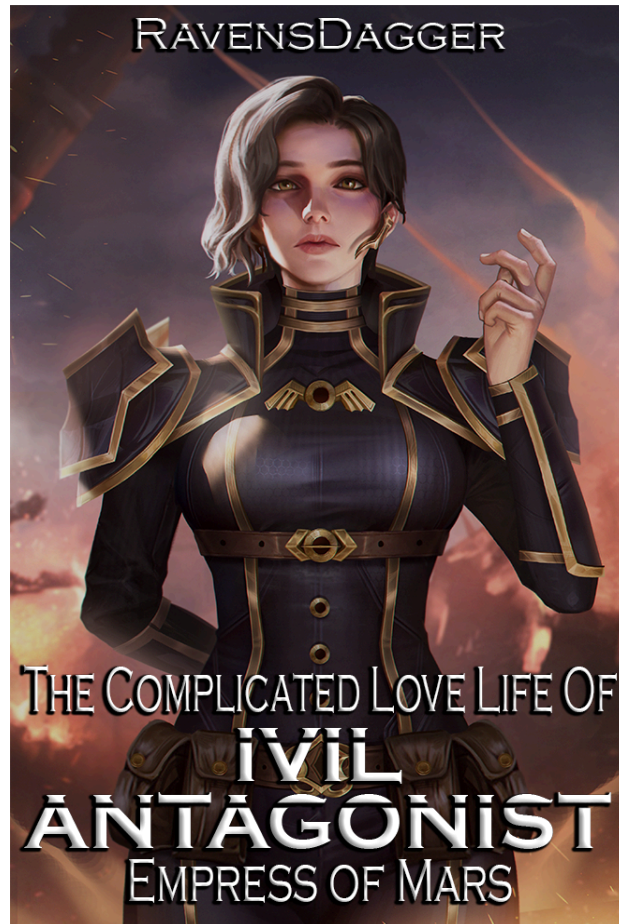


IVIL ANTAGONIST



Story by Ravensdagger, Jump by Aehriman

The Empress of Mars, Ivil Antagonist, is many things. A snappy dresser, a death-dealing goddess of war, a fleetkiller and one of the three most powerful beings in the solar system both personally and politically. She is also desperately lonely, too fond of cheesy soap operas and just... really bad at interacting with people. In desperation, she turns to the greatest seer in the solar system, Clair Voyant of Haumea, who tells her to find true love she must join a voyage of the freighter (barely) *Held Together* on the Ceres-Jupiter(Callisto) run.

So Ivil sets out, armed with her extensive knowledge of bad soaps, to find her soul mate and make their wildest dreams come true. If that involves incinerating their enemies, so much the better, she at least knows how to do that. Have 1,000 cosmic points (cp), you'll need them.

Ivil lives in a time when the solar system has been colonized, but no FTL, and three interstellar (really, intrasystem) wars fought. Most planets and moons have their own culture. Of particular note in an otherwise hard-scifi setting are cores - alien hypertechnology devices, about the size of a marble, that unfurl in a living being and grant them powers. Usually terribly minor ones, like night vision or slightly upgraded joints. But if you stack up a bunch of complementary cores you can really have something. Mind, as you stack up cores you tend to take on a cyborg or inhuman appearance as the cores make more changes and more space to exist and do their work in. And you become a target, when a core-user dies their cores separate from their body. Cores can be split into two functional copies, and split again and again, but will be offline for six months to a year while recovering and most core users hate to be without for that time.

ORIGIN

Drop-In - Well, any of these can be a Drop-In, but I included a perkline anyways. You just appear one day with no history, no references, no friends or enemies.

Warclown - The Lunatics of Haumea settled a distant dwarf planet of no particular value. Originally refugees from the first Lunar colony fleeing the First Interplanetary War. Made to lock their faces behind cheap, blank respirator masks, they turned to painting them in highly individual patterns. Those handful of fighters from Haumea are known to be unpredictable.

Adeptus Ancilla (Tech-Maid) - A religious order, largely associated with Mars, who umm... dress as French Maids. The Ancillae revere core users and study the various rituals and supports needed to keep them grounded, still human.

Noble - There are a few places in the Solar System that still have a formal nobility, but more often these are execs and other wealthy individuals. You get outsized power and importance, but also responsibilities.

