any vehicles that would be used to transport the crew to planets from the *Protector*. This changed during Episode 13, when the Galactic Ice Cream company offered to build the pod in exchange for the rights to use the design in a fleet of ice cream trucks. Like the cast and crew, you now have access to an unlimited supply of Galactic Ice Cream.

200 – **Jumper's Chain** – How strange. This seems to be a series about you and your own adventures. The behind-the-scenes footage has interviews with the actors who play you and your Companions, should you have them, with the part of Director being taken by Jump-Chan themselves. It seems to keep updating with your adventures too, allowing you to get a new episode after every significant event in your journeys, with new seasons being different Jumps and particularly important events having their own films. This could be an interesting change of perspective or an excellent way to remember and celebrate your accomplishments. It's also useful if you want to watch an episode of yourself in a Jump based on a film about a fictional series that parodies something in the real world.

400 – **Convention Centre** – You now own a large building with a parking area that could double as an emergency landing point for any flying vehicles. You can rent out space for conventions and meetings for a reasonable profit, and the location is self-cleaning and self-repairing, so you don't need to worry about maintenance. Should a major unexpected accident or disaster occur, such as an earthquake, fire, or a spaceship crash landing into the building, then miraculously nobody will be harmed by the event. Don't expect it to be a perfectly safe haven from an enemy you know is coming for you, though.

The Extra

100 – **The Sunglasses** – While these sunglasses don't exactly look great, it certainly distracts from the rest of your appearance, making it much harder for anyone to recognise you, and causing you to be overlooked or ignored more easily.

100 – **ID** – A basic form of identification, giving you all the paperwork needed to exist as an active member of 21st Century Earth society, or at least fitting in wherever you showed up here as an unimportant member of the local population. In other settings, this will alter and update to give you some sort of generic, easily overlooked background, so you don't need to worry about others being suspicious that you don't have any sort of birth certificates or financial records.

200 – **Backstage Pass** – Do you need to get somewhere only specific people are allowed, or need some sort of specific identification to enter? You held onto this from your original role, and it still works, allowing you access to anywhere that would normally be restricted. If anyone asks questions about your presence, just show this to them and they'll accept it as an explanation.

200 – **Autographs** – You have a notebook containing an extensive collection of them, including signatures from every member of the *Galaxy Quest* series cast, and curiously enough every major character within this setting. Exactly how Sarris ended up signing this thing is a mystery, but their autograph is definitely there. Curiously enough, it seems to include autographs from the actors who played the roles in the film too. This will update in future settings to contain more autographs from every major character and their perhaps less fictional counterparts should they have one, added to this notebook as if they had signed it themselves. This could certainly save you a lot of time and money in queues, or embarrassment at asking people for them in person. It's up to you if they somehow recall giving you the autograph or not.

400 – **Accommodation** – Rather conveniently for you, reasonably comfortable accommodation has now been arranged for you wherever you go, akin to a hotel room or the equivalent, and has already been paid for so you don't need to worry about the cost.

400 – **Plus One Position** – You might want to be included in something, but even if everybody is willing there simply might not always be enough room for you. That's not a problem anymore. This Item manifests as a spare seat, slot, invitation, or other place for you to be when the number of positions for something are limited.

600 – **The Script** – If you aren't too familiar with what's going to happen in any particular setting, it might help to read this. It covers everything that would happen based on a viewer's perspective of whatever setting you are in, down to specific lines people will say at specific times. What you might find more interesting is that it will update itself with 'revisions' based on actions you take that change things, including writing down your own words and describing your actions should you be involved in the 'main events'. If that stretches too much into spoiler territory for you, or brings up troubling implications, you could just use the 'episode' names as a rough guide for things to take into account.

600 – **Spin Off** – Would you like to have an adventure focused more on you, or at least not revolving around the actions of someone else in the setting? Activating this Item ensures that you will get adventures of your own, separate from whatever the main plot or storylines of the Jump you are in. It can be triggered to start at any time you like, and you will quickly find yourself away from the main characters or well-known locations of the Jump, where what is usually going on for them has a very limited impact on wherever you will be acting. There is no guarantee of safety, even if you are the protagonist in the events triggered or made accessible by this Item, but it is certain to be exciting, new, and won't affect the rest of the setting or anyone else in it that you don't deliberately drag into it.

The Crew

100 – **Kep-mok Bloodticks** – You have a refilling bowl of these peculiar delicacies in a transparent liquid. They are scorpion-like insects native to Tev'Meck, an important part of the Mak'Tar culture and a favourite of Dr. Lazarus. Despite looking somewhat disturbing to most who aren't used to eating insects, these ones are perfectly edible for any species. They are best eaten while still alive, and you can be assured these won't cause any problems to anyone that eats them. They're actually quite nutritious, if you can get used to the taste.

100 – **Monte Cristo Sandwiches** – Not everybody is necessarily fond of Kep-mok Bloodticks for some reason, so you can have access to an alternative that is a current favourite among the adventurous members of the Thermians. To be more specific, you now have an unlimited supply of egg-dipped ham and cheese sandwiches that are either pan or deep fried.

200 – **Surface Pod** – One of the small landing vessels carried by the *Protector*, with an autopilot and manual control system. This vehicle flies using a "Hyperpulse Thruster System" that conveniently fits under the pilot's chair. This vehicle's intended use is to take passengers to and from a ship in orbit relatively quickly and safely, rather than travel beyond a single solar system in a reasonable timeframe.

200 – **Ion Nebulizer** – The standard-issue NSEA energy weapon, naturally used by the crew of the *Protector*, and referred to as Magneto Pistols in the novelizations and screenplay. It shoots orange/yellow bolts of energy that explode against the surface of a target and can also cause sparks to fly from a living target on impact. At full power, it causes a target to surge and glow with energy before exploding into flames and smoke.

400 – **Grabthar's Hammer** – Somehow, you have managed to obtain the fearsome and mythical weapon of Grabthar, one of the most legendary figures of the Mak'Tar religion. They might be a god, or perhaps a similarly notable figure within their culture. Either way, this is an immensely powerful weapon, striking with many times the force you use while swinging it and harming beings that can't usually be harmed without something specific.

400 – **Ion Shield** – Referred to as a Valence Shield in the novelization, this is one of the personal shields used by members of the NSEA. Laredo was known to use one in the original *Galaxy Quest* series, but it is not actively used in the film and judging its capabilities is difficult. Based on reasonable assumptions of personal energy shielding, this one can block a certain amount of damage from energy weapons and similar forms of harm before shutting off to recharge for a short time. It is less useful against purely kinetic damage, such as being struck by an enemy directly or weapons using physical bullets. The device itself is a silver box with a depressible colourless half sphere button which illuminates bright blue when activated.

