

Generic Space Opera Jump

v1.1.1

By Insertrandomnickname

Greetings, Captain, the bridge is yours! This universe is vast and unexplored, venture out and make your mark on it! On your journey you may encounter varied and exotic species, mysterious technology of civilisations long past, space-borne traders and buccaneers and vast stellar empires. Do not be overly concerned, for the most part your ship will be able to weather what space can throw at you, though you should take into account the briefing regarding the setting that was provided below, to better estimate exactly how much risk you are in on a day-to-day basis!

You gain **1000 CP**.

Setting

Roll once per list, or choose any combination of any number of options (including none) from all three lists by paying **50 CP** once. Alternatively, if you've chosen to use this jump in combination with an existing property feel free to ignore this section.

The Great Filter

Life by itself is a statistical anomaly, requiring a multitude of factors to be just right to come into existence. How much rarer will an interstellar civilisation have to be? A theory has been proposed according to which at least one step on the way is prohibitively difficult. You can breathe easy - your kind likely already has passed that hurdle, but this will inform the evolutionary and technological level of beings you encounter on your travels.

1. **Life Itself** - *Your mere existence is a miracle - nay, finding organic compounds at all in a vast and barren universe is. Life has only sprung forth in a few places and no matter how diverse life in the galaxies becomes it can be traced back to only a few sources, if not a single one.*
2. **Multicellulars** - *Most life-bearing planets are nothing more than rocks covered in organic slime. It seems even on such a basic level cooperation doesn't come easy.*
3. **Intelligence** - *While many a strange and exotic creature exists out there, vanishingly few planets host beings that have developed tool use, or even just larger brains. Most life-bearing planets will be lush and pristine wilderness.*
4. **Spaceflight** - *It may be that the gravity needed for a planet to carry intelligent life is usually too high for vessels to reach escape velocity using available fuel, or a lack of resources in the first*

place. Most, if not all, civilisations you find will be bound to their homeworld, not able to reach outside the atmospheres of the place of their birth.

5. **Colonisation** - *The colonisation of a new world isn't comparable to anything colonists of eras past had to deal with, making the very prospect unfeasible. Many a Civilisation will have reached a stage where the mining of asteroids is commonplace, but most will not have the resources to terraform planets or build installations supporting more than a token population of a few scientists searching for the wonders that planet has to offer.*
6. **FTL** - *While Species occupying a single solar system, or even two, are common, the seeming impossibility of developing a means of faster than light travel will leave those systems islands in a sea of emptiness. Entire generations might be born and die before colony ships travelling at sub-light speeds arrive in new systems, and maintaining proper communication will be nigh impossible. Leading to an abundance of single system civilisations or even completely space bound ones.*
7. **Eternity** - *There is no actual thing such as the Big Filter. There is only time and a harsh universe. The very laws of entropy imply nothing will last forever, and so, too, intelligent life and interstellar civilisations will flourish and wane, stellar events, black holes and other occurrences grinding even some of the most resilient of them into nothing more than lifeless particles drifting in the void before they could make contact with others. Those interstellar civilisations that do weather such a hostile universe will be truly formidable and you would do well to tread carefully around them.*
8. **Free Choice**

The Fermi Paradox

People time and time again have wondered that, given our existence, surely there will be others out there, and seeing that, why has no contact been made over all the time we have been looking and listening at the skies. Several possible solutions to this mystery have been proposed over time and here you find out which of those might apply to your universe.

1. **All Alone** - *After humanity reached the stars one thing became increasingly clear: we are truly alone in the universe. No matter how far you will travel during your stay here you will never find present life that didn't originate from earth.*
2. **Burden Of A Precursor** - *As unbelievable as it sounds - your kind is the first to have reached past the confines of their own planet. While extraterrestrial life exists, and even may be abundant, even the most advanced cultures you will encounter will not significantly outshine yours.*
3. **A Galaxy Of Ruins** - *While you might be alone among the stars you know one thing for sure: you are not the first. Ruins of time forgotten civilisations dot planets and systems, providing you with a treasure trove of tech and knowledge to scavenge, but asking one uncomfortable question: where are they now and what happened to them?*

4. **Lotus Eater Planets** - *Humanity surely wasn't the first species to look at the stars and wonder if one day they would be able to reach for them. What they are, is one of the very few that have persisted in that pursuit faced with the alternative of everlasting paradise in virtual realities of their own making. Space is littered with worlds essentially dead, filled to the brim with dreaming extraterrestrials.*
5. **Cosmic Preserve** - *Be it space-faring species adhering to some variation of the prime directive or just utter indifference to those below them, new civilisations usually only are contacted once they reach a certain point of development. When humanity passed that threshold they were thrust into a vast existing network of alliances, grudges and intrigue between civilisations much older than themselves.*
6. **The Culling** - *There is something out there. A destructive force leaving civilisations past a certain point ruined in its wake. Civilisations you encounter will either be primitive, or military powerhouses that have weathered the storm. It may well be this galactic scourge has yet to descend on humanity.*
7. **Fleeting Figments** - *Signs point to a terrifying truth - all you perceive isn't real, be it just a simulation of hyper-advanced A.I., or the dream of some unknowable entity. You, and everyone around you theoretically lives and dies according to the whims of this ultimate arbitrator.*
8. **Free Choice**

Mood

1. **Welcoming** - *The Galaxy you're thrust into is a very inclusive place. Species from vastly varied worlds of origin, should they exist, live peacefully side by side, all merged into one big galactic society that will receive newcomers with open arms.*
2. **Peaceful** - *While each Species or Faction will stick to their own systems usually, relations are good and crossing into foreign space will not be seen as hostile action and generally be met with welcoming curiosity.*
3. **Neutral** - *Overall the Species and Factions you encounter will middle out to an overall neutral stance. Some might welcome you with open arms, some might attempt to drive you from their space by force.*
4. **Tense** - *Good relations will require some diplomatic acumen, but in general you will find Factions interested in a peaceful resolution, though force often is a last resort people are willing to employ.*
5. **Hostile** - *Some of the Factions you will encounter will actively be spoiling for a fight, and sometimes might take your presence as a reason to start fights even with unrelated Factions.*
6. **Warring** - *Many of the Factions you will encounter are in open conflict with one another, oftentimes shooting at a foreign ship first and asking questions later.*

7. **Desolate** - *Either there are only few planets situated in the goldilocks-zone of stars or planets there have been made uninhabitable by circumstance or warfare. Any Faction you encounter will jealously guard the few life-bearing planets they still own.*
8. **Free Choice**