Grease Monkey - Somebody has to keep the air filters clean so the air can circulate, and tend to the million small repairs and maintenance tasks involved in any hab, station or spaceship, and it looks like you're it, a happy little tugboat.

Bounty Hunter - There are lots of pirates, serial killers and just bad people in the solar system. Where any government can have very limited reach, it makes the most sense to just post a reward and let third parties, like you, cross borders and risk your neck.

Secret Agent - Whether a part of MINT or one of the less fun local or Earth-based spy agencies, everyone wants to know what everyone else is up to, at all times. You know how to blend in, disappear, steal data and go back to work like nothing happened.

Pirate - Yes, there are space pirates. Many are isolated communities struggling to survive, or rebels against the corporatocracy of Saturn's moons. In any case, you rob people to get by.

LOCATION

Pick one or roll for +100 cp

1 Earth - Third rock from the sun, and still home to 95% or so of humanity. Boring old place, full of rich history and pompous jerks.

2 Luna - The moon of Earth, slightly less boring, home to most of their shipbuilding infrastructure.

3 Mars - The first planet to declare independence from Earth, militant and technocratic. Phobos, one of the moons, is a casino world that narrowly escaped destruction and is kinda figuring itself out.

4 Jupiter - Home to a bunch of moons with specialized industries, and one laissez-faire Emperor holding it all together by forbidding violence between core-users within range of his impressive senses.

5 Saturn - Lots of stations that are always on the brink of disaster, maintained by corporate wage slaves who often don't even get a name, just a number, and operate in clans. Where the 'u' word (Union) is banned.

6 Neptune - One of the last really hospitable places before you hit frontier space largely unpatrolled by any government.

7 Haumea - A dwarf planet in the Oort Cloud, settled by lunar refugees from the First Interstellar War. They've actually built a formidable enough military to not be bothered by anyone else. They're too much trouble, and the reward is centuries old clown memorabilia.

8 Ceres - The only dwarf planet within the asteroid belt, a worldlet of two hemispheres and a stopover port overseen by Rift Control. You will never find a more wretched hive of scum and villainy, and must be cautious.

AGE, RACE, SEX, ETC.

Doesn't matter to me any. Keep it or change it for free.

SKILLS

Everybody Loves Me Baby (What's the Matter With You?) (-100 cp, free Drop-In)

You're extremely good looking, great at witty repartee, friendly and charismatic in at least a glib, shallow way. You can almost certainly find someone, whatever your preferences.

I Want To Know What Love Is (-100 cp, free Drop-In)

Love to some is like a cloud, to some as strong as steel. For some a way of living, for some a way to feel- wait, wrong song. When you love someone, really love them, fate or the universe lines up to give you every chance to be and stay together, or to reconcile if parted.

All You Need Is Love (-200 cp, discount Drop-In)

Ivil doesn't actually need to eat, drink or sleep. Probably because of a mess of cores, but nevermind. You also don't have petty biological needs, but you can still indulge in any of these things for fun.

The Power of Love (-400 cp, free Drop-In)

It's a curious thing, making one man weep and another man sing. Love, even platonic family love, does a lot more for you than stabilize your mood and root you in humanity. You become drastically more powerful and skilled when fighting for those you love, or with their full approval.

Crazy Little Thing Called Love (-100 cp, free Warclown)

The Warclowns of Haumea have a simple military doctrine. The enemy can't predict your plans if even you have no idea what the plan is! Something about you seems to defy anticipation, whether it's a rational calculus or the most powerful of clairvoyant and predictive cores. This protection seems to extend to people you spend time with or regularly interact with, but is never an issue for you.

Love On the Rocks (-100 cp, free Warclown)

Love 'em and leave 'em, the life of a spacer. You've grown a degree of emotional resilience, some would say calluses, that let you function when you should be a blubbering wreck, whether from personal drama or the reality of impending death.

Love in A Bottle (-200 cp, discount Warclown)

Some people want an epic romance that sets the stars ablaze. Others just want a quick bedwarmer in port. You're a lot of fun, flirty and can always find a quick and easy partner for no-strings fun if you want.

