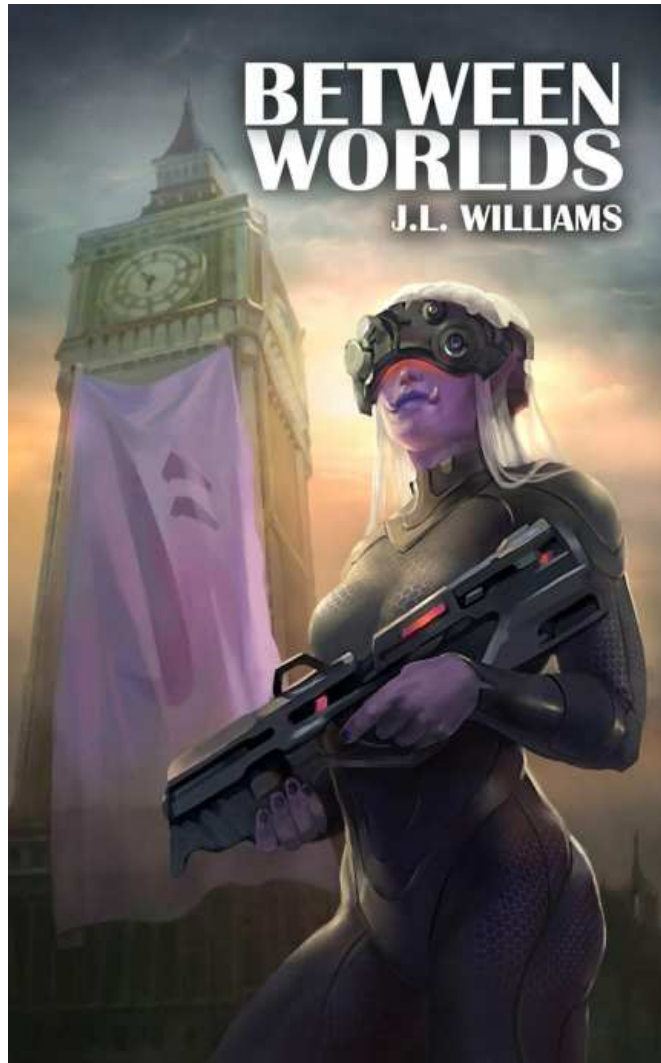


Sexy Space Babes: A Jumpchain Adventure

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Welcome to the galaxy, Jumper. The mighty Shil’vati Empire spreads its influence far and wide, bringing security, stability, and enlightenment to each world it conquers. The business-minded Coalition and squabbling democrats in the Alliance push back against our borders, but by the grace and wisdom of the Empress, the galaxy has avoided outright war for several generations. You join this world at an interesting time, six years after the Shil’vati victory over their newest holding, the planet Earth. While Shil’vati occupation is mostly accepted as a fact of life, many hotspots of insurrection still exist, and several Shil’vati leaders question if their newest territory can truly be tamed. In one week’s time, an unlucky misunderstanding will catapult one lonely Terran into the center of Imperial service. Time to decide what part you’ll play in this story.

+1000 Space Points *Take these points, Jumper. You’re going to need them...*

Species

*Pick ONE species to determine your discounts and starting circumstances. Alternatively, you may **roll 1d8** to randomly determine your Species for **+50SP**.*

- 1) **Human:** The newest species to “join” the galactic community, humanity’s greatest claim to fame is their unique 1:1 sex ratio. Coupled with their exceptional stamina and attractive appearance, this gender balance has left Earth with a reputation as being a “planet of swimsuit models.” If it weren’t for the Imperial blockade, a lot of factions would be very interested in the newest kids on the block. However, the Imperial invasion is less than a decade old, and Earth still has more red zones than green. Underestimate humans at your own peril!
- 2) **Shil’vati:** Arguably the most dominant species in the galaxy, the Shil’vati form the core of the Empire, one of the three galactic superpowers. Many traits would mark them as alien, from their black sclera and distinct tusks to their blue blood and various shades of purple skin. However, their notable sexual dimorphism is probably their species’ most memorable feature. While male Shil’vati are roughly the size of a human woman, female Shil’vati stand 7 feet tall or more! Where males tend to be soft and svelte, female Shil are natural mountains of muscle. A female Shil easily possesses twice the strength of the greatest human athlete, and has the pain tolerance to endure a drawn out brawl. However, the incredible strength of these living battle tanks comes at the cost of their stamina and speed. Despite all their explosive power, even the finest Shil’vati soldier has less than a third of an average human’s endurance. And while they are fast enough in motion, their reaction times lag noticeably behind their new Terran conquests.
- 3) **Rakiri:** With their tall frames, thick fur, and feline features, the Rakiri resemble the werewolves of Earth’s mythology more than any animal comparison. Their powerful hearing and extremely dangerous claws make them supremely gifted predators, leading to a culture that emphasizes personal conquests and hunting dangerous prey. Rakiri tend to be blunt, eschew sarcasm, and are deceptively agile and sneaky when they want to be. Their blood also clots quickly, leaving many Rakiri with impressive scars.

- 4) **Halkem:** This reptilian race may seem frightful, but are definitely more lizard than dragon. Fine leathery scales cover most of their skin, while harder scales adorn their back, tail, and extremities. Similar to other forked-tongued creatures, the Halkem are mesotherms, partially relying on their environments for heat and becoming sluggish in the cold. However, wyrm-like features can be found in the proud families of the Halkem nobility. Perhaps there are dragons amongst the stars after all!
- 5) **Triki:** Though the Imperium is home to many species, few are more strange than the insect-like Triki. With a mix of insectoid features and bat-like anatomy, these winged creatures appear almost human...if you can look past the four arms, solid black eyes, moth antennae, and multi-mandibled jaw filled with rows of needle-like teeth. The large “breasts” many Triki females seem to sport are actually potent venom sacs, and their unique mouth makes their natural language practically unspeakable by most other species. Triki live relatively short lives, rarely reaching more than 50 Earth years, leaving most Triki with a near-manic determination to not waste time and get things done.
- 6) **Nighkru:** The central species behind the Consortium, an interstellar ultra-capitalistic society where everything has a price, most of the Nighkru you’ll meet are powerful merchants. With deep black skin, accented with symbiotic algae that forms glowing patterns of green, blue, or purple, the Nighkru remind many Terrans of the “Dark Elves” that dot their fantasy stories. Though most Nighkru possess prominent horns, the Consortium’s relaxed position on genetic modification has led to some Nighkru being specifically bred without horns to more easily accommodate spacesuit helmets.
- 7) **Edixi:** Not much is known about this shark-like race of aquatics, but what people *do* know isn’t good. With gills, powerful tails, and rows of razor-sharp teeth, the Edixi are as comfortable beneath the waves as they are on land. Their society prizes discipline and martial commitment, making these land sharks superb soldiers. The Alliance infamously uses Edixi in deniable action mercenary groups like the Guppies, leveraging their amphibious adaptability to lay hidden for months beneath a world’s oceans. The Shil’vati might be the most powerful military in the galaxy, but the Edixi are definitely the most ruthless!

- 8) **Ulnus:** Known as “Roaches” to most of the galaxy, the Ulnus are perhaps the galaxy’s most unique inhabitants. Though the Ulnus often present themselves in humanoid form to better interact with interstellar society, each “individual” is actually a localized hive made of a few thousand teaspoon-sized blue amoebas. Ulnus regularly make use of semi-organic suits to house their collectives and serve specialized roles, from infantry combat to diplomacy. Capable of extreme multitasking, these shapeshifters had a thriving culture before their homeworld was destroyed by the Shil’vati. Now their culture has eroded away, leaving their race as little more than a collection of pirates and scavengers. You’re not likely to find the Ulnus in civilized space, but their rage is the fire that threatens to set the Outer Reaches aflame.

Age

Though this universe is filled with adult-themed fun, coming events will have an impact on everyone. You may freely choose your age. However, you can earn a few extra points if you leave things up to chance...

For +50SP, Roll 1d6. Roll a 1 and you’ll start as an adolescent of your species. Perhaps you’re a Shil who hasn’t hit their growth spurt yet, or are an Earth teen attending an Imperial academy. If you rolled a 2 or 3, you’re a young adult in a galaxy of opportunity. Whether you’re joining the military or entering the workforce, you’re getting your first taste of independence. Rolling a 4 means you’re in the prime of your life. You have the perfect mixture of youthful vigor and careful experience to make these the best years of your life. Rolling a 5 means beginning in middle age. You might be raising a family or serving as a leader, but your wisdom will be seen as invaluable either way. Finally, rolling a 6 will make you an elderly member of your species. It may seem strange to start your journey in the twilight years of your life, but don’t forget how many powerful and influential people are among your peers.

Gender

Your selection here matters a bit more than usual. Though males and females tend to occur in roughly equal numbers on Earth, the galactic community has a drastically different sex ratio. Most species skew towards an 8:1 ratio of females to males, leading to unique cultures and societal norms. Once again, you may freely choose your gender, or may entrust your future to the hands of fate...

For an extra +50SP, Roll 1d10. On a 1-8, you are female. In most cultures, you are bigger, stronger, and more aggressive than the males of your species. You enjoy the greatest privileges of the galaxy's many matriarchal societies, but will probably have to get used to sharing romantic partners.

On a 9 or 10, you are male. You tend to be the smaller, fairer, more nurturing half of your species. Living in a woman-dominated society can feel anywhere from inconvenient to downright-oppressive, but your sex's scarcity gives you substantial leverage in romantic affairs.

Origins

*Select ONE Origin to determine your starting circumstances and discounts.
Alternatively, you may take any Origin as a Drop-In.*

Soldier: The Shil Empire was born of war, grown through war, and thrives on war. Who would the Shil'vati be without their continued conquest of new client races and lush colonies? The Imperial Navy, and to a lesser extent the Marines, are some of the most privileged and respected members of Shil society. Whether you serve aboard an Imperial battleship, help with security on a patrol corvette, or just serve in a colonial militia, you are one of the millions of cogs in the Imperial War machine.

Merchant: War is not fought with just laser rifles and orbital strikes, it is waged with products and profits too! The economic prosperity of the Shil Empire has lured plenty of planets to their cause without a single shot fired. You are now a warrior on this all-important battlefield, delivering your goods and making yourself rich in the process. The aristocracy may hold the lion's share of influence in the Empire, but if the Consortium is any indication, the growing amount of up-and-coming businesswomen may soon challenge even that!

Noble: Underneath all its technological marvels, the Shil Empire is rooted in powerful families and feudalism. Rather than begin your story here as a peasant in this galactic empire, you hold a much loftier station. You might be a minor scion looking for glory, a favored daughter trying to live up to the family legacy, or even a planetary governess managing one of the Empire's many conquered worlds. Whoever your mother was, she has guaranteed you are part of the upper crust of Shil'vati society!

Interior: Before the monolith of the Shil'vati Empire expanded their reach to the stars, the dynasty was plagued by civil wars and military coups. To guard against such uprisings, the Legion of the Interior was created to protect the Empress and police her territory. Hundreds of years of unity has made the threat of a military rebellion vanishingly small, forcing the Interior to adapt into the intelligence service they are today. Whether they're investigating murders or sniffing out dissidents, it's hard to find an organization with as much reach and as little oversight as the Interior.

Civy: Not everyone has the strength for fighting a war or resisting an invasion. No matter which planet you find yourself on, most folk are just trying to earn a living. You're the blue collar heart and soul of your society. It's thanks to your efforts that the galaxy keeps spinning, no matter which hierarchy everyone is living under.

Rebel: You prefer the term "freedom fighter". The Shil didn't conquer a third of the galaxy without making enemies. Maybe you are a soldier who survived the initial invasion of Earth. Or perhaps the Shil's oppressive management of your planet has turned you into a homegrown insurgent? No matter the case, you seek to tear down the establishment however you can.

Location

*You may choose your starting location freely. Alternatively, you may **roll 1d8** to randomly determine your Location for an additional **+50 SP**.*

1-2) Earth: This little blue marble is far from the center of the galaxy, though some of its inhabitants seem to think otherwise. Conquered by the Shil'vati in a quick and decisive war, travel to the planet is still heavily restricted while the occupation clears out any remaining troublemakers. Earth culture is slowly making way for Shil'vati rule, but the growing number of Red Zones across the planet show that battle isn't happening quietly.

