

v. 2.1
Small “Lifomatica” Update

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Space, the final frontier full of great wonders, beautiful females and … ducks? That's right Jumper, with that document you can aid Galactic Protectorate in keeping space a calm place, help the Martian Empire gain advance in ongoing conflict with Galactic Protectorate or become a free crew in space trying to get your own slice from that pie in the 24th and ½ century. What you're waiting for, prepare engines and blast off!

Take **1000 Century Points** to fund your new space adventure in the 24th and ½ century.

Background

Any non-burrito background can be taken as a pseudo Drop-In to forgo memories and documentation.



Burrito [Drop-In]

Man, someone really did a number when they dethawed you, what did they do toss you into a microwave? That can't have been good, it must have left some real damage. Due to your improper thawing from cryogenic suspension you have no memories from within this universe to guide you, and worse yet you have to manage with less discounts than a normal origin.

+ You can pick your discounts from any origin, even the general sections.
- You only have a single discount for each 100, 200, 400, and 600 CP pricing tiers to use in both the Perks and Items.
★ Note: if you have a perk that allows for a second origin you are locked in as a double Burrito origin. You do get a second round of discounts for the second origin you qualify for which means two discounts per pricing tier rather than one.



Captain / Commander

These charismatic leaders have received the needed training to lead crews into the unknown of space, along with the necessary advanced combat training from officers school to ensure their survival.



Cadet

These invaluable second in commands assist their chosen leading officer on ship and off as they have great organizational skills that with time could reach near precog level.



Ruler

These are the big bosses and planetary leaders, that if needed can have their whole planet engage into military mode at the drop of a hat with one decision. These are sometimes just the leaders of individual clans on a space station and not necessarily a planetary leader.



Scientists
These are among some of the greatest minds in existence that can crunch complex formulas in their own sleep, though they are sometimes regarded as nerds by others.



Mercenary
These men and women are among some of the most ruthless and dangerous fighters that exist and willingly employ any tactics in order to reach their own goal and make their capture or kill.



Celebrity
There are those that rise above the common rabble that shine the light of their lives upon the lesser wretches that wallow in the mud of drudgery and 9 to 5 jobs. These beautiful few are the celebrities and trend setters, the wealthy and powerful. Hope you have what it takes to bear the eyes, cameras and envy of the teeming masses and are able to continue keeping your head above water in the shark infested depths of the glamorous waters of the influential.

Race, Age and Gender

Along with each background what your form, race, age and gender is up to you as long as it fits within this universe. Martian, Human, Duck, Pig, or something else, it is up to you as long as it fits. Or You could remain what you were from the previous Jump.





Locations



*Roll **1d6** dice to decide on starting location, or pay 100 CP to choose one.*
You will start 7 days after Duck Dodgers starts his own adventure in space.

1) Base of Galactic Protectorate, Earth
This is the main base of Galactic Protectorate forces and the place from which Duck Dodgers receive his orders from Dr. Ignatius Q, also known as "I.Q.". *A Martian look alike will be observed with suspicion.*

2) Martian Palace, Mars
This is the center of the Mars Empire and the primary residence of both the Queen of Mars Tyr'ahnee and Commander X-2. *Better not be a human here without a reason.*

3) Nippono
This is the technocratic world seen in The Menace of Maninsuit, it is modeled closely on Tokyo and other Japanese cities seen in early Godzilla films. *Expect some giant monsters from time to time.*

4) Klunk
This is the homeworld of the Viking-like Klunkins, led by K'Chutha Sa'am.
If you're not slightly barbarian, good luck. You'll need it.

5) Swinus 9
This is the home planet of the Eager Young Space Cadet and is modeled after Earth's Bagdad.
If Jumper knows what to do, it will be a very nice place.

6) Hollywood Planet
This artificial planet resembles the Universal Studios logo and is one of the greatest places to make movies as it is one giant film studio. *This is also a place where celebrities can be spotted most of the time.*

Perks

Perks from the same origin are discounted with their 100 CP perks being free.

General

Intuitive Astronavigation [Free]



On one hand, you can count groups of people who do not know how to navigate deep space in this Universe.

So you're in luck, Jumper! With this perk you will know by simple sheer intuition where each planet is in space and navigate through deep space to get there, this works for all forms of travel from planet to planet, though this only covers information that is available to the public. For hidden places and locations you will need to get information about their location to navigate to them purposely.

Post Jump, you will know where any public available place is and how to get there, even if you have never been there or knew anything about it. As long as the public knows about a location, place, or planet, so too will you. This knowledge base is constantly updating as more info finds its way to the general public.

This also comes with knowledge of the quickest though not necessarily safest routes towards a target location, for both instances. This is not instant travel, but the known routes will shorten the travel time by at least by 15%, and with time and experience you can find, develop, and plan routes that would shorten travel time by up to 45%.

Unusual Pass [50 CP]

In the wider universe there are many species that have different shapes and structures. With this perk, you will not be shaken about the looks of different people, nor will they be by you, no matter how deformed or unusual you will appear.

Expressionist [50 CP]

It can be hard to convey your feelings through expressions alone, but with this perk you will be able to easily convey any expression you want the other party to see and with further experience these expressions can be used to send entire messages with just facial expressions alone. Of course the message will not be overly detailed, but will still be useful to convey some information.





Mutation Normalisation [100 CP]
Toxic waste, cosmic radiation, unknown types of energy or experiments gone horribly wrong, these are the main sources of most deformative mutations here. With this perk you will still go through a brief mutating transformation, but will regain your normal looks afterwards, as the mutation settles. In addition to this, in case for example of losing an arm, then the additional arm that mutation grants would slot in its place. As such this example only works only if there would be extras there anyway, so until you grow an extra arm, that arm stump would remain an arm stump.

Complicated Back-story [100 CP]
Not all beings are as simple as the Good Dr. I.Q. Hi, he is something special for someone of his position. For all the effort he spends commanding others he is still very much of one origin, he is pure Scientist.

You are not that way, you are more like the Cadet who started as a Ruler and became a Cadet, or the Martian Queen who started as the Ruler and expanded into the Commander role and skills after being slighted before their wedding by Dodgers, or even Dodgers who while a Captain of the Protectorate is definitely of the Celebrity origin.

Now you too can take a second origin and gain all discounts, freebies, and drawbacks that may come with that second origin.

This will be worked into your history and background if desired to show how you gained these skills, contacts, and items where necessary, though like the Eager Cadet you can also keep it hidden and in the background until it is revealed at a later date.

Nice Looks [200 CP]
It may be unfair but some people are simply born with good looks, and now with this perk, you too join the ranks of the beautiful people. With this, you can sometimes get items at lower prices or catch people's eye.

For an additional **200 CP** this transforms into **Great Looks**, and has you joining a truly small percentage of the populous of space, those who can wrap anyone around their finger without much investment in time, effort, or resources. These people live an even more blessed life than those with simply **Nice Looks**, as they are able to do things like getting items for free, and even retaining their good looks and appearance while covered in mud or other gross stuff. Only the most intelligent beings will be able to resist their alluring beauty and even then their willpower will start to degrade after two hours and continue the longer they are exposed to them.

If taken with the **Ugly** drawback, then for the duration of this jump this perk will be suppressed and the **Ugly** drawback will take over until you leave.





Duckability [Free for All | 300 CP to Keep]
As shown, Dodgers can survive many things, from heavy objects falling on him, to exploding planets!

Now you can too with any damage you would take being subtracted from stamina instead.

When rested you can take several consecutive explosions point blank with nothing more happening than your body becoming more and more charred each time, though you will become less coherent and out of breath each time with the furthest you can be hurt resulting in a coma.

This works best with blunt force trauma and provides a mild boosting recovery from elemental damage like freezing, burning, and electrocution.

This does less well in mitigating damage from cutting forces like a sword through your torso.

This is not explicitly regeneration but more mitigation of the damage and speeding of recovery, not the visible regeneration of wounds or re-growing of severed limbs.

Think Toon recovery not Wolverine regeneration.

Perks that would provide you with infinite stamina will now multiply your stamina by 10^(10^10) in respect to damage and injuries. Your stamina will maintain their theoretical infinite pool for other things like crafting, recreation, and basically anything not related to damage mitigation and recovery, though you may see a reduction while recovering.

This works retroactively on any previous infinity stamina perks you may have.



TLD [300 CP]
Many of us, even the Jumper, do not know who we truly love. The horrible void that fills the hearts of many, that may never be answered. But fear not! With this Perk, once per Jump, You will get dreams about one person who “take” place in Jumper heart. Not only will it inform them about a potential one companion that would most likely join Jumper in their adventures, but also talking to them would be easier. Not only that, but you'll be able to use it on others, so they will be able to dream about their true love. This may provide unexpected results.



Captain/ Commander



Galactic Protectorate/ Martian Training [100 CP | Free for Captain/Commander]
This officer training will provide you with a comprehensive education and physical training, taking into account physical endurance, hand to hand combat, marksmanship, tactics and ship maneuvers.

Charismatic Presence [100 CP | Free for Captain/Commander]
As representative of government power, you emit an aura of confidence that makes people more at ease in your presence. The effect is similar to that of the trust we put in professionals that have performed their own job for many years. Can toggle on/off at will and will not affect you.

At ease [200 CP | Discounted for Captain/Commander]
You can see how calm and collected Commander X 2 is, when he hears that Cadet is involved in action. Now you too will be calm and collected in the presence of competent people. In addition to that, you'll know if someone is professional in the job they are doing, even if they try to downplay it with acting skills and bad looks.

Wardrobe malfunction? No problem! [200 CP | Discounted for Captain/Commander]



Sometimes accidents happen, and most of the time they would be random things. This perk will downplay accidents involving your wardrobe to the point of insignificance.

You end up with a bigger suit? Now it will shrink to match your frame.

Somehow the threads in the clothes you wear are about to burst? Now more threads appear to reinforce them.

You end up in clothes of the opposite gender in a rush? Now you can pull a disguise with it, come with the right excuses and reach a private place where Jumper can change into the right clothes that are in the room, waiting.

This will not help with battle, but it will make everyday life more secure on that front.

Competency Burst [400 CP | Discounted for Captain/Commander]
There will come situations that would call an expert on a needed field, and in most cases there will be no one around to fill that needed role. Unless that is, you have this perk.

This will grant one charge or burst to be used per month.

With this you will be able to perform the needed actions.
Do You need to perform an emergency surgery? No problem.
Perform negotiations between cannibal tribes with a peaceful end? It will be possible!

If you take the **Incompetent** drawback this perk will provide 3 charges in a month to use, and Post Jump it will hold a total of 2 charges, though this number can be affected by other perks.

No such thing as Luck! [400 CP | Discounted for Captain/Commander]
That saying can be true with that perk. With methodical planning, you can eliminate probability from affecting your actions. The more detailed a plan it is, the greater protection from probability and bad luck it is. Even someone who can manipulate chaos will find themselves in disadvantage against you.

Best of the Best [600 CP | Discounted for Captain/Commander]
You not only have greater training, but also have inborn advantage in terms of your physical and mental abilities like Star Jonson or Commander Z-9.

This will ensure that you are at the peak of your species, which includes all metrics from strength to reaction speed, from longevity to mental recall and processing, and more as you are expanded to the absolute peak of your species.

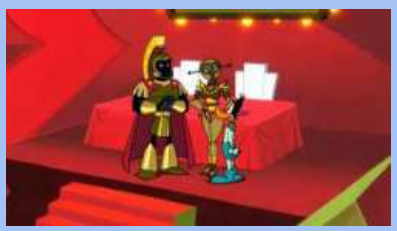
Just make sure that you don't let all of this go to your head and inflate your ego, as it has been shown time and time again that an idiot like Dodgers can win against superior force purely by luck, in some cases without realizing that anything had happened.











Cadet Perks

Rulebook Knowledge [100 CP | Free for Cadet]
Most cadets are known to learn the Protectorate Code of Conduct and Law by heart, in order to support their Captain. Now you too know it, in addition to all laws that are in a new setting while receiving documentation to back up eventual claims in lawful matters.

Positive Outlook [100 CP | Free for Cadet]
No matter what, Cadets will always see the light at the end of the tunnel, and thanks to this perk that light will not be the light at the end of a railway tunnel, for you now gain an inner light that will not be extinguished in the face of most situations. Dim yes, but will not go out..

Quick Thinking [200 CP | Discounted for Cadet]
Cadets are capable of improvising in order to get out of a tight situation. During stressful situations, you will reach a state of synesthesia which will account for everything that you have on and around yourself in order to use it in the best way, to get out of a tight spot. It will activate at random times, but the most when you find yourself in a truly tight spot during fights.

Multitask [200 CP | Discounted for Cadet]
Maybe it is the sense of timing or other forces at play, but Cadets can miraculously perform many tasks at the same time even when having a captain like Dodgers. Now you too can upon receiving this perk gain the ability to perform multiple tasks at the same time, the laws of space and time will be slightly bent in order to perform them.

