

THE ADVENTURES OF CAPTAIN PROTON

V1.0 by Songless

Get ready for a dual-tone adventure, a return to the classics (as imagined by someone with a rather loose adherence to historical accuracy) and a galaxy filled with excitement, danger, and the endless struggle between good and evil!

Truly, the Holodeck can make some amazing things... though whether you believe this to be actually amazing or not will depend considerably on whether you're called Tom Paris.

Regardless, you'll be visiting this greyscale universe, depicted through the holographic escapades found mainly in the series of Star Trek:Voyager. Far more than merely a caricature of early twentieth century sci-fi, this is a place where the next adventure is never far off.

It's a dangerous time. Doctor Chaotica, Ruler Of The Cosmos! (or so he wishes), enacts scheme after scheme to achieve total dominance over the galaxy. But even discounting this singularly ambitious madman, there are countless villains great and small, each more dastardly than the last and ready to threaten the free peoples of Earth and the Incorporated Planets.

But although the galaxy is in dire danger, one man stands ready to stop these wicked villains: Captain Proton, the greatest hero of the known universe!

Oh, and Buster Kincaid, too, if Harry's got some spare time for the holodeck.

Traveling the galaxy in their rocketship and foiling nefarious plans with raygun in hand and enough one-liners to fill a dictionary (some of them even passably entertaining), this intrepid duo will clash with evil masterminds of all stripes... although honestly, it's mainly Doctor Chaotica.

Also, before we forget – this particular holo-program lets you define your adventure to some extent, so we do need a few more details before we get started.

You start with **1000 Captain Points** to define who you'll be in the coming decade.

BACKGROUNDS

What's that? You haven't yet decided what role you'd like to play? Well, don't worry, with a few tweaks we can slot you right into the action. You may not only choose one Background, but may also decide your age and gender for free (all Backgrounds are gender-neutral, feel free to be a Dark Lady or Evil King if you prefer). As for what kind of adventures you'll be having...

Your first choice, obviously, is to become the **Hero**. Or one of them anyway. Much like Captain Proton himself, you're the kind of person who looks at the evils of the galaxy and says 'not on my watch!'. Charming, adventurous, and a steady hand with a ray gun, you're everything the galaxy needs in a protector – and no-one says saving the universe can't be a load of fun as well.

Alternatively, you may forego *some* of the spotlight and become a **Sidekick** instead. Similar to Buster Kincaid, you're the one staying a bit more in the background. While you won't get quite the glory you would have by taking point, your efforts are no less vital... and much less likely to see you get shot at. Plus, you're likely one of the few individuals around with some actual common sense, and that alone likely makes you the most dangerous person in any given room.

Moving to the other side of the divide between good and evil, you could embrace your deserved glory and proclaim yourself a **Dark Lord**. Your ambition is unmatched, your brilliance unimaginable, your power great indeed and your success... well, it'll be inevitable once you stop these pesky do-gooders from foiling your grand plans. And possibly Doctor Chaotica, because no Dark Lord worth the name would ever share power.

And finally, you could opt for the social acumen (be it natural or scientifically enhanced) of the **Evil Queen**. You might be royalty, or you might merely seek to *claim* the metaphorical crown for yourself, but whatever the case may be you've made a career out of the manipulation and control of those around you. Much like Queen Arachnia, you thrive in the most dire situations, where no amount of spaceships might find victory but a few well-chosen words and a great helping of subtext can nonetheless see you walk away with all you originally sought. Few things are as dangerous as an ambitious mind that's learned subtlety...

PERKS

Hero

- Raygun Certified (100CP, free for Heroes)

How can you be the hero of the story if you try to rescue the hostage... only instead of the thug holding the lass, you hit *her* by accident? This Perk ensures you've got some decent gunslinger skills, ensuring you at least know how to aim, as well as how to do all the off-screen maintenance to keep your blaster of choice functioning at peak performance. It's equally

applicable to state of the art rayguns and older gunpowder designs, by the way... in case you find yourself running a different program later on.

- Spaceman, First Class (200CP, discounted for Heroes)

In this line of work, only the very best can triumph with a smile. Regardless of what you're actually capable of, you've got that second part in spades. You've got a fearless confidence that can easily inspire others to put their best foot forward no matter their doubts or lack of enthusiasm. Maybe not everyone quite shares your love for black and white holoprogra... ah, I mean, just give them a smile, a cheesy one liner and a wink, and things will surely work themselves out in the end.

- Heroic Charm (400CP, discounted for Heroes)

Just because you're the scourge of intergalactic evil doesn't mean you're some ruthless, unstoppable machine... far from it. Your heart is as important as your raygun, and you have a roguish charm that works especially well on the various villains and henchmen. Seducing the Dark Lord's lonely unexpectedly-innocent assistant is a classic for a reason... especially in the middle of a fight, strapped to a torture machine, or while running for your lives, somehow. But even when you're not trying to flip the allegiance of your would-be-enemies using your wiles, there's plenty of other ways your charm can help out. A silly one-liner doesn't sound all that impressive, but time it just right and you could interrupt an evil monologue such that the megalomaniac in question devolves into a spitting rant where friend and foe alike are threatened in turn – and where they don't pay attention to some vital piece of machinery that needs disabling...

- Protector Of Earth (600CP, discounted for Heroes)

The President of Earth doesn't give just *everyone* the kind of respect and authority reserved for its greatest heroes. You'll need to exceed all expectations, succeed where all others fail time and time again... and you might just be one of the best out there. This Perk ensures that you're never truly faced with a 'no-win' scenario, and that your chance of finding (and taking) that last, impossibly unlikely way forward increases the closer the evil fleet comes to Earth, the more the timer on the Death Ray has run out, or you're otherwise nearing the perfect moment for a sudden last-minute act of heroics to thwart the looming disaster.

