

Generic SpaceBattles

Version 1.2

By Ursine The Mad Bear

The creation of the Internet was one of the most important events of the late 20th century. It would have untold influence on culture, commerce, politics, and every other aspect of human life and the growth of online communities moved apace with the growth of the Internet itself. In 1996, Johan Alm created one such community to display his CGI movie creations. Two years later, forums were added, and the basic form of SpaceBattles was born.

For the next five years, you will be living in a basically normal world and participating in this community, which is guaranteed to last at least that long barring deliberate action on your part. You might be posting original fiction, debating politics or fiction or military strategy, participating in Jumpchain, or even working as a moderator or admin. There is not much risk to this world, in fact, you are guaranteed not to die while here unless you go hunting for danger. Just don't quit SpaceBattles and try not to get perma-banned, because that will cause you to fail this jump.

So take these **+1000cp** (Choice Points), and go have fun.

Starting Location and Time

You can start anywhere in the world that you choose, at any time after the founding of the SpaceBattles forums in 1998 up to 2018.

Age and Gender

You can be of any possible age and gender that can appear in the real world. In fact, just for shits and giggles, you can have **+50cp** if you spend your time here as a gender other than the one you have in real life. Have fun.

Origins

What do you do on SpaceBattles, what kind of poster are you? Any of these Origins can be made Drop Ins, in which case you will have no memories and no history in this world.

Creator

You enjoy your time on SpaceBattles, probably mostly in just a few subforums. You probably lurk most of the time, only posting when you have created something new or when the thread is discussing something in your area of interest.

Debater

You live for the parry and thrust of logical debate, the intellectual conflict and the moment when your opponent is enlightened, forced to admit the superiority of your arguments and ideas. Or maybe you just like arguing a lot. Seriously, debate on the internet is like throwing a tennis ball at a brick wall. You aren't going to knock the wall down, no matter how many times you throw the ball. But apparently, *Someone Is Wrong On The Internet*, and you have to do something about it.

Troll

You are a jerk. For whatever reason, you get your enjoyment out of angering other forum members and generally starting shit. You have any number of tactics for this, from debating in bad faith to 'chan behavior, even to just purposely derailing threads. I don't know why, but you love being a troll.

The Man

A moderator, an amicus, or some other member of the staff. You have a lot of responsibility on these forums, and people might not thank you for doing your job, but SpaceBattles could not continue to exist without you.

Perks

Now that you know who you are (see how easy that was, and monks meditate for years to figure out who they really are), it is time to find out what you can do. Perks that cost 100cp are free for their Origin, if a 100cp perk states it can be taken more than once, subsequent purchases are discounted for their Origin rather than free. All other perks are Discounted for their Origins.

General

Forum Etiquette (Free for All Origins)

You have read the Forum rules and are aware of the standards of behavior expected of you. This applies to any online community you join. This also means you know exactly how far you can push the limits before crossing the line on such forums, in the event you decide to start trolling people.

Touch Typist (Free for All Origins)

You are a perfect touch typist, capable of reaching at least 150 words per minute and you never mistype or make an accidental error.

No Touch Typist (50cp)

You can mentally interact with input devices such as keyboards or mouses, sending signals to a computer without actually touching or moving the device. This lets you interact with

the computer at the speed of thought. No one will notice anything odd about this unless you want them to.

Dude, Enough (50cp)

You can easily resist temptation and know when to stop an activity. Like when it is 3am and you have to be up in 2 hours to get ready for work.

Don't Feed The Trolls (100cp)

You have infinite patience, and can easily tolerate even the most annoying and irritating behavior from others. And yes, infinite patience does translate to immunity to boredom.

Sleep Is For The Weak (100cp)

And you are not weak. You no longer need sleep in any way, feel no urge to do so, and suffer no side-effects from not sleeping. You can choose to sleep if you wish.