Chick Magnet [400 CP | Discounted for Cadet]



Where Dodgers fail, his Cadet prevails. Or something like that, at least in the women department. Maybe it's his personality, or something else. Whatever the case, now you too have the very thing that makes him attractive in the eyes of the opposite gender, but you'll have to put work into developing the relationships in order to gain any traction though. This perk will not affect someone who is already in a relationship, and this perk will not guarantee success if you majorly screw up as it only provides the foundation needed so that potential relationship could even start.

Breaking Point [400 CP | Discounted for Cadet]
There are times when one has had enough! Even with godly levels of patience, there are still limits, and when those limits are exceeded and Cadets break, their response is comparable to that of an exploding volcano. With this perk your will and patience are enhanced further and when your patience is finally exceeded then you will be able to channel your frustration into a physical boost for a short period of time. While boosted your focus will narrow and your emotions will become slight instability.

Magic of the 24th and ½ Century [600 CP | Discounted for Cadet]



As seen on Swinus 9 magic is well and truly alive in the 24th and ½ Century, and you have a knack for magic whether it is creating magic carpets or manufacturing Bracers of Elemental Control. Be mindful of extreme conditions that equipment will be exposed to. Without proper shielding they can fail.



Ruler Perks

Ruler Pride [100 CP | Free for Ruler]
Whether you were born for a position or you were chosen by your people, it does not matter. What does matter is that you have a confidence that borders on pride and can not be swayed or fooled easily by enemies or opponents.

Peace talk shark [100 CP | Free for Ruler]
Most Rulers just command as they don't have the right mindset for negotiations, while there are others who thrive in that environment. During negotiations this perk will help you in being aggressive, while ensuring that people will either not notice or not object to these tactics, thus earning you a better deal.

Mobilization [200 CP | Discounted for Ruler]

Just as rulers can mobilize their troops in order to quickly respond to aggressive actions against other powers, so can you now rally allies and your own troops in order to quickly act. This will shorten the amount of time required for units to go from rest to battle ready, depending on their discipline.

Ruler Privilege [200 CP | Discounted for Ruler]
Well what you know. Rulers actually here have some nice privileges, and depending on many factors they can be first in line for many things. Those factors are as follows, the more something is truly needed by you the ruler the greater effect of this perk has, meaning that the shorter time frame is and the more pronounced its effect is.. ex. half life of some exotic element or something with health. Conversely, if the attitude of the Ruler is absolutely awful, then more than likely they will be ignored.

Succession [400 CP | Discounted for Ruler]
The king is dead, long live the King. Power vacuums are quite problematic in governments or other institutions and can lead to catastrophe when on a planetary scale. With this perk, the process of appointing you into the structures of power will be shortened, as the administration will start working smoothly for once, even having the right documentation start to emerge, even if it was placed there by you. Small inconveniences that would normally affect you will not be an issue for you but this will not prevent others from trying to acquire a position.



Advanced training [400 CP | Discounted for Ruler]
Oh my, what moves that Queen shows. Like the name suggests, you can pick up any form of advanced training, as long as it is something that can be trained. Want stealth training? Well you can now get training in an even more advanced form of stealth practiced by ninjas. There will always be a trainer for any given training, and in most cases it will supplement an already mastered in a given field with the knowledge that can be passed to you.

Betrayal, Lies and a Heart Torn Asunder [600 CP | Discounted for Ruler]

Oh dear, it now looks like you will have the same reaction as a certain Ruler when angered. Your rage is not a normal burning anger, no. Your rage is a cold and calculating fury that drives you to perform your revenge with an almost supernatural precision. You will know where to strike, disrupt and overall unnerve your enemy. Though this will not be swift, oh no, this will be done in a way to ensure that they suffer 10 times more than you suffered at their hands. Now you can rely on that state, though it does have one weakness.

If you should harbor true love for your enemy, then in a crucial moment you will hesitate and give your enemy a chance to counter strike.

Scientist Perks

Funny bone? [100 CP | Free for Scientist]
You know that people in white don't have much in the laugh department. Even when told a good joke, at most they will raise an eyebrow. Well, you don't have this issue, you have something better! You can now control your reaction to funny things. You will be able to withstand a literal storm of jokes thrown in your direction.

Ridiculous? No. [100 CP | Free for Scientist]
Sometimes genius people are a bit out of touch with reality, especially in the clothes department. No longer will this be a problem for you with this perk, as long as you're noted as a renowned scientist in your setting you can wear whatever you want without hurting anyone's fashion sense.

Patience [200 CP | Discounted for Scientist]
Dr. IQ Hi has displayed some great feats of patience when dealing with Dodgers, and now you will have your own well of patience increased to similar sizes and will find that dealing with annoyances comes much easier to you. Now only truly exceptional feats can truly break that patience and even then only if they are the result of deliberate actions that purposely target your patience.

Organized [200 CP | Discounted for Scientist]
Cataloging and finding necessary items in an organizational system seems easy when someone has great intellect. Now you too have an innate talent in organizing and finding needed items and information. This also comes with an innate ability to recognize and use others' organization systems as easily as your own.

Think-tank [400 CP | Discounted for Scientist]
Dr. IQ Hi fondly mentions his time in the past, where he worked with Manobrain in Think-tank. Where they could exchange ideas and theories of everything scientific.

Now you too find that you have an easier time researching whatever you desire with the help of companions or other groups. The greater the trust is between members of the research group, the greater boost this perk provides. With time someone in the group will eventually have an eureka moment and be able to share their findings with the rest of the group to boost and advance the research by leaps and bounds.

Wide scientific scope [400 CP | Discounted for Scientist]
Now we're talking! Specialization is for insects, and you are no insect, metaphorically at least, I don't know what your actual race is. Now like Dr. IQ Hi, you are no longer hindered by taking too many scientific fields, and with study of interesting fields you can recreate technology that you find during your travels. With this you can do things like creating a device that can swap your voice with one from the past will now be possible with careful research into the right fields of study.

Brain Power! [600 CP | Discounted for Scientist]

In this universe, brains with an unusual amount of used neural connections can reach incredible feats of psychic might, with abilities like memory alteration, mental probing, mental control and levitation. Now all of that can be available to you, and all of these powers can grow further with training and use, with things like levitation growing in strength to allow for full psionic flight or full telekinesis depending on how it is used and trained. Another effect of the increasing number of connections in the brain is that all mental aspects also increase allowing for perfect memory indexing, recollection and reconstruction.

Mercenary Perks



Mean Face [100 CP | Free for Mercenary]
That's the face of a guy that everybody avoids. It's so intimidating that it makes others uncomfortable just seeing it. Now, while your face will not change, the very light and shadows will play merry hell across your face shifting to bring the most menacing visage possible.
This can be toggled on and off as desired.

No Cash, No Service [100 CP | Free for Mercenary]
Mercenary services are not free and not cheap, everyone knows this fact of life. To you, it means that you will always be paid, no matter if your employer is the biggest miser on that side of the Universe or the most generous, the payment will always come at a decided time by you.

Bigger Pockets [200 CP | Discounted for Mercenary]
In the show, Dodgers always meet enemies that have bigger guns in their pocket. Now you have a special ability that can be engaged when you are drawing a weapon from a pocket, holster or sheath, and that is that when drawing the weapon it will expand and grow in size by taking elements and materials from your Warehouse, pockets, bags or inventories that you own to ensure that the weapon you pull out will always be bigger than your opponents. As long as it is not put back in the pocket it will continue to exist to be manually deconstructed at a later time for the knowledge of how it was constructed. Though if the weapon is returned to a pocket, holster or sheath, the process is reversed and the changes deconstructed, the materials used in its construction return back where they came from.

Hard Guts [200 CP | Discounted for Mercenary]
Nasty Canasta could drink his special drink in one gulp and have the only reaction he had that his hat performed a backflip. With this perk, you can now drink practically anything, there will be no poison or toxin strong enough to affect you. As long as the product ingested comes in liquid form, there will be no danger from consuming it, and the only side effect that would occur is that a random piece of cloth would literally run off with the right ingested substance.

Swindler [400 CP | Discounted for Mercenary]
Mercenaries are opportunists by nature and they will try to screw a sucker. Your lying skills are now among the best in outer space, with this skill affecting the way you move in order to misdirect others, and the ability to know when someone else is trying to pull a quick one. Be careful though, if your own skills are found out then your reputation could plummet with your future contracts.

Unfair Strength [400 CP | Discounted for Mercenary]



Those big and mean mercs are always stronger than Dodgers in some category. Now you too can choose one category that you shine. Strength will improve your muscles and durability, intelligence will improve your brain's processing power and your ability to spot weak points, speed will increase stamina, agility and movement speed, while luck is rather self explanatory granting better odds in events that require chance.

Dark Pleasures [600 CP | Discounted for Mercenary]
The darkness in the heart of few, feeds on the fear and terror of other people, granting great satisfaction. With that perk, you can in absolute absence of other sources sustain your body with fear, sorrow and terror of others. Or you can use them to fuel your abilities that require some sort of energy. Prolonged usage of that type of source can lead to dependency on it.



Celebrity Perks

Insurance [100 CP | Free for Celebrity]
The amount of damage that Duck Dodgers causes can ruin any financial endeavor that Celebrity could make. With this perk comes an insurance policy that will cover any and all damage to every structure owned by you, as long it was caused by outside force and not you.



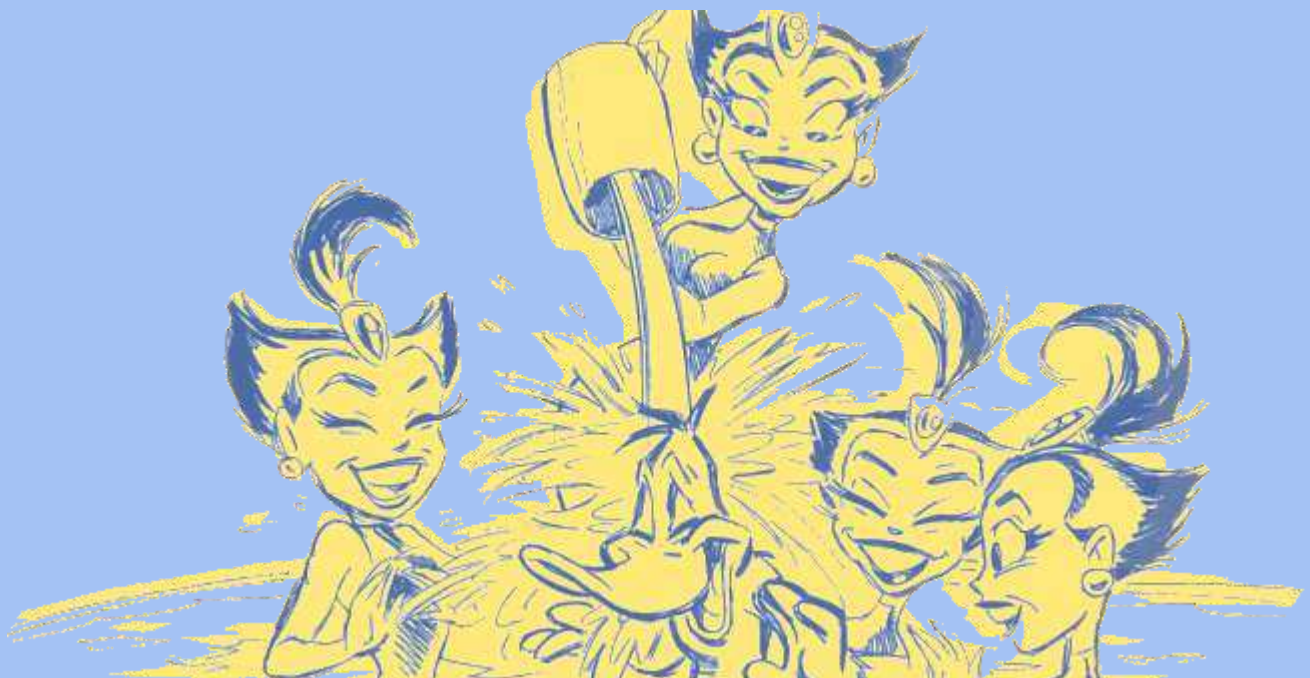
Approachable [100 CP | Free for Celebrity]
With an everlasting smile and soft body lines similar to a favorite toy from childhood memories, your bodies now become more approachable, gaining traits that make it considered soft and pleasant. Even if you are somehow a disfigured monster, you still will look good enough to be approached.

Contacts [200 CP | Discounted for Celebrity]
Many celebrities have contacts with all sorts of people including businessmen, bankers, scientists, producers and many more depending on what they do. Now you will start with a small amount of basic contacts in each jump and you can make further contacts themed around what you do or deal in.

Celebrity Sector [200 CP | Discounted for Celebrity]
Many brands can go unnoticed in the wider space, with only a small brand group managing to “lift off” from the planet so to speak. This perk ensures that you are now in the middle of the pack, with everything produced by you or something you own not only being quite popular on the planet where it is produced, but also having a good chance to be liked by other races across the cosmos as well.