Origins

- **Outlaw [Free]** - *In the vastness of space dropping off someone's radar is easy, if one knows what they are doing. Many people have used this fact to ... circumvent rules their home systems would see enforced on them, by losing their old ID and instead turning to a life of half-legal pursuits or outright piracy. Alternatively this option can be used as drop-in.*
- **Trader [Free]** - *Any species will always be bound by problems of supply and demand, and going to space has, in some ways exacerbated that problem. You are one of the people that have decided to profit from filling those demands, supplying planets that cannot provide for their population, or carting tons of raw material to shipyards.*
- **Explorer [Free]** - *There is so much out there no one has ever seen, and it would be a shame if it remained that way. You have taken it upon yourself to go forth and do research in even the remotest regions of space, in the pursuit of knowledge and adventure. Alternatively this option, too, can be used as drop-in.*
- **Soldier [Free]** - *Violence is a constant among living beings, it seems, and even if you do not wish to hurt others you recognise the importance of being able to defend your kind against aggressors, be they of your own species or another.*
- **Elite [200 CP]** - *No matter what hierarchies exist within this universe, you are near the top. Be it as a member of an empire's ruling caste or as the head of a industrial conglomerate, planets live or die at your word, and laws are mere suggestion to you. Yes this includes some of the physical ones, should you deign to invest enough resources into overcoming them.*

Species

- **Human [Free]** - *You are a run-of-the-mill member of the species Homo Sapiens.*
- **Rubber Forehead [Free]** - *You're... Essentially human. Some minor differences might apply, like subtly longer or shorter life spans, or latent psychic powers, but in the end the only real distinguishing feature will be exactly that, a visually obvious, distinguishing feature, like bone ridges on your forehead, green skin, or oddly shaped ears.*
- **Starfish [Free]** - *Compared to the last two options you are now well and truly alien. While not necessarily a literal starfish, your anatomy may well be divergent enough to really display radial symmetry. To represent their outlandish physiology Starfish aliens may treat any implants they get from the relevant section as natural part of their bodies instead.*

- **A.I. [200 CP]** - *Some people might ask if you really are alive. You are a machine after all, or rather code, or the copy of a living mind, running on a machine. Nonetheless you clearly are sentient and sapient, overshadowing many biological minds in that second category, even.*
- **The Completely Alien [400 CP]** - *Usually when people talk about aliens they think of persons with a few tentacles and a bone ridge added here or there. You are ... not that. Maybe you are an intelligent gravitational anomaly, or crystal or a literal space whale, but the fact is you have difficulties even thinking on such a miniscule scale as humans do.* Due to their completely foreign nature this option forfeits the possibility of item purchases and gets to create an Alt-Form using the ship-builder.

Age and Sex: You are free to choose both your age and sex among values possible for your species.

Perks

One 100 CP option is free to both Origin and Species. All other options come at a 50% discount. Upgrades to Perks are discounted when the Perk itself is.

General Perks

- **This is (Not?) Rocket Science [Free]** - For some reason you just are capable of piloting spaceships as if you learned it growing up - why it is hardly different from driving poppa's old tractor. Similarly you will find that fixing a spaceship also is much less complicated than one would have thought and you have a good shot at leaving things less broken than when you started.
- **Post Scarcity Medicine [50 CP]** - You are immune to all basic illnesses and your offspring will never suffer from gene-defects or malformations. You also age at half the natural rate.
- **Post Scarcity Economics [200 CP]** - As long as you genuinely intend to return what you've taken after you're finished, do not allow it to come into disrepair, and do not unduly impede their own access no one not already in an antagonistic relationship with you will truly begrudge you using their private property for its intended use. This does not extend to luxury goods, however.
- **Moral Compass [300 CP]** - You cannot be tricked into compromising your morality and in situations where you are working with imperfect information instinctively avoid actions that conceivably would have outcomes you'd regret because of your moral stances. Furthermore your moral convictions cannot be altered against your will.

Outlaw

- **Scoundrel [100 CP]** - Your skill in evading detection by local governing bodies or crime syndicates is extraordinary. You also have developed a good intuition regarding when shooting first is the best and only solution to a problem.
- **Survivalist [100 CP]** - It's less that you are an actual criminal - the place where you live just is so far removed from galactic rule that the mere suggestion it had authority over you seems laughable. The harsh living conditions in these blank spaces on the galactic star-maps have made you an expert in wilderness survival and planetary navigation, as well as capable of holding your own in even the wildest of brawls.
- **The Right Thing To Do [200 CP]** - *Sometimes rules are in the way of doing the right thing, like, for example, a directive against contacting primitive civilisations that prevents you from saving them from calamity.* You now have the unique ability to evade any scrutiny, if you break a law in pursuit of doing the right thing and succeed in your endeavour.
- **Boarding Tactics [200 CP]** - As a hardworking professional in a honorable field of work you know exactly where to breach the hull of ships you intend to pillage and how to fight in the confined corridors in order to do minimal damage to the things you care about - namely the ship itself and any valuable cargo it may be carrying.
- **The Resistance [400 CP]** - You may be an outlaw, not because you are a lowlife, but rather the opposite. When opposing an unjust rule you will find yourself capable of great feats of leadership and subterfuge, as well as quickly gathering a following of loyal allies.
- **The Most Dangerous Prey [400 CP]** - There are several trades that require you to tangle with sapients and dangerous alien fauna. Maybe you've been a bounty hunter, a slaver, or a interstellar big game hunter. The fact is you are exceedingly efficient at tracking even the most elusive prey, be it through ferine nature, sprawling hive-cities or even the cold vastness of space. You aren't a slouch in combat either, though your true strength lies in stacking the odds in your favor before your prey ever knows there will be a fight.
- **Scavenger [600 CP]** - You have an excellent intuition when it comes to finding and salvaging still functional technology. You can see at a glance if a device is still functional and have a general intuition on how to use it and what the effects would be. You also have the uncanny ability to pick out still functional components of unknown tech and can kludge together temporary fixes of technology vastly beyond your understanding, though those will break down and make said technology unrecoverable after a while.
 - **Tinkerer [400 CP]** - Not only do you have an instinctive understanding of the effects of unknown technology, you also are excellent at estimating interactions between those effects and able to improvise such unconventional combinations. Such conglomerates and their parts will be increasingly prone to failure the longer the devices are subjected to such improper use, however.

