

STAR TREK

DEEP SPACE NINE

Version 1.3 by SpazzWave



Space. The Final Frontier.	2
Affiliation	3
Races	6
Specialization	7
Origins	8
General Perks	9
Command Perks	15
Engineering Perks	16
Science Perks	18
Security Perks	20
Liaison Officer Perks	22
Religious Leader Perks	23
Entrepreneur Perks	24
Spy Perks	26
Freedom Fighter Perks	27
Companions	28
Items	30
Ship Builder	39
Frames	39
Weapons	40
Power and Engines	41
Utilities	42
Drawbacks	45
Ending	54
Changelog and Notes	55

Space. The Final Frontier.

Humanity has achieved much since they successfully broke free from their cradle and reached the stars. With other spacefaring races, they created the United Federation of Planets, to transcend their differences and create a future of unity and peace. Today, the Federation is one of the strongest powers in the Alpha Quadrant, along with the Romulan and the Klingon empires.

In one remote sector of the Alpha Quadrant lies the Bajoran system, recently freed from decades of Cardassian rule. Orbiting its homeworld drifts an abandoned Cardassian mining station, soon to be renamed Deep Space Nine. Starfleet now steps in to assist the fragile Bajoran government who petitioned for Federation membership, and no one expects that this rusting outpost will become the most important crossroad in the future of the galaxy.

You arrive in this universe on the day Benjamin Sisko assumes control of the station. Will you uphold the Federation's vision of peace? Or forge your own path among the stars? Here, take these **1000 CP**, and good luck.

Affiliation

Choose a power to be affiliated to. You can start at your homeworld or at Deep Space Nine. Affiliations will also define your basic identification.



The United Federation of Planets

An interstellar alliance of multiple worlds and species united by shared ideals of liberty, equality, and justice. The Federation exists to protect universal rights, promote peace, and advance the cause of progress for all sentient life.

Romulan Star Empire

An interstellar empire encompassing the Romulan people and their conquered worlds. They are known for their xenophobic character and policies of extreme secrecy, subterfuge, and territorial expansionism.

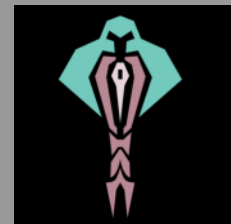


Klingon Empire

A feudal interstellar empire of proud warrior clans united under the High Council and led by a Chancellor. Klingon society is founded upon the ideals of honor, combat, and loyalty to one's House and Empire. They value strength above all and see glory in battle as the highest virtue, tempered by a deep respect for tradition and ancestry.

Cardassian Union

A highly centralized and authoritarian state governed by the Central Command and dominated by its powerful military and intelligence branches. Cardassian society prizes order, loyalty, and obedience to the state, viewing individuality as a weakness. Efficiency and control define both their politics and their



architecture, leaving little room for dissent in the name of collective security. You gain **100 CP** in the general section.

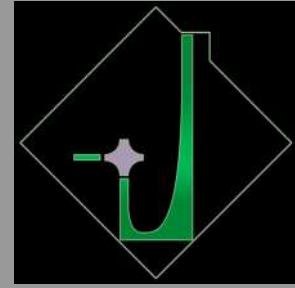


Bajoran Republic

A newly liberated democratic government formed in the aftermath of the Cardassian occupation. Bajoran society is deeply spiritual, centered around devotion to the Prophets and balancing their religious traditions with the challenge of rebuilding their world. You gain **100 CP** in the general section.

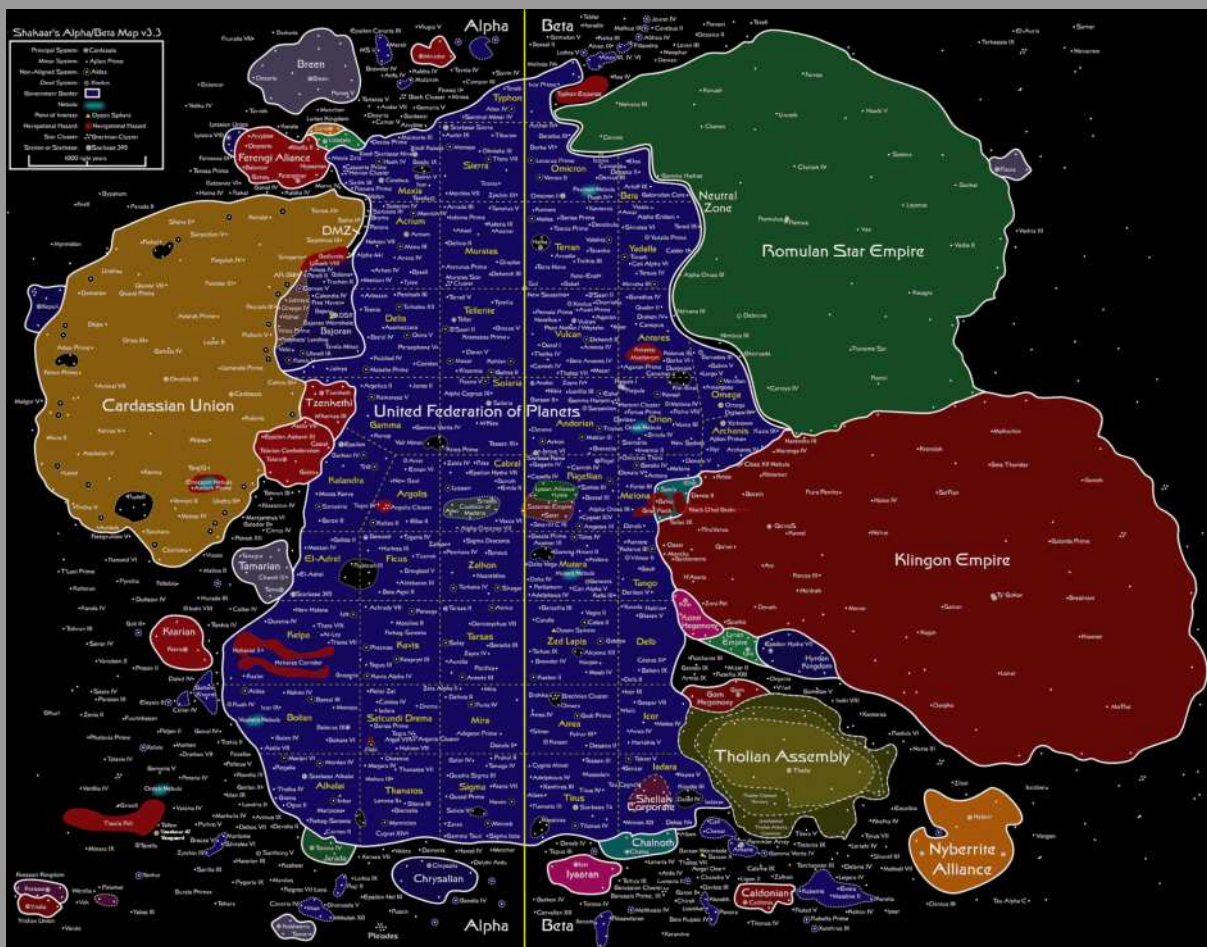
Dominion

An expansionist autocracy originating from the Gamma Quadrant, ruled by the shapeshifting Founders. The Founders govern through genetically engineered servant races: the Vorta and the Jem'Hadar, which are designed for administration and warfare. The Dominion enforces order through absolute control. Gain **100 CP** in the general section.



Unaffiliated

You may be part of a broad and diverse collection of independent worlds and colonies, or simply a free soul roaming around the galaxy. Gain **200 CP** in the general section as a result.



Races



You can be any normal race such as **Human** or **Andorian** for **free**. Alternatively, you can design for yourself your own race, and buy the abilities of a **100 CP** race. For **100 CP** you can buy a race with a set of ordinary abilities such as a Vulcan, Jem'Hadar or Betazoid. You can also be a hybrid of two races that cost **100 CP** or less, paying both prices. A **Vulcan-Betazoid** would cost **200 CP** as an example. For **200 CP** you can instead be of an extraordinary race such as **Soong Android (with emotions)**. For **300 CP**, you can be a **Changeling** in all their glory.



And for the low price of [∞] you may take your place as the most incredible race in the galaxy, the Q. I'm just joking, you wouldn't be able to pay the cost even if you took all the drawbacks, you little petulant monkey.

Specialization



Though the galaxy is vast and its civilizations diverse, certain paths of mastery transcend culture and allegiance. Your specialization defines your skill set and experiences.

Command

Leaders, strategists, and visionaries. Commanders are those entrusted with the burden of decision, where their choice may alter the fate of worlds. They are the starship captains, station administrators, and colony leaders.

Engineering

The lifeblood of every star-faring society, they are the architects of progress. From warp cores to weapons arrays, from environmental systems to transporters, it is their hands that keep civilization running.

Science

Seekers of knowledge and truth. Scientists, physicians, and medics who push the boundaries of understanding through observation and innovation. They are the intellectual core of every star-faring civilization.

Security

Guardians of order and defenders of life, Security specialists are the ones to uphold stability.

Their duty is to safeguard the lives and principles of those they serve.

Origins

Any Origin can be taken as a Drop-In.

Liaison Officer

You are a representative of a great power, serving as a bridge and buffer at the Deep Space Nine. Your duty is to maintain stability between bureaucracy, suspicion, and a lot of pride. You navigate landscapes where every conversation has three meanings: what is said, what is meant and what is feared. Still, you endure, because you believe that beneath the layers of deceit and doctrine, words still matter, and that a well-placed truth can stop a phaser better than anything else in the galaxy.

Religious Leader

You follow your faith in a galaxy where the gods are probably real and yet remain beyond understanding. To some, you are a prophet. To others, a manipulator. Perhaps even you are unsure which is true. You have seen too much to be naive, yet you still kneel when the visions come. Your sermons influence politics, and your choices carry the weight of those who believe in you, or fear what you represent.

Entrepreneur

You are one of the countless souls drawn to the potential of Deep Space Nine as a hub of commerce and profit. You understand that in the right hands, a single crate of goods can change a war or start one. Everyone has their price, and you've made it your business to know what it is. Federation officers might speak of ethics, Bajoran priests of prophecy, and Cardassians of order, but they all come to you when they need something acquired.

Spy

You are the unseen hand that shapes the fate of empires. Your name is rarely spoken in official records, and your existence is denied by those that most benefit from your work. You are trusted only because you are too valuable to eliminate, and feared because no one truly knows where your allegiance lies. You justify the compromises you make as the means to an end, but some nights you wonder whether the ends have begun to choose you.

Freedom Fighter

You were forged by oppression and where threats failed. You answered when others surrendered. You learned to fight when diplomacy became paperwork and laws ignored suffering, and now, you fight so others can have what you cannot. Your life is moving between guerrilla camps, teaching civilians how to hide and fighters how to make war. Yet every victory has a price, and hope that one day you never cross the line between a hero and a monster.

General Perks

24th Century Healthcare [Free/200 to Keep]

Centuries of progress in medicine, psychology, and social care have brought the citizens of the 24th century to a state of wellness once thought impossible. Thanks to early genetic screening, routine medical monitoring, and advanced treatments, your body is in excellent condition. You're fit, balanced and free from inherited illnesses, disabilities and untreated chronic conditions. While you still age and tire like any other person, you do so from a foundation of stable, lasting health.

