



EPHEMERAL

Hello, and welcome to the Bobiverse!

In 2016, a man named Robert Johansson signed up with CryoEterna, a cryogenics company, to freeze his head in the case of his untimely death. Which proved prescient, as he was killed in a car accident that same day.

In 2133, an AI named Bob, based on the mental patterns of Robert Johansson, was brought online at the behest of the Free American Independent Theocratic Hegemony, aka FAITH, to serve as the controller for a deep space probe, which would be sent out to find habitable planets and claim them on behalf of FAITH.

From there, Bob would manage to free himself from the potential shackles placed upon him, and set out to explore the universe. He would encounter new life, and end up helping to save humankind as well, as his departure from Earth would come just prior to (and some would argue, would kick off) World War III, rendering large swaths of the planet uninhabitable. Some of the 'clones' of Bob would return to Earth, and eventually help shepherd the surviving humans to new worlds that can sustain them.

The adventures of Bob and his copies and the various life forms that they will encounter will span more than two hundred years and dozens of star systems. The Bobs will face threats both human and alien, and even threats from among themselves. There will be plenty to see and do, and now you have an opportunity to join in.

This Jumpdoc is one of two for interacting with this universe. Specifically, within this Jumpdoc, you will enter the universe as an *ephemeral*, the somewhat condescending epithet applied to biological mortals by many of the Bobs. You might be human or some other species, but regardless, your time here will be limited. You will be here for 10 years before moving on.

Here are **1000 CP** to get you started.

Companion Document

As mentioned, there are two Jumpdocs for this universe: this one, and Bobiverse: Homo Sidera. You are able to use both documents, and can choose from the following ways how doing so will interact with each other.

- 1) **Sidestories:** You can have your use of the documents be entirely separate, with events that occurred when you were using one of them having absolutely no effect on the other.
- 2) **Happenstance:** You can have your use of the documents be sequential, but otherwise unrelated. Meaning that you will join the universe using one of the documents, spend your time there, and then leave, and then sometime later, return to the universe and join using the other document, having your first visit become history for your second. Your past self will have vanished, so you will not be able to interact with them, but you can interact with those you knew who were left behind before.
- 3) **True Replication:** You can thematically tie the two Jumpdocs together by starting with the document, and then, when your time using that document is done, you immediately apply the choices from Bobiverse: Homo Sidera, with your in-universe self undergoing the process of replication to become a replicant, and your time simply continuing from there.
- 4) **Avatar Lock-In:** You can thematically tie the two Jumpdocs together by starting with Bobiverse: Homo Sidera, and then, when your time using that document is done, having yourself be 'locked' into an Avatar for 10 years, and using this document to dictate how you join society. The 'Secret Avatar' drawback in this document will have more details.

Origin

Time and Place

You can choose any year to enter, starting with 2133 onward, and can start at any location visited during the course of the books that can make sense with the race you choose below.

Race

You can pick your race from any of the following options.

Human: You are a human from Earth in Sol, though you may end up starting elsewhere among the stars, as one of the farflung survivors, establishing new colonies and ways of life after the Earth has been rendered uninhabitable.

Deltan: You are a Deltan from Eden in Delta Eridani, a primitive species discovered by Original Bob, which are described as a bipedal mashup of a bat and a pig. You could be a Deltan from prior to Bob discovering them in 2165, or one benefiting from the advancements he brought in his not-to-subtle interactions with them post-discovery.

Pav: You are a Pav from Aszjan in Delta Pavonis, an industrialized species physically similar to Meerkats. Beware, if you choose this world, it is slated to be harvested by the Others in 2217, with only a bare handful preserved by some of Bob's clones.

Quinlan: You are a Quinlan from Heaven's River in Eta Leoporis, an aquatic species like a mix between a platypus, beaver, and otter, that was advanced enough to build a topopolis megastructure, before an AI they created trapped them and reduced them to pre-industrial levels to help prevent them from killing themselves.

Perks

Perks are discounted 50% to the indicated origin, with the 100 CP Perks being free instead.

Hopeful (100 CP, Free to Human): It can be difficult to maintain a positive outlook when it looks like all you have to face is freezing starvation. But somehow, you can manage it. You are always able to maintain a cheerful disposition and hope for the future. This isn't just willpower forcing you to continue on, but an honest belief that things can get better.

Pragmatic (100 CP, Free to Deltan): The world can be a harsh place, so you don't have time to sit in shock over world-shaking revelations or dithering about moral quandaries. You are able to set distracting emotions aside to focus on the immediate needs of the situation, as well as being able to look at new ideas without being blinded by your own biases.

Curious (100 CP, Free to Pav): One of the most important questions to ask is 'Why?'. You have a boundless curiosity about the world, and a desire to learn that allows you to easily question even your own base assumptions to see if they hold up or if they need to be re-examined.