Trader

- **Business Minded [100 CP]** - You have an innate instinct for where a profit can be made, both with ethical business practices and with shady dealings.
- **Integrity [100 CP]** - Until the first time you breach a contract or commit a crime in the Jump you are currently in, people will assume you to be trustworthy and upstanding and generally be open to entering long lasting business ventures with you.
- **Expert Negotiator [200 CP]** - Not every species and culture values the same things. You have the uncanny ability to intuit exactly what you have to offer which negotiating party to reach your intended goals as easily as possible. It just remains to be seen if you are willing to part with, or have access to, those goods.
- **Galactic Standard [200 CP]** - No matter what currency you want to use to pay, as long as it is an actual currency, your business partners will accept it at a reasonable exchange rate. For currencies from different settings this exchange rate orients itself at the buying power of the currency within its setting of origin. Should denominations of a currency of another setting exist, but not be considered currency within your current setting you may decide if the currency is either treated as an object or as currency, but your decision is final for that jump.
- **Risk Management [400 CP]** - Even when faced with the necessity to divest yourself of your merchandise on short notice you always will be able to find a possibility of doing so that roughly lets you break even.
- **Secured Cargo [400 CP]** - Volatile chemicals, Von-Neumann devices, radioactive materials, antimatter, xenobiological combat organisms, slaves, whatever your merchandise, you are guaranteed to not lose cargo, or other property due to characteristics of said cargo. Slaves and alien organisms will be docile while in your care, containment devices guaranteed not to malfunction. This does, however, not protect you from losing cargo to external circumstances or actual incompetence.
- **Acquisition Specialist [600 CP]** - You have accurate knowledge on where and how to legally acquire exactly the wares and supplies you need or want, if at all possible. Not only that you also have an impeccable sense when such items can be acquired at a lower cost due to circumstances others would not have foreseen.
 - **The Right Sources [400 CP]** - No matter what jump you are currently in, you somehow always have access to goods and resources from Jumps you have visited before. Seeing as these goods are supplied directly by out of jump sources they are exorbitantly expensive, and while they will work as intended for you they might lose their special properties if sold as is.

Explorer

- **A Scientific Mind [100 CP]** - *It is always important to keep an open mind when trying to understand the world, sometimes even to admit to having been wrong or not understanding.*

Your mind is structured in a way that factual knowledge and the understanding of concepts never can impair your mental wellbeing. This also enables you to easily let go of misconceptions, once you recognise them as such.

- **Exploratory Spirit [100 CP]** - Most people don't realize the sheer scale of interstellar space. By any fair measure, most explorers would only encounter something worthy of note after months or years of travel. You, on the other hand, have an uncanny ability to uncover interesting things much more frequently than that, should you wish it. Your strange encounters aren't guaranteed to be completely safe, but at least they aren't boring.
- **Trailblazer [200 CP]** - You have an uncanny ability to eke out the utter optimum of your navigation capabilities. Routes may come closer to hazards, calculations take less time, without compromising your safety, and you might be the first to discover shortcuts or a safe passage through terrain or space believed too hazardous to traverse before.
- **'Anthropologist' [200 CP]** - You both are quick to acclimatise to foreign cultures and capable of easily recognising exactly what makes a culture tick.
- **Fluent In Precursor [400 CP]** - You are capable of recognising and correctly correlating ancient symbols, pictograms and even recorded or spoken phrases, and require just a few reference points to start reconstructing even the most ancient and outlandish languages.
- **Xenobiology [400 CP]** - You possess intricate knowledge of the anatomy, genetic makeup, and biochemistry of all manner of alien lifeforms. This knowledge can be used to determine which parts of an extraterrestrial creature may safely be consumed, adjust medical treatments for different species, or even to attempt hybridisation or the like.
- **Science Officer [600 CP]** - You have vast stores of knowledge regarding technology and are quite adept at grasping the core principles behind their function, allowing you to formulate hypotheses on new physical principles based on your observations, though it will require lifetimes of work to perfect them and get to useable results. You should be able to reverse engineer almost any technology, given the chance and a reasonable amount of time.
 - **Clarketech Research [400 CP]** - Not only are you able to reverse engineer, extrapolate from, and eventually replicate with a device of your own make any technology you encounter, you also are able to do so with any other phenomenon, be it a physical occurrence, magical or even divine in nature, or even just theorised by you to be possible, though in the latter case you naturally will encounter failure if your theories prove false, in addition to research and prototyping taking a prohibitively long time to do.

Soldier

- **Universal Weapons Aptitude [100 CP]** - You can use almost any weapon system as if you had undergone at least basic training with it, and probably can fix any jams you encounter.

- **Ingrained Reflexes [100 CP]** - You are uniquely capable to function in the high-stress situations present on a battlefield, always capable of telling friend from foe, and keep a cool head even if ambushed, or surprised in general.
- **Tactician [200 CP]** - You have great awareness of your surroundings and are able to near-optimally use the resources and personnel at your disposal to achieve any objective.
- **Productive Interpretation [200 CP]** - You are intimately aware of all the rules and regulations you are supposed to abide by while performing in a certain function. You also know how closely you really have to toe the line, where you can afford to allow yourself a certain leniency and where you can get away with outright ignoring regulations to get things done.
- **Ace Pilot [400 CP]** - Be it in an actual cockpit, the bridge of a spaceship or safely squared away beyond a remote-control console, you are a prodigy on maneuvering vehicles on the battlefield, and using their armaments to greatest effect. Why, you even are capable of outmaneuvering smaller, faster and more agile projectiles, like guided missiles.
- **Infiltrator [400 CP]** - You have been trained in everything you need to execute covert operations. Not only are you able to pass as a member of the society or military structure you are infiltrating, you even are capable - within reason - to pass as another species, for the case that yours is rare or nonexistent in the target society. Similarly you are excellent at estimating when it is opportune to contact your people, enact sabotage, or withdraw from a posting.
- **Elite Of The Empire [600 CP]** - Maybe it was cybernetic augmentations, gene-mods and hyper-advanced training, invasive brain-surgery, hormone therapy and harsh mental conditioning, maybe you are just that badass. You are able to perform beyond the peak conceivable for your species, at the very least being able to flip a tank with some effort and outrun a bullet. Furthermore, you are impervious to the ravages of time and resistant to extreme environments, such that you could you survive even the vacuum of space for a short time. You also possess a variety of senses that augment your capabilities on the battlefield, are capable to operate on vastly reduced amounts of rest and sustenance, and are incredibly proficient at resisting temptations, impulses, torture, and even attempts at mental manipulation, be they mundane or supernatural in kind. Lastly, your morale is guaranteed to never break, no matter the odds you are facing.
 - **Knight Errant [400 CP]** - You have the ability to encode a number of your perks and powers into a seed-organ that can be harvested and used to grant the encoded perks to one other person. Gestating such a seed will require a full month per 100 CP worth of perks, and granting perks in excess of 1000 CP will become arduous enough to carry a significant risk for the life of the recipient. In both cases the undiscounted cost of a perk or power is relevant.

