



Welcome to Titan A.E. if you were curious about the A.E. it stands for after earth, because surprise! The planet was blown up. You see, once in a great while mankind unlocks a secret so profound that it changes their future forever. Fire, electricity, splitting the atom, social media! At the dawn of the 31st century they happened to unlock another one, they called it the Titan Project, its potential to usurp the galactic hegemony caused the Drej to destroy the planet earth, and with it humanity's hopes for a future. Currently mankind has been cast adrift in the universe, some band together forming human colonies out of the wreckage of old technology, while others strike out on their own determined to etch out a life for themselves among the various alien species. Take your 1000 CP jumper and just maybe you'll be the one to inspire hope in humanity once more.

Origins:

You can choose to be any of the races present in the movie as none of them really outclass the other physically, aside from maybe the Drej or Wake Angels but those races have their own issues to balance out their physical advantages. Your age is 20+1d8, certain races may live longer than others.

Main Cast: Even the most dire situations can't be totally hopeless right? You're going to be starting on the same station as Kale, that or on the Valkyrie with the rest of the crew, your mission is to find the titan project and use it to help restore the human race.

Antagonist: Well some would say that the human race is going down the drain I suppose. By picking this you're choosing the side that's already winning, you can start either on the Drej mothership, or on the station that Kale works at, hunting him down with the Drej squadron.

Perks:

General

(Free/100) It's My Turn To Fly: You can pilot almost anything. Spaceships? Sure! Hover bikes? Why not! A ship that will generate a planet? Of course! This does not make you the best pilot in the galaxy, but it does ensure that no matter what vehicle you encounter, even if it's from an entirely alien technology base, you'll be able to pilot it. Even if by all rights you shouldn't be able to. This is free for this jump and 100 to keep in future worlds.



(Free/100) English Do You Speak It?!: Another staple of Sci-Fi is how everyone seems to know English. This is true here as well, apparently English is the easiest language around when it comes to aliens, so while they might not take earth money they'll know an earth language. The Exception being the Drej, or Wake Angels. Free for this jump, 100 CP to keep.

(100) Creed of the Choir: Titan A.E. has a very unique soundtrack, as such from now on you can choose to have Creed serenade you on your adventures with the appropriate songs from their albums, and even covers of other songs you hear along your travels all done by the band.

Main Cast

(100) Leaving Angels In Your Wake: Whenever you're traveling you can summon a pack of Wake Angels to make the journey more interesting, they'll fly alongside you and urge you to race them, if you do you'll reach your destination a little faster than you would've otherwise.

(200) Genetic Encoding: You can genetically encode anything that you build so that it can only be used by people of your bloodline, or any bloodline that you designate when creating the item. This will work no matter how diluted the blood becomes. More importantly for whatever reason this won't require you to bleed on the object in order to verify your background to it. To add other bloodlines to the list of users just provide some blood to the object.



(300) Cosmic Castaways: No matter how far or where they go, you'll be able to find and gather people together under a common banner. Whether it's species, race, religion, code, or creed; you can unite a group of even the most desperate remnants of a multitude of societies together into one functioning coherent unit. Well enough even that they will survive in the harshest of conditions and manage to reconstruct feats of their past if guided to do so.

(400) I Finished My Nap!: When you become unconscious you can do work as well as you could when conscious. If you could build a atom bomb awake, you now can asleep too. If you get knocked out from a fight, you can escape the scene in your unconscious state, provided they leave you for dead as this won't allow you to fight while asleep.

(600) Crazy Creativity: You absolute idiot! You mad bastard! This will never... Wait, it worked? Okay that was reckless. You can boost your creativity *cough* insanity *cough* whenever you're being totally overwhelmed or overpowered, in order to think up a solution to your current problem. The best part? The crazier the plan, the more likely it is to work. If you're about to be murdered by an alien hordes energy weapon you can come up with a way to use their death ray against them. The more dire the straits the more creative and effective your plan will be.



(600) They're Pure Energy: You can't beat a being made of pure energy, well you couldn't until now. You now have the ability to transform beings made of energy into a power source for anything you desire, from that drill your grandad gave you, to the reconstruction of an entire planet. The amount of energy generated depends on how many beings you drain, how similar the energy types are, and how pure the energy they're made of is. You could always choose to leave enough energy to keep the being you drain alive.

