



Take **1000 CP** to prepare yourself.

Race

You may choose your race and age for any race for free except for the Kaylon race. Any Race may be a Drop-In.

Human - Free

You are a standard human with two arms and two legs with a gravity tolerance of 1G. You have no special abilities compared to other species. The humans are members of the Planetary Union and serve in its fleet as well as the government.



Moclan - Free

You are a Moclan. Your planet Moclus is a harsh environment, but your species have survived. You possess a strong digestive system capable of eating nearly anything like an entire ball of wasabi or a cactus plant. Your strength is also increased by significant amounts and you are capable of surviving doses of radiation that would have instantly killed anyone else.



Xelayan - Free

You are a Xelayan. Your planet of Xelaya has a comparatively higher gravity compared to Earth and so in an Earth gravity environment, your strength is greater than that of a Moclan or even a Kaylon. Your strength is increased to the point where you can lift a person with one hand without exerting any effort at all. Your resilient skin is resistant to bullets and stun blasts though some discomfort will result from the stun blast. Be aware that a Xelayan staying in an Earth-like gravity for long periods of time can get gravity sickness.



Gelatin - Free

You are a Gelatin species and you are capable of controlling your form composed of a jelly-like substance to a nearly infinite amount of forms. You are easily capable of repairing your form and reconnecting severed parts of your body.

**Krill - Free**

You are a Krill. A reptilian species that follows a theocratic government based on the word of Aviss. Your world was covered in a shroud that blocked sunlight therefore you are weak to any mild exposure to ultraviolet radiation and sunlight.



Kaylon - 200

You are a Kaylon. An artificially created species that has destroyed their creators and will soon embark on a campaign to exterminate all biological life. Your strength is considerable and you possess highly advanced cognitive abilities. You are hidden from scanners as the scanners cannot detect you as you are not biological. You possess two gun barrels that can be deployed at a moment's notice to attack threats to yourself. Your fingers possess adaptive connectors to allow you to connect yourself with any computer system.



Starting Location

Roll 1d8 to select a starting location or pay 100CP to choose.

Earth - Free For Humans

The homeworld of humanity. Home Sweet Home.

Moclus - Free For Moclans

Homeworld of the Moclans and a harsh planet, unforgiving to life from Earth-like worlds.

Xelaya - Free For Xelayans

Homeworld of the Xelayans and deadly to anyone who lived in an Earth-like gravity environment. A human without protective gear will instantly have their body flattened due to gravity. You will start on a space station if you are not a Xelayan.

Krill Prime - Free For Krill

Homeworld of the Krill and constantly covered in a thick cloud that blocks harmful UV light from reaching the surface.

Kaylon 1 - Free For Kaylons

The homeworld of the Kaylons and the place where the mighty Kaylon armada is being constructed. You will have the option to be inserted in the underground graves of the Kaylon builders or on the surface as a Kaylon.

The Sanctuary

A hidden sanctuary for Moclan females to hide and survive from the Moclan government.

Sargus 4

Homeworld of the Sarguns. Be sure to not commit publicly frowned upon acts, will you?

Bio-Ship

A massive mobile ship hosting its own ecosystem and mobility systems designed to carry its inhabitants to their new home.

Nyxia

Oh dear, it seems that you have landed on the doomed world of Nyxia. The star of Nyxia is in its red giant stage and will consume Nyxia in just a few weeks. Luckily, a certain Planetary Union ship will be stopping by and you will be automatically placed in the small underground bunker that the Nyxian survivors are in.

Perks

One 100CP perk is free for each Origin & Race. All perks are discounted to half price with the corresponding Origin & Race.

Human

Absolute Average (100) - You are a human and therefore average at everything which is not bad, but not amazing either. With this perk, all your learning skills will increase to ensure that whenever you study or practice you will be able to reach an average level of skill for that specific subject or practice. You can go further than the average, but you will encounter diminishing returns so you will have no benefit whatsoever when you surpass the average skill level by 500%.

Diplomatic Power (200) - Humanity is well known for its diplomacy as a trained human diplomat can compromise through an impossible situation. You also have this impressive skill at diplomacy as you are capable of bringing belligerents to a table to hash out an agreement. Two mortal enemies races hellbent on committing genocide on each other can be the best of friends with only a few weeks of effort on your part. However, a larger number of belligerents that you wish to use diplomacy at will take longer such that an agreement between the 200 nations of Earth will take centuries.