Sidekick

- Attentive (100CP, free for Sidekicks)

The 'designated protagonists' like Captain Proton might be happy to simply leap into a room, ray gun at the ready, but you've learned to be less gung-ho and a bit more cautious. In particular, you've got a good eye for details, a talent at perception that allows you to spot things just that bit sooner. Whether it's the right control panel to disable a doomsday device or the flickering lights of a portal to the Fifth Dimension, you'll already know what's where when everyone else is still looking around for a target to shoot.

- Subterfuge (200CP, discounted for Sidekicks)

Your tendency to find yourself looking down the wrong side of a ray gun was a good way to learn to not get caught. Not to mention the occasional need for improvisation. Combined, these skills have granted you an uncanny talent at not getting noticed, be it by having someone else hog all the attention or by disguising yourself. In fact, it's never been easier to get your hands on some conveniently face-concealing minion garb!

- Heroic Support (400CP, discounted for Sidekicks)

You're not the guy making the brilliant decisions. Leave that to the men (and women) with fancy ranks and titles – you're just along for the ride. Or are you? Behind every great leader stands an unassuming assistant, yet such a role can be utterly invaluable if performed well. You are the perfect sparring partner for coming up with effective 'plans on the fly', your ability to instill a sense of... well, *common sense*, is unmatched, and while you won't be inventing doomsday devices yourself your technological insights are as good for disabling weapons of mass destruction as they are for repairing damage to your rocketship's Space Drive (or most of its other systems, for that matter).

- All You Want (600CP, discounted for Sidekicks)

The benefit of being the guy in the background is that usually all the big dangers happen to someone else. The downside is that if the enemy-of-the-week does focus on you, things can get pretty dicey... sort of. But in keeping with the genre conventions of this place, you'll find that your enemies will only try to kill you in the most dire of circumstances. In fact, unless you give them a good reason not to, most will instead try to capture you for some nefarious purpose. Maybe they intend to hold you hostage, you'll be ordered to work on some insidious device only you would understand, or they're simply planning to torture you for information (in which case said 'torture' likely has some strangely seductive undertones rather than actually being unpleasant), but it's pretty much guaranteed to leave you alive and in reasonably good condition. Not to mention you could easily find yourself in the perfect position to disrupt your captors' plans once your allies arrive for your timely rescue.

Dark Lord

- Magnificence (100CP, free for Dark Lords)

Someone as great as yourself should never hide in mediocrity - you should show your grandeur for all to see! The flair of your movements, the dramatic nature of your expressions, the... volume of your voice; there is no such thing as 'over the top' when you're involved. You've got the talent to impress with extravagant behavior, turning what might have been a bit of harmless or laughter-inducing eccentricity into the mark of a true visionary. You also have the theatrical skills and lung capacity to perform all the necessary feats for such grandeur.

- Doom Fortress Decorator (200CP, discounted for Dark Lords)

Spike-filled pits, forcefield traps, excessively opulent emergency weapons and needlessly complicated security measures. They are your bread and butter, insofar as you ever even eat something so *plebian*. You are a master at creating new and exciting booby traps of all kinds, and could turn your villainous lair into one hell of a puzzle to crack. You'll find it easiest by far to

create traps that are non-lethal (so you can monologue at your literally captive audience) and very, *very* gaudy (because you have a sense of style), though you could also resort to more pragmatic options if you really want to, boring as they might be.

- Singular Greatness (400CP, discounted for Dark Lords)

Competent servants are hard to find, and it's a sad fact of life that many megalomaniacs can only truly rely on one person: themselves. But never let it be said that putting in the personal effort - or having to 'do it all yourself' - is a mark of failure! Indeed, as you take a more personal hand in dealing with whatever obstacles are in your way, your whole (wicked) organization becomes just a little more competent. Through your magnificent example (and possibly the threat of feeding the worst failures to your den of crocodiles), even the most incompetent FOOLS can be made into effective minions of Evil!

- A Doctorate In Evil (600CP, discounted for Dark Lords)

Your brilliance eclipses the brightest stars, and you'll rule this cosmos one way or another! Or maybe you won't, but you're certainly smart enough for it. You're a certified (mad) genius, and can effortlessly develop all manner of potent, terrifying and terrifyingly potent technologies. Especially the kind used by (would-be) evil masterminds bent on conquering the cosmos. Planet-shattering death rays, bizarrely intimidating robotic servants, ingenious energy shields and more are all open to you - your intellect truly matches that of Doctor Chaotica himself, and the laws of physics are yours to bend your whims.

Evil Queen

- Enticing (100CP, free for Evil Queens)

Many would-be leaders assume that to stand out they need to be loud. Obnoxious. Impossible to ignore. In some ways, the exact opposite is true – and you show it. You know how to draw the eye with nothing more than your posture and physical movement, to make people listen to your words not through excessive volume but a quiet – and occasionally sultry – voice, and how to turn fashion into a subtle yet elegant weapon. You could be lounging in the same room as a megalomaniac raging against the unfairness of the cosmos, and yet people would still be paying more attention to you.

