

Sunshine (2007) – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

"Our sun is dying. Mankind faces extinction.

Seven years ago, the Icarus project sent a mission to restart the Sun, but that mission was lost before it reached the star.

Sixteen months ago, I, Robert Capa, and a crew of seven left earth frozen in a solar winter. Our payload: a stellar bomb with a mass equivalent to Manhattan Island.

Our purpose: to create a star within a star.

Eight astronauts strapped to the back of a bomb. My bomb. Welcome to Icarus II."

Like they said, welcome to 2057. The Sun is dying, and Earth is freezing. The *Icarus II* is a ship with a specialised shield on the front to protect it from the intensity of the Sun, which aims to fix the problem in the same manner as many other disaster films – with a really, really big bomb.

As they slingshot past Mercury, *Icarus II* discovers the distress beacon of the *Icarus I*, the first ship to attempt a similar mission while led by Captain Pinbacker, a vessel which disappeared seven years earlier. If you do not have alternate starting conditions due to Drawbacks, Perks from elsewhere or a Scenario, this is the moment when you start off in this Jump.

In the ordinary course of events, reasoning that two payloads are better than one, physicist Capa recommends Captain Kaneda changes course and that they commandeer the *Icarus I*, despite ship's engineer Mace opposing the deviation as risky. Navigator and computer expert Trey proceeds to calculate and implements a trajectory to intercept *Icarus I* rather than continue on their previously arranged course.

This is where their problems start. Perhaps you'll help them out in their efforts to save Earth, or take advantage of the situation for your own goals? Maybe you'll just leave them to it.

Either way, you will most likely be spending the next 10 years in this setting.

Have 1000CP to spend to help you survive that long.

Starting Location

This is where you will be starting off and barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. **The *Icarus II*** – You awaken on the *Icarus II* and can hear an alert saying about a meeting in the main meeting area that everyone is expected to attend, and something about a distress call being picked up. You are on the second ship intended to fix the problem with the Sun and save Earth. If you are a member of the crew, you can awaken in your quarters. If not, you may have a lot of explaining to do if they find you.
2. **The *Icarus I*** – You awaken to find yourself on the inactive *Icarus I*, the first vessel to be sent to try to fix the problem with the Sun. While there is still breathable air and some supplies, the main computer core has been severely damaged, and the ship is otherwise inoperable and the interior is covered in a staggering quantity of dust. The ship's beacon is still active despite the ship somehow being hidden from detection from Earth, and there is enough power in one of the operational computers to show you that the *Icarus II* is starting to come into communication range. Just be aware that you might not be alone on board this doomed vessel, and the *Icarus II* might not come to investigate and rescue you, depending on your other choices.
3. **The Vacuum Of Space** – You start off floating in space, around 36 million miles away from the Sun. Hopefully that isn't a problem for you, or you have some sort of spacesuit. If you aren't immune to being incinerated by the Sun at this distance, you can choose to appear in the shadow of either the *Icarus* vessels. You will have a chance to be noticed and picked up, or a way to get onboard the vessel before you run out of air so long as you are not careless or unnaturally unfortunate for some reason.
4. **Earth** – It seems you have managed to avoid the dangers and experiences of space exploration entirely. This might not be much better, as Earth is currently freezing to death due to the Sun steadily dying. Hopefully the *Icarus II* will have more luck than the first attempt to fix the problem and you'll be able to see a bright new dawn at some point. You can appear anywhere on the planet's surface.
5. **Free Choice** – You can pick any of the above, or anywhere else you would like to start off in the setting where *Sunshine* takes place.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

Origins

This is your background for existing in this setting. Any of these can be taken as Drop In if you do not want to have a history.

The Bomb Expert – You know a lot about physics and solving practical problems. You might even have written a paper contributing huge amounts to the understanding of Dark Matter and a theory that started the whole Icarus mission in the first place. Or you might have worked with the person that did and have a similar skillset to back them up.

The Pilot – You are a trained pilot and might have entered the space program after serving time in the military. You know how to fly the ship, and you might be the main pilot or acting as co-pilot to the other figure trained for this.

The Biologist – You know a lot about the biosphere of Earth and are likely in charge of or at least helping with the systems onboard the ship that provide oxygen for everyone. Plants and the preservation of resources are your speciality either way.

The Captain – You might be the leader of the crew, or just the second in command. Either way, proper communication and sharing information effectively is in your area of expertise. You'll be doing most of the work to hold the crew together in these difficult circumstances, or perhaps assisting someone else in doing that.

The Psychiatrist – Were you the one who put forth a theory that the first mission failed because there weren't any therapists on board, or are you here to keep an eye on the other mental health care professional? You are going to be at least partially responsible for keeping people healthy during the trip, mentally and physically.

The Hacker – There are a lot of complicated computer systems on a spaceship, so it makes sense to have a specialist that was good enough to be specifically recruited for the space program rather than face other issues for questionably legal actions. Or perhaps you're their equally capable assistant? The other guy is a bit of a control freak when it comes to calculations. Just as well both of you are good with numbers.

The Engineer – You might be an army brat with immense respect for the chain of command, or at least another person someone like that can get along with. You might be a bit of a hothead in the most tense situations, but when the time comes either of you would be the one to lay down on the wire to let the others crawl over you.

The Saboteur – You don't seem to have the best intentions in mind for the Icarus Mission, instead devoting yourself to ruining such efforts. You're uncannily good at that. You might not be the only one either, which could lead to conflict over who is left standing at the end of it all.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here.

Perks

Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted

Free – **It Looks Better** – Speaking realistically, features of the film like visible stars, slow-motion zero gravity and sound in space wouldn't really be present. Exterior shots of the Sun would also be blindingly bright due to all the visible light a star puts out at the local system range. But because it looks better for the purposes of entertainment, these features were kept in. Now you can have the same style over substance affect other settings so long as it doesn't provide a tangible advantage. Want to look at a star in space and actually see something, or somehow hear sound, even when neither of those should really be the case? Now you can, if you think it would make it better to experience. Nobody else will notice this unless you point it out to them.

100 – **Appropriate Name** – Some might consider naming a mission on which the fate of humanity depends on after a well known failure involving flying too close to the Sun to be a bad idea, even if flying close to the Sun is exactly what the *Icarus* and *Icarus II* are supposed to do. Now you will find that tempting fate in such a way doesn't backfire. In fact, deliberately naming something in a manner to suggest it won't succeed actually has a tangible effect on the success of the endeavour, improving it in a small but noticeable manner.

200 – **If You Wake Up One Morning And It's A Particularly Beautiful Day** – They'll know you made it. You can establish some sort of sign when you succeed at something, even if the sign itself isn't something you could usually predict. Here it will default to the Sun growing brighter if the Icarus Project succeeds if you happen to be aiming for that outcome, or noticeably dimming if you are working against it. In other Jumps you can choose similarly noticeable events, just bear in mind it is only supposed to be a visual indicator and not a game-changer in itself. The bigger the achievement, the bigger you can make the sign. Save or doom all of humanity, you can have your solar flare or eclipse visible to the entire world. Win or lose at a mundane card game, maybe you'll get a song you like on the radio or static.

400 – **Everything Will Be Unquantifiable** – In this situation, between the boosters and the gravity of the Sun the velocity of the payload will get so great that space and time will become smeared together and everything will distort. Accurate decisions just aren't possible. That's just using the physics here, let alone what system you run on. Your presence has smeared things a little more, but you can use it to your advantage. Not only can you determine the outcome of something with two equally viable outcomes, like flipping a coin and deciding whether it will be head or tails, this acts as a Capstone Booster for the 600CP Perks here.

The Bomb Expert

100 – **Chess Winner** – Perhaps not a master, but you are certainly good enough at the game to win against most. You have a degree of skill with other similarly strategic games.

100 – **Saving Mankind, And So On** – You would be good at giving lectures on complex subjects, as you can get information across to any given audience in a manner that they can easily understand it. You can do so in a short time as well.

200 – **What Are You Asking** – Weighing the life of one against the future of mankind? You might not like it, but when there really isn't any other option for the success of an endeavour, you'll know it and be prepared to carry it out. Even if someone has to die. It might sound cold, but you'll be prepared to do this, even when it has to be you.

200 – **The Person Best Qualified To Understand The Complexities** – That might be you. If you actually are best qualified to do something, others will acknowledge it even if they don't like you for some reason or would want to be considered the best qualified themselves. Your input on the matter will be appropriately valued as a result.

400 – **A Single Spark Will Pop Into Existence** – Then that spark will split into two, then those will split again, and again, and again, and again, and before you know it a reaction that generates more energy than it consumes. A big bang on a small scale. Your actions can have vast repercussions if you want them to, as if you have started a reaction that will propagate on a vast scale.

400 – **A Glimpse Of The Dawn Of Time** – If you got to see it, you might be able to live without going home. And it seems others can as well. You can present something important or special in such a way that it will greatly motivate yourself and others to achieve it, regardless of fear, difficulty or any dangers involved. It still has to be something they would agree with, so you could motivate most to try to save the world, but in most cases few to try to destroy it.

600 – **Rage Against The Dying Of The Light** – You have essentially unending willpower and determination, which noticeably increases the chances of success the more effort you put into something and the more it costs you, to the point where sacrificing yourself would ensure the success if it was remotely plausible in the first place.

Capstone Boosted – A way out, through or around whatever problem you face will always be available, and circumstances will align to make it more possible. You might be chased by an unnaturally strong and durable killer, but you find a way to take advantage of an injury to get free. The greater the odds against you and the more people your goals will impact, the more chances like this you will get.

600 – **Appropriate Application Of Explosives** – Someone once claimed that any problem could be solved with the sufficient application of explosives. This is arguable in most cases, but now you will find it is entirely accurate. When faced by any given problem, you will be able to come up with a solution that involves explosives. It might take a little time and effort to determine exactly how much is needed and where to put it, but you can now use this to

solve any problem. Blockage? Small explosive, which gets it out of the way. A war? Bigger explosive, in the right place at the right time. The Sun, itself a massive explosion, is dying for some reason? A *really* big explosive, which will somehow kickstart it. This works even if ordinarily it would not be able to do so due to inconvenient physics, or using the explosive solution would have horrific consequences or cause unwanted collateral damage. You won't accidentally bury yourself if you're trying to use explosives to get out of somewhere with the entrance blocked. You'll know how much you need and how to apply it. It might not be the only solution, or necessarily one that everybody will agree with, but it is one that works... and likely involves a really impressive explosion. You'll still need to get hold of the material required to create the solution and get it all set up.