The Great Equalizer (400) - Humanity's equality between all their skills and abilities is an amazing ability. Luckily you embody Humanity's equal strengths as all your abilities and skills are equalized to the highest level of skill that you possess. If your skills at rapping or breakdancing is the highest level of sophistication and experience then all your other skills will be increased to match your skill in rapping or breakdancing. If you are a beginner at Kung Fu then you can instantly be a grandmaster at Kung Fu if you train yourself at basketball. However, perks are not affected by this as a perk allowing you to control time will not increase the power of your intelligence perk. However, an uncapper that you use to go beyond the limit of skill will apply to other skills as they all will go beyond to be equal to your most advanced skill.

Moclan

Eat Everything (100) - The Moclan digestive system is highly robust allowing a Moclan to eat nearly anything including a large blob of wasabi and even a small cactus. You have this same trait as your stomach is made of big bold brass and you can get sustenance from even the most dangerous substances. Also, anything you eat will recharge your energy reserves at equal levels so if you have a mana pool and a separate chi pool then eating something that fills one pool to full will fill both energy pools to full. A piece of radioactive rock? No problem. Antimatter? A simple burp and an instant energy boost.

Pain Tolerance (200) - The Moclans have incredible strength and as a result have a high pain tolerance. You will also have this same pain tolerance, as even the most painful experience that you can experience is nothing more than an itch. Additionally, if something is emotionally or psychologically painful you will not feel any pain at all while your personality and soul will remain unchanged you will only not feel any emotional or psychological pain.

Surviving Harsh Environments (400) - The Moclan homeworld is a harsh place, and so the Moclans can easily survive even the harshest environments. Toxic atmospheres and sweltering temperatures are irrelevant to your health. Like the Moclans, you are incapable of being negatively affected by your environment. A simple harsh environment like an Earth desert or arctic region will be easily survivable as you will not suffer heat stroke or dehydration or even starve when in those environments. This also applies to any conceivable hostile environment such as the vacuum of space where you will never asphyxiate or even an incomprehensible eldritch environment like the warp in WH40K where you will never go insane or some other horrible fate that awaits a person in such a hellish environment.

Xelayan

Immunity Of Gravity (100) - Being able to flex your strength in low gravity environments may have benefits, but even a person who grew up in high gravity will experience health disruptions in long periods in low gravity environments. Not for you, as with this perk you are immune to any and all health complications resulting from a low gravity environment. What's that? Your bones are growing weaker due to the low gravity? Well, no more, as your bones will remain in tip-top shape even in extended periods in low gravity.

Controlling Strength (200) - Having strength, in general, is quite a good deal, even if you have to suffer through low gravity to express your strength. However, a low gravity environment for a Xelayan without experience in controlling their high gravity strength is quite the pickle. Fortunately, with this perk, you will always have full control over your strength or powers so that you won't break your lover's arm in bed or shatter a mug.

Combat Ready (400) - Having strength is fine and dandy, but having the knowledge and skill to use that strength to victory is arguably far more important. Therefore, this perk is here to help you out as you will instantly be able to know every single method of combat available to you with regard to your strength and skill. For example, if you can lift 1 metric ton then this perk will give you all the possible combat moves that you are capable of doing without hurting yourself, such as lifting a 1-ton object to throw. This perk will update to take into account your future strength and skill in martial arts as well.

Gelatin

Rave Jell (100) - Being a blob has its benefits, but now with this perk, you can have even more benefits. This perk makes it so that you can change the color of your body's cells or jell in this case to whatever color you wish. Make it translucent to be stealthy, or pitch black to blend in the dark. On the upside, you can make yourself an excellent disco ball with this perk. The perk will apply to any future alt-forms in future Jumps.

Hammerspace Storage (200) - It is quite hard to have a comfortable life when you have no storage capacity because you are a blob. Well, suffer no more as this perk will give you an infinite storage space that you can put things in or bring out at will. All you need to do is touch an item to put it into your storage. Please be aware that living sapient people cannot be stored, but plants or animals can. However, this storage space cannot hold items that you do not have the strength to carry if it was real. So no, you cannot store a spaceship in here. This perk will apply to any future alt-form in future Jumps.

