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The 21st Century, mankind has colonized the last unexplored region on Earth: the Ocean. As captain of the SeaQuest, as its crew, we are its guardians. For beneath the surface, lies the future!

In the 21st Century, humanity has pretty much tapped out the fuel and mineral resources accessible from the land, so the race is on to colonize and mine the oceans. Of course, the existing treaties and rules that the seas outside a few miles near shore belong to everyone were torn up, the old UN abandoned. A year or so ago the resulting tensions almost led to nuclear war in the Livingston Trench Incident.

After taking a big step back from the brink, the various nation-states and most underseas Confederations signed on to a new supranational entity, the United Earth Oceans organization (UEO). NORPAC even donated the offending vessel from the Livingston Trench, the *Seaquest* DSV 4600, to serve as the new flagship for the organization.

This is their mission, to preserve the peace and explore the ocean depths. Have **1,000 costeau points** (cp) and try not to get out of your depth.

AGE, RACE, SEX, ETC.

*It's the 21st Century, nobody really cares but some revanchist jerks.
Keep or change any of these qualities, if you like.*

SPECIES

Generally assumed to be human, but you can be an alien, a plant monster or a cetacean if you like.

LOCATION

Pick a location, or roll a d6 for +200 cp

1 New Cape Quest - A city of five million in South Florida, the home dock of the Seaquest. At least in season two.

2 Pearl Harbor, Hawai'i - World Headquarters for the UEO

3 The Livingston Trench - Site of the near brush with armageddon in the pilot, and some competing mining claims.

4 Broken Ridge - The primary underwater mining city off the coast of Australia.

5 Amazonia - A vaguely African tinpot dictatorship with a justly paranoid ruler.

6 Macronesia - A loose confederation of pirate havens and rogue states straining at the UEO's restrictions.



ORIGIN

Pick one. Any may be taken as a Drop-In.

Oceanographer - You're a scientist, an explorer of the ocean depths, before all else. If mankind is to master this new environment, you must learn to do so less destructively than on the surface.

Naval Officer - Everyone is scrambling in the new gold rush, and nations still have interests. Whether you fight for the UEO or a specific nation, you must be prepared to fight for the largest chunk of the oceans.

Wunderkind - You're a genius so you get some allowances made regarding age and/or military discipline.

CREW

Who can put a price on friendship?

Old Soldiers (free) Import as many Companions as you have, each with 800 cp of their own to spend. Companions cannot take drawbacks for more points.

And Everything Nice (free) Feel free to recruit anyone you meet here for adventures beyond even their wildest imagining. Maybe Darwin, or Tobias could be interesting.

SKILLS

- **Beneath the Waves** (free) Submarine school has to be very careful in vetting people, because submariners live in extremely confined quarters, separated by a thin hull from the crushing pressure of the deep ocean. You are not susceptible to claustrophobia or anxiety, and handle long-term stress incredibly well.

Besides this, well, every sailor has two jobs, their actual job and damage control. You never panic or freeze up when things suddenly go wrong, but react calmly and rationally.

9-to-5 (-100 cp)

You had a real career and everything up-world. Maybe you were a doctor, or a lawyer, or a computer programmer. Whatever the case, you have some solid skills from your old job to fall back on.

One in Every Port (-100 cp)

You're Hollywood good-looking and easily charming. It's very easy for you to make friends, and if you don't want to, it seems unlikely you'll ever go to sleep alone.

Renaissance Man (-100 cp)

Did you know MIT offers a piracy certificate and the title of Salty Dog to anyone who completes the sailing, fencing, shooting and archery programs? Well, you take this a bit farther and have mastered all manner of esoteric skills more suited to sailors in the 17th and 18th century than the 21st. Carpentry, cannonry, swordsmanship, hunting, navigating by starlight, weaving your own sailcloth and building your own canoe. Still, you never know when these might come in handy.