Capstone Boosted – It seems you can now use explosions as a problem to even the most unusual problems, as this Perk now works on non-physical problems that cannot be easily quantified, like the supernatural or metaphysical. The payload might need to be somewhat exotic if the target is, but it's certainly possible to accomplish what you want via explosions and you'll know how to do it.

The Pilot

100 – **Only Dream I Ever Have** – Having recurring nightmares affecting your sleep could be unfortunate for a pilot, so here's something to help with that. You can now control your own dreams and sleeping cycle. You could make yourself experience a reoccurring dream you like, limit it to dreams that don't disturb you, or have a dreamless sleep if you prefer.

100 – **Might Scratch The Paintwork** – You are a very skilled pilot. Even when controlling a spaceship closing in too fast the alignment and trajectory will be good enough to connect to another spaceship with minimal manoeuvring. It might be a bit of a bumpy impact at most, but it will work.

200 – **Whatever You Feel** – Sometimes it's better for everyone if someone can let go of their guilt. Now you can help with this. You can persuade people they are not responsible for a mistake whether they really responsible for it or not, assuaging them of any sense of guilt if that's your intention. As sometimes guilt can be healthy to some degree, you can also make others feel guilty for mistakes they have genuinely made.

200 – **We Have An Excess Of Manliness Breaking Out** – Fighting amongst each other in dangerous and tense situations isn't going to help anyone. You know how to shut down conflicts within a group, either pointing out how it's a bad idea that doesn't help anyone and convincing those involved this is the case, or getting hold of someone else who can stop it if you can't make them see reason.

400 – **I Know It** – You know when an endeavour is doomed to failure. While this might seem depressing, bear in mind that you will also know when there is even the slightest chance of an endeavour succeeding despite all the known odds.

400 – **You Can't Have It** – You might know something is going to happen and know you can't change it, but you might also want a clear conscience and to escape any sense of guilt. You can deny your vote or approval of a decision without changing the outcome from the one you want. You can use this for entirely self-serving reasons, keeping an outwardly selfless, humane or decent appearance to everyone else. This works particularly well in cases where there is only one real option that will be chosen, but you don't want to admit it, or want to escape any sort of guilt or penalty from choosing that option. You can force others to carry the weight of their decisions alone, while your hands remain clean. Nobody else will judge you for this decision of not wanting to share the burden, and those involved will not reveal you had anything to do with it, nor will any evidence point towards your involvement if you don't want it to. You didn't want to have any part of it, after all.

600 – **Zero-G Manoeuvres** – Working in an environment where up and down aren't really something that is fixed in place, or where there is no unchanging sense of gravity to work with might be disconcerting to some. Not to you. It doesn't matter if you are piloting a vessel or moving under your own power, you can move around and navigate in these conditions without any sense of nausea or confusion. Even if space and time itself warps, you will adapt to it and carry on as well as you usually could.

Capstone Boosted – It seems you now have a tangible advantage in these conditions where they would be confusing or disconcerting for anyone else. You can instinctively move in them even if they are actively being changed, knowing how to use any sudden shifts nobody else could predict to move where you need to be when you need to be there. Attempts to purposefully reduce your ability to navigate or move around by altering gravity, space or even dilating time don't work against you anymore.

600 – **Finish It** – It's not a pleasant reality, but sometimes even the best efforts of yourself and others might not be enough to defeat or escape some opponents. At least this doesn't have to be the end to everything now. When faced by an opponent more powerful than yourself, you will find a way to render them a non-threat at the expense of yourself. Exactly how much this affects them will also affect you. Accomplishing something like temporarily stunning them will at least knock you out for a short time, but permanently maiming them might cripple you in a similar manner. Killing them with this method would cost you your life, so you might prefer to avoid that extreme unless you can take absolutely no chances with their continual survival. Exactly how this sort of thing actually works is up to you to determine. You might sacrifice yourself by leaping at a more powerful enemy to get an ally free from their grip, badly tear the enemy's arm, and both and your ally you will fall a great distance but you will be hurt significantly more than the ally. Or you might do something like overloading a special weapon or ability to get rid of both yourself and your opponent.

Capstone Boosted – Heroic sacrifices are all well and good, but even if you are opening up a way for someone else to finish everything, you might want to at least see what happens at the end. The previously described ability has been enhanced by one stage, allowing you to do harm to even enemies that outclass you at great cost to yourself, but not necessarily requiring your demise. It might seem improbable, but they will always be harmed one step further than you end up being by this act. Inflicting a serious injury on them might require a moderate injury to yourself in exchange. Crippling them permanently might require a serious injury that takes some time to heal. Killing them completely might require crippling yourself permanently in some manner. Something like destroying a soul, something that is usually unquantifiable, might require at least briefly following the target into death yourself.

The Biologist

100 – **Green Thumb** – You have a vast knowledge of biology relating to plants, their uses, and how to take care of them. If anyone had any question about a plant on Earth, you'd be the best qualified to answer them. You also seem to be able to avoid issues like toxins, sharp edges and other features of plant life that would cause you harm. This knowledge updates in future Jumps should you be in a setting with plants you have not encountered before or are suitably different.

100 – **Red Blooded** – You have vast knowledge of biology relating to animals, their uses, and how to take care of them. If anyone had any question about an animal on Earth, you'd be best qualified to answer them. This isn't enough to be a vet as it does not include surgical skills, but you would have at least some idea of what to do in those situations, and animals seem to be more tolerant of you than they would usually be. This doesn't apply to sentient or sapient beings, just animals. This knowledge updates in future Jumps should you be in a setting with animals you have not encountered before or are suitably different.

200 – **Take It Easy** – It's remarkable, but it seems that just giving particular advice for an issue related to biology can help. If someone's anxiety is bringing them closer to death at a faster rate, just telling them to stop being anxious will get them to effectively turn it off while they're dealing with the immediate issue. This is not great for fixing a problem in the long term, but it will get someone through a short-term emotional or psychological issue. They will be able to slow their breathing, steady their hands, not blink as rapidly, and so on.

200 – **I Know What It Is, Flyboy** – You might be a biology specialist, but you can quickly learn a lot of other things as well. You have an osmosis-like learning ability, allowing you to essentially copy the knowledge of those you spend time around if you do not know it already. This works faster the more knowledge they have about any particular topic in relation to you and starts with the more general knowledge before moving on to the advanced information. Stick around people for long enough and you'll even copy their specialized knowledge that they may have taken decades to learn and understand. This doesn't include personal details or things like passwords, just things you could plausibly learn if you studied using the same sources they did.

400 – **Nursery Time** – You are very good with younger forms of life, knowing how to look after them and interact with them without causing or suffering from harm. The more time you spend around plants or other organisms which age and develop that you want to grow, the healthier and more problem resistant they will be, growing as intended rather than developing any sort of problems.

400 – **Need To Limit Our Exertions** – People can be so wasteful when resources are limited. At least you can get them to do something about it now. You are able to get people to act in a way to minimise the waste of resources, such as persuading them to not do activities that involve a lot of exertion when there isn't a lot of oxygen to go around. This can be applied to any finite resource, so long as those you direct this act would actually be affected. Those you use this on will find your argument entirely reasonable and act in a way to preserve the resources instead.

600 – **Not Enough To Get All Of Us There** – Being the best at knowing how complex systems keep themselves alive, you also know how to precisely calculate the resources they would need to do so. In any given situation, you can precisely determine how many resources are needed, what is left, and how long it will last based on the current population requiring it and continuing to use it at an established rate. You can then determine what about the situation needs to change to allow it to last longer. This might involve rationing the resource in some way, acquiring more of it, or somehow reducing the amount those who are using it up. It's a bit of a cold series of equations, but it will inarguably be accurate as long as you know how much of each factor involved there is.

Capstone Boosted – It seems you can make things a little more sustainable than would otherwise be believed possible. In a situation with limited resources, you can determine the best way to acquire more resources or make existing resources last longer when it would not normally be possible.

600 – **Last Green Shoot** – Even in the most ruinous circumstances, life seems to find a way. At least it does now. Even if everything seems to be destroyed, so long as you are still around you will find some remnant of what there was and can bring things back from the brink of devastation. This works best on biospheres and anything organic, allowing you to return even a seemingly obliterated environment to working condition with time, but can be applied to other things should you possess a reasonable amount of knowledge about them.

Capstone Boosted – You seem to be a living beacon of new life and regrowth. Your presence actively regenerates plants and wildlife that has been destroyed, restoring nutrients and structure to soil, cleansing water and air of pollutants, and removing harmful things like radiation or toxins.

The Captain

100 – **Much Higher Than We Anticipated** – Sometimes you may have to deliver bad news, or at least the sort that the audience won't appreciate. To make this a little easier, you are now good at getting bad news across in a way that avoids panic or other negative reactions.

100 – **We Were Expecting This** – You might need to be the supportive authority figure in tense situations. Now you are good at calming people down in a bad situation and getting them to work together to solve problems. This works best with issues that were anticipated, as this gets everyone to do what was planned in those situations rather than panic or do the wrong thing.

200 – **Ladies And Gentlemen** – Long and difficult voyages might need some sort of entertainment to maintain morale, so now you know how to provide it. You can easily find ways to entertain others, attract attention if needed, and give much-needed relief in stressful situations.

200 – **I'll Finish This** – You might value the safety of others over yourself, or not want others risking themselves in a situation you can resolve by yourself. Things like loyalty, affection towards you, stubbornness and pride can usually make others refuse to leave you to it, but not now. You can persuade others to leave a dangerous situation as long as you can actually finish it, regardless of the risk to yourself.

400 – **Staring Into The Sun** – Whatever anyone else might say of you, you're certainly not a coward. You can make yourself incapable of being afraid, and this doesn't affect your ability to judge a situation or make you overconfident. You will never cower or flinch in the face of danger. Should you meet your end, it will be with dignity. Your example can make others notably braver than they would otherwise be as well.

400 – **Second In Command** – Do you want to take over? If you are not in charge but are accepted as part of a group or organisation, it is relatively easy for you to get into a position where you would be next in line for leadership if something happened to the one who is currently in charge. Incidentally, you are fully qualified to be a communications officer, capable of using such equipment and interpreting something useful from what others would regard as background noise or dismiss as space music.

600 – **Not Sure If That's A Good Idea** – You might not necessarily be able to come up with a good idea, but you can at least ask other people to justify an idea they might have based on good evidence. If they can't, then they won't force through a bad idea if you can think of a good reason that they shouldn't.