Almost As Good Looking As I Pretend To Be (100cp)

I have heard rumors that some people on the internet pretend to be better looking than they really are. Obviously, that doesn't apply to anyone from SpaceBattles, does it? Anyway, you are incredibly good-looking. On a scale of one to ten, you are a perfect ten. The exact details of your appearance, build, and "endowments" are up to you, but you look as good as it is possible for a human being to look.

What's more, you will always be a ten. No matter how dirty, injured, near dead, or anything else you might be, you will always look amazing. Your posture and movements will always show you in the best possible way, and you make any form of clothing or armor look incredibly good. You either never scar, or your scars just enhance your appearance. I guess it is a good thing you have perfect control over your fertility, and menstrual cycle (if female).

Anything that happens to alter your appearance, such as scarring, amputation, cybernetic implants, or genetic mutation, will always leave you somehow still looking incredible.

Total Recall (200 cp)

No, not the movie. You have an eidetic memory with perfect indexing, unlimited storage, tamper-proofing, protection from harmful memories, all the usual perks. This is fully retroactive as well. Now you can inundate the forums with more trivia than anyone!

Lurker Mode (300cp)

Whether in person or via electronic communications, it is extremely difficult to notice you when you do not want to be noticed. An observer would need god-like power (such as a staff administrator) to notice you when you want to stay hidden. This effect ends if you do something to draw attention to yourself.

Spacebattles Competence (400cp)

The pejorative meme is used online as a ruse, a double-bluff to cloak the truth. A select few SpaceBattlers really are as competent as rumored to be. With this training booster, you may

master any skill or ability that you already have the potential to do (you already need to have the ability to use magic in order to train in magic, for example) twice as fast as you otherwise would. Also, your execution is always technically flawless to the limits of your skill and knowledge; no fumbles, no slips, no unforced errors, and even your immediate reflexes are as smooth and accurate as if you'd had sufficient time to think about your next move. Lastly, your skills and abilities never degrade with disuse or the passage of time.

Creator

Talented (100cp or Free for Creator)

You got skills. Maybe writing, maybe art, maybe video game creation. Whatever your artform is, you have sufficient talent and skill to potentially make a living with your creations. You also take genuine pleasure in using these skills. This may be taken multiple times.

Persistent Muse (200cp or Discounted for Creator)

You are immune to any form of writer's block or other lack of inspiration. In addition, you have the willpower to stick to a project until it is finished. If you have another idea while working on a project, you can set it aside until you are finished, then return to that idea later with as much enthusiasm and inspiration as when it first occurred to you.

Efficient Use Of Your Time (400cp or Discounted for Creator)

There are only so many hours in the day, and dealing with real life can mean that your creative activities have to be put on hold. Now, you have a choice. Either work on your art while any work or chores that do not require interacting with other people are accomplished without you, or deal with your other obligations while your art produces itself, exactly as you would have made it.

Debater

Standards (100cp or Free for Debater)

You are superbly skilled at debating. Your arguments are well-laid out, you instantly recognize any logical fallacies, and you always know if an argument is straying into 'bad faith' debating.

Someone Is Wrong On The Internet (200cp or Discounted for Debater)

And it is your job to change that. You are extraordinarily convincing, especially when engaged in logical debate. You are actually capable of making people change their attitudes and beliefs simply by laying out why they are logically incorrect. You are capable, somehow, of conveying nuance and emotion in text, and no one will ever misunderstand your typed or written comments.

Supporting Evidence (400cp or Discounted for Debater)

No matter how well your arguments are presented, or how stupid your opponent is, you have to have evidence to support your claims. Now, you are an expert at finding that evidence. If the information you need is recorded anywhere, you will be able to find it online.

Troll

Feed The Troll (100cp or Free for Troll)

You may just be the most talented jackass to ever be born. You know exactly how to get to people, how to goad or insult them to get the biggest possible reaction.

Sock Puppets (200cp or Discounted for Troll)

Sometimes, even a troll needs a little help. But most people don't like trolls, so you have learned to be your own friend. You can maintain multiple identities on any system, and no one will discover the connections between them. You also become quite good at multitasking while having those conversations with yourself.