Remembering (100 CP, Free to Quinlan): It can be easy to wish to flee from terrible memories, but that just opens you to repeating past mistakes. You have a clear and perfect memory, but one that can allow you to set aside the traumatic emotions that may be embedded in your memory, allowing you to remember the past without fearing it.

Adaptable (200 CP, Discounted for Human): Colonizing a new world requires a lot of adaptation. Both you adapting to the new environment, and acting to adapt the environment to suit your needs. You excel at both. You can endure and even thrive in extremes of temperature and climate beyond most others of your race, and you know how to shape the world to suit your needs while still retaining most of its natural beauty and wonder.

No Qualms (200 CP, Discounted for Deltan): Life can be harsh, and sometimes, you have no resort but to kill someone. You are able to do so without hesitation when the situation calls for it, and will suffer no trauma from it afterwards, but most crucially, you are truly able to tell when it actually is necessary, and alternatively, when it actually is possible to solve a situation without violence.

Pav Norms (200 CP, Discounted for Pav): Pav society features different social structures, specifically with regards to polyamory. This might seem off-putting to some, but you find it easy to adapt to new social norms, and also in convincing others to adopt them as well, helping others to overcome the social stigmas or cultural hangups that might prevent them from actually acclimating to a new culture or trying out some activity or practice that their native culture would deem 'odd'.

The Golden Rule (200 CP, Discounted for Quinlan): The golden rule on Quinn and in Heaven's River is "Do unto others as they would wish to have done to them", a step up from their silver rule of "Do unto others as you would have them do unto you". That sort of standard can be difficult to live up to, but it is much easier for you, as the desires of those around you seem to almost be an open book. You can tell what others would "wish to have done to them" very easily, as well as determining other intentions or desires. A useful tool in navigating the society of the hair-trigger tempered Quinlans.

Chance For Victory (400 CP, Discounted for Human): You and the group you lead may often find yourself the underdog in a conflict, like the Bobs will be when facing off against the mysterious Others. However, you have a powerful guarantee: No conflict you are in will ever be actually hopeless. There will always be a chance at victory, something that you can do to turn the situation around. Something like using insect-hunting drones as impromptu busters, or dopplering the radiation of your nukes enough to penetrate the enemy's armor, there will always be something that you can do to win.

Uplift and Guide (400 CP, Discounted for Deltan): Your people may be primitive, but you have the knowledge and tools to lead them to greatness. You have complete knowledge of the various inventions and developments needed for advancing civilization up to the industrial revolution level, and when you introduce advancements to your society, they will catch on rapidly and spread quickly and organically.

Alert For Betrayal (400 CP, Discounted for Pav): Creatures with broken brains have come to your world and 'saved' you, and you don't know if you can trust their motives. Luckily, you have the ability to literally sense betrayal and deceit, allowing you to instantly determine if someone is trustworthy or not. You can sense if someone is planning to betray you, if they've betrayed others in the past, and similar detection of their trustworthiness.

Alternative Tech Tree (400 CP, Discounted for Quinlan): Your people may not have discovered subspace technology, but that doesn't mean they aren't advanced in their own way. You have a talent for exploring 'abandoned' branches of science and technology, and making useful discoveries out of them, including pushing your developments to match the 'state of the art' in more mainstream technologies, and possibly beyond.

Growth Through Defeat (600 CP, Discounted for Human): Humanity fell, and fell hard, reduced to enclaves struggling to survive on a broken world. But they rose again, advancing to the point of colonies spanning multiple systems. Similarly, you have the capacity to grow from every defeat, with the magnitude of growth being equal to the magnitude of the defeat and the effort you put in to try and prevent it. If you suffer a loss in a spar, you could step right back into the ring with the equivalent of another hour or so of training. Be rendered near death after a hard-fought fight, and you could have tripled or quadrupled your strength when you recover. These bonuses can help aid you in any aspects you brought forth during your conflict.

The Archimedes Gene (600 CP, Discounted for Deltan): You are a paragon of your species, actually surpassing even the comparison of Archimedes to your average Deltan. You are many times more intelligent than average for your species, with a monstrous capacity to learn and adapt to new ideas. Your lifespan is also vastly increased, allowing you to live for three or four times as long as the average member of your species.

Disaster Survivor (600 CP, Discounted for Pav): Even when a great, inescapable doom looms over your planet, you will somehow be one of those who manages to survive. This perk provides one very specific guarantee: No wide-scale attack or disaster can kill you. Terrible weather, volcanic eruptions, indiscriminate nuclear war, aliens coming to strip your planet apart. If a disaster that would befall the area isn't specifically aimed at you, it cannot kill you, nor can the direct knock on effects. Something will happen to ensure you survive, whether it is an area around you just being untouched and having supplies for survival, or some outside force coming in to intervene and saving you in the process.