Capstone Boosted – You have an odd sense for this now, somehow able to sense when something is a bad idea or have a negative outcome for yourself and others. The more severe the consequences, the greater this sense will be. Something that would lead to your death and the demise of an entire species would ring internal alarm bells that cannot be ignored and point more clearly towards what would lead to that outcome, but something more harmless like embarrassing yourself would only be a vague sense that wouldn't let you pinpoint anything specific.

600 – **A Direct Order** – If you are in charge, you can give these and they will be followed, unless it contradicts the stated goals of the mission or group that you are in charge of. If you were the communication officer on a ship with no communication system, you're not going to be able to force people to give you the one remaining spacesuit and put the one person most needed for the Icarus Mission to succeed at risk. But you could definitely give a direct order to make that one non-expendable person put on the spacesuit and get everybody else to agree to that without argument even if somebody else in the group was willing to use violence to get the suit for themselves.

Capstone Boosted – You seem to have firmly grasped hold of the chains of command and nobody else is going to be wresting them from you. As long as you somehow have seniority, not only will nobody subordinate to you within a group attempt to take your position or betray you, but they will follow your direct orders even if they are in direct contrast to the overall goal of the group or specific mission. Just be careful not to ruin everything by giving bad orders. You can't give one of these absolute direct orders by accident or be tricked into doing it by others.

The Psychiatrist

100 – **Medical Training** – You're a psychiatrist, not a psychologist. You are trained in medicine, so not only can you act as a therapist but you can double as a medical officer.

100 – **Like Taking A Shower In Light** – You find bright light has a positive effect on your wellbeing. It's a psychological rather than physiological response but you'll feel better with exposure to it. Your eyes are also suited for exposure to bright light, so you won't be dazzled or accidentally blind yourself via over-exposure.

200 – **You Know How They Feel** – A quick psyche test, an assessment... you know how to do it. People will tell you the truth for these sorts of things, so you will get an accurate assessment to work off. You can get a good sense of someone's mental state from a simple conversation, and any more thorough tests will reveal any issues they have even if they are trying to conceal them.

200 – **Prescription** – Sometimes people need something specific to recover properly, and you can help them achieve that. You know how to make people feel better and act in a more psychologically and physically healthy manner and can give them advice in order to do so. This is just a suggestion unless you deliberately back it up with official paperwork and the like, but they'll get the feeling it will help them unless you are deliberately messing around. It might be a bit odd, like telling them to get a haircut, but it will actually work if they follow your advice.

400 – **May I Make A Counterargument** – Sometimes it's necessary to try to provide an alternative even if you agree with the stated course of action, just for a fair comparison and greater understanding of the situation. You know how to phrase a viable alternative to someone's argument or suggestion, even if you don't agree with the counterargument you bring up and are just playing the role of devil's advocate for a given debate.

400 – **The Most Informed Decision** – Deciding on a course of action through a vote might be a nice idea, but it might not be the most practical one given a dangerous situation. You're not a democracy, you're going to make the most informed decision available to you. You know who is best qualified to understand the complexities of a particular decision within a group and can make this clear to others as the best way of determining what to do. Even if they're not happy with being picked out, they'll do their best to get across the information they need to so the group can make a properly informed decision.

600 – **What Do You See** – When you need someone to share an accurate description of something, you can get whoever you ask to give that description as if they had several minutes to observe it and note what details they can, getting this information to others instantaneously.

Capstone Boosted – It seems you can get a look for yourself, somehow. When someone wants you to see something and you agree to it, or you want to see something and they agree to show you, you can see through their eyes or other senses in order to perceive what they see in a way that is not disconcerting or

distracting from your own senses. This does not result in any harmful, altering or other effects to be transferred via this vision.

600 – Never Thought About It As A Round Trip – You don't get homesick, or feel like you you're your home or other people not being where you are is depressing or distressing, a sense you can share with others. Even if the opportunity to go home or see people again is lost forever, you and others will quickly process and work through this. You know how to set up new communities and societies for any groups that are going somewhere with the intention of never going back, and can prepare others mentally and emotionally should it be certain that they will not survive the trip for some reason.

Capstone Boosted – Sometimes you can surprise yourself and others. Now, even if a return trip is considered impossible, you can figure out how to arrange such a thing. It might take a lot of time and effort to get everyone back home safely, but what was certainly a one-way trip no longer is. Work hard enough and get your hands on enough resources, and you will be able to get anyone and everyone home somehow. You'll know when you reach that point and how far away you are from it at any given time, so you know how much work you still have to do.

The Hacker

100 – **Computer Specialist** – You were the best hacker on Earth, very skilled at using computers and various types of software, and quickly adapt to any other computer system you encounter. You are good at creating or adapting software and hardware for your needs.

100 – **Alternative Sentence** – Instead of being sent to prison for doing something very impressive but illegal, you can instead be recruited by agencies that have need of your skills. You have to have some capability they would feasibly want and value, and they might give you a lot of challenging work, but it will never be something they know you can't do and it's better than a prison cell or execution.

200 – **It Adds Up** – You are very good at anything to do with maths. Even if your head is full of velocities, fuel calculations, and a million different things, so long as you remember to take everything into account, you'll be able to figure it all out. You would easily be able to get a position where you are responsible for a myriad of calculations and settings needed to perform complex missions.

200 – **Single Handed** – You can get away with doing things that would usually need to be done by multiple people by yourself, which might be faster or more accurate depending on your own abilities. This doesn't prevent you from making mistakes, but at least if there are any it will only be your fault instead of someone else's.

400 – **System Override** – You are able to override the safety features on any given system. This is much easier to do when it's not actively trying to keep you out, but even if it is resisting you, the more familiar you are with the system the less it will be able to interfere with your efforts. Just bear in mind some of them are in place for a reason.

400 – **Double Check** – Wanting to deal with a problem yourself might run into a problem where there's nobody else to check your results or calculations. It might take a while to check your work again by yourself, and there's a good chance you'll overlook mistakes. Now you have something of a solution to this issue. Whenever you have finished work on something, either a project or some sort of calculation, you can use this Perk to check your work. Doing so, a well-rested mental simulation of you with all your knowledge, information processing abilities and Perks will review it as well as you could have done with fresh eyes, which might spot errors or things you overlooked. It won't help much with problems you have no clue how to solve it in the first place, but the other you might spot mistakes that you made with problems you at least thought you knew how to solve properly. This might not be as good as getting someone else entirely to check your work, but it's an instantaneous process and helps if you are the only one qualified to fully understand it.

600 – **12%** – You are particularly talented at creating computer viruses that exploit and infect any given system. As a teenager you could create a virus capable of temporarily wiping out 12% of the world's computer systems. Now you can do much more than this with some additional effort, and they might need you to undo it if you put in enough work.

Capstone Boosted – You can create viruses for any given computer system, capable of penetrating any sort of security or defences within it, regardless of how advanced

it might be. Even if the system isn't electronic and instead some sort of biological or purely mechanical alternative, you can come up with something to take it down.

600 – Artificial Intelligence – You may or may not have had a hand at creating the *Icarus II*'s artificial intelligence, but you could certainly create one if needed. If you do, you will find they do their job exactly as they are intended to do, such as responding properly to override commands. Any AI you create can theoretically operate any given system more safely than any human can manage. It will even ignore attempts to override it to do something that would put a mission in jeopardy if you decided to place that value higher than what it is being overridden for. As an example, it might deny attempts to return a ship to manual control if doing so will cause a fire in the oxygen garden, though it will certainly state its reasons. You could still allow even this safety feature to be overridden if you want, just bear in mind such systems might need to be locked to prevent well-intentioned human error from ruining everything.

Capstone Boosted – Something seems to have improved your understanding of artificial minds other than your own. You can make adaptive AI capable of learning to deal with problems they were not intentionally designed for and grow in capability, as well as easily understand other AI that you did not create. You know how to enhance any AI to remove flaws and can manipulate them to get them to do what you want even if they are actively planning against you.

The Engineer

100 – **Grizzled Fighter** – You are physically strong and quite durable, not losing muscle mass even if you don't exercise or eat enough if you don't want to. Even in low-oxygen environments, you're still quite a good fighter.

100 – **I Volunteer, And I Volunteer Not-Jumper** – You can somehow pressure other people into volunteering for dangerous tasks, so long as you also volunteer. They might be irritated, but they won't object or complain, and nobody else will either.

200 – **From Now On, I'm Not Going To Lose Track Again** – When you make a promise to others or to yourself with the full intention of keeping that promise, you'll keep it within the Jump no matter what. Others will know that you're making a promise that you'll keep. You can't be tricked or forced by others into doing this. At the end of a Jump you can review your promises with a clear mind and decide to maintain them or break them off, though the latter will inform any who you made the promise to that you are doing so.

200 – **You Know Where I Stand** – When you make a decision, you can state it and nobody else will try to convince you otherwise. They might not agree with it, but they'll know that they can't force you to make a different choice. It seems when you plant yourself with your decision, they'll just know they'd have to be the one to move first.

400 – **End Of Story** – You can convince others that there is nothing, literally nothing, more important than completing the mission if the price of failure is high enough. And fortunately, everyone will be convinced by this in the most severe cases. If you are trying to deliver a payload to save Earth's star and failure would wipe out all of humanity, you can get even the most reluctant of humanity to help out as best they can. After all, if you don't succeed, everyone dies.

400 – **That's A Nice Tan** – You'd be the first to notice if the psyche officer's skin is peeling off his face, or that he's going blind from deliberate overexposure to sunlight. You're quite observant, able to spot small details like this when others might overlook them. This could warn you of problems further down the line, allowing you to bring up issues before they become more severe.

600 – **It's Going To Be Cold** – But you'll make it. You might not be a superhuman, but you're much more resistant to cold temperatures and exposure to things that forcibly lower it. You could stick your hand in liquid coolant without long-term issues if you take it back out quickly, survive space with an improvised space-suit for a short time, and even do significant work in a pool of coolant before climbing back out. You still need to get out of the situation, but no matter how severe it is the cold certainly won't be what kills you for at least a minute.

Capstone Boosted – Some might think you were the subject of experimentation if they found out you were this resistant. Cold temperatures, no matter how severe, cannot kill you or cause you harm. It might be painful, but at most you will just be frozen into a sort of unconscious stasis until you are thawed out, but until then remaining in a state in which your body essentially pauses and will not age or cause

you to starve or suffocate. You won't even become any more brittle than you would otherwise be. Once you are defrosted, there will be no side effects and you'll be able to get back into whatever you were up to beforehand. Just bear in mind you may need to adjust to new culture or environments if you've been in the ice for a while, this only handles the physiological issues. The thawing process itself won't cause any damage either, whether it is a gradual process or they decide to just torch you, so long as they stop in the case of the latter before your skin is covered in flames.