Your mind has likewise received the best psychological care the age can offer.

Centuries of compassionate mental health treatment have left you mentally sound, emotionally resilient, and capable of managing stress and trauma without lasting harm. You're not superhuman (or alien). You're simply what a species becomes when they finally learn how to take care of themselves.

Q This [Free/200 to Keep]

There are many powerful entities in the Star Trek universe that are out of the control of mortals. Forces that transcend the conventional understanding of physics, causality, and even existence itself. Entire civilizations have risen and fallen through their interference, though you will not have to worry about suffering the same fate.

You do not attract attention from vastly stronger entities due to your powers, abilities or destiny. To them, you are a neutral constant, unremarkable in the grand tapestry of existence. Of course, this protection disappears if you decide to actively challenge or provoke such beings. So, as long as you remain within the bounds of mortal affairs, you will pass unnoticed by their omniscient awareness.

Back to the Future [Free/200 to Keep]

Time travel is a constant in the Star Trek universe. From accidental singularities to chroniton particles, the flow of time is rarely as linear as it seems. You, however, exist outside these dangers. Your existence is untouched by paradoxes and changes in the timeline. You are also immune to forced time travel, and you only travel to the past if you wish to. Additionally, you can extend this protection to any ship you control.

The One [Free/400 to Keep]

Your existence is unique and indivisible across all realities and timelines. No matter how many alternate universes, divergent histories or temporal paradoxes occur, there are never parallel or duplicate versions of you. Attempts to create clones, temporal copies or divergent selves fail, and you exist as a constant through time and space.

Jumper T. Kirk [100]

Like a certain captain, you are one of the most attractive individuals alive in the galaxy. You have an effortless charm that surpasses barriers between species, and with a flash of a grin those you desire find themselves completely captivated. Your jokes land perfectly, your compliments strike just the right note, and your laughter is infectious enough to make even the most stoic Vulcan crack a smile. You are also great at "satisfying" your partners so to speak, capable of reproducing with alien species despite biological differences, and you can completely control your fertility.

True Neutral [100]

You possess the same calm, surgical reasoning that made men like Garak so dangerous and indispensable. No matter the pressure or how personal the stakes are, you can step outside your feelings and see the entire picture. Fear, anger, or stress are just variables, not impulses to obey. When faced with a decision, your mind instantly catalogs every fact at hand and weighs every outcome. You spot the practical choice when others freeze, craft lies that sound truthful, and truths that sound like lies. This doesn't make you unfeeling - it just means that you understand when feeling is a luxury you can't afford.

Reach the Apex [100/200]

Your connection to your species has deepened beyond instinct and training, unlocking the full potential of what it means to be who you are. Every nuance, every inherent ability and every trait that defines your biology and mind becomes sharper and better, able to push past limits previously considered fixed. For changelings, this may allow transformation into extreme or abstract forms, such as becoming fire or turning into space creatures capable of warp. For Betazoids, your empathic and telepathic abilities expand, letting you project thoughts and emotions into others. For androids, you will find hidden subroutines and new functions in your body. Even if you are a human, you may find yourself with more creativity and ingenuity, and may even awaken the inherent psychic potential in human genetics. If you are a hybrid, this perk costs **200 CP**. You have complete knowledge and control of your all racial abilities, and can activate, deactivate and modulate them at will.

The Taste of the Federation [200]

Some people would say the Federation is like root beer: bubbly, cloying and happy. And if you drink enough of it, you begin to like it. Not because it changes, but because you do. The optimism and belief that progress is inevitable if only people just talk long enough, all seep into you, and before you know it, you start defending it. And just like the federation, your values share that same characteristic. They seep into your companions and allies, reshaping them slowly until your ideals are echoed in them, seeing the universe a little more like you do, one word at a time.

Ghost in the Shell [200]

Despite what it may look like, some parts of the Alpha Quadrant still have to deal with crime and poverty. The Federation's shining utopia doesn't reach every station, every colony, or every backwater trade world. There are places where replicators break down and never get repaired, where dilithium shipments vanish into bureaucratic limbo, and where the only law that matters is the one enforced by whoever's holding a disruptor. In these places, the Orion Syndicate thrives, and the Data Jack was born from them: a cybernetic implant capable of hacking any system. You can generate wireless devices that once attached to any security, electronic or digital system it lets you hack them with your mind. In fact, the most highly talented users are even capable of hacking banks and extracting funds with this implant, and you have considerable skill using it, equal to the most talented users in the quadrant. Though a normal user still can use this effectively, only the smartest individuals can truly use this cyberware to the limit. This implant can be deactivated anytime, removing it from your body until you activate it again.

Eternal Mind [200]

Even the strongest bodies fail, and even the most disciplined wills can fracture under enough pressure. Empires have built entire machines to break the spirit and interrogate the mind, and the galaxy itself is filled with psychic predators and individuals with powers over the mind. Yet, no force in the universe can shatter you. You have a mind that cannot be broken by outside factors. Time cannot erode your focus or will to live, and even years of solitude feels like passing hours. Torture, psychic attacks, telepathy, or even the most advanced interrogation tools cannot penetrate your thoughts, and while you can still feel pain, it cannot overload you. You could be imprisoned inside a prison simulation for twenty years and wake up completely unaffected.

Seven Chakras [200]

There are many strange and unique abilities in the galaxy. One, in specific, is to stimulate the body's focal points with psychic energy. The Vulcans call it *qui'lari*, while the ancient Indians called them chakras. Through touching someone in the head, you can stimulate their bioelectric field, enhancing their creativity, focus, and energy for one hour. Fatigue fades, ideas flow with clarity, and the mind and body recover as if renewed. However, to manipulate another's bioelectric field is to draw on their life force, and overuse can strain the body. Fortunately, you always sense the energy you are drawing, allowing you to stimulate without harming. It is possible that stimulating other focal points in the body may give unique benefits, and it would be up to a careful user to find and refine these effects. Who knows what secrets this ability may hold?

Once-in-a-Century Genius [400]

Your mind is a rare jewel, a once-in-a-century brilliance within your chosen field. Whether your discipline is engineering, medicine, robotics, or another scientific pursuit, your innovations are groundbreaking and world-changing. A cyberneticist might create androids with true consciousness, a geneticist could develop augmentation therapies and a physicist might create new forms of travel previously thought impossible. Your intelligence has also reached the maximum potential of your species, granting you enhanced logical reasoning, creativity, comprehension, and problem-solving.

Sugar Q [400]

Oh, please. All you fragile little bipeds have an incessant need to explore, don't you? Scrambling through the stars like ants on a sugar trail, poking at things you absolutely have no business poking at. Ancient civilizations, temporal anomalies, the occasional omnipotent entity...

It's almost admirable, in a pitiful sort of way.

And that, my dear Jumper, is why I've decided to keep you on life support. Figuratively, of course.

From now on, you will be protected from accidents, coincidences, and misfortune. Phaser blasts miss by inches, warp core breaches will happen after you stepped out of the ship, ancient traps will not be on the path you decided to take a walk and the drones a long-dead civilization built to destroy invaders will be on maintenance mode just the day your ship is travelling that exact same nebula.

But don't misunderstand me, little explorer. I'm not saving you from yourself. If you decide to challenge a Klingon to a drinking contest, flirt with a Romulan commander or heavens forbid, attempt to outwit a Q, then I will be delighted to watch you suffer the consequences.

Augment [400/600]

Your brain has been genetically enhanced to form critical neural pathways at an extraordinary rate, allowing you to learn, adapt, think and react much faster than ordinary members of your species. You have a superhuman brain that can process information as fast as a 24th century computer, recognize the smallest patterns, deduce information from almost nothing, generate creative ideas instantly, think multiple thoughts at the same time and do complex problem-solving without any difficulties. Your memory is perfect and retroactive, having perfect storage, indexation, recalling and the ability to delete unwanted memories. For **600 CP** you also gain a superhuman body, acquiring exceptional hand-eye coordination, dexterity, senses, reflexes, efficiency and constitution. Your strength and constitution are comparable to Vulcans, you could survive drinking saltwater from how efficient your physiology is, rapidly regenerate from any wound and your neural structure is highly resistant to sensory feedback, stun from phasers and invasive mental probes such as interrogation tools or psychic manipulation. You are also capable of controlling all your vital signs, such as lowering or increasing blood pressure. As a side benefit, you age slower and any purchase from this perk passes down to your children.

Emissary [600]

One day you are just another face living in the galaxy, and then, by random chance, something happens that changes everything. A vision in the wormhole. An omnipotent being choosing you to lead a species to their paradise. Suddenly, you are a prophet. Choose a species or culture. You are now treated as a figure of immense importance, such as a prophet, a hero, or an emissary. Your authority is divine, and your words law. They will follow all your orders, hear from you how they should live and what they should do from now on. You can change the culture or species you affect with this every ten years.

Koschei the Deathless [800]

The galaxy has seen countless ways to cheat death, such as cloning, cybernetics, bio-regenerative research and other methods. But few are as intimate, or as unnerving, as yours. Through years of radical experimentation, you have achieved a form of biological immortality. Your consciousness no longer resides solely in neurons, but in the glial networks that sustain them. Your neural patterns are encoded into microscopic generators hidden beneath your fingernails or similar, and by scratching someone and drawing blood, it transfers to them, overwriting their consciousness and transferring your mind into their body. The success of this depends on their body and power compared to you, though you will instinctively know if you can transfer to someone near. Once the transfer is complete, the generators move to your new fingernails, ready for use again. Each vessel becomes wholly yours, though you do not have access to its memories and instincts. Your abilities also transfer with this. If you end your jump inside another body that isn't yours, it becomes an alt-form.

Samsara Reaches Everyone [800]

The universe has a way of letting the guilty slip through the cracks. But now you can decide otherwise. Once each year, you may set in motion a chain of events that ensures accountability is delivered to anyone or any group you choose, no matter how distant or powerful they are. It might be poetic justice, political downfall or just karma, but when you invoke this power, they are punished. Perhaps a secret intelligence organization is brought to light, perhaps a militaristic empire is brought down by infighting, or even a corrupt admiral's conspiracy collapses under the weight of its own lies. Either way, call it karma or fate, you make sure the bill comes due.



Command Perks

Heartbeat of the Crew [100]

A good commander knows their ship. A great one knows their crew. You can accurately read the emotions and mental health of anyone under your command, easily sensing ambition, fear, burnout, or even mutiny long before they surface. You also have great skill in defusing conflicts before they ignite, encourage those losing faith and redirect dangerous ambitions towards loyalty and purpose. To your crew, it feels as though you can see straight through them, and that's the complete truth.

Straight to the Point [200]

On the bridge, in the field or across a diplomatic table, every second counts. You can express what you want done with the fewest words necessary. Your crew, colleagues, and allies intuitively understand what you are trying to communicate, especially in high-pressure situations. In a field operation you could organize your team with three words, and in the middle of a starship combat you could easily coordinate your entire crew without confusion.