50 Ways To Leave Your Lover (-400 cp, discount Warclown)

You're very creative, in everything from personal dynamics to engineering to combat. You can always find an angle, something that other people don't see. As such, you also tend to give great life advice to people stuck in their own heads.

Love Reign O'er Me (-100 cp, free Tech-Maid)

A cluttered space is the sign of a disordered mind. You find it easy, and enjoyable, to keep things clean and organized.

Somebody Loves You (-100 cp, free Tech-Maid)

You know all the little rituals and practices to help core-users hold on to their humanity, to stay grounded and a part of the human experience. You are generally great at bonding with others, no matter how eldritch.

Love To Keep Me Warm (-200 cp, discount Tech-Maid)

You are never really alone, so why fear a long space voyage or stay in a remote hab? You can bear unimaginable loneliness. You never lose perspective, or the ability to enjoy the simple delights of a sunrise or a hot cup of coffee.

We All Need Somebody To Lean On (-400 cp, discount Tech-Maid)

You have learned the most important of lessons. How to help, but also when. When somebody needs hard truths, reassurance, or distance. When to follow someone who storms out of a room and when to leave them be. Because you help others, you make friends wherever you go and in your own hour of need can pretty much always find someone to call on.

I See Love (-100 cp, free Noble)

You are, above all else, a remarkably perceptive individual. You see the loaded glances, the subtle tells that tell you what people are thinking. You're great at deciphering hidden meaning, spotting the gap between what people say and what they mean. You feel like someone people can talk to, charismatic and persuasive.

You Can't Hurry Love (-100 cp, free Noble)

Politics can take a lot of time, and a lot of it is spent sitting around. You have insane patience, enough to wait out the mountains and the stars if need be, and can always make the most of downtime by relaxing, catching some z's, or doing some background reading so you aren't wasting time, you're aligning with what the universe is giving you at the moment.

I Would Do Anything For Love (-200 cp, discount Noble)

... But I won't do *that*. So many people lose sight of themselves for one reason or another, but you know where your lines are, and no amount of persuasion, pressure from other parties, inebriation etc. will make you forget that.

Making Love Out Of Nothing At All (-400 cp, discount Noble)

You have a positive sense for how to create win-win situations and build lasting alliances. When negotiations stall, you can find a third option and get everyone to the table one more time. Allies of enemies, you can find a way for your interlocutors to save face, and nobody doubts without evidence that you'll honor your word.

Love Shack (-100 cp, free Grease Monkey)

People realized quickly in the space age that it's efficient to squeeze nutrient paste from a tube while working. And almost as quickly realized how much better a crew performs with real food, a real kitchen and a place to gather and talk. You're really good at all the little touches that make even a cramped rustbucket more than a transport or a job, that make it a *home*. Whether that's lighting, cooking, decoration or just building a sense of community and camaraderie. Similarly, you can make a relationship feel welcoming for anyone.

Love Makes the World Brand New (-100 cp, free Grease Monkey)

It's a hell of a feeling, that first time falling in love. Get used to it, because you don't get jaded. Waking up next to your partner will be as thrilling on your fiftieth anniversary as the very first time, ditto with every sunset and sweet dessert.

I Can't Help Falling In Love With You (-200 cp, discount Grease Monkey)

You have a great aptitude for machines and mechanics, that's just part of the job. What you do is special though, you get to know complex systems, engines and ships, intimately. Give them names, and start to really understand what they need. That groan that tells you a part is stressed, the off-pitch hum that tells you the engine needs tuning soon. You can spot problems before they come up, and know exactly how hard you can push things.

Love Will Keep Us Together (-400 cp, discount Grease Monkey)

People wonder how Twenty-Six can get the *Held Together* to (barely) live up to its name. And she'd tell you that the ship is her home. Not only can you work seeming miracles making emergency repairs that are good enough with limited time and materials, but there's a sort of positive feedback loop. The more a ship feels like home, the higher the morale of the crew, the easier it is to maintain and repair, keeping it together against impossible odds. And by fixing the ship, personal issues smooth over, and people gel better.

Love Is A Battlefield (-100 cp, free Bounty Hunter)

You thrive in the chaotic field of space combat, always seeming to dart where the missiles and lasers aren't while those who try to follow you get immolated. In general, dangerous and shifting environments will favor you over your enemies, you adapt better.