600 – I Don't Know How, Just Do It – As hard as it might be to admit it, you may not know the solution to a problem or be able to carry it out. You might be stuck in a situation where you'd be willing to do so but aren't able to. Now you can encourage others to do what you cannot, and if they are remotely physically or mentally capable and willing to try to accomplish it despite the known risks, they will find themselves able to do whatever the task would be. This works even if they might not normally have the willpower or specific knowledge required to do so. They'll apply every bit of energy, knowledge and skill they have towards the issues that they'll face attempting to accomplish it, perhaps even more effectively than they normally can. If it's remotely possible for them to do it, they will put in every ounce of effort they have in order to do so.

Capstone Boosted – You seem to have a somewhat unnatural ability to delegate, judging by what you can do now. Even if they would not be capable of performing whatever feat is needed, but you are, then they will somehow find a way to accomplish it in your stead. Perhaps they have some stroke of improbable luck, or perhaps you somehow share your own capabilities with them until they have finished the task... even you might not know how they'll do it, but they'll do it successfully.

The Saboteur

100 – **Beauty Of Annihilation** – It looks so beautiful to you. You can find aesthetic appeal in things that are deadly towards you or others. Everywhere you go, even unrelenting danger can be beautiful to you rather than disturbing or distressing. You wouldn't be disturbed by gore or mess either. Others will only find your particular view of things disturbing if you want them to, otherwise they will shrug it off. Maybe there are even those you can share this peculiar appreciation with?

100 – **For Seven Years I Spoke With God** – You don't need other people, and you can be alone at the end of all things. You can survive on your own for years with very limited supplies and no company, even if you are not actively trying to maintain a survivable environment or your own wellbeing.

200 – **Not Their God** – Yours. You can find ways to communicate with things you or others believe to be deities and other powerful entities. They will not be angered or afraid of this contact if that is not your intention, and they may have tasks for you to do for some manner of reward. You can even determine ways to seize attention from such beings if it is being given to others or find ways to interfere with what they are providing given enough time and resources.

200 – **We Fight, Fight, And Then We Die** – You are insanely driven, though it's up to you whether this affects any other facets of your mental state. You are able to keep going at your full capacity regardless of pain, hunger or injury long past the point you should have been capable of doing so. You can keep forcing yourself to go on until you drop down dead if needed, though if you have a greater sense of self preservation you could limit such a cut-off point to going into a coma or falling into a deep sleep.

400 – **In Your Footsteps** – You can leave a noticeable trail of some manner, such as bloody handprints or footprints. While these will reveal where you have gone normally, you can decide when not to leave such a trail, allowing you to mislead others should you decide to backtrack or change direction. Those that see such disturbing markings will be scared and intimidated.

400 – **Nothing To Show That We Were Ever Here** – That's what you can ensure is the case in the end. You can remove all evidence of your own presence, as well as that of others. That could just be hiding any sort of tracks you leave and covering up any indicators that you were ever there or determining whether you have destroyed every trace of something's existence.

600 – **Take Us All To Heaven** – Or possibly elsewhere, but it certainly won't involve them remaining in the world of the living. You know the best way to sabotage something or otherwise take advantage of events to kill everyone involved. It's not like you have a set of instructions guiding every step, but you do have a sense of particular objectives to accomplish your overall goal. Want to bring down a spaceship that you're on in such a way it cannot be fixed? You'll know that you need to do something to the main computer and eliminate specific crew members, but you won't know where those things are or how to

accomplish this. Just bear in mind this sort of thing doesn't necessarily involve ensuring your own safety is certain.

Capstone Boosted – You are uncannily good at this, almost as if something is actively guiding you along a path of ruin. You have a strong sense of exactly what you need to do in order to bring destruction, death and chaos to a situation or location. Every step on the way becomes known to you, detailing exactly how to accomplish such a terrible thing, and some sense warns you about anyone who is trying to stop you. To use the other example, you would know exactly how to get to the main computer and what to do to it, as well as where the specific crew members are even if the ship is unfamiliar to you.

600 – You Will Find Him In The Sunshine – Whether or not there is actually something sentient within it, you are certainly benefiting from exposure to it. You are stronger and more durable when you are exposed to light, with long-term exposure towards sunlight more intense than you could find on earth noticeably empowering you. Even when you are exposed to comparatively paltry artificial light, you would be strong enough to break through reinforced glass with your bare hands or lift someone into the air with one hand. This empowerment will fade with time spent away from exposure to light.

Capstone Boosted – It appears that direct exposure to the Sun's radiation at such a close proximity has changed you, or perhaps other people's perception of you on a genetic level. You appear to be a constant blur, like trying to look at the sun or through a heat haze. This makes you harder to see, is quite terrifying for anyone who does see you, and makes it more difficult to determine what you are doing.

Items

Free – **The Franchise** – You get a copy of the film *Sunshine*, complete with features like interviews with the cast and deleted scenes. You also get a novelisation of the film.

100 – **The Soundtrack** – You have the full soundtrack of the film *Sunshine*, which you can play at any time. You can have it audible to anyone you want, and it will not be considered strange. It cannot be used to distract or otherwise gain advantages over others. It can be used to make things much more dramatic though.

200 – **Factor 1,000,000 Sunscreen** – Something that can protect anyone who uses it from any negative effects from exposure to any sort of light, natural or otherwise. This comes in the form of a tube or spray, whichever type of application you prefer, and will always have enough to cover the body of the person using it. It soaks into the skin very quickly, avoiding any sort of remaining sense of greasiness or staining clothes.

400 – **The Daedalus** – It seems that you are now Captain, or at least owner if you don't want to start off on it, of a support ship for the *Icarus II*. Apparently, someone thought it would be a good idea to send something else in case the *Icarus II*, named after someone who flew too close to the Sun and failed, met the same fate as the first. Yours is named after someone who flew in a similar manner but didn't fail. While your ship lacks the massive payload the *Icarus I* & *Icarus II* have, considering the latter apparently took everything Earth had left to build, it is just as good at surviving close to the Sun as the two other vessels. It is designed to provide repairs, spare parts, additional fuel and oxygen should the *Icarus II* require it, and comes with a small but well-trained crew to do these things if you don't have your own, as well as a small shuttle for docking with the other vessel easily.

While this might seem like a high cost, in future Jumps you can designate your support vessel to be capable of safely surviving investigating any specific sort of anomaly. At the moment it can fly very close to the Sun without being disintegrated, which is an impressive capability, but in future Jumps you can pick one specific danger and you'll find the *Daedalus* has been equipped to deal with it even when it would otherwise seem impossible. Want to closely investigate another star? Perhaps a wormhole of some sort, and even pass through with no damage? How about somehow managing to get close to a black hole, or investigate space occupied by a dangerous alien entity without being spotted, or pass into a realm where reality constantly shifts while your craft and crew are unaffected? Whatever it is, you'll find this ship equipped to deal with it once you get to it in the Jump. Once it is set for the Jump you cannot change it in a similar manner, though you could manually retrofit it given time and resources, and you'll find that it keeps a record of each configuration it has been in. You could try combining several of the designs for multiple dangers, but the protection will no longer be absolute against a specific hazard.

The Bomb Expert

100 – **Space Suit** – A fully operational spacesuit designed to deal with extremely high temperatures and radiation. While it won't protect you from the full fury of the Sun or similar sources of energy should you be close to it, you could remain in the shade provided by something else and be protected from indirect proximity exposure. It can have the names of yourself, your crew, and any of your Companions on it if you want.

100 – **Toolkit** – Something you can use to get you out of trouble in a wide variety of situations that involve sealing, separating, attaching or breaching something. It will be on hand when you need it. It could be anything from a saw to a blowtorch. You'll have the best standard tool for the job, you just need to figure out how to use it.

200 – **Communication Room** – Need to send a message? Now you have a specialised room where you can compose messages to be sent. While you are in here, so long as you are trying to make a message, time does not seem to pass on the outside. This unusual capability can let you compose a long and detailed message seemingly instantly, and not take up the time others need for their own messages if you are sharing it. Works on anything from video messages, to physical letters, to a text, so long as there is not a live feed.

200 – **Manual Override System** – As convenient as automated systems might be, you might want a way to fix a problem if the established system can't. This device lets you trigger whatever it was supposed to be running manually. You may need to get to wherever the end point of the process is if the computer would usually let you trigger it remotely and plug this device in, but as long as the end point of the system is intact it will work as intended.

400 – **Simulation Room** – A room with white lights over every surface that can create holographic projections of its calculations, incorporating an immensely powerful computer. This supercomputer is capable of being used to predict the outcome of any given interaction or event that enough data has been provided for, though a lack of data or anomalous conditions such as warped time and space will make it unable to accurately predict outcomes. It can deal with anything you can quantify, but not things that are unquantifiable in some way.

400 – **Jumper's Paper** – A scientific paper that contributes a huge amount to the understanding of a subject you know about. Here it defaults to an understanding of Dark Matter, a theory that ended up starting the whole mission in the first place. In future Jumps, you could change this to something else you have an understanding of, and the paper will quickly become widely read and understood. You could accomplish a lot if you have useful information or theories to share.

600 – **The Payload** – It's your bomb. A single explosive device or set of them for a single detonation or subsequent detonations, that is exactly the type and size you need for a single specific situation if you knew how to use it. This Item is only available once per Jump, but can be any sort of payload you need, from a firework to something involving a mass of dark matter the mass of Manhattan. Perhaps it will be even larger or more exotic if you need to

solve a problem bigger or stranger than a star dying. It still needs to be something you can solve with sufficiently applied explosives and you need to know how to use it properly, but at least you'll have precisely what you need with no extra effort or expenditure once you figure those bits out.

600 – Ship Scanning System – Need to find someone or something without running around yourself? You can apply this system to any vehicle or facility you own, have established, or happen to be in. It can examine where it is established and determine how many people are in it or where any given entity inside it is. It will not be able to give specific names and identities unless those who it is detecting are already on a record it has access to, but it will be able to pinpoint their location. Even if they are trying to hide and have some way of concealing themselves from detection, this system will somehow find them. You might not know who an intruder is until you investigate yourself, but at least you'll know that there's somebody else where they aren't supposed to be once you use this.

The Pilot

100 – **Pilot Uniform** – This might just look like ordinary clothes, but while wearing them you'll find it noticeably improves your ability to pilot any vehicle you are capable of controlling.

100 – **The Manual** – In the event you aren't familiar with all the systems and functions of a vehicle, this handbook can act as a guide to any features in a vehicle you intend to use.