600 – **NTE-3120-B** – You have your own Evolution Heavy Cruiser, identical in form to the *Protector* commanded by Captain Taggart. Just like the *Protector*, it would not be inaccurate to call it one of Earth's most powerful interstellar spacecraft, with a length of 441m and a crew of 600 people. It has a variety of features, such as an armoury, barracks, a mess hall

that doubles as a bowling alley, the command deck, a meeting room for discussing situations or to be used for conducting peace summits, an engine room, a laboratory, a digital conveyor room, a rec room, and an emergency engine override room. The ship is equipped with a state-of-the-art quantum flux drive, uses Surface Pods and a Digital Conveyor as methods of transportation to and from the ship. Its primary defence is Plasma Armour, a powerful energy field projected from the ship that protects the vessel, which specifically designed to protect any vessel that it's generating from, however after sustained hits over time, the energy that makes up the armour's durability will begin to dwindle until there is nothing left to protect the ship. It is also armed with a plethora of offensive weaponry, including four resonance cannon batteries, as well as a full complement of gannet magnets, pulse catapults, and quantum rockets. Its primary weapon is the blue particle cannons, and has additional red. This vessel is essentially identical to the *Protector*, with two major exceptions: the lack of the Omega 13 device, and there is a way to switch off the Chompers. If you happen to have bought the Omega 13 Item elsewhere in this Document, or somehow managed to acquire or create one, you may have it automatically installed into this vessel.

600 – National Space Exploration Administration – Also known as the NSEA, this is a government organization devoted to the exploration of space. There are many members of this organization from many nations and worlds, and it maintains many ships. You now hold the most senior position within this organization, but you should bear in mind while this gives you a vast amount of diplomatic influence it does not give you the absolute control over it or its member worlds that a dictator might have. Instead, this is an ideal Item to have should you want a large number of potentially very different groups to collaborate, or at least not fight each other. Any that willingly join the NSEA will be able to request aid from any other member, and curiously enough if it is possible then it will always be provided with no issues. Conflict between members simply doesn't happen. Should there be a threat to the NSEA or its members, they will be able to band together and use their varied experiences and approaches to problems to be able to come up with a far more effective solution than any similarly sized monolithic dictatorship. The whole truly is greater than the sum of its parts, and in future settings you can either bring the NSEA with you or establish a new one of up to the same scale you have previously reached.

The Cast

100 – **Interstellar Vox** – How exactly did you manage to get hold of these? What you have here is a set of enough communicators for yourself, your Companions and any allies you might have, which can work over a distance up to and including interstellar ranges. A convenient way to keep in contact, and not capable of being intercepted or blocked.

100 – **Uniform** – A uniform that would be suitable for your position as a member of the *Protector's* crew, and quite comfortable. If it is damaged in some way, it will allow you to retain decency, while somehow looking more attractive. You don't seem to lose any of the protection you would have while it's intact either.

200 – **Costume Kit** – Acting can only get you so far by itself. This kit can help you get more into character by making the wearer noticeably more like the way they look. Might as well get an advantage by dressing up in a somewhat stereotypical manner. For example, a blond wig could make someone noticeably more attractive but less intelligent, while a pair of glasses could make someone smarter but less brave. A badge showing a high rank could make the wearer more likely to be listened to as a leader, but perhaps less willing to listen to others. This kit includes a huge variety of things like this for you and others to use.

200 – **Royalties** – You managed to negotiate something useful in your contract, and even if you aren't actively part of the show any more you are receiving enough money from royalties alone to live a relatively simple and modest lifestyle. If you buy this again, you will have enough to live a more extravagant life.

400 – **Career** – You actually had one, in acting specifically. You had one notable role that defaults to being in the *Galaxy Quest* series while you are here, and you have enough fame from it to be on the fan circuit signing autographs. You could use this to get other roles, or to retroactively have acted in other performances, series and films. In other settings you can be an actor of similar renown, or pick another career you are at least theoretically capable of doing to have an established history in.

400 – **Overlooked Home** – You might not have gotten a lot out of your career, but you were just about able to afford this place. While not particularly fancy, only your closest friends and co-workers know where it is or are able to contact you while you're here, so it's a good place to hide from fans and others you'd prefer to avoid.

600 – **Fancy House** – Your career may or may not have stalled, but you certainly managed to get something impressive out of it. Those that genuinely need your help, for whatever reason, will be able to find you here if you actually have a way to help them and would be willing to do so. Though this upscale penthouse has glass walls, there are controls that allow you to make them opaque from the outside while still able to see through them from the inside should there be privacy issues, and another option to adjust the amount of light that comes through. There is also a large outside pool, self-maintaining garden, and it is all placed in a location with a good view and far enough away from others that you have some privacy. Should you have lost anything, you will be able to find it somewhere inside this

building quite quickly. Finally, there is a room full of mementoes from your previous activities, be they a more mundane career or fantastic adventures.

600 – **Omega 13** – It's pretty spectacular. Many have believed that it is a matter collapser, a bomb capable of destroying pretty much everything in about thirteen seconds. Others are convinced it is a matter rearranger, effecting a thirteen second time jump to the past, time to redeem a single mistake. This one can act as either, the former function capable of destroying an entire universe while the latter function could reset everything except the user's memory to the state it was in thirteen seconds previously. Both could be potent options if used in the right situation.

The Fans

100 – **Convention Tickets** – Not only do you have enough tickets for yourself and any friends and Companions you might have for any Convention, but you can skip the queues entirely with these particular tickets.

100 – **Cosplay Outfit** – You have a well-made but non-functional duplicate costume for any fandom you are part of, defaulting to any of the costumes from the *Galaxy Quest* series. While it can look the part, it doesn't have the properties of what it is pretending to be, so don't expect the costume body armour to actually block bullets. On the plus side, it's comfortable, self-cleaning and you'll never overheat while wearing it.

200 – **Incredibly Realistic Prop** – You've picked up something quite interesting, if not particularly useful. This can take the form of any particularly notable tool or weapon, looking and feeling like exactly the same thing but not actually able to do what the original could do. If you somehow swapped it with the original, even the real owner wouldn't realise they were just holding a prop, at least until they tried to use it.

200 – **The Entire Series** – Of what? Of every show you like, with every bit of tie-in media, collector's edition merchandise, and even directors cuts and behind-the-scenes footage. If you gain interest in another series, you get that one added to this collection.

400 – **Fan Club** – A large collection of people with the same interest as you, a vast amount of knowledge of the subject, and a surprising amount of ingenuity and influence. You have contact details for all of them, and at least half of them will always be available based on time zones, though you could mobilize the lot of them in sufficiently important circumstances. You can choose to be the leader of this group or assign one of the other members to sort everything out.