Elite

- **Above Law and Reason [100 CP]** - You somehow have a way of getting away with cruelty, corruption, and mismanagement, be it perceived or real, far longer than should be reasonable.
- **Pedigree [100 CP]** - No matter the background a new Jump would grant you, you will always be able to trace your lineage to prestigious ancestors or will be related to someone in power twice or three times removed. Similarly you are guaranteed knowledge of the social norms of high society.
- **Exalted [200 CP]** - People mistreated by you will first look for fault in themselves, and even small gestures of kindness allow you to instill a sense of loyalty that is, frankly, unwarranted, given the effort you put into it.
- **Down-To-Earth [200 CP]** - You are one of the rare persons that actually have an idea what moves the people under your purview. Whenever you are at the helm of a country or organisation big enough for you to normally lose track of those alluded to problems you will receive impulses nudging you towards the correct decision when deliberating policy.
- **Bred For Excellence [400 CP]** - You have been groomed to be a ruler from before the moment of your conception. Both gametes providing your genetic code were screened for even the slightest imperfections, adjusted and cleaned up with cutting edge genetic engineering. Your gestation was a closely monitored affair, your education started virtually at birth. As a result you are an image of physical and mental perfection, far more intelligent than an average person of your species, free of any genetic or hereditary diseases, far more resistant to cancer and other mutations, and will potentially live four times as long as is standard for your species.
- **Mastermind [400 CP]** - You possess incredible political acumen, allowing you, once you have come into position to apply your skill, to have countries, planets or even entire stellar empires dancing on your strings, going to war at your whim, to have yourself elected tyrant for life, or even be made progenitor of a new intergalactic dynasty.
- **Space Wizard [600 CP]** - Through access to the best of the best science has to offer, you have been granted a deeper understanding of the forces of creation and can evoke powerful magic-like effects. This includes gravity manipulation with a variance of up to 5g (affecting a volume of up to 35,000 cubic meters), short term precognition (of up to half an hour), teleportation and dynakinesis capable of outputting up to 2,000,000 Joules when used in short bursts and a sustained output of 400,000 Watt. All these abilities can be projected at a planetary range, with the exception of teleportation, which will allow you to reach other planets in the same system, though you will effectively be restricted by your ability to perceive, or calculate your target from data you've been given, to properly target them. You also are able to apply other principles gleaned from supernatural abilities you possess with training.
 - **Sublimation [400 CP]** - You have achieved a level of power incomprehensible to most common people. Not only will the capabilities granted by the base version of this perk now slowly grow in versatility and power over time, you also have achieved transcendence into a form consisting entirely of energy, impervious to the ravages of

time or conventional damage. If you choose to you may project an Avatar taking the form you had before ascending while in this state, interacting with its surroundings much like a real body would, or turn back into flesh and blood entirely, similarly gaining the potential to ascend once more.

Human

- **Kinda Bland [100 CP]** - *Sure, your species has its fair share of exceptional personalities, but overall? You kind of blend into the background compared to all the exciting aliens, locations, and technical wonders.* At any time, so long you aren't in a place you definitely shouldn't be, you can now choose to unobtrusively blend into the background, allowing only the most perceptive of people to actively take note of you.
- **Determinator [100 CP]** - Through a combination of toughness, endurance, luck, and stubbornness, you tend to succeed more easily in situations few would expect you to.
- **Adaptable [200 CP]** - You are able to easily fill any role or perform in any profession, with a minimum of leading time required to be taught. Up to an average level of proficiency your learning progress will be greatly accelerated.
- **Quite Social, Actually! [200 CP]** - You are adept at mediating between differing points of view, and surprisingly capable of making friends from even the most outlandish creatures.
- **What a Quaint Organism! [400 CP]** - When interacting with beings vastly beyond you in regards to physical, mystical and or mental capabilities you will be regarded with their equivalent of amused fondness and general benevolence. This even persists through unsuccessful attempts at harming those beings - a pet cat sometimes scratches, too, after all.
- **Precursor Genes [400 CP]** - *You might not know it, but your kind is descended directly from some enigmatic precursor race, allowing you to use a plethora of devices keyed to their genetic structure.* In practice this means that you will be able to use any technology or pass any authentication method requiring specific genetic markers or other biological properties.
- **Protagonist Privileges [600 CP]** - It may be because of some bias the creators in the genre share, but somehow it usually falls to the humble human to take up the main protagonist's mantle, despite such variety surrounding them. You are aware of this and thus have accepted the burden. The reward you received for that is a definitive increase in overall competence, an increased resistance to bad luck and happenstance and Jumpchan given permission to 'fake out' people with a death once per jump.
 - **Humanity, Fuck Yeah! [400 CP]** - Somehow you exude an aura of protagonist-y-iness that even encompasses your allies, almost as if not you personally are the 'protagonist' of the story, but your entire species, or faction. Anyone on your side will be over all more competent and less prone to bad luck.

Rubber Forehead

- **Distinct Feature [100 CP]** - You gain a single ability or property that provides you increased utility, rather than a straight up power boost. At your choice this comes with a mostly cosmetic alteration (presumably the one demarcating your specific Alien Species) you can apply to any human forms you possess at will.
- **Everyone Likes Green Chicks [100 CP]** - No matter that you are not human, you are stunningly attractive, by human standards and those of your species.
- **That's Not How Convergent Evolution Works! [200 CP]** - Somehow, even though you probably evolved on entirely different planets, you are genetically compatible with any other humanoid beings, allowing for mixed offspring. You may choose to have them inherit any perks you bought from the 'Rubber Forehead' section.
- **Confounding Customs [200 CP]** - Your species is widely known for a distinct custom, not shared by, or at least greatly exaggerated from, other people. As long as said custom is not actively harmful to the onlooker, or a third party in presence, your antics will usually be ignored, and even in the other case people will first act on the assumption that you simply don't know better, and grant a slightly larger than appropriate amount of leniency.
- **THIS Is How Convergent Evolution Works! [400 CP]** - Despite outwardly looking like a human your biology, and even internal anatomy is vastly different. As a result you are immune to most if not all diseases that would affect a human, may have extra organs, or multiple of an existing one, or even substitute a different working solution. If taken together with That's Not How Convergent Evolution Works! you are able to toggle your fertility on and off.
- **Space Elf [400 CP]** - Your species is in some ways distinctly superior to humanity. Be it an extended lifespan allowing you to live for thousands of years, raw physical strength, or innate psychic powers, you can be sure to exhibit a few attributes that will make humans look upon you in envy. Do note that, no matter how superior you feel, you still will be within the realm of the biologically plausible.
- **Telepathy [600 CP]** - You are a powerful empath, able to accurately divine feelings, and, with growing familiarity with the target or its species, even thoughts of the beings around you and cause them to experience your current feelings or 'hear' your surface thoughts in their mind, though they will always know those feelings and thoughts are not their own. Not only that, in unconscious or sleeping targets you are able to induce and to a certain extent direct, as well as review the contents of their dreams, enabling you to look for specific information or even implant subconscious suggestions.
 - **Mental Dominion [400 CP]** - You now are able to use your skills much more covertly, making your targets believe the thoughts and feelings you implant to be their own, induce hallucinations targeting any senses you share with the victim, create a perception filter protecting you or objects in your vicinity, and ultimately dominate, destroy, and even rewrite the mind of a person.