Mob Effect [400 CP | Discounted for Celebrity]
Mobs can form quite fast against un-liked characters, especially if said character was the cause of mass destruction of private property. You now have the ability to raise an angry mob anytime you want, as long as there is the right climate for it. Be warned though, if you choose the wrong time, there is a chance for an angry mob to transform into a full blown revolution!

V.I.P. [400 CP | Discounted for Celebrity]
Rumors of celebrities coming to a planet even before they can officially announce their visit, with all of the media outlets already taking shots of their faces is a common occurrence. Now your fame also rises to this same level, ensuring that wherever you go there will always be media ready to spread your fame across the planet and if setting allows that possibility, to space.



Meta-ability [600 CP | Discounted for Celebrity]
Some alien races have access to some extraordinary abilities that can range from transformation into a monstrous form during the night, vampirism, spreading a mind controlling disease by magical means, and ending on elemental manipulation such as fire manipulation.

Upon purchasing this perk you can decide on what Meta-ability you want to have.

Within one Meta-ability can be a group of smaller abilities that match the theme.
You can have up to 4 abilities included in Meta-ability, with the stronger the abilities the less you get.
Large scale reality manipulation and time are not included.
For reality manipulation its maximum range considered local is standard room size.
As for time manipulation, only thirty minutes can be manipulated on the planet side.

Tree Meta-Ability builds below show the **Count Muerte**, **Flame Valet,** or **Baby Faced Moonbeam**.

Count Muerte



Meta-ability: Vampirism

Sub-Abilities
Hypnotism
Transformation: Giant Bat
Minor Shadow Manipulation
(THi only controls your own shadows position and shape)
Elixir of Life: Fat



Flame Valet



Meta-ability: Fire Elemental

Sub-Abilities
Element: Fire
Major Fire Manipulation
Emotional Boost



Baby Faced Moonbeam



Meta-ability: Electro-Magnetic Manipulation

Sub-Abilities
Element: Electro-Magnetic
Manipulation of the Electro-Magnetic Spectrum



Items

You gain a stipend of 300 CP to spend on Items and Items alone.
Items from the same origin are discounted. 100 CP items of matching origin are free.

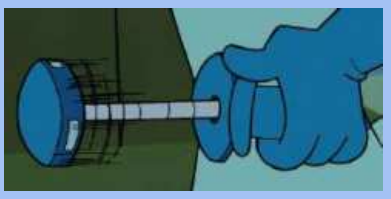
General

Space Suit [Free]
A space suit in the standard style that is worn by everyone in this setting and by default this comes as the stretchy and form fitting futuristic garment seen worn by many individuals in the future in both the protectorate and the Martian Empire. Along with the basic form hugging suit is a dome-style environmental helmet that will fit over any other head hugging helmet or hat you are wearing, as well as a handy grapple belt that can be worn with your spacesuit or separately with normal clothes.









Origin Appropriate Outfit [Free]
You get one outfit that is appropriate to your origin that is not the space suit given above, so a mercenary might have a nice set of leather vest and pants, while a ruler may have official robes of office, and a scientist may have a lab coat and google. You get a new one for each origin and jump, otherwise these provide no benefit other than being well made.



Basic Blaster [Free]
This blaster is the basic no frills model that anyone can carry for personal defense, it won't immediately disintegrate your target but packs a wallop and has an unlimited power source that can hold sustained fire. This can be of any style you wish as person and faction seems to have a different favored model . You can import your own gun to upgrade a ballistic based gun with future tech and a basic blaster mode, this import is only good for single handed guns.







Space Faring Rocket Ship [Free for Jumper / 300 CP for Companion]
Go to the **Ship Builder** section to receive your complimentary spaceship, you will be able to further upgrade and customize it as you wish.



Personal Hovercraft [Free]
You gain a hovercraft of your desired style, this can be the classic surf/skateboard or hover disk style.







Duck Dodgers Collection [50 CP]
All memorabilia from the show, from the DVD collections and comics, to other gadgets like cups, backpacks, and more.





Jetpack [50 CP]
The dream of every 21st century person, now realized in the 24th and ½ century. This personal mode of transportation is quite maneuverable, capable of reaching high speeds. This works with any clothes from Celebrity wear to full spacesuits and operates both within the atmosphere of a planet and out is space.



Space-Worthy Upgrade [50 CP]
This allows you to take any vehicle you own and retrofit it with the technology of the 24th and ½ Century to make it full space-worthy and capable of traveling the stars without issue, whether car, motorcycle, or train the sky's the limit.







This won't be the fastest vehicle imaginable but it will get you to where you need to go within a solar system, just make sure to pack snacks for your space trip.

Armored Suit Upgrade [100 CP]
This upgrades your space suit into a more armored version similar in fashion to the Martian armor that is seen worn by Marvin and the Martian Queen on occasion, this armor can either take design cues from either Martian style aesthetics with the roman-esque skirt, cuirass, and helmet (With or without the brush), or the protectorates more retro future space suits. Either way this suit will provide better protection from your standard blaster fire and incorporates better the environmental and void protection than just the normal thin form fitting space suit with armored sections and sturdier construction. You will also be provided a stylistically matching space helmet that is either integrated into your armor's existing helmet if imported, as a large fishbowl helmet that will accommodate the wearing of any existing armored helmet like the Martian helms, or integrated into the armored helmet to environmentally seal it.

You can also import your own space suit or even normal armor into this option to upgrade it with more advanced futuristic materials as well as the ability to function in space and shrug off blaster fire.







Laser Saber Weapon [100 CP]
This iconic weapon is usually styled as a conical beam for melee combat and uses densely packed light and energy in order to produce its required shape.
Each weapon form also comes with the basic skills needed to handle them.



These handles can take many shapes and projected forms such as nunchucks, knives, katanas, polearms or any other required shapes like the rapier-style swords seen in "The Mark Of Xero" or the cutlass style used by the pirate Long John SIlver,



The projected portion from the hilt is formed from solidified light and the most important decision for this style of weapon is what form or style the handle is designed for and whether it is made as a one-handed or two-handed weapon, a polearm, or a segmented weapon like nunchucks.



This item can be purchased multiple times, with subsequent purchases being discounted, or for an additional **100 CP** you can upgrade your custom weapon handle to allow for the designing and saving of additional projected forms. These can be accessed using a dial ring on the hilt.

Motorcycle? [100 CP]
This modern 24th and ½ space cycle is the epitome of speed and comfort, it will help you doing anything from running down disgusting slimy aliens, cruising along and seeing the scenery of space, to running a lawless gang of space bikers.

This special Jumper brand space cycle can be called to you from pretty much anywhere you are and has what is effectively unlimited fuel courtesy of the future's awesome battery technology and its ability to run on and recharge with pretty much any form of radiation from solar to other more exotic types while on the go.

This vehicle also comes with the ability for anything from hovering to full flight both in atmosphere and in the void of space, this comes with a pair of fishbowl style helmets that can be worn over any clothes to provide breathable air and atmospheric protection but no actual defense as it is only forming a skin tight atmospheric barrier over your entire body.

You can also exchange this for a equine shaped version if desired which will take your main mode of movement from wheeled to legged, or simply merge the two mounts aesthetics as desired.







Well Stocked Wardrobe [100 CP]
This well-stocked walk-in wardrobe is filled with clothes and garments fit for any occasion and tailored for any of your origins whether Cadet, Mercenary, or Royalty. In addition to being good looking and of high quality, these clothes come with a slight passive effect from the way they are constructed to provoke an effect or feeling in those that view you wearing them. Royalty will seem more refined, mercenaries more intimidating, captains more inspiring, and cadets more competent, scientists more intellectual, and celebrities more glamorous.

If any clothes are lost or destroyed, they will reappear in the wardrobe in one month, and in other jumps this wardrobe will stock a few outfits that fit your origins there and provide a beneficial effect on how you are perceived when wearing them thanks to their excellent tailoring and fit.



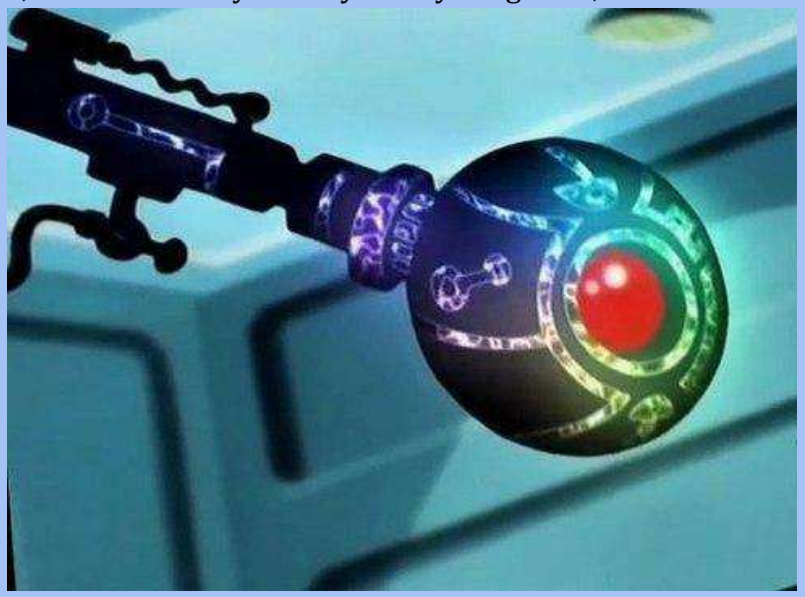


Blaster Rifle [100 CP]
This blaster is a far more powerful version of the basic blaster, with a larger two-handed design and a far more powerful and sustainable energy blast. You can import any two-handed or large format ranged weapon into this item to gain this blaster upgrade, or another hand held item that can fit the blaster rifle upgrade inside it, might I recommend a nice ax? Of either variety.





Lifomatic [200 CP]
With this purchase, Jumper receives a computer module with AI, that's only role is to improve quality of life either in the Space ship or in the property Jumper owns. It will monitor your health, needs and will grow to be the best servant/doctor/assistant on premise, that may become something between JARVIS, Alfred Pennyworth and Data. Unlike the model Duck Dodgers owned, You got a quality model provided by Jump-chan, that will not try to kill you or your guests, if it could not keep up.



Set of "Addicted to Reading" Tapes [200 CP]
You gain a set of tapes from the "Addicted to Reading" series with the language of your choice that will be able to flawlessly teach anyone who listens to them how to read your selected language within a day of serious studying. As a bonus for a dedicated customer you will receive their deluxe subscription that also teaches the viewer how to speak and write the selected language.
Anyone can use these to learn the given language no matter their original language.
After this jump, you will gain a new set of tapes with the language of your choice in each future jump added to your original set.

Pair of Levitation Devices [200 CP]
These two devices are capable of each individually deploying a stream of energy that will envelop the target in its energy field to reduce the target's weight to allow for the telekinetic style lifting and manipulation of the target. Items with impossible weight like the Disappearo Device that is composed from the dense material from the center of a collapsing star will need two devices working in tandem to lift properly.





Power Ring [400 CP | This can be purchased as many times as you have CP to spend.]
That's right, the very same ring used by Green, Yellow, and other corps. These rings have the same functions and limits as any other Power Rings, and come paired with its very own Lantern Battery charges without a connection to their respective corps central battery.
Upon purchase you can choose what emotional spectrum your ring is connected to:

As your ring is purchased with Choice points has fresh and unaltered programming without any backdoors for others to access and not tied into your respective corps. You will also not be as affected by your emotional spectrum and will not suffer any of your style of rings normal side effects like the red rings programmed response of replacing the wielder heart with a construct and dooming their wielders to never take off their rings.

These rings come with all of the normal powers of a DC Power RIng, including a built-in AI, personal force field, space flight, atmosphere generation, teleportation, portal creation,Pocket dimension (possibly with its own small planet) for storage, light construct creation, mental and vocal communication capabilities, and more. Individual corps also have their own unique abilities as well.



Red [Rage] - You can still spit burning plasma as desired, and your constructs can burn through other corps construct. They can focus their rage to severely hinder the other colors with the exception of blue, and are effective in harming and resisting Black lanterns.



Orange [Avarice / Greed] - These rings are capable of stealing the identities of people they kill, and use them to create energy constructs subservient to the wielder., as well as absorb other ring constructs. THey are weak to Blue and Violet rings.



Yellow [Fear] - THe yellow rings have the unique ability to instill fear to the point of paralyzation, though the effect is disrupted by blue rings and the hope they provide.



Green [Will] - THese rings are exceptionally good at creating durable constructs, and are supercharged when used in concert with a blue ring.



Blue [Hope] - The Blue Rings of Hope on their own have weaker versions of the Green Power RIngs abilities, though where they shine is that they can supercharge the Green Power rings to enhance all of their abilities and have the most advanced healing capabilities of any color. They can break someone away from their Red Rings, and instill a feeling of hope.



Indigo [Compassion] - THe Indigo Rings of Compassion can heal and elude skilled trackers, as well as absorb and harness the other spectrums of emotional light to emulate their abilities, this is especially effective in the presence of other rings. They can also impose feelings of compassion upon others turning them into a slave that feels only compassion.



