

"For all its material advantages, the sedentary life has left us edgy, unfulfilled. Even after 400 generations in villages and cities, we haven't forgotten. The open road still softly calls, like a nearly forgotten song of childhood. We invest far-off places with a certain romance. This appeal, I suspect, has been meticulously crafted by natural selection as an essential element in our survival. Long summers, mild winters, rich harvests, plentiful game - none of them lasts forever. It is beyond our powers to predict the future. Catastrophic events have a way of sneaking up on us, of catching us unaware. Your own life, or your band's, or even your species' might be owed to a restless few—drawn, by a craving they can hardly articulate or understand, to undiscovered lands and new worlds.

"Herman Melville, in Moby Dick, spoke for wanderers in all epochs and meridians: 'I am tormented with an everlasting itch for things remote. I love to sail forbidden seas...'

"Maybe it's a little early. Maybe the time is not quite yet. But those other worlds - promising untold opportunities - beckon.

"Silently, they orbit the Sun, waiting."

- Carl Sagan



Kerbal Space Program Jumpchain
by AdmiralAnon

Welcome to Kerbin! Kerbin is a fairly pleasant habitable planet in a fairly remarkable solar system. But what's truly remarkable about Kerbin is that it's inhabited by Kerbals. Kerbals being the only dominate life form on the planet beyond the flora. They just seemed to have... well... spontaneously arisen one day; short, green-skinned little cuddly things roughly 3 feet tall and vaguely rotund with non-threatening facial features roughly akin to big green plushies. They don't need sleep, or food, or water. It's entirely possible that they're plants of some kind, being green as they are. Sort of a softer, more bouncy version of Irkens. This wouldn't deserve much attention, had it not been for once curious fact. That fact being, all Kerbals are obsessed with one thing, and one thing alone;

Space.

Yeah. You remember the Space Core in Portal? He's fucking SMALLTIME compared to Kerbals. Kerbals are absolutely fucking gonzo over Space. And flying. And really huge fucking rockets. And the really huge fucking explosions they make when they come crashing down. And when they actually

make it into orbit? Ho boy. Yes, it's fairly safe to say that Kerbals are very focused on aeronautics and space exploration, though you do have a few odd ones that are all about exploring the actual ground.

Weirdos.

And that's where you come in. See, Kerbals have built a space center in the middle of... well, fucking nowhere, really, and they're all about getting up into space. And they've put you in charge.

That's right. For the next ten years, you're going to be in charge of Kerbal Space Center. You're going to be directing this group of joyful space maniacs into exploring the Kerbin System and possibly beyond.

Here's a 1000 CP. Have fun.

...

Oh, and I know what you're thinking. Space? Big deal, right? You probably have a fleet or two in your back pocket. Hell, you can probably turn into a space ship yourself by this point. Which means getting into orbit is a fairly trivial thing for you.

Well, you know what the Kerbals are going to do if you do that? If you just whip out your shiny space ship to haul them around?

They're going to cry. Yeap. That big, grinning expression is going to be slowly massacred, like a child watching his favourite toy be systematically destroyed in front of them. They're going to stumble to the ground like you've ripped their heart out, and sob. Pathetically. Piteously. Because you don't want to have fun with them. You don't want to share in that bright, shining joy that comes from making into a successful orbit for the first time, or returning safely from the Mun.

So, unless you like piteously sobbing Kerbals, if you've got to employ the hypertechnology, you'd best be subtle about it.

[Backgrounds]

Drop In (Free) You wake up, in a crater, in the middle of Kerbal Space Center, surrounded by Kerbals. As waking up in a crater is totally a Kerbal-like past-time, due to their loving attempt to go into space (and making craters when they fail), they've clearly recognized you as one of their own and put you in charge; Because, hey, you not only made a crater, but you survived doing so in one piece! And that puts way above most other Kerbals.

Pilot (-100) Some call you a mad kerbal, a Kerbal with a death wish, but you're the one on the forefront of Kerbal avionics, taking the bleeding edge creations of Kerbal-kind to the edge of space - and beyond! Well... in between going down in a flaming fireball of fuel-mixtures and slap-dash machinery bolted together with Jebidiah's spit and a prayer, but that's totally not your fault!