400 – **The New Adventures** – Sad about a series that ended, being cancelled for whatever reason? Well, now you have a way around that. Every time you use this Item, you can pick a series you like that was cancelled and will then find yourself in the possession of a miraculous continuation of the series in the form of whatever media it came in. It will be at least as good as what came before it and will extend to a perfectly natural and satisfactory conclusion rather than abruptly coming to a halt. At that point, you will only be able to access spin-offs of the series, to avoid ruining things by dragging the same story out for too long.

600 – **Nerf Gun** – This is an utterly harmless weapon, a toy that shoots foam bullets. What you might find significantly more useful and amusing is the effect of shooting someone with it. Rather than harming them, it instead ensures that they will lose. It won't be a glorious or impressive end either, occurring completely without dignity and quite possibly without anyone else realising they were a threat. One of the most feared people in the entire universe, after being successfully shot with this, could die completely without dignity, defeated by an actor, in front of hundreds of people who thought their entire presence was an act. Fortunately for you, this effect cannot be used against you or your allies, so you

don't need to worry about accidentally shooting yourself in the foot either literally or metaphorically.

600 – **A Wrap** – This is it. Not exactly a physical item, but instead a way of getting out of explaining things once the main adventure is over. Did the action finish off with a public starship crash that would be the perfect spot to just end the movie, but practically speaking there would be issues to deal with? Not with this, as upon using it all the little details are resolved, so you don't need to worry about all the additional damage and news of a spaceship crash. It all works out, and nobody involved in the main adventure will be blamed for any damages or issues they didn't deliberately cause.

The Creators

100 – **Appearance Generator** – A device that allows the user to pass as humanoid even if their normal body clearly isn't, providing limbs or covering up existing ones if necessary. This also acts as a translator, allowing the user to communicate with those it is being used to disguise the wearer as. They've been upgraded to conceal unusual speech patterns and accents that don't fit with the disguise, but you can switch that particular function off if you prefer.

100 – **Medical Equipment** – This variety of spinning, beeping and somewhat peculiar tools are intended to be used to determine the wellbeing of any particular specimen, both physical and psychological. You can use these properly no matter how many limbs you have or what their arrangement is, and intuitively know how to use these tools.

200 – **Cane Crutch** – This can take the form of either a full crutch or cane to aid in walking, and switch between them at will. Use of this Item significantly helps in the recovery process from any injuries, both physical or psychological, and it acts as a surprisingly potent melee weapon.

200 – **Interstellar Pods** – While these might just look like glowing circles on the ground, they are capable of launching those who stand on them through space at incredible speed, protecting them with a water-like casing during the process. You can request a number of these at any time. It's not exactly roomy or durable enough to rely on as an escape route during conflict, but it is incredibly fast and there's quite a view.

400 – **Starport** – This isn't the ship, this is the starport for the ship. You can use it to repair, store and resupply any ships you have. You can also use it as a location to build ships, should you have that capacity, and find it is much faster and easier to build and maintain such things using this facility. In settings that are more limited to terrestrial affairs, this can take the form of an advanced airport or naval port if you'd prefer.

400 – **Science Team** – You are now in charge of your own team of Thermian engineers and technicians, who share whatever abilities and experience you have regarding technical, design, investigation or engineering matters. They don't exactly have a lot of imagination at the moment, but if you give them some idea of what you want them to do they'll come up with plans for you to approve.

600 – **Laboratory** – An incredibly advanced laboratory and workshop, that comes equipped with all the tools and materials you need. You'll find any research or construction that takes place here seems to take much less time to complete than it would elsewhere, and without any accidents or mistakes taking place during the process.

600 – **Thermian Colony** – While normally the majority of the Thermians would have been wiped out with the remaining members surviving onboard the *Protector II*, now it seems that a number of them survived in secret. They credit you for their survival and have elected you as their commander. While this particular population does not possess the sort of genius that allowed the creation of the *Protector II* and the Omega 13, they are still highly

intelligent and very enthusiastic. They will quickly take up the same values and beliefs you possess, emulating their commander as best they can. They all have their own **Appearance Generators**, should you need them to blend in with others or otherwise appear to have forms other than their natural ones.

The Destroyers

100 – **Fatu-Krey Armour** – You have your own set of armour of the same type that Sarris and his troops use. Curiously, your set will adjust for your own form, allowing its use even if you aren't a member of their species. This particular set is deceptively comfortable and durable, providing a significant amount of defence without being uncomfortable and awkward to wear, providing noticeable resistance to energy weapons. Just don't expect yourself to be invulnerable while wearing it at the moment, as weapons do exist here that can disintegrate a target with a single shot. To ensure it remains useful on your journey should you render yourself tougher in some way, it will always be at least twice as durable as you are.

100 – **Pod Gun** – The seemingly standard issue energy weapon used by the Fatu-Krey military. They fire energy bolts like the Ion Nebuliser, but each shot leaves a smoke trail, and the weapon does not seem to have the power to disintegrate a target. It has some manner of reptilian skin or fabric very similar to such covering the top and bottom of the weapon and comes with an optional gun slung and shoulder strap. This one won't malfunction and can transition between a heavy assault rifle form and a carbine form, the latter being less powerful but easier to use one-handed.

200 – **Intimidating Apparel** – Whether or not you have been injured enough to require them, this set of equipment makes you look significantly more intimidating while not losing any actual capability. Examples of the kit here include a metal eye-patch that can be safely bolted onto your face and allowing perception as through all your eyes even if you are missing or covering one, and a cybernetic limb that is just as functional as the original and doesn't require maintenance or a power source.

200 – **Pain Stick** – Akin to a cattle prod and intended more as a device for torture or subduing prisoners than a weapon in battle, this is capable of incapacitating a target on contact by inflicting significant pain via a discharge of energy. While you might be able to get hold of one while you are here, buying this Item ensures it will never run out of power and always have enough charge to cause incapacitating levels of pain to whatever you use it on.

400 – **Emergency Digital Conveyor** – It would be unfortunate to be killed off because your ship has been destroyed by an enemy one, so why not combine an escape with vengeance? This device allows you to teleport onboard an enemy vessel that has sufficiently damaged or destroyed your own, appearing in a location where you can take advantage of your enemies letting their guard down or being distracted by your apparent defeat.

400 – **Firing Squad** – You could certainly use them for executions, or if you happen to need guards to do something for you. When called, they will show up nearby from the nearest point nobody is observing, and when dismissed will disappear in a similar manner. They default into Fatu-Krey soldiers armed with Pod Guns, but you can have your guards take the form of any generic forces you have under your command to fit in with any other setting.