GELF (-400 cp)

You're a GELF or "Dagger" if people feel like being rude. Really feels backwards. A genetically-enhanced supersoldier. You are immensely strong, able to bend steel in your hands and deadlift a fire truck, crossing a room faster than the unaugmented human eye can follow. You can also turn invisible like the GELFS in 'Blindside.'

Normally all GELFs are sterilized to prevent Khan-themed problems, but this is not an issue for you, you can control your fertility at-will.

Psychic (-400 cp)

You're a psychic. Now, these only appear in two episodes, so their powers and limits are incredibly vague, but you're at least as strong as the Avatar, who could strike at world leaders from anywhere in the globe. Of far greater immediate utility is your heightened intuition and sensitivity. You can sense danger and get a vague sense of the immediate future, you are incredibly empathetic and aware of the moods of others.

In the Navy (-100 cp, free Naval Officer)

You are at least an Able Seaman, meaning you have training in submersible operations, a certain level of physical fitness and combat training.

■ **A Few Good Men** (-200 cp, discount Naval Officer)

You can quote the regulations chapter and verse, and barracks lawyer with the best of them. You always know how far you can push things before getting a court martial, and all kinds of procedural tricks for getting your way. In future Jumps, this knowledge updates with any organization you join.

Excellent Ears (-200 cp, discount Naval Officer)

A submariner sees with their ears, or so the old movie trailers say. You can pinpoint the source of any sound and are an able operator of passive sonar, or hydrophone.

The Enemy Below (-400 cp, discount Naval Officer)

You are a master of submarine tactics and combat, understanding instinctively how to place and maneuver your ship for maximum advantage. You're also a deft hand at counterintelligence and mole hunts, knowing how to compartmentalize information.

Run Silent, Run Deep (-400 cp, discount Naval Officer)

A submarine battle is a knife-fight in the dark, with only your ears to guide you. You are extremely skilled in stealth and ambush, lucky in evading the enemy's notice, and wise to all forms of decoy, diversion and baffle, which makes you pretty hard to trick.

Oceanography (-100 cp, free Oceanographer)

With a PhD in Oceanography and the experience of a thirty-year sailor you know the sea on an intimate level few can match. The currents and shoals, the geology of the ocean floor, marine life and their habits and environments, the feel of the air before a storm.

Underwater Cartography (-100 cp, free Oceanographer)

You have a sense for how deep you are, which direction you're facing, and nearby hazards or obstructions. You could probably mostly navigate a dark room alright, but this really shines when it comes to avoiding dangerous shoals or underwater rock formations. You are always building a mental map and never forget where you are.

Dolphin Speaker (-200 cp, discount Oceanographer)

Darwin the dolphin is a key member of the crew. You have learned to interpret his chittering speech and make yourself understood to Darwin and other cetaceans, like an expert trainer.

A Father To His Men (-200 cp, discount Oceanographer)

You know how to get the most out of people, and also how to teach and mentor so they become not only more skilled, but more complete, better people. Anyone you lead works better together, any students learn with dazzling speed.

■ **In the Nick of Time** (-400 cp, discount Oceanographer)

The reason all crises seem to wait until the SeaQuest is within responding distance. You tend to be in the right place, at the right time, to avert disaster. When you rush to aid others you are never too late. Also, all 'episodes' wrap up without serious collateral damage or ongoing effects, when those would be detrimental or a drag to deal with. This can be toggled off if you want a quiet life.

True Blue Commander (-400 cp, discount Oceanographer)

When you speak, people listen. In a crisis you don't just remain calm, you flourish, with an infallible instinct that lets you make the right decisions while others are still grappling with the situation. You easily inspire both loyalty and high performance from your subordinates.

Quick Study (-100 cp, free Wunderkind)

You're quick on the uptake, a skilled student who can cover more in an overnight cram session than most people can in a year of college. Mostly because of your memory, but you really do learn things at an incredible pace.