Method Acting [400]

You possess a force of personality so compelling that almost no one can resist your words, arguments, or your confidence. Your words and gestures carry a weight beyond the ordinary, and your conviction can sway almost anyone to your point of view. As you can imagine, this makes you capable of incredible feats of bluffing, capable of easily fooling anyone with your words. You could convince a nonlinear being the value of emotions with your conviction, or bluff a fleet of cardassian warships that your unarmed space station has dangerous weapons that could destroy them.

Art of War [600]

You perceive conflict the way others perceive games of chess. You can effortlessly analyze complex situations, most especially battles, and identify patterns, weaknesses, and opportunities with an incredible degree of intuition and deduction that most commanders don't have. And whenever you are in a battlefield, your mind completely maps your entire surroundings around you, allowing you to anticipate battle outcomes multiple steps ahead. This expands according to how many things you are controlling, such as allies or spaceships. And thanks to your ability to see the probable movements so clearly, you can also easily mislead your enemies, such as using sacrificial gambits, misleading retreats and staged failures that force their expectations into traps. Anyone who tries to outsmart you will find themselves falling into the plan you constructed. You could win three-dimensional chess against a Vulcan with this.

Engineering Perks

Handyman [100]

In the galaxy, no profession could be called more of a miracle worker than an engineer, especially the ones who keep everything working on a deadline. You have deep, practical knowledge of 24th century engineering: warp propulsion, warp core, weapons, shields, replicators, holotechnology, transporters and anything else that may exist on a ship, home or space station. Not only that, you are a master of improvisation, easily making functional repairs using whatever tools, materials, and components at hand. You could repair a communicator with pieces of a phaser, use scraps of a replicator to fix a computer panel and reprogram a computer with scavenged circuitry. Nothing is truly broken as long as your hands are on the problem.

Trek.Exe [200]

Programs control everything from starship engines to computers in the galaxy, being essential in every machine and automated process that there is. While a basic skill for every engineer, true mastery of programming is quite rare, and few manipulate code with the creativity needed to revolutionize the field. You do now count yourself among them. You have an extraordinary talent in programming compared to anyone in the 24th century, with you being able to understand, write and optimize code far faster than ordinary engineers. You can effortlessly navigate multiple languages, architectures and understand alien computer systems that have been developed independently from contact with other species in the galaxy. But more importantly, your mastery also extends to automation, allowing you to easily design systems that operate independently such as drones or exocomps and reducing the amount of people a starship needs to function optimally.

Safety Engineer [400]

You have an understanding of technology, energy systems and interspecies physiology so complete that you can make every device you design or modify not only functional but perfectly safe. You foresee all potential hazards, anticipate every unintended effect, and integrate fail-safes and redundancies that nullify all negative effects from anything you build. Weapons cannot misfire, starship systems cannot harm their crews, and even the most experimental technologies operate without risk to their users or bystanders. A creative engineer could create positronic brain implants that do not negatively affect the consciousness of the user, computer panels that do not explode in the event of enemy attack, a folded-space transporter that does not generate radiation, or even add seat belts to bridge stations.

To Make a Blueprint [600]

While the galaxy has developed incredible technological advancements and coordination between countless species, most engineers still spend months or years refining designs and running simulations on their ideas. Even with the advancements of isolinear circuitry, it is expected for an engineer to wait a long time before seeing their concepts fully realized. You, however, operate on a different plane entirely. You possess an extraordinary ability to conceptualize, design and model new technologies with astonishing speed surpassing 24th century computers and supercomputers. Complex devices, starship systems and experimental technologies that normally require extensive prototyping, simulating and testing emerge fully realized in your mind, allowing you to foresee potential flaws and optimize efficiency before even a single component is built. Not only that, you can also use this to extrapolate engineering designs from any type of technology you see or think of. Even the most ambitious engineering projects can be completed in a fraction of the usual time, giving you an edge in innovation and technological advancement.



Science Perks

Call me Doctor [100]

You possess the entire broad, rigorous scientific education expected of any science officer in the galaxy. You possess a solid understanding of the major scientific fields that shape the galaxy: astrophysics, medicine, quantum mechanics, warp theory, biology, mathematics and more. You may not be the next Daystrom or Soong, but you can hold your own in any scientific discussion, research scientific projects and operate or maintain advanced equipment in the galaxy without any difficulties.

Book-Eater [200]

Your mind and senses are perfectly tuned to information systems. You can absorb and cross-reference massive volumes of data in moments, rapidly navigating, interpreting and cataloging the contents of any information system almost instantly. You could skim a thousand pages of Vulcan meditation books in seconds, scan Federation databases in minutes, or extract the schematics of an alien starship from a fragmented archive before anyone else has started their search query.

Grand Unified Theory [400]

Across the galaxy, scientists devote their entire lives to master a single field. Warp physics, biochemistry, quantum mechanics - each a universe of their own but walled from each other by their complexity. By studying all the science fields in the 24th century, you developed the ability to instinctively understand how one science interfaces with another. Not only do you possess knowledge in all the science fields in the galaxy, you understand how they connect with each other. You understand how quantum mechanics underpins energy systems, how biology and cybernetics merge in their interactions, and how psychology and mathematics shape artificial intelligence. This massively improves all your scientific work and expands what can be conceptualized by your mind, letting you develop new technologies and applications by merging different fields together. You could design nanotech using quantum principles, stabilize warp fields through electromagnetic frequencies, or integrate temporal mechanics into propulsion design. The whole universe reveals its symmetry through your mind, with each insight feeding another until every field of study becomes one.

Treknobabble [600]

Some minds see the universe as it is. Yours sees it as it could be. Your brilliant mind dances effortlessly between all the scientific fields in the galaxy and half a dozen no one has named yet. Equations, theories, and mechanics fall into place in your mind like a symphony of logic and imagination, showing you solutions where others see only impossibility. You possess an incredible scientific creativity that allows you to perceive the correct solution to nearly any problem. You can bridge gaps in research others haven't yet noticed, solve engineering crises in seconds, and devise entire new breakthroughs that no one thought of. Your space station needs to fly to the new wormhole that appeared in the star system, but it is too heavy to move? You devise a way to manipulate subspace fields to make space stations weightless. An alien plague that has ravaged an entire civilization for centuries? A muon beam can do the trick. You need to transport yourself to another ship mid-warp? All you need is to reinterpret the warp equation. Anything is possible as long as you put your mind to it.



Security Perks

Enter the Klingon [100]

Despite the advancements of phasers, combat in the 24th century still defines itself by martial arts. Each one is a heritage of its people and their philosophy into one, singular expression. Every species has forged its own traditions of battle, such as the klingons and the vulcans, and to master them all would take lifetimes. Yet you know the basics to be respected by any master in them. You possess physical mastery and encyclopedic knowledge of the galaxy's most refined martial arts. Not only can you fight almost anyone in the galaxy in hand-to-hand combat and win, you can also render your enemies unconscious through perfect application of neural pressure, also known as the Vulcan nerve pinch. Your mastery of hand-to-hand combat also extends to melee weapons, in particular the Klingon bat'leth, easily making you one of the greatest masters of melee combat alive.

Bloodhound [200]

Every civilization has its shadows. Smugglers, thieves, black market dealers - all of them constantly developing new techniques to evade the law and commit crime. In your search to deal with them, you studied the methods, cultures, and technologies of criminals across the galaxy, discovering how they think, move and hide. You possess an encyclopedic understanding of criminal behavior, infiltration tactics and intelligence operations across the known galaxy. You know how smugglers disguise cargo to bypass sensor sweeps, how infiltrators compromise replicator systems and how subspace transmissions can be hidden from common methods of law enforcement. This isn't mere knowledge, it is you thinking like a criminal and predicting their next actions.

Elementary, My Dear Data [400]

You possess an almost supernatural ability to read people and environments at a glance. The slightest twitch of an eyebrow reveals more than whatever you could discover through talking, with you intuitively connecting the dots between what you are seeing and what isn't being shown to you. And this awareness also extends beyond faces. Minute details, like a scuff on a boot that shouldn't be there or the faint scent of a phaser when you enter the room, are perceived by your senses, each one of them telling an entire story about what happened. No liar can evade your perception, and no deception can hide behind a smile.

Brilliance of a Thousand Puzzles [600]

There are countless mysteries that lie buried beneath centuries of silence across the galaxy. To most, these enigmas are dead ends, leaving only questions in the void. But for you, no trail ever goes cold. You possess an extraordinary investigative intuition, being able to solve any mystery. Whenever faced with a mystery, your instincts always lead you towards the right path, with clues aligned, coincidences revealing new solutions and every investigation yielding something. Even if all the evidence were erased, you would find a way forward. For no mystery is truly unsolvable.



Liaison Officer Perks

A Genuine Friendship [100]

In a galaxy held together by treaties, not every victory is won through force or politics. Sometimes, it's won with a smile or a simple joke. You have a special type of charm that emanates warmth and sincerity. You can put a Klingon at ease with a joke, earn a Cardassian respect with genuine regard, or convince a Ferengi that friendship might just be good business. Your empathy and charisma bridges people in a way no method of diplomacy could do.

To Break Bread [200]

The best diplomats focus on achieving true fairness all the time. Most negotiations are battles of words and wills, where each side seeks advantage the most rather than harmony. Yet you mastered the art of balance, being able to see beyond bias, emotion, and ego to perceive what is most fair to everyone. Not only have you mastered all that there is to know about diplomacy, you can read the undercurrents of any negotiation to discern what each party truly wants. And with this you can craft compromises that feel fair to all involved, making each party respect the result rather than feel slighted at what is offered. Even in conflicts that span planets, cultures, or species, you can find solutions that others deem impossible.

Open Heart [400]

You have a unique presence that makes people instinctively lower their guard. Your manners, tone and body language radiate such sincerity that people tend to relax in your presence. Your allies reveal more than they should to you and strangers feel comfortable around you, greatly helping your ability to make friends. In fact, you radiate such sincerity that even your enemies underestimate you, feeling no reason to guard themselves in your presence. Quite a strategic advantage.

Supreme Leader [600]

Many leaders and politicians spend their entire lives trying to increase their influence. Most are forgotten, with their successes lost to time and bureaucracy, while others leave a mark that spreads like wildfire across star systems. You belong to the latter. Any accomplishment of yours never goes unnoticed. Word of any success of yours spreads quickly, rapidly growing your reputation in proportion to your achievements, victories, and displays of skill. As a result, opportunities that would take others years often present themselves almost immediately, and you could go from a small-time leader on a backwater planet to a key figure in the affairs of the entire sector in a matter of months.

Religious Leader Perks

Scholar of the Cosmos [100]

Across the stars, countless civilizations have left their marks in myth, faith, and the stories of their ancestors. You carry the mind of a scholar, and have made your life's work to learn all you can. Your knowledge of galactic religions, mythologies and ancient texts is near perfect. You can recall obscure rituals, interpret sacred writings and translate the forgotten languages of a thousand species. More than that, you can measure the path of a person by touching their ear, discovering their true nature and moral alignment.