Engineer (-100) Someone's got to knuckle down and take Kerbal-kind to their rightful place in the stars - and that's going to be you! The one who makes the impossible possible, taking things that shouldn't, by all rights, be utilized in space-going craft and making it fly! Upwards! Sometimes not on fire! Even! And a few of them even come down in one piece!

Scientist (-100) Sure, flying is awesome, and playing with parts and pieces is even more awesome, but you know what the best is? Coming up with new ways to make things explode! No, wait. That's not right. Coming up with new ways to send Kerbals into space! Yeah, that's the ticket. That's what you're all about; unravelling the terrible secrets of space! For all Kerbal-kind! Or something.

Pilot, Engineer, and Scientist Background get the Perk 'Kerbal Biology' for free, as they are now Kerbals. Or, if they so choose, they can forgo that perk and take the Background for free, but they don't receive the perk in question. Also, they retain their human form. When the matter of a lack of green in brought up among Kerbal-kind, someone in KR mutters something about diversity quotas, much to every Kerbal's confusion, before they just shrug and go along with it.

[Perks]

This Is, Actually, Rocket Science (Free) You gain an instinctive grasp and understanding of Delta V and orbital mechanics.

Speak English, Dammit! (Free) You gain perfect understanding of Kerbals and the way they speak in thier burbling, whack-ass mix of swedish meatball chef... something. Conversely, you can pick this to have them all speak english.

Some Old Friends (Free) Hey, what are you - wait a minute! How did you four get in here!? Oh, well. Looks like you're going to get some help in this jump, wether you want to, or no - Bill, Bob, Jebediah, and Valentina are all up and raring to go. As a bonus, all four come with the 'I Am A Pilot, Actually' perk for free.

Espirit de Kerbal (Free) While you're going to have no end of volunteers of Kerbals to go into space(seriously, where the hell are they all coming from?), it's understandable that you're going to want a special group of Kerbals to count on in a pinch - an elite force you can trust to get the job done. Twenty Kerbals have stepped up to the plate to fill that role. This group of Kerbals doesn't seem to let mishaps keep them down; while crashes, explosions, and other shenanigans will, uh, result in Critical Kerbal Existence Failure, they'll pop back up in a week or so, right as rain and raring to go for another try. All 20 of these Kerbals will automatically gain whatever perk you purchase in this jump from the Pilot, Engineer, and Scientist perk tree - Drop-In, however, doesn't count for this.

We Have Reserves! (-50) Look, we understand. 20 Kerbals? You're going to need more, right? Well, lucky for you, you can get more! This won't be your elite corp of specially picked Kerbals, however - this group of twenty Kerbals doesn't get to share your perk choices. Oh, cheer up! You will get to choose a single 100 CP perk for this group to possess, though! Can be purchased multiple times.

Zero G Angel (-100 CP) You possess an instinctive and intuitive grasp of the delicacies of manoeuvring in Zero G and low-gravity situations. Even if you plan to never set foot off Kerbin, this might still be topical - all the planets in the Kerbin system are actually fairly small, so you might be surprised how much of a lightweight you've become...

Kerbal Biology (-200 CP)(Free for Pilot, Engineer, and Scientist Background if you choose to become a Kerbal) You regard such things as 'sleep', 'water', 'food', and 'oxygen' as quaint, outdated suggestions. No, your skin doesn't turn green. Unless you're a Kerbal. Then your skin is definitely green. You also may develop a slight mania or obsession for outer space - don't be surprised if you find yourself

stargazing. Alot.

[Drop-in]

Do What I Tell You (-100)(Free for Drop-In) You could guide a man a thousand miles away through heart surgery over the phone. Or, say, a Kerbal several thousand miles away through a landing on the Mun. However, time-lag is still a thing to take into consideration, but careful preparation and planning can solve even that.

Switch to Over View (-200 CP) You're aware unerringly of the location of Kerbals in your pilot/engineering/science corp within the Solar System and on the planet, giving you a mental 3d map that lets you sketch out where they are. Post-jump, this lets you keep track of individuals within your organization, be it business, explorer corp, or simple adventuring party, with the distance this perk can reach being limited to the diameter of your standard Terran Solar System, cometary halo included.

