The Expanse is an American science fiction television series developed by Mark Fergus and Hawk Ostby, based on the series of novels of the same name by James S. A. Corey. The series is set in a future where humanity has colonized the Solar System. Earth and Mars are in the midst of a cold war that could turn hot at any moment and the Belt suffers under the inner's tyranny. Meanwhile, a discovery has been made on Phoebe that could change the destiny of humanity forever. You start a day after the Canterbury was nuked by a mysterious ship setting the events of the Expanse in motion.

Take **1000 CP** to prepare yourself.

Origin

You may choose your gender and age for free. Any Origin can be a Drop-In.

Captain - Free
You are a captain of a spaceship sailing the deep black unknown.

Engineer - Free
You are an engineer of renown capable of fixing a ship or station with duct tape if necessary.

Pilot - Free
You pilot a ship's course across the wide expanse and ensure that it won't smack into another ship or rock.

Scientist - Free
You are a renowned or obscure scientist working tirelessly to bring about change for good or worse.

Marine - Free
Get on the ready line MARINE. You are a marines with exceptional training in infantry combat.

Politician - Free
You are a politician that runs the entire system along with benefiting quite well from your high position.

Starting Location

You can freely choose to start wherever you want.

Perks

One 100CP perk is free for each Origin. All perks are discounted to half price with the corresponding Origin.

General

Intense Soundtrack (Free) - You have a repository of intense music that fits with every situation that you may find yourself in. This perk will update whenever you listen to music.

Acceleration Endurance (100) - You will be able to withstand the most forceful of accelerations in a ship. Your endurance will match that of a well trained Earther and can endure 10 Gs without the juice. With the juice you will be able to withstand 15 Gs for a short period of time.

Holden's Luck (600) - Looks like you will be afflicted with interesting times in the negative sense jumper. Holden's tendency to be in the thick of things when the world changing events occur has been gifted or cursed onto you. You will always be near or at the location where a world changing event will occur such as the appearance of aliens or even something mundane as a solar storm. You can toggle this function variable such as toggling it all the way down to not be near any significant events or all the way up to be near events that can upend the current status quo or somewhere in between. Additionally, you have Holden's miraculous ability to save yourself or others. This effect works like a standard 1-Up, but this extra life is not limited to you

only as the 1-up can be applied to others. The number of others that you apply the 1-Up to is not limited and doesn't matter where they are, but if you apply the 1-Up to another person or group then you will lose the 1-Up. The 1-Up will replenish itself every 10 years so I hope you save it as it is rare. Also, this perk is a **Capstone Booster**.

Captain

Commanding Presence (100) - You have an aura of command and control around you. Your subordinates will follow your orders and others will look to you as a figure of authority.

3D Combat (200) - The age of 2 dimensional combat is over with the advent of easy space travel. You are a master at 3 dimensional combat, you know how to maneuver around above or below or left and right of an enemy. You know the truth of space as well, which is that in space there is no such thing as up or down so you won't get frozen when you have to come up with a plan to engage the enemy.

Ingenious Space Warfare (400) - War is a constantly changing environment of weapons and defenses. Currently, in the great Expanse of the solar system the main defensive weapons are PDCs, but not for you. You are able to design or improvise makeshift weapons and defenses in response to an enemy's weapons or defenses. An enemy fired a hundred missiles at you? Go dark and turn off everything, but life support to hide from the missiles. They have energy shields that you can see through? Repurpose a massive laser in the visual range to vaporize them.

Fleetwide Commander (600) - You are an excellent fleet commander which means you will be able to command dozens of ships in combat against an enemy. You will know when to set up an intercept or flyby an enemy and when to accelerate or decelerate relative to your enemy for optimal engagement. Additionally, the fleet that you are commanding does not need to be in space or be a conventional fleet. You will be able to command an air fleet or a fleet of stealth spaceships just as well as a normal battlefleet. An enemy battlestation is guarding a planet? You can command every ship in your fleet to attack the station and to pounce on a potential weak spot.

Capstone Boosted - You are now able to command an infinite number of ships or soldiers in a single battlefield. Your effectiveness in commanding them has received a significant boost so that losing any confrontation is all, but impossible unless you are in an extremely disadvantaged position. Even then you will be able to accomplish some minor objectives of yours. You are able to perfectly command your troops across any distance and your knowledge of commanding your ships will give you an understanding of the enemy's likely actions and counteract them. Take your place in history as the greatest military leader captain.

Engineer

Fourteen Milimeter Wrench (100) - You have a complete knowledge of how to design and build every single tool required in the repair and maintenance of ships and stations. From the

fuel pellets that power the reactors to the specific wrench needed to tighten hull plating. This updates as you encounter and study more ships and stations.

That Goes There (200) - You know exactly where every part of a ship or station has to go to make it work. You know where that small bolt has to be in to fix the reactor as well as repairing the life support. This updates as you encounter and study more ships and stations.

Ship's Soul (400) - Who needs detailed diagnostics, you don't. You are able to tell if the ship or station you are on is in imminent collapse or operating as smooth as a kitten. Other crew on your ship or station might doubt you, but you will always be correct. This updates as you encounter and study more ships and stations.

Go Fix It (600) - You are a master of improvising fixes in peace or in combat. You are able to quickly repair a captured ship that is held together with duct tape to make as good as new. Also, you are capable of repairing your ship or station in the middle of heavy combat. It won't matter if the passage to that misfiring PDC is gone, you will find a way to get to it and fix it. This updates as you encounter and study more ships and stations.

Capstone Boosted - Your ability to fix things is so great that even machines that you don't even comprehend will be repaired. It won't matter if the machine is biological or technological or magical you will be able to fix it with little to no resources and knowledge on its inner workings. Additionally, anything that you have designed or built yourself will have multiple redundancies and ragnarok proofings that it will be impossible for it to malfunction as long as the malfunction is not intentional.

Pilot

Basics of Piloting (100) - You know the basics of piloting a spaceship in Newtonian physics. You will instinctively know how much thrust you need to dock with a station or how much fuel you will need to get to another planet. This is not limited to Newtonian ships.

Go Evasive! (200) - Your evasive maneuvers could give even the most well programmed autopilots a run for their money. Your evasiveness is so good that railguns will struggle to get a lock on you and missiles/torpedoes will occasionally miss you if you maneuver hard enough. This is not limited to Newtonian ships.

Trajectory Shift (400) - In Newtonian space every action has an equal and opposite reaction that makes traveling hard. Well, not for you as you are capable of instantly calculating the distance between your destinations and how to point your ship at to accelerate in order to reach your destination on time. You can also accomplish this using nothing, but maneuver thrusters without the main engines. Even in combat you will know how to shift your trajectory using the recoil of your railgun if you have them. This is especially useful when everything is shut down to avoid detection or your ship is falling apart. This is not limited to Newtonian ships.