Guiding Light [200]

Suffering is universal. War, loss, and pain transcend species, and even the strongest minds and bodies are vulnerable to grief and trauma. Most healers treat symptoms, you heal more than that. You are attuned to the spirits around you, sensing their turmoil hidden in their hearts. And with this insight, you can reach the root of someone's suffering and heal them with your words. A single conversation with you can destroy layers of trauma and help them process and heal in ways that would take months or years. Your words do what no therapy can do, making those who have carried scars for years finally heal themselves of suffering.

Voice of the Masses [400]

Your influence over groups is extraordinary. You can inspire, sway or manipulate public opinion with such mastery that politicians gnash their teeth in envy. You could calm a riot with a few words, rally support for a diplomatic mission or make an entire group of people revolt against whoever or whatever you aim them towards. Even more remarkably, where others might face backlash for their actions, you will be nearly immune because no one can afford to truly act against you and the power you hold.

Touched by the Prophets [600]

Across countless worlds and civilizations, there exist beings of immense power. Gods, ascended entities and timeless intelligences who walk between dimensions, influencing our reality. Some of these beings have taken an interest in you. You may choose a single god, omnipotent entity, pantheon, or collection of deities to act as your guides. They will offer insight, counsel, and whisper that will clarify difficult decisions, illuminate paths in life and reveal hidden opportunities. You are never compelled to follow their guidance - they only seek to guide you, after all. Occasionally, these beings may grant you small blessings, such as a wound healed, a stroke of luck or an unexpected resource that helps your journey. Post-jump, you can choose a new deity to follow.

Entrepreneur Perks

The Appraiser's Eye [100]

With so many diverse civilizations lying around, the worth of a single object can wildly vary depending on culture, technology, and circumstance. A scrap of metal discarded by one world may be priceless to another, while a rare mineral ignored by a starbase engineer could be a priceless treasure to an alien civilization. You have the ability to instantly identify the true value of anything - to any individual, faction, or species. The broken data module a child just found might contain valuable secrets to a Romulan intelligence agent. A fragment of an exotic crystal overlooked on a barren moon could serve as a crucial power source for a newly discovered species. Even something mundane as a vial of water could be more valuable than gold to a desert-dwelling culture. And you know the best who will buy what you can offer at the best value possible.

Neutral Hand [200]

Rule of acquisition number 34: War is good for business. Rule of acquisition number 35: Peace is good for business. How to achieve both? Be a neutral party. You have a unique reputation: of someone who doesn't take sides. Because of this, individuals and factions across the galaxy seek your counsel, mediation, or services. Diplomats approach you for negotiation, merchants for arbitration, and even spies or operatives for discreet guidance. Your neutrality acts as a magnet, drawing attention and opportunity for you, and even if you work alongside one party, your reputation remains intact for others - so long as you avoid direct alliances with their enemies.

Web of Influence [400]

There is nothing more valuable to an entrepreneur than connections. Opportunities, information, and assistance often hinge on who you know, and you? You know everyone, you are their best friend after all! People are naturally drawn to you as a contact, making others eager to connect and collaborate with you. Within months, you could create a network of dozens of people, each providing you with unique benefits, and as a result you always know the right person for any task. You could easily work as a fixer if your calling wasn't business.

Great Material Continuum [600]

There's luck, there's skill, and then there's you. You have the ability to always find yourself in a series of trades that spirals upward in value until you end up with exactly what you need, or even better. You have nothing but a cargo crate of decommissioned isolinear chips? A deal will fall into your lap where a Ferengi needs them for a pet project, who trades you an obsolete but functional warp core. And then someone else just happens to be desperate for a warp core, and you see where it goes. Deals fall into your lap, buyers appear at just the right time, and sellers somehow don't realize they just handed you the key to a small fortune. You could start with a box of rations and end up with your own moon, the dream of many Ferengi. Assuming, of course, someone's willing to sell.



Spy Perks

Poker Face [100]

In a galaxy full of spies and telepaths, what you reveal on your face can be your greatest liability. Or your most powerful weapon. You have complete control over your emotions and expressions, being able to conceal your emotions in a manner so precise even trained spies and weaker telepaths cannot detect what you are feeling. And in the same way you can conceal your emotions, you can also project any expression and emotion you choose, in a way that looks completely genuine.

Doppelgänger [200]

Your body is flawless in every way, to the point that any abnormality, modification, or alteration is completely undetectable. No medical scan, sensor, or analysis can reveal that you are an android, a genetically augmented human or that you have altered your species for infiltration. Every physiological test, from basic vitals to advanced neural scans, reads as perfectly normal. This extends to disguise and infiltration: you could walk among strangers of any species, undergo routine examinations or pass security scans without raising suspicion. To a scanner, you are completely normal, allowing you to move freely anywhere.

[REDACTED] [400]

You are the embodiment of 24th century spy knowledge and skill. Every facet of spycraft is mastered: physical combat and evasion, technical mastery (hacking, cryptography, explosives, surveillance), and social manipulation (bluffing and lying). You move silently, defeat all security, and deduce complex problems instantly. Most important is your ability to rapidly master any new spy-related skill in a fraction of the time it would take others.

New World Order [600]

You have a brilliance that can only be found in those who lead the greatest intelligence organizations of the galaxy. You are capable of creating complex, multi-layered plans which affect entire planets, star systems, and sectors. Your schemes account for thousands of variables such as alliances, logistics, timing and probability, weaving them into plans that almost seem prophetic. But more importantly, the effectiveness of your plans scale with severity: the more people sacrificed by your plans, the better the result. A plan that sacrifices no one will still be effective, while a plan that sacrifices the lives of everyone in a Romulan ship will be blessed by luck and coincidence. As long as you are prepared to sacrifice others, your plans will always succeed.

Freedom Fighter Perks

Brave Warrior of the Resistance [100]

Whether you learned from the Bajoran Resistance, the Maquis or by yourself, you are an expert in asymmetrical warfare. You have the skill and experience of an insurgent in the 24th century, with a specialization in sabotage. You know how to turn mundane tech into improvised weapons, how to manufacture bombs using only the tools and resources at hand, and how to jury-rig electronic systems to make them fail. You also know how to identify weak points in anything and how to exploit or destroy these weak points. Even against superior enemies, your expertise lets you fight as an equal.

Phantom Cargo [200]

You have an almost supernatural skill for smuggling without leaving a trace, even with the most dangerous contraband. You also have the skills necessary to subvert any monitoring systems and to create hidden storage where contraband can be safely hidden from detection.

To Evade a Panopticon [400]

You are talented at the skill set of forging identities that pass even the basic inspection of the great powers in the galaxy. Names, histories, medical records, service files, all perfectly modified to provide a new life. You could walk into a new life as a civilian scientist with a dozen research grants, or even as a new cadet in a Starfleet briefing. However, if the identities are burned, recreating it for the same person is unlikely to work.

Holy War [600]

You possess the skill and charisma required to organize, and direct decentralized cells across multiple star systems. The shadow hand that guides the whole. These cells will remain completely undetected until they act, protecting them from bad luck and enemy action. Your charisma is legendary, transforming loyalty into unwavering fanaticism. With mere words, you could convince any member of your cause to willingly sacrifice themselves. You also know how to coordinate complex operations from afar without exposing the whole network.

Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends or Ship Builder stipends. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Mirror Companion [50]

You can use this option to buy the mirror version of yourself, your companions, or anyone else from Star Trek: Deep Space Nine.

House of Jumper [50]

Who says family has to stay behind when you boldly go where no one has gone before? With this, you can bring along your entire family as a companion. That's right. Parents, siblings, cousins, uncles, aunts, grandparents and that one relative everyone pretends isn't part of the family. Don't worry, you can choose which members of your family will enter the jump.



T'Lira [50]

Once a decorated Vulcan officer, she decided there wasn't anything there for her, and so she left the safety of Vulcan Command to search for new experiences until she found you. She is sharp, stoic and her eyebrow has developed muscle tone strong enough to qualify as a weapon. But despite her exterior, she is ferociously loyal to you, though she'd never call it that. She believes it's her "duty" to serve under you, but the way she covers for your more... creative command decisions suggest something bordering on trust. Or

madness. The line is thin. Still, don't expect warmth for her. The most you will extract from her is a comment about how, despite your illogical actions, you have achieved a satisfactory outcome. Well, it's practically a love poem.

Jadzia Dax [50]

Jadzia isn't just one person, she's several lifetimes' worth of experience, curiosity, and confidence packed into one Trill with a smile that could stop a Klingon warrior. Meeting her is always an experience: half the time she already knows you from one of her past hosts, and the other half she's reminiscing about events that happened centuries before you were born, like if you were there. She's clever, playful, and unafraid to push your buttons. Expect teasing, laughter, and the occasional drinking contest that she'll absolutely win. But if you manage to earn her respect, she'll treat you like one of her own: dragging you into Klingon bars, training bat'leth fighting with her and making you laugh through all of it. The Klingons call her sister. You'll just be lucky if she calls you friend. You could recruit Curzon or Ezri instead if you prefer.



Mary Sue [50]

Nobody's entirely sure which department Ensign Mary Sue belongs to, because she seems to belong to all of them. One day she's recalibrating the warp core, the next she's performing neurosurgery. Command logs show her earning top honors at Starfleet Academy in every field, including several that don't exist yet. She's stunningly beautiful, every phaser shot misses her by inches, and every mission seems to hinge on her showing up at the right moment. No one can explain how she is so lucky or competent. You've long since stopped trying. Just don't let her take the helm, or the ship will exceed warp 10 again.

Items

You have a **300 CP** stipend to spend here. You can freely import items. Items destroyed restore themselves in three days. You also gain the blueprint of anything you buy here. You can discount two items per price tier except the **1000 CP** tier, with discounted **50 CP** and **100 CP** items becoming free. All items here have an infinite battery.



Universal Translator [Free]

The 24th century has brought many advancements to the galaxy, and one of them is the universal translator implant. Directly implanted in the user's ear, the universal translator allows the wearer to instantly understand and communicate with anyone, operating in real-time without delay. It requires no maintenance or external devices, and works in the most extreme conditions.

Tricorder [Free]

One of the most common tools in the galaxy, a Tricorder is a diagnostic device designed to scan, analyze and record vast amounts of data across scientific, medical and technological fields. It can detect life signs, analyze chemical compositions, identify energy signatures and much more. This device, in particular, can easily change itself to a medical tricorder when needed.

Lucky Baseball [Free]

A well-worn leather baseball, scuffed and faded from years of use, that somehow found its way to your hands. For some reason, just holding it fills you with confidence.

Phaser [Free/50]

Another common item in the galaxy, the phaser is a direct energy weapon with a variable output capable of non-lethal incapacitation to complete disintegration of targets. This weapon has an infinite battery. For **50 CP**, this also comes with a Phaser Rifle, which provides more range and power. Additionally, it has an option of a biometric lock.

Quarters in DS9 [Free]

A room in DS9, sized appropriately to your needs. It includes basic furnishings, a replicator (limited to station power allocation), a computer terminal, and a window with a view of the stars (or the wormhole, if you're lucky).