3) The Crucible: Located above the Shil colony of Horizon, the Crucible is a massive space station that serves as a training center for all Shil'vati marines. This donut-shaped facility handles both the basic training all new recruits face, as well as several of the specialized courses newly-assigned soldiers will need to fulfill their duties across the galaxy. Most of the people here are Shil'vati, though some of the first human marines are set to arrive soon! No matter who you are, the drill instructors here are sure to make everyone feel equally meaningless.

4) Gurathu: You must have pissed off a powerful politician to get assigned to this ice ball. A frozen world covered with treacherous mountains and boreal forests, Gurathu is a small footnote in the list of Shil'vati conquests. The constant snow and high winds make this an unsavory post for most species in the Empire, but the local Rakiri population doesn't seem to mind much. There isn't much on Gurathu besides the Governess' estate, an Imperial patrol depot, and the colony's small town. But a recent string of disappearing colonists hints at something more sinister lurking in the shadows of this frozen frontier.

5) The Periphery: While the Shil'vati Empire is vast, it does have limits. Out on the fringes of the Empress' colonies, these developing settlements are in the process of being diplomatically annexed rather than taken by force. As such, the technically-independent planets of the Periphery enjoy some unique benefits. They are close enough to Imperial patrols to ward off the worst of pirates and other hostile factions, yet are far enough from Shil politics to give their citizens breathing room. You'll be roughing it out in these rural territories, but skilled laborers and technicians are often welcomed with no questions asked. If you wanted to find the "Wild West" of the galaxy, you couldn't do much better than here!

6) Shil: When searching for the jewel of the Empire, look no further than the Shil'vati homeworld itself. Highly developed and covered in megacities, Shil is one of the most densely populated planets in the galaxy. Like Earth's own Rome, the heart of this megapolis is thousands of years old and stretches back to the very beginning of the Shil'vati Empire. The ancient walls of the Imperial Palace are surrounded by the futuristic skylines of space-age cities, showing just how far this society has come. Shil is also home to the Aviary, where new Exo Mechs are tested and their pilots are trained. Welcome to arguably the most important planet in the galaxy!

7) Raknos-3: Strap in marine, It's going to be a rough ride! Located near the Empire's border with the Alliance, Raknos-3 is one of the most inhospitable planets you could find yourself on. The storms that constantly roam the planet make groundside operations miserable and orbital support impossible. Tribes of native Ufrians live underground in a vast network of subterranean waterways, while the surface has been claimed by Roach pirates. Despite numerous campaigns, the planet has traded hands countless times. But in a year's time, the arrival of the Terran First may change all that. Somehow this world is about to get even more dangerous, Jumper, and you'll need to watch your head if you don't want to get caught up in the flashpoint of a new galactic war.

8) Free Choice: Lord luck smiles on you this day! You may choose to begin your journey anywhere in the Milky Way Galaxy. Perhaps you want to start a business on Halfpoint Station, or visit the Rakiri homeworld of Dirt? Whatever your new life holds for you, take advantage of this fresh start!

Perks

Perks that match your Origin or Species can be bought at half price. Perks that match your Origin or Species and cost 100cp can be taken for free.

General Perks:

[50SP] Benefits of the Conquered: Countless tyrants across history have justified their imperialism with the spread of knowledge. Whether you believe their arguments or not, there's no debating the influence Shil'vati culture is having on Earth. Either you adapt to our new overlords or get left behind. This Perk accelerates the pace that you learn new cultures. From languages to customs, you'll be able to speak and act like a native in less than a month. The transition to Shil rule has been far from seamless, but at least where your life is concerned, you can blend in better than most.

[50SP, Free for Female Shil'vati] Fuchsia Physique: Shil'vati physiology has many unique quirks; some that are benign and others that are *very* beneficial. Chief among them are their muscles and metabolism. Shil'vati females passively develop large amounts of muscle mass, leaving the nerds among them pleasantly toned and Shil athletes as absolute powerhouses. Even more unfair is the lack of maintenance this requires. Shil'vati can grow their muscles disproportionately fast through training, don't need to stretch before exercise, and have such fast metabolisms that it is nearly impossible to put on weight. Now you too can have the effortlessly muscular physique that was seemingly gifted to the galaxy's conquerors! Build muscle quickly and never worry about an unwanted belly again! *See the Notes section for details.*

[50SP, Free for Shil'vati] Romance Fiction Features: The Shil'vati have more going for them than their out-of-this-world builds. Their biology seems lifted straight from a saucy story. With this purchase, you bear many of the small physiological changes that make the Shil so well suited to intimate encounters. Your sweat and other bodily fluids smell pleasantly of lilac, you lack any body hair, your erogenous zones are significantly more receptive, and your tongue is long and dexterous enough to crack open a crustacean or blow that new Earth boy's mind! Finally, your reproductive organs have gotten a quality-of-life overhaul. You have full control over your own fertility, and any bothersome reproductive cycle has been replaced with occasional bouts of heat-like estrus. Get the full erotic novel experience with none of the inconvenience!

[100SP] Pragmatic Love: With such skewed gender ratios across the galaxy, monogamy isn't really practical for most cultures. A standard Shil'vati family can have up to eight wives for every husband, while Rakiri prides can get even larger! This Perk allows you to apply this attitude to your own love life, building a network of partners that leave each member feeling valued and appreciated. It won't always be easy; even monogamous relationships never are. But if you put in the work, you can grow your family to be big enough for all your loved ones.

[300SP] Humanity, Fuck Yeah!: The Terrans are a very unique species, and that's not just author bias talking! Humans tend to be far more inventive than their galactic neighbors. Now you too have the luck and determination to back up your creativity. Your mad longshot plans actually stand a pretty good chance of succeeding. Jumping off a spaceship with nothing but a railgun to propel you won't end in disaster! And your thorough, well-executed plans will be nigh-unstoppable. You have the audacity and plot armor of Dan Daly and Roy Benavidez combined. Good luck getting anyone to believe your after action report.

But this perk isn't all about combat! Your willpower, tenacity, and creativity will make waves no matter where your life takes you. Sharing your knowledge and experience with the rest of the galaxy will astound other species, potentially leading to discoveries or events that could revolutionize their cultures. Wield your protagonist powers wisely, Jumper.

As a final benefit this Perk also acts as a capstone booster, unlocking perks with the **[Capstone]** tag. Now your incredible abilities will match your "main character" energy!

Species-Specific Perks

Note that Taking both the 100SP and 400SP Perks for a Species will offer additional benefits.

Human Perks

[100SP] Persistence Hunter: Humans didn't hunt their prey with claws for fangs; we just ran them to death. You now stand at the upper end of the spectrum when it comes to human endurance, which is flat-out supernatural to the rest of the galaxy. Running a marathon would be a fun weekend diversion, and you have enough stamina in the bedroom to outlast Chad Novacock himself. Though you'll only be "very impressive" by human standards, your alien friends will look at you with a mixture of dread and awe.

[200SP] Something For Everyone: What if I told you that the Shil'vati aren't the "Sexy Space Babes" this story is named for? Humans, as it turns out, have a little something for everyone. Hair to appeal to the fur-lovers, tits and muscles for the Shil, flawless skin for the Nighkru, and so on. With this Perk, now you too will transcend personal preferences with universal appeal. Amongst humans you're a 10 out of 10, and neither gender or species seems to be a barrier to your new admirers.

Additionally, this Perk lets you emphasize one aspect of your appearance to align with more specific beauty standards. If you're attracting a Shil, turn those cantaloupes into watermelons. Looking to woo a Rakiri? Pack on a few extra pounds. Whatever your personal look, you'll be a knockout!

[400SP] Shock Effect: Amongst Earth militaries, *shock effect* is a rapid change that puts psychological pressure on enemies, often stunning them into inaction. Your boldness and decisiveness embodies this tactical doctrine, leaving your foes flabbergasted like the legendary Sturmtruppen of old. In combat you regularly leave enemies dumbfounded with your daring, and in social situations you'll easily make a splash. Like the rest of humanity, you're about to make your entrance into the galactic community in a big way!

As an additional benefit, taking this Perk also triples the effects of **Persistence Hunter**. Your endurance is absolutely legendary, even by human standards. You'll tackle any challenge with tireless vigor, and only the most demanding exertions will have any hope of wearing you down. Now charge forward with the power of the blitzkrieg!

Shil'vati Perks

[100SP] Selective Discipline: Despite their militaristic nature, Shil'vati culture is pretty relaxed. So long as it doesn't interfere with their duties, you'll find Shil marines with neon hair dye or gold nipple piercings. Now you too enjoy a lot more leeway when it comes to the written rules. From dress code violations to punctuality, you have way more wiggle room than those stricter species.

[200SP] Lingua Franca: Isn't it convenient when everyone learns *your* language, caters to *your* customs, and acknowledges *your* government's authority? You find that in spaces where different cultures mix, your own practices tend to come out on top. Your culture spreads like wildfire, bringing everyone closer to your idea of "normal". This process could passively subvert local traditions over a generation, or could overwrite a population's core identity with your own in less than a decade if you really worked at it. Should you wish to preserve the cultures of others, you may toggle this Perk off at any time.

[400SP] Aristocratic Instincts: A good noblewoman sees rules not as chains, but as blades; to be both used and avoided. Whether you grew up as a pampered scion or just take orders from one, you've been thoroughly immersed in politics since childhood. Not only has this given you impeccable instincts for sensing social ambushes, but it's taught you how to turn the tables on your opponents. Wield laws like weapons against your enemies while keeping your own concerning actions quiet.

As an additional benefit, taking this Perk amplifies the effects of **Selective Discipline**. You've gone from pushing the boundaries of the law to almost ignoring them entirely. Anything you do that isn't flagrantly illegal and clearly proven by evidence can be minimized and ignored with enough influence. Having friends in high places certainly helps, but even without a lofty rescue you'll only feel your consequences if you get sloppy.

Rakiri Perks

[100SP] Stalker: How does something the size of a grizzly bear just disappear?! Like the *Whisper's* Tactical Officer, you have an uncanny knack for avoiding detection. You know how to move swiftly and silently, and how to sneak up on unsuspecting coworkers! You can't evade a motion tracker or other advanced sensors, but fooling the Mk1 eyeball is a piece of cake!

[200SP] White-Furred One: While most Rakiri come in shades of black or gray or brown or tan, a very rare few are born with snow-white fur. Unlike human albinism, such Rakiri children are considered "blessed" and have an aura of mystique in Rakiri society. Now you too bear this rare and alluring mutation. Non-Rakiri Jumpers who take this perk can instead choose to inherit another extremely rare phenotype associated with their species. Like the white-furred ones, this special genetic sequence comes with no harmful health concerns. In future worlds, this Perk will allow you to inherit similarly rare mutations or genes. *See the Notes section for details.*

[400SP] Return to Nature: Despite being part of the galactic community, many Rakiri choose lifestyles that are largely removed from most technological advancements. Like these reclusive colonists, you know just how to drop off the grid and live disconnected from modern networks. Between your survival skills and wariness of Imperial surveillance methods, you could practically walk into the forest and disappear.

As an additional benefit, taking this Perk dramatically increases the effects of **Stalker**. Your stealth is so impressive that it seems to defy even automated observation. Motion sensors have difficulty tracking you, cameras get patchy when you come into view, and audio recorders are likely to only get every other word. Heck, you could wear a shirt made out of bells and you'd probably still find ways to sneak up on your friends.

Halkem Perks

[100SP] Thermal Control: You may look like a lizard, but you're far from cold-blooded! Despite being partially mesothermic, Halkem like you are unexpectedly capable of surviving extreme temperatures. Cold temperatures will leave you grumpy and lethargic, but you could survive a blizzard with the right jacket. *Hot* temperatures, on the other hand, will leave you feeling wonderful. Survive climates that would cook most other species in days! Given how many desert planets the galaxy has, you'll have an interesting niche to exploit when you start colonizing!

[200SP] Noble Bearing: Not every species the Shil'vati conquered had a different opinion on social hierarchies. Some, like the Halkem, were already accustomed to a more feudal attitude from the ruling class. Like Scales herself, you exude this aura of importance, even if your true pedagogy is nothing remarkable. By acting regal, you'll find others will naturally treat you with respect and prestige. While others might look haughty, you are simply refined and elegant. No need to worry about demeaning nicknames here!

[400SP] Drake: Like some of the oldest Halkem bloodlines, you're more a dragon than a lizard! Your small batches of ornamental scales have been magnified in both strength and coverage, shielding you from tip to tail in a powerful layer of natural armor. Ordinary blades and bludgeoning weapons will be dramatically less effective on you, and even small bullets will struggle to pierce your hide. These scales won't do anything to stop a laser rifle, but many of the weapons on more primitive worlds will fail to find purchase.