Antagonist

(100) Competency: Just like a certain guard you are scarily competent at your job. It doesn't matter what job you end up taking, or how you act at work, whether you act like a buffoon or like

you're on crack, you'll know every right move to make, every right thing to say, and every procedure to do when it comes to your job. Never worry about being fired again.

(200) Captive Removal: Do you have an excess of prisoners jumper? Don't know what to do with them? Well worry no more for the Drej have the solution for you. Provided that you have someone captured you may jettison them into the far reaches of space. If you're squeamish about killing prisoners don't worry, this encases them in a crystalline coffin made of pure energy, allowing them to survive the harsh void of space. You'll likely never see these people again so remember to say your goodbyes.

(300) Energy Based Tech: You know how to use and construct the Drej's energy based technology. You can alter it to function off of any energy source you have access to, keep in mind that the technology functions off of a form of bioelectricity, so while it's hard for other species to use without pain they can do so. All items made from this technology can merge and unmerge from each other at will, if you're made of energy you may do the same.

(400) Main Machiavellian: Drej society is operated with a triad of leaders known as the power circle, this has historically been one of the most unstable forms of leadership with the leaders constantly trying to backstab each other to obtain more power. Strangely this very human pattern is found in Drej society as well. As such you now have the ability to perfectly predict just when you can usurp someone, when they are distracted, and when they are least likely to expect your betrayal.

(600) Reproductive Energy: It's become something of a staple for evil empires to destroy planets. You'd think it'd be a stupid idea since eventually you'd have no one to rule over. But now, like the Drej, you can reproduce with the destruction of a terrestrial planet. When you destroy a world you can absorb the life energy of that planet and use it to produce a million energy based soldiers, the number of soldiers depends upon how much life is on the planet. This gestation process will take a year to complete, however you may only do this once per decade.



(600) Drej Royal: Well this is interesting; you can command and control other Drej and energy based creatures. You're also around Fifty feet tall, while this size might seem like a hindrance, it's actually an incredible boon for a Drej, as beings of pure energy your larger form can accommodate 20x more energy than the average Drej. This will also allow you to manifest your Drej tech weapons from anywhere on your body. Until the death of the other royals, the power from this perk is cut in 1/4th. If the other royals survive to the end of the jump you gain the full power of this perk in future jumps, so don't worry about offing the royals to obtain the entire power of this perk.

Items:

General

(Free) Ketchup: You have an infinite supply of ketchup, trust me with the food here, you'll need it.

(First Free, 50 CP) Spacesuit: A spacesuit with a double paned helmet that can produce a gas that adjusts for light no matter how bright. It comes equipped with compressed air jets and a backpack full of compressed air that constantly replenishes itself so you'll never have to worry about running out. Unlike most spacesuits this one opens up from the midsection allowing you to climb into it.

(50) Laser Saw: Ever wanted to use a chainsaw against a lightsaber? I'm not sure why you would but it sounds like something a jumper would want. So here's a copy of the laser saw that

Kale uses to cut up space debris, it can extend itself in order to cut through entire spaceships and can also release a single laser blast of low power, more of a warning shot than anything really.

(200) Hydrogen Trees: Remember those ball-like plants from Sesharrim? You have a small forest of those that you can plant in a water source now. They're filled with hydrogen gas allowing them to float, very pretty to look at but they can be incredibly dangerous if broken.



(400) Eisenhower Class Carrier: Not much is known about this ship other than that it was used in humanity's pre-degraded military to carry their starfighters and field quick responses to alien threats on human space. Due to its unknown history yours can hold up to 1500 soldiers and has 300 starfighters that humanity used before the fall. These starfighters are like red fighter jets with a two person cockpit, four laser guns, five engines, and a holographic training simulation.

(600) Bob: You have a planet. Planet... Bob. Yes that's the name, no changing it, the name is official and nothing you do will change that in any galaxy. On the upside it's a planet perfectly designed for human life and can help even the most desperate and endangered species thrive and revive themselves. If you ever appear in a galaxy with no idea of where you are, you'll know where to find Bob.

Main Cast

(100) Cricket Gun: A small turret like laser gun with dual barrels, it has what appears to be night vision sights and is capable of blasting craters the size of a moped into solid rock, why Preed decided to use this of all things to hunt crickets we may never know, but if you need a spider that absolutely needs killing this will do it.

