



Jump by Aehriman

It was a golden age for all mankind.

The Earth knew no hunger, no want.

Using the incredible exoskeletons called E-Frames, we had successfully terraformed Venus & Mars, and were poised to move on to the Outer Planets.

Suddenly, it all ended.

We were pressed into a nightmarish war on a scale previously unimagined.

We were attacked by our own creations.

The Neosapiens, a race of artificially created humans.

Led by Phaeton, they've seized control of Venus, Earth & Mars.

This is Lt. JT Marsh, member of the Exofleet, leader of a small band of elite E-Frame pilots dedicated to freeing humanity from Neosapien rule.

We are... the Exosquad!

You start in 2119, approximately one week before the seizing of the cargo ship *Danube* triggers a war to bring the Pirate Clans to heel, and for Phaeton, a chance to secure a big early win while the Exofleet is occupied in the outer system. Have 1,000 cosmos points (cp) to get by.



SIDE

Who do you fight for?



Exofleet - Formed by the Homeworlds Congress to train, equip and maintain a force capable of winning wars, deterring aggression and maintaining freedom in the Solar System. The government that led and oversaw Exofleet may be gone, but the war is just beginning.



Neosapien Commonwealth - Humanity made their superior replacement, then feared and enslaved them. Fifty years ago the Neosapiens rose up, only to be crushed by superior E-Frames. Now, Governor-General Phaeton is ready to try again, and early on the Neosapiens secure the Homeworlds for themselves. It's a bright new future, with a sense of manifest destiny pervading the new order, if you can hold on to it.



Pirate Clans - Before the unexpected miracle of terraforming, convicts were sent to the belt and outer moons to mine, promised their eventual freedom for a lifetime of risk and backbreaking labor, only to be abandoned when the Neosapiens were created and the mines of Mars started producing. Since then, they've been surviving on whatever could be kludged together or stolen from Homeworlds freighters. The Clans have a strong martial culture based on strength and honor. Major disputes are often resolved in duels.

AGE, SEX, RACE, ETC.

Yeah, nobody cares. Keep it or change it for no charge.



SPECIES

Humanity - hairless apes from the third planet. Mostly harmless.

Neosapien (-100 cp) Humanity's superior creation, and maybe replacement. Bigger (7-9 feet tall), bluer, stronger, highly intelligent (each has eidetic memory and enhanced logical abilities) with superior senses, enhanced lifespan, able to survive in a wide array of atmospheres, with less food, and no need for sleep. Neosapien hands have four fingers, counting two thumbs on either side. Each Neosapien has a brood mark on their brow, denoting their batch, for they are all cloned and incapable of traditional reproduction.

SKILLS

Been Through Boot (-100 cp, free Exofleet) You have been expertly trained to the standards expected of an Exofleet officer. You know how to function in a military environment, how to not panic in a crisis but calmly take in the chaos of battle and pull meaningful data on what to do, and have the common sense to not make any dumb mistakes - at least on duty.

Voice of the Resistance (-200 cp, discount Exofleet) You are an expert at inspiring people to rise up and claim their freedoms, no matter how hopeless the cause may seem. You can inspire a little spirit of rebellion in the most browbeaten and terrified of people.

Skeleton on the Outside (-400 cp, discount Exofleet) You're an Exoframe flying ace, best of the best. You wield your frame like part of your own body, have superb situational and tactical awareness, and godlike multitasking letting you keep track of everything from ammunition, to positioning, to damage. In battle you're worth an E-Frame squad or two by your lonesome, and even deadlier as part of a team.

Scrounging (-600 cp, discount Exofleet) In war, amateurs talk about tactics, slightly more experienced men discuss strategy, but the professional officer corps lives and breathes logistics. You know when to conserve your forces, and how to find supplies to keep even the entire Exofleet going after all their bases and supplies were seized.

Clear-Sighted (-100 cp, free Neosapien) In general, Neosapiens are highly intelligent. You are particularly good at rational thinking, at suppressing your biases and emotions to arrive at the correct conclusions.

Calculated Cruelty (-200 cp, discount Neosapien) It's hard to occupy a people who vastly outnumber you. You have a keen sense for when war crimes should be hidden, lest they galvanize the enemy, and when to make an actually effective example. It's a hard needle to thread, but you get there every time.

Praetorian (-400 cp, discount Neosapien) Much like Phaeton's chief scientist, Praetorius, you are an expert in genetic engineering, particularly the cloning and sculpting of Neosapiens. If you wish to improve on any species, removing congenital defects and weaknesses, improved physicality or intellect, you know how this might be done, even splicing in traits from radically different life forms.