Additionally, taking this Perk amplifies the effects of **Thermal Control**. You can now stoke the fire inside of you into a true furnace, and while you cannot breath fire like the monsters of Earth's legends, you are virtually immune to extreme temperatures. Were it not for your need to breath, your body would have no trouble enduring the wildly varying temperatures of outer space!

Triki Perks

[100SP] Venom Sacs: Alright, let's get the obvious question out of the way. Despite any alluring similarities, the Triki are not mammals and share almost none of their physiology. Instead, the orbs you'll find decorating their thorax are glands that produce a powerful venom. Normally delivered through a powerful bite, Triki venom can incapacitate even a raging Shil'vati. However you seem to have more control over your secretions than most. Over the course of a minute, you can mentally adjust the potency of your venom, toning it down to be humorously intoxicating or dialing it up to be horrifyingly deadly and caustic. Wield these organs responsibly, Jumper!

[200SP] Natural Flier: Not every Triki is as lucky as you, Jumper. These robust wings would make you the envy of your colony, letting you take to the skies at speeds that would outpace a sprinting Terran! You could even alight while loaded with all of your combat gear, deftly soaring above all of your friends. Just make sure you get your clothes adjusted. Shil quartermasters aren't as mindful about such unique features.

[400SP] No Time To Waste: Most people would see a Triki's accelerated metabolism and shortened lifespan as a disadvantage, but the Triki aren't like most. Like many of the great moth-people, you possess incredible discipline and insane mental processing speeds. Coupled with your astounding drive, and you'll accomplish more before lunch than most will accomplish all day! Best of all, this determination seems to spur even the non-Triki around you to speeds that nearly match your timetable. You'll still need to give them a break after running them ragged, but no one is better than you when it comes to accomplishing more tasks in less time.

Additionally, taking this Perk also improves the effects of **Venom Sacs**. Who has the time to wait a minute for your toxins to change? You can alter the potency of your poisons in seconds, letting you change the formulae mid-fight if you really wanted to. What's more, you can fine-tune your concoctions to cause more exotic effects on your target's biology, so long as you understand the core processes behind it. Whether you're brewing sleep aids, aphrodisiacs, or flesh-eating saliva, you'll be a living, breathing pharmacy!

Nighkru Perks

[100SP] Lightshow: While most Nighkru markings migrate over time, none of them possess any control over their movements. None, that is, except you! Your bioluminescent skin patterns are yours to control, letting you weave complex shapes and designs to create stunning displays. Should you have any traditional tattoos or other markings on your skin, you will be able to alter them at will as well.

[200SP] Make It My Business: The Consortium rarely gets caught taking any *overt* action against the Empire and its citizens. It just has a habit of worming its way into the dealings of others. From social groups to trade opportunities, there are very few circles you can't work your way into. This can allow you to meet people you'd otherwise never encounter, forge bargains that would otherwise never come to pass, or simply impose your "new money" ideas on those stuck-up "old money" folks. Forcing your way in is bound to irritate some, but you can't make a profit without taking a few risks!

[400SP] Debt Slave: Few in the galaxy can weave a contract as binding as the Nighkru. Those that owe a debt to you are obligated to repay you, and are "willing" to work under almost any condition to pay you back. Depending on how well you can weave a web of financial traps and dues, you could keep someone in your service almost indefinitely. You'll still need your debtors to willingly agree to your terms, but once you get your hooks in they'll find it impossible to slip away!

Additionally, taking this Perk also improves the effects of **Lightshow**. It seems that even your symbiotic microflora are bound to carry out your will! Not only can you alter the colors and patterns of your skin markings, you can adjust other aspects of your appearance. Maybe you want to change your skin tone to put your customers at ease, or be a bit taller to intimidate your competition? A more motherly figure could certainly make you look more experienced in the boardroom. This is far more subtle and gradual than any true shape-changing, and larger changes will take longer to grow into, but when it comes to marketing yourself, few have more control than you! *See the Notes section for details.*

Edixi Perks

[100SP] Aquatic Adaptations: True to Alliance doctrine, what makes the Edixi unique is what also makes them formidable. Like these spacefaring sharks, you have the necessary biology to live for months underwater. Gills and specialized respiratory tissue let you breathe both air and water, and your new webbed limbs and tail make maneuvering beneath the waves a breeze. Even your skin is better suited to resisting the cold temperatures and harsh pressures of submerged living.

[200SP] Society of Order: In an ironic inversion of Imperial military standards, the Alliance's fiercest warriors have very low tolerances for frivolity. Edixi units like the Guppies are tight, orderly, and completely professional. Now you bring this focus and drive to your own organizations. Groups that you lead or even join will quickly become competent, coordinated collectives that operate as a single entity. By cutting down on useless fluff while they're on the clock, expect everyone's efficiency to skyrocket!

[400SP] Gene-Modded: Outwardly, the Alliance shares the same distaste for genetic manipulation as their Imperial enemies. Thankfully, the Edixi seem to have a near-societal love of duty and self-sacrifice. As such, Edixi commandos bear the burdens and benefits no one else can. Whether you are one of these illustrious soldiers or a miner working for an uncaring megacorp, your body has received extensive augmentations to make you stronger, faster, and tougher than any unaltered member of your species. Your exaggerated musculature effectively doubles your strength while lab-grown protein complexes greatly accelerate your ability to heal. Your respiratory and digestive organs have been modified to allow you to breathe and eat a much wider variety of substances, and even your skin has been reinforced with a subdermal weave. Though alone each of these enhancements offer only minor gains, the complete package makes for an imposing warrior.

Additionally, taking this Perk improves the effects of **Aquatic Adaptations**. Your gene mods now allow your physiology to differ wildly from your species' baseline. Whether this is something as simple as making you simply bigger than your all-natural allies or something as dramatic as giving you an extra set of limbs, these changes make you a bit of a monster. *See the Notes section for details.*

Ulnus Perks

[100SP] Decentralized: Killing an Ulnus colony is both harder and easier than killing an individual humanoid. The distributed nature of the hivemind means no one area is more vital than the rest. However, this *does* mean that killing enough Ulnus individuals will cause the colony's nervous network to "crash". Like this race of space pirates, you may also treat any damage you sustain as a percentage of your entire functionality. You can forget about those pesky "weak points" as *every* part of your body is now equally important! Just don't get too reckless. If more than 25% of your body's cells are destroyed, you'll face the same fate as any Ulnus population.

[200SP] Synaptic Juggler: It's no secret that the Ulnus can multitask like no other. Put a few thousand individuals in a single war chassis and you can form a dozen different partitions. Now you too can split your attention like only a gestalt organism can. Work your way through completely unrelated tasks simultaneously! Perhaps you're an exo pilot, fine-tuning your defensive countermeasures while another fragment handles your offensive weapons. Or maybe you're a mechanic who designs your own inventions while repairing machinery at the spaceport? Just make sure you don't spread yourself too thin. While this perk does slightly enhance the abilities of each separate subprocess, all of these functions are limited by your total mental processing power.

[400SP] Bio-Engineering: With such complete control over their own collectives, it's no wonder the Ulnus are masters of more organic applications of technology. From the semi-living biosuits each colony wears to the invasive species specifically designed to take revenge on the Empire, no one can meld the natural and artificial quite like the Ulnus. Your exceptional skill in these scientific disciplines would let you alter and upgrade living creatures like no other! It's a shame genetic manipulation is largely outlawed, because you're sure to be very, *very* good at it. Try not to commit too many war crimes, Jumper!

Additionally, taking this Perk improves the effects of **Decentralized**. Did I say you suffer critical system failure at 75% functionality? Try flipping that. You can now survive losing up to three quarters of your biomass, making you far more resilient than any other Ulnus colony. Recovering from such catastrophic damage might take months as your remaining cells slowly replenish via mitosis, but recover you shall. Like your namesake, your enemies will need to embrace overkill if they want to keep you down!

Origin Perks

Soldier Perks

[100SP] Crucible Graduate: You've finished your instructional period at the Crucible, and unlike a certain Terran Champion, you're not just some basic boot. In addition to the standard training every Imperial service member gets, you've also been through specialist training suited to your given military occupation. You may be an infantrywoman, a ship engineer, a shuttle pilot, or even a steward. And unlike all your classmates, you'll actually get your guaranteed choice of assignment! From basic skills like marching and shooting to the finer points of your chosen career, you'll be the most prepared new recruit in your unit! Just don't think this gets you any special treatment. If you want to join the Death Heads or fly an Exo Mech, you'll still need to distinguish yourself the hard way. *See the Notes section for details.*

[200SP] Champion: You think this is hard, Jumper? On *my* first mission, I was riding a boarding torpedo into a pirate stronghold! Your exploits draw attention like raw meat draws a Turrox. Even minor successes will breed fame, while major victories will cement your personal legend. Building such a storied reputation can have real benefits within the Empire's internal politics. Preferential treatments, material rewards, and even noble titles have been given to those in the Imperial military who go above and beyond their duty. No matter where you go or how you serve, your accomplishments will quickly add to your story and spoils.

[400SP] Instructor: You got dirt in your ears, recruit?! I said I wanted to see some hustle! Like the Crucible's finest DIs, you excel at turning scores of trainees into useful, disciplined professionals. Not only can you effectively communicate new skills to your recruits, but you have the insight to physically and mentally push them to their limits. As an average soldier, you could repeat Nuiy's feat of turning her layabout friends into a crack militia unit. But cultivate your own mastery, and the skill of your students will grow equally impressive.

[600SP] Spec Ops: Through a combination of incredible effort and extreme talent, you've set yourself apart from the countless other cogs in the Imperial war machine, earning you a spot in a premiere Shil'vati unit. Whether you are a Death's Head commando or an ace Exo pilot, you're a one-woman army. Your tactical mind will run circles around your opponents, turning you into a force multiplier your allies could only dream of. Strike true as the spearhead of the Empress!

[Capstone] Corps Commander: When combined with **Humanity, Fuck Yeah!**, this perk enhances more than your tactical acumen. Your situational awareness on the battlefield has expanded, turning you into a strategic juggernaut on par with Hannibal or Clausewitz. You can coordinate the movement of entire armies, from their deployment and logistics to their combat doctrine to maximize their effectiveness. You're capable of combating all kinds of foes, but where you really shine is crafting unexpected strategies to counter inflexible enemies. Sneak your war elephants over the Himalayas or hide your tank ambush in that nearby lake! Even as the galaxy expands and technology continues to evolve, you'll be a master of warfare.

Merchant Perks

[100SP] Bean Counter: Running your own business is not as easy as it sounds, no matter how much futuristic technology is involved. Thankfully, you've taught yourself enough about finances, economics, and local legal codes to carve out your own enterprise! Your new knowledge is nothing fancy, but you're not going to let something like an entirely new form of currency or a wildly different population of customers be the downfall of your family business. Whether you're running a breakfast eatery on Earth or have joined up with a local megacorp, your mind will make you a productive member of the galactic society!

[200SP] Branding!: It doesn't matter what you have if you can't convince your customers it's worth buying. By following the needs and wants of the galaxy's different cultures, you've unlocked how to market your products to nearly any buyer. From negotiating the price of essentials to spinning that disgusting bee vomit into delicious honey, you can turn the exotic and mysterious into your next big cash grab!

[400SP] "I Invoke Rashta": The tradition of trading male stewards as insurance goes all the way back to the Shil'vati Age of Sail. What does that have to do with a routine interstellar inspection? Heck if you know, but it's the least you can do to inconvenience those Purps! Like any good businesswoman, you've studied the history and cultures of many of your prospective customers. And while this has given you insight into their buying habits, it has also armed you with an arsenal of ancient customs and lore you can twist to your own ends. Whether you are ingratiating yourself to a new client or turning their past into your tools of revenge, their expectations are your best tool. Secure entertainment, luxury, and even favorable negotiating conditions by turning their own traditions against them.

[600SP] Dynastic Dealings: Plenty of businesses manage to get by each year, but very few dominate the market. Now you have the insight, tenacity, leadership to grow your brand into a household name. Minimize your operating costs through efficient management, predict trends to get ahead of public interest, and corner your competitors until they come crawling back to deal on *your* terms. Your business may be modest now, but under your leadership it will grow into a company you can be proud of!

[Capstone] Megacorp Maestro: When combined with **Humanity, Fuck Yeah!**, your business potential grows from an interplanetary scale to an interstellar one! Now your endeavors really will rival the established Megacorps of the galaxy, eclipsing much older organizations if you can marry your skill to a little bit of risk and luck. Your deals grow bigger, your decisions weightier. With your economic influence and reach, you'll find yourselves rivaling small governments in raw power. Show those archaic noblewomen that the power of queens is no match for the commands of currency!