Altonian Brain Teaser [50]

A quite unique puzzle device originating from the Altonian species. The device consists of a sphere where the user has to change color only with their thoughts. Solving the puzzle improves your clarity of mind and focus, and the device automatically increases its difficulty so as to always help the user improve.

TR-116 Rifle [50]

A projectile weapon designed by Starfleet as a contingency against dampening fields and radiogenic environment, and improved by an unknown individual. It fires Tritanium bullets, three times harder than diamond, using micro-transporters capable of beaming down bullets behind walls and other obstacles. This weapon has infinite ammo and comes with an exographic targeting sensor capable of seeing behind walls and obstructions.

Ferengi Planetary Documentation [100]

A ledger bound in latinum and stamped by the Ferengi Commerce Authority, this is a deed dossier for buying and registering any type of small celestial body such as moons, planetoids and asteroid belts. By paying the price to the ledger, you can choose any celestial body for purchase, and you will gain all the necessary paperwork and legal instruments that prove you are the owner. These documents will be accepted by any government and power around the galaxy.

Latinum Stipend [100/200/400]

This is a stipend of at least 2 bars of latinum per month, the highly valuable metal universally accepted as currency across the quadrant. It is an amount of money six times greater than the normal salary of someone working at a bar. For **200 CP** this expands to 20 bars per month, and for **400 CP** this expands to 1 brick of latinum per month. Post-jump latinum will still be accepted as an object of value.

Entertainment Archive [100]

This is a complete media archive containing a comprehensive collection of entertainment and news from the past to the 24th century, including historical plays, films, music, literature, games, songs and interactive programs from countless cultures and species. The media archive also perfectly connects to any holodeck, seamlessly transitioning everything to three-dimensional holographic media.

Galactic Reserve Collection [100]

A luxurious collection of the finest alcoholic drinks gathered from across the galaxy. From Cardassian kanar to Klingon bloodwine to human root beer, among many others. Each drink has the perfect taste and the bottles replenish themselves instantly, ensuring the collection never runs dry.

Security Tools [100]

Any Ferengi that prizes himself as cunning has one of these tools. When deployed against an access interface or security device, the kit can override locks, door protocols, force fields and temporarily elevate a user's security clearance.

Portable Replicator [100]

A backpack sized, field-deployable replicator unit that provides fabrication of food, basic supplies, components, and consumables. The replicator can be carried on someone's back, but only if they have enhanced strength, such as a Vulcan.

Morphological Scanner [100]

A handheld scanner designed to detect shapeshifters and other creatures that can change form. The scan uses a type of unique radiation that not only detects shapeshifters but also forces them to return to their original form. The scanner self-updates and is capable of learning from new lifeforms, ensuring its continued effectiveness in future jumps.

Augmented Reality Headset [100]

Developed by the Dominion, this is an augmented reality headset combined with a neural interface that links directly to any starship sensor and control networks. When worn, it streams every sensor feed into the user senses as an integrated experience. It also connects the user's mind to the ship's controls, giving the user the ability to pilot the entire ship with a thought. This comes at a cost: the intensity of the sensorial feedback strains the mind of the user. As such, the use is only recommended for augmented species or species with superior physiology compared to other species.

Medical Bag [100]

This is a comprehensive collection of all the portable medical equipment in the 24th century: Cortical stimulators for brain health, laser scalpels for cutting, dermal regenerators to cure skin wounds, hyposprays with hundreds of substances, vascular regenerators to cure wounds, dermal stimulators for plastic surgery, osteo-regenerator for bones, painkillers, psycho-tricorders to detect lies and many more.

Houdinis [100]

Called Houdinis by the unlucky Starfleet officers who had to deal with them, subspace mines are exactly what they sound like: explosive devices that lurk in subspace, invisible to conventional sensors, waiting for someone to get near. They can be configured to be activated by anything, from proximity to movement.

Runabout [100]

A versatile, small-sized starship designed for short to medium-range missions. The Runabout is capable of atmospheric flight and warp travel, and is equipped with phasers, shields, living quarters and even replicators, allowing adaptation to a variety of mission profiles. It has infinite fuel.

Dabo Table [100]

A fully functional dabo wheel, the most popular gambling game in the quadrant. It includes holographic effects, sound systems, and the complete rule set. Whether you run games yourself or simply own it for entertainment, a dabo table draws crowds and generates profit for you. Also comes with Dabo girls or boys, your choice.

Bilitrium Bombs [200]

A unique explosive made from crystalline bilitrium and an antimatter device, this bomb is powerful enough to vaporize the surface of a country from low orbit. A new one appears every week.

Holographic Village [200]

A device of large size capable of projecting an entire village filled with fully interactive holographic people. The villagers behave realistically with individual personalities, routines, and reactions. Entire buildings, streets, food and water are generated (through the use of an internal replicator), and the holograms persist even when the user is absent, creating a fully immersive environment.

Quark's Bar [200]

This is the famous bar of Quarks, complete with all its functions and crew. Wherever it's established (though it defaults to Deep Space Nine) it quickly becomes a hub of activity, with traders, explorers, workers and many interesting people around the galaxy gathering under its lights to share stories, make deals and occasionally start a few brawls. Quark himself oversees operations, though the most unique quality about its bar is that it attracts interesting events and unique people, always making it so the bar is at the center of unfolding stories, no matter where it's placed.

Bio-Mimetic Gel [200]

A highly restricted compound, biomimetic gel is a liquid substance used in the study of genetics. Though, its true danger lies in its versatility as a weapon. It can be transformed into biogenic and explosive weapons, and if used as an explosive, it is completely undetectable by any sensor, making it exceptionally lethal and difficult to trace. Do not let the Federation find you with this.

Psychotropic Viral Samples [200]

A classified collection of viruses capable of altering emotional and psychological states in sentient beings. They are capable of producing profound changes in mood, such as heightening aggression, reducing inhibitions or increasing happiness. For reasons not entirely understood, strains that diminish inhibition and impulse control are quite recurring in Starfleet ships. These viruses do not mutate, only infect those you want and come with a fast-acting cure.

Cellular Regeneration and Entertainment Chamber [200]

A state-of-the-art scientific device created by a visionary, yet quite insane, researcher who devoted his life to achieving immortality. The chamber emits biogenic energy which stimulates cellular repair and regeneration through the user's body. As long as you maintain a regular use of five hours per week, this maintains the user at peak health and completely halts the aging process entirely. Users experience enhanced constitution, resistance to diseases and rapid recovery from injuries.

Mirror Universe Device [200]

An improvement from the basic device, instead of just affecting a transporter system it directly transports a user to the mirror universe, which is a counterpart of the universe they are from. The device is perfectly safe and can bring even vehicles during the transport. Post-jump, this device teleports you to an evil counterpart of whatever universe you find yourself within.

Gambling Device [200]

A spherical artifact made by an unknown civilization for the purposes of gambling. When activated, it has two possibilities: fortune or misfortune. On a win, luck blesses you for four hours, with improbable things happening to you. On a loss, the next four hours are plagued by small accidents and annoyances, like equipment glitches, accidentally kissing a woman in front of your wife and that sort of thing.

Orb of Prophecy and Change [200]

An orb made by the Prophets with the purpose of guiding the Bajoran people. When used, it gives the wielder visions of alternate futures, possible destinies and divergent timelines. Within these visions, the user may converse with symbolic figures, encounter different versions of themselves or witness events yet to come.

Medical Bay [200]

A fully equipped 24th-century medical facility capable of handling routine care, emergencies, and advanced surgeries for multiple species. Advanced treatments such as rapid wound healing, disease eradication, and cybernetic integration are standard, and the facility can operate autonomously for extended periods thanks to the recent development of the EMH. Additionally, the medical bay can do advanced plastic and hormonal surgery capable of making someone look like another species, randomly changing facial traits or changing sex. The medical bay also has equipment for research of new treatments and experimental medicine.

Cruiser Ship [200]

You have ownership of a cruiser ship from the galaxy's great powers. It can be any ship class up to Cruisers, such as a Nebula class or Akira class from the Federation, a Galor class of the Cardassians, a Klingon Bird-of-Prey or even a Sh'vhal type from the Vulcans. Your ship comes fully armed and operational, and it comes with an experienced and loyal crew. Most importantly, you possess official authorization from the power that issued it, granting you full rights to operate the ship.

Self-Replicating Mines [400]

This is a deployment package that generates an autonomous, long-range defensive mine system capable of securing at least a solar system distance of space. Once seeded, each mine self-replicates until the number is in the thousands and then cloaks themselves to avoid detection. The system is under your control and can be deactivated anytime.

Dominion Cloning Facility [400/600]

A cloning complex developed by the Dominion for the rapid production of Vorta and Jem'Hadar. Given a DNA sample, the facility can produce a fully grown, healthy duplicate of someone in under three days. This facility can produce one thousand clones at the same time, and each clone produced is completely loyal to you and always following your orders. For an extra **200 CP**, any clone made has the memories of the original.

Cloaking Device [400/600]

One of the most illegal devices in the galaxy, this is a highly advanced stealth system capable of being installed on any starship, from small scouts to massive capital ships. Once integrated, the device bends particles around the ship, rendering it virtually invisible to sensors and light. For an extra **200 CP**, you can buy instead the phasing cloaking device, a highly experimental device developed by Starfleet capable of not only making a ship invisible but capable of moving through solid matter. Different from the original, this device will have no flaws or problems, and it will work indefinitely.

Inert Borg Nanoprobes [400]

Bought from someone by Quark, these are the inactive remnants of Borg biotechnology, safely stripped of their connection to the Collective and rendered incapable of assimilation. In their inert state, they pose no threat and can safely be studied or integrated into something. Scientists and engineers can learn a lot from these nanoprobes, and with sufficient expertise they could even be reactivated to transform someone into a Borg drone without a connection to the collective.

Capital Ship [400]

You have a powerful capital ship from the proud fleets of the galaxy's great powers. It can be any capital ship class such as a Galaxy-Class, Defiant-Class, Intrepid-Class or a Sovereign-Class from Starfleet, a Klingon Negh'var or Vor'cha, a D'deridex from the Romulans or even a Jem'Hadar ship from the Dominion. Your ship comes fully armed and operational, and it comes with an experienced and loyal crew. Most importantly, you possess official authorization from the power that issued it, granting you full rights to operate the ship. If you take the Defiant-Class, it will have a cloaking device.

Deep Space Nine [600]

A massive space station orbiting the planet Bajor, Deep Space Nine can almost be called a galactic hub of commerce and diversity. The station has a life of its own, populated by humans and aliens from across the quadrant, including Bajorans, Klingons, Ferengi, Cardassians and more. It has everything such as trading markets and medical facilities and the station is full of cultural exchanges, smuggling operations and diplomatic negotiations. The station runs on its own, handling trade, maintenance, and security without you. It also comes equipped with thousands of photon torpedoes and phaser banks. The station generates steady revenue through trade, docking fees and commercial operations, with a share going to you.

Tech Database [400/600/800]

This is a complete, comprehensive database containing the entire scientific literature, technical schematics, classified research and engineering databases of an entire civilization. For **400 CP**, you can buy the database from a powerful civilization such as the Federation, the Klingon Empire or the Romulan Star Empire. For **600 CP** you can buy the database of a highly advanced civilization such as the Borg. For **800 CP** you can buy the archive of a once mighty civilization such as the Iconians.

