

Starcraft Jump, version .46

Welcome to the Koprulu sector of space. Where the Terrans, (what humanity is known as here) is almost entirely descended from a group of prison ships that went off course. The sector itself was originally terraformed long ago by powerful aliens older than the galaxy itself, and in seeding life they gave rise to two powerful alien races; The Zerg, a race that utilize biology as powerful as any technology and The Protoss, with technology second only to the ones that seeded life here long ago.

You have come here October 2500, just as the brood war ends. It was a bloody conflict involving the Zerg, the Protoss, and a Terran force from earth seeking to take the power of the alien races for themselves. The Zerg leader, the Queen of blades won the war and then left back to Zerg controlled space.

To begin with you are given 1000cp to spend on various options to help you get started.

Backgrounds,

Roll 1d8+20 to determine your age, while keeping your gender. You can pay 100CP to specify either of these. Regardless of which background you choose you may choose any terran faction to be a member of, excepting drawbacks that block certain factions. Whatever faction you choose you are a low or mid ranked member, with enough authority to command others. If you choose to be independent you start with a command center and 5 free SCVs in your given location.

Drop in, free

No memories that would help you get along in this universe, but also nothing interfering with your personality. You start with a situation that will lead you to start at the appropriate rank within your chosen faction.

Military, 100cp

You are in the military of your chosen faction, and are a volunteer rather than a criminal forced into service.

Researcher, 100cp

You have spent your life researching technology, exobiology, and xenotechnology.

Civilian, 100cp

You are an ordinary Civilian living in the Koprulu sector, living an ordinary life.

Mining Guild, 100cp

You were a member of a mining guild and have devoted your life to procuring and selling resources.

Locations, Rolled 1d8, or chose your location for 100cp. You may also choose for 50cp to be located at the headquarters of your chosen faction.

- 1) Moria, Capital of the Kel-Morian Combine, recently raided by Sarah Kerrigan, the military and manufacturing capability of the world is still recovering, this recovery allows for great opportunity.
- 2) Tarsonis, Former capital of the Confederacy this world was completely ravaged by the zerg and the protoss, it was even further damaged in the brood wars. Currently it is under control of the Terran Dominion, who are sorting through the wreckage of the planet. You start on Theta Prime, an orbiting space platform built to maintain trade after the initial destruction of the world.
- 3) Korhal, Capital of the Terran Dominion, currently still being rebuilt this world is experiencing the greatest growth in the Koprulu Sector.
- 4) Umoja, Capital of Umojan Protectorate, an unspoiled world with large cities and research centres. The Umojan culture highly prizes liberty and technological progress, leading to their worlds being a safe haven away from the more strict governments.
- 5) Braxis, an empty and icy world under the control of the Terran Dominion. Not long ago the entire world's oceans evaporated when the world was purified by the protoss, they have since frozen covering the world in ice, it is nearly completely empty and inhospitable.
- 6) Abaddon, a lava world filled with many factions including the remaining United Earth Directorate.
- 7) D-3974, otherwise known as Dead Man's Rock this world is beyond the control of any government and is great if one needs to hide or wish to engage in illicit activities.
- 8) Free Choice

Units

To get you started you gain a companion of any of the listed unit types, if there is a cost stated you must pay that price, unless you import a companion into this role, which may be done freely. Along with this companion you get a squad of units of the same type. You may also obtain or import additional companion units for 50cp, new companions are also required to pay any stated cost. Likewise for 50cp and any listed price you may hire a squad of units. All companion units gained or imported here come in your choice of gender, and gain the best training, and the best equipment that isn't an experimental prototype.