Noble Perks

[100SP] Once A Noble, Always A Noble: All these independent officers and self-made women might act like politics are beneath them, but give them another noble to talk to and they'll gossip like there's no tomorrow. A lifetime of preparing to serve your family has honed your social awareness. Spend a day or two in port and you'll pick up the local rumors, while attending a party would have you swapping secrets with your political peers. Stay up to date on the skuttlebut and you'll have a much better idea of how to manipulate your fancy foes.

[200SP] Purple Ceiling: If the Empire is really so egalitarian, why is nearly every planetary governor or high-ranking officer a Shil'vati? Like the rest of the Imperial hierarchy, you find it easy to exclude select groups of people from the institutions you are a part of. Want to keep all humans from joining the Exo Corps, or keep that one Trixi colonel from stealing your promotion? The universe will seemingly bend to give you and those like you the advantages you need to stay ahead. *See the Notes section for details.*

[400SP] The Going Rate: It should come as no surprise that in a culture as lax about discipline as the Shil'vati, aristocrats have plenty of opportunities to bend the rules. From bribing the quartermaster for better equipment to paying a merchant to skirt an Imperial blockade, Shil nobility have a common understanding that almost any law can be bypassed for the right price. You have mastered this under-the-table attitude, letting you escape the consequences of all kinds of actions so long as you have credits to spare. The more important the rule, the bigger the price you'll have to pay, but when it comes to greasing the seemingly stiff wheels of bureaucracy, you know exactly who and how to ask.

[600SP] Uplift: Not every planet conquered by the Shil'vati is ready to become a productive member of the Empire. Some, like Earth, require incredible work to advance both the infrastructure and the individuals of a planet. From educating locals on the wondrous technology you bring to installing your clearly-superior forms of government, you excel at guiding your subjects into a science fiction future. Best of all, your grace and leadership will smooth nearly all ruffled feathers or stubborn objections your vassals may voice. Why, a decade under your care would see Earth transform from its intelligent 21st-century society into a fully assimilated Imperial colony with none of the resistance this sub-optimal invasion caused.

[Capstone] The Empress Enlightens: When combined with **Humanity, Fuck Yeah!**, this Perk will turn you into the finest administrator the Empire has ever seen. From diplomacy and legislation to economics and public architecture, your citizens will be clamoring for a chance to better their lives under your rule. Additionally, you'll find that you can accelerate your regime's advancement at a much higher rate. An early-spaceflight society like Earth could be brought to Imperial standards inside half a decade, while a fully medieval society could join the interstellar community within your lifetime. The most drastic of these changes will introduce unavoidable culture shock to your populace, but when faced with incredible challenges, not even the Empress can make the universe wait.

Interior Perks

[100SP] The Three I's: Joining the Legion of the Interior means cultivating a very different skill set than the average soldier. To keep the Empress' peace, these privileged servants must master intimidation, interrogation, and incarceration. You might not know how to drive an exo or lead an assault, but your training has shaped you into one scary spook. Spend your morning convincing some gunrunners to back down and your afternoon pulling their client list from their boss. With any luck, you'll be staking out their corrupt aristocrat customers before the day's end.

[200SP] Alliance Removed Diplomacy: In many ways, the Alliance acts similarly to many of the old-Earth governments. Rather than spark a direct conflict with the Shil'vati Empire, they supply pirates, criminal organizations, and other dissidents with weapons and other technology. Now you can wield proxies and catspaws just as effectively as your enemies. Arm local insurgents to inflict devastating casualties on your opponents. Encourage a rookie investigator to make your arrest, putting your target away while deflecting any retaliation. The Shil'vati may be reluctant to arm a galaxy they hope to one day conquer, but even they will be hard-pressed to argue with your results.

[400SP] Countess Corsair: Prestige, honor, and the Empress' gratitude aren't nearly as satisfying as one might think. Thankfully, there are more *enriching* rewards to doing your duty. In addition to your standard compensation, you may also collect the property of those you imprison or kill. An investigator working a beat in a big city might pull in credits and cars, while an Imperial Agent busting a major smuggling ring might be gifted an entire merchant fleet. Who knows? Bust enough crooked nobles and they might make you a countess for real. With this Perk and a good enough excuse, even your rival's assets can become your own!

[600SP] Eye of the Empress: Most lofty Interior Agents are little more than pompous police officers. But you are not most agents. You are a master manipulator, capable of uncovering priceless information with a well-placed insult or compliment. Effortlessly fade into false identities and ensnare the Empire's enemies in a web of blackmail, corruption, and destruction. Alone you could bring most syndicates to their knees. And with the right team? You could wipe out a planetary crime network in months. The Interior is full of spoiled brats coasting on their family name, but you are a constant reminder that underneath all that bloat, some extremely dangerous shadows lurk in the dark.

[Capstone] Spymaster: When combined with **Humanity, Fuck Yeah!**, your ability to manipulate has spread to a more systemic scale. Concealing your actions from your own command structure will be child's play. After all, who would be *more* trustworthy than an elite agent like you? Run your hustles, punish your rivals, and pull from near-bottomless black budgets, all without alerting your superiors.

This Perk also extends the scale of your infiltrations. Instead of solo fieldwork, you'll spend your days organizing entire networks of operatives. Managing even a part of the Empire's interstellar intelligence apparatus will force you to conspire on a massive scale. The Empress will look to you when a planet needs to be softened before invasion, or when a rival galactic power needs to be undermined. From sweeping embarrassing atrocities under the rug to creating a compliant population with social engineering, the weight of your actions are downright terrifying. You are the Empress' sharpest blade. Will you use this power for her gain, or for your own?

Civy Perks

[100SP] Crofter Colonist: Skills like yours are always in demand, no matter how advanced a colony becomes. From crop farming to turox herding, the goods you produce form the backbone of society. Online courses have made integrating new Imperial technologies like farming drones and AutoFabs into your farm a breeze, and you'll find newer technologies can be leveraged for your operation just as easily. But even if you get off the transport with nothing but a knife and some hand tools, you have the expertise to cultivate, harvest, and colonize.

[200SP] Celestial Sailor: As proud as the Imperial Navy is, they don't keep the galaxy turning. It's the merchants, couriers, and transport skippers that ferry vital goods, data, and passengers from one system to the next. Now you can match the finest flyers out there, whether you're steering a small shuttlecraft or a titanic interstellar freighter. From plotting the quickest course to a neighboring sector to touching down in exceptionally tight landing spots, you can maneuver your vessel with almost the same precision as your own body. This perk also makes you an exceptional navigator, whether you sail the blue or the black. To the stars, Jumper!

[400SP] Interstellar Innovator: You want to know the Empire's greatest weakness? Stagnation. Overwhelming technological and military superiority has killed almost all incentive to improve on existing technologies. Thankfully, your ability to spot inefficient systems is matched by your ability to creatively problem solve! Get around that jamming problem by turning your laser rifles into a point-to-point comm network. Rewrite the control software of your Exo to improve heat management and triple operating time. Even designing ergonomic aids to go with the classic Shil touchscreen would fall under this Perk's purview. With a mind like yours, the solution to most problems is usually only a matter of time and resources.

[600SP] Top Technician: Queens may command, and soldiers may fight, but engineers put everything back together. You are a top-tier mechanic and maintainer, experienced with a wide range of equipment from your political faction and plenty from outside it too! Whether you are serving in a major logistical role in a large city or are simply maintaining homesteader equipment on a fringe world, you are a goddess-send when it comes to keeping the lights on, the ships flying, and the coffee hot! Most captains would give their left tit to have a chief engineer half as good as you. Engineers may not win medals for bravery, but that doesn't mean you won't write a legend of your own.

[Capstone] Mechanical Miracles: When combined with **Humanity, Fuck Yeah!**, your ability to repair, maintain, and modify has become near-mythical. You're an actual one-person miracle worker, capable of overhauling an entire battleship engine in a few sleepless days. Your creativity lets you improvise repairs under the worst of conditions, and given the opportunity to actually innovate, you'll improve established designs to streamline function and wring out every ounce of efficiency. Even your speed is astounding, letting you return machines and vehicles to working order in time frames few will believe. At this rate, your technical prowess will make you a strategic asset all by yourself.

Rebel Perks

[100SP] Insurgent: Looks like you have that classic *human* skill set! What do you mean that's racist? Growing up under a purple boot has cultivated some questionably legal but vital talents for living beneath a tyrannical dictatorship. You know how to rig booby traps, evade detainment and capture, and organize your local disgruntled citizens into a small but potent resistance cell. However, you truly shine when it comes to improvising weapons out of civilian equipment. Bolt a few spare fusion cells onto a civilian cargo loader and you'll have a crude approximation of an Exo Mech. Steal the processing core of an AutoFab and you could fashion it into a scope on your homemade railgun. Who needs laser rifles and FlexFiber armor when you and the boys can whip something up in your shed?

[200SP] Scavenger: You don't have to be a galaxy-spanning empire to get your hands on incredible technology. Like the Ufrians of Rankos-3, you excel at finding, recovering, and "acquiring" all kinds of useful equipment and materials left behind by more advanced organizations. One look at another species' trash and you'll know exactly what kind of treasures you can extract. Of course, what you find may not always be useful, or may be too dangerous or valuable for you to keep. In these cases, you also know how to leverage your findings to earn a suitable payment. Trade those stolen or salvaged goods back to their original owners, and you'll be rewarded with all kinds of options. You might not have a use for an Imperial Target Designator, but that Shil supply clerk is desperate enough to get it back that she'll give you nearly *anything* for it...

[400SP] Recruiter: The resistance on Earth may be having more success than other Shil'vati holdings, but attitude and gumption can only compensate so much for technological disparity. If you want to keep your resistance network from being ground down and destroyed, you'll need to grow your forces. Thankfully, your subtle signalling and impassioned speeches can ignite the fire of rebellion in any potential revolutionary, spurring them to action and drawing them to your cause. In addition, your talents as an orator outclass some of the Empire's best propagandists, letting you control the narrative around your conflict. You and your fighters aren't terrorists, you are *freedom fighters*, casting off the unfair subjugation of those brutal fascist Purps! With how convincing your messaging is, you might even turn some of your occupiers into informants, moles, and rebel agents.

[600SP] Liberator: This is no local rebellion or minor act of defiance, anymore. This is the cunning, insidious insurrection that will bring a centuries-old stellar empire to its knees. You are a malevolent maestro, expertly coordinating disparate cells into a carefully-orchestrated campaign of rebellion. Wield your network's limited resources with terrifying precision as you identify and strike vulnerable nodes in your conquerors' government. Wear down their willingness to fight with campaigns that cost them dearly and minimize your own expenditures. It won't be an easy fight, but no matter how terrible the tyrant, your contributions to the revolution will spell disaster for your would-be-rulers.

[Capstone] Graveyard of Empires: When combined with **Humanity, Fuck Yeah!**, the influence of your rebellion is greatly amplified. Fate itself seems recruited to your cause, miring your enemies in setback after setback. Your oppressors will often overcommit, uselessly dedicating precious resources to holding ground they can't hope to keep, and giving *you* plenty of opportunities to capitalize on their stubbornness. Over time, your victories will snowball, building momentum until your imperial overladies collapse under the weight of their cumulative failures.

As a final benefit, any victory you secure will have much more lasting consequences. External threats will see your rebellion as a cautionary tale and avoid tangling with your new government. But even more impressive is the impact on your own citizens. The struggle for freedom will deeply affect your allies and those you fight to save, teaching them the cost of their success. Those you rescued from tyranny will not become tyrants themselves, ensuring that, for once in history, the better nation you build may actually persist. You fought for this future, Jumper. It's only fair that you get to enjoy it!

Items

Items that match your Origin or Species can be bought at half price. Items that match your Origin or Species and cost 100cp can be taken for free.

General Items

[50SP] Credit Chit: Physical money is so last century. With an entirely digital banking system, this biometrically-backed Shil'vati token is your key to the galactic marketplace. Universally accepted by all vendors, this device makes paying for goods and services easy. Best of all, your credit chit is compatible with all future settings, instantly converting any currency you choose and allowing you to manage your wealth without the hassle of physical cash or coins.