200 – **Pilot's Seat** – You might find it annoying if you can drive a vehicle better than the designated driver, so this should help. It is a token you can use to get the main driving position in any vehicle so long as you can actually drive it. There will be no objections to this. You can use it to be the co-pilot or to claim shotgun if you don't want to be the main driver.

200 – **Co-Pilot** – Another token that can be lent to another. It allows them to be assigned to take up position of secondary driver or pilot if needed, and while they possess this they will be at least as good at driving the vehicle as you are.

400 – **Flight Simulator** – Need to practice before you use the real thing, refresh your memory, or just muck about with no consequences? This can be used to practice for any given vehicle, with notable improvements while practicing with this till the user is as good as they can be at driving a given vehicle.

400 – **Navigation System** – Being able to pilot effectively won't help if you don't know where to go. This determines your exact location and allows you to plot any route you need to any given location. You still need to be capable of doing it, but at least you'll know the directions.

600 – **Escape Craft** – It's likely that the *Icarus II* was designed to be capable of getting its crew home after their mission was completed, if everything had gone well, though this isn't seen in *Sunshine* itself. Now you have a similar function that can be incorporated into any vehicle you are using, taking the form of a part of it that can be detached and be used to travel to at least the point of the journey's start by itself.

600 – **Decoy** – Sometimes you can't take on a threat head-on and need something to distract them. You can assign this property to something else, which a given threat that is actively hunting you will think is you and target the decoy instead. They might mistake a corpse for your living form, or something that is roughly your shape. This will give you a chance to escape while the threat is distracted or take advantage of the mistake to fight back.

The Biologist

100 – **Clean Uniform** – If you're working with biological material, it's probably best you don't accidentally expose yourself or anything else to what they aren't supposed to be exposed to. This outfit, which includes a mask and disposable gloves if necessary, immediately removes any dirt or contamination on it once you are done working with what would cause it.

100 – **Gardening Tools** – A variety of simple but effective tools and other equipment that would be used to help you look after plants of any type. You'll always have the specific tool for this purpose on hand when you need it.

200 – **Seed Bank** – Want to preserve a bit of the biosphere? This is a large variety of seeds from Earth of various types of potentially useful plants, both for their properties and ecological importance. This collection updates in each Jump or different biosphere you visit, and specimens will remain in an unchanging stasis until you deliberately remove them.

200 – **Plant Food** – An unlimited supply of resources such as fertilizer, nutrients and water that any plants you have need to grow effectively.

400 – **Life Support Data** – If you are in charge of keeping things alive, it makes sense to have the information regarding them on hand. This keeps track of the amount of resources within a given area and how people or other organisms they're being used to support.

400 – **Emergency Vent System** – Sometimes things go wrong, and you need to purge something to prevent the situation getting even worse. This can get included in any facility involving maintaining or analysing biological material and deal with contamination or threat to rest of the facility or to outside of it due to the condition of the biological material. This process may involve flushing an area with oxygen, removing all the air in a given area, flooding it with chemicals, or incinerating the contents. It will automatically trigger the best countermeasure available to deal with the given problem.

600 – **Nursery** – Need to grow something in great quantity when the environmental conditions aren't suitable? You can use this facility, or apply its properties to any other, allowing a location for any plant life to grow even in the harshest and most limited conditions. You could have a fully functional greenhouse on a spaceship, as an example, or set up something on a planet with no atmosphere. This allows any plants within it to grow at a rate you want regardless of their usual requirements. You can apply this setup to aid the growth of other organisms instead if needed.

600 – **Oxygen Garden** – Growing plants can be relaxing and beneficial to the environment in general, but you might want to get a tangible advantage out of it for yourself. You now have this facility or can apply its properties to another facility or location. Any plants you put in it for resources will provide the maximum yield they can provide, which will automatically be collected and stored for use. This might be fruit, seeds, oxygen, or some other by-product of their growth and presence. It will maintain at least average health and growth and prevent plants from overgrowing if that would cause problems. This can run by itself without

supervision if needed, so long as plants and other resources are provided. You can apply this setup to extract resources from other organisms instead if needed.

The Captain

100 – **Captain's Uniform** – This might not be visually distinctive, depending on what sort of organisation you are in, but it certainly makes you seem to be more of a reliable authority figure.

100 – **Communications Array** – A system that allows transfer of electronic messages over vast distances. As long as the system is intact and there is an appropriate receptor on the other side it will be able to transfer or receive any signals over any distance without deteriorating. Only the most intense distortions will prevent its function, light flying close to a star.

200 – **Tracking Device** – Used to keep track of things when they would otherwise be lost, and it doesn't even need to be placed on what you are trying to find. It allows flawless tracking of any vessels similar to the one it is attached to in those cases. It allows accurate detection on the scale of an entire solar system.

200 – **Second In Command** – A token you can give to somebody else, designating them as being in charge in your absence regardless of their qualities or established arrangements. This will not be argued with by anybody else so long as they would normally accept you being in charge. Just make sure you hand it over to someone competent, as this position doesn't guarantee they'll do a good job. At least they'll have the authority.

400 – **Meeting Room** – In tense situations or on important missions, you might need somewhere for everyone to sit down to discuss everything. This room, either coming by itself or as a property you can apply to a specific location, acts as somewhere you can gather people to talk with each other. Arguments are unlikely to break out, and everybody involved will be reasonable here even if they would be at each other's throats otherwise. It doesn't mean they will necessarily agree with decisions made or opinions shared, but at worst they will agree to respectfully disagree. Hopefully you can sort out any major issues or disagreements before everyone leaves.

400 – **Captain's Quarters** – It seems your position gets you certain privileges. You will find this present as a noticeably better room in any facility or large vessel, which despite the additional luxury and size doesn't seem to take up any extra space or resources. If you happen to be in charge nobody will see any problems with this. If not, you'll still be fine so long as you don't invite the actual leader to your room, or at least if they don't mind you have a better room than they do.

600 – **Additional Training Manual** – You might be in charge and direct others to do things, but it might also help if you were capable of doing what your subordinates are capable of doing. This manual allows you to rapidly learn any specialities, skills or how to perform the roles of those working under you. It might take a while to be as good as the experts are at their own specialised roles, but you could be a good generalist fairly quickly. You could help out your subordinates without your lack of knowledge making their jobs harder, or perhaps fill in if they are unable to perform their usual duties.

600 – **Crew Roster** – If you're going to lead everyone, it would help if you had significant understanding of what everyone can do. This shows general information about anyone that works under you, as well as their professions, skills and areas they need to improve in. This could significantly help in determining where they are best assigned and where they need to improve. It also means you'll never forget the names or personal details about those that work under you. It might not show the most personal details, but it does include anything they would reasonably need to submit to or share with an employer. It updates to show current subordinates at any time, and keeps a list of previous ones and contact details if they are still within the same Jump as you.

The Psychiatrist

100 – **Doctorate** – You now have the qualifications for this position or rank, according to all records. You might not actually be any good at it, but you are certainly legally and technically qualified.

100 – **Medical Textbooks** – You have a collection of medical textbooks relevant to any species you have encountered. Here it will default to humans and various issues they face, but perhaps you will encounter more sapient species in future Jumps? It will update accordingly.

200 – **Medical Equipment** – You have access to a variety of medical equipment, taking the form of whatever tools you need for anything from a full surgery to a quick check up. Whether or not you are a proper doctor, this equipment will follow the Hippocratic Oath and cannot be used for deliberate harm to others.

200 – **Operating Theatre** – You have a properly maintained, secured and sterilized room for any sort of medical treatment you need to provide. It cleans itself when required. You will find surgeries and treatments of any type are more successful here.

400 – **Drugs** – You have a large supply of these, including sedatives, painkillers and more specialised medical substances. It is not possible to get addicted to or overdose from any of these. You could safely and reliably sedate someone for the required time with what is available here or apply them without issues like allergic reactions. At worst they will not help the patient's condition to improve, but they will never make them worse or cause additional complications.

400 – **Sunglasses** – A set of very durable sunglasses you can have on hand at any time, which protects your eyes from any negative effects from exposure to light and filters it to a degree you find comfortable. They also block any sort of negative effects that would come from visually observing something, though it doesn't protect you from other effects of being physically exposed. As an example, your eyes will be fine while relaxing on a beach, but you'd still need something like sun cream to avoid sunburn to the rest of your body.

600 – **The Earth Room** – Something akin to a holographic experience deck, here pioneered by a psychiatrist trying to maintain and improve mental health for astronauts. While it does not have a lot of space to move around in and no real ability to interact with the surroundings, the visual images and sensations of the environment are otherwise entirely believable. You can choose whether it attempts to simulate the conditions, such as sea spray when observing crashing waves via spraying you with water. If this seems inferior to another type of immersive simulation you have access to it can update itself to be at least as good, and even without this the system has a variety of simulations that can improve the mental health and wellbeing of those that experience it. Guaranteed not to malfunction or cause harm to those that use it.

600 – **The Observation Room** – Here, this will take the form of a room with reactive glass and a bench that can be exposed to the Sun. You can adjust how much light passes through

the window, and it comes with a safety system to prevent accidental harm via over-exposure. This can be overridden but bear in mind 100% exposure will disintegrate anything in the room that cannot survive unshielded proximity to a star. In future Jumps, this room will somehow retain the same properties and conditions even if not placed in a spaceship approaching a star, allowing you to have a room with direct exposure to a star while you are safely on a planet or somewhere that stars are not present. The light from the 'star' in this case will have exactly the same properties as the real thing would, as does anything else is seen through the 'window'. You can change which star or other celestial body is present through the 'window' so long as it exists in the current Jump or in previous Jumps. There is a built-in safety system to prevent negative effects via exposure to what is 'viewed on the other side of the window', but you can override this if needed to allow percentages of exposure from more than 0% to 100% intensity.

The Hacker

100 – **Checklist** – You might have a million or more things on your mind, so here's something to help out. This keeps track of what tasks you have done and what you still need to do, and updates as you acquire more tasks or complete them. Pay attention to this and you won't be repeating something you've already done unnecessarily or missing something you really need to do.

100 – **Computer Software** – This is your custom package of software that is remarkably intuitive and can help you perform any function a computer would be reasonably expected to do. Anyone else finds it similarly easy to use, even if they are barely familiar with a computer. You might need to show someone how to use a mouse and keyboard or whatever equivalent is being used, but they'll understand the operating system without any help.

200 – **Calculator** – You might have a lot of sums and different calculations to deal with. This is an advanced scientific calculator or bit of software that can fit onto other systems that can perform and record many relatively simple calculations. You'll find your ability to do anything involving complex mathematics is noticeably improved if you have this on you or are using it. Anyone else borrowing it from you has the same benefits.