Radar Love (-100 cp free Bounty Hunter)

You need to keep your head on a swivel. You have fantastic situational awareness and instincts for when trouble is about to start.

Total Eclipse of the Heart (-200 cp, discount Bounty Hunter)

The best time to fire missiles is from total stealth. You're good at vanishing, whether your ship or in person getting lost in a crowd. You can even introduce yourself as your own agent and nobody you don't tell will connect you to your famous alter-ego.

Love Will Find You (-400 cp, discount Bounty Hunter)

Nobody can hide forever, twice as much when you're the one looking for them. Any clue, any contact, you follow up on like a bloodhound on the trail. Any lucky breaks benefit you, never your quarry.

I'll Never Fall In Love Again (-100 cp, free Secret Agent)

Don't tell me what it's all about, 'cause I've been there and I'm glad I'm out. They used to say even a god can't love and be wise, but you always keep your wits about you, whether you're twenty shots into a drinking contest, in a burning half of a starship with no escape pods, or staring into the eyes of your paramour.

Love the Way You Lie (-100 cp, free Secret Agent)

You're a fantastically skilled liar, able to pass any interrogation or polygraph, and the biggest hurdle for most liars: keeping all your stories straight. You slip into new identities as if you'd genuinely grown up as that person.

Ghost Love Score (-200 cp, discount Secret Agent)

My fall will be for you. You've made an art out of being unremarkable, invisible, equally able to blend into a boardroom, a ritzy diplomatic function and a bad part of town. Your most impressive skills, though, lay in hacking and forging to create new identities to disappear into.

We Find Love (-400 cp, discount Secret Agent)

Getting information is one thing, understanding it in its proper context is another. You, though, have an incredible memory for names, places, statistics and a million inconsequential seeming details. And once you've memorized a mind-boggling number of schedules and manifests, the patterns and inconsistencies stand out to you. They might well think you were psychic from your ability to spot covert ops and discreet movements.

Bulletproof Love (-100 cp, free Pirate)

In a boarding action you must move fast, with overwhelming force, and fight in tight quarters without any weapons that could punch a hole in the ship. You excel in these kinds of shock tactics and thrive in a melee.

Tainted Love (-100 cp, free Pirate)

You have a scent for weakness, whether it's an old knee injury, a fat freighter, or a maiden who desperately wants this no matter how she protests. And what kind of a pirate would you be if you didn't take up such a glaring invitation?

Burning Love (-200 cp, discount Pirate)

Ships are full of valuable goodies, ransomable people and have tremendous resale value. Exactly none of which you get if you turn the ship into an expanding cloud of tiny debris. You, however, are an expert at pulling your punches and doing surgically calculated damage to disable your prey without any unwanted deaths.

Heartbreaker (-400 cp, discount Pirate)

For a pirate, reputation is everything. A scary reputation leads ships to surrender who could run or fight. A reputation for results gets you a loyal crew. A reputation as a Robin Hood folk hero gets you support from the general public. You are a master of messaging and branding, and can see that the right segments of the population hear the bits of rep you want them to.

CORES

Gain +400 cp just for this section. Lost or damaged cores are replaced.

What is a 'Core?'

The subject of some debate. An undoubtedly alien technology, cores are like little marbles that, consumed or surgically inserted, unspool into cybernetic enhancements, many of which grant 'superpowers.' Humanity found a cache of a couple thousand of them generations ago. Upon death or ejection, they return to their compacted state.

A core-user can split a core, dividing it into two halves that regenerate over a year or so into two functional cores. This is handy for multiplying cores, but often core-users are reluctant to give up their power for that time. Still, duplicating and selling cores is a common retirement plan, with even extremely minor ones fetching a high price.

Speaking of, all cores are definitely not created equal, where one can give you a laser cannon arm, one a teleporter and one can micromanage white blood cell production. The lower grades are sometimes called 'spoonbenders' like the minor telekinesis, implying they're more like party tricks. Several complementary cores can support and enhance each other and it is generally agreed if you have the resources that a carefully planned build is superior to snapping up whatever cores you can scavenge.