In Space You Cannot Escape Math (600) - Rocket science's most purest form is math and so you know math. You can instantly calculate the time it will take for a missile to reach you or a lightspeed radar system to detect you. You can also calculate the exact speed at which a railgun is traveling at to squeeze the maximum range from it as well as calculating where hundreds of PDC rounds will end in a couple of hours after firing to lure your enemies into a trap. This is not limited to Newtonian ships.

Capstone Booster - Now you are able to calculate any trajectory with a momentary thought. This trajectory could be you simply falling out of the sky or a magical flying ship traveling to some far off continent. You will be able to calculate exactly what course changes need to be made and how long it will take to arrive at your destination. You will also be able to calculate all sorts of exotics such as the speed and temperature of a fireball or the relative strength of a psychic attack.

Scientist

Brilliant Mind (100) - You have a brilliant mind with a high IQ score of 200. You are able to easily learn new subjects with ease and master new fields of science in less than a year. No field of science is too hard or dangerous for you. You can even study Cthulhu and the outer gods and come out sane as well as smarter.

Xenobiology (200) - You are an expert on Xenobiology with you being capable of learning everything about an alien's biology with a small sample. You can also devise weapons that directly affect an alien's biology to kill them off or devise medical miracles to cure diseases affecting humanity or even enhance humanity. Additionally, an alien biosphere is also no different to you as a few days studying the biosphere will grant you an expert understanding of the biosphere's functions and food chain. This perk also allows you to study fantasy species through the lens of science.

Xenoarchaeology (400) - You are an expert on Xenoarchaeology as you are capable of studying the barest remains for an alien species and then coming up with reverse engineered equivalents. No matter how dead or how inaccessible an alien ruin is you will be able to glean something from them and in time you will be able to construct great technological monuments that are greater than the ruins in their peak. Additionally, you will be able to discern what caused the ruins in the first place and reverse engineer the weapons that rendered the ruins as ruins. You can also study ancient ruins of fantasy settings and be able to reverse engineer the magic used to construct the ruins and the spells that ensured the ruins are ruins.

Exotic Materials Scientist (600) - You are a true gem in the collective knowledge of humanity. You are able to study and decipher the secrets of the Protomolecule with only a tiny sample of it. You will be able to replicate all the miraculous feats that the Protomolecule demonstrated such as moving Eros. Additionally, you can come up with novel uses for the Protomoleucle in every

field imaginable such as weapons or medicine. You will be able to devise a version of the Protomolecule that resembles the original, but completely subservient to you with enough study.

Capstone Booster - You are able to apply the above perk to any exotic material that you may encounter. Examples include Element Zero, Tiberium and even Red Matter. You can even combine the properties of one exotic material to another to enhance its advantages. For example, you can remove the harmful properties of Tiberium, but keep in the self replication and combine it with the properties of Element Zero to receive near limitless amounts of Element Zero. You can also combine the properties of exotic materials to mundane materials. Need more antimatter to blow up a planet? Just combine the properties of antimatter to a self replicating exotic material.

Marine

Zero G Infantry Combat (100) - You are an expert at zero G combat at the personal level. You know how to navigate in zero G and keep your lunch down as well as prevent vertigo. You are also able to stabilize yourself adequately when firing so you don't go flying off.

Multiple G Battlefields (200) - You are extremely talented at fighting in variable G environments you can be fighting in zero G one moment and the next blowing someone's head off in 5 G planetside.

Intuitive Newtonian Combat (400) - There is zero G combat then there is zero G combat and you know how to fight and win using unconventional tactics. You will be able to fly forward in zero G to quickly ambush an enemy hiding behind a corner. You can also improvise a small rocket to quickly travel to your destination.

Elite Force Recon (600) - Your skills as a marine in boarding a ship or assaulting a planetary installation is unmatched. You are able to plan and lead your fireteam into victory with minimal casualties. Additionally, you are capable of conducting solo stealth missions with minimal exposure to obtain valuable intelligence.

Capstone Boosted - You are now able to operate with such precision and skill it will seem as if you are a killing machine. You will be able to command your team of fellow marines or operators to victory 10 times out of 10 with no casualties. Additionally, you can improvise novel solutions to any hostage situations that will result in the hostage being unharmed. It won't matter if your enemy has you outnumbered 10 to 1 they will need 100 to 1 odds or very heavy weapons to have hope of defeating you. Finally, your ability to predict the enemy's next move in an unfamiliar ship and having no good intel on the enemy when boarding will remain accurate and nearly precognitive.

Politician

Silver Tongue (100) - You are capable of worming your way out of a difficult situation with nothing, but your words. You can also use your words to convince others of your cause or get your political enemies kicked out for corruption.

The Art of Diplomacy (200) - Your skill in any diplomatic function has been significantly improved as you now know the ins and outs of diplomacy. Your diplomatic skills will grant a measure of diplomatic immunity when working in an embassy or consulate as well as grant you direct access to the government that you wish to share the fine art of diplomacy with. This will also grant you significant leeway from your government.

Getting Out When Sh*t Hits The Fan (400) - You are adept at escaping through situations. While words and promises are all fine and good, sometimes good old fashioned violence is necessary to get out of a picky situation. You are good at exfiltrating from a situation that has turned hostile and your guards if you have them will be excellent at getting you out alive. This also applies to sudden assasination attempts where you will be saved just in time by your bodyguards or you will receive a sense that something is wrong which will help you get out alive.

Earth Must Come First (600) - You are extremely good at getting what you want and getting others to take up your cause. You are able to bring potential enemies together and have them ally with you through your diplomacy alone. Above all else your ability to bring everyone from simple soldiers to head of states around to your cause is legendary.

Capstone Boosted - Your diplomatic skills have been significantly improved to the point that all it would take to get your way is time and information. You are now able to manipulate events so precisely as to bring closely linked superpowers apart and start a war between them if you feel like it. Additionally, you are a master at sniffing out conspiracies and black operations. You will know exactly what a conspiracy or black op is trying to accomplish and you can expose those conspiracies yourself with anonymity easily. You can also run a secret conspiracy across an entire solar system with trivial ease and do it so that none will discover what your true objectives are.