Neo Lord (-600 cp, discount Neosapien, requires Neosapien species) Praetorius tried splicing various animals with Neosapiens to create the Neo-Warriors, to mixed results of mostly bestial berserkers. But a Neo Lord is a true upgrade to the species, 8-10 feet tall and *immensely* strong, with an armored carapace that is extremely resilient to explosives and energy weapons, flight-capable wings, acid spit, retractable claws that can shred plasteel, increased intelligence and even a stealth ability to blend into their surroundings both visually and thermally.

The FOOLS! (-100 cp, free Pirate Clans) Subtlety goes to the outer system to die, the Pirate Clans want a leader who is first and foremost, a fighter, and secondly who can chew scenery like nobody's business. You can rant and rave with the best of them, it never distracts you, and nobody finds it unusual.

Getting By (-200 cp, discount Pirate Clans) The Pirates have had to scrape together or steal everything they have, and it's taught you a lot about adapting parts, stretching out

supplies and efficiency. Anything you build or repair is going to stand up to tremendous use and abuse.

Ambush! (-400 cp, discount Pirate Clans) Stealth is a pirate’s best friend. You are an expert in their signature cloaking device, and how to best make use of it. You are extremely capable when it comes to setting up traps and ambushes, and avoiding the same.

Dueling Culture (-600 cp, discount Pirate Clans) Only the strong lead in the Clans! You can challenge someone for their position, job, or possessions and everyone will kinda just go along with it. At least it’s advantageous to someone who knows how to fight.

E-FRAME

Multipurpose powered exoskeletons. The line between armor and aircraft blurred.

Base Frames: *Pick one for free, any backups for 200 cp apiece, 100 cp for the ultralights.*



#AA-500 “Falcon” Aerial Attack Frame - One of very few E-Frames designed with aerodynamics and atmospheric combat in mind. Its speed, maneuverability and variable weapons loadout makes it a favorite for squad leaders and other experienced pilots. It has room for two torpedoes, up to ten missiles on the wings and knees, default armament is a gatling cannon and two mini-missiles on one arm, a pulse laser on the other, and light blasters above the canopy for engaging infantry.



#AA-569 Amphibious Assault Frame - One of the largest E-Frames ever designed, and requiring a highly skilled pilot, this Frame operates as a mini-sub and bristles with torpedoes, supplemented by crab claws. Neosapien General Shiva used one to prowl for hidden resistance fighters in the expansive sewers of Earth.

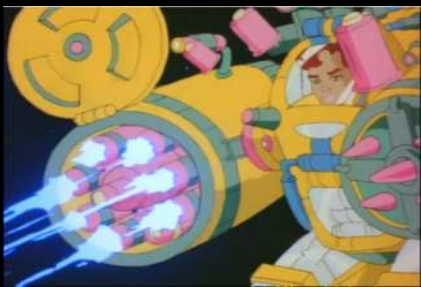
#AD-014 Ultralight Command Frame - like other ultralight Frames, this is more power armor than mech, and incapable of space combat. The domain mostly of the Terran Jumptroopers who have a service rivalry with E-pilots. The AD-014 was designed for guerilla fighting in the Jovian ice caves, and features enhanced sensors and comms gear.



#AL-002 Troop Transport Frame - an oversized mech that can deliver a squad of troops before physically transforming into a field command post. Heavily armored, but lightly armed.



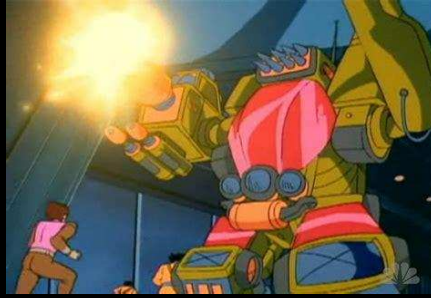
#AM-1194 “Fire Warrior” Frame - An extremely heat-resistant firefighting E-Frame retrofitted by the Earth Resistance for combat.



#BD-100 Ground Assault Frame - With its twin gatling rocket launchers, nine missiles, tracer blasters, dual torpedo launcher, and eight laser emitters, no other E-Frame can match this heavily armored suit in sheer firepower... or potential to expend all it’s ordinance in seconds. Clumsy in flight, this frame is generally reserved for the most experienced and disciplined of pilots. It also features a grapnel hook for utility purposes.



#CR-001 Exofighter Space Frame - One of the few just flight Frames without limbs, this space superiority fighter is a superior dogfighter.



#DW-240 “Enforcer” Frame - originally a Neosapien Security Frame, meant for police work on occupied worlds, it lacked the mobility and firepower to compete with military frames. However, the Earth resistance was able to retrofit and upgrade several for their own use. Armed with reciprocating double-laser cannon, a missile cluster and a flamethrower cannon.



#EL-909 “Y-Wing” Neofighter - a space superiority fighter designed secretly by the Neosapiens. Thrax, the new ‘Red Baron’ favors this craft.