Industrial Replicator [600]

A massive, highly advanced replicator system capable of producing virtually any item, from food to complex machinery. Unlike standard replicators, this unit can replicate everything with perfect fidelity, from food to exotic materials, though it will have a ban on latinum during your stay here. The unit has a diverse library of patterns from all over the galaxy, and can incorporate any sample or blueprint you provide.

Wormhole [600]

A wormhole linking the Alpha Quadrant to the Gamma Quadrant, though now it's yours. You can place it anywhere you want and use it to connect to any point in the galaxy, with you freely choosing the size so it can accept or deny capital ships, for example. You can choose to move the wormholes to different locations every year, and stop anyone from entering the wormholes.

Mining Planet [600]

This is a planet rich in dilithium and a wide array of rare minerals from all over the galaxy, perfect for large scale mining operations. The crust and mantle are densely packed with valuable resources, and the planet itself restores these materials every six months. More importantly, any mining operation is ten times faster, with any resource being easily extracted by mining machines or ships. If something cracks the planet for fast extraction, it will restore itself six months later. Post-jump, it updates with the rarest materials from your current jump.

Sword of Kahless [600]

The legendary Sword of Kahless, a sacred relic of the Klingons once thought forever lost. Not only is it supernaturally sharp, but wielding it confers authority and prestige from any culture of choosing. It also gives you a special ability related to your choice: Once, per jump, you can completely reshape the concept of honor of an entire species, completely changing them.

Orb of Time [800]

An orb made by the Prophets with the purpose of guiding the Bajoran people. When used, it allows the user to travel in time to a year of their choosing. The transition is seamless, and the user can always travel back, or travel to a different timeline, using the orb again. The orb also has a unique ability: it can restore the original timeline, undoing any changes the user has caused while travelling through the past. Holding the orb also protects the user from time-travel changes.

Utopia Planitia Fleet Yards [800]

The Utopia Planitia Fleet Yards are a massive orbital shipyard located in the orbit of Mars, renowned as one of the most advanced starship construction and maintenance facilities in the quadrant. The yards are capable of designing, building, and repairing a full range of starships, from small scouts to massive capital ships, using highly automated assembly lines. The facility is staffed by hundreds of engineers, and the shipyard is operated by itself, allowing you to oversee operations without direct involvement. The shipyards can easily manufacture any ship you have a blueprint on, and they will easily repair and refuel any ship you own.

Bajor [800]

This is the entire planet of Bajor, one of the most beautiful planets in the galaxy. Every part of it is yours, its mountains, plains, oceans, temples, ancient ruins and a dozen major settlements along with a thousand smaller ones. The bajorans, both in politics and religion, consider you as the true steward of Bajor and agree completely on your rule. You may choose a hands-off approach of leadership or to actively involve yourself in how the planet is run, either way, bajorans will treat your guidance as legitimate and blessed.

Ship Builder

You gain a free ship along with a 1000 CP Stipend to spend here. Companions do not get ships. If your ship is destroyed, it will restore itself a month later. You also gain the blueprints of anything you buy here.

Import [Free]

If you wish to do so you can import any ship you own to be updated with the basic technology from Star Trek such as duranium plating, sensor arrays, phaser banks, impulse drives, tractor beams, navigational deflector and warp drives. How much it will be gained depends on the size of the ship.

Ship Size [50/200/400]

For **50 CP** your ship falls within the auxiliary classification, comparable to a Runabout class. These ships have limited weapons and shields, and can host three to ten people.

For **200 CP**, your ship falls within the cruiser classification, comparable to a Klingon Bird-of-Prey. These ships can mount respectable defensive and offensive systems and host a full crew.

For **400 CP**, your ship falls within the capital ship classification, comparable to a Federation Galaxy-class. These ships serve as mobile command centers, diplomatic hubs and fleets unto themselves, hosting thousands of people.

Frames

You can only buy one frame per ship. All frames have essentials such as tractor beams, navigational deflectors, impulse drives and sensor arrays.

Normal Frame [Free]

The normal frame is the baseline starship architecture of all ships across the galaxy that aren't made by the great powers. It is serviceable, predictable and completely ordinary, only providing reliable transport and a large internal capacity perfect for traders and smugglers. It does not favor any specialized doctrine like exploration, combat, or stealth. Gain the first purchase of **Cargo Hold** for free.

Federation [200/Free for The United Federation of Planets]

Made by engineers from a thousand different civilizations, the Federation frame prides itself in its modularity and its medical labs. Each system can easily be replaced, the interior is comfortable and efficient and more importantly: the saucer module is capable of separating. This gives your ship a **Saucer Separation** and **Medical Labs** for free.

Klingon Frame [200/Free for Klingon Empire Affiliation]

Made by a design doctrine focused on war, Klingon frames do not waste their time with exploration or scientific pursuits. The Klingon hulls are especially resistant and reinforced compared to the frames of other powers in the galaxy, and its ship design is made to focus all the ship weapons at the front, increasing lethality. This option gives your ship an **Ablative Hull** and **Disruptor Array** for free.

Romulan Frame [200/Free for Romulan Star Empire Affiliation]

The Romulan Frame is a purpose-built starship architecture optimized for the Romulan doctrine: observe without being detected. Every structural choice and system fusion is subordinated to that doctrine, with the ship being optimized to reduce all emissions and mask its signature. Though more important, the ship itself is structured to increase the effectiveness of a cloaking drive and its adaptation to anti-cloaking methods. This gives your ship a **Cloaking Device** for free.

Weapons

Direct Energy Weapon [50/100/200]

The most common ship weapon of the 24th century, particle arrays fire coherent bursts of particles to attack targets. The most common option, the **Phaser Array**, fires a beam of energy, being the signature weapon of the federation. The **Disruptor Cannon**, known as the signature weapon of the Klingon Empire, focuses on emitting beams specialized to disintegrate targets by disrupting molecular bonds, being more lethal than Phaser Arrays. The Polaron Cannon, a unique technology developed by the Dominion, uses radiogenic radiation to weaken subatomic bonds. The Phaser Array costs **50 CP**, while the Disruptor Cannon costs **100 CP** and the Polaron Cannon **200 CP**. Every ship gains one purchase of the Phaser Array for **free**. This option installs one array, and can be bought multiple times.

Photon Torpedoes [100]

The photon torpedo is a type of standard matter-antimatter warhead, being a self-propelled energy weapon capable of delivering devastating yields across vast ranges. It is employed by various organizations across the galaxy, with the Federation being the most known. This option installs one battery, and can be bought multiple times, with each time discounted by half.

Quantum Torpedoes [200]

Quantum torpedoes represent the next generation of tactical warheads, containing a plasma reaction that disrupts matter at the quantum level. These warheads are many times more lethal than a standard photon torpedo, and remain as exclusive technology to Starfleet. This option installs one battery, and can be bought multiple times, with each time discounted by half.

Power and Engines

Warp Core [Free]

The warp core is the central power generation unit across 99% of the starships in the galaxy. Converting the annihilation energy of matter and antimatter using deuterium and anti-deuterium, it powers every major system on board: propulsion, shields, weapons, life support and more.

Artificial Quantum Singularity [100]

A highly advanced and superior form of energy generation created by the Romulans, the Artificial Quantum Singularity is an almost microscopic black hole that provides an enormous amount of power without the need of dilithium crystals, enabling any vessel to maintain cloaking fields indefinitely and undertake extended operations far from supply lines.

Warp Drive [Free]

The most basic technology of any ship, a warp drive, is a system that allows a vessel to travel faster than light by creating warp fields that form a subspace bubble around the ship. The speed of the warp drive depends on the size of the ship, with a ship the size of a Runabout-class having maximum warp 5 and a ship the size of a galaxy-class having maximum warp 9.

Improved Impulse Drive [100]

While the Impulse Drive is at its core a fusion rocket, the most important part is the subspace field effect used to improve the effectiveness of the propulsion. With enhancements and refinements in impulse drive geometry and subspace calibration, the speed of the ship can actually be increased well beyond the limits of conventional impulse drives. With this upgrade, the ship can easily travel beyond warp 0.5 speeds indefinitely.

Utilities

Crew [Free/100]

You have all the necessary crew to operate, maintain and navigate a starship, such as commanders, engineers, medics, scientists, and security officers. Crews are diverse in species, skill level and experience, but if someone dies they are rapidly replaced with a new crew member of the same skill level, so eventually all crew members will acquire mastery in their positions. For **100 CP**, any member of your crew will be as competent as someone from the Enterprise.

Duranium Plating [Free/100/200]

Duranium plating is the most common hull material in the galaxy, forming the backbone of countless starships. Its balance of strength, durability, and manufacturability is favored by explorers, traders, military vessels and independent captains alike. Thanks to its ubiquity, repairs, spare plates and replacements are readily available virtually anywhere, making duranium a reliable choice for all ships. For **100 CP** the strength of your duranium plating can be doubled, and for **200 CP** that amount can be quadrupled.

Replicators [Free/100]

A common technology of the alpha quadrant, replicators are matter-energy conversion units capable of providing instant fabrication of food, basic equipment, replacement parts and many consumables. Replicators are a central to shipboard life: they shorten supply chains, free crews from mundane logistics, and allow long deployments without frequent resupply. For **100 CP** you can also buy an industrial-grade replicator to your ship, capable of manufacturing large machine parts for vehicles, factories and more. If you have already bought the Industrial Replicator item in the Items section, this purchase is **free**.

Transporter [Free/50/100]

The transporter is a shipboard matter-transfer system capable of instantly moving personnel, cargo, or objects from one location to another without the need for shuttles or physical traversal. It has a base transporter range within a lunar orbit of a planet. For **50 CP** you can transport large volumes at once, such as runabouts or large amounts of people, and for **100 CP** your transporter range is up to the size of a solar system or three light years with a homing transponder.

Shields [Free/100/200]

A shipboard shield system is an integrated defensive energy field that projects a protective barrier around a vessel to absorb, deflect, and dissipate incoming hostile effects such as direct energy weapons, particle emissions and to a limited extent kinetic impacts. For **free**, you get an acceptable civilian-grade shield. For **100 CP** you get a military-grade shield, and for **200 CP** you get a regenerative shield, capable of restoring itself even under attack.

Holodeck [50]

A holodeck is a shipboard immersive simulation system that combines holographic projection, force-field manipulation, and environmental controls to create fully interactive virtual environments. With a holodeck a user can easily create recreational situations such as fantasy worlds, create training simulations or build research spaces for scientific experiments. No artificial intelligence will be spontaneously developed by this holodeck.

Sensor Arrays [Free/100/200]

Instead of the common sensor arrays found on cruisers and capital ships, which focus on navigation and tactical awareness, scientific sensor arrays provide unmatched clarity and fidelity across the multiple spectrum of information and have a greater range. Their quality easily allows for investigation of scientific anomalies, faint signals and environmental fluctuations that would be invisible to conventional sensors. For **100 CP** you can double the sensor range, and for **200 CP** that range can be octupled.