Karma Houdini (400cp or Discounted for Troll)

Some people deserve a second chance. You don't. But you are going to get one. Also a third, fourth, fifth, and maybe more. While you will usually have to accept some punishment for your wrongdoing, that punishment is never anywhere near as bad as it should be. Expect to merely be made to apologize for posting dick pics in a SFW forum, or do sixty days for murder.

The Man

Big Brother (100cp or Free for The Man)

It is not easy keeping track of a forum the size of SpaceBattles. Now, you have an edge. You will be instantly aware of any occurrence that requires your attention in any organization that you are responsible for. You do not know details, but you know there is a problem you need to check out and where to start looking.

Review The Records (200cp or Discounted for The Man)

While you certainly could make decisions without taking the time to understand what is going on, that is not really a good way to run a forum. Now you have the ability to instantly know all the facts regarding any situation you are responsible for adjudicating, provided they were facts that you could have accessed normally by spending the time to do so.

Respect My Authority (400cp or Discounted for The Man)

You are the Man, the Head Honcho, the Guy Who Makes The Decisions. When you lay down the law, people had better listen and obey. In any situation where you actually have authority, such as when working as a Moderator on a forum, people who would be expected to obey your directives will do so. Only the strongest willed individual would even consider disobeying your lawful orders. You also have a natural charisma that tends to make people obey you. If you shouted "Jump", you would be surprised how many people would be in the air.

Items

You can import similar items into any of these at no additional cost, even similar items from this Jump. Any item can be taken multiple times. If items are damaged, they will be repaired in 24 hours. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. Any modifications or improvements you make to these items will be retained, even if the item is destroyed. All Origins receive a **+300cp** stipend to spend in this section.

Smartphone (Free for All Origins)

You have a top-of-the-line smartphone that will upgrade to match the best equivalent device in each new jump, but will never downgrade. It never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data and memory. This smartphone can never be tracked, except by its own GPS app. It also has an app that takes you directly to the SpaceBattles Forums, and one that can play any soundtrack perk that you may possess. You can only take this once for yourself and once for each of your Companions and Followers.

It's Full Of Stars (Free for All Origins)

You can choose to reskin your Warehouse with a theme inspired by SpaceBattles. The specifics of this theme are up to you, but it does not increase usable space or add additional amenities.

Bare Necessities (Free for All Origins or 100cp)

You have a job that pays enough for you to live on, assuming you live simply. You also have a home of some sort, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. The job will be something you are capable of performing, and that works with your background, and the schedule will be flexible enough that it will not interfere in your SpaceBattling.

For 100cp, you have a trust fund that pays in whatever the local currency is, equivalent to two hundred thousand dollars (\$200,000.00) per year. Your home, vehicle, and other possessions are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from.

Each time you purchase the upgrade, move the decimal point one space to the right. This item follows you to all future jumps, along with all the accumulated money, adapting to any local currency as needed, and can be toggled off for a jump. Any other form of income you receive, including from other perks or items, can be added to the trust fund, and will also be completely legal with all taxes paid and documentation needed.

Laptop (50cp or 200cp)

You have an absolutely top-of-the-line laptop. It never needs to be recharged or maintained, will instantly repair itself, and can always connect to JumpChan's Wi-Fi network, along with possessing unlimited memory. It also has perfect antivirus/malware protections and cannot be hacked. For an additional 150cp, this laptop will upgrade to be equal to the most powerful computer of comparable size in the setting, and it will not downgrade if you go to a less

advanced setting. In addition, the upgraded laptop's connection can never be traced unless you give permission.

SpaceBattles Archive (50cp)

You have a full archive of the SpaceBattles Forums, including what was lost when the servers were crashed back in the day. It is current to when the Jump begins, and updates at the end of the Jump to include everything that happened in the interim. This archive has the best, most intuitive search function that ever existed, making it easy to find what you want. It even contains parts of the forums that are limited access.