600 – **The K'ragk-Vort't** – The same vessel that functions as the flagship of the Sarris Dominion, or perhaps a copy of it. Like all Fatu-Krey ships, it employs biological technology, giving it the ability to regenerate itself when damaged in combat. This is an extremely powerful vessel capable of interstellar travel, and with its neutron armour complimented by its ability to heal it is durable enough to tear through any ship without shields like paper. It also has considerable offensive capabilities, equipped with a large armament of implosion missiles and positron missiles, the latter are capable of disintegrating what they hit through immediate dissociation of the targets molecular structure. Interestingly enough, by default this vessel has a consciousness and even a personality, looking to its commander as a father figure, though you can opt for it to remain non-conscious if you'd prefer. Either way, this vessel is capable of keeping up with even the fastest of enemy ships even if they reach speeds that cause their own engines damage.

600 – **The Jumper Dominion** – Much like Sarris, you are now the head of a military leadership that dominates most of a quadrant in the Gamma Sector. Exactly how much territory this means is unclear, but assuming that the Gamma Sector itself is the designation for a quarter of a galaxy, and each Sector can be split into 90 Quadrants based on the angles that the four Sectors have, this territory can be assumed to be a minimum of 3.6% of a Galaxy. If this doesn't seem like a lot, if we assume that the galaxy has a minimum of one hundred billion stars, this means you now control at least three billion six hundred-thousand-stellar systems and every planet within them. That's quite a lot of territory and potential resources, even taking into account any stellar systems that have more than one star and would reduce this number somewhat. As simply owning a large portion of the galaxy doesn't mean a lot if you can't defend it, this purchase comes with sufficient forces to thoroughly patrol your territory and at least stalemate any other comparatively sized force the galaxy has to offer. Exceptionally powerful or advanced forces in the setting like the *Protector*, the flagship *K'ragk-Vort't* and the Judgement Ship might still be a considerable threat though, as your forces are more suited to dealing with the average enemy vessel rather than fleet-killing ships and cosmic threats. You can decide whether or not the applicable planets within this area are colonised and to what extent, and you have a communications system that allows you to oversee and manage this vast amount of territory with ease. If you really wanted to be involved with galactic conquest, this would be a good start. It certainly helps that any additional territory you conquer and hold gets added to it, if you desire such. In future Jumps, you can import your Dominion into any unclaimed space within the setting that is of a suitable size or have it accessible as if it was in a pocket dimension.

The Rest

100 – **Backup Beryllium Sphere** – You might have a single, very important power source... and then something goes wrong, and you need to go on a dangerous and difficult mission to find a replacement. Or you might find you need a specific source of energy for something you're creating that would take a lot of time and effort to find and use. This lets you skip all of that. While this Item defaults into the same thing used as the main source of power by the *Protector* and *Protector II*, you can save a lot of time and effort, and use this as the power source for what you need instead.

100 – **Rocks** – You have a large collection of rocks and stones. This might be useful if you needed building materials or targets for practicing on. If you happened to be a creature made of rock, you could use these to build yourself up again if damaged, or to conceal yourself in them.

200 – **Primitive Arena** – This might not look like much... and it isn't. A sand-covered area surrounded on all sides by rocky cliffs that would make for a good viewing position for any audience. You can have it include a copy of any particularly interesting wild animals or other creatures you encounter, either to fight each other or anyone that gets put into the arena by you. To make things more of a spectacle, you can establish rules or conditions that will then be possible to be met in the arena by the participants, so long as they would occur in something like a *Galaxy Quest* episode. Perhaps it becomes possible for one or more participant to somehow craft a primitive cannon out of the materials found inside it, or damage will mostly be limited to the participant's clothing?

200 – **A Quiet Place** – It's not quite the vacuum of space, but this chamber might as well be considering how little sound and other sensations are felt within it. While this might be a perfectly peaceful habitat for a creature made out of rocks, it also sustains life of anything that might not survive normally in a vacuum. You can also reduce the gravity within the chamber to zero, and there is a system to project anything environment you want onto the walls, so you can pretend to be floating through space if desired. You can have it attached to your Warehouse or any other property you own.

400 – **Agency** – This is not something for an actor getting roles, at least not usually. Instead, this is a self-funded agency that works as part of the local government to deal with any extra-terrestrial events that occur or visitors that show up. It shares any Perks you have for covering things up, reverse engineering alien technology, establishing and maintaining diplomatic relationships, and defending from extra-terrestrial threats. Exactly how they go about these things is up to you, as you have a position akin to this agency's director. You can either run things directly or leave them guidelines to follow while you deal with other matters. Either way, they won't do anything you don't approve of, so you don't need to worry about the Agency starting an interstellar war by doing something stupid like dissecting an alien visitor if you didn't want them to do so. In other settings it can slot into any major governments that you work with, report to, or are part of. If there is no suitable governmental structure, it becomes an entirely independent organisation that still follows its standard operating principles.

400 – **Holy Ground** – The city of Kanwhey was built on holy ground and was so significant to its culture that the thought of not returning there just because a deadly orbital weapons system was pointed straight at it and capable of killing anyone who entered was unacceptable. You can now assign a location within territory you own as having the same cultural significance, or instead assign it within an enemy's territory. The latter application will cause the faction opposing your own to prioritise its protection or recapture over targets that you would find more useful.

600 – **Ikarra Beam** – An insidious, and some would say cowardly weapon, placed in orbit, able to kill instantly and with pinpoint accuracy. While this might seem to be a standard killer satellite, what is interesting about this particular weapon is that it is intended to only work effectively against a specific species. By default, it would instantly tear apart a resident of Dryth, while a human struck by the blast would only receive cosmetic singes on their clothes and skin that can be easily brushed off. Once per Jump, you can set it to be lethal to a specific species, but harmless to any others.

600 – **The Judgement Ship** – Also known as the *Ya Yayayayaya Yomontor Kaiaiaiaiaiiie* in the Thermian language and by many other names throughout the universe, the ship built and inhabited by the Judgementites leaves dead planets in its wake. This one has similar capabilities, though it does have an alternative power source if you don't want to rely on confidence. It is extremely powerful, with the mere presence of it in orbit around a planet causing horrible calamities on the world and eventually destroying it, though you can switch off this particular function when needed. You can also change the name, or have it known by different names by different species.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Excited Explorer** – (Free for The Extras) – It seems you have encountered someone who is quite enthusiastic about coming on an adventure with you. While they aren't really anyone special, they are quite brave and greatly appreciate the opportunity you are giving them. They are also unusually lucky, particularly when it comes to avoiding harm and escaping from dangerous situations, which could come in handy.