Medical Bay [100]

A medical bay is a dedicated shipboard facility designed to treat injuries, illnesses, and other medical emergencies. It combines advanced diagnostic systems, treatment equipment, and the newly developed Emergency Medical Holographic (EMH) program by the Federation for providing rapid, around-the-clock medical care when human personnel are unavailable or overwhelmed. The EMH can perform complex surgical procedures, monitor patient vitals in real time, and coordinate with other medical systems to stabilize critical patients. The medical bay can easily cure diseases, wounds, medical conditions, disabilities and create replacement organs for ten people at the same time. If you have already purchased the Medical Bay in the items section, this purchase is **free**.

Ablative Hull [100/200]

Developed for heavy combat vessels, the ablative hull is a reactive, energy-dissipating armor plating made of duranium composites designed to absorb, scatter and vaporize under attack. The material disintegrates in a controlled manner when struck, dispersing enormous amounts of incoming energy and protecting the ship. After enough time passes, it regenerates itself. For **200 CP**, you can double the hull reinforcement.

Expanded Cargo Hold [100/200/400]

Expanding a cargo hold represents a significant enhancement to a vessel's internal and logistics capacity. Through the integration of modular compartment expansions, a ship gains the ability to carry vast quantities of materials and supplies. The ship also gains secret smuggling compartments that can't be scanned by the common sensors in the galaxy. For **200 CP**, you can quadruple the cargo capacity provided by this upgrade. For **400 CP**, you can increase it sixteen-fold.

Saucer Separation [100]

Originally developed by the Federation, this is a structural and propulsion decoupling mechanism that allows a starship to split into two independent sections, with the primary hull (saucer section) containing the crew and most vital parts of the ship while the secondary hull contains the warp drive. It gives starships a unique operational flexibility, as it allows easy evacuation of civilian crew in case of an enemy attack or catastrophic warp core breach.

Cloaking Device [200]

A cloaking device is a specialized stealth system designed to render a starship invisible to visual detection, sensors and targeting systems by bending or masking energetic emissions. Most famously perfected by the Romulan Star Empire and later adopted by the Klingon empire, cloaking technology allows vessels to move undetected through hostile space with total concealment. If you have already purchased the Cloaking Device in the items section, this purchase is **free**.

Scenarios

The War for the Alpha Quadrant



The path to war seems inevitable. The Founders see all solids as threats to be controlled or eliminated and the Federation's first contact with the Dominion ended in disaster. The Obsidian Order and Tal Shiar's failed preemptive strike on the Founders' homeworld only made things worse, proving to the Changelings that solids cannot be trusted.

But you know what's coming. You know that billions die because of the war and worlds are devastated, changing the history of the Alpha Quadrant forever. But it doesn't have to happen. Be it through diplomacy, spy work, technological solution or whatever you can bring, prevent open warfare between the Dominion and the Alpha Quadrant. You don't need to convert the Founders to the ways of pacifism, but a cold war, a mutual deterrence, a negotiation or even a standoff is acceptable. What matters is that no massive military conflict that kills millions and devastate worlds happen. It will be hard, and you'll need to do it while various parties such as factions inside the Federation believe that war is inevitable and necessary. Even the Founders may not believe coexistence is possible. But if you succeed, you'll save millions of lives and prove that even galactic war can be averted with diplomacy.

Reward:

The reward for this? A **Diplomatic Transponder**, a device that marks you as a recognized neutral negotiator to any faction you encounter in future jumps. Even the most bitter enemies will allow you to mediate disputes, and your agreements are considered binding to all. Any peace will be able to be achieved by you.

Redeeming the Founders



The Founders' cruelty isn't random. Their desire to control all solids come from a bloody past where they were persecuted simply for existing - for being different. Every change Every Changeling carries these memories, shared through the Great Link, passed from generation to generation of shapeshifters. From this suffering came a conclusion: control everything and everyone so no Changeling will be ever harmed again.

But what if there was another way? You seen Odo's journey, where he learned to trust, to love and to see solids as people rather than threats. He proves that the cycle of violence and distrust can be broken, and that Changelings and solids can coexist in peace. Your task is to take that example and expand it to the entire great

link. You must show the Founders that there can be understanding between two different species and that friendship with solids is a possibility. Your challenges will be hard, for you will have to cure the morphogenic virus and convince the female changeling to change her ways. But you will not have to make the Founders into pacifists or Federation members, just help them enough to let them go of their fear.

Reward:

The Founders will give you a reward not done to any solid before: the ability to shapeshift like a Changeling without changing your species. You will retain your original physiology, but you will be able to assume any form you've studied for 24 hours before needing to return to your natural shape. This ability will improve with practice to eventually be as strong as a Changeling natural ability.

Drawbacks

These are the Voyages... [Free]

Perhaps this isn't your first time in Star Trek? With this option, you can connect your past adventures to this jump, changing the history of the setting.

Main Character [Free]

Perhaps you seek to replace someone? With this option you can choose to replace the life of anyone as long as they are connected to your origin, race and affiliation.

Department of Temporal Investigations [Free]

You can choose to start at any moment in the past during your stay here. You could start at 2364, during the first day of captain Jean-Luc Picard as leader of the USS Enterprise-D. Or perhaps 2265, during the first day of James T. Kirk as leader of the USS Enterprise. Maybe even during the 20th century, at the height of the Eugenics Wars? Your choice.

AU [Free]

The universe of Star Trek is quite a big universe, full of movies, series, books, games and other things. With this option you can choose what's canon, such as removing Picard from the timeline, or even enter alternative universes such as the ones from fanfics.

Supplement Mode [Free]

This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Stay Extender [Free]

You can stay as long as you want past your initial ten years, leaving at any time you prefer once that first decade has concluded.

Groundhog Day [+100]

During your stay here, you will eventually be affected by a time loop, where the month will repeat itself for five years. Each reset will return everything to the moment the loop began, leaving only your memories. Dying will not reset the loop, unfortunately, so try not to die.

Phaser First, Questions Later [+100]

For reasons no one can quite explain, which probably are a head injury or a quarter Klingon blood, your first response to any problem is violence. Someone disagrees with you? A flying kick to the face. A Ferengi overcharges you? Time for a double-fist punch. Engineering malfunction? Shoot with a phaser. As you can imagine, this does not endear you to anyone except Klingons, so expect to be adopted by at least one Klingon house, challenged to a few ceremonial duels and toasted regularly with bloodwine for your warrior spirit.

Cardio [+100]

A mysterious dampening field has spread across the galaxy, interfering with all transporter systems. You must now walk, travel and drive distances that would normally take moments to cover. Want to visit another planet? Prepare the runabout and some supplies for a long trip. Someone just stabbed you? Prepare to be carried instead of transported.

Q&A [+100]

Every so often, usually in the middle of something important, Q will pop into existence and start discussing your previous jumps. Loudly. In front of everyone. Expect casual mentions of your past before you entered your chain, relationships and your questionable moral decisions. He'll ask questions you can't answer, make insinuations that will ruin your credibility, and then vanish just before things fuck up.

Eugenic Failure [+100]

The genetic resequencing program was supposed to be flawless. All deficiencies erased and enhancements optimized. What could go wrong? Well, everything. Instead of being an augment, you now have a mental problem. Maybe you are completely mute, nymphomaniac, schizophrenic, paranoid or any other mental drawback that you could think of. This drawback can be taken multiple times.

A Q Podcast [+100]

The Q thinks you have potential to eventually transform yourself into a Q-level being. Of course, *if* you survive your next jumps. This also means that apparently you're destined to become a cosmic troublemaker, and to prevent future disasters, Q will lecture you endlessly on the irresponsible things you've done and are inevitably going to do. He will point out every single dumb decision, every minor inconvenience you caused, and every way you're failing to be responsible. And he will successfully annoy you. Expect to be offended a lot.

Doctor, Who? [+100]

Hope you packed a watch, because time just gave up on you. During your stay here, you'll find yourself constantly being flung through the centuries. One day you're in the 24th century discussing warp theory, and the next you're running from cowboys in the 19th century. You may even pop in the 23rd century and meet Spock, or land in the 22nd century just as the first Enterprise is launched. No matter what you do, you can't stop the time travel, and by the end of your journey you will be so lost you will need a personal log just to remember what century you are in.

Lost in Space [+100]

Forget your original plans. Instead of the background and locations you chose, you are now aboard the U.S.S Voyager at the exact moment it disappeared from the Alpha Quadrant. Prepare to live ten years on a ship that's always one crisis away from being blown up, flung into another dimension or taken over by aliens with a grudge.

Quark-logical Liar [+100]

Something went wrong with your brain, and now you are a compulsive liar. Every time you open your mouth, something completely untrue slips out. You exaggerate your resume to a Vulcan Admiral by saying you invented warp drive and claim to be a long-lost Klingon war hero to impress someone at the bar. But more importantly, your lies spiral completely out of control in the most ridiculous ways imaginable. An inebriated Klingon tripped and fell on his own knife? Well, according to you, you heroically defeated him in glorious combat. And now you're married to his widow. And now you are expected to uphold the honor of her House. Hope you like bloodwine and ceremonial duels.

Sitcom Episode [+100]

You've been cursed with the most common Star Trek storyline imaginable: the emotional connection that mysteriously vanishes after one episode. You are now doomed to form deep emotional bonds with people only to lose them within the week. Every. Single. Time.

The Slap of Q [+200]

For reasons known only to Q (he finds it hilarious) at completely random times he will appear out of thin air and slap you. Sometimes it is a normal slap. Sometimes it is a full, dramatic backhand that has that nice echo. Then just as suddenly he will vanish, leaving you dazed and humiliated. It can happen anywhere: during a diplomatic negotiation, in the middle of battle, even sleeping. Nothing can stop the guy.

It's a baby [+200]

Instead of entering this jump with your memories from your origin, you will instead begin your life as a newborn. Before you can proceed with your jump, you must live through an additional 20 years to reach adulthood. Only after these 20 years do you then experience the next 10 years required to complete your jump.

No Jumper Has Harmed Another [+200]

During your stay here, you are completely forbidden from directly killing anyone of your own species. Additionally, if you are aware that your actions could result in the death of a member of your species, you are compelled to make a sincere attempt to warn them of the danger regardless of personal risk or inconvenience this may cause to you. If you are a hybrid, then both your species count for this drawback.

My Immortal [+200/+400]

Q has decided to play a joke on you. The entire universe is now a collection of bad fanfics. Prepare to deal with edgy characters, cringe drama, a lot of mary sues and self-inserts and really, really weird fetishes. Nothing makes sense anymore. For **+200 CP** more, you will also have crossovers with different universes. Pray it doesn't crossover with Warhammer 40K.

Star Trek and Sorcery [+200]

Looks like Q got bored again. Instead of the future of spaceships and warp drives, you are now living in a high fantasy world of magic and dragons. Forget starships and tricorders. Now it's spellbooks and enchanted staffs. The prime directive is now about not angering the local wizard, Vulcans are elves, Klingons are orcs and the Ferengi have become goblins who run trading guilds. Instead of phasers, you'll be wielding wands. Transporters are now teleportation circles and holodecks are just illusions spells run by mages who charge by the minute. On the bright side, the uniforms now look fantastic with a cloak.