Marine, the most basic of all terran units, and the backbone of terran military might. This companion is a skilled commander, military strategist, and a crack shot with every weapon. Squad size 8

Marauder, heavy unit that launches a variety of grenades, they are an expert in explosives and controlled, or not so controlled demolition. Squad size 4

Firebat, heavy unit that uses flamethrowers and missiles, expert battlefield analysis with an artistic side. Caution, artistic side usually involves fire. Squad size 4

Reaper, demolition and scouting unit that comes with a jetpack. Actually an expert in training, or more accurately chemically reconditioning reapers, they are very skilled at directing drugged up lunatics, and forming them into a skilled fighting force. Squad size 6

Medic, skilled and quick medical care, even a bit of machine repair, also a very skilled pilot, and very knowledgeable about biology. Squad size 6

Ghost, 50cp. Light stealth unit with psychic powers, has expert use of their psychic powers to do things you might not have thought possible. Though they have a hard time reading minds, and are no more powerful than you with the psychic power option, they are also a skilled teacher, and great at training psychic potential. Squad size 4

Spectre, 50cp. Light stealth unit with psychic powers, is more powerful than the Ghost, but has less skill, slight rage issues but a great friend that is always there for you. They know how to enhance your power if you chose the psychic power option and can teach you to use that power. Squad size 4

Goliath, 50cp. The pilot of a basic mech with machineguns and missile pods, they are surprisingly able in social situations and are great at getting people to like them. Squad size 2

Banshee, 50cp. Pilot of a missile based ground attack aircraft. Pilot is also very skilled at fighting in CQC. Squad size 2

Viking, 100cp. Pilot of transforming fighter/mech, amazing agility and flexibility, minor psychic powers but some skill at reading minds, expert at spying and covert ops. Very cheerful, and always willing to help. Squad size 2

Predator. Personal Predator unit, not sentient, comes at an above average size of your choosing, anywhere from the ordinary size to 2.5 times normal. Self repairing and comes with the ability to lay mines, and a lightning field that does not harm friendly units. Can cloak for 100cp extra. Saddle option is free. Squad size 3

Crucio Siege Tank, 100cp. The pilot of a powerful tank that can transform into an immobile artillery platform, they are an expert in machines and computers, they are also a hell of a chef. Squad size 2

SCV, basic construction and mining unit. Pilot is an incredible engineer and can find ways to improve just about anything that can be improved. Squad size 8

Skills and Abilities

Shooting, 100cp. Your accuracy with all projectile weapons is improved, you are close to as accurate as is possible for whatever weapon you wield, for as far as you are able to see. Free Military

Mining Sense, 100cp. You have a sense of where to find useful resources, and how to best extract them. Free Mining Guild

Resilience, 100cp. Combination ability to resist damage, and the pain that comes with it, you can deal with what would normally be crippling pain and keep fighting. Free Civilian

Connections, 100cp. You easily see the connections between subjects, no matter how far apart, and rapidly realize how whatever you are working on fits in with other things you already know. Free Researcher

Digital Work, 100cp. You gain a large boost to your ability to use computers and advanced devices, making it so that you work much faster than normal with no more mistakes than you would normally, you can also quickly learn and utilize any digital interface. You also gain 250 more actions per minute when playing any strategy game.

Sniper's Persistence, 100cp. You need to sleep less often to the point of extending your day from 24 to 30 hours, as well you gain the ability to sleep anywhere/time it is appropriate, and the ability to persist 20% longer than your endurance would have previously allowed.

Agreeable, 200cp. People tend to agree with you a bit more, and tend to find your presence more agreeable. While it won't help if someone hates you already or if they already hold a position opposed to you, but people aren't inclined to dislike your presence. In fact if you turn up somewhere you shouldn't, people won't mind as much, and you might even slip through things as though you are just supposed to be there. You also obtain the ability to summon a clipboard, cup of coffee, and a pair obscuring shades seemingly at will, or universe equivalents of these items.