Pattern-Seeking (-100 cp, free Wunderkind)

Science is understanding that everything is part of a pattern. Animals behave according to their instincts and biology, which are shaped by chemistry, genetics and their environment. You have an intuitive gift for spotting the patterns others miss, how seemingly disparate events are part of a larger, collective whole. Whether that's medical data, signal noise, whale migration patterns or a suspicious series of accidental deaths.

Lessons From Nature (-200 cp, discount Wunderkind)

Like when Lucas was building the Stinger, you find it easy to learn from the capabilities and evolutionary design of living things. Those devices you model on the natural world seem to work so much better.

Thing of Beauty (-200 cp, discount Wunderkind)

People praise genius, envy it, chase it. But at its root there are two things you need to be a genius; never stop learning, especially from your mistakes, and applying what you've learned in different contexts. The more you advance in one field of science or endeavor, the better you do in others as you see connections to what you've already learned. Physics informs chemistry and geology, the rules of math govern music. Like Einstein you have a way of looking at two phenomena and asking if they aren't very similar, perhaps the same?

Photon Bullet (-400 cp, discount Wunderkind)

Once you can recognize how systems work, the next step is exploiting them. Whether a vending machine, a book of regulations or a fancy computer system, you know how to tickle advanced systems to get what you want from them. The more complicated they make the plumbing, the easier it gets to stop up the drain.

Regulator (-400 cp, discount Wunderkind)

You find it easy to emphasize with and understand people. Even very difficult people with traumatic histories and eccentricities. And once you understand someone on that level, it'd be harder not to cooperate, however normally prickly and irascible. Expect to quickly make friends from all walks of life.



GEAR

■ *+400 cp for this section, one discount for each price point.*

UEO Uniform (free)

A closet with multiple fitting uniforms, also a bunch of civilian clothes. A good suit or dress can open many doors. A generic pair of overalls can sometimes open even more.

Deep Sea Diving Suit (-100 cp)

Will keep you from getting crushed by the pressure, frozen by the stygian cold, or drowning from the lack of air. Because sometimes the submariners need to go EVA. Also has lights. Won't run out of air, but it will get pretty uncomfortable after some hours.

Gun (-100 cp)

A dizzying number of firearms are used in the show, from the Glock-19s that are standard issue to the Sequest crew in season one, to grenade launchers, tranquilizer rifles, harpoon guns, and a huge number of automatic weapons. Pick a gun, you will find it is always at hand when needed, won't be found by any search, and never needs cleaning and maintenance or reloading.

Laser Drill (-100 cp)

Very handy for mining, a man portable laser drill is like a body unit you carry up against your chest, that can bore through most stone and metal in moments.

UEO Underwater Scooter (-100 cp)

A high speed underwater transport, with a breathing observation bubble and a comm unit. Mostly meant for patrolling, but there's any number of times a diver but need to go fast.

Helicopter (-200 cp)

A handy vehicle for lifting someone to a sub at sea or a remote island, or for medievac. This is pretty much a standard, unarmed helicopter but needs no fuel or maintenance.

Pulse Gun (-200 cp)

A slightly goofy-looking energy pistol. Has four settings: stun, heavy stun, kill and anti-material, which creates an explosion that can easily take out a truck and at least mission-kill a tank. Always to hand, never needs charging or maintenance.



Stinger (-200 cp)

A single-seat, high speed minisub designed for reconnaissance and rescue operations. The Stinger can manage a dizzying 130 knots (240 kph/150 mph) thanks to its hydrodynamic propulsion (it swings its tail) with a range of 180 nautical miles before needing fuelling, and can dive down to 1524 meters underwater, with top-shelf sonar and a WSKR probe.

Shipyard (-400 cp)

You own a shipyard to match that at New Cape Quest, capable of building a DSV in a year. All major repairs seem to go much faster and needed materials are just... waiting there the next day. It's a huge cost and time saver, letting you profit all the more.

Submarine (-400 cp)

Something like a Navis-18 or Marauder military submarine. Stealthy with a lot of torpedoes, but not a substantial improvement in materials, dive characteristics or systems to what was fielded in the Dark Age of Genetics (2001-2003).