Violet [Love] - The Violet RIngs have a limited healing capacity, as well as the ability to ignite the light of the truest desires in others, and can sense when true love is in trouble. Star Sapphires are immune to the orange light of avarice.

Captain/ Commander

Dummy [100 CP | Free for Captain/Commander]
You gain a dummy that is a perfect and lifelike facsimile of you and can be used as bait or a weapon.

Salty snacks [100 CP | Free for Captain/Commander]
This is a supply of all types of salty snacks made on Earth. It's a sizable stack that will be restored in one day after it is eaten. You would like to drink something with those snacks.

Upgraded Blaster [200 CP | Discounted for Captain/Commander]
This blaster upgrade is now capable of disrupting barriers and making holes in force fields in addition to dealing damage.
You can further upgrade this for **50 CP** per upgrade to add different firing modes and effects like shooting a freezing ray or paralyzing ray instead of the normal damaging energy blasts, or adding disintegration and integration modes, just don't add a disintegrating mode though as you don't want your blaster to disintegrate right out of your hand.

Unknown Crystal Piece [200 CP | Discounted for Captain/Commander]



An interesting crystal that is capable of protecting its owner from corruptive influences from outside forces. When destroyed, it will unleash energies that can be harvested, stored and later used. Because it's only a small piece, the amount of energy harvested from this crystal piece is rather small, but will reappear one week after destruction for use again.



Bag of Instant Martians [400 CP | Discounted for Captain/Commander]
This small, brown bag contains a few dozen small pods containing Instant Martians that can be grown with what amounts to one glass of water. These martians will be loyal to and come with exceptional martial arts skills and training, though using more water will grant them bigger size and strength. You can use genetic manipulation to change their base looks.







Mechanical Brain [400 CP | Discounted for Captain/Commander]
This piece of technology is capable of simulating the brain and mind on a basic level, it has the passive effect of making other people think that it is a great hat. Be warned, using it on characters with low intelligence can result in an increase of competence in those subjects.

Boot Camp Flag [600 CP | Discounted for Captain/Commander]



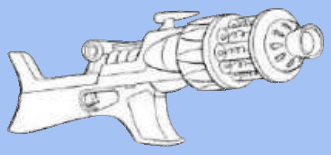
No elite Protectorate Captain and Martian Commander is born, instead they are broken down and rebuilt in boot camp and through elite training. With this nothing more than time and this Boot Camp flag you can do the same to your own troop and companions, any training or learning done within the borders of this defined by you when you plant this seven foot tall flag waving pole that bears you personal symbol and the word "Boot Camp" will have an five times increase in learning speed and physical conditioning. The boundary limits of the effect can go from a single classroom, all the way up to a small moon in size.

Cadet Items



Game Account [100 CP | Free for Cadet]
What is there to say, sometimes Cadets need to unwind themselves, and in that regard this Item will help. You will receive a similar item in future jumps. Comes with a full sensory VR setup and plans to build more.

Galactic Protectorate Law [100 CP | Free for Cadet]
This rather thick book contains all laws that matter to the Galactic Protectorate. In other settings it will update its own content with local law systems, keeping the same size and easy to read font.



Big Gatling Cannon [200 CP | Discounted for Cadet]
As shown being used by the Cadet in the intro, this cannon shoots projectiles that can pierce the hulls of spaceships with ease.

Cleaning Set [200 CP | Discounted for Cadet]
A set of cleaning supplies that will help with the elimination of any and all possible stains. Post Jump, it will help with more exotic types of stains like those seen in thermal vision made by hot objects.



Bracers of Elemental Control [400 CP | Discounted for Cadet]
These magical bracers can control a single element and are able to create and control a single giant elemental. You can choose a single element that these have power over upon purchase, or instead choose to have control over the four basic elements of Earth, Wind, Fire and Air at a quarter of the power and the individual elemental giants size.



Course Diploma [400 CP | Discounted for Cadet]
This valid diploma is the proof of completion for a specific course of study, chosen by you upon purchase. You will have all of the relevant skills and knowledge from the chosen course along with the memories of going through an intensive and accelerated course of study to qualify for the diploma. You will gain a new one for each jump you enter going forward with the course and field being chosen by you before entering.

Exosuit [600 CP | Discounted for Cadet]
This exosuit is equipped with various weapon systems like powerful freezing rays in each hand and is capable of transforming a normal Cadet into a walking war machine. With the power of flight, lifting large amounts of weight, up to around 100 tons easily, and capable of taking large amounts of damage, it is fully capable of fighting a whole tribe of massive transformed monsters easily.











Ruler Items



Martian Sacred Incense [100 CP | Free for Ruler]

Compared to the version from the show, this Martian Sacred Incense is a real deal. It truly clears the mind and soul and allows the user to harmonize their inner energies. Unfortunately it still smells like someone started burning smelly, sweaty socks.

Trap Door [100 CP | Free for Ruler]
If the jumper would ever like to remove a source of boredom during events like the viewing of a play or show to make it more entertaining, then this item is for them. With this item a simple showing of a thumbs down with intent will open a trap door under the offending artist if the jumper should find them boring.

DNA Guided Micro Missiles [200 CP | Discounted for Ruler]

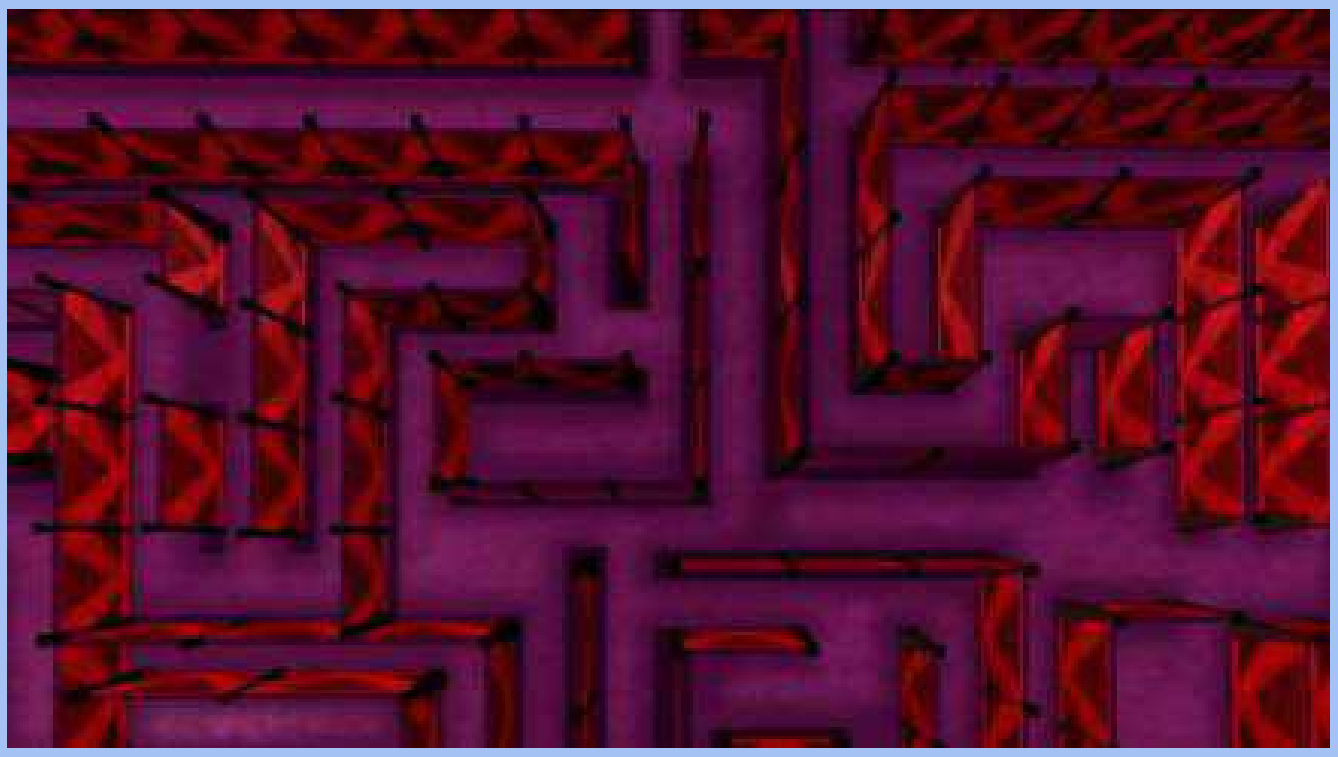
This is a specially manufactured gun that can be loaded with a specific foe's DNA profile so that its micro missiles will seek out the targets, no matter how far on the planet they are. This comes with the plans to construct the gun and make use of these micro missiles.

Royal Feast [200 CP | Discounted for Ruler]
Six times in a Year, you will be presented with a literal feast. It will come with a variety of foods from both Earth and Mars but also from other distant planets. Post Jump it will include previous jumps foods if they would be a match for Royal Feast.

Outdoor Base [400 CP | Discounted for Ruler]
An easy to deploy base that can support one person without issue, it comes equipped with a sleeping unit, generator station and other support facilities.

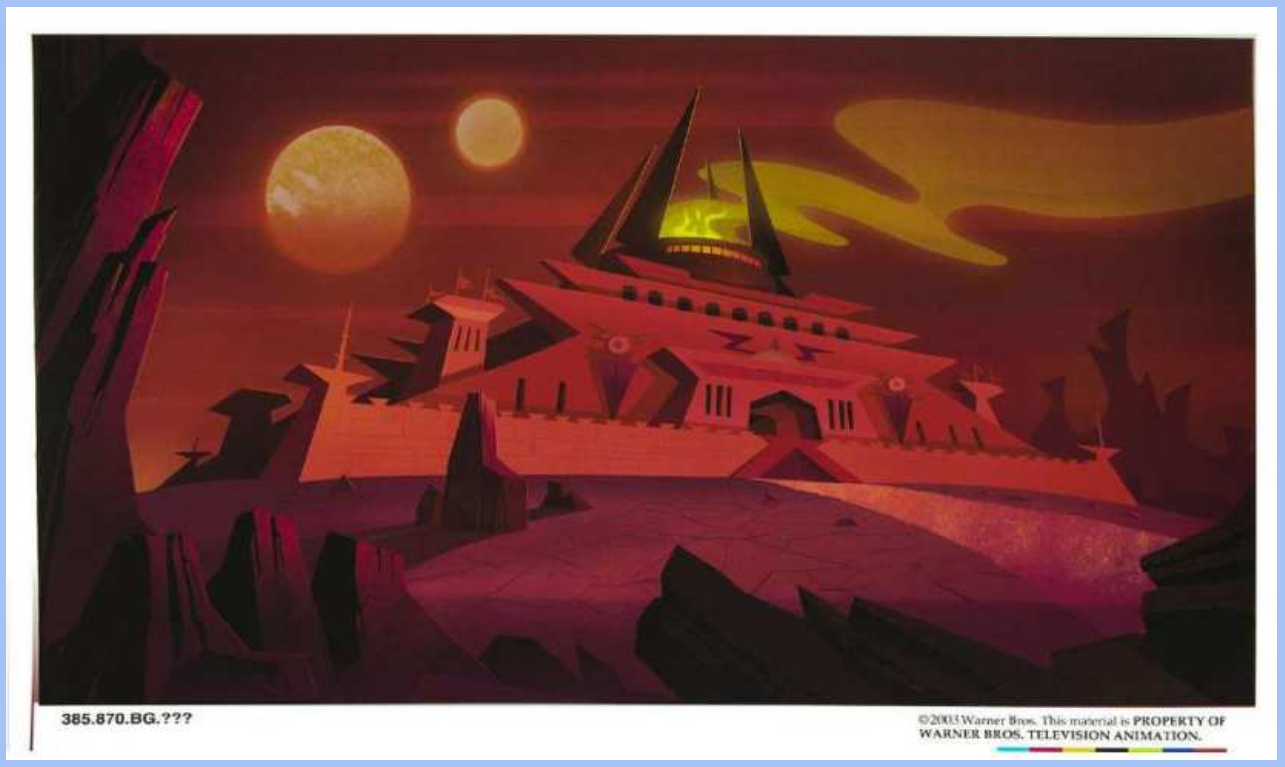
Training Labyrinth [400 CP | Discounted for Ruler]

This Training Labyrinth can be attached to the Warehouse or any other structure you own. Its Interior structure changes every time it is used, and contains a robotic copy of a chosen foe of your choice that can't leave the labyrinth, they have all their skills and intellect with a recycling station for the parts that are left of your foe once you finish with them.



Seat of Power [600 CP | Discounted for Ruler]
As a ruler you need something to rule from, a seat of power that screams I am the ruler fall I survey, and this provides you with that in the form of a castle or palace that is customized in aesthetics to match you and your tastes, though these are all cosmetic customization so no covering every square inch in laser cannon for extra firepower. This comes with guard barracks, servants quarters, reception hall / throne room, and many more rooms for comfort and leisure, may include a small dungeon or two for business and leisure below the property.