Some cores, by their nature, cause visible changes and make a person appear like a cyborg or growing organic or crystalline bits. There just isn't room in the standard human frame for what they need to function. In general, questions of internal space pile up, and it's rare to see someone with more than 60-70 cores who isn't obviously inhuman. Past a thousand, though, core-users can famously appear however they like, because at this stage their humanoid body is a mere avatar adopted for the convenience of human interaction. You can pay for a certain number of cores, by default a random assortment of spoonbender levels. But you can pick/design custom powers below.

Number of Cores

(free all) **D-Class:** You have at least one core, lucky you! I mean, I'm gonna assume nine.

(-100 cp) **C-Class:** A double-digit number of cores, there's maybe a quarter million like you in the solar system.

(-200 cp) **B-Class:** At least a hundred cores, serious, inhuman mutations or cybernetics tend to be an issue. Maybe two thousand like you.

(-400 cp) **A-Class:** A thousand cores, generally varied enough you can look however you like. Numbering just about a thousand, and living like pre-space age billionaires.

(-800 cp) **Emperor:** Ten thousand cores or more. You have exactly three peers in the solar system. At this point, you're a being of higher dimensions, possibly crystalline or

mechanical or a pulsating organic lump, dozens of kilometers across who finds it convenient to form a humanoid avatar.

Enhancement Cores (0/100/200 cp)

Makes the human body work better in some way. The most common kind of cores. At the free spoonbender level, you might have reinforced joints or enhanced kidney function. MINT is fond of one that lets someone trigger a fever and vomiting at will, giving you a ready made excuse to leave work. 100 cp gives you genuinely superhuman capabilities, like disease immunity, biological immortality, only sleeping once a month, or the strength to bend steel. 200 for very superhuman enhancements.

Sensory (free/100/200 cp)

Enhanced senses, for free something like built-in night vision, gyro-compass or canine scent capabilities. For 100 cp you get esoteric with things like radar, empathy, electricity sense, tracking things with invisible markers. 200 cp gets you senses useful on the scale that spaceships operate at, hundreds and thousands of kilometers.

Stealth Cores (free/100/200 cp)

Cores for passing unseen. Free and you can muffle nearby sounds so nobody hears your tread or a door opening, or blend into shadows. 100 for full invisibility.

TK Cores (free/100/200/300 cp)

The ability to exert force and move things with your mind. For free, a couple pounds of force at close range, rather clumsy. 100 to up the precision to the point you can pinch blood vessels closed, or juggle gallons of water at a dozen meters. 200 gets you things like an automatic TK forcefield protecting you, ripping apart power armor and other tactically useful applications. 300 for the kind of TK that lets Ivil cut an armored spaceship in two and deflect or detonate missiles at high ranges.

Technology Cores (free/100/200/300 cp)

This only comes up once, with the Pain Drive and its origins, but there are cores that work a bit like Tinker Shards in Worm, they only unfurl enough to touch your nervous system and give you mental access to an e-z uplift technological database, usually themed around some kinda tech or system, like sensors or computer sciences or medicine. We're gonna work something like Stray Cat Strut catalogues, free is fifty-ish years ahead of the present tech curve, then 100 for a century, 200 for five hundred years ahead, 300 for a thousand years or more, including FTL tech which hasn't appeared in the story. Of course, the more advanced your knowledge, the more you need to build the tools to build the tools to build the thing.

Bullet-Time Cores (100/200/300 cp)

Self-acceleration is such a handy trick. Everyone in a fight can use more time. For 100 cp, you can accelerate your personal timeframe up to 5x normal. For 200 up to 20x. For 300, the fabled Time Stop.

Combat Cores (free/100/200 cp)

A lot of cores can be put to some use in a fight. Others seem made for nothing else. For free you can get something like subdermal armor or pop-out blades. For 100, laser or plasma weapons and forcefields, maybe some blood nanites for regeneration. For 200 you get firepower or defenses more appropriate to a warship than a person.

Space-Warping Cores (100/200 cp)

Hammerspace is a common enough trick among core users, so that's 100 cp. 200 cp for phasing, shrinking or growing cores.

Displacement Cores (100/200/300 cp)

Then there are cores that let you teleport. For 100 cp, this works over fairly short distances, call it a hundred meters, this can also be used for cores to let you summon small objects to hand. 200 cp for hundreds of kilometers. 300 cp for being able to hop between celestial bodies, or open permanent portals.

