

By Faucheusestar

In the distant future, the Galactic Federation, which once prospered by uniting many species under its banner, is fragmenting under the effect of a massive internal rebellion. Separatists known as "the Rebellion" are fighting to cast off restrictions on development and technology, seeking to allow humanity to reach its full potential.

In the coming years, the entire galaxy will be plunged into chaos, piracy, and war. In three months, hostilities will erupt on an unprecedented scale, and a small ship straight out of a museum: the Kestrel will traverse the stars, fleeing the rebel fleet to fulfill its mission of restoring peace to the galaxy. Whatever you decide in this war, you have 1000 CP to carry it out.

Good luck, Captain.

Race



Human: *“Humans are common and uninteresting.”*
The option which should not disorient you or who knows the galaxy is vast after all! You don't have any particular characteristics compared to other aliens but you learn everything a little faster!

Engi: “*It's unclear if the 'Engi' are partly organic or entirely mechanical, but it's well known* that they make exceptional engineers.”
Your species is not very good in combat but on the contrary you can repair everything twice as easily!



Mantis: *“The Mantis disregard for individual lives led to their evolution as a vicious warrior race.”*
You are a human-sized praying mantis, which clearly makes you a great fighter, but repairing things by having scythes instead of hands is really not easy!



Rockmen: *“The 'Rockmen' of Vrachos IV are rarely seen and are known for their fortitude*
Your skin is as resistant as its rocky appearance suggests, making you absurdly resistant, plus you are not affected by fire, making you the on-board firefighter.



Zoltans: *“The 'Zoltan' are allies of the 'Engi'. Their innate energy can power ship systems. “*
Expert in shielding engineering and with the ability to power systems with your own residual energy, zoltans makes the best batteries... I mean crew member.

Slugs: “These *telepathic Slugs were shunned in the Galactic Federation for their constant thievery and attempts at manipulation. “*
Thanks to your psychic powers you are immune to mental control and can detect life forms in nearby ships.



Crystal: “*Ancient ancestors of the Rockmen*“
A little less good fighter and firefighter than your cousins Rockman, you nevertheless have a great control/creation of crystals which can allow you to completely seal a room in a crystalline coating.

Lanius: *“These anaerobic beings seem friendly enough. “*
You don't need air to breathe and can make it disappear around you as well as survive by eating delicious snacks like the metal of other species' tasty ships!



Starting Location

Choose your sector for free.

Age and Gender

Freely choose your own age or gender.

Origins



Drop In [Free]
The usual: no new memory, no new identity, you just appear here not that anyone would pay attention in the vastness of space. This Origin is partly based on the FTL Kestrel Adventures.



Galactic Federation [Free]
You are a captain in the Galactic Federation the organization that once administered numerous sectors. Your faction will need your help in these troubled times.



The Rebellion [Free]
You are part of the Human supremacist movement called the Rebellion and enemy of the Galactic Federation. You can take this origin as an alien but that would be a strange choice.



PERKS

The perks corresponding to your Origin have a 50% Reduction and those with 100 CP will be offered to you.

“Don’t worry. I think I got this.”

Fixing a Galactic technology is easy! Well, at least for you: just a little duct tape, or take out a part, blow into it like it's an old video game cartridge, before putting it back in, and even the most advanced technology can be fixed!

100 CP Free Drop in

Pilot of a salvage fleet

You possess extensive experience in salvaging space battle debris, allowing you to easily recover the most valuable parts, such as weapons, precious scrap and systems. You also navigate debris fields, asteroids, and similar environments with ease.

200 CP Discounted Drop in

Breathe deeply of the bacon memories!

It is not necessarily literal, but you and those you choose can recall anything by smelling an object linked to your memory.

200 CP Discounted Drop in

The beam master

How many beams are too many? Come on, we can never have enough! You are a master of the use and manufacture of this type of weaponry, which makes them much more effective: all beams can now penetrate a defense equal to a shield without weakening.

400 CP Discounted Drop in

Upgrade

What to do with all that delicious scrap? Upgrade the ship, of course! You possess extensive knowledge of FTL's systems and know how to improve them. Moreover, you are a master of your craft when it comes to specific components such as the engines, for instance.

400 CP Discounted Drop in

This Hangar?!

Doesn't this hangar look familiar? When you would die or fail your chain, you can choose to reappear at the very beginning of the current jump, just at the moment when you would have to choose your build.