(200) Ring: A ring that when worn displays a genetically encoded map on your hand. It leads to something of massive significance to your race. Whether that be a lost city, a treasure, or a ship that can reform your homeworld. You can also import any kind of compass or map into this item.

(300) Goon's Mystery Item: Gune made it in his sleep, he's not quite sure what it does but he made it using gintrogak, a highly unstable chemical and put a big red button on it. He was curious as to what it did but didn't want to risk it so naturally I took it and now I'm giving it to you.

(400) The Valkyrie: With seven engines and an FTL drive, the ship has some deceptively simple controls akin to a plane. It has an aerodynamic body that allows it to fly with great speed in or out of atmosphere, and a series of repulsors for smooth landings. Comes with a fully stocked medbay, holographic maps, FTL communicators, point defense lasers, and a large cargo bay. It is by no means the most advanced ship in the galaxy, but it may be one of the more advanced ships humanity had at its disposal before the destruction of earth.



(600) Titan Project: No it's not the Titan, but it may as well be. You have a spaceship the same size as the Titan. It's filled with all the genetic material of your original planet earth and can be used to create a new planet to your specifications, provided you have the material necessary.

You can add genetics to the ship if you want other animals or plants on your new planet. On top of this you have all the research notes that humanity had when constructing the project, allowing you to build more, or improve upon the original project.



Antagonist

(100) Drej Hand Cannon: The most widespread and common weapon of the Drej, it's Drej energy tech and as such can meld into the Drej physiology, since you're paying CP though I'll let it meld into your body regardless of race, perfect for hiding a weapon when getting into places.

(200) Explosive Communicators: These are a set of wrist communicators; you wear the master and give the other to whoever you don't like in particular. You can use it as a regular communicator and sneak the explosive part past even experts. Once you call the paired communicator you can trigger the explosive to go off, while this is no replacement for a grenade if you want to set off an "accident" these could come in handy. You have the schematics needed to make more, and can connect your master communicator to as many as you can make.

(300) Stinger: One of the numerous ships that the Drej use in their swarm tactics. They have some of the most precise tractor beams in the galaxy, capable of targeting even weapons that people are holding. They have no engine or fuel requirement, being made of energy, and are incredibly agile. The main drawback of these ships is that they lack shields and can be taken down by even handheld laser weapons. If your ship is destroyed it will reappear in half an hour to make up for this.

(400) ~~Torture~~ Scanning Machine: Don't meet the requirements to use or even see an item? Well this machine will allow you to use any item no matter the requirements, sort of, see while you can't use the original, it produces a perfect copy that you and anyone else can use without needing to be pure of heart or of royal blood or whatever arbitrary restrictions there are. The other complication is the need for a sample from someone who can use the object. If you end up using a whole person as your sample I hear it can be excruciatingly painful. This becomes a warehouse attachment post-jump.

(600) Alahenena: The Drej mothership is a ridiculously large spaceship made out of the same energy as the Drej. It's not the fastest ship in the galaxy but it does pack a laser that can destroy entire planets. One of the more interesting features of the ship is its ability to spawn smaller Drej Stingers, so long as you have the energy you can spawn these craft, upon returning to the mothership they will meld back with the ship returning the energy it took to make them, along with anything they've picked up in their travels.



Companions

(50) Companion Import: So you want to bring along your own crew to save humanity? Alright pick up to eight companions to join you here.

(100) Canon Companion: If you manage to convince anyone to come along with you they'll join you on your journey. Whether it be Stith, Preed, or even the Drej Queen, provided they're alive they can come along. Non-Sentients cost 50 CP instead of the usual 100 CP.

(50) Wake Angel: You have somehow managed to attract the company of a lone Wake Angel, these strange luminous ray-like creatures are usually found in groups. It can survive in the vacuum of space, and track energy signatures. While it cannot speak it does make noises that sound like whale songs. Since it's taken a liking to you I'll fiat back its ability to fly and let it shrink to a more manageable size if you'd like.

(100) Daiheh: A common Drej Drone, he's nothing special when it comes to the Drej but due to his time with them as a transportation engineer he understands how their technology works and is very effective at keeping machines running. He feels that by sparing him the fate of the rest of his species it's his duty to serve you as your personal mechanic. He'll upgrade and maintain your vehicles for however long he's alive, which will be a very long time.