Energy Manipulation Cores (100/200/300 cp)

The definition of energy can get pretty broad. There are sonic cores and electrokinetic cores and gravity-manipulation and so many more. For 100 cp, ability to sense these forces at range or manipulate them on a pretty personal scale. Maybe you can resist 5 Gs of acceleration, or float or deliver a hefty jolt if someone touches you. 200 for area-of-effect type powers. 300 for, as usual at this point, the ability to wreck a hab, armored warship or a small town.

Meta-Cores (200/400 cp)

Cores that enhance, dampen or alter the function of other cores. For 200, the infamous Eye of Marceau beloved by Warclowns that lets you sense nearby cores and at close range divine their functions. 400 for boosters, anti-power fields and the like.

Time Travel Cores (600 cp)

There aren't actually any time-travel cores in the story, but there is in one of Ivil's soap operas, though the protagonist can't use it often or jump more than 20-30 years back at a time, and his attempts to source a rare element to power it drive much of the plot. Still, even fairly restrictive time travel is insanely useful, so if you want it, here it is. Includes protection from paradoxes.

ITEMS

Chibi (free all)

Plush versions of you and your Companions, such as you might win in an arcade. Not the highest quality, but hey, that's what happens with unauthorized bootleg merch.

Space Soaps (free all)

Even in the space age, human nature hasn't changed that much. Have an archive of the kind of TV and film media people enjoy in this era.

Cheese (-100 cp)

A block of really expensive, really nice cheese. Replaced every so often so it doesn't get all rancid or eaten. If you know, you know.

Clothes (-100 cp)

A range of clothes both fashionable and utilitarian. All are subtly reinforced, like Martian uniforms, to be extremely bullet-resistant. If you catch an exploding round from a modern rifle you'll still get shattered bones and pulped organs from the shock, but the cloth will be unpenetrated. You can apply this armoring to all your other clothes.

Money (-100/200 cp)

For 100 cp, you get an annual sum equivalent to the value of a single spoonbender core, enough to support an upper-middle-class lifestyle and an extravagant vacation or two. For 200 cp you get a passive income that puts you in 'private moon owner' territory, like a 21st century billionaire. Get equivalent incomes in future Jumps.

Security Clearance (-200 cp)

Pick a government organization, such as the Terran Space Navy or MINT. You have top-level security clearance and a pad letting you access their most secure files.

Starship (-200 cp)

A spaceship of your very own. Nothing too fancy, but a reliable cargo hauler, passenger or courier ship, with a Pain drive, capable of zipping around the solar system in at most a couple of weeks.

Warship (-400 cp)

A ship kitted out for destruction. Your choice if you want a spacefighter like Pixie's. A fast corvette like the Sappho, or a lumbering dreadnought like *Purgatorial Oblivion*.

Core Cache (-600 cp)

A cache matching the one found at Uranus that serves as a late-story MacGuffin. One thousand cores, enough to lift someone to A-Class, or a bunch of Bs. About 60% are spoonbending strength, 30% pretty useful, 9.5% truly great and versatile or powerful cores,

and just a handful of real game-changers. Take them, hand them out, split them or keep them together. Next Jump, you'll get a fresh thousand, and the one after and so on.

FRIENDS

No one can put a price on love. Even platonic, phillios, kind of love.

Old Friends - Import any Companions from your previous Jumps or world of Origin. Companions get 800 cp to spend, plus the core stipend, and can take drawbacks for points. Try and keep each other out of trouble, or at least make it a story you can laugh about years later, okay?

New Friends - Feel free to bring in anyone you meet here in this wacky old system. Got a few ideas following, but there's literally billions of people you might feel a special connection to.

Ivil Antagonist - The titular Empress of Mars. There's a million stories about where she came from and how she started, but the truth is she was a very successful special forces soldiers who kept accumulating cores and power until no one could tell her no. Very confident in all matters relating to asskicking, very awkward in personal affairs. Watches terrible soap operas to keep the boredom at bay.

Sonic Spectre - a Martan Valkyrie who is also a Tech-Maid by faith, assigned as Ivil's backup she becomes her sadly-straight, long-suffering wingwoman.