Machinery, 300cp. It doesn't matter much what it is or does, if you know what it does, you know how to get it to do its job. Also helps to repair systems if you have some idea of how they work. Discount Mining Guild

Stims, 300cp. Drugs work better on you, not the normal way either, a sedative might still knock you out at the proper dosage, but a stimulant does wonderful things, nearly supernatural things, drugs can make you faster, stronger, and even shoot faster than should be possible, you also don't suffer quite the same withdrawal as others would. Discount Drop in

Field Command, 300cp. In a fire fight everything gets a bit confusing, and that is why everyone turns to you, you always know how to handle the situation and command the respect to get others to do what needs to be done. Discount Military

Immunity, 300cp. Something about you just doesn't let the Zerg infect you, chemicals, parasites, viruses, psychic influence, the Zerg can't use any of them on you. Mind affecting drugs and organisms just hold no sway with you, you can even keep your cool when others would be shitfaced, stoned, zombified, or otherwise impaired. As an added bonus the damaging effects of poison and drugs are cut in half, and ordinary illnesses don't affect you either. Discount Researcher

Resistance, 300cp. You can resist the mental influence of even the queen of blades herself, you won't hold up under her personal care, but she isn't reading your mind or influencing you without you being her primary focus. Discount Civilian

Instructor, 300cp. You have experience teaching and training others, and know how to get the best out of your students. You can train anyone to proficiency in the subjects you are trained in yourself, with the minimum time needed.

Clairvoyance, 300cp. You have the ability to sense people and objects that are cloaked or otherwise hidden. While you can't clearly see what would normally be invisible to you, you can detect where they are, and what they are.

Prophetic Protection, 600cp. You get a Prophetic ability to sense danger, it isn't perfect but the larger the event, the sooner and more clearly you see it. You get a sense of if a planet is going to be invade and by who, but if your position is about to be overrun you just get a vague sense of impending danger in time that you should be able to do something about it. As an added bonus you can sense what places are a bit safer than others. Discount Mining Guild

Void, 600cp. You can hide your presence from psychic view, if they know where you are they could still affect your mind, but they can't sense you. While it as no effect on regular senses and you are still plainly visible, though people are slightly less likely to notice you when you don't want to be. Discount Civilian

Psychic, 600cp. You have full psychic powers, you can implant thoughts, move objects, and at the top end of your power, dominate a single entity's mind, if you have the military background you also have ghost training to fully use them, if not proper training costs 100cp extra. Discount Drop in

Tech Expert, 600cp. You have a full understanding of terran technology, and a proper foundation for understanding alien technology and biology, while you will never truly come to an understanding of zerg biology or protoss technology, the insight you have into them can be used to enhance other technology greatly. Discount Researcher

Equipment and items

Credits, 50cp. \$25,000 credits with each purchase, a sizable sum of money to help you get started. One free for Drop in.

Hostile Environment Suit, you get a basic model for free, each upgrade costs 50cp, the basic model can regulate temperature, and function as a basic life support system, upgrades can enhance wearer's strength, agility, armor, allow for extreme heat and cold. Cloaking and advanced sensors can be bought together for 100cp. Maximum upgrade level including cloaking can be purchased with 250cp and also

doubles everything but Sensor range. Cloaking free with Psychic training, maximum upgrade with psychic training is 100cp.

Jetpack, 50cp, This jetpack doesn't allow for prolonged flight, but does allow for jumping up cliffs and over small gaps. As an added bonus it can be attached to any of the armor options in this equipment section.

Needle gun, 50cp. Advanced sidearm that can penetrate most armor, cheap, potent, not a lot of variability.

Psi Blade, 50cp. Regardless of if you are psychic or not this weapon will work for you, it can also channel other powers, and if you have the Void ability, the blade is nearly invisible. For an additional 50cp the weapon will gain the ability to transform, both blade shape, and base.(must remain a bladed weapon)

SCV, 100cp, like everything else, yours is a bit special, it comes with extra dimensional storage space for any materials you are using, and is more resistant to damage than normal.

Ihan crystal, 100cp. This crystal stores the memories of a protoss dark templar as he journeyed from world to world. It shows many alien ruins and worlds rich with resources. It isn't entirely clear where all of these worlds are, however their relative locations to one another is very clear, and so with a bit of work you should be able to find them all. If they are still as they were in the memories however is something you will have to find out for yourself.