Jell Atomic (400) - Being a blob that can reshape its form in a near unlimited variety is quite good, but with this, you can become a true multitasking being. This perk will ensure that you can transmute your individual cells or jell into different elemental materials in such as gas or liquid or even metal to become more variable, you can also change your atomic structure to any element in the periodic table as well as becoming an alloy such as steel or isotope of elemental materials such as U235, but you cannot become a chemical compound. This perk will apply to any future alt-form in future Jumps.

Krill

Night Vision (100) - The Krill homeworld's perpetual darkness has permitted the Krill to have effective night vision, allowing clear vision even in the darkest environments. You also have this ability to see in the dark as if the sun is at its peak. This perk is toggleable, so you can turn this off at any time.

UV Tolerance (200) - The Krill is quite vulnerable to sunlight because of their perpetually dark homeworld. However, you are not like other Krill, as you are invulnerable to sunlight's UV rays. This will carry into future Jumps, where a weakness to light or darkness is rendered completely irrelevant.

Word of Avis (400) - The Krill follows the word of Avis fanatically and conduct the "divine fight" which is a state of perpetual conflict against all non-Krill. You, too, can join this divine fight for any purpose as you possess this perk. This perk significantly improves your strength and abilities when fighting against any person, not of your species. So if you are a human, and you are fighting a vampire or werewolf you will suddenly have 10 times the strength as well as the speed with your skills in shooting or swordplay increased by tenfold. This scales with your overall strength and skills, so that even if you are capable of blowing up worlds, you will still be ten times stronger when fighting another species. This perk applies when you are of a different species, such as being a vampire and fighting against a werewolf.

Kaylon

Machine Physiology (100) - The Kaylon are artificial creations created to serve in a variety of different chores and so possess strength and agility. Like the Kaylon you have the physiology to possess increased strength and agility. You will never get tired, and your strength can rival a Xelayan. You can get shot and not feel anything, while automatic self-repair protocols take over to heal you in a matter of seconds.

Selective Sociopathy (200) - The Kaylon are sociopathic unfeeling machines, or are they? Not for you, as you have this perk that allows you to selectively turn on or off sociopathy. Are you feeling bad that you killed that family in cold blood? Turn on sociopathy and never worry about it again. Are you worried about the hostages that are about to be killed? This perk allows you to not care about it at all. This perk will not affect your personality at all, it just makes you uncaring for selective items or persons.

Electronic Entity (400) - Did you know that the Kaylon doesn't need their physical bodies and can just exist as an entirely digital entity? Well, if you didn't then now you do know, and you can experience it for yourself. Should you choose, you may transfer your consciousness to an entirely digital medium instantaneously, which you would know exactly how to manipulate and create entire digital worlds on if you have the processing power to do that. Inside the digital world you are a god and if you have the equivalent of a Matrioshka Brain then you can create an entire super cluster of galaxies in so precise of detail that it is indistinguishable to reality. This perk also allows you to the ability to transfer your consciousness outside the digital world as long as you have a physical body, be that a tank or even a starship, with no side effects or consequences. Additionally, while any computer cannot reach another computer that has been air-gapped and has no wireless function, you are immune to this problem as you can manipulate or interact with any technology that has a computing element without the need for wireless functions or physical lines.

Items

General

Universal Dysonium Fuel (400) - Across the massive breath of the multiverse making up the Jump chain there exists hundreds of thousands of different Faster Than Light drives that all break Einstein's rules in different ways. However, some of those drives require specialized fuels to either power the drive as no reactor has the power density to break the speed of light or the FTL drive requires a unique property of that fuel to operate, such as Tylum. The UDF or Universal Dysonium Fuel has you covered then, as this is a universal fuel that allows it to substitute all other possible fuels for every single FTL type drive or device. Dysonium is a transuranic element that can be naturally mined or artificially created either way, when you refine Dysonium into fuel every possible FTL drive will operate regardless of any other requirements. Your Battlestar ran out of Tylum? No problem, just use UDF, which only requires the energy of the Quantum Reactor equipped on the Orville or another equivalent to artificially produce it in bulk quantities. Also comes, with an ingredients list detailing how to produce this refined Dysonium fuel so that your allies or companions or NPCs can create it by themselves, so long as they have a power source equal to that of the reactor on the Orville. Additionally, there is another set of instructions to make solid Dysonium crystals, which can be used to create material specific FTL drives. So if your Jump Drive cannot operate without Handwavium or something else that is fictional, just replace it with solid Dysonium.