Fast Forward (-400 CP) Are we there yet? Sometimes, you just want to get things over with - such as, say, interplanetary travel. This ability is limited to your proximity to a celestial body - the closer you are dictates how fast you can speed things up. This ability does not, however, alleviate such things as body requirements - utilizing this capability in excess when you still need to eat, sleep, and breath might not be the wisest thing to do. Also, this awesome power speeds up everything, not just you alone! Watch out for accidental lithobraking!

Jumper On Your Shoulder (-600 CP) Time lag, distance, the gulf of space - none of that means a damn thing. When your Kerbals need your assist, they're going to get it. A moment's concentration can send your awareness directly to the Kerbal in question, allowing you to give directions and advise as necessary, lending your personal immediate supervision to insure that they can pull off a successful landing, docking, and/or rescue mission. In-Jump and Post-Jump, this will work on Companions, though the distance this perk can reach is limited to the diameter of your standard Terran Solar System, cometary halo included.

[Pilot]

I Am A Pilot, Actually - (-100 CP)(Free for Pilot) - All the engineering and mathematics in the world doesn't mean much if you can't actually fly the damn things. You're far from being supernatural in skill, but you're not a weekend warrior, either - you effectively have the piloting skill of Neil Armstrong when it comes to piloting rockets, spaceships, and aeroplanes.

Wings Are For Amateurs (-200 CP) You regard wings and control surfaces as quaint, out-moded methods of flight. If it so much as has the barest hint thereof of an aerodynamic body, you can make it fly. Somehow. It may not fly well, fast, or far, but it WILL fly.

Blood, Sweat, and Tears for Fuel (-400 CP) There are times when you need to push your machine above and beyond it's capabilities, to draw forth the barest sliver of fuel from it's tanks. When luck and happenstance fails, and all that's left is skill - even that, too, can run out. For other people. But not for you. When necessary, you can pull off miracles, insane tricks of flight and truly legendary landings on planets terrestrial and alien at a cost. Doing so leaves you severely weakened, however - the further you push it, the more severe the cost in terms of your health. Pushing it too far can leave you in a coma - but sometimes it's worth the price, if it means bringing your craft down safely.

Every Landing You Can Walk Away From (-600 CP) Dying in a crash is for other people. If you are at the helm of a vehicle and crash, you will survive. Period. This may extend to immediate environmental hazards resulting from the crash, but it won't last long-term - no cavorting about in a fuel fire like it was a blow-up kiddie pool. Fair warning: This perk does nothing for the passengers of your craft. Or cargo, for that matter.

[Engineer]

Aerospace Engineering Makes Things Go Fast (-100)(Free for Engineer) You have an intuitive grasp on the mechanics of wind-flow, material sciences, atmospheric drag, tensile strengths, rocketry, so on and so forth, and how it applies to the art of designing vehicles that traverse the sky and space.

They're Like Legos, Right? (200 CP) There's robust engineering, and then there's modularity. Pick one. Except for you - you seem to have the gift of designing methods that allow for seamless mixing and matching of modular technology that lack none of the parts incompatibility and fragility you'd expect from such a design paradigm. While this seems focused on Kerbin technology in specific, a little work should have you applying such a paradigm to all sorts of technologies...

This Is How I Want It (-400 CP) Your capability of mentally designing items is vastly boosted. It's almost as if you have a mental idea space in the fashion of a construction bay with a lists of parts you have on hand that gives you an idea of what you can build at that moment... actually, that's pretty much what you have. As a bonus, you can mix and match parts in a manner roughly akin to legos, and giving you an idea of what would work and what wouldn't (and how much resources it would take to build). Mind, this doesn't mean that your mental creation will perform successfully, but it will function. As a final bonus, you can mentally hand-off the resultant creation to your Kerbals to build, and they'll do so without a mistake or screwup - meaning any snafu that results will be on your own head.

In A Junkyard, with a Box of Scraps (-600 CP) You take substandard materials and make them perform up to the standards of other, higher quality substances. Such as, taking steel and aluminium from a junkyard and turning it into space age quality material. The more sophisticated the material, the better the result. Sadly, this'll only work on items you personally design, build, and construct. Warning: The management is not responsible for the end result in giving Kerbals access to Adamantium or other such goodies.

[Scientist]

Visit Exotic Alien Worlds, And Study Them (-100 CP)(Free for Scientist) - Astrophysics, geophysics, biology, mathematics, and other associated fields of knowledge are your bread and butter. The hard mathematical truths of the universe are well known and familiar friends for you.