Good Google (50cp)

You have the full suite of Google's products, including Chrome, Google Docs, and all the other utilities, that all work even better than Google advertised they would. Google itself has a near perfect, incredibly intuitive search engine that somehow seems to lead you to what you want, every time. It also provides unbreakable security for all your data.

Also, Google the corporation now actually lives up to its motto of "Don't Be Evil" so you need not feel any guilt or shame at associating with it, or have any concerns about what Google itself might be doing with your data.

Souvenir Bobbleheads (50cp)

In every Jump, you get Souvenir Bobbleheads of all important or iconic characters. These are indestructible.

Souvenir Pez Dispensers (50cp)

In every Jump, you get Souvenir Pez Dispensers of all important or iconic characters. These are indestructible, and come with an infinite supply of all flavors of Pez.

Username and Avatar (50cp)

Your chosen Username and Avatar will always be available and automatically assigned to you whenever you sign on or register into a computer forum or network of any sort. You can choose to use a different username or avatar if you desire to do so. In addition, your chosen Avatar somehow renders to beyond real life resolution and always looks amazing. Seriously, expect compliments.

Internet Access (100cp)

You can access any computer network, anywhere, through any system. This will not let you get into classified parts of the network on its own, but you will at least be able to get signed in to the system, giving you a place to start.

Media Collection (300cp or 350cp)

You have a digital copy of every form of media ever produced on this Earth as of the current date (or the end of the jump, post-jump). Every book, tv-show, play, movie, comedy routine, artwork, song, comic book, PC game, fanfic, or anything of this nature is yours to enjoy.

They are all stored on an indestructible flash-drive, which is read-only but will adapt to plug into any system so that you can access your collection. It is perfectly indexed and easily searchable, and has a random selection option that will always make a great choice of media to show you at any given moment. A copy of the **Media Collection** is also stored on your free **Smartphone** above and accessible through its own search app, at least for those formats the **Smartphone** is capable of displaying. And if you purchased the **Laptop** item above another copy of the **Media Collection** will be stored as a virtual drive on your laptop in addition to the flash-drive.

If a particular item of media requires a valid purchased license to own, play, view, etc., then the **Media Collection** will seamlessly take care of such things as needed.

Post-jump this archive will update to include a complete collection of all media from the real-world Earth up to and including the early 21st century, assuming it did not already. For an additional 50cp, it will update in each new Jump to include that world's media as well.

Well, It Is Called SpaceBattles (600cp)

You have to have something to fight them with. So now, you have a starfighter, chosen from a setting of your choice. The only restrictions are that it is a starfighter, nothing larger, and that it is not equipped with any form of WMD or superweapon, so no Little Doctor or Nova Bombs. This craft never needs to be refuelled or rearmed, never needs maintenance, and will self-repair in an hour unless fully destroyed, in which case it will be restored in 24 hours. You also gain full training to operate this vehicle. If you have to ask if a weapon is too powerful, it most likely is.

Actually, you have a remote-controlled toy/drone of this starfighter. You will get the real one after this jump ends.

Companions

Create/Import (50cp for 1, 200cp for 8)

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600cp to spend and the Item Stipend. These Companions can only take Drawbacks that affect them, not those that alter the world as a whole. You can transfer CP from yourself to a Companion, at a 1:1 ratio. You can create or import as many Companions as you are willing to pay for. The appearance, personality and personal history of newly created Companions is fully up to you, as long as it is reasonable for the setting.

Ursine The Mad Bear (Free for All Origins)

You will be joined on your extradimensional adventures by that fuzziest, most lovable and most lewdable (or so I have been informed) of death-dealing machines of ultra-violence, **Ursine!** I know, it is what you always wanted. **Ursine** will possess copies of all the perks and items you purchased in this jump, and will be loyal and friendly to you, as long as you do not annoy him or try to take his food. He also has a real working lightsaber, because reasons.

Pre-Jumper (50cp)

This is you. Well, previous you. A version of you as you were before you started jumping is going to be joining you as a Companion. How much they resent that you became the Jumper and they are just a Companion is going to depend on their, that is your, personality.