1000 CP Discounted Drop in



Shield

You aren't quite capable of creating Zoltan shields yet. But you're close! Shields and their equivalents are much simpler for you to use and understand. And with time and research, you could even create a Zoltan shield that recharges like the Flagship's.

100 CP Free Galactic Federation

Guardian of the Galaxy

When a force attacks what you are protecting, whether it be a spaceship, a station, or anything else. Your ship is operating beyond its usual capacity, and your victory will bring you more reward than expected.

200 CP Discounted Galactic Federation

The Halloween Special

You excel in what could be described as "unconventional" methods: like using mind control, fire beams, targeting oxygen, or even fighting like a predator from a horrific horror movie. But it's for a good cause, so it's okay... right?

200 CP Discounted Galactic Federation

Federation paragon

The Federation does more than just fight: above all, it has succeeded in uniting several different species under the same banner. You are an excellent negotiator and truly gifted at creating things that blend the best traits of various different species.

400 CP Discounted Galactic Federation

Commander

You are a tactical genius capable of instantly issuing orders via telepathy and perfectly timing your weapons. It's almost as if you were stopping time...

400 CP Discounted Galactic Federation

Victory is always possible as long as your ship is still flying!

Your ship can withstand twice the damage, and its armor often renders attacks ineffective. Where another ship would have broken into a pile of scrap, yours will hold and keep functioning as if it were brand new.

600 CP Discounted Galactic Federation



Never short on ammunition

Hey! Did you discover this trick on the Rebel flagship? You never run out of missiles or drones because you know how to make them from scrap and, to be honest, from just about anything you can get your hands on.

100 CP Free The Rebellion

“This is why the Rebels will always have support!”

Rebelling on your own is hardly effective, but your enemy has certainly not targeted only you! Wherever you go, you will meet sympathizers who share your cause and will help you.

200 CP Discounted The Rebellion

Conqueror

How the rebels can conquer sectors so quickly surely like this: When you succeed in conquering a world there will be no setback. Your allies will be able to follow you more easily by finding plenty of fuel and your mechanized factories will run even faster.

200 CP Discounted The Rebellion

Automated spacecraft engineer

You are an expert in the design, manufacturing, and coordination of drones and other automated spacecraft. Plus, you can always recover used drones and repair them with simple scraps of metal and some tape.

400 CP Discounted The Rebellion

Rebel scientist

The Federation is holding back technology. It’s no wonder the Rebels defeated them so easily. You are the perfect example of a rebel scientist: the more a technology is banned, restricted, and controlled by a colossal organization, the faster you’re able to advance it.

400 CP Discounted The Rebellion

Super weapon genius

Where concentrating all your resources to create a super weapon would be a foolish choice, that's no longer the case for you! Your inventions however costly are always worth it: building a spaceship on par with the pride of the Rebellion's fleet is well within your capabilities.

600 CP Discounted The Rebellion



ITEMS

We have a kitchen?

You can say once a month for regular non-system rooms, "Go to [insert room]", and a room will appear as if it had always been in the ship/living space.

100 CP Free Drop in

Ration

You can take expired but still edible Federation rations from anywhere. This also works for bacon, in case you're hungry or want to sabotage an FTL engine.

200 CP Discounted Drop in

Black box

A black box similar to the one found by the Kestrel crew here contains all the data on the Rebel flagship or an equivalent: bringing it to the rival faction will earn you a nice reward. In other jumps, it will provide an appropriate equivalent.

200 CP Discounted Drop in

R3D3 (Virus)

This is the virus that dissolves Engi, although this particular strain is completely loyal and friendly toward you. In addition to serving as an excellent weapon, it can reconfigure any mechanical being to boost its skills to the maximum level (in other jumps, this yields the local equivalent of the relevant skills).

400 CP Discounted Drop in

Trading station

This is a huge spaceship serving as a trading station, where you can sell your finds, repair your ship and buy things from all over. Of course, the station belongs to you, so you will earn dividends.

400 CP Discounted Drop in

FTL beacon

At first glance, it looks like a completely normal beacon, the kind you can find everywhere. However, this one is unique: when you place it somewhere, you can return to that Jump even without Spark and make the return journey.

600 CP Discounted Drop in



"Someone should make a game out of this."

This is the FTL game: strangely, the sectors you visit are the same as what you will find here allowing you to prepare while using the simulator. In the next few jumps you get an equivalent video game version of the actual world.