Twenty-Six - The sweetest thing, a mechanic aboard the *Held Together*, from Saturn. An enthusiast of ship engineering and a mechanical genius.

Aurora Sterlingsworth - A noblewoman of Phoebus, running off to do diplomacy with the League of Free Moons, hoping to prove some kind of value before her family marries her off to some odious wretch of a man.

Missy - XO of the *Held Together* and a former WarMime, the special forces of Haumea. When she left she split her cores so the Lunatics wouldn't lose them, but she had become

disillusioned with that way of life. Now she works on a tramp freighter with a girl or two on every moon and hab dome.

Pixie - One of the most accomplished fighter pilots in the solar system, a bounty hunter specializing in pursuing pirate contracts no one else would dare touch - and also the cutest little thing. A dichotomy that keeps her safe, but is all too galling.

DRAWBACKS

Astroarchaeology (+0 cp)

If you want, you can start at the time of the First Solar War, or pretty much any point after the first moon landing.

Quantum Vibes (+0 cp)

They say the multiverse is infinite, so feel free to supplement this Jump to any other where, let's say where Earth exists, or any sci-fi.

A Rose By Any Other Name (+100 cp)

Clair Voyant, Ivil Antagonist, Rouge Herring. This universe is full of punny names and unusual ones, a lot of Saturnites have a number instead of a name. Or the Emperor of Earth whose name is... eh, just kinda plain. It's Humphrey. You have a name that people would make fun of back home, and maybe will here. You don't remember what you used to be called until the Jump ends.

Silence is Golden (+100 cp)

You are completely mute, unable to speak. I mean, typing is a thing, text-to-speech, AAC or in extreme need, sign language or a letterboard. Still, it can be inconvenient, to say the least.

Slob (+100 cp)

The Slob was an inhumanly corpulent man with a cannon for an arm and a spider-tank for a lower body. You ain't gotta be as gross as him, but you *will* appear mutated and inhuman, in

a way that screams 'core-user.' Which may help avoid some trouble, and may lead some people to try and kill you for your valuable cores. You cannot assume a normal human guise.

Spacekward (+100 cp)

A term humanity developed for the *special kind* of awkward you experience out in the black when a husband's infidelity is revealed or a heartfelt confession of love rejected, and you still have to live and work together in incredibly cramped quarters for days or weeks with no escape. You'll get to experience this magical sensation at least a few times during your stay here. Have fun!

Stay A While (+100 cp)

Each time you take this, stay an extra ten years. This may be taken up to six times.

Tiny (+100 cp)

You are very short and cute. This can cause several problems with reaching things on high shelves, getting trampled in crowds, but mostly? It makes it hard for people to take you seriously.

Tongue-Tied (+100 cp)

You flub your lines, stutter sometimes, get lost in tangents and make other errors of speech. This can make it harder for some people to take you seriously, certainly in an interrogation scenario.

Tugboat (+100 cp)

You have a cute nickname, innocuous to many, perhaps. But all your friends will enjoy watching you blush and/or splutter whenever it comes up, and you will.

Big Mouth (+200 cp)

You can't keep a secret to save your life, and keep finding yourself owing favors or getting drunk, or other behaviors that further loosen that wagging tongue of yours.

Debt (+200 cp)

You have it, you start owing huge amounts to some very impatient and sometimes violent people. Nor can you pay with fiat-backed item money, but maybe you can talk them into lessening the debt for some favors?

Decency (+200 cp)

You have a conscience and just can't leave people to die, or suffer under the pseudo-slavery common to places like Saturn. This will land you in a fair bit of trouble.

Drama-Rama (+200 cp)

Well, you wouldn't want to get *bored* now. This will make your life substantially more interesting, in the manner of Ivil's beloved soap operas. If you get through the decade without getting plastic surgery, framed for murder twice, dealing with clones and evil twins and spy agencies, are you even living?

Wanted (+200 cp)

You're wanted by a major government, a fugitive. And naturally, since their jurisdiction probably doesn't cover more than a small corner of the system, they put out a huge cash reward on you, dead or alive.

Bad Habit (+200/300cp)

You have an extremely annoying personal tic, like whistling loudly and off-key, or badgering everyone with deeply personal questions, which is sure to get on your companions' last nerve. For an extra hundred cp, your habit is upgraded to substance abuse. Whether liquor, tobacco, some fancy space age drug, you cannot function effectively without it, and will go into withdrawal.