This Is Eating Into My Space Time (-200 CP) Science is a means to an end - and that end is Space! To some Kerbals, time spent on science means that isn't time spent on Space! Or exploring! That means, you want to get as much out of your time spent on science so you can spend more time on space. In effect, this perk allows for vastly increased absorption and comprehension of information; rip through a hefty engineering tome in minutes, take in an entire computer screen worth of information at a glance. While this is no guarantee you'll understand what you read (or see), or remember it permanently, you'll never be swamped by a flow of information again.

There IS A Method to Madness! (-400 CP) Before you can build any Alcubierre Drives, first, you'll have to master the technology necessary to get you to the point where you can actually use the damn things. Using this perk, you can choose a technological and/or scientific goal - say, 'Develop FTL Drives', and you'll know what you'll need to develop and study to move closer to that goal. This won't grant you proficiency at deciphering the secrets you'll need to unlock to achieve this goal, nor does it mean you'll be able to do so in a timely fashion, but it WILL move you in the right direction.

Extraordinary Thought Requires Extraordinary Surroundings (-600 CP) Creativity and inspiration are found in grand vistas and thought-provoking sights. This is true for many people - for you, it's literal. The more esoteric and exotic your location, the more you'll find your creativity and research boosted, the wonders of your view giving insight into the structure of the natural world. Impressive, wind-swept mountain ranges, alien landscapes, the orbit of uncharted worlds - all are more fuel for your mental fire.

[Technology Packs]

Kerbals are quite the industrious little bunch. Given their creativity and ingenuity, you'll see a plethora of technological innovations that'll send your Kerbals(and yourself, if you're so inclined) out of the cruel embrace of gravity and to the wonders of the Kerbin Solar System.

However, some Kerbals are REALLY industrious and creative, pioneering the steps necessary to develop technologies and capabilities that would wow even other Kerbals. Picking a technology pack means that they'll remember to actually share these discoveries with you, as opposed to getting lost in the chaos of yet another Great Koffee Klatch.

Mechjeb (-25) This little PDA device that can be attached to any vehicle of your choice was apparently a Kerbal's attempt at an artificial piloting intelligence, based off of Jeb's infamous skill. Needless to say, the attempt didn't succeed, but the resulting tool is still horribly useful for determining such things as a craft's weight and Delta-V specifics(among other useful mathematical tidbits), which can be important for calculating if it can actually get into orbit or no(and staying up there when you do).

B9 Aerospace and KW Rocketry (-50) Bigger. Is. Better. If you want to send those monstrous behemoths of things you call 'rockets' and 'spaceships' into space, you're going to need the engines and superstructure necessary to get them into orbit. Really, there was a bit of a fight as to which of these technological paradigms to offer, the two kerbals going on about 'classical aesthetics' and 'sci-fi smooth lines' and which was better, so we just gave up and offered them both.

KSP Interstellar (-50) It's not enough to go into space. Space and the Kerbal system offer new avenues of exploration, and new resources to utilize. More, is the dream of passing beyond the Solar System, and exploring what wonders the universe could hold within our lifetime. Thankfully, one very industrious Kerbal has sketched the technologies that could pull all of that off in a series of paper napkins that he then stuffed into a lunch box with your name on it, and it arrived on your desk after spending a night in the fridge. Good thing the Kerbals thought it belonged to you, eh? Anyways. This'll give you the grounds to start developing the really esoteric, yet hard-science based technologies - ISRU(In-Situ Resource Utilization), Fission/Fusion drives, Anti-Matter Harvesting and Drives, and the holy grail of space flight - FTL. Just remember to install radiator fins on your reactors!

Kerbal Attachment System (-25) All it took was one mad-Kerbal coming up with the notion of

assembling things outside of the Assembly Building and all hell broke loose. Because joining stuff together via docking just wasn't GOOD enough for some kerbins.

Orbit Portal Technology Space Plane Parts (-25) OPT has come out with the next stage in Kerbal Aeronautics - various engineered modules, systems, parts, and pieces for making everything from SSTO to jetfighters that can own the skies of Kerbal, and beyond. Warning - parts may cause you to make jet-engine dog-fighting noises the first time you witness them.