100 CP Free Galactic Federation

Are these... drugs?

What!? Of course not... These are psychic-grade, reflex-enhancing pseudo-amphetamines! In any case, besides boosting psychic powers, they're a huge help when it comes to dodging all those missile barrages if you're the pilot.

200 CP Discounted Galactic Federation

Repair station fidelity card

This card shows that you have a free lifetime subscription to the repair service... Which one? Well, all of them! You'll find their stations more often, and thanks to the card, you'll only have to pay a negligible amount, and sometimes even nothing at all!

200 CP Discounted Galactic Federation

Federation library

A disk, supplied with its player, containing the equivalent of the Federation's internet. Although filled with rather mundane data from different civilizations, it contains, lost amidst piles of videos of rainbow space horses,truly important data such as prototype technology

400 CP Discounted Galactic Federation

Federation base

This is a copy of the Federation base that the rebels attempt to destroy in the Last Stand (Sector 8). It is fully staffed and equipped with a small fleet of Federation ships.

400 CP Discounted Galactic Federation

Sector (Jumper Homeworlds)

The Federation held numerous sectors before losing them to the rebellion. You possess your own sector: The latter mainly contains a race, either the one you chose in this jump or one of your alt forms and their ships are based on yours, albeit weaker.

600 CP Discounted Galactic Federation

The civilian supplies

You receive one of his crates every week, what does it contain given that the Federation is always trying to steal them from civilians? Well, essential items: vaccines against all local diseases, automated farm machinery, or even construction materials!

100 CP Free The Rebellion

Clone bay

The Federation forbids cloning anyone who is still alive, but who cares? This bay equipped with Backup DNA Bank can clone any living being, organic or not, although they will be slightly less competent.

200 CP Discounted The Rebellion

Shady contact

You have contacts with, let's say, questionable organizations: pirates, mercenaries, slave traders and other mafiosi. They look favorably upon you and will offer you discounts.

200 CP Discounted The Rebellion

Pirate Fleet

Perhaps, like Blackbird, you have turned to piracy? In any case, you command a pirate fleet that is utterly loyal to your cause and flies your colors. They may not be as formidable as a Rebel fleet, but they make up for it with their mastery of stealth and subterfuge.

400 CP Discounted The Rebellion

Rebel Fleet

Your own small fleet of rebel spaceships! Admittedly, these ships are fresh off the assembly line and have few upgrades, but they can provide excellent fire support and they never run out of fuel.

400 CP Discounted The Rebellion

Rebel shipyard

This construction site is identical to the one building the second Flagship. Fully operational and delivered with asteroid fields filled with precious metals and fuel from here or elsewhere which recharges over time.

600 CP Discounted The Rebellion

The Hangar:

That's what you're here for, after all! To get your own spaceship and explore the stars, In addition to the ship of your choice corresponding to your race or a custom one, you receive 200 HP (Hangar points) and 1 CP can be exchanged for 1 HP. If you want another race's ship instead of your own, it will cost you 100 HP.

Custom Ship:

Perhaps none of them appeal to you, or you want to import a ship you already own while keeping its original appearance rather than giving it a new "alt form." In that case, no problem, you can create your own spaceship. To do this, you get a total of 12 levels to distribute among the systems, 8 points of reactor power, and 8 different (non-unique) systems and either a large weapon like the Glaive Beam, or two smaller ones that cost less.

Custom Crew:

You can also, if you wish, replace your standard crew with three members of the races of your choice. This can include species for which you have an alt form, but they will be reduced to the level of their normal FTL life forms and will get a gimmick... Yes, this level includes those damned space spiders!



Human:

Kestrel Cruiser - Layout A - *The Kestrel*	Reactor Power - 8 -	16	8	2	---
	2	2	1	3	1	-	-	-	-	-	-	-	1	1	1	-
	- 4 Max Weapons - Artemis, Burst Laser II										- 2 Max Drones - -					

Kestrel Cruiser - Layout B - *Red-Tail*	Reactor Power - 8 -	16	5	0	---
	2	2	1	4	1	-	-	-	-	-	-	-	1	1	1	-
	- 4 Max Weapons - Basic Laser, Basic Laser Basic Laser, Basic Laser										- 2 Max Drones - -					

Kestrel Cruiser - Layout C - *The Swallow*	Reactor Power - 7 -	16	4	3	---
	2	2	1	2	-	1	-	-	-	-	-	-	1	2	1	-
	- 4 Max Weapons - Dual Lasers, Ion Stunner										- 2 Max Drones - -					

Decommissioned from Federation service [+100 HP]
It belongs in a museum! It's the standard import option: if you already have a spaceship or perhaps just a simple ship or vehicle. You can upgrade it and, like the Kestrel, prove that they don't build ships like that anymore!