Phobia (+200/300 cp)

You are afraid of something. Darkness, heights, the limitless airless expanse of space. Whenever you encounter the source of your dread you must struggle not to panic. This may be taken multiple times. For an extra hundred cp, there is no struggle or victory, only panic.

Immobile (+300 cp)

When a core-user hits A-Class and their body starts to become kilometers long, they have a choice to make. You can stash your main body in a hammerspace, of course, but a lot of cores work best when left on or ready to go at all times. So the Emperor of Jupiter for instance keeps his main body out, accepting relative immobility for far greater power. Whether or not that's the specific concern you can't leave the planetary system you start in. Roam the moons a bit, but not too far beyond.

Leverage (+300 cp)

You have a loved one who is routinely targeted by your enemies in the hopes of using them as a hostage - or at least a distraction.

Item Lockout (+400 cp)

Afraid you're stuck outside your Warehouse for the duration, and all your fun out-of-Jump toys are inside.

Power Lockout (+400 cp)

No powers from previous Jumps, no supernatural perks or abilities, but you can keep mundane knowledge and skills.

END

Now what? Go home, settle down, move on?

Notes: If you have an internet connection, you can read the story [yourself](#).

The story starts with Ivil visiting the war-clowns of Haumea, seeking an audience with Clair Voyant, the best seer in the system. Bribing her with two more info-gathering cores, and threatening her for silence, The Empress of Mars asks how she can find true love. She is told to make haste to Ceres and buy a berth on the freighter (Barely) *Held Together* on its Callisto run. To not spook her potential love, she has MINT, the Martian intelligence service, furnish her a new identity as Professor Evelyn Ville, xenoarchaeology.

On the ship, Ivil identifies three hopeful candidates: Missy, the XO, is a somewhat cynical veteran of the War Mimes, Haumea's special forces. Twenty Six, the ship's cheerful mechanic. Finally, Aurora, a noblewoman of Mars' moon Phobos, traveling undercover as part of secretive negotiations. She is annoyed when the Martian military seconds her some backup, Sana Pedergast aka Sonic Spectre, a Martian Valkyrie traveling as a tech-maid. She does recognize that Sana is quite cute, but sadly too straight to be The One, so recruits her to be her wingwoman.

Along the way, the ship is grappled by pirates, the Convent Valkyries, led by Rouge Herring. Intrigued by the dashing pirate captain and wondering if this is who she was meant to meet, Ivil lets this play out way too long before counter-boarding the pirate's space station and making a mess on her way to commandeering a gunship, the Sappho, to escort the *Held Together* to safety. Partially because Rouge picked her nose while on the telescreen, that's just gross.

Now stuck in confined quarters with her potential love matches, Ivil tries interacting and it's so cute. Aurora wishes to hire her as a bodyguard, which she agrees to in exchange for a date. As she also asked Missy out on a date when they reach Callisto, Twenty-Six accuses her of two-timing, and Ivil is quick to reassure them that it's all preliminary and she came on this ship in search of true love.

Aurora reveals that a second cache of cores was uncovered near Neptune, which is hoping to bind the outer planets and moons into a more coherent government, a counterweight to Earth and Mars, using the cores for goodwill.

Missy says they can claim a bounty on all the pirates they killed, but the easiest way is to enter a brief partnership and split the money with a licensed bounty hunter, such as her old fling Pixie, a hardened starfighter ace and also just the cutest little thing.

They dock and have a couple dates. Aurora goes to a diplomatic function on another station so they hire Pixie as an escort and at the meeting Ivil puts a B-Class in his place. The Emperor of Jupiter invites her to dinner, and a spy sent to seduce Ivil (but much too easily flustered) Pepper Mint discovers that Humphrey, Emperor of Earth has learned of the cache.

The whole gang intercept the hidden Earth fleet along with whatever naval elements the incipient League of Free Moons can scrape together. Along the way, they are attacked by Rouge Herring's sister, Bleu. Ivil supports the fleet action and beats up Humphrey like a rented drum, and we all go to some fun epilogues following all three of Ivil's soulmates and how their lives have been transformed.