- Remember, You're The Queen! (200CP, discounted for Evil Queens)

The grace. The elegance. The *patience*. Being a ruler is hard work, and fewer things exemplify this than having to deal with the, ugh, *lesser* minds you'll inevitably have to employ or interact with. Still, you're up to the task, with a boundless font of patience to keep you grounded, an iron-clad willpower to resist taking retribution for every slight (until a more opportune time) and a poker face not even the most excessive need for eye rolling can break. Maintaining a royal demeanor has never been easier.

- Biological Savant (400CP, discounted for Evil Queens)

While many mad visionaries might seek to twist the laws of physics until they weep, your work has much more *direct* cause for tears... be they from grief or joy. Biochemistry, neurology,

genetics and countless other techniques relating to life and its experiences are an open book to you. You could devise miraculous and terrifying serums with ease, create fiendishly potent pheromone cocktails like those favored by Queen Arachnia, or even engineer entirely new species with some effort. Perhaps a suitably terrifying monster as your pet will... *dissuade* any notions of betrayal?

- Together... We Shall Rule The Cosmos (600CP, discounted for Evil Queens)

The grander the vision, the more likely the visionary is to ignore anything that doesn't *quite* fit. Few egos allow for any supposed peers, but you've mastered the art of *connecting*, rather than *clashing*, with other such ambitious individuals. For you, it's trivial to play along with misguided plans of conquest, schemes of ultimate power and other such ploys, presenting yourself as a perfectly supportive and trustworthy ally... right until the ideal moment to betray them and achieve your *own* goals. And do note that 'evil' is no requirement - heroes tend to have egos at least as big as those of world-conquering geniuses, and you're just so willing to help them eliminate your rival to prove you're a 'better person' who's seen the error of their ways...

General Perks

- Astronaut Training (Free for all)

You wouldn't be much of a space-faring adventurer and/or intergalactic overlord-in-the-making if you couldn't get from A to B, would you?

This Perk grants you some basic skills for making use of spaceshi – ahem, *Rocketships* of various kinds, including both navigation and the actual piloting part, as well as more personal tools like jetpack-equipped space suits. Nothing particularly fancy, but it gets the job done. You can also breathe in space even without a helmet, though a suitably stylish one is still recommended simply for aesthetical purposes. Try not to think too hard about that one.

- Black-And-White Entertainment (Free or 100CP)

This galaxy has incredible sights, beautiful planets and nebulae, and exotic aliens to see. Even if most of those are off-screen. Also, everything is in black and white, given that it's a parody of thirties' sci-fi serials... but an existence in permanent grayscale is not a detriment to you. This Perk allows you to experience and enjoy all the colorful wonders you encounter without any regard for the lack of *actual* color involved. You don't suddenly give the world color where there wasn't any before, rather you literally don't need to see color at all to still get the 'full picture'.

You'll never need to doubt which wire is red and which is blue in the cutting edge systems of Satan's Robot, for example, assuming you don't just pull them out all at once.

For an additional 100CP, this even works through recordings, pictures and other such media, regardless of whether they were made in black and white in the first place or if the colors were removed later for 'artistic' purposes.

- Flexible Storytelling (Free, 300CP or 600CP)

Don't worry about fitting in around these parts: it's not like another visitor from a bizarre alternate reality would stand out - in fact, it's almost expected! It's as if you're in some kind of interactive story, and a vast computer dynamically adjusts the setting, its history and individuals of note

whenever someone new shows up unannounced so they can slot into current events without issue or notice.

Strange, huh? Well, with this Perk that's how things simply work now. Just like the Holodeck automatically adjusts to its users, so too can you effortlessly insert into your current setting without anyone thinking anything weird occurred, retroactively creating or modifying your presence as appropriate.

At its most basic, this allows you to modify the rough details of your background, adding, altering or removing certain parts to better fit your plans before you 'insert' into a setting at the start of a jump. This also means you can easily create a basic history for yourself as a 'Drop-In', potentially adding suitable memories, social contacts, and so on. The reverse, where you take a reincarnation-style Background but leave *out* any similarly undesired details, is likewise possible as well. It's perfect for when you don't want to do the homework and just get right into the action, or make things up as you go along.

This Perk also continually tweaks minor details, if you wish, retroactively defining things such as your favorite food, Space Academy graduation year, and so on, whenever you improvise or make up parts of your past to ensure you'll not accidentally get caught doing so. Unless you're deliberately lying, of course, but a suitably dramatic reveal that you were the evil mastermind all along is in order only if you actually *are* such a villain. Just remember: this is for 'filling in the blanks', not suddenly erasing your actions or their consequences. Likewise, adding minor details is perfectly fine, but completely upending the cosmos for a joke (or to give yourself some incredible advantage) is not.

The basic functionality of this Perk is free for your stay here, and may be kept after your stay for 300CP.

For an additional 300CP, this also allows you to take the place of existing characters, though doing so does require that you sufficiently match such an individual's place in the setting. The most straightforward means for doing so is by creating a similar 'build' with the appropriate Perks, Items or other purchases, though if you already possess alternatives from other jumps these might make for adequate substitutes. As an example, you could take Doctor Chaotica's place in this setting provided you take the Dark Lord background and either buy most of its associated Perks and advantages, or come in with similar talents from elsewhere to 'fill in the gaps'. Do pay attention though: taking another person's place isn't always a good idea, and while this Perk might grant you their identity and place in the cosmos, it *doesn't* grant any further advantages beyond that even if the 'original' had them.