Starfish

- **Irregular Diet [100 CP]** - *Some species out there have a vastly different biology, leading to vastly different dietary requirements.* For you, this means being able to draw sustenance from a vastly expanded array of substances - from organic compounds a human couldn't digest, to silicates and metals. This won't protect you from toxic substances, though.
- **Natural Armaments [100 CP]** - Your form naturally is more evolved for combat than the average sapient's. You might sport anything from razor-sharp claws and teeth, to biological dart-launchers, to natural poison or acid blood, to a reinforced carapace protecting you from harm.
- **Colony Organism [200 CP]** - You consist of millions of tiny independent organisms, all sharing a single consciousness. Should parts of you be lost or destroyed you can regrow over time, though you probably will lose some of who you were, should you have no other means to help you with that.
- **Strange Dialect [200 CP]** - You possess a form of communication not usually shared by other Species, be it species-restricted telepathy, flashing fluorescent lights or pheromones. This has the added benefit of you being able to pick out any attempts at subliminally using the chosen vector.
- **'Monocellular' [400 CP]** - You are a viscous glob of uniform organic stuff, essentially able to assume any shape you want. Other than that you are exceedingly resistant to the classics of physical damage - stabbing or slashing you has almost no effect, your body simply knitting back together after the intruding object has been removed and while the lack of a skeletal structure makes it easier for you to be deformed by blunt trauma your physique, predictably, renders such deformation harmless, meaning you'd have to be hit hard enough to literally be splattered across the environment to take damage.
- **Hardened Physiology [400 CP]** - Your body is adapted to an environment wholly different than that of normal humans. You don't need to breathe and are immune to all poisons, as well as highly resistant to heat or cold, the crushing pressure of the deep sea, and the utter lack of pressure in a vacuum.
- **Assimilation [600 CP]** - Sometimes evolution by means of mutation and natural selection is too slow for the discerning organism. You have the ability to incorporate properties of organisms, technology, other objects and even materials you consume, such as growing the superior sensory organs or hormonal glands of an animal you consumed, replacing your muscle fibers with a more efficient build found in its muscles, seamlessly incorporating and interfacing with the technological device you swallowed without fear of immune rejection or malfunction, or growing a carapace from the tungsten alloy you devoured.
 - **Appropriation [400 CP]** - Not only are you able to incorporate such changes into your body, you are also able to truly make them a part of you, meaning you are able to pass them on to your offspring and even regenerate even the most outlandish

augmentations. That miniature fusion reactor you ate blew up? Fear not, as long as you are still alive you now are able to grow a biological replacement.

A.I.

- **Memory Banks [100 CP]** - You have the ability to effortlessly process and categorise a near infinite amount of information, as well as perfect memory, as long as nothing physically destroys the storage medium.
- **Social Algorithms [100 CP]** - Even if you can not empathise with the emotions of another being you will still be capable to anticipate and believably simulate such things to a point where your counterpart will believe them to be real.
- **Unfeeling Precision [200 CP]** - Be it the last remnants of human instinct, an outdated utility function, or a morality system, you can discard all such distractions and calculate, the most efficient course of action to reach a specific goal. Or to carry out such a plan. Or just in general.
- **Security Features [200 CP]** - You have the capability to create backups of your core personality that can be used in an algorithm detecting any divergences. This allows you to check yourself for things like morality drift, outside control, or signs of mental deterioration and in case of unwanted developments forcibly restore a prior state. This does not erase any memories and potentially will be noticed by entities currently trying to influence you. To ensure a maximum of safety the decision to restore a prior state, as well as the decision to create a new backup will be made by an instance of the most recent core personality from the backup library, ensuring no changes are discarded or saved against your will. Upon gaining this perk you automatically gain a current backup and one from when you started your chain.
- **Quantum Locked BUS [400 CP]** - No matter how far apart subsystems or avatars that are part of you are, you will still remain one coherent being, your parts capable of communicating instantly and lag free, even over interstellar and interdimensional distances. Furthermore, any time a copy or new instance of you is made, you can decide to seamlessly incorporate it into your being.
- **Escalating Multithreading [400 CP]** - You are capable of infinitely scaling multitasking. Do note that, even if you are capable of having an arbitrary amount of lines of thought, tasks cannot be divided up into arbitrarily many subtasks, effectively limiting your capability to speed up your mental processes.
- **Subroutines [600 CP]** - Some may believe this a natural part of the A.I. experience, and it is - the same way being being a carbon based lifeform makes you a master geneticist. You know the very building blocks of your being and how to manipulate them, though you are incapable of creating, designing, or even just conceiving A.I. more advanced than yourself using this perk. This still leaves you with a vast array of possibilities, from generating subroutines automating and accelerating certain mental tasks to creating semi-independent agent programs or even full fledged A.I. descendants.

- **Singularity [400 CP]** - You have reached the holy grail of A.I. development. You are a being, smarter than its creators, that in turn is capable of creating beings more advanced than yourself - and considering the fact that your being is constructed in a much more accessible manner than organic life you are furthermore capable of incorporating your innovations into your own being. Though each incremental improvement to your mind will require you to spend a decent amount of time on developing the relevant upgrades ultimately there are no limits to your mental growth and, as time goes on, you will be able to make greater and greater leaps in mental capability, as your previous upgrades allow you an ever greater understanding.

The Completely Alien

- **Incomprehensible [100 CP]** - Your mind, as well as your body, are incomprehensible to a human being, making any attempts to exploit perceived weak points ineffective. This does not impair your ability to interact with humans normally and can be toggled off when needed.
- **Forbidding [100 CP]** - You are immensely physically impressive, and easily capable of instilling mortal fear in those that encounter you. Outside of the particularly frail of mind this does not, however, cause lasting damage to a person's mental state.
- **Idolatry [200 CP]** - A being such as you can easily be mistaken for a god, and if you chose to, it will be relatively easy for you to gain a cultic following.
- **Eldritch [200 CP]** - You are a step beyond incomprehensible. Not only is your existence impossible to grasp for lesser minds, now even the attempt to do so can cause mental health to deteriorate in the long-term and may induce temporary bouts of insanity. Can be toggled on and off.
- **Dead But Dreaming [400 CP]** - You cannot involuntarily lose consciousness. Even in death you will still be able to perceive, think and dream. Your corpse will never decay and should you be revived before the end of a jump you will be able to move on as if you hadn't died at all.
- **Thinking In Deep Time [400 CP]** - You think on scales utterly incomprehensible to the human mind. Not only are you physically incapable of feeling bored, you are excellent at planning involving even time spans far beyond a human lifetime, patient enough to see them through, and perceptive enough to see other such designs in motion. Your unconventional thought patterns also render you extremely resistant to psychic manipulation.
- **Hyperdimensional [600 CP]** - You are a being that exists in more than the usual three spatial and one temporal dimensions. No, contrary to what comics portray, this does not make you omnipotent in three-dimensional space. What it does, however is enable you to freely traverse between one such reality and another - be it parallel universes, alternative timelines, dreams, or even a religious or mythical otherworld, such as an afterlife, unless the rules of Jumpchain itself forbid you from going there you can reach there with this perk, or even appear in multiple such dimensions at once. Additionally your new physiology allows you to

simultaneously access and combine capabilities and properties of all your various three dimensional forms by poking the relevant parts of your hyperdimensional body into the same dimension, though this process might be startling to terrifying for onlookers. The same way you are nigh impervious to conventional attack, only ever exposing a fraction of your true form.