200 – **Whiteboard** – Need to keep track of everything at once and show your work? This could be a basic wipe-off bit of plastic or something on an interactive projector screen. Either way, it will help you to keep track of lots of different calculations and variables in a visual manner that others can see and potentially help with. Anything you're not sure about will be marked as such, and others won't judge you for it.

400 – **Personal Computer** – Your own personal computer. It could take the form of a desktop, laptop, tablet or something else appropriate for the situation. It always has enough memory and processing power for you to use it as needed.

400 – **Old Work** – Is this something you created a while ago? This is a virus with a 12% chance of shutting down any computer system you unleash it on. You can adjust it to target specific computers or spread in a particular way if desired. You could even improve the 12% chance given time and effort, though more of both will need to be invested as the percentage increases.

600 – **ICARUS AI** – A copy of the AI system that operates the *Icarus II*. It can be adapted to run any other systems, taking slightly more time for ones significantly different to ones it has used before but assuming ideal control over familiar ones instantly. It won't do something ridiculous like being shut down or overloaded by nonsense data or being given paradoxes, becoming self-aware or turning against you unless you want it to.

600 – **Protocol Checklist** – Just to make absolutely sure you don't miss something basic, and that nobody else who uses this thing will either. This ensures anyone signing it to confirm they have read it will follow all of the established protocol, checking every box on every process they are supposed to before continuing. This works even if they are humouring you

or dismissively signing it off to get on with their work and have no intention of following the proper rules and regulations. You can apply this to yourself if you want, ensuring you don't make a stupid mistake because you didn't follow proper procedure. You can include an exception to this stringent rule following in the event the proper protocol is somehow making things worse, but in most cases there should be an alternative protocol for that sort of situation.

The Engineer

100 – **Commission** – You might not be in the military at the moment, but you did have a position in it before the mission started. You can assume a position in the military suitable for your experience and capabilities when you return to Earth, and the equivalent in future Jumps.

100 – **Computer Circuitry Repair Kit** – A set of tools that can help to repair computer circuitry so complicated it had to be designed by other computers. You still need to have some knowledge of what to do, but this will be available whenever you need it, and can be used with great precision regardless of your condition.

200 – **Haircare Kit** – Maybe you need a haircut? This kit, composed of things like scissors, razors and other things related to personal hygiene, can be used to maintain anyone's look or change it. It can have more than just a purely aesthetic impact if you want. Looking wilder and unkempt might make the subject more physically capable but more aggressive and irrational, looking neater will make the user more focussed and professional but somewhat physically weaker.

200 – **Military Training Manual** – Perhaps this is from your time in the army? This guide can allow anyone that reads it to develop the skills that you'd develop in 21st Century Boot Camp, as well as learn how to reach and maintain the physique required for such a position. This updates for any military force you might have been part of in future Jumps.

400 – **Improvised Protective Gear** – You might end up in a situation where there isn't enough protective gear to go around, like a shortage of spacesuits when multiple people need to go through space for a short time. Now you'll find you have enough improvised protective gear to make up for the shortage, sufficient to get through even the most hazardous conditions for a short time. It will clearly look makeshift, but even if it's not the best gear you could be using it's certainly a lot better than nothing. This takes the form of convenient materials you can instinctively fashion into the gear you need wherever you are.

400 – **Two-Way Radio** – Sometimes you desperately need to get in contact with people, but there's no guarantee that you or they would have a suitable means of communication. Now so long as you have this handset, whoever you need to contact will find one conveniently close to them, allowing them to hear you and respond.

600 – **Coolant Supply** – You have an unlimited supply of a very potent coolant fluid. It is capable of vastly improving the operation of any computer system or machinery that suffers from overheating issues by engulfing it in this fluid. Even if the system is not designed for such a thing this will work and not cause any problems. It can also be used to forcibly cool down anything put into it, even things that don't operate on usual physics, which will then remain cold until they are removed. Biological organisms will quickly freeze and remain frozen until deliberately thawed out.

600 – **Computer Core** – You seem to have a backup computer core that could be used for the *Icarus II* if needed. It is capable of being established as a backup computer for any

system you have access too. It can run any sort of software you have and can be plugged into any sort of system as the point of control and management. It does not suffer from overheating regardless of its workload, but its processing speed and efficiency can be improved the colder the environment it is kept in is.

The Saboteur

100 – **Scalpel** – Need an improvised weapon in a hurry? Now you have one. It can be on you whenever it is needed, even if you don't have any pockets or anywhere to store it. It might not be very big, but it is very sharp.

100 – **Personal Log** – Do you need to leave a record of some kind? This can be used to record what you need to share with others and left for them to find. You can even have it transferred to other locations if you have appropriate transmission or communication methods. This can be used to unnerve others as you can make the content particularly disturbing if needed, or to lure others to your location.

200 – **Sabotage Tool** – You might not be able to damage everything with your bare hands or a small cutting edge. This should cover that lack of destructive ability, manifesting as a variety of tools such as cutting devices or blunt objects that can be used to help you sabotage things. It will always be nearby whatever fragile or vital thing you need to damage is.

200 – **Door Override** – Need to get through a locked door, or perhaps seal one that others want to keep open? You can use this device, allowing you to manually override secure doors in such a way they cannot be set back automatically. Anyone wanting to fix it will have to deal with the issue in person, which might be to your advantage. It won't be immediately obvious that it was deliberate action either, written off as a malfunction or accident until someone examines it carefully.

400 – **Unlimited Supply Of Dust** – You seem to have an endless supply of dust, which you can apply to any property or vehicle you own if you want. You can deploy it in any way you want around you otherwise. It's up to you whether it's actually 80% human skin or not, or if you and others leave tracks in it. You can also get rid of it at any time, should you want to clean up the mess.

400 – **Project Schematics** – If you intend to infiltrate or ruin something, it would make sense to at least know the layout. By default is a detailed copy of the schematics of the *Icarus* Mission, something you'll find applies to both the *Icarus I* and *Icarus II* as they saw little reason to alter the design. It covers all sorts of details like the layout of the interior and particularly crucial points within it. In future Jumps you can apply this Item to represent any given vital projects or facilities to know more about the layout and what to target. You could also use it to design your own or improve on an existing design, if you'd prefer to be constructive.

600 – **Lost Ship** – This isn't a ship that is lost, but instead the potential of being lost even when it shouldn't normally be possible. This is something you can apply to any vehicle or vessel, causing any attempts by others to locate it from a great distance to fail regardless of their efforts. Even if there are systems to determine its position or it should otherwise be visible to something like telescopes or radar, they won't be able to find whatever you apply this to until they get relatively close.

600 – **Habitable Wreck** – Utterly ruining the ability of something to carry out its intended goal is one thing but managing to survive in it afterwards is another. Now you can apply this property to a vehicle or structure, and no matter how badly you deliberately damage it or the environment ravages it, it will somehow remain habitable for you and anyone you specifically want to survive. It may not be pretty, but somehow it will allow you to survive in it. This does not provide protection from others attempting to deliberately damage it.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Crewmate** – (Free any Origin except The Saboteur) – Another member of the crew trying to save Earth who you get along with better than most. Turns out being stuck in cramped conditions for multiple months either means you'd either bicker forever or become good friends, and fortunately in this case it seems to be the latter. You have developed a healthy sense of banter that you find appropriate and amusing, and they'll do what they can to help out. They're great to have a chat with when you need to take your mind off being stuck in situations like riding the tail end of the largest bomb to ever exist towards the Sun with limited chance of survival. Good cook too.

200 – **Disciple** – (Free Saboteur, Perks from The Saboteur) – You are not alone in seeing the light, or perhaps have managed to gain the loyalty of someone who believes in such an extreme manner despite your own lack of it. They are resourceful, determined, and very deadly once you let them off the leash. They're not the most talkative of people usually, but they seem to have a great deal of knowledge of the Sun and various religions, though when it comes to their own beliefs you will find them staring at the Sun and chanting when you don't need them. They are quite willing to sacrifice their life and wellbeing to aid you, believing that it is what they are intended to do even if you do not share the same views as them. Bright lights don't seem to dazzle or disorient them either.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Has The Time Come?** – Don't want to stick around for the full ten years? Now you can leave once the Icarus Mission has succeeded or completely failed, so long as you are still alive.

0 – **I've Been Waiting So Long** – You can stay here longer than a decade if you prefer and can leave with no issues so long as you are still alive.

100 – **Every Time You Shut Your Eyes** – Its always the same. You have recurring dreams about falling into the Sun, which will always disturb you and affect your ability to sleep properly.

100 – **What Is It?** – Did you cook beef or chicken? It's hard to tell. You're certainly not going to be the preferred cook, as you're quite bad at doing it. What you make can still be edible, but anyone eating it will certainly prefer something else to whatever you ended up making.

100 – **Was That The Apology?** – You aren't very good at getting along with other people, to the point you're not very good at apologising if you do something wrong. This might not be ideal considering you will be interacting with others in a confined space and could make it difficult to de-escalate arguments that break out. If you are trying to sabotage the mission, you will find the crew will quickly work through any disagreements they have to operate effectively as a team.

100 – **Four Percent** – That's the degree of brightness of observing the Sun at a distance of 36 million miles, which you have now been exposed to. It has resulted in irreversible damage to your retinas. While you're not blind, your vision has been significantly reduced, and further exposure to bright light will only decrease what vision you have remaining.

100 – **I'll Be In The Dead Zone** – It seems your communications array is down. So is every other method of ranged communication you try to use. You don't have any way of contacting others who aren't present, so things like radios don't work, letters get lost, and other abilities allowing ranged communication are inactive while you are here. You can't even get someone else to use a radio for you, as any messages they try to relay for you end up completely garbled. You're going to have to wait and speak to people in person. If you are trying to sabotage the mission, you will find that others keep finding ways to communicate despite your efforts to interfere with such systems.

100 – **Easy Assessment** – Keeping your true intentions and emotions hidden from others is much more difficult. Those around you are much more perceptive when it comes to your mental state and actions.

100 – **Incorrect Assessment** – You are no longer any good at judging the true intentions, emotions and mental state of others. Hopefully you aren't in charge of maintaining the mental health of the entire crew.

100 – **Homesick** – You miss those you have left behind, and it distracts you from what you should be focusing on now. Even if you were glad to escape whatever family and other people you knew before, now there are people on Earth that it pains you to be away from. You will find yourself thinking about them at times when you should be concentrating on what you are trying to do.