- Pulp Rocket Adventures (Free or 600CP)

For all the excitement, all the desperate plans and grandiose speeches, the fleets of spaceships and terrible technologies... it's hardly a problem to just skip a few episodes, because you won't have missed much of importance. Or did you? After all, in this kind of stories, the ending is already pre-ordained by the very genre itself, as is how you get there - and this Perk ensures that this same process applies to you and the world around you as well. In essence, it turns your surroundings into something that wouldn't be out of place in a (fake) thirties sci-fi serial, with all the zany events, flashy adventures and whatever else you would expect. Most importantly, you wouldn't see anyone die on-screen at the time, and much like Tom Paris' program there's a lot

that might happen in terms of scraped knees, temporary imprisonment (with suspiciously loose ropes) or other sorts of non-severe injuries... but nobody's going to just get shot in the head out of convenience when the one with the power can have a magnificently over-the-top monologue instead.

That said, don't think that this completely enforces the 'happy ending' you're all waiting for either - the path along the way can be as hard as ever, and every hero needs a challenge to overcome. As a result, this Perk is something of a double-edged sword: those of a more upstanding character can rest assured the latest galactic threat will always be stopped in the nick of time... yet it also means that those responsible will surely get away to try again and the galaxy will never *really* be safe. The adventure continues, whether you want it to or not. Likewise, should you be a more... let's say *ambitious* individual, you'll never be stopped entirely and never be caught for long, but you'll have to accept that your dastardly schemes will never quite succeed either. You might rebuild with ease, but facing failure after failure is not for those without a truly legendary drive, no matter how much you prove your greatness along the way.

This Perk is free for your stay here, and may be taken into future jumps for 600CP. It can be switched on or off as you wish, though the change is not immediate.

ITEMS

Prodigious talents should be supported by equally potent items – a megalomaniac without a world-destroying superweapon is just a fofooooool with a big ego, after all.

All options in this section may be purchased multiple times. Repeat purchases are priced at 50CP or half the (undiscounted) cost, whichever is higher. You may import similar types of items that you already possess at no extra cost, for example combining *The Scent Of Love* with some other alchemical compound you enjoy using on your unwitting audience. Combined items keep their beneficial effects in a 'best of both worlds' manner, but you can only import one item into each purchase.

- Holodeck Arch (Free)

The standard entrance door from the rest of a spaceship into the Holodeck where people can enjoy various larger-than-life adventures, this archway has a few key differences from the standard version. For one, since you're not actually in a holoprogram it doesn't lead to Voyager (or any other such ship). Second, it *does* lead to your Warehouse, and can alternatively connect to any similar locations outside normal reality that you might own. You can also change its appearance from the standard sci-fi double doorway to something else, though locals never seem to notice it regardless of its current form... unless you point it out to them, anyway.

The archway can be called into being wherever you are using a specific code phrase - 'Computer, Exit!' by default, though you can easily program other phrases as well if you prefer. The archway automatically disappears when it is no longer needed.

Finally, you can use the archway to create holodeck programs of other media you provide it, though these will only be as accurate and detailed (or sensible) as the information you provide.

- Alliterative And Aesthetically Appropriate Attire (Free)

If you're going to have a good time in this galaxy, you need to look the part. This extensive wardrobe is filled with an utterly unreasonable amount of truly ridiculous and over-the-top outfits, from bomber jackets that *scream* 'Hero' to uniforms and dresses so ostentatious even the greatest rulers in the galaxy would take notice. Accessories, hair products, and other such fashion-related items are likewise available. These outfits are surprisingly robust for how flimsy they look at times, though if you wish you can ensure they easily get damaged only in such a way they improve your look – a few perfectly placed scorch marks or tears might merely make you look even more dashingly heroic, relentlessly intimidating, or seductively distressed, after all.

Somehow, you can effortlessly find something suitable for the situation at hand, be it a battle or a ballroom, instead of being lost in an endless sea of fabric. This collection also includes a handy mirror to observe your grandeur and smooth any imperfections before you head out.

- Ray Gun (50CP)

Pew-pew! Or would you prefer more of a 'zap zap' sound? Regardless, this fine blaster pistol is an excellent weapon to pull out whenever you need a bit more special effects (or when someone else is shooting at you).

Guaranteed to be stylish no matter your choice of (extravagant) attire, this energy pistol fires a beam of glittering light that is guaranteed to be non-lethal, while also knocking targets out in such a manner they will go down with excessive rolling, wild gestures, or a similarly 'dramatic' flair.

You may upgrade your ray gun with various alternate effects, each of which costs 50CP to purchase but is free for one Background. All upgrades combine as appropriate, and if you decide to buy multiple Rayguns each may receive the same upgrades at no additional cost.

Your first upgrade option is free for *Heroes*, and allows your shots to slightly 'curve' around obstacles. Now, you can eliminate dastardly foes holding hostages with ease, all without risking accidentally hitting the damsel and/or gentleman in distress. You can change how strong this effect is by how strongly you squeeze the grip, so even artful 'grazes' on a villain to strike some vital apparatus behind him are easily accomplished.

The second upgrade, free for *Sidekicks*, makes this weapon the bane of technological masterminds everywhere. Discharging a potent electrical blast on impact, this alternate fire mode can instantly disable pretty much any kind of machinery it strikes. This process usually results in some spectacular sparks, smoke, and similar special effects, but will ultimately never cause much real damage, accidentally trigger a doomsday device's activation sequence, or otherwise result in your targeted machine doing anything of any kind other than safely shutting down (or at the very least resetting its ominous countdown timer to something more manageable).