200 – **Capable Crewmember** – (Free for The Crew) – It seems you've gained a loyal friend in the form of someone actually qualified to be on something like the *Protector*. They know how that particular ship works, and very quickly become very familiar with the layout of any ship they end up on. Given a bit of time, they can be relied upon to find secret or otherwise unknown ways to navigate through such vessels. You'll also find they are very good at improvising in dangerous situations, such as creating surprisingly effective crude weapons from simple materials.

200 – **Able Actor** – (Free for The Cast) – If all the world is a stage, what would multiple worlds be called? Curious about this opportunity, you have been joined by a rather experienced actor who feels like the change of scenery and new experiences could benefit them. They would be happy to give you or others lessons, and certainly help avoid the pitfalls of an acting career such as being typecast. They are also very good at disguising themselves or others, partly due to their career and experiences with the costume department, and partly due to the occasional need to avoid getting too much of the wrong attention in public. Given a bit of time to study any given character and time to sort out any prosthetics, they could reliably impersonate practically anyone.

200 – **Fellow Fan** – (Free for The Fans) – It seems you’ve encountered someone who shares some of your interests, not just various forms of fictional media but in your journey across reality. They have a vast knowledge of fictional material, which could come in handy should you visit somewhere that it matches reality. Their familiarity with such things has given them an uncanny degree of insight to what might be going on in a setting even if it doesn’t exactly match something you or they are aware of, and they’ll have plenty of useful ideas of what to do based on similar things they’ve seen.

200 – **Amicable Alien** – (Free for The Creators) – You’ve gained the companionship of a somewhat more adventurous example of the Thermian population. This one in particular has studied and communicated with other local alien cultures, and in future settings you’ll find they quickly become familiar with the history and customs of other alien cultures that are present. They could certainly be helpful as a translator.

200 – **Skilled Subordinate** – (Free for The Destroyers) – If you’re trying to conquer the galaxy, it would be nice if you knew at least one of your underlings could actually follow orders, improvise if necessary, and not be plotting to betray you. This figure fills that role perfectly, being utterly loyal even if you don’t treat them particularly well and will try to do whatever task you assign them to the best of their not inconsiderable ability. Should you have any other forces, this individual is good at commanding them in your absence as you would want them to be led and delegating any tasks you assign them to the most suitable of your forces. They’ve got rather fast reaction times too, so if you leave them in charge of something that needs to be done with little warning you can rest assured that they won’t let you down.

200 – **Reliable Rock** – (Free for The Rest) – Sometimes it’s nice to know that there’s someone there to back you up or bail you out, and this Companion certainly does. They have a knack for being available when you need them, and they’re always available to listen to your concerns, your thoughts, or even just be there if you want someone to talk to even if you don’t want an audible response. They’re a very quiet individual, not particularly liking loud noises, but they’ll be there for you even if it’s deafening. May or may not actually be a silicon-based creature made out of rock.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **End Credits** – Would you prefer not to stick around a full decade? You can leave as soon as the film would normally end, so long as you aren't avoiding Drawbacks by doing so.

0 – **The Original Series** – If you'd like an earlier starting point, this is the best option. You can start off when they were first filming the series *Galaxy Quest* within this setting, rather than at the start of the film called *Galaxy Quest*.

0 – **New Season** – If a decade isn't long enough, you can instead stay as long as you like.

0 – **Global Warning** – You can decide whether or not the events of the graphic novel and comics continue from the events of the film in your Jump.

100 – **How Did I Come To This?** – You genuinely don't know, as you have forgotten your experiences before this Jump, including memories of the plot in this one.

100 – **My TV Guide Interview** – It might have been six paragraphs about your appearance, rather than your actual skills, thoughts or achievements. Nobody else seems to really notice qualities or capabilities you have that you are proud of, while focusing on things you find unimportant or annoying. If you're a brilliant scientist, everyone might be more interested in the sponsorship deal you managed to get, rather than your creation. If you're a galactic conqueror, everybody seems more interested in the appearance of your forces rather than what you accomplished with them. You won't be considered less of a threat or underestimated by anyone just due to this Drawback, but good luck trying to get complimented on something you're actually proud of or raising interest in something you are genuinely invested in.

100 – **Your Commander Is On Deck** – Alright, what did you do? You're incredibly arrogant, and have considerable difficulty acknowledging when you have done something wrong. While you can get out of this mindset, it could take a number of life-changing experiences.

100 – **You Don't Remember Me, Do You?** – It's not the sunglasses this time. You are not a memorable person, and even those you have worked with in the past won't really remember you. Don't expect to become famous or well known.

100 – **Because Jumper Isn't Important Enough For A Last Name** – You are now only known by a single name, and it bothers you that even you can't remember your last name.

100 – **Poor Fit** – Your clothes, uniforms and costumes might look impressive, but now you'll find they were made for appearance over comfort. This doesn't make them any less functional or durable, or significantly inhibit your movement, but it will never be comfortable to wear.

100 – **Contractual Obligation** – It might seem odd to some that you are stuck wearing a costume or prosthetic you don't particularly like at all times and need to reapply it if removed. But this Drawback means you now need to wear it. It won't get in the way of important equipment, but you're going to end up wearing something you think makes you look a bit silly your entire time here. If your background is that of an actor that plays an alien on a TV show, you might be stuck wearing the head prosthetics for your entire time here. Fortunately for your contract, and perhaps unfortunately for you, if it is damaged or lost it will quickly be back in place intact.

100 – **...What A Savings** – You are well known for a particular catchphrase...and you absolutely hate it. You keep finding yourself forced into positions where you have to use it, and will keep hearing other people using it in your presence.

100 – **You Stole All My Best Lines!** – If you thought you were going to be the main character with all the most impressive moments, think again. When it comes to the times when you'd get to show off, say a memorable or funny line, or otherwise hog the spotlight, somebody else will always manage to do it instead. This won't get you out of any hard work or get anybody to defeat a dangerous opponent for you, but as you stand there victorious with a prepared one-liner... somebody else will say it instead.

100 – **Nothing You Say Will Make Me** – You will occasionally be forced to do embarrassing or demeaning things that you really don't want to do. It won't be anything harmful or particularly difficult, more akin to walking out onto a stage in front of your fans when you don't like any of them or what you happen to be famous for, but you'll find yourself compelled to do it by others. Don't want to go out there? Even if nothing they say or do would usually make you... well, this is a Drawback.

200 – **I Was A Jumper Once, Damn it** – Now look at you. You still have your position on the Chain, but while you are here you don't have any of your Perks or abilities from outside this Jump.

200 – **This Is It?** – Marvellous isn't it? Your Warehouse is completely absent of distractions, as your Items and resources from outside this Jump are absent and unavailable for your time here.

200 – **Where's The Bed?** – Any beds or other standard sleeping arrangements you normally have are replaced with a set of spikes that can retract into the ground. It might take a while to master sleeping on these.