Sunken Treasure (-400 cp)

You're rich, now. Rich enough for you and all your Companions to retire and live at least a comfortable lower-upper class lifestyle for the rest of your days, with three vacations a year and a summer home. In future Jumps you get an equivalent sum at the beginning in local currency.

DSV 4600 (-600 cp)

Your own copy of the *SeaQuest*. A massive submersible, 307 meters long, with a bio-engineered hull that can dive down 9,000 meters. Its twin fusion reactors can run indefinitely off seawater, and drive its aqua return jets to propel the ship at up to 160 knots (296 kph/184 mph). Space for a crew of 212, but they never seem to have issues running it with four or five people when needed. Fine sonar and sensors, supplemented by WSKR probes and a hyper-real VR controlled probe. Room for a number of parasite craft such as sub-fighters, a sea crab, and launches. Armed with a formidable bank of lasers for short range, primary armament remains torpedoes, including plasma and EMP, and even nuclear and grapnel torpedoes, as well as intercepts and sea-to-air missiles.



S-10 Satellite Network (-600 cp)

Ronald Reagan's "Star Wars" dream, finally fulfilled. What you have here is a dozen satellites with exceptional comms, GPS, weather and surveillance capabilities, all with a secure link to you. The primary purpose, however, is a laser that can shoot down missiles, and as such can easily destroy buildings or tanks if you call in a strike. Works on a wrist-comm, so it will (probably) never be hijacked by terrorists.

World Power (-600 cp)

A deep underseas geothermal plant, built on an enormous lava well. This alone could power the entire planet for generations. Not infinite perhaps, but effectively so on a human scale. Guaranteed to not meltdown and accidentally end the world, though management makes no promises if you override all the safeties on purpose.



DRAWBACKS

To Be Or Not To Be (+0 cp)

If you want, you can start a year early, at the time of the pilot prologue when Captain Stark almost started a nuclear war before being relieved of her command.

Deep Dive Daredevils (+0 cp)

Feel free to cross this Jump over with any other maritime setting, whether or not they have a Jump already. Wait'll Captain Nemo gets a load of the SeaQuest.

....

sigh Yes, this includes One Piece. Just try and make it interesting.

Close Encounters (+0 cp)

Did you know Steven Spielberg was an executive produce for the show? Well, feel free to supplement this to, or visit, any other Spielberg productions, whether or not they have Jumps.

Too Short a Season (+0 cp)

You can leave when the series got axed, four years relative to the crew, fourteen years objective.

Age of Sail (+100 cp)

Or you can extend the Jump, by ten years per purchase, max of four. That's for your relative lived experience, in case you get abducted by aliens or stuffed into a cryo-tube.

The Final Countdown (+100 cp)

For a submarine, the SeaQuest managed an impressive number of trips through time. You can set your starting time at either October 23rd, 1962, or the post-nuclear horror the crew visited in 2247, where just two teens survive. Each of these has very different problems for you to overcome.

Down Periscope (+100 cp)

- Everyone around you gets a juvenile sense of humor. Particularly regarding pranks, which they will play on you all the time.

Excellency Knows No Age (+100 cp)

You're awfully... young for the position you hold. Not only are you more likely to make reckless decisions, it's gonna be hard to convince people to listen and pay you the respect deserved by your rank and/or abilities.

Jailbird (+100 cp)

Yeah, in season two the SeaQuest is part of a rehabilitation program that brings ex-cons onto the crew. I don't know if you started early, or got drummed out of the UEO, but the word FELON is stamped all over your file when any employers want to look you up, and you likely have a negative reputation to overcome.

Landlubber (+100 cp)

For the duration of this Jump, you don't benefit from **Beneath the Waves**, nor any other perk that would give you experience or easily let you handle the stresses of being in the Navy or a deep-sea submarine, claustrophobia, motion sickness, etc. Hope you're part of the few, the proud.