Umbra Space Industries Technology Paradigm (-50) USI's CEO and Primary Engineer is spoken about in hallowed whispers, his work visionary and beyond compare to any Kerbal. The mad-man not only came up with this artificial fuel he refers to as 'Karbonite' that can be manufactured in-situ, but he single-handedly devised a new system of building stuff on other planets. While a fair number of Kerbals enjoy making remarks about how in their day, they camped out in the command capsules and liked it, everyone agrees that the new Kolonization system is peachy keen.

Thunder Aerospace Corporation's Life Support Systems (-25) Undoubtedly brilliant, TAC's Head Scientist came up with an entire engineering paradigm focused around such buzz-words as 'Renewable Resources', 'Closed-Environment Recycling', and 'Self-Contained Greenhouses'. The perfect thing for effectively allowing for an indefinite source of food, air, water, and so on for a multi-year mission around the Kerbal Planetary System... even if Kerbals don't really need all that. When this was pointed out, TAC's Head Scientist yelled something about 'difficulty levels' and making things 'just like real life' before running out in a huff. ... Yeah, we don't get it either.

Magic Smoke Industries Infernal Robotics (-25) First... they made rockets. Then, they made rockets that blew up. Then, they made rockets that actually flew. And get into orbit. Sometimes. Maybe. Now, MSI has come out with the next stage in Kerbal technology - Rocket attachments... that actually move. And we don't mean just doors opening and closing, here. Actually grabbing stuff, even! And cranes! And... yeah, you get the idea.

Kerbal Planetary Base Systems (-25) Some mad-Kerbal actually came up with the revolutionary notion - rather than just living in rocketry modules on the various planets in Kerbal's Solar system, he wanted actual, dedicated living quarters to cavort around in between going outside and jumping in low gravity and seeing if Minmus really is made from mint ice cream. When you really want to build a home away from home, KPBS is the way to go.

Hooligan Labs Aerostat Development (-25) They say this series of technologies came about from an argument between several Kerbals that claimed you could still fly without utilizing any explosive device whatsoever. As this was seen as heresy by many Kerbals, this nearly resulted in a holy war before it was quickly derailed by one Kerbal telling the originator to 'put up or shut up'. Hooligan Labs delivered, and it's been up ever since. ... Literally, they haven't gotten that desk back down yet. If you want to float serenely in the clouds on Kerbin and other places with atmo, Hooligan Labs has got you covered!

[Items]

Emblems (Free) You'll not only find your creations and rocketships neatly emblazoned with a flag/symbol of your choice, but you'll also be able to fashion cloth emblems for Kerbals (and companions) to utilize to represent various mission types. However, you'll only be able to gift the

patches so made to those whom directly participated in the mission itself. While they offer no bonuses, they do make a nice keepsake and reminder of the glories you and your Kerbals(and companions) achieved - wether it's landing on the Mun or going to the stars.

Mission Plaque (-50) Steps should be measured, and marked, for knowing where you've been can sometimes be just as important as where you've gone. You can summon up these useful mission plaques to place down upon celestial bodies and remote locations with a small descriptor telling everyone just what was accomplished, and why. You can also allow your companions and Kerbals to access this item, summoning it up to demark a grand occasion. Kind of handy, when they're on Minmus and you're stuck on Kerbin.

Coffee Mug (-100 CP) This chipped and stained coffee mug has the emblem of Kerbal Space Center on it's ceramic face. Sipping from it produces a near endless stream of hot drinks of extremely excellent quality - coffee, hot chocolate, and so on. You can also vary the caffeine content of the liquid, from decaf(you heretic), to espresso(You fine person, you). Pouring the mug out will simply result in a typical mugs-worth amount of liquid content, but you'll find it refilled the next time you pick it up. Also, you never loose it - it'll always be nearby when you want it. Good thing, too, as people will likely be stealing it once they realize it's marvellous qualities.

Snack Machine (-50 CP) This robust and solid vending machine is a never-ending supply of snacks and carbonated drinks in excess, seemingly filling it's interior with a plethora and variety of munching goodness that shifts over time so you never get bored of it's variety. While sugary treats are all well and good, it's true benefit is the morale boost it offers to places of business it's install within. After all, who doesn't like chocolate to get you through a hard work day?