This can either be a planet bound palace with a small surrounding town dedicated to its upkeep and staffing, or a small mobile space station ring that is built around a central domed palace section that serves the same purpose. Your property is staffed by a cast of generic followers composed mainly of robots, though you can have up to five organics that are sourced from either your own race or as a ragtag collection from across space. *These robots and organics will view you as the undisputed and unchallenged ruler of your new domain.*











Scientist Items



Scientific Getup [100 CP | Free for Scientist]
This set of protective gear will allow you to safely perform science and allow for quicker deduction of an experiment's results.

Basic Laboratory Equipment [100 CP | Free for Scientist]
This set of scientific equipment that is used in the 24 and ½ century allows for experiments that are unheard of in the 20 century. They also shorten the time of any research by ¼ .

Secret Codes [200 CP | Discounted for Scientist]
A set of codes that could match any secret facilities entrance or computer systems. Post Jump it will provide one set of master codes for computer systems and facilities entrances or something similar for the local setting.

Lab "Animals" [200 CP | Discounted for Scientist]
Those "animals" are just biological automatons based on the natural animals, as such they only simulate biological processes. They can be freely used as substitutes for experimentation and as sacrifices.

Castle [400 CP | Discounted for Scientist]
With architecture in a gothic style, similar to that from Frankenstein novels, but with better interior, it can be attached to a Warehouse or deployed into the world.
It also comes with the equipment required to bring life to assembled body parts or complete corpses.








Cyborganic Technology [400 CP | Discounted for Scientist]
Worth at least six wasilion astro dollars for one set, this technology allows for the enhancement of any living person to unseen levels. They will be stronger, smarter (not in all cases) and faster than they ever hope to be. THis can also be used in healing therapy.



Plot Device Crate [600 CP | Discounted for Scientist]
A very complex device that comes within a sealed crate. It will always be relevant to how it is deployed in the jump, though the assembly instructions were taken by Dodgers and used as a napkin. But for someone as smart as you, it will not be a problem to assemble it in time.

Mercenary Items

Big Knife [100 CP | Free for Mercenary]
A specially crafted "knife", if you wanna call a slightly smaller short sword a knife. Is capable of impaling anyone to the wall by their clothes, even if it is through the hat they are wearing. It is also very durable, with only an extreme amount of force capable of breaking it.



Rations [100 CP | Free for Mercenary]
These bland rations fulfill only one function: to sate hunger so you won't be distracted from the target. They come in a packet of twelve bars, where one bar will last for three days of nutritional need and stave off hunger during that time. After the entire packet is used it will reappear the next day.

Hunting Gear [200 CP | Discounted for Mercenary]
An equipment set that consists of one set of reinforced armor, a net throwing gun and a rifle. Also come with miscellaneous items like smoke bombs and other similar small items.

Bounty Files [200 CP | Discounted for Mercenary]
A set of updating files that will fill out with new information about your targets. The information will be similar to and including things like the target's typical behavior, day schedule, likes/dislikes and most frequently visited places.

Shipment from Explodicon [400 CP | Discounted for Mercenary]
These crates contain the finest collection of explosive devices in this universe. and you will find everything from the classic dynamite sticks to mountain busting bombs. Post Jump, it will update with local explosive devices even if they are magical or alien in nature.

Trophy Pods [400 CP | Discounted for Mercenary]
These pods will not only make trophies placed in them look nice, but also will provide additional information on similar objects or creatures that Bounty Files do not have a file on. If a creature or object undergoes a transformation, the pod will only provide a notification about that fact, and if the Jumper wants more info about the transformed form, then they need to capture the target in their transformed state.

Illegal Arsenal [600 CP | Discounted for Mercenary]
This attachment to the Warehouse will fill up with all kinds of illegal armaments that exist within a local Jump. This only covers armaments officially considered illegal by most nations in a local setting, and while they can be used, it only depends on Jumper if they will be taken.



Celebrity Items

Wig [100 CP | Free for Celebrity]
This nice looking wig of long luxurious hair is quite comfortable, with the hairs themself being like silk to the touch and capable of doubling as a warm blanket or cape. It comes with the option to change into any color once per Jump, with the default color being straw blond and incapable of being used as a camouflage option. After acquiring a Spark, color and shade can be changed once every ten years.



Coupon [100 CP | Free for Celebrity]
This ticket can grant one of two options:
Once in a month you gain a trio of discounts for 50%, 25% and 10% that can be used in any shop. After those three discounts are used, you need to wait a month before they renew.
Or once per Jump you can grant fiat backing to three non-fiat-backed items owned by the Jumper or their companions.

Galactic Bank Account [200 CP | Discounted for Celebrity]
This Galactic Bank Account allows for the storage of any funds owned by Jumper in any setting. Additionally, this comes with total electronic id protection so that transactions cannot be tracked, with only the fact that the transaction happening being noted, and not the actual transfer trail.

Concert Scene [200 CP | Discounted for Celebrity]
This stage not only looks good, but can also be converted into any other types of stages. Anything that is done on that stage be it a music performance, theater play, presentation or anything similar will become easier to do.



Gordovian Energy Crystal [400 CP | Discounted for Celebrity]
This Gordovian Energy Crystal with the right equipment attached to it, can provide massive amounts of energy. The benefits of these crystals are so large that even for one crystal, there is quite fierce competition.

Very Realistic "Fake" Bomb [400 CP | Discounted for Celebrity]
A "Fake" bomb that can be easily rearmed, and also makes for a great movie prop as the explosions caused by it have the same strength as the Tsar bomb, but without any nuclear fallout. Like any explosion, it causes an EMP blast proportional to the bomb's strength. This "Fake" bomb can be detonated once every twenty years.

Creepy Space Station [600 CP | Discounted for Celebrity]
An orbital space station that is kept with a gothic climate, and the capability to self-repair and self-cleaning. Its interior can also have a clean and modern look that can be toggled on and off as desired like mood lighting, and comes with the space equivalent of the typical classic movie monsters, though no more than five. They will be fully trained and capable of managing the space station with its existing automation and through the use of controlling virtual intelligences.
These "monsters" aboard can be any gender and style that the Jumper chooses.





Ship Builder

Captain/Commander and Ruler gain 250 CP here to deck out their new ship, while others gain only 150 CP to customize their ride. These ships retain any modifications and improvements you make.

Ship Fund [50 CP per purchase]
You can exchange **50 CP** for every **100 SP** for you to spend here.

Used Junker Spaceship
This old starship still has enough oomph behind it to travel the stars and get you where you want to go, but not much more. While this may not have as many amenities as the newer models and doesn't come equipped with the extra frills like the newer protectorate ships, it does bunk a full crew of eight in tight quarters, but it can be piloted safely by a single being in emergencies.

An Old Classic
Ship Cost: Free





Thanks to a combination of power requirements and space you can only add 3 Level One, 2 Level Two, and 1 Level Three upgrades max to this ship, with Landing and Fighter crafts being mutually exclusive. Everyone gets the Free Level 0 Best Ball Pit.

Top of the Line Starship [200 SP]
Your very own brand new and shiny Starship, this newer model is capable of being manned with a minimum of a two person crew and comes equipped with an Evaporation Station that is capable of both teleporting people and defrosting frozen burritos with the appropriate coordinates or a signal to lock onto. It also comes equipped with some standard weaponry including dual front lasers and a full load of eight deployable space mines.

With this purchase you can either upgrade and rebuild your existing classic to match the current models or buy one of these newer models. If you buy the newer model you can still keep the original but any upgrades need to be assigned to only one of the ships upon purchase.

Standard Protectorate Ship



Martian Spaceship
Ship Cost: 200 SP



Klunkin Ship



As these more advanced ships can receive any and all upgrades you wish to purchase for them, this includes not only both of the Landing and Fighters crafts but allows for multiple purchases if desired.
Everyone gets the Free Level 0 Best Ball Pit.
Below are the available upgrades that can be applied to customize your ship(s).

Ship Upgrades and Aesthetics

There are many differing aesthetics, design styles, and technologies used by the various factions, races, and people in this wide universe. You can choose how your ship looks and feels design wise when you get it, want it to be wall to wall wood paneling, have a large skylight in your quarters, have funky wallpaper and curtains in every room, or even the clean styling of the martians and protectorate.

These options are for looks and style thus providing no tangible benefit or help beyond looking nice. You can also if desired apply any warehouse styles you have access to if you desire.








Perfect Ball Pit
Level 0 Cost: Free








Who doesn't want a ball pit in their personal spaceship, and this ball pit is the most amazing ball pit in existence. It is always clean as it is automatically sealed and cleaned after each use, the ball gives off a light and non-offensive odor into the environment and are impossible to get hurt by as they have just enough give to bounce harmlessly off anyone hit by one.

Lavish Captains Quarters
Level 1 Cost: 50 SP





Of course the captain gets the best quarters, why would it be any other way? With this your captain's quarters are expanded to be the size of a small apartment with a fully furnished living room and king size bed among other quality amenities for enjoying your night and company.

Sauna
Level 1 Cost: 50 SP






The perfect place to relax and allow the accumulated stress of your daily life and struggles to just fade away while you enjoy the heat infusing your body as the steam cleanses your skin. This area is also specially designed to work on robots and artificial beings as well.

Upgraded Crew Quarter
Level 1 Cost: 50 SP





These crew quarters have been upgraded to allow for each crew member to have their own individual room with a decent square footage of space, providing a double bed, dressers, and seating area with a desk area.

Turkish Baths
Level 1 Cost: 50 SP






When you need to clean up after a hard day of traveling in the void of space, this is the epitome of luxury, this Turkish bathhouse comes fully equipped for a large number of bathers to relax, unwind, and maybe even bathe. This also comes equipped with full salon and massage capabilities.

Decked Out Deck
Level 1 Cost: 50 SP





You have a section of your ship dedicated to relaxation now, it comes with a pool and diving boards, a fully stocked and lengthy bar, and a large area for people to dance or mingle. Great for hosting an impromptu cruise.

Fully Stocked Cafeteria
Level 1 Cost: 50 SP





Your ship is upgraded with a fully stocked cafeteria with a full restaurant quality kitchen, food bar, and everything needed to outfit over a dozen tables. Just don't try and prepare the puffer fish if you don't have the skills, it will be quite a trip if you survive.

Gym of the 24th and ½ Century
Level 1 Cost: 50 SP

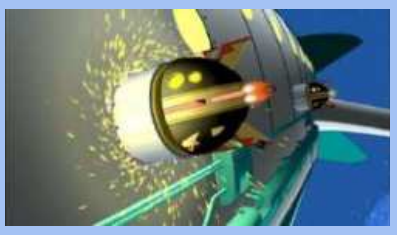




This area is a state of the art recreational area and gym, equipped with the latest in physical improvement technology like the Sparring robot that will help its opponent gain real and painful practical experience in hand to hand melee combat, along with many more aids and advanced tools.

Set of Five Combination Escape/Drop/Boarding Pods
Level 1 Cost: 50 SP





This addition provides you with a set of five pods that utilize technology from both the protectorate and the Martian Empire to create a combination of Escape Pod, Drop Pod, and Boarding Pod that will hold up to three people per pod. These combine the Protectorate drop pods that can handle unpowered ballistic reentry and impact, the Martian boarding pods that will cut their way into a ship, and the general safety and life support capabilities of your standard escape pods with a built in rescue beacon. The actual design of these and how they look are up to you as their base tech is based on Protectorate, Martian, and Klunkin technology.

Runabout and Landing Ship
Level 1 Cost: 50 SP





This landing craft is mainly for atmospheric reentry and exit, and is designed as a runabout that can be deployed from the main spaceship. This does not contain much in the way of defensive weapons and is instead focused on quick and quiet entry and exit from a location or planet.
This vehicle is large enough to not only carry a few crew members but a full sized motorcycle safely.

Evaporation Stations
Level 2 Cost: 100 SP





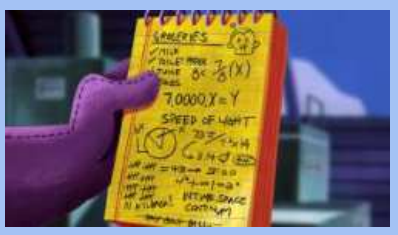

The evaporators are this universe teleportation technology and can be used to send people from one location to another using an evaporator on each of the sending and receiving ends.

This grants you an Evaporator station in your ship that allows for the freedom to teleport yourself and others to and from your ship.

Sending







You can use them with only one Evaporators to send a person to a distant location but this requires you to have the proper knowledge and ability to do the extensive calculations to ensure the proper location for pickup and drop-off of the person being transmitted so as not to arrive in the wrong location, like the bedroom of your enemy.
As long as it can fit in mostly in the chamber it can be transported.

Receiving






You can also evaporate your target to the chamber from a distance even with the use of a delayed timer to ensure that you can be retrieved without assistance.

Redundant Power Cells
Level 2 Cost: 100 SP





Ensure that you never need to have your subordinate dress in drag to seduce an enemy commander again, by stocking up on your own cache of extra ship power cells. This comes with a set of three fully charged power cells to ensure that your ship will always have a backup, this also comes with the plan to construct a new one if you have the capabilities.