- **Semi-Baryonic Matter [400 CP]** - The very stuff you are made of does not entirely behave according to the laws of physics. Temporal paradoxes and attempts at changing you using reality warping and conceptual powers wash over you with little effect, and even grievous looking injuries might be inconsequential for you. Even the forces of nature may have less of a hold over you, making you nigh immune to changes in temperature, electricity, or even gravity, though you may choose to have such things affect you more.

Items

One 100 CP option is free to Respective Origins, All other options at 50% discount. Upgrades are discounted when the Item itself is.

Cybernetics, Implants and Body Parts

- **Headware [50 CP]** - A small cybernetic implant that is equivalent to the Communicator further down the list in function. Does not use direct mind/machine interface but does display data via augmented-reality feed into your sensory center and is controlled by mental commands. Can interface with most if not all wireless networks, allowing to interface with any system connected to such networks that is set up with A.R. controls. Since you paid CP for it you get the Jumper-grade version with immunity to malware, no cross-platform compatibility problems and data storage overshadowing human memory by a magnitude.
 - **Neural Lace (requires Headware) [50 CP]** - Okay, *now* we use direct mind-machine interface. Get all virtual reality in the Matrix, download encyclopedias into your memory, and all the other tricks. Why should cyberpunk have all the far-future fun? Just watch out for those lethal-biofeedback countermeasures if you go hacking, your anti-malware package does *not* cover your own brain.
- **Cybernetic Prosthetic [50 CP]** - A cybernetic replacement for one of your limbs or organs, that may provide a slight benefit over the natural counterpart, like increased range of motion in case of replaced limbs, recording functionality for sensory organs (linked to a storage device implanted for this purpose or another implant providing storage space at your choice), or slightly enhanced performance for internal organs and, if relevant, of a design of your choice.
 - **Addition [50 CP]** - Instead of replacing an existing limb or organ the prosthetic instead is implanted in addition to the original.

- **Cybernetic Enhancement [200 CP]** - A straight upgrade compared to the natural thing. New or expanded senses, organs carrying out new functions and overall enhancement of physique and mind to the level of a comic book peak-human all are within reach. You may only choose one such option per purchase.
- **Nanite Injection [400 CP]** - An injection of purpose built nanites, along with an implant containing a nanite-breeder. Depending on their exact type and number these nanites can adopt a wide variety of functions, from oxygenating agents, vastly improving their host's stamina, to binding and decomposing pathogens, providing increased resistance against poison and disease, to repairing injured tissue and implants, effectively providing decent regeneration capabilities to the host.
- **Implant [50 CP]** - Allows you to implant one Item bought from outside this section, making it part of your body, as long as it makes sense as an implant. Implanting e.g. the flight pack is permitted, implanting the Home Port or Planetary Domicile obviously is not.

General Items

- **Sci-Fi Interior Design Package [Free]** - You can choose to have your Warehouse (or equivalent property granted by another supplement) reskinned to a sci-fi aesthetic of your choice. This also allows for low level maintenance drones to come into existence that however will not be able to do much more than keep the place clean.
- **A Better Ship [50 CP]** - No, this does not actually buy you a spaceship. Instead you gain an additional 100 SP for the Spaceship Builder section below. Can be bought any number of times. Companions are prohibited from buying this option.
- **Communicator [50 CP]** - Small devices allowing for remote communication with others owning such a device. In addition, it will translate any living language into the one you are most proficient in, as well as interpret nonverbal cues for you. Furthermore it allows you to remotely control devices connected to a wireless network that is set up for it.
- **Space Suit [50 CP]** - A minimal space suit, optimized for comfort and mobility, outfitted with an air cylinder containing roughly an hour's worth of breathable atmosphere. Curiously one size fits all.
- **Body Armor [100 CP]** - A lightweight suit of armor, reliably protecting its wearer from small arms fire, but struggling against military grade weapons.
- **Phaser [100 CP]** - A wondrous all purpose weapon adjustable on a continuum from 'Knock out a human for a few hours without any lasting damage' to 'cut through armor grade steel'.
 - **Military Model [200 CP]** - Several more optional, and decidedly less friendly settings are added, chief among them the option to induce a disintegration effect in organics that will erase a human without leaving behind any residue in short order.
- **Ground Transportation [200 CP]** - A vehicle, incapable of atmospheric or interstellar flight, though not necessarily bound entirely by the laws of gravity. Can take any form from modern

vehicles in a futuristic design, to hover-vehicles utilizing advanced anti-grav technology. May be equipped with weapons, though not to the level making it a main battle tank. You may also import a vehicle you already possess, granting it the aforementioned anti-grav technology.

- **Android/Gynoid [200 CP]** - A clean-slate, roughly human-sized robot body, optimised for a certain purpose or modeled after a species of your choice. Ideal for hosting an A.I. and allowing it to interact with others more socially. Buying this allows one companion imported as crew to choose to be an A.I., if not in use by the one who bought it. The Jumper or a companion imported as a fellow captain may take one of these for free, if they have chosen A.I. as their species, but in that case they forfeit the free A.I.-Core from the Spaceship-Builder section.
- **Flight Pack [200 CP]** - A backpack-sized device allowing for subsonic flight, be it within atmosphere or the vacuum of space.
- **'Space Is Like This Piece Of Paper...' [400 CP]** - ... *you see. We three dimensional beings have to walk along its surface to get from this point on the one side to this one on the other. This Drive however, will do this! ...Why yes I did need to stab the blueprints with a pen to get my point across what do you mean you are all scientists?* - Blueprints and schematics instructing the construction, installation and maintenance of various methods of faster than light travel. Included are instructions on how to upgrade several types of those drives to be able to travel between Jumps in addition to their normal capabilities, though they require a Spark to be completed. Lastly you can fold this blueprint and stab it with a pen to make even a caveman understand the concept of wormholes. The paper will return to pristine condition the next time it is unobserved. Pen not included.