Federation Cruiser - Layout A - *The Osprey*



Reactor Power - 8 -																
16	5	2														
2	2	1	2	1	-	-	-	-	-	-	L1	1	1	1	-	

- 4 Max Weapons - Burst Laser II

- 2 Max Drones - -

Federation Cruiser - Layout B - *Nisos*



Reactor Power - 9 -																
16	9	0														
2	2	1	2	1	-	-	-	-	-	-	L2	1	1	1	-	

- 4 Max Weapons - Dual Lasers, Leto

- 2 Max Drones - -

Federation Cruiser - Layout C - *The Fregatidae*



Reactor Power - 7 -																
16	5	0													Emergency Respirators	
2	2	1	1	-	1	-	-	-	1	-	F1	1	1	1	-	

- 4 Max Weapons - -

- 2 Max Drones - -

Artillery Beam [100 HP| Discounted for Human]
The Artillery Beam is a powerful beam capable of piercing any shield layer; however, it takes time to charge and requires a lot of energy. You can opt for the Flak version instead if you prefer... Or, for an extra 50 HP, you can have both! (Though this will take up two system slots, it requires slightly less energy than powering the two separately.)

Stealth Cruiser
- Layout A -
The Nesasio



Reactor Power															
- 8 -	16	0	0							Long-Ranged Scanners Titanium System Casing					
-	4	1	2	1	-	-	-	-	-	1	-	1	2	1	-
- 3 Max Weapons - Mini Beam, Dual Lasers										- 2 Max Drones - -					

Stealth Cruiser
- Layout B -
DA-SR 12



Reactor Power															
- 7 -	16	0	0							Long-Ranged Scanners					
-	2	1	4	1	-	-	-	-	-	2	-	1	2	1	-
- 3 Max Weapons - Glaive Beam										- 2 Max Drones - -					

Stealth Cruiser
- Layout C -
Simo-H



Reactor Power															
- 7 -	16	0	16							Long-Ranged Scanners					
-	3	1	2	-	1	2	-	-	-	-	-	1	-	1	-
- 3 Max Weapons - Charge Laser+, Mini Beam										- 3 Max Drones - Shield+, Anti-Drone					



Engi:

Engi Cruiser - Layout A - *The Torus*	Reactor Power - 10 -	16	0	15	Engi Med-bot Dispersal
	2	2	1	3	1	-	3	-	-	-	-	-	1	1	1	-
	- 3 Max Weapons - Ion Blast II				- 3 Max Drones - Combat I											

Engi Cruiser - Layout B - *The Vortex*	Reactor Power - 9 -	16	0	6	Drone Reactor Booster
	2	1	1	3	1	-	3	-	-	-	-	-	1	-	1	-
	- 3 Max Weapons - Heavy Ion, Heavy Laser I				- 3 Max Drones - Anti-Personnel, System Repair System Repair											

Engi Cruiser - Layout C - *Tetragon*	Reactor Power - 9 -	16	0	25	Defense Scrambler
	2	2	1	1	-	1	2	1	-	-	-	-	1	1	1	-
	- 3 Max Weapons - Dual Lasers				- 3 Max Drones - Beam I											

Drone schematics [100 HP | Discounted for Engi]
This pack containing ten drones and one drone schematic (Power requirement: 1 or 2) of your choice, for an additional 50 HP you would get ten more drones, another schematic, an additional maximum drone slot, and an increase to the maximum level of the drone control room.