Coffee Machine (-50 CP) While not as good as the Coffee Mug, this vending machine still produces very good quality coffee - and only coffee. Espressos, Cafe Lattes, Americano - if it includes coffee, this machine offers it. Aside from the morale boost of having a steaming cup of high-quality coffee on-call, it also offers a natural energy boost from those that partake from this holy font. Which can be important, on those critical 24/7 missions. Warning: The management is not responsible for Kerbals discovering the options for Irish Coffee, or Black Blood of the Earth.

Billy Kob's Junkyard (-100) A junkyard. Yeap. Nicely festooned with a rickety-old shack and a picket fence around it, this is literally a junkyard. Why is it valuable? Well, given Kerbal's industrious nature, having an unending supply of scrap materials(such as steel, plastics, and electronics) is fairly useful. A little work, and those run-down cars will be reborn like a beautiful butterfly into a rocketship! That hopefully won't explode. Afterwards, it'll be attached to your warehouse; though if you like, you can transplant the mailbox just outside the rickety shack to your location of choice in-jump so other's can access it without needing to touch your warehouse. And keep Bob from getting into your beer stash.

Vehicle Assembly Building and Launchpad (-100) Sure, even if you emerged from a crater like the beautiful Kerbal butterfly you are - even if you aren't Kerbal, we won't judge - the Kerbals, bless their hearts, have already got a VAB and Launchpad up and running. Because they want space, and they want it now. But what about later? Other jumps, and other space awaits, anon, so you've got to treat your Kerbals right! This item is... okay, there's no getting around this; in it's compact form, it looks like a hot dog stand, somehow. Apparently it contains enough materials and equipment to let your industrial little Kerbals assemble in a week's time a fully-formed VAB and Launchpad at your location of choice. You'll find a new one ready and waiting in your warehouse at the start of each jump from now on, so enjoy! It doesn't have hot dogs, though, much to Jebidiah's disappointment.

Spaceplane Hanger and Runway (-100) It's an ice cream cart. Yup. But through the power of Jumpchan and Kerbals, this marvellous rolling cart has enough equipment and materials that you can setup your Hanger and Runway at your location of choice over a week's time! Serves much the same purpose as the item above, though this'll result more in buzzing of various towers by enthusiastic Kerbals than explosions. You'll find a new one ready and waiting in your warehouse at the start of each jump from now on.

Astronaut Complex (-100) A taco cart! That doesn't serve tacos! It's madness! But what it CAN do is, over a weeks time and some Kerbal-power, offer enough material and equipment so you can build your very own Astronaut Complex in other jumps. As from looking rather official and giving places for your Kerbals to sleep... despite not needing to sleep... uh, yeah... despite that, if you run up the Kerbal Space Center flag up the flagpole setup outside, you'll find that the complex effectively summons Kerbals! Heeding the call of space from across dimensions, you'll find Kerbals washing up on that metaphorical shore, ready and willing to take to the sky. Granted, they're bog standard Kerbals and not your pick of the pick, but every little bit helps, right? You'll find a new one ready and waiting in your warehouse at the start of each jump from now on.

[Companions]

Kerbal Kompanions Assemble (-200) Exploring the Solar System alone is boring. Why not bring some friends along? Choosing this inducts your companions into your Kerbal Corp of Pilots, Engineers, and Scientists ontop of the current 20. As a bonus, they gain the same benefits of Espirit De Kerbal - what perks you pick in this jump, they gain as well, barring those chosen from the Drop-In tree. They do, however, all count as separate companions still. As a bonus(?), they even gain a Kerbal Alt-form so they'll fit in better.

Skott Kanley (-100 CP) Some Kerbals actually have distinguishing features - this bald Kerbal in particular seems to be gifted with a fairly impressive amount of mathematics, engineering skill, and piloting capabilities, making him a treasured assistant when it comes to managing the Kerbal Space Program. You could even leave him in charge of Kerbal Space Center for a while and he'd manage things just fine, if you, per se, wanted to do some actual in-person piloting yourself. Or visit the Mun. Or Minmus. Oddly enough, he likes to introduce himself with the phrase 'Hullo! I'm Skott Kanley!' Skott Kanley posses the perks 'Kerbal Biology', 'This Is, Actually, Rocket Science', 'Do What I Tell You', 'I Am A Pilot, Actually', 'Aerospace Engineering Makes Things Go Fast', and 'Visit Exotic Alien Worlds, And Study Them'.