Third is perhaps the most terrifying alteration, which is free for *Dark Lords*. Rather than using the default non-lethal firing mode, this upgrade allows you to also make use of a potent disintegrator beam that can completely vaporize enemies into the ether. While monologuing at a captured foe can be so very satisfying, sometimes you merely want someone *gone*, after all. Particularly large or resilient foes may need multiple shots – it's not a Death Ray, after all – but even such targets should learn to fear your power lest their atoms are blasted throughout the cosmos.

Finally, the upgrade that is free for *Evil Queens* makes your ray gun incredibly easy to conceal. Perhaps it resembles a beautiful bracelet or an ornate but otherwise mundane piece of jewelry, or it is designed in such a manner that it can be taken apart and the pieces tucked away in various folds of your gaudy dress, in your ample bosom, or otherwise remain easily concealed on your person. Whatever the case may be, you'll be able to bring this weapon to bear on a moment's notice, and nothing short of the most paranoid of searches will ever uncover it unless you want them to. Sometimes it's good to show you're armed, after all – you wouldn't want those beneath you to doubt your lethality *too much*, would you?

- Jetpack (100CP, free for Heroes)

There's no better way to travel in style than with your own rocketship, but sometimes those are simply a bit too bulky and inconvenient. For those situations, the brightest minds on Earth developed the *jetpack*, and you now have your very own. A sleek backpack-style propulsion system that's guaranteed never to singe your legs, this flight system allows you to scale the walls of ominous fortresses and traverse the depths of space with equal ease. Coming with an intuitive set of controls and a suitably stylish bomber jacket that doubles as the flight suit, it's got enough engine power to lift yourself up even in heavy gravity – or when carrying suitably flustered hostages away from danger. Top speed is about a hundred fifty miles per hour, perfect for feeling the wind in your hair but not so much that it gets uncomfortable.

- Gainful Employment (100CP, free for Sidekicks)

Though it's unlikely you're coming here to be a 'nine to five' kind of guy (or gal), a stable job is still a pretty useful thing to have. Buster Kincaid doesn't get much reporting in between all the times he helps Captain Proton save the galaxy, for example, but he is a reporter and that does come in useful from time to time. Like him, you now have an exceptionally unexceptional job somewhere, with basically zero responsibilities or expectation of even showing up, yet that still offers you some minor benefit – access passes, certifications, or just a slightly more believable lie (like smuggling a ray gun through security by hiding it as a camera) could all be possible, depending on your choice of 'career'. Plus, it gets you a modest income as well – perusing the menu at more costly establishments such as Tranquility Fine Dining on Luna can be a bit of a challenge without saving up, otherwise.

- Cradle Of Persuasion (100CP, free for Dark Lords)

This ominously outfitted table has all the gleaming scalpels, wicked hooks and uncomfortable angles you might want out of a torture device, and comes with a state-of-the-art brain probe and pain modulator to boot! Even better, you never actually need to torture someone with it - we

can't exactly show that 'on screen', after all. The moment you strap someone in, they're as ready to talk as they would have been after a lengthy session, so you can get all the results without the usual hassle or mess involved. Plus, it leaves more time for gloating and/or monologuing.

- The Scent Of Love (100CP, free for Evil Queens)

One whiff, and you'll never go back. This small, ornate vial contains some of the most powerful pheromones ever created, guaranteeing that whoever smells these will (temporarily) become utterly smitten with the new target of their affections. Inciting betrayal has never been easier, especially when combined with a coy look and some vague promises of power and appreciation. The vial has a discreet DNA sampler (or some other such system) that automatically adjusts the pheromones, ensuring that whoever holds the vial when it is opened is the beneficiary.

A word of warning though: no control over air currents is included. Make sure you expose the right person.

- Rocketship (200CP)

Sleek, powerful and resilient enough for all manner of scuffles, this spacecraft is ideal for the more adventurous sort. Equipped with a powerful Space Drive capable of hurling the ship through space many times faster than the speed of light, a set of Destructo Beams to destroy any wicked (or heroic, if you're so inclined) adversaries you might encounter across the cosmos, and even a potent but intuitive Imagizer to display both the space around your ship and all manner of interesting and plot-relevant details you might need to be aware of. Of course, since it's only one ship (and not all that big) you'd be hard-pressed to beat an entire space fleet with it... but there is one last advantage this ship has that might help you out even there. The rocketship is built with superb quality standards, and can survive difficulties that would destroy any other ship outright – even several times over! This means that gigantic, spectacular space explosions, crash-landing on mysterious planets, and glancing hits from the Doomsday Device Of The Episode might all be unpleasant... but they're far more likely to see you survive with a badly damaged (but still fixable) ship than kill you outright. Often in a way that whoever tried to destroy you thinks the job's done, even.

- The Mines Of Mercury (300CP)

A place of misery and punishment fabled enough that any who hear from it can't help but shudder, these mines are... actually, are they really that bad? That's up to you, really. You get an extensive system of underground mines, occupied by your choice of (presumably deserving) enslaved failures, fools and enemies, or you could simply operate them instead using a small army of non-intelligent robots. Whatever the case may be, they're a great source of raw materials (such as Mercury), and they'd make the perfect supply center for anyone looking to create a new space fleet. Or doomsday device. Or just a really big statue of themselves. The mines aren't particularly fast in terms of overall production, but you can always expand the workforce through your own efforts and they're deep enough the resources in the mines never seem to run out.

Each time you enter a new jump, you may choose a new material, or some combination of multiple options if you wish. The more valuable or rare the resources it produces, the slower they'll be produced.

- (Off-Screen) Space Fleet (300CP)

Chaotica has his mighty Space Force. Queen Arachnia commands her fleet of Spider Ships. Earth has... well, Captain Proton, usually, but that is typically all they need.