Mantis:

Mantis Cruiser - Layout A - *The Gila Monster*	Reactor Power - 7 -	16	16	0	Mantis Pheromones
2	2	1	1	1	-	-	-	-	1	-	-	1	-	1	-
	- 3 Max Weapons - Small Bomb, Basic Laser				- 2 Max Drones - -

Mantis Cruiser - Layout B - *The Basilisk*	Reactor Power - 11 -	16	0	15	Mantis Pheromones
4	1	1	1	1	-	3	-	-	1	-	-	1	1	1	-
	- 3 Max Weapons - -				- 2 Max Drones - Boarding, Defense I

Mantis Cruiser - Layout C - *The Theseus*	Reactor Power - 8 -	16	20	0	Mantis Pheromones
2	2	1	2	-	2	-	-	-	1	-	-	1	1	1	-
	- 3 Max Weapons - Lockdown Bomb, Stun Bomb				- 2 Max Drones - -

Crew [100 HP | Discounted for Mantis]
You gain three additional crew members of your choice. For an additional 50 HP, your Crew Teleporter and ship are enlarged to hold two extra crew slots.

Rockmen:

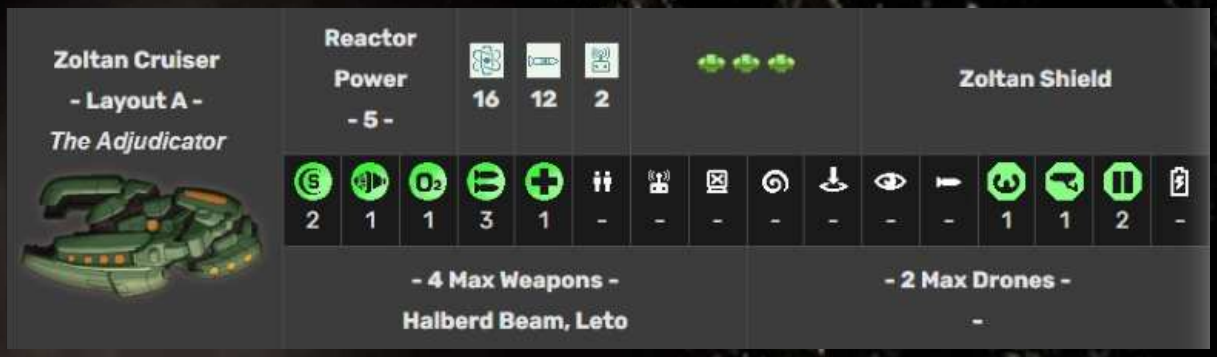
Rock Cruiser - Layout A - *Bulwark*	Reactor Power - 8 -	16	28	0	Rock Plating
	2	2	1	3	1	-	-	-	-	-	-	-	1	1	1	-
	- 4 Max Weapons - Artemis, Hull Missile										- 2 Max Drones - -					

Rock Cruiser - Layout B - *Shivan*	Reactor Power - 8 -	16	18	0	Rock Plating
	2	2	2	3	1	-	-	-	-	-	-	-	1	1	-	-
	- 4 Max Weapons - Heavy Pierce I, Fire Bomb										- 2 Max Drones - -					

Rock Cruiser - Layout C - *Tektite*	Reactor Power - 8 -	16	15	0	Rock Plating
	2	2	1	3	-	1	-	-	-	-	-	-	1	1	1	-
	- 4 Max Weapons - Swarm, Crystal Heavy I										- 2 Max Drones - -					

Missile weapon [100 HP | Discounted for Rockmen]
This pack containing ten missile and one missile weapon (Power requirement: 1 or 2) schematic of your choice, for an additional 50 HP you would get ten more missile, another schematic. Your ship's hull becomes much more resistant, sometimes allowing attacks to ricochet off its armor.

Zoltan:







Zoltan Shield [100 HP | Discounted for Zoltan]
In addition to being a super shield that recharges automatically after every FTL jump, Zoltan shields prevent boarding, hacking, and mind control. For 50 HP or if you already have the Zoltan Shield on your ship: the Zoltan Shield now recharges without needing an FTL jump, just like the Rebel Flagship's shield.