200 – **The Use Of Your Waste Facilities Were Strangely Absent** – Both from the 'Historical Documents' and anywhere else, as you won't be able to find any available fully functional bathrooms wherever you go. You're going to have to improvise or hope you really don't need to use normal functional bathrooms anymore.

200 – **Okey Dokey, Let's Fire** – Urgh, enough of this whole 'negotiating' thing, just open fire with every colour of weapon you have. You are now significantly more easily bored and impulsive, wanting to get things over with quickly without carefully analysing the situation

first. This might help on the occasions where sudden and unexpected action has an advantage, such as taking an opponent by surprise, but if it doesn't work as well as expected you might have more issues to deal with down the line.

200 – Wow, The Floors Are So Clean – They should be, because you're now the one in charge of keeping the *Protector* clean and acting as its general janitor. You can wait until any fights have ended and dangers have been resolved, but you're the one that has to be clearing up the mess.

200 – I Actually Thought You Were Smart For A Second – With all those Perks and all that knowledge and experience you must have accumulated, you'd think you'd be somewhat more knowledgeable and wiser than some of the people here. But you took this Drawback, so you can say goodbye to some of that while you're here, as you're limited to the sort of mental capability you'd expect of someone of your background here. This doesn't mean you're an idiot, but actors are not often known for being able to use complex alien technology or possessing the knowledge of a brilliant engineer, peaceful aliens are not likely to be familiar with a lot of social aspects of human life or how to wage a war, and a ruthless conqueror might not know much about acting. You can still be entirely competent at what you're clearly supposed to do, but don't expect to have a lot of knowledge or experience outside of your field of expertise.

200 – It's About This Much – Is it ten miles or a hundred miles? All you are able to say is that it's 'this much' and hold up your fingers to show the distance, as nothing you use or read seems to show the scale of anything. This could be due to exact distances not being clear, or your inability to use whatever would show the scale properly. Probably best not to put you in charge of navigation.

200 – It Just Isn't Fair – You saved them! But somebody else is getting the credit. This will happen all the time, to the point you might as well just sigh in resignation at those you rescue praising someone else's name even if they were nowhere near them.

200 – I See You Managed To Get Your Shirt Off – That's going to be a frequent comment if you keep getting into fights. Somehow, whenever you end up in a fight, you will also end up shirtless, or losing whatever equivalent piece of clothing or armour you wear. Maybe it gets torn off in battle, maybe something corrosive destroys it but doesn't hurt you, or maybe you find yourself needing to take it off for some other reason. There's nothing stopping you getting another shirt or similar covering after the fight is over, but this is going to happen whenever you get into a fight no matter what you do. You can alternatively have the affect spread to all of your clothes or armour that you are wearing, which will clearly leave more skin exposed than usual due to damage or loss of clothing, but not enough that you'd be running foul of public decency laws.

400 – Am I Too Late For Jumper's Panic Attack? – Apparently not. You suffer from these when you are exposed to stressful circumstances, and it's going to be more difficult to avoid these.

400 – Without Your Crew, You’re Not A Commander – And you clearly aren’t one, as you cannot bring any Companions or Followers into this Jump with you, and any alliances or friendships you create here will be short-lived.

400 – That Should Take Care Of Old Lobster Head, Shouldn’t It – Unfortunately, they will be back. You will end up having to face any enemy at least twice, as the first attempt to defeat or destroy them will always give them some opportunity to escape and survive. Even if you tried doing the equivalent of a shooting them when they’re down, if this is the first time you’ve faced them then circumstances will occur that allow them to escape, like your weapon jamming or their reinforcements forcing you to retreat before you can finish the job.

400 – Whoever Wrote This Episode Should Die! – It seems things have been deliberately made more inconvenient or potentially dangerous for you on a frequent basis. While this might look more dramatic, it isn’t going to make things any easier for you. You might be trying to get to the core of your own ship and find that you need to get through a corridor of pistons that crash together in a particular sequence, or just want to get into the bathroom but find it is sealed with a puzzle lock. These challenges will always be possible for you to do but having even relatively simple tasks made more complicated by features like this will probably get annoying after a while.

400 – There’s A Red Thingy Moving Toward A Green Thingy – Are you the green thingy? Your ability to use highly advanced equipment or things you are unfamiliar with is now somewhat limited. Even if something should be intuitive or obvious, you will have difficulty grasping how things work.

400 – Don’t Forget The Recyclables! – Don’t think an interdimensional voyage is going to let you escape doing chores anymore. Even if there is a severe life-or-death situation, you’ll still be expected to do something mundane in the middle of it that will at least briefly prevent you from helping or doing something substantially more important. The cause of this could be anything from a parent insisting you need to do a task, or just being the one person in the right place at the right time to be able to do something that is needed.

400 – Like I Know Where The Hold Button Is – Coming up with a clever plan to trick your enemies works a lot better when you don’t accidentally leave communication on that lets them know what you’re doing. Unfortunately, you now have a tendency to leave calls and communication on and either not notice or forget you did so. Hopefully you don’t embarrass yourself doing or saying something when you think they can’t hear or see you.

400 – Could You Possibly Try Not To Hit Every Single One – You’re either a very bad driver, or all those obstacles seem to act like they’re magnetic. You’d probably end up scraping a car against the side of a garage every time you go for a drive, let alone a spaceship. Probably best not to drive near anything dangerous, like a minefield.

400 – See, No One Ever Takes Me Seriously – Everybody else seems more interested in your appearance than anything else about you. This doesn’t mean they won’t consider you a threat if you’re clearly acting like one, but they’d be far more inclined to comment on your

appearance rather than your actions or personality. If you're attractive, then you'd have the misfortune of being a target for advances you don't want, while anyone you're actually interested in don't feel that they're suitable for someone that looks as good as you do. If you're ugly, others have a tendency to shun you, jump to conclusions about your morality, or consider others for any rewards or important tasks.

400 – Impossible! Impossible! – You have an unfortunate habit of underestimating what your opponents are capable of, as well as what their equipment is capable of. You might think that once you started the core detonation sequence on an enemy vessel that they would be unable to abort it, but you would be wrong.

600 – I'm... I'm Shot – Misery builds character, and you're going to be getting an extension to it while you're here. Somebody that you care about will die while you're here, mortally wounded in a circumstance that you might have been able to avoid, and most likely dying in your arms. You will not be able to heal them or bring them back to life in any way, they are gone for good. To make matters worse, you're not going to be able to emotionally prepare yourself for this, as you will forget you took this Drawback and any means of predicting this demise simply won't pick it up.

600 – Let's Go Before One Of Those Things Kills Jumper! – Even if the uniforms here don't give you the most suitable colour for this situation, you are now the one who is most likely to be killed in order to show how dangerous the situation is. To make matters worse, any sort of one-ups and extra lives you have are disabled during your time here. If you go down, you'll be staying down.