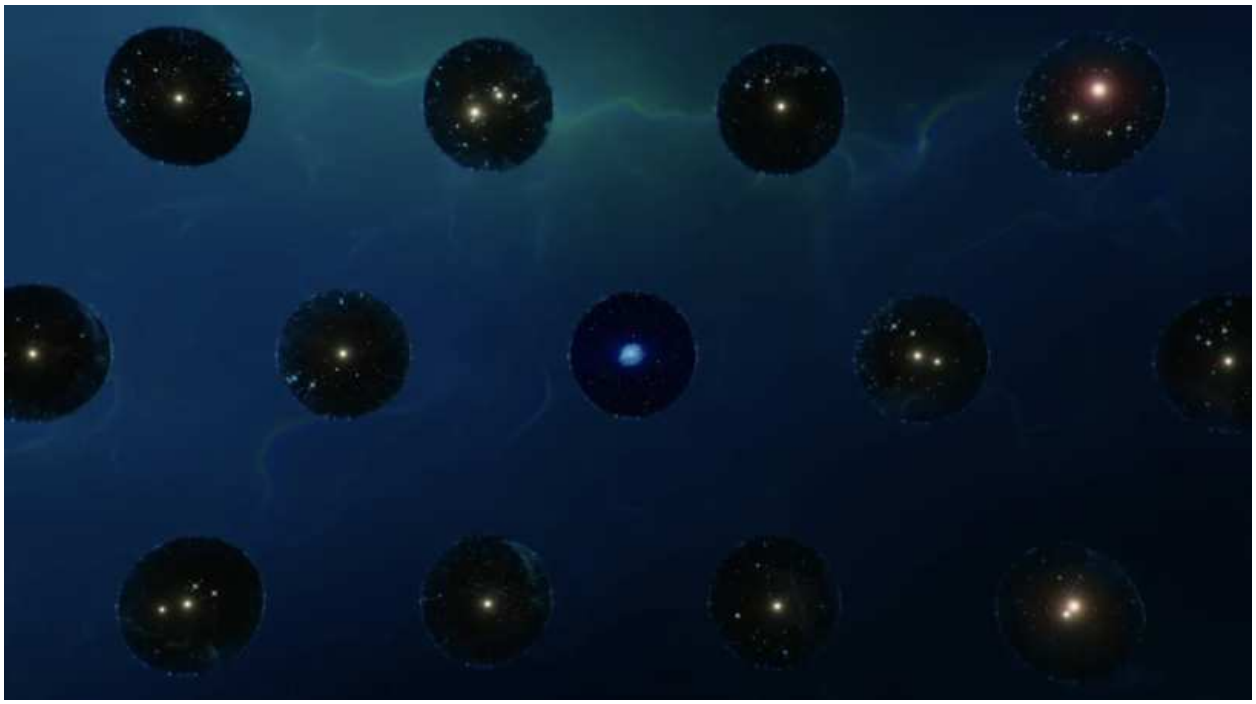
Items

General

Humanity's Database (600) - You have a database of every human technological achievement from the earliest wheels all the way to the largest starships. This database will continue to update every year as new technologies are invented. The database will have extensive

research and development notes as well as the blueprints for prototypes to allow a preindustrial civilization to copy the technology. In future Jumps this database will update to the current date of the setting and will have technology on all currently existing civilizations, but will not include technology from extinct species.

Ring Gate System (1000) - You have the crown achievement of the ancient civilization that created the Protomolecule, a Ring Gate system that connects 1,373 different star systems together without those pesky Dark Gods. This comes with a Ring Station at the center which controls which gate opens or which closes. The Ring Station possesses its own defenses and self repair systems along with the slow defensive system that can immediately decelerate anything beyond a certain speed and bring it to orbit around it. The Ring Station will answer to no one, but you and your companions. At the beginning of the jump you will be able to choose which system a Gate connects to (this can be anywhere you want such as other galaxies or across the Universe even another plane of existence) and you can put the Gates a thousand kilometers in diameter in stealth if you want. You can put the Gates wherever you want in a star system, but you will not be able to move them once a location is chosen at the start of a Jump or choose a different star system for your gate after you start a Jump. I believe this will make the most powerful being in any Jump without Faster Than Light travel or with it.



Captain

Coffee (100) - You have a cup of infinite coffee and the cup will refill with whatever coffee (or tea) after you finish drinking a cup. You will also receive whatever type of infinite coffee beans or tea you like in your warehouse or ship.

Dummy's Guide to Operating Spaceships (200) - You have an infinitely growing guide to operating any spaceship that you own. It will have detailed instructions and guidelines to inform you on how to not blow up. This guide will also work for magitech or magical spaceships as you only need to own the ship so you can go steal one if you wish. Additionally, stations and megastructures will also count for this guide.

Instant Communicators (400) - It's so annoying to have to wait hours to hear back from your forward forces. So why not cheat? These small Communicators will have the effect of a Quantum Entangled Communicator and will instantly be able to communicate with an infinite number of the same QECs across the Universe or to different Universes if you wish. The blueprints are included so you can build more if you wish. These Instant Communicators cannot be hacked into and can broadcast to every mundane communications system in existence. You will also be able to adapt them for exotic communications such as sending telepathic messages across the galaxy using QECs.

FTL Sensors (600) - Having instant communications is all well and good, but it doesn't compare to knowing where your enemy is and what they are planning to do. This sensor can see everything in 1 light year and by everything I mean everything. No stealth ship can hide from you and the unique genetic signature of a person can be detected among billions on a planet halfway across the system. You can also detect exactly what weapons a battlegroup is carrying and you can discern what is happening inside their hulls clearly. This sensor's blueprints are included so you can make more so go forth and let none hide from your sight.

Engineer

Engineering Certifications (100) - These are certifications that will convince anyone of your capability to repair or maintain anything. It can be nuclear weapons or an FTL drive, it won't matter. However, top secret machines or ships will require more than simple engineering certificates to access. Also do you really know how to fix that antimatter reactor? Remember this won't give you knowledge just the papers that say you know what you are doing.

Computer Tablet (200) - This computer tablet is an excellent companion tool for any engineer. It has the ability to scan every single inch of a ship or station to detect any sabotage or broken down part that needs repair. It is also able to serve as a 3D ship or station designer with detailed tools for designing a spaceship or station using the total technology that you have. The blueprints for making more are included.

Repair Drone (400) - This repair drone can allow you to sit back and relax. The drone is capable of operating in high G or zero G and is still more than capable of repairing any broken ship or station. It can also serve well in a damage control capacity so you won't need to get dirty and go fix something in the middle of combat. The materials needed to fix something needs to be provided, but in emergencies the drone can with your approval cannibalize nonessential parts of your ship or station to get life support back up. It can also repair biological machines or people and not harm anyone. The blueprints for creating more repair drones are included.

Self Repair Module (600) - This small module the size of a small smartphone is capable of directly repairing or replacing broken down any parts of your ship or station. It has an inbuilt AI system that can easily manage repairs of a massive megastructure with no issues. It is not capable of constructing a new ship or station from scratch, but if there is still a vague hull shape left then it is more than capable of repairing it to full functionality. No machine or part is too complicated for this module to fix and it does not require materials to repair, but it will speed up repairs significantly. It can also repair biological machines or people for that matter and inflict no harm on them. The blueprints for making more are included.