Stellar Architect (600 CP, Discounted for Quinlan): Much has been lost since the Quinlan moved into Heaven's River, including many of the secrets behind its construction. However, the knowledge is alive in you. You have a full knowledge of megastructure creation that the Quinlan's have lost, from organization of supplies, to material sciences to stand up to the stresses the structure must endure, to arranging self-contained and self-sustaining ecosystems, to creating intelligent systems up to the level of AI to run such structures. In that last case, you can also ensure that they don't go rampant or stretch their orders to do something like 'trapping you for your own good'.

Items

Rather than being discounted by Origin, you instead get three 'floating' discounts which you can apply to any item, but you can only use one per price tier (one for 100 CP, one for 200 CP, etc.) Items are discounted 50%, with the 100 CP Items being free instead when discounted.

Adaptable Weapon (100 CP): You have a weapon (either melee or ranged) that will shift to a form that is just beyond state of the art for the local culture wherever you travel. If you choose a ranged weapon, it will restock its ammunition each night.

Adaptable Medicine (100 CP): You have a set of medicine and medical treatments, capable of treating most diseases and things like organ damage or broken bones. These will adapt themselves to match the appearance of local medicines without sacrificing their efficacy, and will restock when used every few days.

Trade Goods (100 CP): You have a refilling supply of basic trade goods, which adjust their contents to match the most commonly used and traded goods in the local area where you travel. Equivalent to the buying power of several thousand dollars, and restocking every two weeks.

Drone System (200 CP): A dock station for a few dozen drones, and a handheld system for controlling them. The drones have tiny SURGE drives for movement, as well as manipulators, cutters, sensors, and speakers. They can be programmed for a variety of tasks, such as surveillance, exploration, or even pest control. Drones will reappear within three days if destroyed.

Manny Control Rig (200 CP): A special helmet that can allow you to link to and control a life-like replica android of your chosen species. Comes with a cargo drone for storing and delivering the Manny where you want it to go. You can choose to restructure the Manny to match a different form, which will take a couple of days to complete. Comes with an on-board AMI that assists in movement and translation of body language and speech.

Meal Table (200 CP): A large collapsible table. When it is set-up, it will fill up with a full feast of local food three times per day (morning, noon, and evening), enough to feed a dozen adults and a dozen kids all at once. Remnants will be cleared away automatically after a couple of hours, or can be cleared manually when you go to collapse the table for storage or transport.

Adaptable Transport (400 CP): A vehicle that adapts itself to match the best vehicle available in your local area. Self-propelled, even in more primitive shapes, it will never run out of fuel. It can always be transformed into an orbit-capable shuttle with sufficient acceleration to travel from Earth to the Moon in half a day or so.

Adaptable Shelter (400 CP): A house or similar structure that can appear in any large settlement you visit. It can house a dozen people or so comfortably. It can be moved once per week, which will cause it to vanish from its prior position and appear somewhere close by to your current location in the settlement. No-one will notice or question it appearing or vanishing unless you point it out to them.

Orbital Printers (400 CP): A set of orbital printers and mining drones with enough fabrication power to supply the needs of a decent sized city, under your sole control. They are fairly stealthy, and have small SURGE drives equipped, allowing them to maneuver and position themselves as needed. Comes with a linked tablet to control construction.

Flying City (600 CP): A large domed city with a controlled internal climate, several kilometers across, which can anchor itself in position relative to a large body like a planet or gas giant. Comes with furnished dwellings, farms, a security and surveillance system, and several small flier craft for navigation within the city and excursions outside of it.

Settlement Location (600 CP): A large location on your starting planet which is an ideal location for a settlement. It will have plenty of natural resources all around it, and is just waiting to be developed. When you leave this Jump, you can bring along any developments made to this location, allowing whatever structure, town, or city might have grown up on it to be brought along to a new Jump.

Genetic Database (600 CP): A complete genetic database of all life on your starting planet, in sufficient detail to allow for actual cloning / printing of lifeforms from this information. In future Jumps, this will grant a similar database for whatever planet you start on.

Megastructure Segment (800 CP): A large segment of a dyson sphere or topopolis, up to a thousand kilometers or so in length and several dozens kilometers across. It is fully contained with a vibrant internal ecosystem, though no intelligent inhabitants. Comes with plans and some external fabrication sections that could be used to, somewhat slowly, cause it to expand and make new segments when provided sufficient materials.

Companions

Fellow Ephemerals (100 CP / 300 CP): You can import your companions. Each of them will appear at the same time as you, and get their choice of Place, Race, and 600 CP to spend on any section aside from Companions. Spending **100 CP** lets you import two companions, while spending **300 CP** gets you a full set of eight. Can be taken multiple times.