Sick Bay
Level 2 Cost: 100 SP



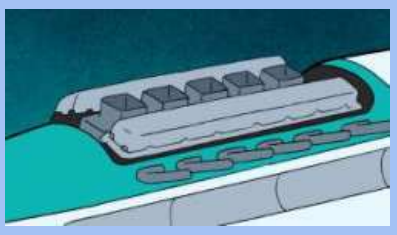




Did you get hurt? Well, it was probably the Dodgers fault. This medical Bay comes fully stocked with everything needed to patch you back together again and get you back out into the action. This does not come with medical personnel so you might want to look into getting a crewmember that is trained in it or at least a medical robot to attend to your needs.

Repair Bays
Level 2 Cost: 100 SP



These bays come fully equipped for the manual and automated repair, maintenance, testing, and construction of various vehicles, mechs, and light spacecraft.

Experimentation Lab
Level 2 Cost: 100 SP





This experimentation lab is separated into two main sections, the control and main work area, and the hermetically sealed area that is separated with a clear viewing wall and interacted with through robotic arms, graspers, and tools that are controlled with a terminal in the main work area. You can enter and exit the sealed area through a sealed hatch in the separating wall.

Advanced Holo System
Level 2 Cost: 100 SP





Tis holographic system is built into the interior of your ship and interfaces with it main computer system and has a low level psionic receivers to allow for the system to pick up on mental thoughts and commands and for the computer systems to troll their captains with things like lightbulbs above their heads when it would be funny. This also improves your basic model of solid light holographic projectors to extend all over the ship so you can bring up terminals and full computer interfaces anywhere and not just in key mission critical areas of the ships like the command deck.

Protectorate Fighter Craft

Martian Fighter Craft
Level 2 Ship Cost: 100 SP

Klunkin Fighter Craft





This single-seater (or two if you squeeze in real tight and sit on the pilots lap) fighter craft is fast and maneuverable with a set of dual frontal lasers. While not built for long range space flight it is far faster and more maneuverable than a standard spaceship and capable of dodging, weaving, and rolling to avoid oncoming fire.

Disappearo Device
Level 3 Cost: 200 SP





Make sure no one finds you have this as everyone will want it if it is found out. When this device that is composed from the dense material found at the center of a collapsed star is installed in a ship it will allow that ship to dematerialize and move around undetected. This disappearing effect will have your ship gradually fade out with a symbol of your choice (Decided upon purchase) left behind in the shimmering aftereffect that will fade away moments later. Protect this unit and don't let this fall off its pedestal or be dropped during transport as it will shoot right through your ship and be lost in space.

Food Synthesizer
Level 3 Cost: 200 SP





This unit can create anything it has the plans or scans for, this is especially good for food as it makes a mean pie, and while power intensive it runs off of the ships main power and thus should have issues.

Fully Computerized Farming Unit
Level 3 Cost: 200 SP





Your ship has a section dedicated to the growing and farming of fresh food, you create enough to enough food that you have excess to sell or store beyond your own crew's needs.

Companions

All named / specific companion options gain their respective origins perks and all appropriate free items.
All generic companions gain their specified CP funds to be customized with.

Canon Companion [100 CP]
You can freely companion any character within this universe without limit as long as they agree.



What you get for paying for a companion before entering the jump is guaranteeing that you will have a favorable first meeting and a chance to ask them to join you as a companion before you leave.

This option is only for those that do not have a specific export option already listed such as **Tyr'ahnee the Martian Queen**..

Generic Companions

OC / Import companion [50 CP Each or 200 for a set 8 Companions]
For **50 CP** per person you can either create or import a companion into this setting with each companion gaining **600 CP** for use on purchasing either perks and/or items, and they are also free to take with drawbacks.

Captain [Free for Cadet, Jumper Only]
You gain an original or imported **Captain** companion with **300 CP** to spend.

Cadet [Free for Captain, Jumper Only]
You gain an original or imported **Cadet** companion with **300 CP** to spend.

Commander [Free for Ruler, Jumper Only]
You gain an original or imported **Commander** companion with **300 CP** to spend.

Mercenary Partner [Free for Mercenary, Jumper Only]
You gain an original or imported **Mercenary** companion with **300 CP** to spend.

Science Buddy [Free for Scientist]
You gain an original or imported **Scientist** companion with **300 CP** to spend.

Celebrity Partner [Free for Celebrity, Jumper Only]
You gain an original or imported **Celebrity** companion with **300 CP** to spend.

Protectorate Companions

Duck Dodgers [100 CP | One purchase only]



Are you sure you want to have this foul fowl on your team? I could give you this lobotomised squash for free instead, it would probably be a bit less troublesome and alot more competent.



Has the entire **Captain/Commander** perk line and **100 CP** and **200 CP Captain/Commander** items, along with all free **General** items he qualifies for.








Cadet [100 CP | One purchase only]



You have apparently managed to get Eager Young Space Cadet assigned to your ship, if Duck Dodgers still exist in this universe I imagine he is having a rather hard time without this Porky Genius to compensate for and fix his screw-ups.
Has the entire **Cadet** perk line and **100 CP** and **200 CP Cadet** items, along with all free **General** items he qualifies for.








Porcine Princess [100 CP | One purchase only]



So you are interested in some royal bacon huh, well then you're in luck as in the normal timeline this delicious dish is left at the altar by the Eager Cadet as he abdicates his throne to her so he can continue to travel the spaceways and have adventures. Now, she may still be interested in him for now, but with him gone having fun with Dodgers maybe she can be swayed to your side.

She has all of the **Ruler** perks **except** the **600 CP** Capstone and the **Bracers of Elemental Control, Royal Feast and Seat of Power** items, along with all free **General** items she qualifies for.








Robo-Double [100 CP]

Thanks to advancements of the 24th and ½ century, you can employ a special custom version of the robot substitute that the Cadet used when Dodgers went to the Robot West.



This version can sync itself with the being it is replacing to gain a full copy of its memories and personality for deployment purposes, and has the capability to transfer its memories to either the ships memory banks or directly to the being it is duplicating.

This robot is packing laser blasters, gatling guns, missile launchers with self targeting rockets and advanced armor plating, as well as the ability to use nano repair mechanics to do minor maintenance on itself.



Agent Roboto [50 CP | One purchase only]

You have somehow gained your very own Agent Roboto with all the skills the original possessed, whether this is the original or a copy is up to you to decide upon purchase. If this is the original Agent Roboto then you will meet him in-jump and recruit him.

Robo-Dogo [50 CP]



Who is a good boy, this robo dog is a good boy, or girl, you decide. Everyone needs a best friend and what better way to ensure that you will always have one than getting a robot one that can be backed up and repaired when they are injured.

Pets, A.I. 's and other robots can be imported into this robot dog, and this dog can also be merged with other small robots and vehicles like motorcycles upon purchase.

Martian Companions

Tyr'ahnee the Martian Queen [200 CP | One purchase only]



Wow how did you do this? Sure in the baseline universe she managed to somehow fall in love with the universe's world and most egotistical and incompetent duck, but come on you must have been a saint In a past life to attract her eye.

With this purchase you will guarantee that during your stay the Martian Queen will meet and become fascinated with you, whether this is before or after she is spurned and insulted by the incompetent Duck Dodgers depends on whether he still exists in this universe you are entering and how much effort you put into meeting her. Though if it is after the wedding debacle then she will probably desire your help to get back at him for his insults which might work out in your favor as a way to cement your competence and her interest in you.

Whatever the case she will be interested in joining you on your multiversal journey as a way to get away from the pressures of her empire and to improve herself further.

She comes with all of the **Ruler** perks and items, along with all free **General** items she qualifies for.











Marvin the Martian [100 CP | One purchase only]



I have no clue how you managed to convince this little guy to leave behind his lady love and obsession with the Martian Queen but somehow you did.

Maybe you helped him finally blow up the Earth, or eliminate that dastardly and fowl Duck Dodgers that keeps getting in the way, whatever the case he will be more receptive to joining you on your further adventures especially since his beloved Martian Empire will not notice his absence with the universe frozen while you are away.

It also helps that he probably wants to gain power to improve the Martian empire and expand it to a multiversal empire under its beautiful queen.

Has the entire **Captain/Commander** perk line and **100 CP** and **200 CP Captain/Commander** items, along with all free **General** items he qualifies for.











K-9 [50 CP | One purchase per person]
You gain a Martian K-9 as a pet, and you can import any AI.s pets, or familiars as this Martian dog. These Martian pets while unable to [properly talk are extremely intelligent and helpful to their owners. K-9 counts as a pet and not a companion.









Counselor Dish [100 CP | One purchase only of the original]
You somehow managed to meet and seduce the delectable Counselor Dish to your side and away from her previous loyalty to Martian General Z-9.



This either happened sometime before you awoke and thus she is already part of your crew or will happen sometime after your insertion or awakening in this jump, maybe the General wasn't appreciative enough of the good Counselors effort, or she simply became disillusioned with his failures against Dodgers and decided to strike out on her own.

Whatever the case, this guarantees that she will become a companion before you leave this jump.

Alternatively, you could have instead either found or commissioned your own Commander Dish and not bothered to seduce the General's aid away from him, if this is the case then she comes with all of the original's skills and abilities along with complete and unwavering loyalty to you. If this is the case then she will be on your ship at the start of this jump.





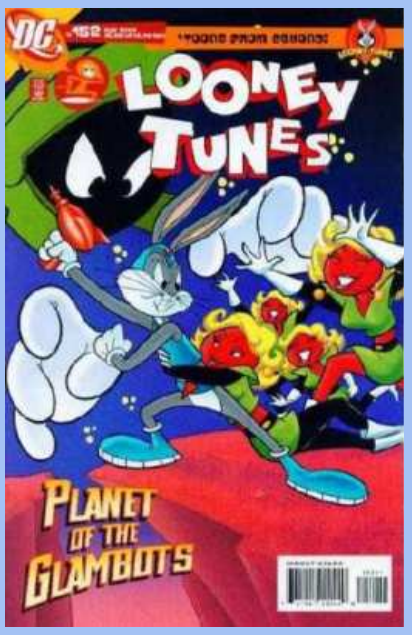


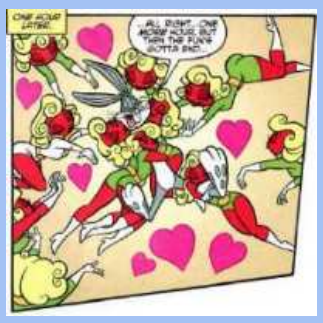

Robot Squad [100 CP | Multiple purchases available]
You gain a five unit squad of robots capable of performing any task on ship. By default these are designed after the Martian Centurions, though they can have different colorations and minor cosmetic tweaks to show that they are a customized build based on the original models. These robots are fully sapient and sentient, with the ability to reason, fear, and pull cons on their commanding officers to get vacation time.





Glambots [100 CP | Multiple purchases available]
You gain a unit of five of these beautiful gynoid fembots that were originally built for the sole purpose of the seduction and then destruction of your enemies. They will charm, entice and smother your enemies in fine food, massages and kisses to pamper them until they die (usually takes a few hours). If the target manages to resist and tries to escape they will then be pursued and tracked down until they can be subdued and eliminated. They also have the ability to shoot lasers from their fingertips that can cut through thick protective materials like glass.





While these units can be repurposed for other uses as needed, your version comes programmed to be used as a personal assistant and co-pilot, on top of being excellent at excellent at enticement, seduction, massage, and the pursuit and capture of desired targets, and unlike the versions used by a certain mini-Martian, yours will be completely protected from any attempts to hack and subvert them, ensuring their undying loyalty.

If desired then these can also be male designed Mandroid instead.

Martian Handmaidens[100 CP | Multiple purchases available]
You gain these two beautiful Martian Handmaidens to wait on you hand and foot.

Similar to the ones that are always seen by the Martian Queens side, these women are trained to provide assistance in everything from cleaning, secretarial work, fetching clothes, good, or anything else you desire.

They are fully trained in discretion and the need to anticipate their masters needs to the degree that they could have worked for the Martian Queen herself alongside the other handmaidens if you hadn't decided that you needed their services,









Scenarios

***** All of these scenarios are mutually exclusive and only one can be taken. *****

Scenario One [Lame Duck Mind]

Oh dear, apparently you are starting your adventure in Duck Dodgers brain. Make sure to not keep the Warehouse open too long as even the Dodgers will eventually notice the addition of a large amount of space in his mind. If he does, he will be able to take stuff out of your warehouse, whenever he wants when it is open.



Taking this scenario will ensure that the events of Manobrain stealing the secret codes from Dr. I.Q. Hi and storing them in Dodgers brain will happen within a week of your arrival, this means that if you do not have any other way to get out of Dodgers brain that you may be able to hitch a ride out with the group containing Dr. I.Q. Hi, Manobrain, Duck(s) Dodgers, and Cadet that came to retrieve the secret codes if nothing goes wrong. When you get back out of Dodgers brain you will find that your body is stuffed into an out of the way bed that you have been in for a while in the protectorate base's medical wing on Earth after you were apparently the victim of an accidental psionic entrapment that ended with you stuck in Dodgers head.
How this happened is unknown, but it was probably Dodgers fault.