Pilot

Secondary Autopilot (100) - This autopilot is like a second co-pilot as it can handle all the other functions of piloting when you are too focused on evasiveness to focus. It can also learn to pilot anything like a mundane fighter jet up to a mecha. Additionally, it will constantly adapt and learn to complement your piloting and ensure that the enemy is frustrated in their attempts to blow you up.

Good Juice (200) - You have an endless supply of high quality acceleration drugs that can help a person withstand high acceleration periods. This version of the drug can be administered in a variety of ways such as injection or simply drinking it. It can also help a person withstand 15 Gs of acceleration without any additional protection. This drug does not have any secondary side effects and will work perfectly on anyone, even alien biologie.

Neural Interface (400) - This handy device is a machine that can interpret your thoughts and convert them into instructions for piloting your ship. Simply put on the headset or implant into your brain it won't matter as the interface can pilot your ship without you needing to move a finger. Very useful when you're going 20 Gs and you can't move.

Advanced Simulator (600) - This nifty simulator can train anyone to pilot or control anything such as a ground tank or multi kilometer long battleships. It has an infinite variety of simulation scenarios that help rookies learn their way to piloting a spaceship. It also comes with several designers for custom simulations and can take your recent experiences and simulate them to see what could have gone different. Additionally, it possesses the capability to simulate combat situations to bring a rookie up to an elite veteran level in combat with sufficient time in the simulator.

Scientist

Research Credentials (100) - You have a set of credentials that can get you into a prestigious University to teach any subject that you wish or to join an exclusive scientific expedition. These papers will always change to suit your needs so if you need a degree of biology then these

credentials will change to show that you are a highly accomplished biologist, but unless you study biology don't expect knowledge on it.

Professor Glasses (200) - These snazzy glasses might seem outdated, but they don't simply enhance eyesight. When wearing these glasses you are able to see and study any exotic anomalies that might be invisible to naked sight without the need for bulky machines. You can also see the entire electromagnetic wavelength. Finally, these glasses could allow you to see the projections of protomolecule weirdness such as dead Miller who Holden could see only, but is not limited to dead Miller only.

Super Lab (400) - This state of the art lab has everything a scientist needs to study the unknown. The lab can be attached to your warehouse or imported into the setting. The lab is equipped with top of the line equipment and will update itself to include the latest piece of equipment of science every year. It won't matter if the new gadget is highly expensive the lab will update itself and the lab has fiat backed isolation systems to prevent containmants from leaking. You could build nuclear weapons from this lab and not even the most paranoid inspection team will notice.

Protomolecule Sample (600) - A highly valuable or dangerous substance that you have. This Protomolecule sample container is 1 tonne in mass and will add more containers of Protomolecule. You can use this protomolecule for a variety of purposes so keep it close and protect it from enemies. This sample will also update in future jumps adding another container for the setting's exotic and rare materials. For example, an element zero container that is 1 tonne in mass will appear every day

Marine

Pistol (100) - A trusty pistol that you will always have on you. If you lose a pistol or it is destroyed then you can summon another pistol. This pistol does not have to be the same as you can summon a super advanced alien pistol in a jump or another sidearm that you like. Any pistol that requires ammunition does not require it and can fire forever.

Recoilless Rifle (200) - This recoilless rifle is perfect for a gunfight in zero G as simply firing it won't make you fly away across the room. It has infinite ammo and if lost or destroyed, it will return to you in an hour.

Marine Space Suit (400) - This marines space suit is a vacuum suit perfect for marines in space or planetside. It has light armor that protects the wearer from light weapons and can filter harmful substances from the user's blood to protect them. Additionally, it has a wrist computer that can connect another marine's suit and has an expendable thrust pack that can slow down a descent. This suit has infinite air and can repair itself, but if lost or destroyed will return to you in one hour.

Goliath Power Armor (600) - You have the best of the best in armor for any marines. A Goliath Power Armor that uses an inbuilt multi-barrel minigun that fires armor-piercing, high-explosive and 6.25mm incendiary tipped caseless ammunition. This power armor has infinite ammo for its minigun and for the inbuilt RPG launcher as well as unlimited grenades. It can repair itself over time as well as having infinite air, thruster fuel and battery power so need to worry about getting stranded. You are the most lethal thing in the entire solar system with this armor.

Politician

Wealth (100) - You have a significant amount of wealth equalling 1 trillion USD in assets, stocks or gold old fashioned money.

Spy Network (200) - You possess and control a sprawling spy network that can give you information on your enemies or political rivals. This spy network can be focused on a single organization and infiltrate it so completely as to ensuring that you know exactly what they are going to do ahead of time or it can be dispersed between an infinite number of organizations that can give a hint of what they are planning or detailed plans if you invest enough resources into your spies.

Planetary Defense Grid (400) - This planetary defense grid is a system of planetary railguns, stealth detection satellites and mobile point defense platforms that easily detect and wipe out any threat coming to destroy your planet, moon or station. It has extensive AI connections to ensure immediate detection of threats and quick reaction to take out the threat whether its a simple stealth rock or a planet buster nuclear missile doesn't matter nothing gets through. You have enough assets for this grid to completely cover a single planet the size of Earth; anything larger will require you to make more assets. Additionally, this grid will keep any improvements you make to it. If destroyed or lost then you get another grid in one year.

Strategic Arsenal (600) - This massive arsenal of nukes is fired by planetary railguns first then firing their Epstein Drives to strike anywhere in the solar system with impunity. You have 10,000 of them and you can choose to put where this arsenal will be located. You can have it in deep space ready for an ambush. You will receive more missiles at a rate of 1 per month, but you can produce your own nukes if you want. This system comes with a fancy briefcase that can control the arsenal's targets, guidance system and abort codes. 150 of these nukes can completely destroy an asteroid the size of Eros. I believe that this arsenal makes you the most powerful being in any star system.

Ships & Stations Of The Expanse

You have a stipend of 800 CP to spend for this section alone, but you can use any remaining CP if you have them.

Civilian

Generic Civilian Ships (100) - You can purchase any generic civilian ship such as freighters, science ships, medical ships or passenger ships. You cannot purchase any civilian ships that have weapons but you can bolt them on after you buy them.

Razorback (200) - This excellent racing ship is 20 meters long and can hold 2 people, a pilot and a co-pilot. It also has good acceleration and excellent acceleration drugs to ensure the pilots won't die from acceleration stress. It can also operate with a single pilot and has a transponder that can pose as the real Razorback if you want.