Human

Super Environmental Suit (100) - A suit that protects the user from hazardous environmental effects such as extreme gravity, toxic atmosphere and scorching temperatures. Useful for anyone who wishes to explore or travel hostile worlds. Furthermore, it will return to you if lost or destroyed in one hour, and you have blueprints to create more.



Union Shuttle (200) - A standard issue shuttle craft used by the Planetary Union to transport cargo as well as personnel. It has seats for 6 human sized people including 2 for the pilots, but at maximum capacity can carry 32 human sized people. It is capable of travel at faster than light with its Quantum Drive and has a food synthesizer to create food, a cloaking device for stealth, deflector screens for protection which can also be used to protect the occupants from extremely strong gravity and a versatile docking port to allow for docking several different ports. If you don't like the shoe shaped shuttle, then you can opt for the 3rd season redesign. Furthermore, it will return to you if lost or destroyed in one hour, and you have blueprints to create more.



Explorer Class Cruiser (400) - The same type of cruiser as the Orville, it has room for 300 crew members and their families for long range exploratory expeditions. The cruiser has a brig, sick bay, engineering decks, mess wing, residential quarters, environmental simulators, matter synthesizer, shuttle bay which can 4 standard Union shuttles and communications wings. The ship is equipped with a tractor beam that tractors stuff, environmental controls, scanner arrays, deflector screens, weapons compliment which included standard plasma torpedoes and plasma cannons as well as the 4th generation quantum drive which can propel the ship at 17 light years per hour. Furthermore, it will return to you if lost or destroyed in one month, and you have blueprints to create more.



Moclan

Intelligence Network (100) - The Moclan female underground smuggling operation was capable of smuggling hundreds of female babies to safety and keeping their sanctuary world hidden for years. This network is inherited by you, and all its members and operatives call you their leader. This network can be imported to other settings and can deeply infiltrate a single polity enough to hide a world and smuggle items for years, or light infiltrate multiple polities. The network automatically adjusts to any specific species to blend in and retains all improvements made to it.

Black Research Base (200) - This research base is a direct copy of the Moclan research base that was used to try and wipe out the Kaylon. It is an expansive base equipped with top of the line weapons and equipment for its garrison force, as well as a force of fighter craft in its underground hangars. It also has the largest known Quantum Reactor, which can power the Anti-Kaylon device to have an effect of a 10,000 light years, along with a powerful deflector field and anti-fighter countermeasures. This base all the facilities needed to feed and house the best team of scientists who all answer to you. The base will retain all improvements made to it and can be imported anywhere at the beginning of a Jump.

Sanctuary World (400) - This world was once the sanctuary world for Moclan females who were persecuted by the Moclan government. It remained hidden inside a massive nebula that is a trillion kilometers in diameter, making even the Orville's sensors useless at close range. The planet itself orbits a K-type star and is over 80% water, with several dozen island chains peppered throughout the world. It has some basic tents and farms to support a population of 6,000 people and any improvements are retained. The planet and its parent system as well as the Nebula can be imported into future Jumps and placed anywhere you wish. You can also change the system to be a copy of the solar system or some other star system, but all those systems must have 1 habitable planet only, but if you put in the effort to terraform other worlds then it will count.



Xelayan

PM-44 (100) - A small single-handed plasma weapon used by the Planetary Union for security and combat and can be holstered for easy carrying. It has 10 different settings which can stun or kill depending on the setting, as a setting of 1 can stun most humanoid species, but a Moclan requires a setting of at least 5 to be stunned and the PM-44 at maximum setting can kill a human a kilometer away. It can also be used as a cigarette lighter. Furthermore, it will return to you if lost or destroyed in one hour, and you have blueprints to create more.



PM-57R Plasma Rifle (200) - A two-handed long range plasma rifle that was used by the Planetary Union for security and measuring 33 inches or 84 centimeters in length and has a scope attached at its top, extended barrel and foregrip below. Furthermore, it will return to you if lost or destroyed in one hour, and you have blueprints to create more.



PM-488 Titan (400) - More akin to a shotgun than any other comparable weapon, the Titan is a large two-handed weapon and is built as a PM-44, but with dual plasma attachments for greatly increased spread and power. It is capable of even turning a Kaylon's durable body into vapor at its highest setting. Furthermore, it will return to you if lost or destroyed in one hour, and you have blueprints to create more.