[50SP] Mint Products: From toothpaste and tea to cookies and chewing gum, you now own a vast collection of minty merchandise. Why the sudden interest? Well, it turns out this humble Earth plant has a curious effect on the Shil'vati. Through some quirk of biology, Mentha plants trigger a reaction akin to combining cocaine and viagra. Shil exposed to mint exhibit euphoria, arousal, restlessness, and erratic behavior. You could really spice up an evening with your Shil partner with this stuff. Just make sure you get everyone's consent first, okay Jumper?

[50SP] Pur-Pow!: Wow, that tingles! This Shil'vati energy drink is sure to get your heart(s) pounding. Packed with enough stimulants to keep you going for an entire day, Pur-Pow! is perfect for those long shifts at the factory or for keeping the party going all night long! *Warning: Humans may experience heart palpitations when consuming Pur-Pow!. If your energetic state lasts for more than 30 hours, seek medical attention immediately. Pur-Pow! is not intended as a viable replacement for sleep or rest. Pur-Pow! Refreshment Industries is not responsible for adverse health effects caused by long-term use of Pur-Pow!.*

[50SP] Ration Paste: Developed originally for the Shil'vati Marines, this purple nutrient paste has been adopted by nearly every Imperial military branch as their emergency rations. Though rather bland in taste and texture, this purple yam-flavored goop is extremely cheap to produce and nourishes all documented species. While it can be formed into solid blocks like Terran soy products, even the best chefs can only do so much with it. Still, when you're stuck in a foxhole, it really isn't that bad. This Item provides enough ration paste to feed 10 fully-grown Shil'vati a day, as well as the recipe and manufacturing instructions to produce more.

[100SP] Mice: It's remarkable how a "primitive" species like the Terrans can offer such innovation to an Empire as old as the Shil'vati. Like Jason, you have introduced a small Earth invention to the galactic community. Like computer mice or a multi-fuction stylus, your patent is less a groundbreaking discovery and more a quality-of-life improvement. Luckily, you have an entire galaxy worth of buyers. Even as copycat designs pop up, the sheer scale of your sales will net you enough passive income to buy an Exo Mech. Best of all, you're only selling the blueprint, leaving the actual manufacturing work to your customers' AutoFabs. Just sit back, rake in the royalties, and you'll have enough to live comfortably in a quiet corner of the Empire. In future settings, you will receive a similar passive income that will pay for an equivalent lifestyle or augment your existing finances.

Species-Specific Items

Human Items

[100SP] Pancakes: A plain Earth breakfast that's now sweeping the galaxy, this light and fluffy treat is the perfect start to your day or the perfect end to a passionate romantic night. This membership to a food delivery service will regularly provide you with a small breakfast banquet of pancakes, along with all the toppings you could ever want.

[100SP] F-Tester: Standard issue for Marine scouting parties, the F-tester is also perfectly suited for the galactic tourist. This small device can test any food or drink for poisons, natural toxins, and biological compatibility with any species. There are so many new worlds to explore and so many new cultures to experience! Just make sure that food poisoning isn't part of your interstellar vacation.

[200SP] Culture Reserve: Since the Shil'vati invaded six years ago, they have been eager to demolish existing human institutions and install their own standards instead. This, like the invasion, has been handled with all the grace of a rampaging turox, leaving many humans fearful that priceless artifacts and cultural cornerstones could be lost in the transition. To guard against this scenario, you've acquired a collection of all music, movies, and literature made by humankind. Perfectly catalogued and backed up, this auto-updating database presents a complete record of fictional and nonfictional work in a variety of formats. An exabyte or two of data may not seem like much to the Shil, but that's because they've never had their society torn down before.

Shil'vati Items

[100SP] Data Slate: Militarized, EMP-proof, and durable enough to survive a fall from orbit, this personal tablet has been a technological standard for years. Whether you're serving on the far frontier or the capital itself, this computer is built to interface seamlessly with both your personal network and the larger galactic net. Just beware that, like lots of Shil'vati tech, its cybersecurity is alarmingly barebones.

[100SP] Grinshaw Repellent: Originally made to deter bear-like predators on the Shil homeworld, this aerosol can of irritants is potent enough to stop a charging guntra in its tracks. Male Shil'vati often carry this "super pepper-spray" as a way of protecting themselves from entirely different kinds of predators. No matter where your travels take you, you'll find this deterrent effective at stopping even superhumanly strong foes.

[200SP] Imperial Medi-Cache: Say what you will about the invasion, but no one can doubt the benefits offered by Shil'vati medical technology. At a basic level this collection includes Medipatches, small dermal bandages that can manage minor pain, heal bruises in minutes, and allow Shil soldiers to train harder and longer. You'll also receive several advanced medications, including anti-cancer therapies and PTSD-preventing amnesic agents. Finally, this purchase includes a small database of approved gene therapies to counteract most known chronic conditions. Significant genetic modification is still taboo, but at least the vast majority of the Empire's citizens can enjoy the prime of their life in good health.

Rakiri Items

[100SP] Hunting Trophy: Rakiri take great pride in the hunts they complete and the beasts they fell, but it's always nice to have some proof to go with the story. Whether this is a claw, a tooth, or another trinket fashioned from the body of your defeated foe, any true hunter will recognize you as a capable peer so long as you wear it. This token can be made from any great beast or other opponent you have personally defeated, even from previous worlds. The other hunters may not recognize your slain quarry, but even the uninitiated would understand you are not to be taken lightly.

[100SP] Hunter's Coilgun: Laser rifles are excellent weapons of war, but they char flesh and disintegrate corpses, making them lousy sport weapons. That's why Rakiri on the frontier prefer a gun like this. With excellent stopping power and a 600yd range, this rifle uses sequential magnets to fire a ferrous slug with barely a sound. The loudest part of firing this weapon is the supersonic bullet, but you can always scale the power down if you don't mind getting closer. This rifle's bolt-style action maximizes accuracy, but also slows down any follow up shots. If you're going to shoot, make sure you hit on the first try.

[200SP] Secret Hot Spring: Their culture's strong connection with the natural environment means many Rakiri have hidden vistas or other natural retreats where they can find peace and quiet. Your own explorations have revealed a magnificent hot spring set into the entrance of a cliffside cave. The cavern ceiling offers protection from the elements, while the valley below provides a spectacular view while bathing. The water of the spring itself is of perfect bathing temperature, and contains minerals that will ease pains, rejuvenate the skin, and leave you in calming bliss. All who bathe will be restored to perfect health, though the spring itself is rather small, so you may want to be selective with who you bring here. If you're looking for the perfect end to a romantic hiking trip, you can't do better than this thermal spa.

Halkem Items

[100SP] Very Warm Coat: A proud Halkem like yourself might be able to survive in cold environments, but that doesn't mean a windy iceball like Gurathu is comfortable! This hooded parka is lined with the best synthetic insulation, keeping you cozy no matter how severe the weather.

[100SP] Ornamentation: The regal culture of Halkem nobility often takes cosmetics to a more personal level. To accent your more draconic features, you've inherited a set of jewelry made to accent your biology. From horn caps made from precious metals to jeweled scale piercings and claw tips, none shall forget the old tales of dragon hoards when they look at you. This set of ornaments will adapt to whatever physical form you take, shaping themselves to best portray an air of regality. No matter how far the galaxy's citizens advance, you'll always be able to remind them of the powers of old.

[200SP] Royal Treatment: Is this any way to treat a Halkem of my station? Surely you can do better. Your queenly bearing can bring out the best treatments of others, allowing you to turn simple services and lodgings into something more appropriate for an aristocrat like yourself. Luxury hotels can be located even in rough neighborhoods. Fine dining can be found even in a frontier village. And all of this can be secured *much* more cheaply than what it might cost the common folk. You can call in favors like this once a week, guaranteeing that no matter where you are, your hosts will roll out the red carpet!

Nighkru Items

[100SP] “Diplomatic” Robes: Is *that* what you’re wearing to the governess’ dinner? I guess the glowing skin patterns do encourage you to show off more of yourself. Made from programmable SmartStrech fabric, these revealing robes will hug your body in flattering ways while adapting their fit in realtime to avoid any wardrobe malfunctions. They expertly frame features you want to advertise, such as your symbiotic patterns, while obscuring any scars or tattoos you want to keep covered. You’ll certainly make a splash at any formal function, but don’t expect to leave much to any onlooker’s imagination.

[100SP] Contract Pre-Drafter: Do we have a deal? Built into a standard wrist computer, this minor AI program is designed to write comprehensive contracts in less than a minute. Simply input the basic parameters of any sale or negotiation and the algorithm will craft a suitable agreement. By default, this program will work language into its legal documents that tilt deals in your favor or allow you to exploit unsuspecting “customers”, but be wary. While the documents produced give you the upper hand, they are not legally inescapable. If you want something airtight, you’ll still have to get a flesh-and-blood lawyer to look things over.

[200SP] Cryopod Prison: At the end of the day, people are just another kind of cargo. Each of these 100 state-of-the-art cryopods can keep any humanoid creature in indefinite stasis. While frozen, the creature’s mental and metabolic functions are effectively paused, and they need no external resources to maintain viability. Even if the pods were to lose power, failsafe protocols can keep the specimens alive until power is restored and they can be revived. Barring outside help, no one is taking your “guests” off the ice.

Triki Items

[100SP] Wing-Friendly Clothing: How inconsiderate of imperial designers to not accommodate their client species! To make amends for their unacceptable oversight, a local Imperial supply clerk has put you in contact with an exceptional tailor, capable of adjusting any clothing you have to fit your majestic wings. This tailor is also more than capable of modifying clothing around other nonstandard physiological features. From space helmets that fit around your horns to armor that allows for an extra few sets of arms, you'll never have to make your own alterations again!

[100SP] Galactic Translator: The intricacies of Triki speech are both not replicable and often imperceivable to most other species, making discussions a chore at the best of times. To bridge this gap with the galactic community, you've brought along this Triki invention. This voice-to-voice or voice-to-text translator will play middle-woman over any language barrier, allowing for seamless conversations and real time decoding services. It can also translate nearby written text with its onboard camera, reading the translation aloud or feeding the data to any HUD you are wearing. Don't let a difference in linguistics stifle your innovations!

[200SP] Perfect Secretary: Most species in the Empire can't keep up with your mad brilliance, so it's a good thing you've got an aide-de-camp customized to your ideal specifications. Whether you opt for an advanced virtual intelligence or an ordinary organic orderly, this assistant will coordinate your schedule, handle your paperwork, and ensure that all of your time is freed up for the activities that matter most. This purchase does not count as a Companion unless separately imported as such.

Edixi Items

[100SP] Hydration Packs: You might be a land shark, but you're still an aquatic species. Courtesy of Alliance logistics, you receive a regular supply of fresh water each and every day. Not only does this cover your drinking needs, but you'll have plenty left over for a full body immersion. Even if you're posted to the most arid desert world in the galaxy, you'll always have the chance to take a refreshing dip.

[100SP] Bolt-Throwers: Imperial FlexFiber offers frustratingly effective protection against laser rifles. To combat this, units like the Guppies have adopted a more traditional Edixi weapon. This gas-powered gun fires thin metal spears instead of conventional bullets or energy blasts. These flechettes penetrate standard Shil'vati armor with ease, and also work fantastically underwater and in non-gaseous atmospheres. They do suffer significantly in maximum range when compared to a laser carbine, but for an ambush predator like you, getting close shouldn't be a problem.

[200SP] Black Ops Armor: As part of an elite covert action unit, you've been issued the best protection Alliance R&D can provide. Building on the standard FlexFiber bodysuit, hardened ceramic plates have been mounted to protect your limbs and vital areas. Not only do these thermally-insulated plates increase your protection against laser fire, but also offer dramatically more survivability against kinetic projectiles. Finally, the entire package is covered in a reactive camouflage coating straight out of a Terran action movie. It may be heavier and less flattering than that Shil'vati wetsuit, but you won't find such comprehensive protection anywhere else.

Ulnus Items

[100SP] Sleeve Suit: A standard colony frame can be an imposing sight, even in areas of space that accept the Ulnus. As such, many Ulnus "individuals" have opted for a more comforting shape when interacting with their neighbors. While this garment looks like a person-shaped sausage casing when empty, its true capabilities are far more advanced. Each sleeve offers basic environmental protection to the hive, while also incorporating soft translucent skin, limited malleability, and *tons* of tactile sensors. Colonies can further customize these "clothes" with hardened areas, creating cleavage keyholes, midriff windows, and similar aesthetic accents designed to put other organics at ease. It won't do you much good in a battle, but if you're trying to impress that cute boy on Halfpoint Station, you'll certainly catch his eye with this.