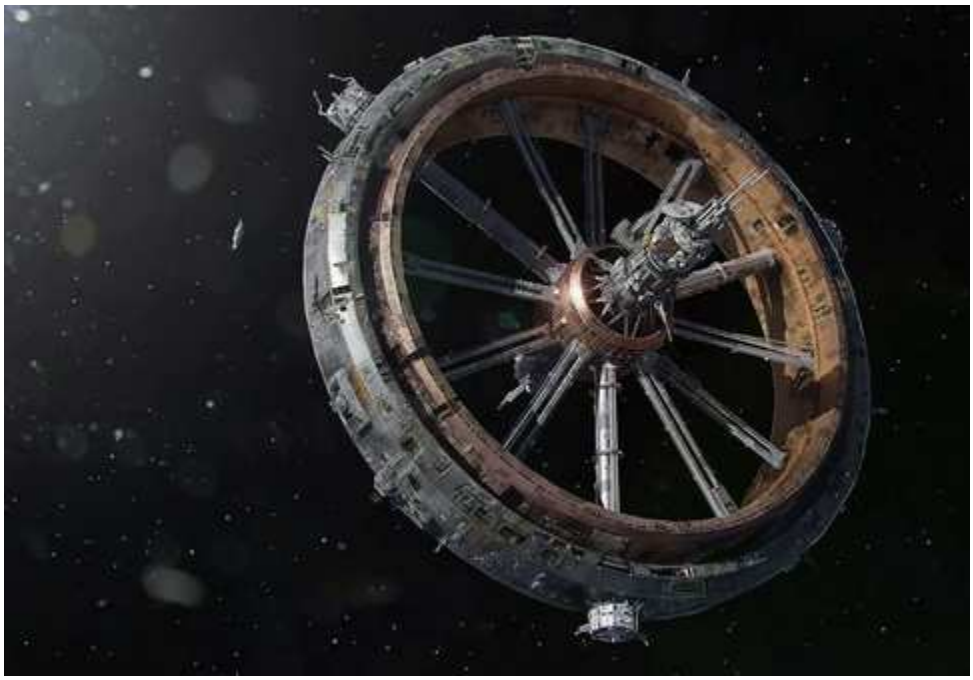
Guanshiyin (400) - This luxurious yacht is the same class and type as the Guanshiyin which is 205 meters long. Jules-Pierre Mao certainly did have taste as this yacht has numerous staterooms, lounges and luxurious suites. It also has a forward launch bay capable of carrying a small ship equivalent in size to the Razorback. This ship has no weapons to speak of, but it has a transponder that can pose as the actual Guanshiyin if you need to.

Canterbury (400) - This ship is the same type of ice hauler as that of the Canterbury which is 1000 meters long and has the endurance as well as the equipment to reach the ice ring of Saturn to harvest clean water. The majority of the ship is a hollow cargo bay at bow to harvest ice with robotic manipulator arms. This ship has a transponder to pretend to be the real Canterbury.

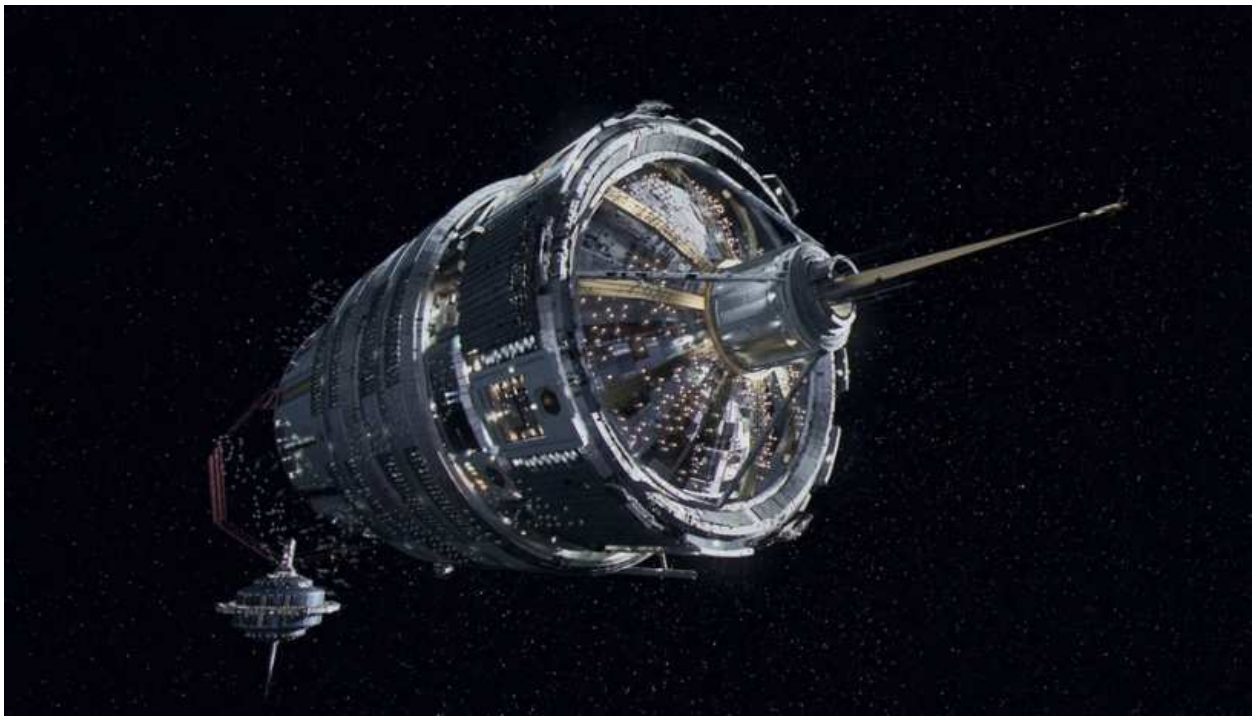
Tycho Station (600) - This station is the largest mobile construction platform in the Sol System. You have a station that is the same type and class as the real Tycho Station. Tycho Station is capable of housing 15,000 people as well as increasing the spin of Eros to increase gravity on Eros station. Tycho Station can also construct truly titanic ships such as the Nauvoo, a 2km long generation ship. This station has a transponder to appear as the real Tycho Station.

Thoth Station (600) - A top secret station that generated gravity by spinning this is where research on the Protomolecule was conducted. It has little to no lights, it's unfurnished and looks

abandoned, but it is very good at hiding. This version of the station has some stealth capability as well as a fake transponder to deflect suspicion.



Nauvoo (1000) - A truly massive ship a full 2460 meters long. It is under construction by Tycho Station and will serve as a generation ship for multiple generations of Mormons to the Tau Ceti system. It has a centrifuge drum so massive that 4 Donnagers can fit inside it. It has 8 massive Epstein Drive that can accelerate the Nauvoo through interstellar space. It has a transponder that can pretend that your Nauvoo is the real thing. A true wonder of the might of humanity.