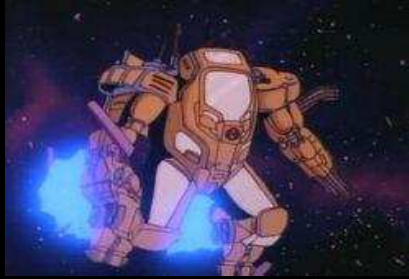


#JE-5038 Sub-Sonic Scout Frame - A light recon Frame with highly sensitive radar, armed only with a single missile, an exploding disc-launcher and a light blaster.



#JOF-731 “Samurai” Frame - An upscaled, heavily armored Falcon with an energy ax and a buzzsaw blade launcher, for quickly dismantling enemy frames at close range.

#JR-100 “Fireboss” Ultralight Frame - Like all ultralights, power armor instead of a space combat mech. The Fireboss boasts a single flamethrower cannon too heavy for an unaugmented human.



#LD-029 Sergeant Frame - A heavily armed Frame for experienced soldiers who can manage medium complexity. Has a knockoff lightsaber for carving up ships & Frames.

#LL-828 Heavy Grav Ultralight Frame - Like all ultralights, power armor that cannot fight in space. Meant to support in heavy gravity, so more armor and firepower than most ultralights, mostly plasma mine launchers.

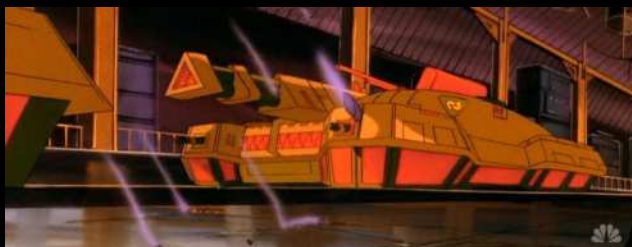
#LS-042 Rapid Recon Ultralight Frame - Like all ultralights, power armor that cannot fight in space. The recon model sacrifices almost all armor for increased agility, sensors and hacking tools.



#MM-120 "Interrogator" Frame - A mysterious lightly-armed E-Frame, favored by Neosapien General Draconis.



Mobile Land & Air Command Frame - Standard issue for Neosapien squadron commanders, Phaeton drives a very customized version. Lots of comms and EW gear, good balance between speed and armor. Each arm has a missile, tri-blaster and powered claws, three neutron missiles on the back to kill E-Frame pilots but leave the Frames for salvage.



Neosapien Hovertank - A classic design for a reason. Hovering above the ground, these tanks can race along at 200 kph, and have armor 2-3 times as thick as the average Exo-Frame, being far too tough for any man-portable weapon. However, they can only rise so far above the ground and have limited maneuverability, without air cover they're easy meat for other E-Frames.



#P0-024 Field Repair Frame - Not often seen in a combat squad, this Frame is for emergency field repairs and refueling, as such it has a crane, tow cable and grapnel launcher. Armed with a tri-missile, a heavy welding rig, and light blasters.



#RA-643 High-Speed Stealth Frame - A lightly armed and armored, high-speed design. Becomes the standard space attack Frame of the Neosapien Commonwealth (80+%) because it can be cheaply and rapidly cranked out. Armed mostly with missiles (a dozen fusion missiles, arms have a single armor-piercing E-Frame killer, a couple smaller arm missiles, and light laser cannon.)



#RA-678 Rapid Assault Frame - A vanishingly rare two-seat Frame, optimized for high-speed ground assault with a bewildering array of lasers, including a rear chaser turret, telescopic scout cannon and dual turbosonic rocket launcher. Often has some EW options and can be fitted with a floating drone disc to scout.



#SLR-345 “Wraith” Spy/Comms/EW Frame - fast, stealthy, and probably the most fragile, most complex E-Frame of the modern era. Stuffed full of every sensor, jammer, baffle, booster and other comms and electronic warfare equipment available.



#TB-024 Reconnaissance Frame - One of the lightest Frames that can fly in space. Powered claw for tearing armor, an armor-drilling torpedo launcher on the other arm, and twin silent turbo missiles on the wings.

Modifications:

Advanced Flight Recorder (-200 cp) Your neural link has been improved to the point that distinguishing between your brain and the navigation computer becomes more philosophy than science. If you die, your consciousness can be saved in your E-Frame's databanks.

Armor-Piercing Charge Emitter (-100 cp) Drives one arm forward with irresistible force to penetrate armor or a block.

Blow-Apart Battle Shielding (-100 cp) Your E-Frame has an extra layer of ablative armor, designed to shatter in such a way as to disperse the most force.

Chain-Lightning Gun (-100 cp) An electric cannon that can arc between multiple targets, and ricochet off walls.