Now, whoever or whatever you might be, you also possess an equally imposing if perhaps somewhat unusual space navy at your beck and call. You see, while it never actually seems to *do* anything – or at least not anything that matters – everyone will treat you as commanding a sizable fleet of extremely potent warships. Though you won't get much use out of them directly, the diplomatic value and intimidation factor cannot be overstated, to the point that mere hints of their power could open doors to your personage. After all, few would be willing to insult one of such obvious power and influence. Also, as your fleet is always busy 'somewhere else' it also never actually *loses* – and that's a reputation with more than a little value.

- The Fortress Of Doom On Planet X (300CP)

It's big, it's intimidating, and absolutely perfect for brooding and broadcasting your glorious plans and/or demands for submission of all those who stand against you. Traditionally resembling a classical castle rebuilt to make use of the most cutting edge futuristic technologies, this stronghold comes with all the ominous architecture you might want... and probably a pit filled with hungry beasts of some sort. It could make for an excellent place to rule the cosmos from, or somewhere to retreat in between fights against the forces of good (or evil). Its grandeur means that anyone entering its mighty halls will recognize your power and ambition, but it's otherwise mainly decorative, so if you want it to hold off a mysterious space fleet or house an entire army, you'll want to invest in some decent armaments (or said army) first.

This mighty castle comes with its own staff, similar to 'Good Help Is Hard To Find' found further in this document, and is surprisingly easy to modify for any kind of doomsday devices, torture chambers, or other nefarious upgrades you might want to include.

- Lightning Shield (300CP)

Powered by the most esoteric sciences and harnessing the power of physics itself, this mighty defensive energy field was created to protect the most important of evil palaces. The Lightning Shield is effectively impossible to beat, and can be expected to withstand even orbital bombardment from an entire space fleet if needed. It's remarkably compact, too, with a generator to cover an entire fortress being no larger than a sports car, so it's perfect for placing in your throne room to awe guests and prisoners alike. Just be careful they don't switch it off when you're not paying attention.

The one downside of the Lightning Shield is that its design cannot fully cover an entire volume. Hemispheric projection is quite doable, but as you get closer to a complete spherical shield, you'll find you have no choice but to leave gaps in its coverage to maintain the field. Such gaps are typically left in areas such as underground caverns that are unlikely to face any fire, though you might want to put some guards in place as well.

- The Death Ray (400CP)

The greatest weapon of mass destruction ever created, this magnum opus of evil weaponcraft combines perfect accuracy, awe-inspiring range and an incomprehensible firepower sufficient to threaten entire planets. It also looks somewhat 'dinky' and may invite quasi-suggestive draping by guests seeking to distract you, but such are hardly insurmountable problems for an evil schemer and/or righteous hero to overcome. Can be aimed manually for a more 'hands on' megalomaniacal experience, but it also comes with a surprisingly intuitive and user-friendly auto-aim system, timer function, and an intensity dial that goes from 'cooked chicken' all the way up to 'obliterate planet'.

The energy supply is built-in, too, so you don't need to worry about losing power right before firing due to a reliance on easily-sabotaged generators somewhere off-screen.

COMPANIONS AND FOLLOWERS

It's a big galaxy out there, and it's all the better enjoyed with company. Whether you'd like a wicked intellect to rule by your side, or a trusted friend to have your back in dire times, why not get yourself some company for your time here?

- Heroes, Villains, And Visitors From The Ninth Dimension (variable cost)

Some good friends by your side can make your adventures all the more enjoyable. Or perhaps you want a partner in crime who *won't* stab you in the back just before your moment of triumph? Whatever the case may be, this option allows you to import existing Companions, or create new ones of your own design if you prefer. You may pay 50CP per Companion, or take the group program for eight Companions at once at a cost of 200CP. Each Companion receives a background of their choice, 300CP to spend on purchases, and the opportunity to take Drawbacks for additional points.

Alternatively, you may keep any purchased slots unfilled, and use these to recruit existing individuals as new Companions. Proton and Kincaid are well accustomed to adventure, or you could get more entertainingly villainous peers (or 'peers') like the Twin Mistresses Of Evil, Queen Arachnia or the mighty Chaotica himself. Such new Companions receive all freebies and Perks discounted to whichever background fits them best, but receive no CP.

This also allows for the recruiting of the 'players' from Star Trek, such as Tom Paris, Captain Janeway, and so on if you use the supplement mode.

Would-be recruits must accept the role of their own free will, but you can make any number of invitations until you've filled all vacant Companion slots.

- Good Help Is Hard To Find (50CP)

Your courage, intellect, or foolhardiness might be one-of-a-kind, but sometimes you just need some loyal and moderately competent minions to do the legwork for you. Perhaps it's a dark army, with gaudy, fully concealing armor to intimidate any visitors to your doom fortress, or you prefer the ridiculously over-the-top outfit style instead? A tribe of scantily clad feminine barbarians (with paradoxically advanced technologies?) never fails to look good, for that matter.

Or maybe you're just good friends with a colony of tiny aliens, ready to help you out on a moment's notice.

Whatever the case may be, you now have the service of a vaguely defined number of minions, with their numbers and overall level of incompetence scaling along with one another. A dozen could be remarkably useful, especially in a pinch, while a hundred are more likely to see you yell at them for their foolishness... but at least they're still good at standing around.