Nikolai Kesla (-100) Complete with a rocking mustache and well coiffed hairdo, Nikolai is a surprisingly innovative and creative Kerbal, seemingly fascinated with the more esoteric energy sciences. While his aspirations are lofty, you're really sure that he can't single-handedly construct a zero-point generator and revolutionize Kerbal-kind over-night. You hope. He possesses the perks 'Kerbal Biology', 'This Is, Actually, Rocket Science', 'Aerospace Engineering Makes Things Go Fast', 'They're Like Legos, Right?', and 'This Is How I Want It'

Doctor Wendy Khalen (-100 CP) This female Kerbal seems to have a rather robust passion and obsession with all things engineering and scientific. One of the few Kerbals that isn't obsessed with rocketry and explosions, she nevertheless dreams of the science that could be had on the many planetary bodies of the Kerbin Solar System. Comes with a rockin' lab coat and turtleneck, free of charge. She possesses the perks 'Kerbal Biology', 'This Is, Actually, Rocket Science', 'Visit Exotic

Alien Worlds, And Study Them', 'This Is Eating Into My Space Time', and 'There IS A Method to Madness!'

Fronk Gustave Beauregard Alexander Bishop (-100) Beauregard is an amazingly easy-going and laid back Kerbal. He's almost... stoic, comparatively speaking. Then again, perhaps he just lets his piloting skills speak for itself. No, we're not quite sure where he gets all those names from. Maybe he collects them as a hobby? He possesses the perks 'Kerbal Biology', 'This Is, Actually, Rocket Science', and 'I Am A Pilot, Actually', 'Wings Are For Amateurs', and 'Blood, Sweat, and Tears for Fuel'.

[Drawbacks]

While the number of Drawbacks you can pick is unlimited, the maximum amount of CP they can give you is 800 CP.

Green Alien Space Babes (+0) Rather being being cute, cuddly, roundtund version of Irkens, Kerbals are now human-like, green-skinned aliens with actual gender differences. Rather than being 3 feet tall, they instead seem to average from 4' 5" to 5' 4". Weirdly enough, they still weigh similar, probably so as to not throw off the fuel requirements too badly. For your companion corp, you can pick and choose the gender ratio as you so desire - the default is 50/50.

I need more time! (+0) Conquering the Solar System in ten years? You're kidding, right? You're going to need more time than that - not only to conquer said Solar System, but enjoy the fruits of your labour. You can pick this to set the length of your jump to 20, 50, or 100 years, rather than the normal 10. You can only choose this drawback once - no stacking.

Kerbal Must Die (+100) Kerbals don't die - they just wait to respawn into your pilot corp. Normally. Now? Once a Kerbal is gone, he's gone. You'll still get no end of volunteers for your missions, but you're now aware that one snafu will result in a horrible, terrifying death. No pressure.

Companions Must Die (+100) See above. While they'll be fine at the end of your ten year stay here at Kerbal Space Center, when your companions go up in a blaze of rocketry glory, they'll be gone for the rest of your stay. Resurrection methods won't work, either - better make sure the contraptions you build are up to snuff.

How The Hell Did He Get Up There? (+100) Amateur rocketry abounds. This results in a plethora of Kerbals somehow getting into orbit... sans rocketship. This means you're going to have to go up there and rescue them. Or not. I mean, they seem pretty happy up there, so you could just leave them. Well, unless they need little things like food... or oxygen... I'm sure you'll learn to ignore their pained, breathy gasps as they suffocate over the radio eventually in such a situation. If they don't, you'll just have to suffer through the occasional radio calls to Kerbal Space Center to discuss space.

Kerbin Technology Superior (+100 CP) You are locked out of utilizing other technology for the Jump. If you want to reach the stars, you've got to rely on your little Kerbin friends and their obsessive genius.