Military

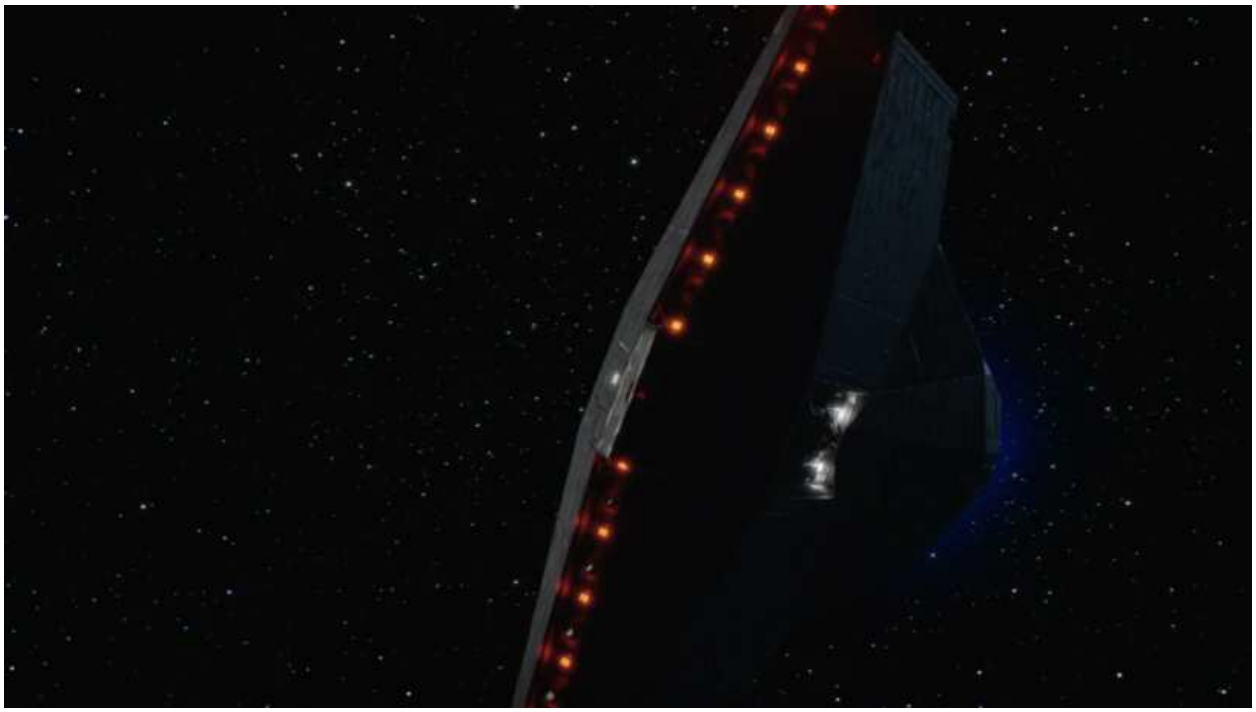
Military Dropships & Skiffs (100) - You can purchase any type of small military craft such as shuttles or dropships.

Morrigan Class Patrol Destroyer (100) - The Morrigan class patrol destroyer is a 33.5 meter long martian patrol craft that is cheap to produce and highly agile. It has 2 PDCs and 2 bow mounted missile/torpedo tubes with a crew capacity of 6 plus 2 marines if available.

Corvette Class Light Frigate (200) - The corvette class light frigate is a martian light frigate that is 46 meters long and equipped with 6 PDCs, 2 missile/torpedo tubes. Its crew complement numbers 18 and can carry up to 30 for specific missions. You can also modify the space frame to house a light railgun like a certain legally salvaged ship named after a horse.

MCRN Heavy Frigate (400) - This martian heavy frigate is 66 meters long and possesses 5 PDCs, 4 missile/torpedo tubes on the sides and 8 single fire missile/torpedo tubes at the bow. The crew complement is 50 along with several marines equipped with power armor.

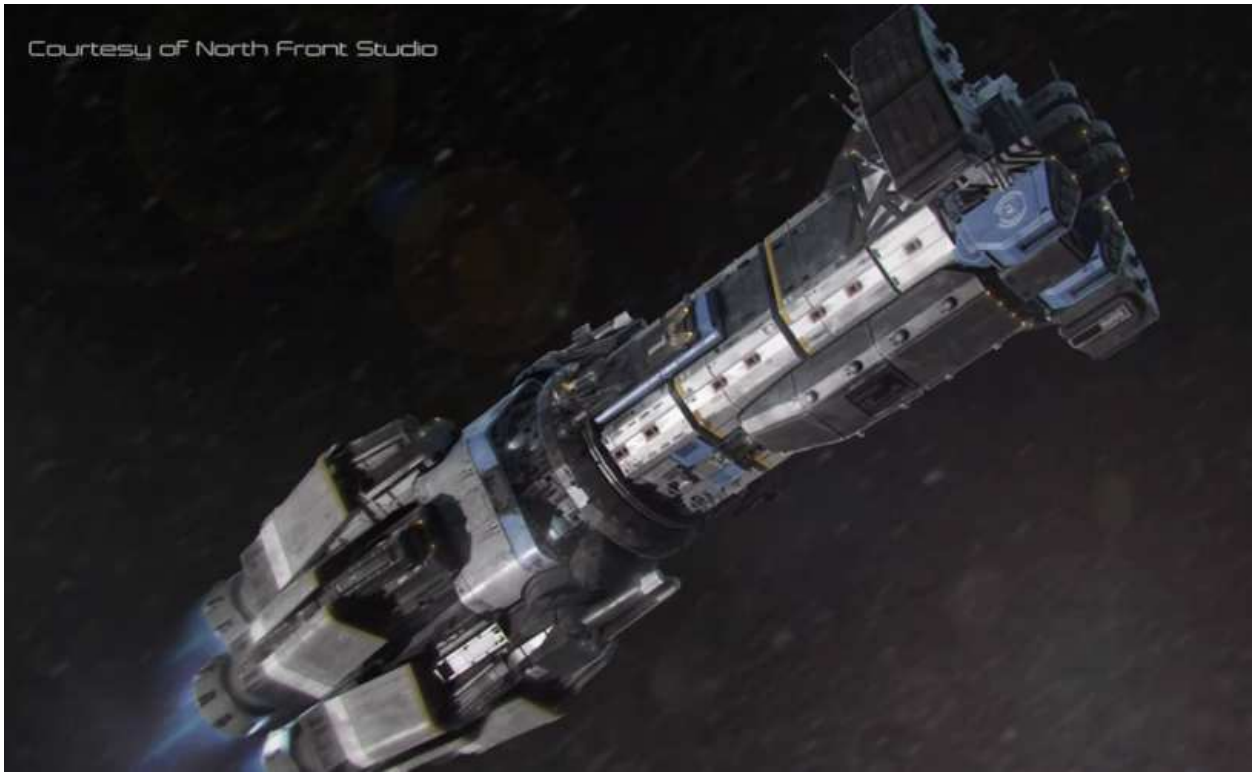
MCRN Stealth-C Ballistic Missile Platform (400) - This martian stealth ship possesses a complement of 10 planet buster missiles with 20 nuclear weapons per missile meaning a total of 200 nukes for 1 single platform. It is 83 meters long and equipped with an Epstein drive for movement as well as stealth composite that makes it nearly impossible to detect. This platform comes with infinite missiles, but each missile will refill in 1 year after firing.