- The Second Greatest Secretary In The World (50CP)

They're only the second greatest because Constance Goodheart takes the number one spot, obviously. But although they're a woman (or a man, if you prefer) of few words, they are absolutely, unreasonably good at their job. No matter how many bizarre adventures you get into they'll make sure your rocketship is fueled up and repaired, your Raygun is charged and ready to go, your Lightning Shield is at full capacity, and whatever other kind of logistic, diplomatic, social, financial, or other such support you might need before embarking on your next adventure and/or scheme for galactic domination. If it involves any kind of paperwork, they'll arrange it faster than you (or they) can scream 'aaaaahhhhhh!'.
They're also absolutely loyal, and for some reason they're an irresistible target for kidnappings for anyone who might otherwise target you. Only so long as you want them to be, though.

- Mighty Mechanical Menace (100CP)

This robotic enforcer superficially resembles the terrifying machine known as Satan's Robot, meaning it's a somewhat cylindrical humanoid without a separate head, a pair of arms with grasping claws rather than hands, a monotone voice module, and an unimpressive top speed and non-existent agility. It is also capable of *conquering an entire planet* if given the chance. Though its appearance seems underwhelming at best, this machine possesses terrifying computer powers and is sufficiently knowledgeable in science, security, and hacking that it can cut through a planetary defense fleet's cybertechnic protections with ease. It's also inhumanly strong and resilient enough that anything short of the most potent of photonic weapons will simply bounce off its metal shell, and unlike Satan's Robot itself you can't disable it by opening the hatch on its stomach and pulling out the wires. Those are just decoys. It's programmed to obey your every command, and while it carries the finest in evil algorithms, whether it's *actually* evil depends on if you tell it to be so.

SUPPLEMENT MODE

Given the... *authenticity* of the source material, it makes sense you might be here for more than just the Captain Proton stories. By using this Supplement Mode, you can explicitly tie this jump to Star Trek, ensuring the various people from that series show up now and then to participate in all the various adventures you can find around here. By default this will be the Voyager series, though you could also choose different series if you prefer - perhaps Bashir and O'Brien expanded their holodeck interests a bit, or Captain Picard somehow got roped into something a bit different from his crime mystery programs?

You have two options for how exactly you supplement this jump. Your first option is to merely connect them on a basic level. You won't be able to travel to the wider Star Trek setting, but the events that take place outside the Holodeck also don't affect you: the Captain Proton holoprogram is entirely real, you just have some folks from Star Trek take up roles every now and then.

The second option makes the merger more complete. You are now part of a true Holodeck program, and can potentially travel from the setting of Captain Proton to Star Trek and back again (provided some means of allowing a hologram such as yourself to exist outside the Holodeck are provided). So long as you're inside the holoprogram, the same safety as the first supplement mode above applies. However, although the Captain Proton program will run continually, the destruction of whatever ship it's on will also destroy that (version of the) Captain Proton reality if you're outside the holodeck at that time. Additionally, as a hologram you're not, strictly speaking, *real* on the Star Trek side of the divide, so your powers might not work if your holographic projection couldn't do them.

DRAWBACKS

There's plenty of danger and even more adventure to be found in this colourful galaxy... but the courageous don't shy away from adversity. Why not make things a bit more risky or difficult for some extra CP? After all, an individual of *true* greatness wouldn't ignore such an opportunity.

- Spectral Frequency Mishap (+100CP)

What's that? You're a visitor from realms where it's normal to see more than two colors, and you're having trouble adjusting? Well, it's true - you're now *actually* colourblind, and effects such as *Black And White Entertainment* earlier in this jump won't help either. I hope you weren't looking for a particularly colorful time here.

- FoooOOOOLLLLL! (+100CP)

It's not that your minions are being particularly incompetent today (though they very well might be), you just don't have the patience for it. Your tolerance for incompetence has taken a sharp downward turn, and given the usual performance of folks in this setting... well, you'll probably get a reputation for angry shouting before too long.

- Missed The Briefing (+100CP)

Sorry, you kind of had to rush here after finishing your... uh, something, so you're not quite up to speed yet. Sometimes you'll simply mix up the names of the people you're talking to – try not to confuse Demonica for Malicia *again*, will you? The Twin Mistresses Of Evil are merciless enough when they're in a good mood. Other times, you'll just have to improvise a heroic and/or dastardly scheme because you forgot some crucial step in the plan.

- Sets Are Expensive (+100CP)

Ahhh, the cosmos. Such wonder, what grand vistas, so many... strangely similar landscapes? It's not that the entire setting is made of Styrofoam, but with this Drawback the majestic views you might expect from a setting with plentiful space travel are just a bit more 'fake'. Special

effects are worse, all planets look kind of similar, and don't be surprised if you get a strong sense of déjà vu at times. It's not like you've *really* seen it all before, is it?

- Driven (+200CP)

Someone with such a singular vision as yours can't possibly have a modest or mundane goal. No, you want something *more*. And therein lies the problem. Whoever or whatever you're obsessed with just... doesn't want to follow along. You might seek the love of the most beautiful queen (or secretary) in the galaxy, only to be spurned at every turn. Seeking a mighty artifact or weapon will see it slip through your grasp at the last moment. And no matter what happens, even success will not quench the *need* that burns within you – because the moment you somehow acquire or achieve your obsession, the flame of your triumph fades... and you'll find yourself doing it all over again with the next grand goal. At least you won't get bored anytime soon?

- Designated Victim (+200CP)

Oh, woe is you! You've been restrained by a dashing handsome hero and/or gloriously over-the-top villain of the week!

(Mostly the latter, we suppose.)