McHale's Navy (+100 cp)

May you live in interesting times, Jumper. With this, your life becomes a lot more like a sitcom. Constant drama, zany get rich schemes you'll have to rescue people from the obvious consequences of, and unlikely events like striking oil or a meteor of unknown element happen all around you. But any time these events would benefit you, it'll be back to the status quo by next week.

The Classic (+100 cp)

For 100 cp apiece, you can lose one limb and/or eye. Management not responsible for quality of life issues.

Greed For a Pirate's Dream (+200 cp)

You're not in this for friendship or adventure, not for world peace or to explore the ocean depths. You're in this Jump for money and if that boatload of refugees want saving, they'd better have something for your trouble.

Nothing But The Truth (+200 cp)

Pretty much what it says. Whatever it costs you or others, you cannot tell a lie. Half truths, lies of omission, misleading statements, to a point. But never a direct lie.

Strange Seas (+200 cp)

This show could get *weird* now and then, and it'd be a shame for you to miss out. Expect to encounter ghosts, sea monsters, genetically engineered aberrations, ghost ships, clone armies, and aliens a couple of times a year.

The Last of Barret's Privateers (+300 cp)

It seems you parted from your Companions at the borders of this reality. May you meet again. If you don;t have any Companions... take the points, you'll need them without friends to watch your back.

Greenwich Pensioner (+300 cp)

Something nasty happened on entry, and all your out-of-Jump powers and perks are gone. At least you retain knowledge and mundane skills.

Where Are My Boots? (+300 cp)

I'm afraid your Warehouse has been placed in abeyance while the court case settles. Your stuff is unavailable to you until this Jump wraps up.

Release the Kraken! (+400 cp)

There was an extra-giant squid, genetically engineered to tear apart, dissolve and eat the hull of the Seaquest. I swear this was so. Just so, a Colossal Squid has been modified by mad science to be a perfect predator of... you. It will stalk you, albeit somewhat restricted by its native movement speed, like some kind of death-snail, for the duration of the Jump. Of course you could avoid it by staying out of the water, where all the important events are.

SeaWest (+400 cp)

What is it about being out to sea that makes every asshole think they can just take what they want?!? Expect to see *a lot* of piracy and lawless behavior in your stay here, down to corporations hiring thugs to chase off single family underwater mining operations.

Thar! Thar! She Blows! (+400 cp)

Captain Stark lost her command, her career, her pension, her position and career and family, all because she tried to nuke the Earth a little bit. It lit a fire in her, to pursue her old command to the ends of the Earth, for if she can't have the Sequest, no one can. Like Stark, you have been deeply wounded, and a poisonous hatred seeped into your bones. Whatever the cost, you will pursue your quarry 'round the Horn and 'round Good Hope and through perdition's flames before you give it up. 'Ware thyself, Jumper.

Brainlock (+600 cp)

You had a psyche-implant to remove a particular fear. Great, but that little brain-chip is continually reporting your emotional state to the app in UEO Command, or a similar organization. Worse, they can send you subconscious data, though this is normally not allowed. Enough to brainwash someone over several days of messing with their dreams into a Manchurian Candidate-style sleeper agent. Can you afford to take that kind of risk?

The Hunt For Red October (+600 cp)

At 0600 hours, you arrive in the Jump, at 0800 every vessel of a major power like Macronesia or the UEO set out to sea with orders to kill you at any cost. They know what you are, what you can do to a world if not stopped.

The Sincerest Form of Flattery (+600 cp)

My oh my, it would appear that some ne'er-do-wells have created a digitized computer simulation of your consciousness, only programmed to obey them and with a psychotic hatred of you. They will pull out every stop, employ every weapon, subvert any system, make any deals necessary to *end* you.

But if you can free/reprogram/talk them down, free AI-clone Companion?

END

What now? Settle down, move on, back home?