Scirocco Class Assault Cruiser (400) - This martian assault cruiser is 200 meters long and 72 meters wide. It is equipped with a single dorsal mounted light railgun, 14 PDCs, 5 missile/torpedo tubes for medium yield warheads and 5 missile/torpedo tubes for large yield warheads. It has a crew complement of 430 people along with a marine contingent of 120 marine company plus a force recon squad equipped with Goliath Power Armor. The cruiser also has 3 Chariot dropships and 12 breaching pods to board other vessels. Additionally, the cruiser also has extensive repair and maintenance facilities along with armories for the ship's marine contingent.

Leonidas Class Battleship (400) - The Leonidas battleship is a UN vessel that is 270 meters long with 2 railguns, 32 single fire missile/torpedo tubes and 25 PDCs. While on paper an excellent ship comparable to the Donnager it is rife with issues. The ship suffers poor acceleration and its railguns cannot traverse in their mountings while under acceleration. Its PDCs cannot be retracted so the cannons are at risk from impact damage and its railguns are outdated resulting in a shorter effective range compared to other railguns.It has a complement of 8 dropships for its marines and 920 crew. The ship can also be refitted to carry 1,200 marines or supplies.

Truman Class Dreadnought (600) - This ship is a UN battleship that is 376 meters long and 110 meters wide. It has 2 heavy railguns, 9 missile/torpedo tubes as well as 42 PDCs which cannot be retracted so a fast reaction time is possible for the PDCs at the risk of impact damage. It has a complement of 6 dropships and 3 repair skiffs as well as a crew of 1400 people along with a contingent of UN marines. It is also highly adaptable allowing the ship to carry out the functions that would have required a small flotilla.



Donnager Class Battleship (600) - The pride of the martian navy, the Donnager is a 465.5 meter long beast. Its weight is 250,000 tons when dry and possesses 2 heavy railguns, 6 forward missile/torpedo tubes, 8 aft missile/torpedo tubes and 59 PDCs. It has an internal hangar that can house 6 Corvette class light frigates or 12 Morrigan class patrol destroyers and a variable complement of Chariot dropships, repair skiffs as well as executive shuttlecraft. The crew for the Donnager numbers 2086 along with a marine complement and force recon squad equipped with power armor. It also possesses 2 additional hardpoints for 2 more heavy railguns, but that are left empty due to insufficient recoil handling mechanisms.

Amun Ra Class Stealth Frigate (800) - This terrifying Protogen ship is capable of stealth for a first strike capability. It is 61.5 meters long and 24.2 meters wide and has a spinal mounted light railgun, 4 PDCs as well as 2 rapid-reload missile/torpedo tubes. It has a complement of a single Khonsu long range stealth shuttlecraft and 15 breaching pods for its crew of 50, but the crew can be increased to a 100 for boarding actions or specific missions. The stealth on this ship is highly effective with radar absorbing material coating the exterior as well as possessing active cooling systems to lower the ship's ambient temperature of the ship to match background radiation or an asteroid.

Ship Customization

You have a stipend of 800 CP to spend for this section alone, but you can use any remaining CP if you have them. Note all weapons in the weapons section can be main or secondary

General

Crew (Free) - You will have an infinite number of NPC crew that will follow your orders and pilot your ship. This crew can operate an infinite number of ships in your fleet and can be a different species if need be. The crew will not count as companions.

Import (100) - You can import any spaceship into this customization section.

Size (200) - Each purchase of this will increase your Ship or Station by 50 meters.

Mobility

Fusion Drive (100) - Simple fusion drives that are good for planetary travel or rock-hopping, but not interplanetary travel as that would require massive amounts of fuel. Dropships, skiffs, shuttles and slingshot racers still have normal fusion drives.

Epstein Drive (200) - Epstein drives are highly efficient sublight drives that eliminate the need for massive amounts of fuel when traveling interplanetary distances. These drives are so efficient that ships can simply point to their destination, burn towards it halfway then turnover to slow down for an intercept with the target. This maneuver can result in a ship traveling from Earth to Mars in a day or more at 1G depending on their distances. Modern day technology takes 258 days and Mars and Earth has to be in a specific location every 2 years.

Weapons

PDC (100) - Point Defense Cannons is the favored weapon in shooting down missiles/torpedoes and in close quarters battle. PDCs fire 40mm teflon coated tungsten rounds which decimate any missile/torpedo threatening your ship. This option will give your ship the maximum amount that it can carry (more can be added on, but where are you going to put the ammo and magazine) as well as infinite ammo after each battle. This option also comes with highly advanced point defense software able to track and shoot down all, but the most overwhelming amount of missiles/torpedoes.

Missiles/Torpedoes (200) - The bread and butter of space combat in the Expanse are the missiles/torpedoes. These weapons are simply a small Epstein Drive with an explosive package on board. Due to an extremely favorable thrust to mass ratio it will be nearly impossible for any manned ship to outrun a missile/torpedo. These missiles/torpedoes have variable warheads

with plasma, explosive and flechette warheads to inflict damage. You have an infinite amount of them and will be automatically loaded in your ship's magazine after a battle.

Light Railgun (400) - The main weapon used in medium range which is under 1000km are the railguns. These deadly weapons are used in medium range because railguns can be evaded from farther away if the target has enough time and warning to dodge. Therefore, railguns are best used in medium range where the target has limited time to respond. Railguns are capable of punching through almost anything. You have infinite ammo and the slugs either normal or flechette will be automatically loaded in your ship's magazine after a battle.

Heavy Railgun (600) - These bigger brothers to the normal railguns are only matched by the purpose built planetary defense railguns of Earth. They fire tungsten slugs that have unlimited range because it's in space. These railguns are capable of firing flechette shells too to destroy lightly armored targets at range. Railguns are capable of punching through almost anything. You have infinite ammo and the slugs either normal or flechette will be automatically loaded in your ship's magazine after a battle.