[100SP] Rhinel: This toad-like creature is either a delicacy or a disaster. Originally native to the now-destroyed Ulnus homeworld, the Rhinel is part ration, part resistance tool. If prepared correctly it can be a delicious treat, but if released into the wild, this tool-using critter will reproduce rapidly. If you're not careful, this invasive species will cause an ecological epidemic. At least you won't have to worry about your food supply.

[200SP] Heavy Frame: Fitting somewhere between an Imperial Exo and a Roach Battle Mech, the Raider-class Heavy Frame was repurposed from a benign construction unit into frontline cavalry following the fall of their homeworld. Mounted on this quadrupedal platform is enough armor to turn away an entire pod's worth of rifle fire, and the pair of laser repeaters will cut that pod to ribbons in short order. Add on a pair of bladed armatures for melee engagements, and you'll make a terrifying sight on the battlefield. You are neither a common foot soldier nor a living tank while you inhabit this armor, but why should a non-humanoid species confine themselves to such limited notions of war.

Origin Items

Soldier Items

[100SP] HS-R11: This is your rifle. There are many like it but this one is yours. Issued to every Shil'vati marine, this upsized directed energy rifle can melt through armor and vaporize living tissue. The rifle also has a less-than-lethal setting that incapacitates an unarmored target using a combination of light, sound, and electromagnetic waves. The standard battery pack allows for 90 full-power shots, and can be replaced as easily as swapping out the magazine on a Terran firearm. Alternatively, you can be issued the compact HS-C9 energy carbine, which offers better ergonomics to Shil'vati males and other smaller species.

[200SP] HS-5 Bodysuit: Are you a marine or a model? Despite looking like a padded wetsuit, the HS-5 offers moderate protection against even focused laser fire. The FlexFiber that makes up the main layer of the suit is normally soft and springy but will become rigid when exposed to sufficient heat or significant impacts. You could survive two or three direct hits from a laser rifle while wearing this armor, and those primitive Terrans would need anti-material weapons to pierce your defenses. The helmet that accompanies this suit is equally as advanced. A heads-up display provides real time navigation data and pod-level IFFs for coordination. Sensors in the helmet map nearby seismic disturbances to create a motion-detecting minimap on your wrist computer. And when combined, the armor and helmet form a space-worthy seal equipped with a two-hour air supply, allowing you to operate in any environment. This is a potent package, soldier, but it is not a replacement for training and caution. *See the Notes section for details.*

[400SP] Firepower!: Marine doctrine might focus on light infantry tactics, but that doesn't mean we're dropping you into combat unarmed. By purchasing this option, you receive **+600VP** to spend in the Vehicles section of this Jumpdoc. For what is a Shil'vati marine without their fire support?

[600SP] Firebase: Most Shil'vati combat actions are quick, but sometimes marines need to stay a little longer. This modular planetary garrison comes with hardened bunkers, perimeter fortifications, support workshops, and even a prefabricated hanger and runway for servicing small shuttles. The base provides enough space to house 100 soldiers comfortably (or triple that in an emergency), and has enough well water, solar farms, and sustenance facilities for long-term habitation. The whole complex can be dropped from orbit or packed up for redeployment aboard a single light frigate. Combined with a communications uplink capable of reaching high orbit and regular resupply via paradrop, and units stationed here could project your power for as long as you need.

Merchant Items

[100SP] Exotic Goods: You don't make it rich by selling basic commodities. This purchase secures you an import source for a unique or noteworthy material or product. This could be taken from a far off planet or even a previous Jump setting, but cannot be anything exceptionally rare or impossible to gather by other means. While each purchase of this Item doesn't grant a large quantity of your chosen product, you will have no trouble finding a buyer somewhere. All you need to worry about is taking care of delivery. *See the Notes section for details.*

[200SP] Family Estate: You don't have to be nobility to live comfortably. Bought with your accrued wealth, this elaborate estate is likely one of the fanciest buildings on this frontier world. With luxurious living accommodations and plenty of space to host social gatherings, you'll have no trouble networking in style. Alternatively, you can eschew a large dwelling on a distant colony world to instead purchase an opulent penthouse suite in a major population center. Whether you're close to the beating heart of the empire or far enough away for a little privacy, no visitor will ever doubt your worth.

[400SP] High Level Bribe: Oh, surprised at my bluntness? Darling, if you aren't greasing palms then you'll never make it as an Imperial businesswoman. By bribe or blackmail, you've secured the loyalty of a highly-ranked member of the Shil'vati government. You may have an Imperial Navy captain on your payroll, a planetary governess willing to overlook your tariffs, or one of the Empress' bureaucrats relaying market data before public release.

Obviously this insider will reap the greatest rewards the longer they are in place. However, should you ever find yourself in an... inconvenient legal situation, you can burn your contact to eliminate your culpability in any one scandal. They won't be too happy about your betrayal, but they'll either be dead or in prison! People are just another commodity, and you'll do anything necessary to get to the top. You will receive a new contact at the start of each Jump.

[600SP] Smuggling Vessel: This isn't the Consortium, Jumper. There *are* some goods that are illegal to transport. Luckily, your starship has some "aftermarket" modifications that might make that enterprise easier. Similar to the ***Helk-class Cargo Vessel*** found in the Vehicles Section below, this starship has enough secret cargo compartments to support a healthy side-business, no matter how dogged those Imperial patrols are in searching you. Of course, should the truth be revealed and agents of the law actually confront you, your vessel packs enough hidden weapons to suckerpunch a patrol craft. As a final benefit, the living accommodations aboard this vessel are even more comfortable than those offered by the **Family Estate** item. If transporting goods is your livelihood, then why not make your transport a fitting headquarters to your trade empire!

Noble Items

[100SP] White Noise Generator: With how conniving and petty most Shil'vati nobles can be, it helps to come prepared to any sensitive discussion. This small pen-shaped device releases a variety of frequencies designed to deafen any bugs or other auditory listening devices in a room. Only those physically close to your conversation will be able to avoid this clever countermeasure. Pack a little privacy wherever you go!

[200SP] Personal Guard: Not everyone is afforded the protection of her Highness' marines, leaving you, like most other aristocrats, to take matters of security into your own hands. Assembled from mercenaries, militia conscripts, and volunteers, this armed detail is equipped with the best armor and weapons the lowest bidder could provide. Though they lack the potency of a trained military unit, they make up for their deficiencies with raw numbers. At 200 bodies strong, this force is large enough to protect you and your properties and even do some light policing on some of the smaller border worlds. Each purchase of this Item comes with customized heraldry integrated into both their combat uniforms and formal dress. A big part of power is presence, and this small army will give you plenty to show off.

[400SP] Position of Power: You're no seventh daughter of a colonial upstart, you're someone that matters! Your noble heritage has won you a position of serious authority in the Shil'vati government, granting you influence, connections, and plenty of privilege. You may be the planetary governor of a small, remote world or an important functionary of a family with greater status. This Item also enhances your family connections in future worlds. Even if a setting does not have feudal monarchies or similar social structures, your position as a favored child or family heir will still offer significant influence.

[600SP] A Marble of Your Own: Welcome to the big leagues! You've climbed your way to the top of the social ladder and have been chosen by the Empress herself to govern one of her conquered worlds. As the planetary ruler, you will be responsible for managing this world's imports and exports, administering its proper contributions to the Empire as a whole, and overseeing the lives of all the citizens who call this planet home.

As part of this purchase, you may customize how developed your given planet is. A large planet with a bounty of untapped resources may only have a preliminary colony and minimal infrastructure, while a manufacturing hub more central to the Imperial war machine may be smaller but more developed. If you also purchased the **Position of Power** Item, you may choose for your world to be a fully developed space-age metropolis in the core of the Empire. The only planet you may not rule over is Shil itself, as that is the Empress' domain alone.

Interior Items

[100SP] Nightfel: I won't lie, Jumper. Having this stuff in your purse raises all kinds of uncomfortable questions. Designed primarily as an insomnia medication, Nightfel has been coopted by Interior agents and pub counter predators everywhere as a near-perfect compound to spike drinks with. Flavorless and fast-dissolving, this sleep aid will render your target confused, uncoordinated, and finally unconscious. Strong enough to leave even superhumanly tough individuals on the floor, this fast-acting drug will leave anyone at your mercy.

[200SP] Interrogation Room: Every job needs an office, even if that job involves the occasional bout of torture. This secure room is designed to be subtly unsettling and enforce a desirable power dynamic. Those restrained here will find escape exceptionally difficult, and will be recorded by an advanced surveillance suite monitoring everything from eye movement to tone inflection. Attached to this space is an observation room where you can control your prisoner's restraints, change the climate of the room, or even just watch through the one-way glass.

[400SP] Spook Access: Don't ask questions; either follow me or get out of my way! These security codes tell military officers, planetary politicians, and anyone else in the Imperial hierarchy that you are on a classified assignment. Per standing policy, they are obligated to cooperate with your mission and even assist should you request it, but must wipe all records of your presence and keep your secrets even after you leave. In future settings, this Item will grant you a similar amount of leeway when navigating government organizations and bureaucratic institutions. These codes grant you a kind of freedom unlike anything on Earth, letting you operate with impunity from all but the highest of oversight authorities. No wonder there's so little accountability in the Interior.

[600SP] Gold Mine: Good investigations and legwork can carry a career far, but every once and a while, you need Lord Luck to swing your way. You have discovered a windfall of valuable intelligence and resources your enemies weren't able to destroy. This find may offer insight into their greater plans, reveal previously unknown capabilities they have developed, or simply deprive them of valuable resources, technology, or personnel.

By purchasing this Item, you guarantee you will encounter similarly consequential amounts of valuable intelligence several times throughout each of your Jumps. Alternatively, at any point during a Jump you can activate this item to immediately uncover such a cache of information, securing short term success at the cost of any future treasure troves until your current Jump is complete. This will be a lot of information to process, Jumper. But the insight here is enough to turn a stifling stalemate into a crushing victory. After all, information is only as good as how you use it.

Civy Items

[100SP] Monetary Discharge Order: The Empire may conscript its common-born subjects, but any citizen may purchase their contract and repay their debt to the Empress another way. Granted, this option is usually only accessible to the rich and connected, but it's the spirit that counts! With this paperwork, you can exempt yourself from any obligation or mandatory service required by your government or ruling organization. You can even transfer the effects of this Item to another individual, should you be feeling generous. From military service to jury duty, this Item guarantees your responsibilities will be considered paid-in-full. It won't stop the social judgement, of course, but at least you'll be alive to face that judgement instead of being shredded by a Roach pirate ambush. Once spent, you will receive a new Discharge Order at the start of each Jump.

[200SP] Maintenance Manuals: A skilled technician can maintain a wide variety of machines, but such skilled labor is always in short supply. To offset this scarcity, manuals like these are widely distributed to make repairing essential equipment possible. Stored in a standard data slate, this library of handbooks detail the step-by-step instructions needed to perform the standard maintenance tasks and repair the most common malfunctions for any technology you own or operate. With less complexity than your average Lego set, you could give these materials to a recently trained maintainer and trust they'd do a reasonably good job providing upkeep for your gear. This is no substitute for engineering expertise, and they won't help you to diagnose a problem outside of the standard flowcharts, but if you're forced to teach yourself, you couldn't ask for better reading.

[400SP/800SP] AutoFab: Interstellar distances make moving all but the most irreplaceable materials prohibitively expensive. Instead, most ships and settlements use an AutoFab. This extremely advanced 3D printer is capable of manufacturing nearly anything given enough time, resources, and blueprints. For **400SP**, you can purchase a standard shipborne model present on all larger Imperial warships. At the size of a four-poster bed, this AutoFab can make most spare components and new tools a crew might need, but cannot produce large or intricately complex machines. For **800SP**, you can upgrade to the colony model. This AutoFab is the size of a room, and is capable of producing much more complicated machinery and larger components. Making a new AntiGrav core or Land Tank will still require significant amounts of assembly, but printing everything from custom components to simple buildings is only a matter of patience.

As a final benefit, this purchase comes with complimentary CAD software to design new creations, as well as the blueprints to build and maintain your AutoFab. Technically, software locks prevent you from duplicating the necessary firmware to make more AutoFabs, but I'm sure a creative colonist like you will think of something.

[600SP] Space Age Materials: When you get right down to it, one of the only things keeping humanity from building wonders like the Shil'vati is a headstart in material science. From carbon nanotubes and superconductors to the ubiquitous purple super-alloy, literal tons of unthinkably-advanced materials go into just one of the Shil'vati's average starships. Imagine what *you* could do with those resources.