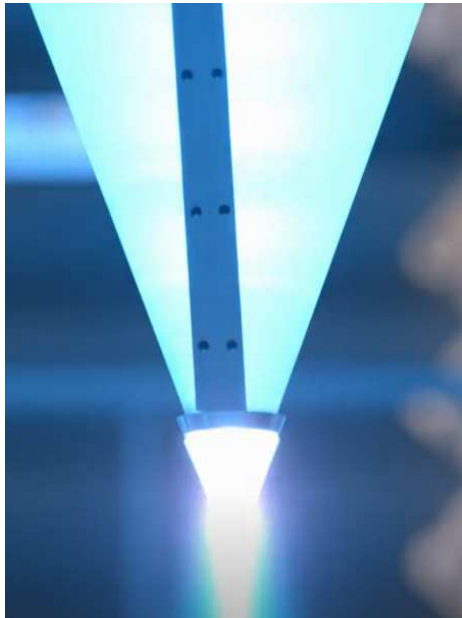


Gelatin

Matter Synthesis (100) - This is a device that allows for the dematerialization of matter and rematerialization of that matter as something else. This device allows it to reproduce nearly any amount of inorganic material when requested and has an advanced computer to allow for new materials to be reproduced with new instructions. The Synthesizer can create any inorganic material and even organic material such as food or beverages at virtually no cost, but cannot create power sources or fuel such as Dysonium as that entails a net energy loss. For example, you could use this device to create the structure and frame of something such as a smartphone, but the power for that smartphone must come from somewhere else as powering it using the Synthesizer will result in a net energy loss. This comes with blueprints to make more Matter Synthesizers.

Environmental Simulator (200) - This is a virtual reality system that uses force fields and holographic systems to simulate a real life environment virtually. The simulator is completely real and indistinguishable from reality and possess advanced safeties to prevent the occupants from being harmed, but can be disabled to harm the occupant or even kill the occupant. The simulator comes with an advanced processor that can adapt to the user's needs in specified ways, such as training or going on diet. It can also realistically simulate a deceased person from their data alone such as a person's text-messages, videos and photographs. It can also accurately predict what would have happened to the person's life if major changes occurred, such as never meeting a boyfriend or losing a loved one. Finally, it has a program for assisting in the creation of custom simulations, such as editing a simulated individual's personality or even the entire environment. Be careful though, the simulator is so realistic and adaptive that it could accurately simulate a world where a baby that was placed in the simulator could grow up healthy to make friends, marry and have children in the 1930s Germany. This comes with blueprints to make more Environmental Simulators.

Advanced Aronov Device (600) - This is a mighty tool or weapon Jumper. This device is a Quantum Accelerator that without all the technobabble allows for the manipulation of time. The original device invented by Dr Aronov could accelerate the time flow of any object, such as a tree growing to full size in seconds, or a banana becoming rotten in an instant. However, improvements were made to the original and this new advanced version has 2 major breakthroughs, the first is that the new device can encompass and transport an entire ship the size of the Orville as well as being able to fine tune the specifics of the temporal field down to the millisecond, so you can send an entire ship or a sandwich to the 10 seconds to the past or future 3 months in the future. If you for some reason create a paradox, then an entirely new universe will be created and branched off from the main timeline, so don't worry about any end of the world due to you sending a sandwich into the past and not sending the present sandwich into the past. This comes with blueprints to make more Advanced Aronov Devices.



Krill

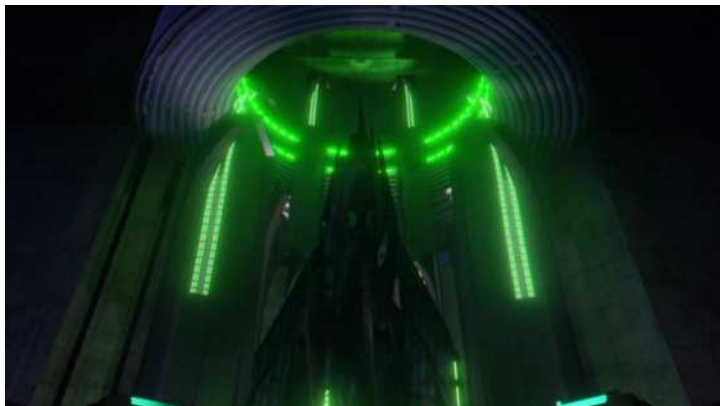
Krill Marauder Class Fighter (100) - A Krill Marauder class fighter is a small well armed fighter craft capable of high maneuverability. It is capable of FTL travel and has 2 forward facing weapons to engage and destroy enemies. Furthermore, it will return to you if lost or destroyed in one day, and you have blueprints to create more.