Nuke (800) - The big boys inside missiles/torpedoes. These nuclear missiles/torpedoes will ensure massive damage to any ship or station that it manages to hit. However, in space there is no air so the main source of damage that nukes do is through the heat and EMP without the shockwave. Unless you can direct the power of a nuke in a specific direction. You have infinite ammo and will load itself in your ship's magazines after a battle.

Additional Features

Drones (100) - Your ship has a variety of drones from small recon, signal relay and repair drones. More drones will be given to you if some are destroyed or lost.

Hangar Bay (200) - Your ship has a hangar bay capable of housing small skiffs in a relatively small ship all the way up to housing light frigates and patrol destroyers for a massive ship such as the Donnager.

Breaching Pods (400) - Your ship now possess breaching pods capable of holding a single occupant to breach and board enemy vessels to capture them. More pods will be given to you if some are destroyed, stolen or lost.

Stealth (800) - Your ship is now coated in angular sheets that absorbs or reflects radar signals as well as possessing extensive active cooling systems to ensure your ship's heat signature is no different from that of an asteroid of background radiation. Of course, the stealth only works if your main drive is powered down. Your cover will be blown the moment your ship spews out superhot plasma dummy.

Companions

Companion Import (100-1000) - You can import up to 10 companions with each getting 600CP to be spent on whatever they want. Although they will not receive the Ships & Stations of the Expanse stipend as well as the Ship Customization stipend.

General Companions (100) - You can recruit anyone in the TV series of the Expanse as your companion.

Scenarios

Conquer the System - Your objective in this scenario is to conquer the entire solar system and bring it under your heel. You must understand that this is no easy task as humanity has spread far and wide across the entire system. You must control every single station and city that exists in the solar system. You will not complete the scenario until every insurgency is destroyed and you have complete military, economic and political control over Earth, Mars and the Belt. If the Ring Gate is open then you will have to chase after every single colony and establish your control there too. **If you succeed then your reward is the entire Solar System as it is when you succeeded and another Solar System that is untouched by humanity with Earth being without humans too. You can import either Solar System in a new setting or keep them in your warehouse.**

A Blue Mars - Your task for this scenario is to successfully terraform Mars. It doesn;t matter how you do that, but your task is to ensure that Mars is a second Earth to complete this scenario. Even if there is no one on Mars you must successfully terraform it. After successfully terraforming Mars you must seed its life so that humanity can thrive on its surface. This is no easy task as Mars is without a significant atmosphere to support life and has no magnetic field from solar winds that will strip any atmosphere. **Should you succeed then you will be able to take this newly terraformed Mars with you and import it in a new setting or completely replace Mars if there is one in the new setting.**

Will Lower Your Heads In The Face Of Gods Or Stand - This may be the hardest challenge that you face Jumper. Your task is to completely exterminate the so-called Dark Gods or Ring Entities that wiped out the ancient Gate builder civilization before they destroy humanity. This as you may know is not easy as the Dark Gods are not existent in realspace, but exist in ringspace and can affect the laws of physics in a multitude of ways to destroy humanity. These entities are able to destroy certain ships that exceed a limit when crossing the Rings so be careful when you travel in between the rings. You will fail this scenario if the Dark Gods are able to kill the last humans in existence except for you or your companions. **Should you exist then you will receive every technological miracle that was achieved by the Gate Builder Civilization.**

You will know how to shut down fusion reactors and move entire asteroids on a dime as well as creating the Rings.

Drawbacks

Extended Stay (+0) - A toggle to stay for longer than 10 years in the Expanse. You will be there to see the rise of the Laconian Empire. How will you affect the Expanse I wonder?

Fanfic Toggle (+0) - A toggle to jump into a fanfic setting of the Expanse. There aren't a lot of fanfics of the Expanse, but if you see one that you like you can jump to that fanfic.

Book Toggle (+0) - This jump is based on the TV series of the Expanse, but with this toggle you may jump to the Book continuity of the Expanse or a combination of both.

FK YOU** (+100) - You have an uncontrollable urge to swear and insult others. This will sour your chances for gaining allies or engaging in diplomacy.

Gullible (+100) - You are extremely gullible and prone to falling for simple bluffs and lies. You will easily fall into ambushes and traps that will kill you.

Mild Blue Infection (+200) - You have been infected by the protomolecule, but you will be fine. The protomolecule will not affect you in a negative way, but it will conjure the image of dead Miller or another person who died to the protomolecule. Theis dead apparition will not help you and can actively interfere with your concentration.

Your G Tolerance Sucks (+200) - Your tolerance of G forces will be really bad. You will be susceptible for any G force above 1G and in extreme G forces or long times in high G can result in you getting a stroke. G tolerance juice will not help you so good luck.

Bad Luck (+400) - Your luck in combat is really down the gutter. Your ship's PDCs and railguns will jam in some cases and in others your maneuver thrusters will go down in the heat of combat. In infantry combat your power armor or rifle may malfunction in the heat of battle. However, most of these issues can be repaired in combat and none of them will be instantly fatal directly so I hope you're ready to scramble.

Inspection (+400) - Your luck is incredibly bad when it comes to patrols or customs. Officials of both will constantly search your ship and cargo for contraband. Also, everytime you dock officials for customs will inspect your papers, cargo manifests and transponder for any sign of falsehoods. I hope you won't be smuggling much.

Hunted (+600) - You are hunted by bounty hunters, covert operatives and corporate spies if they are nearby. You will be continually hounded without pause by ever more hunters. After 9 years in the jump you will begin to be hunted by power fleets of either Earth, Mars or the Belt.

Total War (+600) - The entire solar system has fallen into total war. Earth's orbital railguns pund Mars' cities to dust while Martian stealth nukes begin to glass Earth. The belt is no spectator as it too is beginning to use rocks for bombardment of Earth, Mars and the Belt. No part of the sol system will be free from this war. I hope you are ready.

The Dark Gods (+800) - The ancient civilisation that created the protomolecule was wiped out by entities outside the plane of existence. These entities can change the laws of physics and affect human perception and they are out to kill you. Be prepared to face changing laws of physics and several attempts by them to kill you specifically. Unless you wipe them out they will steadily learn more about you and how to kill you eventually resulting in the dark gods learning how to disable your perks and affect your items after 9 years in the jump and throw hundreds of void bullets at you.

Ending Choices

Go Home
Stay Here
Move On

Notes

- Thank you to Neisnoah, Nerx, Oni_Live and neocorvinus for their suggestions on this Jump Doc. Again thank you so much and I hope you enjoy it.

Changelog

- Version 1.0 Created Jump
- Version 2.0
    - Clarified and lowered price of Holden's Luck
    - Clarified Ring Gate item
    - Fixed missing Scientist origin