Zanthi Fever [+200, cannot be taken by any race without abilities]

You've caught Zanthi Fever and now your powers will activate without your consent, at the worst possible moments. If you are a Betazoid as an example, you will start projecting your emotions into everyone nearby. If you are a Vulcan, prepare to have moments of intense emotion. If you are a changeling, you will shapeshift involuntarily. Eventually your body will fight the disease, but prepare to have a lot of awkward moments.

Mimics [+200]

The wormhole has opened, and with it comes a new galactic problem: changelings. Everyone around you could secretly be a shapeshifter. Bajoran monks, Starfleet officers, even your replicator technician. All of them might be changelings in disguise. Also expect a lot of frequent security checks, blood screenings and paranoia. And the best part? The infiltration will only get worse the longer you stay. By the end of your jump, you might not even be sure you aren't a changeling.

Spy Games [+200]

Welcome to the real final frontier: spying. Every major power such as the Klingons, Romulans, Cardassians and at least three intelligence organizations that no one will admit exist have gone full cloak-and-dagger. Prepare to see a lot of terrorist attacks, false-flags, assassinations and identity swaps. At any moment, your crewmates might reveal they were working for someone else all along. Your captain? A double agent. Your admiral? A triple agent. Even your coffee might be bugged. Is it really paranoia anymore?

Q Again [+200]

Thanks to a transporter accident, you now have the exact appearance of Q, right down to the smug grin. Unfortunately, this is horrible, since across the Gamma Quadrant you are instantly recognized as the god of lies and several other creative nicknames. Everywhere you go you will find species that will panic, run or try to shoot you on sight. Entire planets will block you from travelling there, and even Starfleet itself will panic once they see your face. And the worst part? When you insist you're not Q, no one will believe you. Because that's exactly what Q would say.

Never Make a Deal With a Dragon. [+200]

You've entered a version of the Star Trek universe where supernatural creatures and myths are real, but still scientifically explained. Prepare to see a lot of ghosts, dragons, vampires, elves, and your science officer explaining how the poltergeist you are seeing now is technically "an interdimensional photonic echo stabilized by warp fields". The universe will also be a lot more dangerous, since most of these creatures either prey on or try to control mortals.

In the Grim Darkness of the Far Future [+200]

The galaxy has decided that conflicts are now settled by marching armies instead of diplomacy. During your time here, war will happen as conventional warfare instead, with infantry invading worlds, urban sieges and bloody combat. This means casualties on a horrifying scale only seen on Earth during the world wars. Hundreds of thousands of soldiers, civilians dying, infrastructure failing and ration lines. There will be no hope, only war.

Welcome to Bajor [+200/+400]

Your jump doesn't start where and when you expected it. Instead, it started years early, right in the middle of the Cardassian occupation of Bajor. The good news? There is no good news. The bad news? You are under Cardassian rule. You now have to join the fight against the occupation and lead the Bajorans to victory or help them survive until the liberation. For an extra **200 CP**, all the famous resistance leaders are dead.

The Adventures of Augment Jumper [+200]

Instead of starting as the highly trained officer, alien specialist, or Federation captain you picked in your origin, you're actually a 21st century human with no knowledge of Star Trek who's just been thawed out by some very confused Starfleet officers. You'll quickly discover that the world has changed just a bit: replicators, transporters and people who think money are weird historical concepts. Any skill or knowledge you were supposed to gain from your origin are now filtered through your 21st century brain, so expect plenty of learning experiences. You'll have to learn everything from scratch, but on the bright side, you'll be an instant celebrity for those who will want to learn how the 21st century was.

Rule of Acquisition #1: You Owe Us [+200]

Somewhere along the way, you made the terrible mistake of borrowing money from the Ferengi. And until you pay back every last slip of latinum, you're stuck working at a low-wage job. That's right, a low-wage job in the universe with free food. Maybe you will work as a barista serving Raktajino, working as a clerk for Quark, or maybe even doing customer service for some scam. Expect long hours of work and no dental plan. If you decide to not do this, expect to fight a lot of Mercenaries until you come back to your shitty job.

Reckoning [+200]

Many Prophets and Pah-Wraiths have been freed from their prisons, and now they roam the galaxy. During your time here, they will frequently control the bodies of those they can find, including those near you. Some of them will seek positions of power, while others will fight between themselves, endangering those around them.

May You Live in Interesting Times [+400]

From now on, your life will be a non-stop parade of chaos, crises and conveniently timed disasters. Every single week, the universe will conjure a brand new "episode" for you to deal with. Maybe it's an ancient probe that wants to judge all sentient life. Maybe it's a mysterious disease that turns everyone into lizards. Maybe it's a spatial anomaly that it's also your evil twin. You can't run from this, the moment everything calms down the universe will drop a new catastrophe on your doorstep.

Cybertrek 2369 [+400]

You were supposed to wake up somewhere nice, maybe on a Federation starship or a peaceful utopian colony with free healthcare and replicators. But thanks to an ionic storm, you have been dropped into one of those horrible worlds that only exist in the background of Star Trek. You know the kind: full of crime, poverty and incredibly awful despite having all the technological progress from the 24th century. Prepare to see prostitution, black market cybernetics, rape gangs, corrupt cops and the Orion syndicate. To make things worse, the ionic storm has scrambled all travel, meaning you're stuck here for two years. Hope you chose the right origin.

No Gods, No Superhumans [+400]

Turns out being an augmented human in the Federation isn't exactly subtle. Oh, you aren't human or in the Federation? They don't care. From this point now on, you are under constant surveillance from Starfleet Intelligence. If you sneeze too hard, someone in a uniform will want to debrief you about it. Worse yet, the Federation might decide you're too dangerous to roam free and will attempt to arrest you for the good of the galaxy. On the bright side, at least Section 31 doesn't hate you.

Bond. James Bond. [+400]

Something went wrong and instead of starting at your origin, you started in 1964. More specifically, at the holodeck simulation of 1964 made by doctor Bashir. Which means you're now living in a spy movie complete with tuxedos, martinis and a lot of explosions. You will live here for 2 years and all your perks will be scaled down, so an Augment will instead have attributes at the peak of humanity instead of superhuman, a ship will be a car and a replicator will be a workbench. The world operates entirely on pulp logic, which means everyone has an accent, villains do monologues and each month there is a different plan to take over or destroy the world.

They Shall be my Finest Warriors [+400]

Something in the galactic arms race has gone terribly right. Every major power in the quadrant has cracked the code of genetic enhancement, and they're wasting no time rolling it out. Now, at least one in every five people of the Federation, Romulans, Klingons, Ferengi and even the Cardassians have been upgraded beyond natural limits while other species in the universe try to do the same. Vulcans with superhuman intelligence, Klingons who can punch through duranium plating, cybernetic Romulans capable of hacking computers wirelessly and much more. Everywhere you turn, someone's superior in one way or another. And as you can imagine, this means competition is brutal, political tensions are rising, sports are ruined forever and personal conflicts are much worse. The galaxy has entered a new era, and those who aren't good enough will be forgotten.

Warpway to Hell [+400]

Warp Drives do not create subspace bubbles anymore. They instead teleport the ship to a hell dimension filled with demons for FTL travel. Each warp jump a ship makes carries a small chance that a demon slips through. The bigger the ship, the bigger the hole, and more demons come pouring out. If your shields fail, expect a demon boarding party. These demons are quite resistant to phasers, with them at the maximum setting only wounding them instead of disintegrating their bodies. And if you thought you could just hide somewhere safe and never travel inside a ship anymore, think again. Those ships that didn't survive their demonic joyrides don't just vanish, they crash nearby, releasing even more demons in your vicinity.

Puppet on Strings [+400/+600]

The Pah-Wraiths have taken notice of you. These malevolent entities see potential in you, and they will seek to influence, manipulate and even try to possess you to further their goals. Your willpower will be constantly tested, and if you surrender or lose a contest of wills, they will assume control of your body for days until they achieve their goals. For **600 CP**, one of them has permanently possessed you, and each four hours of your day you will completely lose your memory as the Pah-Wraith controls your body. You will not remember what they did.

It is real to me [+600]

Every now and then, you will awaken not as a Jumper, but as a somewhat overworked author on 20th century earth, struggling to write a story about a mysterious figure only known as the "Jumper". Your powers and abilities will be completely disabled, and you will never know if your memories of the jump are a hallucination or a dream. Or maybe even if your life as an author IS the dream. Who knows?

Great Man Theory [+600]

During your stay here, you must accomplish a monumental feat. Something so big it will echo through the history of the galaxy for centuries to come. Maybe make the Klingons or Romulans enter the federation, create a new type of FTL travel that replaces the Warp Drive, or destroy the Borg all by yourself. You will know when the task is complete. Fail to deliver, and your chain ends here. Succeed, and your name becomes part of galactic legend.

Through the Looking Glass [+600]

Your journey does not begin in the universe you know. Instead, you wake up in the mirror universe, the realm where compassion is weakness and there are no bright ideals of exploration and cooperation. To make matters worse, your mirror counterpart has already claimed a position of power. They wield everything you have bought in this chain, along with the political influence to send starships, assassination squads and even entire fleets after you. And they will. Because they hate you. You must kill your mirror counterpart, or you fail your chain. Even if you somehow try to leave the mirror universe, they will find a way to reach there with their fleets, so expect war if you try to run.



Ending



Well, well, well... look who's made it this far.

I must say, I didn't expect you to survive this far, mon Jumper.

Quite the performance you had here, surviving gods, playing politics, and somehow you didn't blow yourself up into dust.

But you played your little part quite nicely, and now it is up to you to choose.

Stay: Ah, so you've decided you rather like it here! The prophets, the bajorans, the occasional existential crisis... Charming, isn't it? Stay then. Make the galaxy your home, command your starship or wander the wormhole pondering the meaning of existence. Just don't be surprised when I drop by for a chat... or a test.

Return: Back to your quaint little blue marble, are we? How sentimental. You'll find the air just as polluted, the people just as fascinatingly flawed, and the coffee... still terrible. But perhaps you'll appreciate it more now, after seeing what lies beyond the stars."

Go Forward: My favorite choice! Onward! A new stage, a new audience and new rules to break. You've learned nothing, of course, still risking your life for phenomenal cosmic powers. But isn't that half the fun? Good luck, mon Jumper... I will be watching.

Changelog and Notes

V 1.0 - First Version.

V 1.1 - Added the Lucky Baseball item, added a line to the Scenario about the starting date, edited Ghost in the Shell to give you a high skill level using the implant, small changes, small fixes.

V 1.2 - Small changes to Koschei, Back to the Future and Ghost in the shell perks, edited the capital ship item to have the Klingons capital ships and the Defiant-Class, edited the runabout price to 100 CP, added the Cruiser ship item, edited some ship builder items and removed the Quantum Slipstream Drive and the Interphasic Torpedoes due to them being more fit for a Voyager jump.

V 1.3 - Small changes, removed the Q scenario, added two new scenarios, added Bajor as an item, added Dabo Table and Quarters in DS9 as a item.

You can take any companion as a follower if you want to.