600 – It Turned Inside Out, And Then It Exploded? – You... might want to avoid using teleportation while you are here, such as the Digital Conveyor. Not unless you can survive being mopped up, and don't mind dealing with that sort of mess.

600 – Unlucky Number – The Omega 13 no longer turns back time, and will instead destroy the entire universe if it is activated. The Thermians do not know this, nor are they aware that if the *Protector II* self-destructs the Omega 13 will go off in the process. You need to take action to prevent the Omega 13 from being used, intentionally or otherwise, or this universe will be destroyed and you will Chain Fail.

600 – Other Historical Documents – The Thermians picked up a few other shows from Earth, such as the 'tragic' *Gilligan's Island*, but with this Drawback they came in contact with a few other sources of inspiration, and some of their people decided to recreate a few of these things in the event that the crew of the Protector weren't available when the time came. While they never got a chance to use them against Sarris, probably for the better, the destruction and raiding of their planet led to some of their creations escaping or being looted to use by other forces. If this is your first Jump, it will be an assortment of generic sci-fi things like giant robots, superweapons and monsters dangerous enough to threaten starships. If you have been to Jumps before this one, you might recognise some of the things that show up. In either case, you'll need to track down, defeat, destroy or contain the 'recreations from the Historical Documents' before they cause too much havoc. The Thermians are somewhat occupied with the near extinction of their people and destruction

of their world at the moment, so you'll have to do it without their help. If you haven't dealt with these problems in some way before you leave, you will Chain Fail.

600 – Time Enough For Conquest – Sarris has successfully captured the Omega 13, and the variant they have allows them to turn back time by 13 seconds. While this isn't the weapon they had hoped for, it has given them a significant advantage in their efforts to conquer all of known space. Now they've noticed you, and the opportunity to acquire your power and conquer multiple dimensions is too enticing to pass up. They'll hunt you to the ends of this universe, and perhaps even into adjacent dimensions within this Jump, as they've captured a large number of Thermian engineers to force them to create what they need to try to track you down and follow you wherever you go. You're going to need to keep running for longer than they can chase you, or find a way to stop Sarris and his forces and get around the advantage the Omega 13 provides him. If he successfully captures you, he'll eventually find a way to extract your Spark, which will be snuffed out as a precaution to prevent his further conquest. This results in a Chain Fail for you.

600 – The Obliterator – No parody related to Star Trek is complete without something similar to the Mirror Universe. Now, a very real and very evil version of the *Protector* and its crew have come into this universe, intending to destroy their counterparts and extend the territory of the Empire they work for. If they succeed in killing their counterparts, you will Chain Fail. If you took the **Inside The Show** Scenario, they will show up there and be going after the crew of the real *Protector* instead.

600 – Your Fault – On a distant planet occupied by shapeshifters, a vicious civil war raged. One side built a weapon deadly to their species, capable of firing at their enemies from orbit. In an attempt to destroy the control node and deny their enemies the use of this terrifying creation, a desperate assault was launched by the opposing side. By some miracle this plan succeeded... until something caused time and space to briefly skip, undoing their accomplishment and losing the assault team the advantage they had managed to exploit. Terrified by what had happened, the faction that had arranged the assault desperately searched for the source of the disruption, which turned out to be the sudden inclusion of a new person into this dimension. Fear turning to anger, they now blame you for the failure of their attempt. They don't intend to kill you, but instead force you into destroying the weapon for them and "make up for what you did". While they will start by trying to persuade you with words, they will resort to using their shapeshifting capabilities to impersonate you and ruin your reputation or capturing people you care about to use as hostages. As a species known for acting as assassins and spies, they could potentially cause a lot of problems if you don't agree to help them. To make matters worse, your entry into this setting and the reaction with the reversed destruction of the weapon has created an unusual bond between you and it, allowing its blasts to harm you despite any Perks or abilities you can use to reinforce your body or would normally allow you to ignore harm entirely. You'll need to deal with the weapon without getting directly hit by it.

600 – Judgement – There is a species that travels the stars in a powerful ship, the mere presence of which in orbit can devastate and eventually destroy a planet. They seek out others to deem worthy, and in their twisted mission of exploration they have now discovered you. They will seek to test you and your response to fear by trying to trap you

and your allies in an illusionary world that will expose you to terrifying events and past traumas. If you succumb entirely to fear, they will consider you another failure and do their best to destroy you and the planet you happen to be on at the time. As their vessel is powered by their species sense of confidence, its main weakness is if you can somehow disrupt this confidence, weakening the ship and rendering them more vulnerable.

600 – **Cancellation** – The Thermians got to see some of your adventures, and somehow made a copy of you that they hoped would be able to help the *Protector* crew. Unfortunately, there can only be a single Jumper on this Chain, and while both of you exist neither of you can continue. Your copy is aware of this, and of the only real solution: Ensure that only one of you is able to continue to exist. They have all the Perks you do, and all the Items you frequently use. On the plus side, the Thermians didn't know to include any Items that you don't tend to use, and your copy doesn't have any duplicates of your Companions or Followers on their side. Whether this will end in a deadly battle or a more peaceful discussion is up to you, as your copy thinks and acts in a similar way to you. But whatever happens, one of you will be facing the cancellation of their Chain.

Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Missing Script

How odd. Nobody seems to know what *Galaxy Quest* is. Checking a newspaper, you discover that you have appeared before the series was written. Further investigation reveals that the original writer for the series is absent. In this Scenario, you need to get *Galaxy Quest* successfully scripted, filmed, and at least as popular as it would have been in Canon. This is necessary to inspire the Thermians and ultimately save the universe from Sarris. You'll need to somehow get hold of the actors in the original version as well, though fortunately for you they are still around as they would have been normally.

Reward = The Thermian society had fallen into disarray for a century by infighting and being oppressed, antagonized and enslaved by the Sarris Dominion. It was only when they received transmissions from Earth, of the original *Galaxy Quest* series, that they were able to unite. Your work can now inspire and influence others in a similar way that *Galaxy Quest* did for the Thermians, even if they're aware that what you are showing is fictional, causing them to take the values and lessons shown within your work to heart.

The Bad Guy Wins

Sarris seems to have vanished, but we can't have a film without the antagonist... so you will be taking their place. Unfortunately for the Thermians and the *Galaxy Quest* series cast, you need to ultimately succeed where the depraved warlord did not. This will not be easy, as even if you are aware of the events of the film you will find your opponents have a significant degree of plot armour on their side, since they'd be the protagonists and they're supposed to win. You'll need to overcome this and claim the Omega 13 that the Thermians created for yourself.