Cloaking Device (-200 cp) Invisible mechs! Cloaking tech was pioneered by the Pirate Clans, it took Dr. Algernon's genius to fit one on even the largest Frames. Must decloak before firing.

Extra Blasters (-50 cp) Sooner or later, you're always going to need anti-personnel weapons.

Extra Missies (-100 cp) An extra pair of missiles, because everyone can always use more.

Hologram Decoy System (-100 cp) Create a bunch of doubles, hopefully spares you some fire.

Mega-Burst Jamming Device (-100 cp) A short range EMP that can disable rival Frames.

Multiple Warhead Plasma Grenade Launcher (-100 cp) A cluster-bomb that distributes many plasma bomblets over a wide area.

Neutron Missile (-100 cp) A missile that quickly and painlessly kills an E-Frame pilot, bypassing most armor and leaving the Frame for salvage.

Solar Pulse Cannon (-100 cp) A burst of intense heat, matching the surface of the sun, annihilates everything for hundreds of meters before this weapon. However, it has a long cooldown period, almost ten minutes, before it can be fired again.

GEAR

+300 cp just for this section

Light (-50 cp) A powerful flashlight that is always in your back pocket when you reach for it.

Spacesuit (-50 cp) Armor or no, you never know when you're going to need to go EVA.

Drone (-100 cp) A flying video camera. Great for getting good angles.

Money (-100/200 cp) For 100 cp, you gain as much pay and benefits as a Captain in times of war. For 200 cp, you are independently and extravagantly wealthy. In future Jumps you gain the same income in local currency.

Mind Scanner (-200 cp) A chair device that reads minds and holographically projects memories. It is impossible to lie when interrogated under the mind scanner. Yours lacks the typical issues of excruciating pain and an inability to read even slightly inhuman brains.

Tramp Freighter (-200 cp) A cargo-hauler, should you wish to flee the war and try the life of an independent trader.

Data-Tapes (-400 cp) Complete schematics for every E-Frame, in case you wish to duplicate these 'miraculous' machines, or analyze them for weaknesses. In future settings, this updates to add local mecha and power armor (and tanks, fighters, anything that would be called an E-Frame here).

Exo-Cruiser (-400 cp) A mighty warship, with its own bay for two squads of E-Frames. Comes with NPC crew and no fuel or maintenance issues. If damaged or even destroyed it will be restored in three days or less.

Doomsday Device (-600 cp) An antimatter bomb Phaeton created to destroy the Earth if it seemed the Exofleet might retake it. All yours now, but let's be real, how often is "blow up a planet" going to be a viable solution for your problems?

GRAF Shield (-600 cp) A domed facility, the GRAF creates areas of extreme gravity, capable of compacting many starships to a tenth their size, assuming they don't explode first. Planet-based fleetkillers unveiled by the Neosapiens as their ultimate defense.



PERILS

I Know How You Feel... (+100 cp) Is it really right to fight against a slave rebellion? Must the newer, superior species murder their predecessors? Whichever side you fight on, you will find yourself conflicted on whether you're doing the right thing.

Rations!? (+100 cp) Don't know how anyone else can choke them down, but you will absolutely despise the standard ration-bar. The flavor, the texture, everything about it is repulsive. Unfortunately, in a time of war special meal requests are less likely to be honored.

Scarred (+100 cp) You have the kind of pretty face that is generally only made by barely surviving a plasma grenade.

Drinking Problem (+200 cp) We all gotta deal with the horrors of war in our own way, but it seems you have a particularly unhealthy coping mechanism of drinking until you pass out.

More Like *Chumptroopers*, Amirite? (+200 cp) It seems you have a fierce rivalry with a group that's on your side. Maybe a different service branch, or another Pirate Clan, but whatever the case, you can't resist baiting them into a fight whenever you meet.

Bullet Sponge (+300 cp) It seems the enemy can consistently recognize you and consider you a priority target. Have fun out there.

Dark Matter Syndrome (+300 cp) Turns out, prolonged exposure to dark matter - such as is used in Pirate Clans cloaking devices, is not great for the brain. Hormone levels are messed with, causing aggressive and violent tendencies. Shouldn't cause other health problems, but your case is resistant to treatment.

Flat Broke (+400 cp) You cannot access your Warehouse or any of your Items.

So Powerless (+400 cp) None of your perks and powers from previous Jumps work. Good thing you still have your knowledge and skills.

Truly, I Have Found Paradise (+400 cp) Did you know that reconnaissance is a complete waste of time that only signals your intentions to the enemy? Neither did I, until this show. This is the level of tactical brilliance your commanders will display, almost like they're trying to sabotage their own side, but if you say anything you're insubordinate, and if you manage to arrest or frag the idiot officer, the replacement will be worse.

END

What now? Will you settle down here, go home, pursue future adventures...?