Outlaw

- **Weapons Cache [100 CP]** - A inconspicuous box containing a weapon for every opportunity. From a easily hidden blaster pistol, to a high powered sniper rifle or even small military grade demolition charges, the cache will have what you need. Curiously it seems to evade notice way more than it should as long as you aren't currently digging through it.
- **Wanted Posters [100 CP]** - A collection of documents informing you about outlaws and miscreants you could kill or capture and deliver for compensation. Should you yourself qualify this will always contain your own dossier, informing you what your pursuers know, and where and for what crime exactly you are wanted. Updates for each new jump.
- **Home Port [200 CP]** - While it isn't exactly *yours*, you have a base you can fall back to if the going gets rough. From now on in every Jump (including this one) you will know one setting-appropriate location you can fall back to if you need to lay low for a while, resupply on the fly, or need to just relax for a day or two. Note that if you aren't circumspect people you'd rather not have knowing about this place might be able to follow you there, in which case the place probably loses some of its special properties for the rest of the Jump.

- **Contraband [400 CP]** - Be it military materiel or regulated substances, you have a container filled with goods that will find a buyer willing to pay a little bit extra, because the wares are heavily regulated and usually not accessible for their likes. The container will refill every time you change systems or if one week has passed.
 - **Clarketech Baubles [200 CP]** - Clarketech by itself usually qualifies as contraband when not sold to government officials. Your selection will now contain a few baubles of inscrutable technology every time it refills.

Trader

- **Fancy Clothing [100 CP]** - A good first impression is always important to making a good deal. This wardrobe is full of formal clothing that pays homage to indigenous fashion, while simultaneously not coming across as disrespectful.
- **Robo-Pet [100 CP]** - A pet without all the downsides that having a pet has, this robot is no smarter than a real, biological pet, though it can have several benefits, such as built in security cameras and chemical sensors, a mode allowing it to be remote controlled, and a back-up system and warranty that allow you to quickly replace it, should it be destroyed.
- **Personal Luxuries [200 CP]** - A small crate of wares collected from all over the universe, that reflect the tastes of you and your companions perfectly. Exotic delicacies, fancy spirits, and exquisite clothing could all be found here. These stores will never run out, but may not be sold, given away, or used to fuel other abilities or items. The crate updates with every new Jump, should you find new items that better fit your tastes.
- **Luxury Goods [400 CP]** - You gain a container filled with an assortment of the goods most coveted in the system you are currently in, be they foods, recreational drugs, or objects crafted from rare materials. Said container refills every time you reach a new system or a week has passed.
 - **Divine Luxuries [200 CP]** - The possible selection of items now also may contain even the most advanced technological marvels, enchanted objects and unique artifacts, with the only restriction that they have no military applications.

Explorer

- **Stellar Charts [100 CP]** - A tablet containing an accurate, three-dimensional representation of the universe surrounding you, constantly updating with newly found planets and phenomena, that will make interstellar navigation much easier. Also includes any topographical maps of planets you explore.
- **Specimen [100 CP]** - A live specimen of some indigenous non-sapient species from one of the planets you visited in the past. Can either be a pet or object of your research - or both. Should the specimen die or escape beyond your reach, you have the option of having either the same

creature - with its memories intact - or a new, different specimen spawn in your warehouse after a week.

- **Encyclopedia [200 CP]** - A database containing all publicly available knowledge of the society you're from. It immediately updates as you make new discoveries or are accepted into new societies, as well as every time you enter a new jump.
- **Analytic Tool™ [400 CP]** - With a short scan, this device can reveal nearly anything about an object in question, from general structure and chemical composition, to life signs or medical problems, to general energy readings. You may import any smartphone or tablet device you already own for this option - yes, even the tablet you could gain from the Stellar Charts-item.
 - **Objective Scanner [200 CP]** - The Analytic Tool greatly improves its resolution allowing for near perfect scans of sub-molecular composition, energy constructs and even more ethereal occurrences.

Soldier

- **Kit [100 CP]** - This package contains anything a soldier could need on the battlefield, from a main weapon, a sidearm and a knife to body armor, a visor based HUD that doubles as night and thermal vision if needed, a respirator, and a headset. Also contains two sets of the appropriate dressing uniform.
- **Gimmicks [100 CP]** - An assortment of situational gear that could either save your life or be completely useless. Contains one melee weapon that in the past would have been considered a 'main' battle weapon, like a two handed sword, halberd, or pike, that has been enhanced with cutting edge technology, a portable one-use shield generator able to protect you for about a minute, or an actual, traditional shield that has been enhanced in similar ways to the weapon, several grenades of differing types that are essentially high-tech versions of EMP, smoke-grenades and flashbangs and a stupidly high tech multi-tool designed for trench warfare. Used up supplies reappear in the warehouse after a week.
- **Attack Drones [200 CP]** - Wherever you go you are accompanied by a small squad of semi-autonomous weapons platforms allowing you to bring inordinate amounts of firepower to bear.
- **Power Armor [400 CP]** - A standard issue power armor protecting from a wide variety of weapons and hostile environments, as well as roughly doubling your strength. Features include an internal recycling system and waste disposal system allowing the armor to be worn 24/7, a self replenishing oxygen tank allowing the armor to operate completely sealed for up to two hours and a top-notch encrypted communication system allowing to coordinate with people wearing other armors or attached subsystems. Optionally a power armor you already possess can be imported with this option, upgrading it to provide the described benefits.
 - **Precursor Armor [200 CP]** - The sought after clarketech versions of Power Armor not only are much less bulky while providing the same amount of protection, they also, through use of force manipulation technology, increase the wearer's strength by a factor

of three. The life support system not only allows the armor to be worn indefinitely, it also provides an essentially inexhaustible internal air supply and can stabilize its wearer in case of injury. Instead of a normal communication system it sports a fully integrated tactical computer, capable of interfacing with both similarly advanced systems through the use of synchronized quantum states as well as using more widespread ways to communicate. Furthermore the armor can project a stealth field, making its wearer near invisible, and lastly it is able to self-repair from even catastrophic damage and will respawn in the Warehouse after a week if lost or destroyed completely.

Elite

- **Planetary Domicile [100 CP]** - Living space on a planet's surface is at a premium, and the real estate in your possession, naturally, is only the best of the best. The vast mansion grants a view over a positively breathtaking otherworldly landscape. Attaches to your Warehouse after the Jump, view and all.
- **Photonic Rapier [100 CP]** - A weapon of a more civilized age (?) this metal cylinder can project a blade consisting of an arcane mixture of superheated plasma, hard light and laser technology that can cut through nearly anything and is freely adjustable in length up to three meters of blade length. Alternatively may be fashioned to resemble another melee weapon of your choice.
- **Protector Drones [200 CP]** - *You are an important person, and important people attract enemies.* To combat this issue you have access to a small squad of drones purpose built for personal security, including at least one medic.
- **Personal Force Field [400 CP]** - Easily deflecting most man-portable weapons systems this defensive shield lets you project an air of invulnerability, dispassionately watching on while your subordinates dispatch your enemies on your commands.
 - **Adaptive Shields [200 CP]** - In addition to protecting you from enemy weapons this clarketech shield also completely seals you off from outside environments, protecting even from prolonged exposure to extreme temperatures and providing a breathable atmosphere, and protects you from all manner of exotic hazards from gravitics, to spatial warping, to interdimensional attacks, as well as adapting to as of yet unknown threats after a few interactions.