Krill Destroyer (200) - A Krill Destroyer is a might ship of the Krill, and the Union's only match is the Leviathan Heavy cruiser. The destroyer has an under slung weapons turret on its forward hull, and it also has bombs, however, the destroyer is not a simple attack ship as it can host quarters for families, religious sanctuaries and even classrooms for children. A shuttle bay for auxiliary craft is also included, which can carry 2 shuttles and 4 marauder-class interceptors, along with escape pods for along the exterior hull for escaping quickly. Furthermore, it will return to you if lost or destroyed in one month, and you have blueprints to create more.



Neutron Field Generator (400) - A prototype Krill weapon capable of exterminating all life on a planetary continent within minutes. It is launched as a missile to be directed towards the target and as a side effect can interfere with holo-fields. Furthermore, it will return to you if lost or destroyed in one month, and you have blueprints to create more.

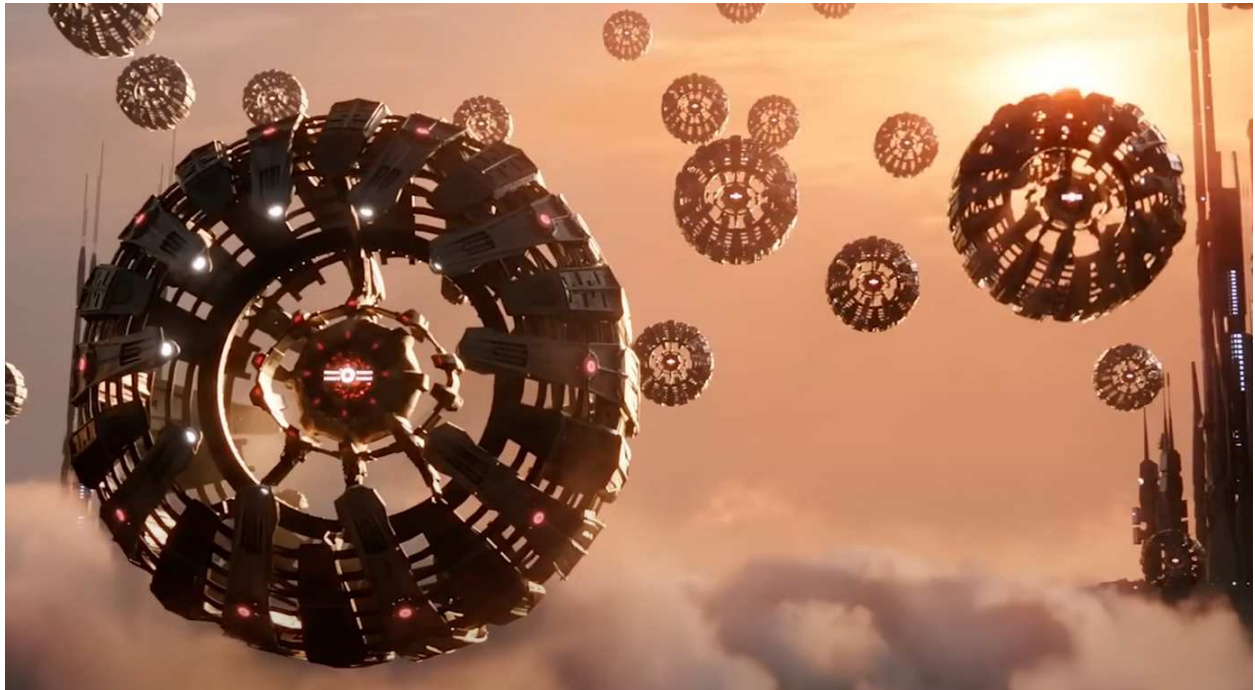


Kaylon

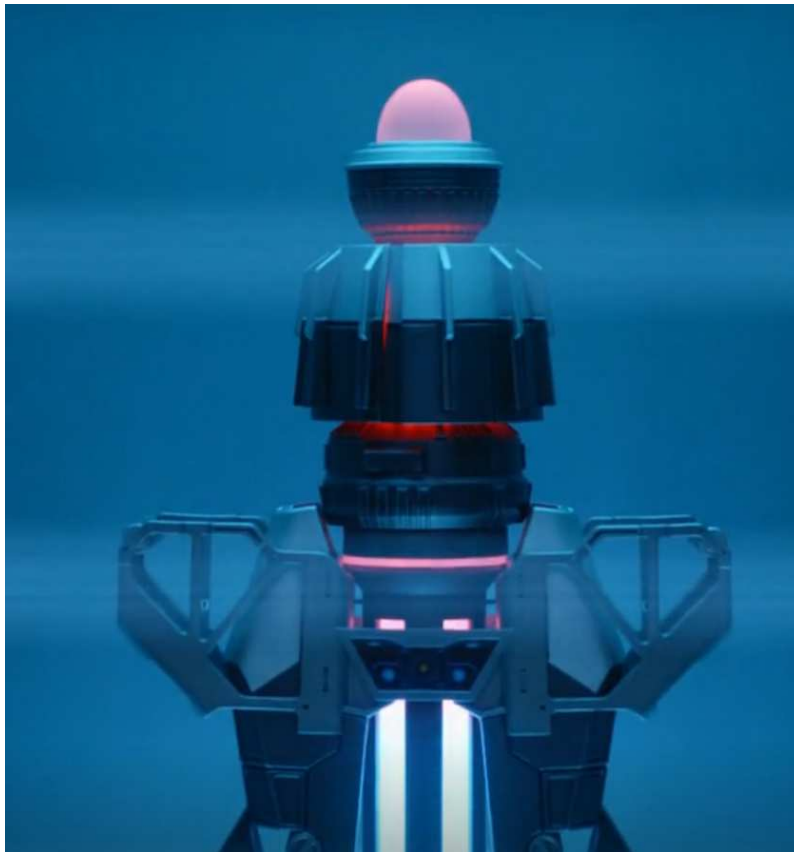
Kaylon Interceptor Class (100) - A Kaylon interceptor class is the fighter craft and mobile transport for the Kaylon. It can attach itself to a greater Kaylon Sphere for greater firepower and protection, while also having the ability to travel FTL. It can carry three Kaylons and has a beam weapon in the forward nose of the interceptor. You can choose to have this interceptor automated or piloted. Furthermore, it will return to you if lost or destroyed in one month, and you have blueprints to create more.