SpaceBattler (50cp)

You can take a version of an actual SpaceBattler with you as a Companion. There is one restriction though, you have to get permission. See the Notes section and be nice to each other.

Supplement Mode

You can choose to use this Jump as a Supplement to another Jump. All locations and starting time are based on the base Jump, and **CP** is kept separate. The Jump duration will be based on the base Jump, and you lose this Jump's protection from danger. Drawbacks are adapted as needed to the base Jump. You can choose to use this Jump as a Supplement multiple times, though only one at a time in case of multiple Supplement Jumps, but after the first time you will only get **CP** from Drawbacks. You cannot take a Drawback that you have taken in a previous use of this Jump, unless it says you can take it more than once. Supplement mode adds SpaceBattles to that setting, fanwank as to how, and ensures its survival through your stay there.

Drawbacks

So maybe **1000cp** was not enough for you. I understand, it happens. So, you can take a few of these Drawbacks to score some extra **CP** to shop with. There is no limit on how many Drawbacks you can take or how much **CP** you can gain from them. Go nuts.

Questionable Questing (+0cp)

Instead of being focused on SpaceBattles, this Jump is now about Questionable Questing. This also ups the Lewd quotient of the world to equal one of the Hentai jumps. Prepare for the Lewds.

Extended Stay (+100cp)

Your stay in this jump will be extended by five additional years for each time you select this Drawback. You may select this Drawback as many times as you like. SpaceBattles is guaranteed not to disappear or go under during your stay here.

Hunt and Peck (+50cp)

You are a lousy typist, you take far longer than most people and tend to make a great deal of typos.

Language Difficulties (+50cp)

You have problems with spelling, punctuation, and grammar, making reading your posts a painful experience for many people.

Real Life (+100cp)

Real life is going to be complicated, just like in the real world. You are going to run into inconvenient annoyances on a regular basis. Deal with it.

Real Life Is More Than Just Inconvenient (+100cp)

This removes your protection from accidental damage. It also negates any plot armor or luck perks that would also protect you from such. Watch out for Truck'sama.

Stupid Username (+100cp)

You are stuck with a ridiculous and stupid username. You cannot use any other username, and if your real life friends and family find out about it, they will start calling you by this name as well.

Stupid Avatar (+100cp)

You are stuck with a really stupid looking avatar picture. You hate it and it annoys you every time you see it.

Limited Access (+100cp)

You are only going to have internet access for about an hour every day.

Type Faster Than You Think (+100cp)

You have a bad habit of getting wound up and posting statements that you might rewrite if you stopped to think about it.

Poor Debater (+100cp)

You are just bad at it. Not necessarily debating in bad faith, but rather, your arguments are just unconvincing, overly convoluted and just plain boring.

Internet Tough Guy (+100cp)

You might not be a bad person, but the temptation of being anonymous has seduced you, giving you a tendency towards ITG. Fight the urge.

Let It Go? People Actually Do That? (+100cp)

Other people, certainly... but not you. If someone is *wrong* on the *Internet* you will keep arguing the point until either everybody else out drops from exhaustion or you start catching mod warnings and/or off-topic calls. You don't *necessarily* have to be an asshole about it (that's the other Drawback), you can be polite and eloquent to the best of your abilities should you so choose... but you simply will never realize when the best argument would be no argument at all. The perk **Dude, Enough** or other willpower or emotional clarity perks will not protect you from this.

Mod Attention (+100cp)

They are watching you. Anything you do that is even borderline is going to be infracted. Better familiarize yourself with the appeals process, you are going to need it.

Trollish Stalker (+100cp or +200cp or +300cp)

A troll is stalking you. He is going to show up on every thread you post in. He will push to the very limits of what the Mods will allow, and even when he does get infracted, the staff will be lenient on him. For an additional +100cp (+200cp total), he knows your name and where you live, and will try to insert himself into your life, to mock and humiliate you as much as possible just as he does online. For a further additional +100cp (+300cp total), all of that is just build-up, until he is ready to kill you and wear your ribcage as a hat. He is about as skilled a serial killer as Dexter from the show of the same name, and you are no longer protected from danger in this jump.