Sadly, you'll have to just accept your new lot in life, however briefly, because you *will* keep getting captured. Worse, since that's your 'role', circumstances will conspire such that you'll never be able (or just willing) to break free yourself for some time. Even if you could just, for example, pull out the wiring from Satan's Robot and walk away. And obviously, you should expect a lot of monologuing captors and being stuck in embarrassing poses when you finally do get rescued.

- Foiled (+200CP)

Funny how that works, but the best betrayals are the ones you never see coming. Even if you always look over your shoulder, metaphorically or literally, they'll just stab you in the front instead of in the back. Somehow, despite your best efforts, you're unusually easy to manipulate, and you'll never expect betrayal at the times it'll actually happen. Hope you've got a solid escape plan... and should you invest in a self-destruct, make sure it's one that can't be used by your formerly-trusted subordinates, sidekicks, or slaves.

- Role Reprisals (+200CP)

You were *sure* you remembered the perp's face, but now they look nothing like their old self! One day they look like one person, but spend too long not keeping an eye on them and they might have a complete makeover - potentially even being a different gender than before. It's as if people just occasionally get played by different actors, but nobody else seems to notice.

- The Lost Art Of Hyperbole (+300CP)

Wait, didn't your ship get blown up last episode? Why are those two villains suddenly best friends when they were trying to kill each other yesterday? What is *going on*?

Well, don't expect the recaps to make any sense, because what little coherence this place had before has gone right out the (spaceship) window. Events will happen in complete defiance of all logic, even if (and especially when) your actions should have prevented them. You'll have to learn to just go with the flow, because every day is going to be a new episode, and whatever happened previously has no bearing on the adventure of the day.

- Invaders From The Ninth Dimension (+300CP)

Foool! Eeeveryone knowwwwws there are only *five* dimensions! No matter, it's trouble regardless. With this Drawback, it seems the setting has become *much* more dangerous. Many of the more harmless aspects of the genre no longer apply, and things like minions or secretaries being brutally killed are now a common occurrence, and planet-destroying superweapons will *work* if you don't disarm them in the nick of time (and they won't wait for you either). Don't trust things to 'work out fine in the end', because this place is now every bit as deadly as it would be in a serious or tragic piece of media.

- The Bride Of Jumper (+300CP)

Well, or groom, but not like gender really matters in a Holodeck program. Either way, you've somehow found yourself the single-most desirable bachelor of the galaxy – in all the wrong ways. Powerful, driven and unrelenting individuals such as Doctor Chaotica will find themselves inescapably drawn to you, and will have your hand in marriage no matter the cost (and no matter your opinion or desire for such a union). You'll be continually targeted for abduction, brainwashing, enslavement and pretty much any other method one might imagine could permanently put you under their power... and no, acquiescing and saying 'yes' isn't going to make a difference. Not only are they all utterly incompatible with you for a wide range of reasons (starting with megalomania and possibly ending at 'needing a suitable human sacrifice'), but merely being married to one person isn't going to stop any of the others from stealing you away again for their matrimonial mockery.

- Constance Competence (+300CP)

Heroes, villains, sidekicks, allies of convenience, minions... out of so many options, you ended up being, well, the Useless Eye Candy. Your overall level of competence has nose-dived so hard you now have effectively zero skills or talents that are in any way useful. Even vocabulary, though at least you're not limited to the high-pitched shrieks Constance herself tends to use. That said, you *do* seem to be startled quite easily, and it's oh so easy to let one slip out...

- Just A Little Harmless Entertainment (+300CP)

That's really all this is, in the end. Right? No need to make it more serious (or more ridiculous for that matter) with even *more* crazy technologies, bizarre powers, and so on. With this Drawback, you (and your Companions, if any) lose access to any Perks, powers, fancy equipment or other benefits you might have otherwise brought with you from previous jumps, and you likewise cannot access your Warehouse. For all intents and purposes, you are reduced to nothing but your Body Mod and whatever purchases you've made for this jump.

ENDING

Computer, end program!

The adventures have come to an end, the world was saved (or conquered) at last, and now that the credits are rolling it's time to see where you'll go from here.

First, you may choose to **go home**. This is the only option for you if you, somehow, died during your time here, but it's also a perfectly sensible choice if the zany madness of this place simply made you realize you're done with this whole 'jumpchain' thing. You return home to your place of origin, carrying with you whatever you acquired during your chain except the ability to continue jumping.

Second, you may **stay here**. Perhaps you've finally conquered Earth and wish to enjoy your spoils, or you at long last seduced that one magnificent lady and/or gentleman of evil demeanor and don't wish to leave? Regardless, you'll spend the rest of your life in this *colorful* place, ending your chain but leaving you to see whatever grandeurs are still there to explore (off screen or not).

And finally, there is of course the ever-popular choice to **move on**. It may or may not be a poorly-connected sequel, but there's far more adventures to be had out there in the multiverse, so board your rocketships, strap on your rayguns, and go see what's out there beyond the Fifth Dimension as you head on towards your next jump!

NOTES

This document was based mainly on the Captain Proton holodeck adventures seen in Star Trek: Voyager, with bits and pieces added from the Elite Force games, the 'Defender Of The Earth' stories, and a few other minor mentions here and there in other media. Also, a big thanks to Taiyaka for getting me 'Captain Proton and the Orb of Bajor'! Turned out it was somewhat useless, but it's appreciated nonetheless.

No, 'Flexible Storytelling' does not grant you any powers or other such advantages itself, it merely allows you to take another individual's place in the setting. Please don't try and cheat your way into getting a lot of advantages for 'free'.

All else fails, fanwank responsibly and have fun.