Kaylon Sphere (200) - A Kaylon sphere that serves as the Kaylon's main warship and due to the Kaylon's advanced technology is surprisingly advanced. It has a central main beam cannon and its hull that impeded target locking from targeting sensors, as well as a powerful quantum drive which can propel the Sphere to 35 light years per hour speeds. However, it lacks creature comforts for biological crew, so it is best utilized with machine crew or just being unmanned, which you can choose so that you can have loyal NPC Kaylons piloting the Sphere or just making it automated. If bought with the Kaylon Interceptor, then the central pod of the Sphere can detach to serve as an Interceptor class and serve as mobile transport for Kaylon individuals and even ram other ships. Furthermore, it will return to you if lost or destroyed in one month, and you have blueprints to create more.



Anti-Kaylon Device (400) - This peculiar device is a weapon that can easily wipe out the Kaylon. It functions by targeting the Kaylon's synchronization matrix, allowing the safe destruction of the Kaylon with a sufficient power source. A large quantum reactor can enable the device to destroy all Kaylon's in a 1,000 light year range. However, this device is even more peculiar because it allows the total destruction of any mechanical entity. Do you want to destroy the T-1000s and Skynet from Terminator? No problem, hook the device up to a powerful energy source and fire it up. It can also selectively target different machine entities, such as destroying the Borg, but leaving the Androids like Data unharmed. It can even differentiate between mechanical individuals that you want to selectively destroy, such as the Borg Queen, although you will require detailed scans of the Borg Queen to destroy her only and vice versa. With this device you, a mere meat bag, holds the sword of Damocles over all the races of machine nature. Furthermore, it will return to you if lost or destroyed in one month, and you have blueprints to create more.



Companions

Companion Import (100-1000) - You can import up to 10 companions, with each getting 600CP to be sent to whatever they want.