If you want, you can "save" Elaine Anderson from Dodgers ultimate fantasy then there are a few restrictions in place. You will need to "manually" find a way out of the brain, so no instant movement, teleportation or portal/gate techniques for instant scenario win. If you don't have the mental fortitude to resist the horrific sights within Dodgers mind as these may drive you mad.

Reward
Next Chance for Logic, 57 miles: This perk will make anyone entering your mind find themselves in a place where there is no logic to begin with, with even Eldritch Warp Gods finding themselves lost in that place. Additionally the Jumper's body will start to show that lack of logic, even if nothing changes on the surface, meaning that any attempt to scan, replicate, or otherwise understand the jumper's physiology or makeup without the jumper's knowledge or consent will make no sense or come out corrupted.

Elaine Anderson: If you manage to save Anderson, she will be willing to join in your adventure as a companion, for the rest of this jump she will reside in your mindscape and be able to control your dreamscape to provide you with lucid dreaming and be able to communicate with you as a separate entity within your own mind when you are awake.



Additionally, once the jump is over she will be provided with her own flesh and blood body which thanks to her original nature as a psionic entity will ensure that Elaine will be more durable than any other woman would normally be. She will also be interested and willing to do anything for you in thanks for saving her from the hell that was Dodgers mind and the entrapment as his dream wife. This will lead to her being willing to train and master any skills that you desire her to master to ensure that she is helpful as a companion.
As she was previously a wholly Psionic entity that was idealized to be the perfect wife she also gets the **Brain Power!** and **Great Looks** perks.

Scenario Two [Jumper the Living Planet]

In this scenario you, the Jumper, will assume the place of Masativo, the Living Planet for ten years or more depending on the drawbacks, and your goal is to survive.

This scenario comes with a unique body mod in which the Jumper must decide on the composition and look of its own planetary body and what to use as a source of "food". Beware those who would like to take a bite out of you, in some cases quite literally.

Reward

Success in that scenario will grant a perk **Smaller than in Reality**.

With this perk any of your bodies can toggle on and off any and all specific planetary features, like weather patterns, gravity, electromagnetic field and more, from your planet form.

This also makes your planetary form from this jump into an alt-form that you can assume or summon as a separate object. The choice of alt-form or summon can be chosen on a Jump to Jump basis and after acquiring a Spark, this option can be changed once every ten years. When this form is not deployed it will stay placed in its own pocket dimension and continue to function as normal in there..

If you have the ability to control or form multiple bodies then you can deploy and control both your own body and this planet form in a jump and after sparking, though only one planet form can exist at a time as you only have one in from this scenario.















Scenario Three [The Royal Wedding]

You have been captured by Marvin the Martian (THis can not be avoided or anticipated) and presented to the queen for testing to see if you are worthy of marrying her and ruling the martian empire.
From when you are captured until you complete the trials you will be restricted to your **Base Body Mod.**





If Duck Dodgers exist or you have not met the Martian queen before now then you were probably grabbed in error by Marvin and his Centurion Robots, or if Dodgers does not exist and you have met the Queen then she might have in fact been looking for you.

Whatever the case, you will be forced to undergo all three of the Martian trials to prove your worth, should you succeed at the trials and not run away in the face of an obvious ruse by the love struck Commander Marvin then you will be able to go through with the wedding.

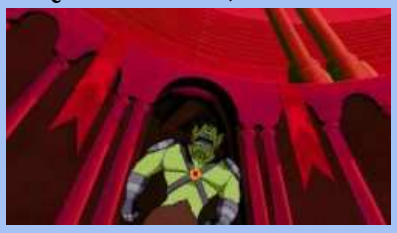
The three trials are as follows:

1) One on one melee combat against the MIGHTIEST BEAST on MARS, the Cyctops.
2) Survive the sweltering desert of Mars and make it back with a single canteen of water.
3) Finally a test of wisdom which involves finding the queen among the dual aces.

Once married you will still need to watch out for schemes and sabotages aimed squarely at you by Marvin and numerous attempts at hostile takeovers of the crown by General Z-9 and others, especially if he manages to escape from prison after his inevitable first attempt.

Reward

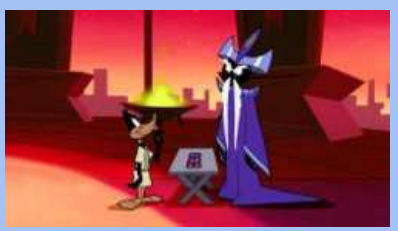
As a reward for successfully passing the trial and surviving your marriage to Queen Tyr'ahnee, you gain Queen herself, 3 **Martian Companions** for free to pick and the Martian Empire to follow you.











Scenario Four [Jump Dodgers]

Duck Dodgers in this alternative reality you find yourself entering was taken as frozen poultry to be used in a feast, and now you have undergone deep freezing in his place. Unfortunately they used the very same pod that Dodgers was supposed to use and someway all his Drawbacks have seeped into you. Due to this all of your willpower, body, strength, intelligence and other such perks are being suppressed with only the morality perks that do not clash with the forced drawbacks remaining.

All forced drawbacks can be lifted off by the jumper through hard work and determination, with any willpower drawbacks being lifted last as a reward for powering through and showing what real willpower can accomplish as it would be too easy to push on and succeed if you have your willpower augmented right from the start.

This scenario is counted as completed if you successfully reach Season 3 Episode 4b "Clean Bill of Health" with at least 51% body purity, which means that you have managed to lift half of the drawbacks off of yourself through hard work and stubborn determination.

Enforced Drawbacks
*These are the enforced drawbacks with brief descriptions of their effects with their longer descriptions located in the Drawback section. Even though you can work to remove these drawbacks, you will still keep the full **950 CP** provided from these drawbacks.*

1) **Colorblind [+50]:** You don't see colors.
2) **Big Head [+50]:** You're self-absorbed and full of yourself.
3) **No Tact [+50]:** You are inconsiderate. lacking regard for the rights or feelings of others.
4) **Incompetent [+100]:** You never have the foggiest clue what to do. You need a minder..
5) **Bad at Maths [+100]:** You are horrible at math and can no longer do even basic math.
6) **Unreliable [+100]:** You cannot be counted on and are always late or make things worse.
7) **Lazy [+100]:** You can't get up the energy to go to work, or motivation to do anything.
8) **4% Body Purity [+400]:** Your body is reduced with all **physical and mental processing perks suppressed.** Through sheer will and herculean effort these restrictions can be removed the hard way, through training. might want to get to the Halls of Hell and get to work to regain them.





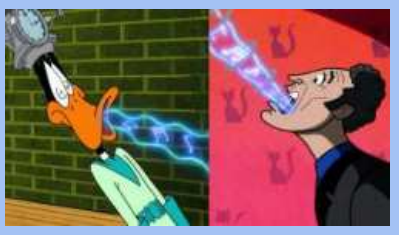





Reward

For each successful removal of each Drawback you'll get one item in this order, these drawbacks will actively affect you and your mental and physical condition to make things harder for you to succeed and it will require dedication and effort to remove them.

1) **Greatest Singing Voice:** Pick up the Voice from any singer from any period of time.



2) **Freezing Pod [Dodgers]:** This Is an intact, working, and error-free cryopod similar to the one Doger was in.



3) **Everfresh Mouth Pill [Dodgers/Scientist]:** No bad breath, forever. May have been stolen from Dr. IQ and Manobrain.



4) **Everslim Pill [Dodgers/Scientist]:** This diet pill will allow the consumer to eat whatever they want and not gain weight.



5) **Mother Fudd Hover Platform:** A copy of the floating platform used by the Mother Fudd.



6) **Moodnisium [Cadet]:** You gain a chuck of the same glowing rock that transforms Cadet into Pig of Action.



7) **Maninsuit Robots [Protectorate]:** You gain your own Maninsuit robot and the plans to create more.



8) **Martian Invictus Ship [Martian]:** Fully managed by robots, this is a massive planet destroying ship.

Drawbacks

Light, Camera, Action! [+0]
The setting now takes place in a TV studio, with all of the jump's perks and items changing to match the new reality for the full stay in this universe.

Classic [+0]
You are now in the classic setting of the Duck Dodgers in the 24½th Century shorts from 1953.

Looney Tunes in the 24th and a ½ century! [+0]
You will now find that there are examples of every Looney Tunes main and adjacent character in this new century, whether a descendant, another frozen time traveler, or a mix is up to you.

Unified Toon Theory [+0]
You can now tie any media, setting, or jump that you have been into this jump as long as it is related to the Loony Tunes.

Space Jam in the 24th and a ½ century [+0]
The events of Space Jam now take place in the 24th and a ½ century. How this works is up to you, maybe rather than toons in the real world it is various species, celebrities, and(or) friends playing a game of B-Ball to stop the alien race of Morons from enslaving them. Feel free to use the Space Jam jump as a supplement to this one, maybe it is now zero gravity jetpack B-Ball.



Bad Fish Poisoning [+0]
You apparently ate some bad fish right during insertion and are now in a world similar to that from Samurai Jack.

More Time [+50]
You like it here so much? Well then you can stay for an additional ten years in this jump.
This can be taken multiple times. for a maximum of six times.

Colorblind [+50]
You no longer are capable of seeing colors.

Annoying Voice [+50]
You now have a terrible voice, that is in no way fit for singing. It will grate on the nerves of others.

Terrible Grooming Habits [+50]
With this your personal hygiene will drop a lot, so every neat freak should avoid this.



Ugly [+50]
[Suppresses and Overrides the **"Nice Looks" / "Great Looks"** perk**]**
And now you look like your looks took a serious hit, you're so ugly that it makes others uncomfortable.

Big Head [+50]
You are so full of yourself, with an ego so large that it is a miracle that is still living space on the planet.

No Tact [+50]
Where the situation calls, your last person to call in funerals. Your emotional response timing is out on the Vacation planet.

Incompetent [+100]
When it comes to your work, you have no foggy idea what to do, and it has reached a level where you need an assistant.

Bad at Maths [+100]
Your calculating prowess took a hit, for you now two plus two equaling bananas is true.

Unreliable [+100]
You cannot be counted on. No matter how, every obligation will be too late or made worse.

Animal Hate [+100]
Animals will no longer need a reason to attack you and simply being around them is enough.

Lazy [+100]
Good luck finding the will to get up to work or any task, you're that lazy.

Overzealous [+100]
You will now become so eager to help in any function, that you will find work even if that means doing other people's work.



Haunted Ship [+100]
Your ship is haunted, while not directly harmful this ghost likes to mess with you and is generally annoying to have around.



Get Out and Push [+200]
No matter what you do you will inevitably have some issue with your personal space transport of choice, whether it is a dead fuel cell, damage from roving space biker gangs, or simply getting sabotaged by a ghost. Whatever the case you will spend a lot of time fixing your transportation or punching it to the nearest auto body shop.

Rotten Fruits [+200]
First drafts of plans do not come to fruition, and the universe itself will try to disrupt them, and it will now most likely take twenty attempts before a plan will come to pass.

Explodium [+200]
There is now a chance that any object you handle will explode, and with each iteration of that object becoming more sensitive to the point that even mentioning the name of the object out loud will cause an explosion. *You will always be confused enough to perform that action.*

Lovestruck [+200]
You'll not be able to keep a stable relationship, jumping from flower to flower everyday. That has the potential to anger someone.

Serious Roster [+300]
Your universe is now home to not only the Green and Yellow lantern Corps but all of the bad guys and space villains from the Green Lantern universe.



Star Johnson [+300]
You have another who eclipses you in fame and is held up as the golden child of your organization, and there is nothing you can do to expose them, all the while they will take credit for your accomplishments whenever there are no other witnesses or solid proof and even then it will be hard to prove.

Bounty Hunters [+300]
You have bounty hunters after you and they will not stop in pursuit of you, and if you manage to beat them they will most likely make an escape to harass you later, as time goes on you will have other hunters joining the chase to get as other enemies you have made hire more. This will continue for your entire stay in this universe, with the longest gap between attacks being a few months at the longest.





Dodgers Confusion [+300]
All of Dodger's villains have eaten something cheap and now think that you're Dodgers. As such they will come en masse, at least once a week.

Stalker [+400]

One of your crew members will be replaced with a stalker that only wants to be with you. Their skills and abilities will be slightly below that of your own, but their inner discipline compensates for the difference in skill and power. Unfortunately, if you don't handle this person correctly, you will have them passing through all of the stages of mania and possibly become an enemy for the rest of your jump in retaliation for you slighting them.
This is not a Yandere but simply an obsessive stalker that wants to be with you. You can choose what race and gender your stalker is and they will join you post Jump as a companion.

Horga [+400]

"She" will replace Lady Zorga in the Talent show episode. "She" is not only much stronger than Zorga, but also so ugly that laws of physics conceal her appearance.