Spaceplanes are Awesome! (+200 CP) Spaceplanes ARE awesome. So much that you'll pretty much forsake the idea of rocketry entirely. If you're going to send Kerbals(and equipment) into space, you're going to be doing so flying down a runway. Given the particular quirks involved in getting a spaceplane into orbit, you may find fairly quickly that this is alot harder than it looks... (Requires

'Kerbin Technology Superior' Drawback)

Set Difficulty Level to Real Life! (+300) Ohoh! Think yourself a badass, huh? Think yourself the next Werner Van Braun? Well, it's time to put up or shut up - in Kerbin, the planets are now all scaled to their Solar System counterparts - meaning getting out of the gravity wells are now FAR more difficult than before. (Requires 'Kerbin Technology Superior' Drawback)

Kerbal Needs Food, Badly! (+200 CP) Kerbals now need to eat. And breath. And - gasp! - sleep. This drawback also gifts you with the TAC's Life Support Systems Tech Pack - allowing for air-recirculation, space-going greenhouses, in-situ food production, dedicated habitation quarters, the works. Keep in mind, having to keep your Kerbals alive the old fashioned way will make interplanetary travel exponentially more difficult.

Solar Flares (+200 CP) Looks like Kerbal's star is having some mild temper tantrums. While the radiation isn't enough to kill, it will disrupt communications at inopportune times, resulting in Kerbals having to rely on their own skills to pilot and land.

THE SPACE KRAKEN (+300 CP) Spoken of in shivering, fearful whispers, the Space Kraken is a mythical figure of terror among Kerbal kind. Those taking this drawback expecting a physical foe to fight will be severely disappointed(Despite Jeb's claims to the contrary). Instead, they will find that their wonderful contraptions that send their Kerbals skirting about the Solar system, will simply, randomly, inexplicably... fly apart. Randomly. Oh, it won't happen all the time, and it won't happen often, and it may not even kill the Kerbals piloting said constructs... But it WILL happen. What other source of these inexplicable mishaps could it be... but the SPACE KRAKEN?

[Notes]

* Reducing Kerbals to a sobbing, piteous, broken wreck does not offer you any physical and/or metaphysical benefits you'd normally receive from such things. You monster.

* What the heck is Kerbal Space Program? At it's core, KSP is a hard math space rocketry simulator utilizing lego-like parts and pieces to build stuff. Slap stuff together, launch it, watch it blow up hilariously, repeat. Yes, that's right - all the KSP math is based off of real-world science that is fairly hard indeed - playing it will actually teach you about rocket science. Searching on Youtube for individuals like Nassault and Scott Manley will give you an idea of what KSP is capable of - Nassault does short movies using KSP as a model base and Scott Manley does a fair number of LPs involving KSP.

* 'Kerbal and Companions Must Die' drawbacks automatically negate any perk that says otherwise for everyone... except you, Jumper. Taking these drawbacks and wanting to make damn sure no one dies means that you're going to be leaving Kerbals(and Companions) in charge of KSP while you play the role of test pilot. Have fun!

* For Future Reference, here's how the Companion options suss out;

Bill, Bob, Jeb, and Valentina all count as one companion.

The Kerbals gained from 'Espirit de Kerbal' all count as one companion.

All Kerbals gained from 'We Have Reserves!' count as one companion. Yes, this means you can get a fairly large number of Kerbals in one companion slot.

If you fold Bill, Bob, Jeb, and Val into 'Espirit De Kerbal', that all counts as one companion,

instead.

You can forgo to take all free companions at the end of the jump if you so choose.

As for importing companions that take up one slot into other jumps, I'm following Babylon 5 Anon's lead, and saying that the perks/powers get divided among them all equally.

Yes, you can use 'Kerbal Kompanions Assemble' to import the pink tide. The management takes no responsibilities for unleashing billions of Kerbals upon the multiverse. That's all on you, Jumper. That's all on you.

* "OMG does 'There IS A Method to Madness!' mean I can eventually build necrodermis/Endbringers/Shards/GBEs!?!?!?" In theory, yes. In practice, however, 'Method to Madness' merely shows you the path you need to take. It does not condense this path into a reasonable set of steps, nor does it speed things up, nor does it mean you can skip steps, nor does it ensure comprehension, nor does it tell you the tools you'll need to build the tools to build the tools to ad infinitum.

* If you pick 'Green Skinned Alien Space Babes', you're still stuck with it post-jump, as it no longer counts as a drawback. Such as it is.

* 'Fast-Forward' speeds up everything, not just the Jumper alone – else it would be useless to speed up those lengthy trips inbetween planets, given that your spaceship wouldn't come along with you. This awesome power is mitigated by the real risk of crashing your poor space ship into the planet you're heading to, or missing that orbital change point, which has spelled the doom of many a Kerbal.