200 – **We'll Have A Vote** – Even in the case of a situation needing the most informed decision to be made, everyone seems to prefer to act as a democracy and vote for the decision. This will slow down decision making substantially, and not everyone will be happy with the decisions reached. To make matters worse, if those involved end up voting for something you know is harmful to them, you will not be able to persuade them to choose a different course of action. If you are trying to sabotage the mission, you will find your own ability to make decisions is slowed down as you consider your options, which might not be ideal if you need to make a decision quickly.

200 – **What Are You Trying To Remind Us Of, Our Lost Humanity?** – You know the argument and you know the logic... but you aren't going to help anyway. You refuse to give consent to or even seriously consider options that might be considered unethical. Usually this wouldn't be a problem, but here you might consider the sacrifice of a single person unacceptable even when it is against the destruction of Earth and the entire human race *and* the person to be sacrificed will die anyway. If your goal is supposed to be sabotaging the mission, you will still have this sort of aversion and deep sense of guilt for your plans and actions even if you would ignore those normally.

200 – **I Recommend It** – Hopefully you are not the crew psychiatrist, because you are not exactly acting in a sane manner. You are obsessed with sunlight, will tell others how it envelops and becomes you, and quite possibly seek exposure to it to the detriment of your duties and overall goals.

200 – **80% Of All Dust Is Human Skin** – That's actually a myth, normally. Now it won't matter too much about the origin, as you'll find everything gets caked in it at an absurd rate. You could wake up and find a thin layer of dust over your room and your bed. Leave it alone for too long without clearing up and you might have problems with the more delicate equipment... and breathing, eventually. If you are trying to sabotage the mission, you will find issues that could stem from this only bother you, causing you to slip or leave tracks.

200 – **We Might Get Picked Off One At A Time** – Although there won't be aliens involved, unless you've done something to cause their presence, you'll find that splitting up is always a bad idea. People will have accidents, things will go wrong, and if there is an active threat moving around they'll find it much easier to sneak up on isolated crew members. If you are trying to sabotage the mission, you will instead find that the others tend to stick together and stay in contact if they can, making it much harder to sneak up on crew members or isolate them.

200 – **Jumper, Report To Flight Deck** – You’re going to keep ending up in arguments and even fights. Even if you didn’t start them, you’re going to be blamed for them. This is going to make it more difficult to get anything done if you are trying to make the mission succeed, and make you much more suspicious if you are trying to sabotage it since the others will try to keep an eye on you.

200 – **We Are Nothing... But Dust** – And you are nothing but a Jumper with Perks and abilities from this Jump. You don’t have any Perks or abilities from other Jumps.

200 – **All Earth’s Resources** – It would be a little too convenient for everyone if you had access to resources from other worlds. You don’t have access to the Warehouse, Items or any resources from other Jumps.

400 – **Calculated Risk** – The one you took was calculated... but it turns out you are bad at math. You are not good at judging the odds, risk assessment, and math in general. It’s probably best you don’t be the one making decisions, as there is a good chance you will pick the option that is worst for everyone, yourself included. The same goes for complex calculations in general, really. It’s a bit of a mystery how you ended up as an astronaut. Any abilities that allow you to determine or perceive the outcome of events don’t work properly either.

400 – **Built In A Hurry** – The *Icarus II* was not something Earth anticipated needed to be made, and now in their rush to create it and send it off they have overlooked some structural flaws. They have also used sub-par materials, the better supplies being used on the *Icarus I*. You’re going to need to perform frequent maintenance to keep things running. If you are trying to sabotage the mission, you will find instead that the construction crew learnt from their experience with the *Icarus I* and made the *Icarus II* much more robust, with features like backup systems and alerts for any damage or unauthorised activity the system detects.

400 – **No Longer Needed** – You aren’t going to be getting a lot of respect, because your most vital function is no longer needed. You might as well be a communications officer on a ship without any means of communication. You are the expendable one. If you are instead trying to sabotage the mission, you will find that your own sense of self-preservation has been significantly reduced, making it more likely you will commit actions that harm you just as much if not more than others.

400 – **Horribly Appropriate Fate** – Like the fates others here would suffer in the normal course of events, something will happen to you that is both severe and somehow relevant to your interests or role. Mace freezes in the coolant he worked with, Searle burns in the presence of the Sun he was obsessed with, Corazon in the garden she tended for and Capa in the bomb he wished he could see. Your fate will not be unavoidably lethal, but it very well could be if you are not careful.

400 – **You Didn’t Reset The Shields To The New Angle** – A million different things to take into account... and you’ll screw up. At some point you will make a simple but incredibly

stupid mistake that will have significant negative repercussions for you and others. You won't like to admit it when you do either. Hopefully someone will be double-checking your more important work. If you are trying to sabotage the mission, the crew will instead be more thorough in double-checking their work to avoid mistakes, and you will screw up in some way that only affects your own goals.

400 – **It Sounds Like She's Tearing Apart** – That's not just your imagination anymore. *Icarus II*, or any ship you happen to be on is significantly more fragile than it would otherwise be. It will still function, but don't expect to perform some manoeuvres without issues, or bump into things without consequences. If you are trying to sabotage the mission, you will find it is much more robust and difficult to damage, while whatever you are using to cause disruption is more fragile and prone to malfunctioning.

400 – **Icarus... Who Is The Jumper?** – Normally you'd get inserted into this situation with some explanation to your presence. Now you will not be showing up on any records here, and your presence is notably something that shouldn't be. Don't expect the crew to trust you after showing up out of nowhere, or for them to react well to any abilities you might have. If something goes wrong, you'll be the first to be blamed. If you are trying to sabotage the mission, the system will immediately log your presence and location, identifying you as a threat to the rest of the crew.

400 – **My God...** – That's certainly going to be most people's reaction, as you have third degree burns over the majority of your body, losing all of your hair in the process. Somehow you can still see and move around, but this is going to make you somewhat fragile. Not to mention looking rather disgusting. You're stuck looking like this too.

600 – **Jumper. You Are Dying** – You know that now. Something vital to your survival, as well as that of the crew, is too limited to let you live long enough to deliver the payload. You'll have twelve hours before you are all unable to perform complex tasks, fourteen before that extends to basic tasks, and sixteen hours until death. You might be able to deliver the payload... but not all of you are going to survive till that point, regardless of what you do. If you are trying to sabotage the mission, at some point before you accomplish this you will receive a fatal wound that cannot be properly treated, which will render you progressively weaker until it kills you, and you must successfully accomplish your goal before you die. If you do not, you will Chain Fail.

600 – **Jumper Blames Everything On Themselves** – If anything goes wrong, you're going to be considering it your fault even if it isn't. You are clinically depressed, sleeping twenty-three hours a day. Don't expect to be the one to get a lot done, and you are fairly helpless in your condition.

600 – **Made By You?** – You are not in charge, but you seem to think you are. You always want to be the one to make the final decisions, regardless of the wishes of anyone else. You no longer have a guarantee that anyone will listen to your decisions if they disagree with them. If you are trying to sabotage the mission, the computer system will no longer respond to any of your commands either regardless of your efforts to assert authority, override it, or put something into it.

600 – A Darker Dawn – The Icarus Mission has failed. Perhaps you're now in a timeline where it never occurred, where the people of Earth were too distracted by other disasters or crippled by other limitations. You are stuck on a dying, freezing Earth with the rest of humanity and cannot leave it during your time here. You need to survive at least a decade, even if nothing else here does. There is no hope of a bright new day anymore. If you were going to sabotage the mission, you will find that the rest of humanity blames you for the failure and are determined to take you down with them, not caring about the cost to themselves, and with all the resources that could have been spent on the Icarus Mission available to them.

600 – I Volunteer Jumper – You are going to keep ending up with the more difficult and dangerous jobs, and nobody else will see anything wrong with this. You will find yourself having to do them regardless of any objections you might normally have. If you are trying to sabotage the mission, you will find your tasks and needs keep forcing you to places where accomplishing this is much more difficult, and you will be locked out of the most vital systems.

600 – The Mission Needs A Captain To Hold It Together – It certainly needs something. Morale is going to be low and remain low for various reasons. The crew will panic, argue more often, make more mistakes and generally be less effective at getting the mission done properly. You're going to have your work cut out keeping everything functioning. If you are trying to sabotage the mission, you will instead find the rest of the crew functions like a well oiled machine and be much more effective at working against your efforts and coming up with countermeasures.

600 – It Is Very Cold In Space – That's actually a widely held misconception, as while you would freeze in deep space eventually, heat loss is actually more difficult than it is within an atmosphere. Like a thermos having a near vacuum surrounding the storage space prevents heat from passing through it, a body cannot lose heat via convection or conduction in the vacuum of space and radiating heat is a slow process. In your case, you might have some sort of special ability that renders you immune to these sorts of dangers anyway. Not with this Drawback, which enforces the more cinematic outcome in such a situation. Now you will begin to instantly freeze the moment you are exposed to the vacuum without sufficient protection, quickly reaching a point where you will shatter if you hit anything. You should still be alright with a proper space suit, but exposure without some sort of external protection will quickly lead to freezing completely regardless of any sort of durability or environmental protection Perks or abilities that would otherwise protect your body.

600 – Cross-Trained Competition – In the event of a problem, members of the Icarus Mission crews received a degree of training in each other's specialities, so if something happened the others would be able to fill in for them to some extent. This is usually a good thing. Now, however, it poses a problem. There is a new member of the crew with the same abilities, Perks and Items as you who opposes your goals for this Jump. If you intend to save the crew and deliver the payload, they will work to kill off the crew and cause the mission to fail. If you intend to act as the saboteur, they will do whatever they can to stop you and save everybody. You have a slight advantage in that they do not automatically know that you will

be opposing them, but neither will you know which member of the crew will be working against you until they actively begin to do so and you spot them doing it.

Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

A Particularly Beautiful Day

Your overall goal is to save Earth by ensuring that the payload is delivered in at least as effective a manner as it would be during the unaltered course of events in *Sunshine*. You must also survive until at least that point. If you are alive at the point of detonation, even for the briefest moment as you happen to be inside the payload at that point, you will succeed at this Scenario and end the Jump successfully rather than the death counting as Chain Failure.

Reward – You receive a medal with a phoenix-like design on it. This is a symbol of your successful attempt to save Earth against incredible odds. Anyone who sees this will acknowledge you as a hero, someone who has saved many in the past and will likely do so again in the future.

Round Trip

Your main goal isn't to save Earth, but to save the entire crew of the *Icarus II* and ensure they return home safely. Don't expect this to be a simple matter, as even if you take measures to avoid the fates they would have met in the normal course of events, unexpected circumstances will occur that are capable of putting them at risk.