Only to not work in Jumper's case, that fact made her fall in love with you. In matters of gender, she possesses both sets. "Those" actions with "Her" will cause Jumper to blackout from sheer trauma.
"She" will join Jumper as a companion that does not take a slot. Because of its level of looks, Jumpchain magic will start to affect It after three ten filled years.
If taken with the **Stalker** option, it now grants double the amount of points as the **Stalker** will think that you are into this, and will make herself as "beautiful" as Horga.
This also doubles the time before Jumpchain can affect both of them.

4% Body Purity [+400]
Your body is as low as can be. Below that of the average normal human. All physical and mental processing perks are blocked. Through sheer average will of Jumper and Herculean effort can be removed in a hard way. That means training from Halls of Hell in order to regain them.

Frozen Body [+600]

Something apparently either went wrong in thawing you out or you took a nasty injury, either way you are completely reduced to your body mod for the duration of this jump and lose access to your warehouse perks, and items. You only keep the perks and items purchased in this jump.

Decisions



You have three choices …

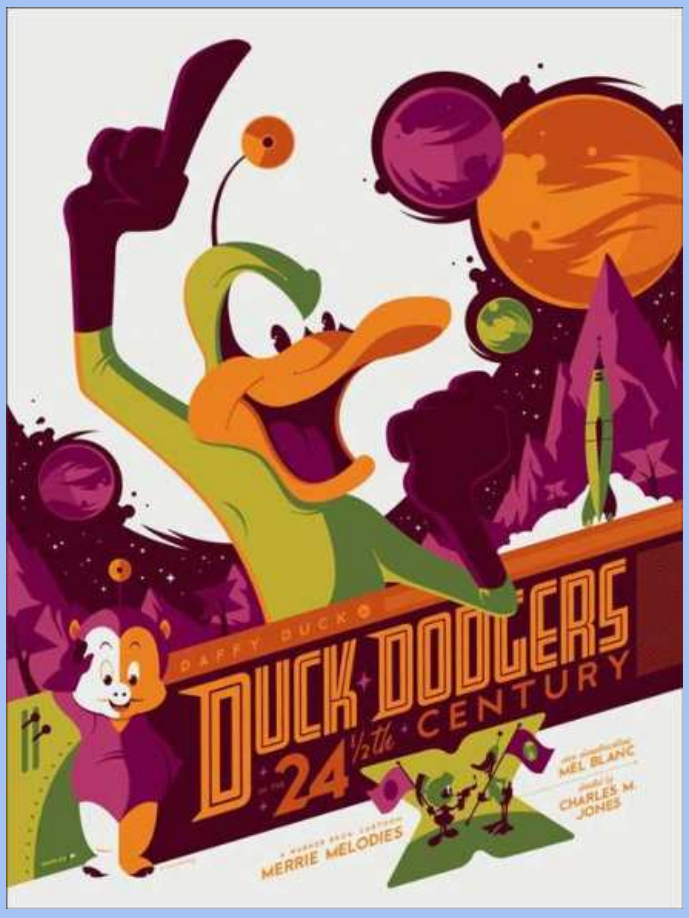
Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

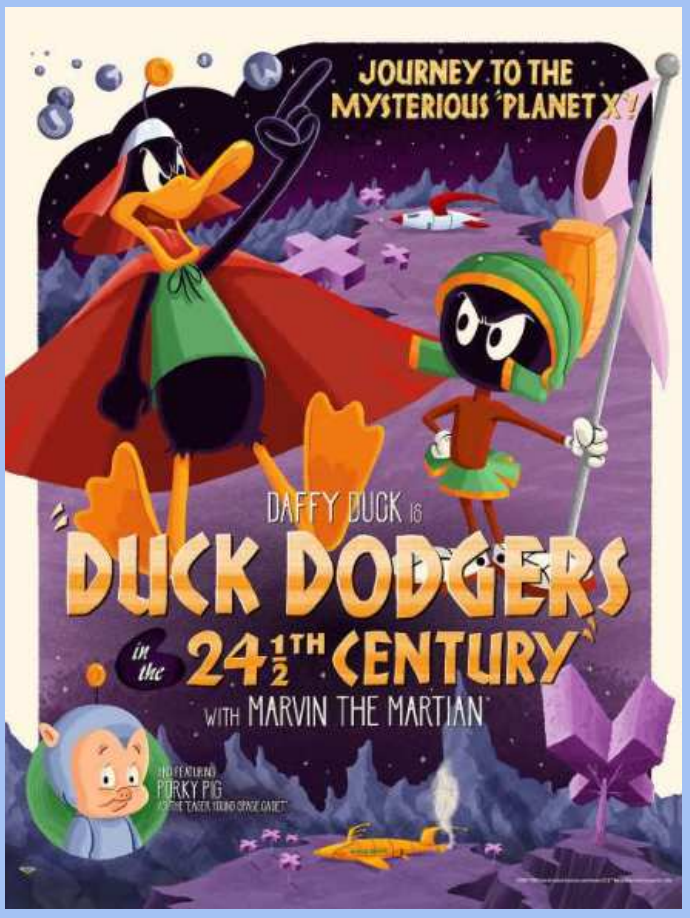
Stay
Stay and enjoy the cartoony space adventures, whether this is fighting the good fight or ruling over your Martian empire that is up to you.

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

Notes

N/A …





Change Log

v. 0.0 (2021-01-30)

- Publishing Jump

v. 0.1 (2021-01-30)
- Adding “4% Body Purity” author name and version. Some typos correction.
- Add Lady Zorga image.

v. 0.2 (2021-01-31)
- Adding “More Time”, more typos and clarifications on some perks.

v. 1.0 (2022-01-17)
- Reformatted document layout.
- Moved “Companion” section below items.
- Reworded the backgrounds and locations for clarity.
- Reworded some of the drawbacks for clarity and sentence structure.
- Added **Loony Tunes in the 24th and a ½ century! [+0]**, **Unified Toon Theory [+0]**, and **Space Jam in the 24th and a ½ century [+0]** drawbacks.
- Reworked the **Robot Squad** companion option.
- Separated **Counselor Dish** and **Agent Roboto** into their own companion options.
- Added a **K-9** Martian dog companion option.
- Changed the **Great Looks** upgrade to **Nice Looks** from an additional 400 CP to a more reasonable additional 200 CP.
- Added various images.
- Altered **Unusual Pass** from working on your viewing other to work both ways and ensure that others will not be bothered by your looks either.
- Added the scenario section note that says that only one scenario can be taken as they are mutually exclusive,
- Listed the drawbacks that would apply to the jumper if they take Scenario Three and added descriptions for the scenario three rewards **Freezing Pod, Everslim Pill, Maninsuit Robots,** and the **Mother Fudd Hover Platform** that did not yet have a description.
- Changed the **Laser Saber** to **Laser Saber Weapon** and from an undiscounted **200 CP** to **100 CP** as this is the most common and ubiquitous weapon type in this setting, AND added an upgrade to allow for the changing of the projected weapon shapes from the handle for an additional **100 CP**,
- Changed the name of the **Captain’s** origins **“Starship”** to **“Top of the Line Starship”.**
- Added an upgrade option to the Blaster
- Added a note to the free General Item the **Spacesuit** that you get the basic stretchy everyday clothes and a bulkier and protective space suit.
- Added **Basic Blaster** and **Used Junker Spaceship** for free to general items.
- Added **Glambots** to Companions.
- Changed **Blaster** to **Upgraded Blaster**.
- Increased the number of “classic movie monsters” that come on the **Creepy Space Station** from three to five to allow for the space station to be operated by them.
- Added Co-author credit for u/Negative_Tangerine
- Changed the **“Civilian”** to **“Celebrity”.**
- Added a new **Ship Builder** section for upgrading and customizing your very own spaceship.
- Removed the **“Upgraded Spaceship”** from the **Captain/Commander** items and moved it to the **Ship Builder** section.
- Move the **“Used Junker Rocket”** from the General items to the start of the **Ship Builder** so it will be the starting point on customizing your own ship.
- Fleshed out the **Ship Builder** section with more upgrade options and additions.
- Added the **“Space Faring Rocket Ship”** to the General Items for free to ensure that everyone will get their own free starting ship that they can customize in the **Ship Builder**.

- Move the **"Royal Wardrobe"** item from the Ruler section to general items and renamed it to **"Well Stocked Wardrobe"** and made it affect each origin differently and set its cost to **100 CP**.
- Added an "**Origin Appropriate Outfit"** to the general items section for free.
- Changed the **"Training Labyrinth"** item from the **Ruler** origin from **600 CP** to **400 CP** and added a new **600 CP** item **"Seat of Power"**, this was done as the labyrinth seemed a bit lackluster for a ruler when the **Celebrity** origin gets an entire "**Creepy Space Station**".
- Changed the **Duck-bility** perk name to **Duckability** to properly mimic the spelling of durability.
- Changed **Jetpack** from **100 CP** to **50 CP**.
- Added the **"Set of "Addicted to Reading" Tapes"** and **"Pair of Levitation Devices"** items to **General** items.
- Added a single free companion for each origin that gets 300 CP and is restricted to the Jumper.
- Added the**"Boot Camp Flag"** as the **600 CP Captain/Commander** item.
- Converted the **"Robo-det"** from the **Cadet 600 CP** perk to a robot companion **"Robo-Double"**.
- Changed the **Cadet Exosuit** from a 1000x strength multiplier as that is ridiculous for even a baseline human let alone someone like a Kryptonian to be able to lift around 100 tons easily.
- Added the 600 CP perk **"Magic of the 24th and ½ Century"** to the **Cadet** origin.
- Added the "**Get Out and Push [+200]"** drawback.
- Moved "**Hog Road"** from the **Cadet** origin and merged it with "**Motorcycle?"** in **General** items**.**
- Added some more specific companions with their default base perk and items listed.
- Added **Baby Faced Moonbeam** as an example of Meta-abilities that are stronger but have less sub abilities.
- Added **Robo-Doggo** to the companion section.
- Added a **Bounty Hunter** drawback.
- Added **Blaster Rifle** to **General** items.
- Edited Game Account, Course Diploma, and Exosuit descriptions for page fit.
- Added the **Evaporator Chamber** to the ship builder.
- Misc changes.



v. 2.0 (2022-01-31)

- Added **Burrito Drop-In** origin.
- You only get a single set of floating **100**, **200**, **400**, and **600** CP discounts for perk and items meaning you can discount a single perk and item of each price tier, with **General** perks being included.
  + The **"Complicated Backstory"** perk and any other perks that allow for an extra origin simply give you another copy of the **Burrito** Origin making you a Double Burrito and providing another discount per tier.
- Reduced the cost of upgrading the **"Laser Saber"** from an additional **200 CP** to **100 CP**.
- The **Duckability** perk is changed from the 600 CP Captains perk to a General perk that is free for all during the jump but costs 300 CP to keep afterwards, and has a bit of clarification that the limiting of infinite stamina is only in the case of damage mitigation and recovery and not recreational use, crafting, or anything else fun.
- Added **"Best of the Best"** as the new 600 CP perk for **"Captain/Commander"** origin. It boosts you to the absolute peak of whatever species you find yourself, in terms of both physical and mental measurement.
- Added a proper Out of Context Lockdown drawback as shown below
  Frozen Body [600 CP]
  Something apparently went wrong in thawing you out and you are completely reduced to your body mod for the duration of this jump and lose access to your warehouse and items. You only keep perks and items purchased in this jump.
- Reduced the "4% Body Purity" drawback from 600 CP to 500 or 400 CP as you can work it off.
- Change "**Stalker**" to 400 CP as this will need you to actively work to not receive a messy end and create a jump long enemy of them with them being nearly as powerful as you and determined to see you pay for slighting them. Reworded the drawback as well for clarity.
- Increased the **"Horga**" drawback to **400 CP** as it seemed a little cheap for what it forced onto you, and clarified that only the **"Stalker"** CP value would be doubled and not both the **"Stalker"** and **"Horga"** drawbacks.
- Added a +300 CP Item Stipend.
- Altered **"Ship Fund"** to be 100 SP for every 50 CP spent, rather than a 1:1 CP:SP ratio.
- Changed **"Motorcycle?"** to a **100 CP General** item rather than the existing **200 CP** price as it is a bit too expensive when overhauling an existing vehicle is only 50 CP.
- Clarified that the **"Power Rings"** can be purchased as many times as desired.
- Added more example images to the **"Rulers" "Seat of Power"** item.
- Added a clarification that the **"Robo-Dogo"** can be merged with other robots and small vehicles like motorcycles upon purchase.
- Added option for the **"Glambots"** to be male Mandroid if desired instead of female Gynoids.



v. 2.1 (2026-10-22)

- Formatting text in a few places.
- Age and Gender added.
- Wording of **Mutation Normalisation**.
- Added **TLD** perk.
- Adding a bit to **Bag of Instant Martians**.
- Small changes in **Ship Builder**.
- Adding **Lifomatic** to General Items.
- Improving reward in **Scenario Three**.