(100) Gaoul Shaman: The Gaoul were once one of the most advanced races in the universe, they're ancient heritage and hegemony has long since passed them by, leaving only a deep wisdom of ages past. This shaman wishes to travel with you and relearn the knowledge his

ancestors held long ago, hoping to uplift his species once more at the end of your journey. He can communicate with you despite not being able to speak a human language, he's great for bouncing ideas off of and is a real outside the box thinker.

(200) Akrennian Trader: He's a bit of a prick really, but he understands how to get a good deal. Put him in charge of your finances and you'll make some money, I just hope you can deal with the smell when you want to get some cash, Akrennians don't bathe you see. I also wouldn't take him along when you're going to ask for a favor, it's their tradition to threaten first. Otherwise though he's a lot of fun to be around, a comedic genius really, especially if you like math jokes.

(200) Cath the Mantrin: Mantrins are kangaroo-like aliens from the planet Sogowa, they have two knee joints and incredibly powerful legs, I recommend you avoid being kicked by one. Born and raised in a warrior culture, she is adept at using multiple weapons and has mastered the art of ship to ship combat. She enjoys baking overly large cookies, ask why at your own risk, like many Mantrins she has something of a temper.

Drawbacks:

(Free) Book Continuity: Not incredibly different from the movie but it may add some flavor to your stay in this universe, provided you don't die. The events of the three books, and comic prequels are now canon for this universe.

(100) The Future Doesn't Exist: Extend the jump for another 10 years, it'll be the same boring grimy present that you've gotten used to after a decade's time here. You can buy this up to 3 times.

(100) Racism: You damned dirty human! Or whatever you are, yeah the people here can be pretty racist... or is it speciesist? Doesn't matter, people will hate you for being born the way you are while you stay here.

(200) EXHALE!: I hope you can survive in space jumper, because you'll be getting spaced multiple times on this adventure.

(200) Slavery: You start in the slave market on the trade ship Soros... as the merchandise, worse, the slave market has intelligent guards so good luck breaking out, or having companions break you out.

(300) World Blowing Up Changes A Man: You were there, you witnessed the destruction of the planet earth, that day changed everything for humanity, and it left you with a few scars of your own. Whether you were defending the planet from the Drej, or sending fighters to ward off the defenders, what you witnessed will haunt you for your time here. It would take something miraculous to overcome these changes during your jump.

(300/400) Traitors: One of your companions or friends you make in jump will turn traitor when it would be most inconvenient. Companions that take this will get an extra 100 CP as their conspirators will turn on them.

(600) Hunted by the Drej: Yeah you remember the beings made of pure energy who decimated the earth? They know what you are and want to take you out because you're the only thing that can destroy their hegemony over the galaxy.

Stay Here

Well it's not quite a paradise jumper, but it sure feels like home to you.

Return Home

I guess earth being destroyed reminded you of all the things you miss.

Keep Jumping

I can't change the past Jumper, but I hope I can give you a future in a new world.

Notes

Firstly thank you to Nerx and Negative-Tangerine for the help and support with this jump.

Ring: The rings effect mentions your race, this means that if you visit a setting with multiple races and you have an alt form of that race, you can use the ring on either one. You just need to change alt forms, subraces count as a race for the rings purposes.

Weapons: The lasers of this universe have mass, despite being made of light, as such physics will apply when you fire these weapons. You can propel yourself through space by firing if you want.

Gune's Mystery item: Honestly I had no clue what to do with this thing. Think of it as either an energy source, a massive bomb, or fanwank something. It is literally never explained as to what it does.

Eisenhower Class Carrier: If you have starships and don't want to use the fighters that come with the carrier you can instead use your own and have them appear in the carrier.

Alahenna: Like all Drej tech it's made entirely out of energy, if you have an infinite powersource you could hook it up to the ship, however it'll take some effort. You'll also need to find pilots of some sort for the stinger ships it spawns.

Drej Royal: For those who decide to not be a Drej you'll obtain a Drej Royal alt-form, while in jump you'll still have the same abilities listed in the perk, although you'll instead be the maximum height for your race. Drej tech weapons will work like the hand cannon item.