Khaydarin Crystal, 100cp. You obtain a Khaydrin crystal tuned to your psionic energy, that allows you to recover from psionic fatigue a third faster. You can also store a psionic charge within it to boost any powers you focus through it. At most it enhances your power by 50% and lasts 10 minutes. As your skill improves you may be able to improve the effects of the crystal. Restricted Psychic

Canister Rifle, 100cp. Rather than a typical C-10 Mk. VI, this rifle has been further enhanced with greater range and firepower, if psychic was chosen the weapon is also able to be enhanced easily using your powers. It comes with an under mount grenade launcher, both the gun and the launcher can accept multiple forms of ammo.

HEV Rifle, 200cp. Canister rifle not enough for you? here is a bolt fed rifle that can blast apart tanks given the right ammo in just a few shots.

CMC Powered Combat Suit, 100cp. Rather than a basic unit you have a personalized model, if you can find a model that has it, your suit comes with it, even comes with its own C-14 Impaler. You can upgrade the armor's defense (up to two times, 50cp each), you may also, for 50cp more, go for an Armored Infantry Suit complete with twin grenade launchers or incinerator gauntlets. Free Military, still have to pay for upgrades.

Vulture, 150cp. A dangerous unstable hover bike that gives no protection for the rider, and is given to exploding when shot at, it is armed with a grenade launcher, mine layer, and a laser canon. Yours has 1.5 times top speed, and can regenerate if it explodes. At least it isn't as crazy as riding a predator.

Stimpacks, 150cp, A replenishing supply of Stimpacks, including various drugs these packs can boost your abilities, though they do come with a wearing affect on your body, leaving you more easily harmed.

Crucio Siege Tank, 200cp. A personal siege tank with enhanced firepower and armor plating, just 150cp more for the anti-air rocket module. Discount Military, rocket module does not have a discount.

Viking, 150cp. A Transforming fighter/mech, that is able to change between a flying missile platform and a walking gatling cannon mech. Yours comes with added maneuverability, improved armor, and the ability to utilize its weapons with decreased accuracy outside of their native modes.

Dropship, 200cp. Personal dropship with working hyperdrive, and comes with a cloaking unit, for an additional 200cp it can have the added capabilities of a missile platform.

Ammo Selection, 100cp. This grants you a very fast Terran micro manufacturer unit that produces any non-nuclear ammo for you without consuming any resources in the process. 200cp extra and it comes with a teleportation system so you don't have to reload, and can change ammo type at a thought.
Discount Military

Mine Selection, 100cp. This grants you a very fast Terran micro manufacturer unit that produces mines of any non-nuclear type. 200cp extra and it comes with a teleportation system instantly reloading any mine layer you are, and you can change type at a thought.

Hercules Dropship, 400cp. It's large, it can fly, has a hyperdrive, and it can hold stuff, and this one is particularly resilient. For another 100cp you can outfit it with laser weapons.

Bioregenerating Armor, 200cp. An upgrade for any equipment and units you purchase, allows for slow, but passive regeneration of armor. Affects all purchases.

Resource Cache, 200cp. A supply of minerals and gas at your starting location, and knowledge about similar caches on various worlds. In other jumps you will be aware of a few caches of setting relevant resources. (Not compatible with the Not Enough Minerals drawback)

Drawbacks, you may take up to 3, for a total value of 800cp

Dominion Criminal, 100cp. You have been labeled a criminal for political reasons, expect to be treated as such by the Dominion. Locks out the Dominion Faction

Stim Addiction, 100cp. You are addicted to Stimpacks and have to take them regularly or face withdrawals. Stimpacks also don't grant you any benefit other than holding off withdrawals.

Not Enough Minerals, 150Ccp. You have a hard time acquiring minerals and other resources, mining might not be the best idea, and you are always going to be strapped for resources.

Alcoholism, 150cp. It's a serious problem, and it's destroying your ability to command the respect of your troops.

The Bounty, 200cp. You have a bounty put out on you, fortunately it's from a rather small mining guild, unfortunately it is a large sum of money that is sure to attract the attention of many people.

Nuclear Launch Detected, 200cp. It doesn't matter much where you go, if you aren't in some important city or on in space, someone is always nuking the planet, they aren't aiming at you, but that might not matter if they get a bit close.