Notes:

2019: In the stinger to the pilot, we learn that advancing technology has made it possible to settle and mine the ocean floor, leading to a gold rush with every nation scrambling for the biggest piece of the pie. Captain Stark of the US NORPAC command, the USS *SeaQuest*, almost starts a nuclear war over an illegal settlement, but is relieved of her command by her XO.

2020: After taking a big step back from the abyss, acknowledging that existing treaties and the UN failed to meet the moment, a new global organization was formed to regulate underwater exploration and development, the UEO (United Earth Oceans or Organization, it changes all the time). The US Navy donated the *SeaQuest* to the UEO to become their flagship, and they want the original designer, Nathan Bridger, to become its captain. Bridger is skeptical, having been shocked and betrayed that the USN turned his deep-sea research submarine design into a weapon, but agrees to an inspection of the refit and her maiden voyage, during which the crazed Captain Stark attacks them in a pirate sub, and Bridger assumes command for real.

The ship takes part in various adventures, finding a sunken annex of the Library of Alexandria that multiple nations claimed, getting hijacked by the war criminal Dr. Zellar, saving children from an abandoned munitions plant, getting quarantined with a virus from space, helping the ghosts aboard a sunken cruise liner find peace, helping prospectors pressured by corps, thwarting a hacktivist collective that breached the World Bank, recovering the astronauts from the first Mars mission when their capsule sank into the sea, hijacked by eco-terrorists, a UEO conference that is taken hostage. Standout adventures included teen genius Lucas designing a super-fast minisub, the Stinger, which is stolen, and Bridger resigning for an episode rather than hunt someone taking out whaling ships. And the time they recovered an ancient alien spaceship from the ocean floor and secretly sent off a transmission from it.

Ultimately, the *SeaQuest* is destroyed when the World Power geothermal plant threatens the world with an out of control lava flow. The ship is sacrificed with Bridger barely escaping in the Stinger.

2022: After a full year of construction, the *SeaQuest II* launches from its new home port in Florida, just in time for the next crisis. "Dagger Island" is a UEO penal colony where all the child supersoldiers grown before they were banned in '04 were sent to live out their days. But though they were created to be sterile, life finds a way and when one woman gets pregnant, it makes the others consider they might be human after all and have some of those inalienable rights and crap? Leading to a riot and takeover. Oh, for some reason 'Dagger' is a slur and GELF (Genetically Engineered Life-Form) is the polite or at least neutral term. Eventually, Bridger gets the UEO to recognize the humanity and grievances of the prisoners.

This is a weird year. The *SeaQuest* crew make first contact with an alien, go through a rift to a post-apocalyptic future, there's a kaiju, the biogenic ship's hull gives birth, there's psychics who are rounded up in concentration camp after one (the Avatar) keeps astrally attacking world leaders, the god Neptune returns to rule the oceans, and Pandora's box is found and a demon unleashed on the ship. In the season finale, the crew's alien friend Tobias abducts them to his homeworld of Hyperion, 11 million light years away, to fight his tyrannical government. Only Tobias turns out to be an imposter by the Hyperion secret police. The crew destroy the Hyperion government's command center and are returned to Earth, to find that while they were gone a few days from their perspective, a decade passed.

2032: Captain Bridger is replaced by Captain Hudson, a military hardass hell-bent on keeping the fascist Alliance of Macronesia (Australia and Pacific islands) from world domination, in a far more divided and militant world than they left. His attitude causes instant friction with the original crew.

The crew save Saudi Arabia from a planned flood by multicorp and secondary villains Deon International, save a transatlantic underwater bullet train from Deon, keep crazed UEO Admiral Vanalden from kicking off WW3, cure a plague, gets hijacked by the *same* eco-terrorists as twelve years ago, cover up old war crimes, and go back to 1962 to save the world from the Cuban Missile Crisis in a stable time loop. In the finale, a third power, the Chaodei, composed of Pan-Asian underseas settlements, attacks both the UEO and Macronesia over a missing defector who tried to warn them.