With this purchase, you receive regular deliveries of similarly-advanced building materials. Whether you are looking to construct your own monolithic skyscraper or add a new MagLev tram to your rural colony, these supplies will allow you to push the boundaries of construction projects and make some wonders of your own. In future settings, these deliveries can provide equally revolutionary resources depending on the world and genre. From hyper-enchanted stone to organically-grown building materials to even engineered supercrops and raw agricultural resources. No matter what form your visionary projects take, you can confidently pursue them to completion!

Rebel Items

[100SP] Zerka Corporate Model: Look at those brave rebels fighting against Shil'vati oppression. Let's give them a little something to aid their cause. Distributed by the Alliance in hopes of undermining Shil'vati occupations, this heavy laser rifle was designed to punch through Exos and lightly armored vehicles. Even an armored Shil marine will be reduced to blue mist if hit by this anti-material cannon, and the backpack generator will keep you powered all day long. Just be sure to shoot and scoot. If the Purps catch you with this, they might not even bother with putting you on trial.

[200SP] Bolthole: Things are too hot after that last mission. It's best if you go to ground. Tucked away from prying eyes, this hideout gives you the perfect place to lick your wounds and wait out the immediate attention of law enforcement. This could take the form of your neighbor's basement, a crawl space behind your friend's walls, or a secret service room in the sewers, but you'll always have a place to lay low in any town or settlement you spend time in. It's not foolproof, and a dogged investigator may still find you if you get sloppy, but when combined with other countermeasures, this safehouse will keep you out of Purp hands for a long time.

[400SP] Secret Cache: Rebellions may be built on hope, but they are advanced by stealing everything that isn't bolted down. Inspired by "Ulfrin practicalities," you and your resistance cell have spent years scavenging and "reappropriating" to assemble the horde of technology before you. From looted rifles and armor to more mundane pieces of technology, you have quite the collection of hardware here. This mix of mundane and extremely valuable equipment may not all be relevant to your immediate struggle, but most of it will have some use, and the few pieces that don't will still provide valuable spare parts in a pinch. At the center of this trove is a single trophy of exceptional value, like the Ulfrain princess' stolen shuttle, or a reclaimed Exo Mech. Nothing in here will win the war on its own, but it will give you a serious leg up in the fights to come. In future Jumps, this cache will update to include similar pieces of normally-restricted tools and technology, giving your plucky resistance a slightly better chance at fighting a technologically superior foe.

[600SP] Canopy: Where did you get this?! Alliance R&D is going to be *livid*. Whether you formally received this system from the Alliance intact or reverse-engineered the technology, you now possess the most advanced electronic warfare system in the galaxy. Using broad spectrum coverage and multiple transceivers, this system is capable of blocking out enemy communications across an entire planet. But that's only the beginning! While in its passive "listen" mode, the Canopy network can collect absurd quantities of signals intelligence from your adversaries' transmissions. When set to "spoof" mode, the system can generate phantom sensor returns, or displace existing signatures to new locations. And should all this prove insufficient, Canopy's final upgrade adds an "assault" mode, allowing the operator to launch focused cyberattacks against enemy platforms, or simply fry the offending sensors with high-energy microwave bursts.

Make no mistake, Jumper, this weapon is terrifying. A jammer like this led to the near destruction of three Imperial regiments on Raknos-3. And unlike that prototype, your model requires no unique weather patterns to reach maximum effectiveness. When deployed correctly, this system could blind all Imperial forces on a planet, or inflict even more damage with a targeted strike. Punish your oppressors for their arrogance by turning their greatest technological advantages into their most crippling weaknesses.

Vehicles

*Vehicles in this section may be purchased with **VP**, or **Vehicle Points**. You may convert Space Points to Vehicle Points at an exchange rate of 1:2.*

[Free] Redesign: Shil'vati technology may be remarkable stuff, but maybe you're not a fan of ubiquitous purple alloy or brutalist block shapes? By taking this option, you may redesign the aesthetics of any vehicle in this section. Rebrand, recolor, or wholly reshape your purchases to better fit your personal style. Note that this option does not change or increase the functionality of these Items. Customized variants will have similar capabilities to their original vehicles.

[50VP] Auto-Turox: Less a vehicle and more a robotic quadruped, this automated mule is used by Shil'vati marines to let light infantry carry heavier equipment. With a 1.5 ton cargo capacity, all-terrain navigation, and basic stay-or-follow functionality, these workhorses excel both on the battlefield and the homefront.

[50VP] Shil'vati Car: What, were you expecting something cooler? Besides its rechargeable fusion cell powerplant, this personal transport looks disappointingly ordinary. Whether you purchase a showing sports car or a utility truck, the only clue to this ground vehicle's extraterrestrial origin is the slightly upscaled interior.

[100VP] Shil'vati Land Tank: Where did you find this museum piece? Tanks haven't been part of Shil'vati battle doctrine since the Fourth Unification War. Well, for whatever reason, you've dragged a serious piece of hardware out of mothballs. At 12 feet tall and 18 feet wide, these colossal wedge-shaped vehicles look more like oversized IFVs than any human notion of a tank. Armed with a heavy laser cannon, chaff launchers, and automated antipersonnel turrets, the Land Tank boasts the same firepower as an Exo Mech, though with dramatically less mobility. Still, its extremely heavy armor is more laser-resistant than almost anything else in the Shil inventory. It may be looked down on by every member of the military, but maybe some Terran tactics can give this relic a second life.

[100VP] Armored Personnel Carrier: Built on the repurposed six-wheel chassis of the Shil'vati Land Tank, this transport trades both armor and armament for an internal crew compartment, allowing it to carry a pod of fully-outfitted marines into combat in relative safety. Though missing the heavy turret of its upgunned cousin, the Shil'vati APC still carries a roof-mounted light laser cannon operated from a remote weapon station safely tucked inside the cockpit. If the standard "battle bus" isn't your speed, you can instead purchase either the ambulance, command, or recovery variant of this vehicle.

[100VP] ARCAT: Another reactivated relic, the Advanced Rocket Attack Transport was made largely obsolete by orbital bombardment. However, for situations where Imperial Navy support is impossible or uncertain, this ruggedized truck serves as a reliable launch platform for numerous long range fires. The modular nature of the ARCAT's pod-packaged ammunition allows for a wide variety of munitions. Blanket grid squares with huge barrages of small-caliber rockets, or strike single targets with precision guided weapons up to 500 kilometers away. From unitary high explosive and fragmentary payloads to cluster bombs and even thermobaric warheads, the ARCAT has an ammo module for every problem. You can even launch reusable recon platforms and one-way attack drones from this system. You're not as tough as an Exo or a tank, but when you can launch your payload from half a province away, reload in minutes, and drive away, maybe you don't have to be.

[150VP] MC-L3: Part command vehicle and part mobile base, the MC-L3 was considered outdated when Captain Tisi was still a starry-eyed recruit. Now, it's positively ancient. This two-story chassis contains a tac-center, briefing room, sickbay, and even living quarters for a unit's entire command staff. Internal power generators ensure self-sufficiency, but its abysmal speed makes it easy to target in all but the most inhospitable conditions. All that said, the MC-L3 makes an excellent habitat in less-forgiving planetary conditions. Whether you're coordinating disaster relief, setting up a remote outpost, or serving as the headquarters to an entire brigade, this stalwart giant will always be a reliable home-away-from-home.

[200VP] Exo Mech: You might be asking why a bipedal, 9 foot tall suit of armor costs more than a mobile base. The truth is that this hunchbacked mech represents the core of not only Shil’vati combat doctrine, but also military culture. Exo pilots carry the same prestige as the armored knights of old. And like those fabled warriors, the personal cost of maintaining the family Exo often means Exo units are populated entirely by wealthy aristocrats, complete with attending servants. Filling a similar role to the heavy cavalry they are descended from, an Exo suit is built around an expensive AntiGrav core, giving it the mobility of “a grasshopper on steroids”. Darting around or over the battlefield, Exo pilots are trained to move fast and exploit openings in enemy lines using their considerable firepower.

Whether your own Exo is one of the Interior’s sleek matte-black models or an older chassis upgraded with new components, your capabilities are roughly the same. An onboard computer and targeting suite will manage a battlefield’s worth of information and translate your input commands into the mech’s swift movements. Your armor can resist most small arms and laser rifles, but maneuver is still your greatest defense against being cut in half by heavier weaponry. Common Shil’vati wisdom favors an armament of heavy repeating lasers, though if you want to trade heat management for actual ammo capacity, you can instead opt for an automatic railgun that tosses out tungsten slugs at mach 6... you know, if you like rock-throwers. As a final treat, we’ve also integrated a wrist-mounted chain sword into your suit, just in case things get up close and personal. Be a cosmic cavalier, Jumper!

[Variable] Imperial Starship: If terrestrial transportation isn’t enough, you can always take to the stars! This option allows you to purchase your very own Shil’vati starship, equipped with the standard FTL jump drive. The vessel runs off of refined hydrogen products, but these can be harvested from any sufficiently large gas giant. For **100VP**, you gain a basic orbital shuttle or courier vessel. These nimble craft excel at ferrying people, data, and cargo over small distances, but are often attached to larger ships for longer voyages. For **200VP**, you gain ownership of a picket corvette like the *Whisker*. This small patrol ship is moderately armed, but lacks the tonnage for anything beyond frontier security or anti-piracy operations. **400VP** will get you a Helk-class cargo vessel, marking you as a serious interstellar merchant. These titanic flying bricks are capable of moving several hundred thousand tons of cargo, delivering both raw resources and imported products across the galaxy. Finally, those seeking firepower can pay **600VP**. This purchase grants you ownership of a cutting-edge Imperial destroyer like the *Pulse*. With sturdy armor, a sizable marine complement, and heavy weapons suited to both spaceborne engagements and orbital bombardment, this vessel is a warship through and through.

[50VP] Boarding Torpedo: What could be more dramatic than hot dropping from a shuttle? How about punching through the side of an enemy ship and charging out, carbines blazing?! Equipped with a frightening amount of thrust and *barely* enough inertial dampeners to keep its payload of marines alive, the standard Boarding Torpedo can carry two pods of Shil'vati marines through a silent storm of space combat and violently deliver them into the target vessel. The requisite launch bay is compatible with all standard Imperial warships, but expect lots of complaints about the cramped confines. Hope you skipped lunch, Jumper. It's going to be a rough ride!

Companions

*You may transfer **SP** to your purchased Companions at an exchange rate of **1:2***

[50SP] Turox: Part cow, part pig, and part dinosaur, it is hard to overstate the impact this carnivorous cattle has had on Shil'vati culture and colonization efforts. Even on heavily militarized planets, you'll find honest herdswomen tending their flocks of terrifying livestock. And now, you are the proud owner of your very own space-cow! This purchase also comes with the armored chaps necessary to ride one of these strange beasts.

[50SP/200SP] Custom/Import Option: The galaxy can be an intimidating place when you're all alone, so why not take some friends on your journey? For **50SP**, you may create a custom Companion or import an existing one. This Companion will receive an Origin, Species, and all the associated discounts, as well as a 600SP stipend to spend on Perks and Items. If you'd like to add more friends to the party, you can instead pay **200SP** to create or import up to a total of eight Companions with the same benefits to accompany you through this Jump.

[100SP] Canon Companion: Or perhaps someone here has caught your eye? Empress knows the galaxy is filled with plenty of people willing to leave their homes behind and chase the excitement of the unknown. For each purchase of this option, you will receive an opportunity to convince an existing character from this world to join you on your Chain. Note that this won't force them to come with you, but it will give you a strong chance to argue your case.

[100SP] Lt. Vartin: Son of an influential Shil'vati governess, Vartin was expected to live a life of sheltered luxury before being married off to the highest political bidder. Not content with the life his mother had chosen for him, Vartin joined the Imperial Navy. The governess tried to use her influence to keep Vartin in the Stewards Corps, but his high aptitude quickly earned him a position as a Nurse aboard the Imperial Destroyer *Brilliance*. Vartin wields his **Aristocratic Instincts** like a scalpel to protect himself from those who still see him as an easy ticket to an aristocratic title. Vartin also comes with the **Imperial Medi-Cache** Item and is a **Crucible Graduate** with specializations in both Stewardship and Medical Training.

[100SP] Vernal: It can be hard for an Ulnus to find work in the Empire, doubly so out on the Frontier where pirate attacks are a constant reminder of Roach hostility. Perhaps that difficulty speaks volumes about Vernal's mechanical skills. With the **Bean Counter** and **Top Technician** Perks, Vernal opened her repair shop on a distant colony where she could live outside of the spotlight. She prefers her **Sleeve Suit** to the old construction frame she used to drive, and has taken a shine to your adventurous spirit.