Slug:

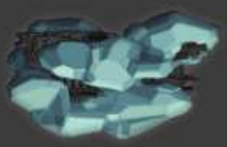
Slug Cruiser - Layout A - *Man of War*	Reactor Power - 8 -	16	15	0		Slug Repair Gel
	2	2	1	3	1	-	-	-	-	-	-	-	1	-	2	-
	- 4 Max Weapons - Anti-Bio Beam, Breach Bomb I Dual Lasers										- 2 Max Drones - -					

Slug Cruiser - Layout B - *The Stormwalker*	Reactor Power - 7 -	16	25	0		Slug Repair Gel
	2	2	1	2	-	-	-	-	-	1	-	-	1	-	2	-
	- 4 Max Weapons - Healing Burst, Artemis										- 2 Max Drones - -					

Slug Cruiser - Layout C - *Ariolimax*	Reactor Power - 9 -	16	1	15		Slug Repair Gel
	2	2	1	2	-	1	-	1	1	-	-	-	1	-	2	-
	- 4 Max Weapons - Chain Laser										- 2 Max Drones - -					

Slug system [100 HP | Discounted for Slug]
You receive a hacking system and a mind control system if you already have them, each gains a level. For an additional 50 HP, you get ten drones, and your ship becomes more resistant to environmental hazards and gains the ability to automatically repair hull breaches over time.

Cristal:

Crystal Cruiser - Layout A - *Bravais*	Reactor Power - 8 -	16	0	0		Crystal Vengeance
	2	2	1	3	1	-	-	-	-	-	-	-	1	1	1	-
	- 4 Max Weapons - Crystal Burst I, Heavy Crystal I															- 2 Max Drones - -

Crystal Cruiser - Layout B - *Carnelian*	Reactor Power - 8 -	16	0	0		Crystal Vengeance
	2	2	1	1	1	-	-	-	-	1	1	-	1	1	1	-
	- 4 Max Weapons - -															- 2 Max Drones - -

Cristal Weapon [100 HP| Discounted for Cristal]
You receive two Mk I crystal weapons of your choice: Crystal weapons fire shards that pierce one layer of shielding. For 50 more HP, your ship can transform weapons into a crystalline version of itself.



Lanius:

Lanius Cruiser - Layout A - *Kruos*	Reactor Power - 8 -	16	3	9								Emergency Respirators				
	2	1	1	3	-	1	-	1	-	-	-	-	1	1	1	-
	- 4 Max Weapons - Chain Laser, Ion Stunner											- 2 Max Drones - -				

Lanius Cruiser - Layout B - *The Shrike*	Reactor Power - 8 -	16	0	0								Emergency Respirators				
	2	1	1	1	-	1	-	-	1	1	-	-	1	-	1	-
	- 4 Max Weapons - Advanced Flak											- 2 Max Drones - -				

Scrap [25 HP | The two first purchase Free for Lanius]
Ideal if you have some points left over and you're feeling a bit peckish, this tasty pile of 50 Scrap is perfect for you!

Fuel [25 HP]
You always need it, so you might as well buy some fuel while it's cheap. You get 20 fuels.



Companions

Your crew does not count toward your companion slot and can follow you for free.

Companion Import [50-200]

Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]

You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift



Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years

Drone Fetish [+100 CP]
“Ain’t no sunshine when she’s gone…♫” You love drones a little too much, you want to own as many as possible, and selling them depresses you.

"A few more dead Rebels matter more than the lives of a thousand colonists" [+200 CP]
Perhaps you and your crew are a bit too bloodthirsty—or is it a radio problem? In any case, you never accept any form of surrender, even when it would be to your advantage, and you are all too quick to act ruthlessly.

Living Off the Land [+200 CP]
It's very strange all the shops/station in the universe are closed. I hope you have everything you need because even your own shops will be just as inoperative!

Giant alien spiders [+200 CP]
Giant alien spiders, it's not a joke! These things have killed many competent officers, and now it turns out that you encounter many more of them, and in unlikely places. So you should probably take an anti-bio ray and a boarding drone, you never know!

Pursued [+200 CP]
It’s the classic FTL experience: you’re being pursued by a fleet whether it’s the Rebels, the Federation, or even pirates and slavers and they’ll be hot on your tail across eight sectors. For an additional 200 CP, they will have a slightly different Flagship depending on which faction is hunting you, which will mainly appear in the 8th sector.

Captain Douchebag [+400]
Remember the ship you had in the Hangar section? Well, your faction (or the Federation, if you don't belong to one) decided you aren't the captain: instead, you're being led by a psychopath both stupid and insane who spends all his time talking about "runs," "optimal paths," and other video game jargon! Did I mention he often cuts the oxygen to "optimize"? Luckily for you, the rest of the crew hates him too and wouldn't be opposed to a mutiny though that would make you enemies of this faction.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Lockdown [+600]
You have no Out Of Context items, powers, or warehouse. Incompatible with Partial Lockdown [+400 CP]



Decisions

You have three choices ...

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