Kerrigan's Interest, 250cp. For some reason the Queen of Blades herself is aware of you and is interested in your genetics, seeking to use them to improve her own abilities. While she doesn't know where you are, she is actively seeking to find you, and will work to incorporate your genetics into herself.

The Great War, 300cp. You now start a year earlier, in October 2499, with the great war starting within a month, and the brood wars soon to follow. Though none of the drawbacks of 200cp and lower will be in effect until this year is up. Locks out the UED faction

All Alone, 300cp. You don't get to pick a companion, nor import companions in, while you can still purchase units, you miss out on having someone there to help you command them, and you really only get average units.

You Must Construct Additional Pylons, 300cp. The Protoss detect your entry into this universe and have reason to believe that you hold the secret to creating vastly more effective Pylons. Not many will be after you, but there will be Protoss seeking you constantly

Zerg Beacon, 300cp, You emit a psionic signal that lures the zerg towards you similarly to a psi emitter, while you aren't Kerrigan's priority, you are of interest, and uncontrolled Zerg head towards you.(may not take Void skill)

Raynor, 400cp. You don't know what you did, but you can't just talk your way out of this, Jim Raynor is after you for some crime. In truth it might be an alcoholic delusion of his, but he is after your life and his men are fully behind him. Locks out Raynor's raiders, and The Sons of Korhal if chosen with The Great War

Amon, 600cp. For some reason the forcing working for the revival of Amon believe that you hold the power to stop them, expect protoss, terran, and even Hybrid forces to be after you. It would be a good idea to make some friends, but be careful who you trust.

Notes,

Psychic, does allow for the reading of minds, but people can usually resist you. Psychically dominating a person does not grant you access to their memories, however a psychically dominated person takes little effort to maintain control over.

The Spectres and spectre training they have received (and that you would gain from choosing such a companion) did not create a Terrazine dependency, despite this usually being the case.

The Predator is a non-sentient robot, and can thus be stored in the warehouse freely.

Alcoholism drawback overrides Field command ability, while people will turn to you for command in combat, they still lose respect for you over your alcoholism.

When you are a drop in, you acquire your units as soon as you meet them, which will be within a couple of days. Companions just take a liking to you and you become great friends over the course of a couple of days. Any units you purchased other than companions are under the command of the companion. If you take the, "All Alone," drawback and purchase units, they will find you the first day with a contract to work for you.

Ammo Selection and Mine Selection have consoles that let you choose the ammo you are getting. So long as it is an existing ammo or mine in the setting that can be purchased on the open or black market, it can be found as an option on the console, additional options may be scanned by the console to be included. The ammo and mines can only be produced for equipment and weapons that you have used yourself. Any vehicle that requires 3 or fewer people to operate will benefit from them if you are among the operators of the vehicle.

Squads and Companions: Companions are proper companions such as your PMD partner, or any other companion given to you in a jump, and will thus follow you through other jumps, they are also inclined to follow you through the worst of conditions. Squads are a group of people who will work for you in setting; they are not going to follow you through jumps and are under contract to work for you and your companion. The contract has covered payment for 10 years, however you and your companion(s) will be responsible for keeping them supplied.

If you are infested by the Zerg unwillingly you will be considered dead by the rules of the jumpchain, if you are willingly infested you will be considered to have chosen to stay past your 10 years.

The items summoned by the Agreeable skill are always the same, with few changes, if they are damaged at some point, when summoned again they will be repaired. If you are in a universe where a clipboard wouldn't make sense, you will be able to also summon a similar item with all the same information you have previously placed in your clipboard. The cup of coffee is refilled ever two hours, it's produced to the standards of the area you are in. Even if these items would not make sense in the setting you are still able to summon them, other setting specific items may only be summoned in their appropriate setting.

The Khaydrin crystal only requires that you have taken psychic abilities at some point, it does not require you take them in this jump.

Existing companions added in obtain the memories, bodies, and background that the companion they replace would have. There is no limit to the number of companions you may add in this way other than the cost associated with doing so. You may choose if the memories affect them as choosing a background for yourself would affect you, or if they are dormant such as your memories are after a jump.