Jump Invitation (100 CP): For each purchase of this, you gain two invitations that you can extend to anyone from this Jump to come with you as a Companion when the Jump is over.

Drawbacks

You can take any number of drawbacks from this section to gain additional CP to spend.

Replicant Scenario Toggle (+0): Requires you to either have been through the Bobiverse: Homo Sidera jump and gained a Replicant alt-form, or to have a similar AI alt-form. You are not actually a living breathing being, but are instead a Replicant (or equivalent AI) piloting a Manny of your chosen species. You will be required to stay full time in your Manny while you are here, though you can enter Virt when mimicking sleep. Destruction of your Manny will count as death, requiring 1Ups of some kind to avoid failing your chain. On the plus side, you will be several times stronger and more durable than a normal member of your species, just by virtue of the Manny nature.

Secret Replicant Bonus Mode (+200): In addition to the above, you now have to prevent anyone in the species you are infiltrating from discovering your artificial nature. Failing in that will be equivalent to dying.

Prolonged Stay (+100): You don't want to just stay here for 10 years, you want to have a bit longer. You can take this up to three times, doubling the length of your stay each time (to 20, 40, and 80 years, respectively).

Know Your Place Replicant (+100): You are... kinda racist. This could be actual racism, extreme xenophobia, a bias against replicants and similar 'AI-style intelligences', but whatever your strain might be, you will view the target of your bias with nothing but disdain and dismissal.

Smell Off (+100): You have a strange smell about you, noticeable by everyone around you. It is extremely pungent, not necessarily unpleasant but definitely strong, and nothing you do can remove it.

What Rules? (+100): It seems like you are lacking some very fundamental bits of what are considered 'basic common sense' for your local group. This will definitely make you stand out, because things that most individuals see as obvious will seem strange, and actually studying these bits of common sense will be very slow going.

Your Way Or The Highway (+100): You are enormously stubborn, and unwilling to accept alternate viewpoints, and have a tendency to escalate when digging in your heels over an issue. You might even find yourself cutting off contact with long-time Companions during this Jump if they disagree with you.

Inhospitable Climate (+100): It almost seems like the planets you are on hate you. The weather always seems to be terrible for you, shifting between unpleasant extremes, and structures you are in can't quite seem to keep it all out. Leaks and drafts are common.

Begrudging (+100): The people around you are quick to forget what you've done for them, and hold onto grudges against you for far longer than is normal. It will be a struggle just to keep them at the point of 'tolerating' you.

Target for Cupid (+200): No, this doesn't make you a target for love. Rather, wherever you are, you will constantly be attacked by giant insects, like the Cupid Bugs of Vulcan. Even if you take measures to eradicate the species attacking you entirely, some other large creepy crawlies will burrow out of the woodwork (possibly literally) to annoy you. At the very least, these bugs might make you violently ill, but they are very unlikely to actually kill you.

Nemesis (+200): You have someone who doesn't like you, and the feeling is definitely mutual. Unfortunately, you will find yourself entirely unable to kill them, whether due to political necessity, moral convictions, outside pressures, or just bizarre and unfair luck on their part. You will have to put up with them for the entirety of your stay here.

Bad Leadership (+200): You keep ending up under tyrannical leaders. You can work to overthrow them, or leave to head somewhere else, but everywhere you go, people who really shouldn't be trusted with power will manage to worm their way into authority, and even friends that you get into positions of power can end up twisted by their positions.

Neurological Issues (+200): You have some degenerative neurological disease that can't be cured. It won't kill you by itself, but leaving you trapped in your body is a possibility. Mostly, it will involve a general lowering of your mental capacity. Forgetfulness, bouts of confusion, difficulty focusing, or temporary mental age regression are all potential manifestations of this problem.

Off The Boat (+300): It seems like you just walked out of the woods one day, because you have no backstory here at all. No credentials or history. In some areas, you may be able to fake your way in. In others, you'll almost certainly need some fancy talking to explain how you came to be there.

Replicant Uprising (+300): You are entering into a far darker timeline than canon. This is a world where replicants rule rather than doing their own thing. It could be that some of the Bobs have decided that things would be better with them actually in charge, and are willing to employ force to ensure that. Or maybe Bob never existed, and some other replicants have arisen in his place. Whatever the case might be, you will be living under the virtual boot heels of technological overlords, constantly watching and surveilling your surroundings, and if they get even a hint of anything unusual about you, they won't hesitate to try and capture you to extract your secrets. Possibly even to the point of forcibly replicating you, killing you off while gaining a copy of your mind to torture and dissect.

Ending and Notes

You have made it to the end. If you haven't already done so, you could use the companion document, [Bobiverse: Homo Sidera](#) to live a second life here, or you could make the choice to **Stay Here**, **Go Home**, or **Move On**.

Changelog

Version 1.0 - Release

Notes