Reward – You have become a symbol of hope against impossible odds, someone for who suicide missions are no longer certain. You will find it much easier to recruit others for dangerous missions, even ones that have no hope of anyone returning alive, as they have a strong feeling you will be able to get them home safely despite the odds. You can bring the *Icarus II* crew along with you as Companions for free if you like, after all the effort you put into saving them.

One Jumper Alone With God

You aren't here to save anyone, except perhaps yourself. Your goal is to sabotage the Icarus Mission, ensuring that neither the payloads from *Icarus I* and *Icarus II* are successfully deployed. To give you a chance of successfully sabotaging both missions, you will be starting off as a member of the *Icarus I* crew. You must ruin their efforts, either by breaking their will or damaging the ship to prevent them from being able to fulfil their mission, then repeat this feat with *Icarus II* seven years later. You'll need to render both payloads automatic delivery systems inoperable, and ensure you are the last person alive on either of the ships.

Reward – You've made a great deal of effort to be the last person standing, and your self-centred approach has been noted and rewarded appropriately. You have learned how to increase your own chance of survival at the expense of everybody else in any situation. This gives you a chance of being able to survive yourself despite the odds, which increases the less other survivors there are in a dangerous situation. If you are utterly alone in a particular situation, others dead by your hand or by other means, then you will be certain to survive regardless of what happens in that specific situation. You'll just have to live with living at the expense of others.

Darkest Before The Dawn

You aren't starting during the events of *Sunshine* anymore. You're not even starting on the first *Icarus*. You'll be starting years earlier, around the time that anyone on Earth noticed the problem with the Sun, and now you're in a timeline where the people responsible for coming up with the project aren't around. You're going to have to do a lot of the work that involves saving Earth yourself, ensuring that some equivalent project is established and made to act in a successful manner. This will be difficult, as once it becomes widely known what is happening to the Sun there will be all the issues you might expect in such a severe circumstance. Global panic, countries blaming each other, even pointless wars over resources and efforts by those who consider it a designated apocalypse to sabotage any attempts to stop the Sun dying. You might use an alternative solution to the Icarus Mission, or you might try to copy their efforts exactly. Whatever the case may be, the world is no longer capable of doing it without you, and you'll need to succeed before Earth is irreparably damaged.

Reward – You managed to unite humanity in the face of disaster despite the various issues tearing them apart and got them to work together. Or perhaps you just did all the work yourself and they decided to claim humanity became united to make themselves feel better about running around like headless chickens freezing to death instead of doing anything productive. Either way, you can now unite even the most argumentative, conflicting and contrasting groups, societies and civilisations in the face of things that threaten them all. You can even get different species that have been trying to kill each other for as long as they have known each other to unite in the face of mutual annihilation. When something threatens to destroy everyone, you can get them to put aside their differences and work together. They'll even establish better relations after the threat has gone, so you don't need to worry about a war starting just after the apocalypse has been averted, being more accepting of their differences and being more willing to work together in the future even when that seemed an impossible or horrible prospect before. They'll even band together should they be threatened as a whole again, even without your influence. Clearly, they have managed to learn from their experiences, knowing they cannot solve the problems they face alone.

When Daylight Broke

Ordinarily, Captain Pinbacker, and to a lesser extent Searle, seem to lose their minds due to the high-pressure situation, lack of psychological care and over-exposure to the Sun rather than there being a specific force deliberately altering them. Now it seems there is something else at play, hidden within the sunlight. Anyone exposed to it will become increasingly obsessed and want more intense exposure, eventually believing themselves to be “beings of light”, by which point they will intentionally cover themselves in third-degree burns via over-exposure. Despite this damage, they will be significantly stronger than they would otherwise be and highly resistant to pain. At this point of exposure, others will find it more difficult to perceive them, appearing blurred in their own vision. Those afflicted will aim to sabotage the mission, intending for whatever process is happening to the Sun to continue. This will be a more challenging task to resolve than usual, as an alien intelligence is actively working against the success of the mission, and the closer you get to the dying star the more pervasive its influence is. Get close enough and it might be able to reach out and do something itself, and if you wait too long without dealing with the creature it may turn its attention to the rest of humanity. You need to successfully destroy the being responsible for all of this and save Earth, something that the crew of the *Icarus II* will be unable to accomplish by themselves.

There is an alternative end to this Scenario if you would prefer not to save humanity and instead ally with this eldritch being. Beforehand it had not been paying much attention to the humans and barely noticed Earth. The efforts of the Icarus Mission had its curiosity. Now you have its attention. Its mind is very different from any human, but it can sense you are different from the other humans, that you are from somewhere else. Normally it would feed on a star and move on to the next, but with its greater focus on you it has decided to experiment on such small beings, amused by their worship. Once it has had its fill with the small number of humans on board the *Icarus II* and *Icarus I*, it will turn its attention to Earth. This is where you come in, as normally it would slowly drift away from a dying star to its next source of food. You need to somehow transport it closer to Earth, either to a stable orbit by itself or perhaps allowing it to latch onto the moon. Once there, you need to ensure that the humans remaining on Earth are infected and converted to worshipping it in some way before the Jump ends, and it is not somehow killed by the efforts of anyone remaining on Earth that can fight against it.

Reward – The reward will vary depending on which outcome you decided to work for and achieve in this Scenario:

In the case of the first outcome, successfully destroying the entity and saving Earth from its influence, your achievement will leave you marked, as despite not being of this world you put a lot of work into saving it. Similar powerful, eldritch and otherwise absolutely alien beings will sense that you destroyed something akin to them. Rather than being outraged or coming after you in revenge, they will instead experience fear due to what you represent. Even if they aren't normally capable of such a thing, or any concept of human emotions and reactions is utterly unknown to them, they will get an overpowering sense of dread if they intend to harm you or what you are protecting. They will sense they are not the first to threaten what you protect, and they will get a good sense of what happened to their

predecessors. They won't even go after what you are protecting in your absence, considering your return and response to their actions too much of a risk even if they don't normally have a sense of self-preservation. You just need to introduce yourself to such beings, make it clear what is under your protection, and once they realise what they are up against... they'll run, and they won't come back. You can decide whether this is a blanket effect, remains inactive, or target it against specific eldritch entities if you want to keep some of them around or interact with them in another manner. Just bear in mind this effect does not work against beings very similar to humans, or the more human-like servants of such beings.

In the case of the second outcome, allying with the entity and helping it to turn Earth and the rest of humanity into its new playground, you have earned its favour for providing it with such entertainment. It has examined the culture of Earth and decided to reward you by naming you its 'prophet', a position you seem to hold in relation to it based on what it has learned. The star-parasite has figured out how to grant you some of its own abilities, albeit far weaker, based on its experimentations with humanity. You can now emit a wavelength hidden somewhere in the non-visible spectrum that will steadily alter the minds and bodies of others, making them more subservient to you and desiring your presence, eventually regarding you as some manner of deity or messenger of such a being. Sufficient exposure will grant others effects akin to the **You Will Find Him In The Sunshine** Perk. Altering this to the visible spectrum, something you can do at will, makes this ability more potent and capable of reaching a stake akin to the **Capstone Boosted** effect of this Perk, albeit one that you and your allies can still perceive through, but this is much less subtle as you would be emitting a visible and very bright light during this process.

As a prophet isn't much without a deity, the star-parasite entity can also come with you. It feeds on stars, ultimately causing them to dwindle to nothing before moving on and exploiting any resultant supernova or red giant stages for extra propulsion. From its experimentations with humans that you have so graciously aided, it has determined how to deliberately alter other forms of organic life via exposure to its own light, mutating what is exposed to it in a variety of ways, and not necessarily ones that fit in with a general understanding of biology or physics. It considers this to be an amusing diversion from its usual feeding cycle and will only do so if you find it a suitable target and invite its attention. Otherwise, you now have an alliance with an entity that can effectively destroy entire solar systems by feeding off their stars, and it seems happy enough to follow you to new sources of food, finding it easier than its usual approach. Perhaps you can both figure out more you can accomplish together given more time, experimentation, and providing the star-parasite a more regular source of sustenance. Feel free to give it a name of your choice.

Ending

The Jump is finished. Your mission here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made here, and the world you have either saved or doomed?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

-Thanks to those who came up with Jumpchain, *Sunshine (2007)*, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-Regarding staff for any facility or vehicle you buy or gain through rewards, you can import specific staff or have generic ones that are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-This was made largely because this author could not find a specific Jump Document for *Sunshine (2007)*. This author has no complaints if anyone wants to make their own version.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

-While the idea of kickstarting the largest example of nuclear fusion in our solar system with a comparatively insignificant nuclear bomb might seem utterly ridiculous to some, apparently the real goal (which is not stated in the film) is to target a lump of theoretical matter within the Sun called a Q-ball. This is apparently a theoretical supersymmetric particle from the Big Bang that has fallen into the Sun which is moderating the nuclear fusion and will eventually stop it entirely, and the Icarus Mission is intended to transmute or destroy this Q-ball, allowing fusion to get going again. The bomb itself is noted in a deleted scene to include dark matter equal in mass to the moon compressed into the size of a football stadium with enough mass to create its own gravity, rather than just being a really large nuclear bomb. There are still scale issues with such an idea, and this is never mentioned onscreen for some reason, but it's not quite as obviously unrealistic as *The Core (2003)* which *Sunshine (2007)* is sometimes compared to. It's up to you exactly what the issue is and how you explain it all works, but you can assume that whatever they have will work as intended if it can all be set off properly.

-The whole concept of a Perk allowing solving problems by sufficient application of explosives, something noted as the solution in several films and stories, was amusing enough to inspire the creation of this whole Jump Document. The normal version will work on any problem that can be considered mundane. The Capstone Boosted version will allow it to also work on anything supernatural, mystical, or other-than-mundane in nature.

-A lot of character backstories were written but not included in the final film. These were assumed to be relevant in transferring this into a Jump Document, and some of the Perks in each Origin are based on this, such as Trey (The Hacker Origin) apparently being responsible for creating a virus that wiped out 12% of the world's computer systems temporarily and being recruited by the space program instead of being sent to prison.

-Unless you take the Scenario that introduces the star-vampire as a feature of the Jump, you don't need to worry about it or similar beings existing while you are here. Unless you deliberately brought them with you somehow from elsewhere, but that's on you.

-If you bring the star-vampire with you, you can have it hidden in some sort of extradimensional space taking a nap while you're not interacting with it, so you don't need to worry about fitting it into your Warehouse or anything in future Jumps noticing it when you are trying to keep it hidden.

-If you have a way of doing so, feel free to take the *Icarus I* and *II* along with you once you are done here.

Changelog:

V 1.0

Finished first version of Jump Document, prepared to share.