Reward = You succeeded. You took their greatest weapon, and now you will be able to take their greatest defence, and that of others you face in the future with the Perk ***Where's The Happy Ending?*** While the crew of the *Protector* might have relied on Photon Armour, many others would rely on the nigh-insurmountable defence known as Plot Armour. This does not work on you, and like you took the Thermians greatest creation for yourself, you can now strip your opponents of their Plot Armour and use it for yourself. The more they rely on the narrative and reality contorting itself to aid them when their own efforts are insufficient, the more helpless they will be before you as you wield the same Plot Armour they once did against them. If despite all the odds they would have a guaranteed happy ending, they'll find it belongs to you instead.

Inside The Show

This might be a bit peculiar. Instead of ending up inside the setting of the film *Galaxy Quest* where you could interact with the actors, you have ended up inside the setting of the *series*. Here, the events of *Galaxy Quest* and the adventures of the *Protector* and its crew are entirely real. As such, they don't have the scriptwriters on their side ensuring they'll always succeed and survive, and things could go wrong without your help. You'll need to tag along with the crew, from the time of their maiden voyage to the point of the cliffhanger and find a way to resolve the latter.

Reward = Not only can you take along the actual crew of the *Protector* rather than just the actors playing them as free Companions, but you can repeat the feat you accomplished here with the Perk ***Jump Within The Jump***. You can now enter the setting of fictional media within a Jump, allowing you to treat it as if you had used an option to Jump into that setting, albeit without the provision of additional Perks, Items and optional Drawbacks. While you don't have to stay the full decade, you could explore and interact with characters and places that are considered fictional within their own setting, and potentially allowing you to make Companions of those you find within it or obtain things from within that setting. Time will pass at the same rate it does in the main Jump unless you have something else to alter it, so by itself you couldn't use this Perk to spend a year preparing for something inside the setting of *The Grey Ghost* and only expect a few minutes to pass in the rest of the *Batman* Jump. You can decide whether your impacts on the fictional setting affect what the viewers within the main Jump see in whatever media you are using. You 'insert' in the time any particular episode of a series or part of a film starts in, so if you wanted to start at the beginning then you'd need to track down a pilot episode or rewind to the start if the film is already part of the way through.

We Meet Again, Jumper

In a similar way that Sarris survived the unexpected attack during the negotiations, in this Scenario an old enemy of yours has returned that you once thought defeated. Exactly how they returned, and whether it was from death or just capture, depends on how you dealt with them and the capabilities of their setting. Someone from a science-fiction Jump might have been restored with cybernetics or clones, while a foe from a more mystical place of origin might have been restored by a ritual or now possess a new host. They are, perhaps not surprisingly, hellbent on defeating you and making you suffer as they might have suffered and have come up with plans or contingencies against the means you might have used against them before, perhaps now immune to a certain spell or creating a device to counteract some specific technology that you used against them. They are familiar with how you usually act and will plan accordingly to defeat you. To win this Scenario, you'll need to beat them once again, finding a new way to do so as the previous method won't work... and you'll need to do it twice, as they will return once again from the first time you defeat or kill them here. Should this be your first Jump, you will find that Sarris or a similar opponent you encounter here will take the place of this adapted antagonist, now aware of your capabilities if they were not informed of them before.

Reward = As defeating the same enemy multiple times and having to deal with them adapting to your abilities or tactics might be frustrating, your prize for completing this Scenario is a way to avoid this happening again in the form of the Perk **We Meet Again**. When you find a way to defeat an enemy, even if they manage to come back from it, they will not be able to resist or work around the method you used to beat them previously. They won't be able to come up with a good strategy to work around the one you used, won't be able to alter their technology to remove weaknesses you exploited, and any special adaptive capabilities that might make repeated battles a nightmare for anyone else simply don't work against you and your allies. From now on, when an enemy shows up for a rematch, they won't have gained an advantage from your previous interaction, and you should be able to defeat them the same way you did the last time. In fact, you will be the one to gain an advantage, as you will become more aware of their capabilities and strategies every time you encounter the same threat and know more about how to counteract and plan against them each time. Given enough encounters, they might learn to dread the idea of you meeting them again.

Ending:

The Jump is finished. Your adventures here are over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this galaxy?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

Thanks to anyone who worked on the *Galaxy Quest* franchise, those who came up with Jumpchain in the first place, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-This Jump Document was created largely because there didn't seem to be one already. This author has no complaints if anyone wants to make their own version.

-This Jump is based on the film *Galaxy Quest*, the 1999 American science fiction comedy film directed by Dean Parisot and written by David Howard and Robert Gordon. It is a parody of and homage to science fiction films and series, especially *Star Trek* and its fandom. This Jump Document also includes some features from the sequel comic series entitled *Global Warning* that was released in August 2008, and *The Journey Continues* that came out on January 28th 2015.

-Regarding staff or other followers for properties or vessels you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks or Species choice are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

-Regarding the **Autographs** Item and how it works, you get both the 'character' signature as well as an 'actor' signature should someone have actually played them, with the latter including voice actor and original artist of the character if they had been presented to you in an animated form of media outside of the Jump and not had an actor playing the role physically. For example, while here you it would include a signature from the 'characters' Dr Lazarus and Alexander Dane as well as the actor Alan Rickman who plays them in the film *Galaxy Quest*. But you wouldn't get an autograph from the 'characters' Severus Snape, Hans Gruber, Rasputin or The Caterpillar unless you went to a Jump based on the setting of *Harry Potter*, *Die Hard*, *Rasputin: Dark Servant of Destiny* or *Alice In Wonderland* where they would be 'present', despite the fact they are played by the same actor within films with those settings or at least provided the voice in the case of the Caterpillar. If you go somewhere that a character within the Jump has been played by multiple actors, such as The Doctor from *Doctor Who*, this Item will update to include an autograph from the Doctor as well as everybody who has played them. If in doubt of how precisely this Item works, come up with an interpretation with limitations that seem appropriate to you.

-Regarding the **National Space Exploration Administration** Item, you can consider it to be an idealised version of the Federation from *Star Trek* or similar series, as that's what it

seems to be based on, with all the benefits such an organisation would have without issues such as infighting.

-Comparing the **National Space Exploration Administration** and **The Jumper Dominion**, you would find you have significantly more control over the finer details of the latter which is more heavily militarised by default, but the former has the advantage of many groups with different approaches working together on problems and thus potentially being far more creative than the latter.

-Apparently, *K'ragk-Vort't* translates into 'Angry Shellfish of Doom'. Additionally, *Fatu-Krey* is assumed to be the name of Sarris' species, as it is presented in the film as Sarris' home planet.

Changelog:

V 1.0

Finished first version of Jump Document, prepared to share.