General Companions (100) - You can recruit anyone in this book as a companion

Scenarios

The Union Stands - The Kaylon have decided that all biologicals are dangerous and a threat to the continued freedom of the Kaylon. Coexistence is impossible for the Kaylon and any biological species. Vast armadas of Kaylon spheres have descended upon the galaxy and will continue to destroy everything in their wake. Normally, Issac the Kaylon emissary will betray his species and stop the surprise invasion of Earth, but you are in an alternate universe where Kelly did not go on another date with soon to be Captain Ed Mercer. Therefore, the Planetary Union will fall and only the Cavilon who are a technological match to the Kaylon will stand. You will start normally in 2418, but Ed Mercer will not become the Captain of the Orville paving the way for the Kaylon to destroy Earth. Your task is to destroy the Kaylon's ability to threaten the Galaxy's biologicals permanently. How you go about this is your decision, you may enslave the Kaylon or destroy them entirely. **Should you succeed your actions will have preserved the Planetary Union and therefore the Union will follow you to future Jumps and act as your own nation with its industry, military, government and scientific sectors wholly loyal to you.**

Kaylon Crusade - The Kaylon's war against the biologicals is not proceeding well. Their fleets have been decimated by a combined Union-Krill-Moclan alliance. The biologicals have decided to ignore any semblance of mercy or morality and desire to exterminate the Kaylon. Your task is to join the Kaylons and lead them to victory through destroying all biological life forms or rendering them not a threat to the Kaylon permanently. Despite the Kaylon's technological advantage the biological fleets outnumber the Kaylon 10 to 1. It will not be easy and the Anti-Kaylon weapon will be developed and deployed soon. **Should you succeed the entire Kaylon race will follow you to future Jumps and you will have the total loyalty of all Kaylons.**

Drawbacks

Fanfic Toggle (+0) - A toggle to jump into a fanfic setting of the Orville. There aren't a lot of fanfics of the Orville, but if you see one that you like you can jump to that fanfic.

Extended Stay (+0) - You will stay for an extra 10 years, and you can take this multiple times.

Tone Toggle (+0) - This toggle chooses if you will experience a comedy like a sitcom or a much more serious environment with serious discussions of war, genocide and politics.

Nicotine Addiction (+100) - You are now addicted to nicotine and require daily packets of smoking to relieve this addiction. You will not be able to fix this addiction in any way while in this jump, and after you end this jump, the addiction goes away.

Simulator Paranoia (+200) - You know, believe that everything is a simulation when it is not. This means you will lack socialization and diplomatic skills, as you believe everyone to be a simulation, including your companions.

Broken Ship (+200) - As the title says, you have a broken ship. Now, this would normally be a death sentence when you need to travel the stars, but it's not that bad really. Any ship that you are on presently will occasionally have problems. These problems are all minor and can be fixed on board without the need for a shipyard, but when you are on the ropes and need your ship to pull yourself out of a sticky situation, a major problem will arise such as your Quantum Drive failing which will require a manual tow by another ship to a shipyard. I hope you brought an extra shuttle or communications device.

Political Quagmire (+400) - You are quite unlucky in that occasionally a political crisis or otherwise diplomatic crisis will spark, involving you. It may be because of your reckless actions or your advanced technology, or even because you have made enemies where you should not have. As a result, an absolute mess of a political situation will slowly grow into a full scale war between nations. A scale of conflict equivalent only to WW2 on steroids. While you can stay out of this war, when the war ends or is won by a belligerent, they will use their new territory and resources to hunt you down for causing this war.

Hunted By..... (+300,+600,+900,+1200) - We'll take your pick as each faction that you select will hunt you down. For an extra 300CP you are hunted by the Krill. If you want +600CP you will be hunted by the Krill and the Moclans. Moving to 900CP you will be hunted by the Krill, Moclans and Kaylon. Finally, for 1200CP you will be hunted by the Krill, Moclans, Kaylon and Cavilon. These factions will hunt you down with all their strength and power. They will not be concerned with any collateral damage and will happily use weapons of mass destruction to just inconvenience you if the opportunity arises. Are you stuck in a desert world and a Kaylon ship

has been damaged by you so that they can't request for help or flee? They will crash their ship in the rough location of where you are.

Ending Choices

Go Home

Stay Here

Move On

Notes

- Fanwank Responsibly
- Made by High-Commander
- Thank you to the people on Reddit for giving me some ideas

Changelog

- Version 1.0 - Created Jump
- Version 2.0 - Added free insertions for race, improved drawbacks and fixed some layout issues