Jumpchain Is Just A Game (+300cp or +350cp or +500cp)

You lose access to your Warehouse, as well as to all Perks and Powers except for your Body Mod and anything purchased here. For an additional +50cp (+350cp total), you lose your Body Mod as well, and are back in the condition you were before starting Jumpchain. For a further additional +150cp (+500cp total), you will forget that you are a Jumper, thinking you are just an ordinary guy. You are just sitting at your computer, reading this weird Jump that Ursine posted.

Toucan (+300)

Every now and then, you will run into a toucan. Maybe it will be pictures of it online, maybe it will be in the real world. But every time you see this toucan, something awful is about to happen to you. This will never kill you, but it could easily make you want to die.

It's A Trap (+300cp)

Someone is trying to destroy SpaceBattles as a whole. They are ruthless, intelligent, very tech savvy, and have extensive resources. This is a problem, because if SpaceBattles dies, you fail your chain. This obviously removes the fiat protection from SpaceBattles being shut down.

Final Choices

So, you survived your time as a SpaceBattler! Quite a struggle, wasn't it? Really put those anti-PTSD perks to the test, didn't you? As a reward, the SpaceBattles Forum will always be available to you in future jumps, from any computer with access to any form of public network. How does that work when this world is frozen in time? I haven't the slightest hint of a clue.

Of course, if you don't want continuing access to SpaceBattles for some reason, you can choose this copy of Colonel Sanders fried chicken recipe, complete with all eleven of the secret herbs and spices, instead. In fact, you can have the ability to summon unlimited amounts of anything that has ever been on the KFC menu, and a Colonel Sanders costume. Enjoy.

Anyway, you need to make a choice. You can Go Home, which takes you back to your original world, Stay Here, which is remarkably similar to the previous option, or Keep Jumping, which is of course the correct answer.

If you choose to Go Home or Stay Here, you get all the perks and items from this Jump that you did not purchase before, free of charge, plus an Ursine The Mad Bear combination Bobble-Head/Pez Dispenser with infinite Pez that is always the flavor you would enjoy most at that moment and has no negative health effects. Enjoy.

Notes

Is This A Joke Jump?

I don't know. Do you consider the forums we all spend so much time on to be a joke?

Are There Bear Ninjas?

Yes, there are. They are everywhere, and they could be posing as anyone. And they are allied with Santa, so they know you have been naughty.

Well, It Is Called SpaceBattles

Actually, if you are using this Jump as a Supplement and the base setting is science fiction or has advanced spacecraft, you get the real ship right away. You still get the toy/drone as well.

Is Ursine Actually A Bear?

Yes and no. Or maybe no and yes. He is a bear when it would be advantageous to be a bear, and is human when being human would be better. No one seems to find this odd. Not even you.

Real Working Lightsaber

By real and working, I mean the plastic kind that lights up and makes noises. Did you really think I meant a real one?

Efficient Use Of Your Time

To paraphrase Christopher Walken: Anything can be art if you are good enough at it. In other words, this perk functions for any kind of activity, not just creative work or art.

SpaceBattler

A current list may be obtained on the SB jumpchain thread under **Threadmarks:** Generic SB Companion Advert List by No Such Entity. Any not listed there, ask them and

respect their decision. If this starts arguments, I will remove it, and everyone will hate you for ruining their fun.

Final Choices

You only get one reward or the other. If you truly have to get both, compose a short poem about how awesome bears are and post it in the SB Jumpchain thread. Go ahead and tag Ursine in the post. That gives you both rewards.

Change Log

Version 1.2

- Changed the **Talented** perk.
- Changed the **Final Choices** section.
- Changed the note about the **SpaceBattler** Companion option.
- Added an **Efficient Use Of Your Time** note.
- Added a **Final Choices** note.

Version 1.1

Changed the **Final Choices** section.

Changed the note about the **SpaceBattler** Companion option.

Version 1.0

Created the document.

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