[200SP] Sgt. Tryxl: The firstborn daughter of some far-flung frontier noblewoman, Tryxl has always acted like she had something to prove. Loudmouthed, boisterous, and ambitious, Tryxl balances feverish dedication on the training field with a near-scandalous social life. But don't let her privileged upbringing fool you, she is deeply committed to her unit and those she accepts as friends. Now, as a newly-minted Exo pilot, she yearns for a chance to bring glory to herself and her family name. Maybe you'll give her the chance to become the legend she's always aspired to be. Tryxl comes with the **Selective Discipline** and **Champion** Perks, as well as **Crucible Graduate** with a focus on Exo Cavalry Warfare. She also comes with an **Exo Mech** customized to her demanding specifications and emblazoned with her family's heraldry. Tryxl is a Shiv'alti woman through and through. Will you try to tame her spirit, or just hold on for the ride?

[300SP] Jumper's Guppies: Who doesn't want their own band of black ops soldiers? Importable in a single Companion slot, this group of fifty lethal operators are professional, deniable, and completely untraceable. Five pods of soldiers may not seem like much, but in the right place at the right time, they could sway the outcome of an entire battle.

Currently equipped with standard laser rifles and FlexFiber armor, any improvements to this group's equipment will be maintained between Jumps. Should you import this group into future settings, any purchased Perks or Powers will be noticeably weakened as they are distributed across each member of the group. You may purchase this Companion Option multiple times at a discount, doubling the amount of soldiers you receive with each purchase.

Drawbacks

[+OSP] Fanfic Toggle: Has it really been *three years* since we got an official installment? Well, at least the fan community has carried on the story! Instead of setting your adventure in the mainline canon of *Sexy Space Babes*, you can instead choose to insert into one of the many stories written by dedicated fans. Between the long-running series and one-shot specials, there's something for everyone here!

[+OSP] Supplement Mode: What if the Shil'vati didn't invade modern-day Earth? What if their conquest crossed paths with a different story? What if the Shil'vati invaded Westeros, or encountered an Earth defended by XCOM, or even stumbled onto the Imperium of Man? By taking this option, you may treat this Jumpdoc as a Supplement to another Jump you are taking. The Space Points you receive at the start of this Jump are separate from your other Jump setting, and may only be used for purchases from this Jumpdoc. The specifics of how these settings crossover are up to you, so fanwank responsibly!

[+100SP] Quick Shot: Got a problem with staying power, Jumper? Like Sargeant Assise, you have a severe lack of stamina in the bedroom. Normally your romantic encounters will last less than a minute, but after a dry spell you just might pop after a single thrust. No matter how quick your crescendo, your sudden release will knock you out cold for the rest of the night. Hope your partners can find other ways to entertain themselves.

[+100SP] Between Worlds: How horny *are* these books?! We're gonna have to cut all of this before we go to print. It seems you've found yourself in the Amazon-friendly version of this story. As part of marketing to a wider audience, you have been forbidden from any lewd activities until after your Jump has ended. You can still experience all the sexual tension and build-up to a romantic encounter, but any attempt to act on those feelings will be quickly interrupted. With fate itself intervening in your personal affairs, how soon before you give up on the romance game all together?

[+100SP/+200SP/+400SP] Iron Tooth (*Cannot be taken with Between Worlds*): Are you sure you need points this bad, Jumper? A galaxy with such skewed gender norms has plenty of inequality, but for **+100SP** those sentiments will become the background noise of your life. From demeaning comments at work to low-grade sexual harassment, you'll find more constant friction in your every day life.

For **+200SP**, these sentiments now impact your life in a big way. Colleagues won't bother hiding their feelings for you, be they lust, dismissal, or contempt. Institutionalized prejudice will keep you out of jobs others think you shouldn't have, keeping lowborn citizens from promotions and keeping males in places like the medical and steward corps. And if you're really unlucky, you might get caught up in something as horrifying as the *Iron Tooth* scandal. While the dangers and distress presented in this Drawback will never be lethal, they are also guaranteed to make parts of your life a living hell.

If you rolled or selected **Male** as your gender for this Jump, all the points gained from this drawback are doubled.

[+200SP] Aquatic Ancestry: It seems your evolutionary ancestors were diving mammals, just like the Shil'vati. Except instead of granting you some biological boon or aquatic adaptation, you've inherited the Shil'vati's fear of caves and cramped spaces. Try to enter any space smaller than a walk-in closet and your claustrophobia will cripple your ability to act. And trying to fit into an air duct or sewer will leave you frozen in fear. With an ingrained societal fear like this, it's no wonder Shil vehicles are so spacious.

[+200SP] Cain's Own Luck: Shit just follows you around, don't it, Jumper? Like Jason himself, you have a worrying habit of getting pulled into consequential events and galaxy-upending plots. Join the Imperial Marines? Your cadre gets assigned to skirmish against some corrupt Interior spooks. Assigned to a frontier outpost? Turns out slavers are running a kidnapping ring in this sector. And when all your accomplishments get you assigned to a brand new division? Guess who's caught in the middle of the inciting incident of the next galactic war? Mishaps and greater conflicts pull you in like a black hole, and while this grants you access to a number of unique opportunities, the amount of danger you face will climb dramatically.

[+200SP] Mandatory Service: Welcome to the service of Her Majesty, the Empress of Shil. You'll be staying for a while. It seems you have been conscripted into the Shil'vati military, Jumper. You might have been sentenced to service as part of a criminal proceeding, conscripted as part of a larger force replenishment, or been press-ganged by a fervent recruiter with less-than-legal practice. No matter the reason, you'll be halfway to the Crucible before you can get a word out in your defense. As a penal soldier, you'll be expected to perform your duties to the best of your ability, or face harsh labor and imprisonment should you fail. You still have the option to buy out your contract, like any soldier, but you'll need to earn the funds the hard way. Five Terran years of service should be enough to buy your freedom, but a lot can happen in five years. No matter what life you had before, your blood runs blue now, soldier. *If you bought the **Monetary Discharge Order** Item, you cannot use it to exempt yourself from the effects of this Drawback.*

[+300SP] Unimpressive Addition: For a new member of the galaxy you're not very remarkable. Taking this Drawback has blocked your ability to use any otherworldly Powers and Perks, and has cut you off from your Cosmic Warehouse and any Items it may contain. Instead, you are limited to the baseline capabilities of your species and any purchases you've made above. Guess you're taking "galactic local" to a whole new level.

[+300SP] Boxed Thinking: It seems centuries of supremacy leads to some *deeply* ingrained assumptions. Like nearly all of Shil'vati society, you are incredibly closed-minded and opposed to new ideas. From strategy and tactics to society and gender roles, why change a status quo that has benefited you for nearly a millennium? This kind of thinking will lead to arrogance, and more than a few vulnerabilities in your societal hierarchy. You might have the technological supremacy or political influence to weather this self-inflicted storm, but you best be careful of angry upstarts with even an ounce of creative thinking. At least, that's what you would say if you weren't so sure you were going to win!

[+300SP] I Don't Think About Dad: You didn't have the best childhood growing up. Being part of a single-parent home is hard enough, but when that parent can give Jason's dad a run for his money, it can leave you with both physical and emotional scars. Those dark days have left you with several bad habits, such as repressing uncomfortable experiences and avoiding anything close to self-reflection. You're also pretty hotheaded, and would rather jump off a spaceship in an unguided Exo than openly communicate with your crew members. This won't stop you from functioning in society, but when the stress starts to mount, expect cracks to start showing.

Notes

Import Rules: Any properties bought here can be imported or incorporated into future jumps, either as part of an existing property, or as an add-on to your Cosmic Warehouse. You can also import an existing item into this jump instead of receiving a brand new item. This imported item will gain all the effects of the original item in addition to its previous functions.

Fuschia Physique: This Perk allows you to quickly and easily grow your muscles through physical training, bulking up fast enough to leave mundane gymgoers jealous. You can also control how your body handles fat by either putting weight on normally, avoiding any visible adipose at all, or focusing your fat deposits on only aesthetically pleasing areas. This won't make your muscles supernaturally strong, just supernaturally quick to train up. You can also scale back the aesthetic look of your musculature, should you want to avoid looking grotesque. Look like a muscular mountain of a Shil Drill Instructor or hide that power as a petite pipsqueak.

White Furred One: Post-Jump, this perk allows you to choose one rare gene or feature to inherit based on your in-setting species. This could be as basic as a rare eye or hair color, or be as a supernatural ability with a basis in genetics. This can grant innate abilities, like a mutant X-gene or a superpowered Quirk, but they cannot grant a skill or power not tied to a person's biological potential. At the start of each Jump you may toggle any features acquired through this perk on or off.

Venom Sacs: These venom sacs and their biotoxins can be used by any Alt-Form, not just your Trixi body. This perk and its related biology does NOT require you to have visible breast structures, but you may replace or augment an existing chest if you wish.

Debt Slave & Lightshow: This combination of Perks is far from true shapeshifting. Instead of adjusting your appearance in seconds or minutes, you'll be doing it over weeks at the very least. Dramatic changes, like significant changes in height or build, will take months. The core of your individual appearance is more resistant to change, but details and embellishments can be shifted, especially if you are trying to shape how others perceive you.

Gene-Modded: The effects of this Perk will vary depending on your chosen species and even gender given some of the sexual dimorphism in this setting. In general, you can expect dramatic increases in strength, durability, and physical stature. The tallest Shil'vati we've seen in canon is below 8 feet, but if you want your 12 foot tall Shil'vati supersoldier, this might be the Perk for you. You can also take some artistic liberties in how visually apparent the modifications are, from an all-natural exterior to features that are clear evidence of your engineered genes. If taken with **Aquatic Adaptations**, then you can *really* get wild and modify your body plan. Extra organs and limbs, traits from other species, and more are possible if you have the points to spend.

Crucible Graduate: The specialized skills granted by this Perk may align with any single military occupation that an interstellar force like the Imperial Marines or Navy would reasonably employ. Things like zero-gravity combat or communications networking would be reasonable, but joining a commando unit would not. This Perk only covers *basic* training. If you want more, you'll have to earn it the hard way.

Purple Ceiling: - This Perk allows you to decide what the “in” and “out” groups are at the start of a Jump, and will naturally work to decrease the amount of social strife created by this separation. However, drastic changes will still cause some disturbances and will likely never be fully accepted. As a general rule, the more power you and the “in” group wield, the more inequality you can create. If you're the XO in a company, you can quickly rise above your non-Shil peers, for example. If you are a planetary governor, you could ban Terrans from holding certain jobs or restrict males from joining the Imperial navy. It's basically fiat-backed institutional classism, but at least you can turn it to your advantage.

Shil'vati Laser Rifle Notes: The laser rifles used by the Empire (and most other factions in the galaxy) are extremely low-maintenance devices with no moving parts. Based on context clues, we can tell they are a solid state laser that mostly operates on rule-of-cool. The “Kill” setting is hot enough to melt most metal armors and thus flash-vaporize water and flesh, while the stun setting creates a plasma burst through ablation. This shock effectively acts as a localized flashbang through the light and heat generated.

HS-5 Armor Specifications: Shil’vati Marine armor looks like “a padded wetsuit topped by a weird combination of a motorcycle helmet and a VR headset”. A built-in computer with a wrist interface allows the wearer to monitor the suit and check their proximity sensors, as it appears the Shil’vati haven’t thought to push that data to their soldiers’ HUDs. Built in dispensers will release painkillers and biofoam in the event of injury, and the FlexFiber can contract to react to trauma or breaches in vacuum. Though it took human rebels .50 caliber anti-material rounds to pierce the armor before the war, Jason’s experiences reveal that the suit has very limited protection against cutting and stabbing weapons, making the wearer vulnerable to teeth, claws, knives, and subsonic flechettes. Additionally, the suit bears all the glaring cybersecurity problems of the rest of the Shil’vati Empire, and it’s integration into a unit’s battlenet presents a severe flaw for opponents to exploit.

Exotic Goods: As a general rule of thumb, the rarer a commodity is, the less you can import. This Item is intended to give you a way of sourcing unique resources for sale and manufacture, not a way of destroying entire economies. If you want to import Vibranium or Element Zero, you’re probably only going to be able to get small quantities with each delivery. But if you want to import something comparatively mundane, like saffron or honey, you’ll have enough to deal in interplanetary markets of scale.