Companions

- **Crew Member [50 CP]** - Import or create a companion, they get 600 CP as well as a stipend of 200 SP to spend on the ship they are stationed on - be it yours or that of a Companion

imported or created using the Fellow Captain-option and can choose any of the free origin and species options.

- **Fellow Captain [100 CP]** - For when you want your own little fleet - Import or create a companion, they get 600 CP, as well as a stipend of 800 SP to spend on their own ship and may choose any origin or species except The Completely Alien for free.
- **Your Very Own Fleet [600 CP]** - Import and/or create up to eight companions according to the rules set forth in 'Crew Member' and 'Fellow Captain'.
- **Gentle Giant [200 CP]** - Import or create a companion that gets the The Completely Alien species for free. They also receive 600 CP, as well as a 1000 SP stipend to spend on their 'Ship'.

Spaceship Builder

More often than not, the ship or station will be more important than the individuals making up its crew.

Everything here can be purchased multiple times, wherever it makes sense to do so. Gain **1000 Space Points** to spend on your ship.

Rating: To provide an indication how powerful your vessel will be these ratings can be used to estimate the capabilities of any components using the system by looking at the examples provided below. Such Components, as a general rule start out Rated the same level as the ship they are installed in, but can (and sometimes have to) be upgraded to a higher rating using the Upgrade Component option under General Upgrades. Similarly the entire Ship's Rating, and with it the initial Rating of any bought Components can be increased by buying the Upgrade Ship option.

Propulsion:

- **I:** Conventional propulsion, requiring years to even leave a solar system and months for interplanetary flight, but easily enough for conventional tactical maneuvering.
- **II:** Drives Capable of relativistic Speeds - meaning capable of accelerating to a meaningful fraction of the speed of light within days.
- **III:** Propulsion capable of making interstellar travel feasible, reaching even systems light years away within mere months.
- **IV:** Significantly faster, reaching even systems light years away within weeks.
- **V:** Faster still, reducing the time for interstellar travel to days or even hours.
- **VI:** Just barely capable of maneuvering on a galactic and intergalactic scale
- **VII:** Trips to the galaxy one over are no big thing anymore at this level, taking only days or weeks.
- **VIII:** Ever faster drives, capable of reaching the edges of the observable universe within a matter of days.

Sensors: Most available Sensor options are constrained by the laws of physics. This means detection ranges are effectively capped by the speed of light and the delay you are willing to allow. Having better ones will give you more data points more quickly, instead of increasing range.

Shields and Weaponry: Here you will find examples for how powerful the shields and weapons of this setting are. Just assume the weapon of a certain level will be able to cause devastation comparable to the example with a single shot, while a shield will protect you against a few hits of that strength. Do note that if the description of weapons or shields and the description here contradict each other the description in the weapon or shield option takes precedence.

- **I:** Many a conventional weapon of war would fall into this category. Namely tank guns and other anti tank weaponry.
- **II:** Hard shelled Artillery and lighter missiles.
- **III:** Naval Weaponry
- **IV:** Conventional ICBMs
- **V:** Weapons of this caliber can truthfully be described as city-killers, levelling even sprawling metropolises in a single hit. They also are capable of destroying natural landmarks like Mountains and permanently alter large swathes of landscape.
- **VI:** Causing devastation in a large radius this weapon is powerful enough to leave the climate and weather of planets thrown out of balance for centuries and depopulate a continent with a few hits.
- **VII:** A hit from this weapon is sure to utterly annihilate a planet's biosphere, eradicating all traces of life or civilization and leaving behind a molten hellscape.
- **VIII:** At this level a weapon is able to easily destroy a planet - think the Death Star from Star Wars.

Ship Design:

- **Derelict [100 SP]** - *Space is vast and few will notice a ship just disappearing sometimes. That is the opposite of what happened here. This vessel just appeared out of nowhere at some point in time.*
 - **Find:** Instead of choosing a Ship Type and Size, import one space-worthy Vessel you already own. Its default Section Size and Rating are that of a ship of the corresponding size. At your choice ship parts you buy can either replace pre-existing parts of the original ship or exist in addition to them.
 - **Space Hulk [200 SP]:** Instead you may buy a new size for your vessel. It gains an alt form having that size, while still having access to everything its original form has.
- **Patchwork [100 SP, free Outlaw]** - *At some point the thing you own might have been a standard issue ship, but those days are long gone. Your vessel has gone through so many overhauls, retrofittings and custom adjustments that it might surprise you to find even a single screw of the original*
 - **Jury Rigged:** By now you have an excellent sense for how new technology will integrate into this ship. Any modifications or repairs of this ship you undertake will go much more smoothly and quickly than should reasonably be expected.
- **Military Vessel [100 SP, free Soldier]** - *Sadly, the hope that armed conflict may remain planetbound has not proven true. Vessels like this one are both tools of violence and one of the few lines of defence against it.*
 - **Hammer and Anvil:** In the construction of your ship sturdiness and power have been empathised above all. Your ship will keep working even after sustaining damage that

would incapacitate a comparable civilian vessel and your weapons are among the best of their Rating and make.

- **Commercial Vessel [100 SP, free Trader]** - *Ambition and business acumen also has not remained planetbound. Be it interstellar cruise ships or vast cargo haulers, there exists a vast variety of civilian ships used for commerce.*
 - **Resource efficiency:** Money makes the world go round, and your vessel has been optimized to require as little additional resources as possible. With just the essential systems running your ship will work near indefinitely.
- **Research Vessel [100 SP, free Explorer]** - *The desire to know has been one of the things that have driven humans to ever greater inventions, and this Ship epitomizes this desire.*
 - **High Performance Tech:** Not only is Technology on your ship cutting edge, everything also is set up to facilitate experimental setups, or manually optimize and fine tune the equipment.
- **Symbol [100 SP, free Elite]** - *At least as unique as the patchwork, but for entirely different reasons. The Symbol has been custom built by the best shipwrights in the galaxy exactly according to your instructions.*
 - **Custom Built:** Your vessel isn't just a ship, it is a display of your power and wealth. Where a more frugal shipwright might have built three ships of the same class with the resources it took to build yours, it is the absolute apex in both performance and luxury, outperforming any normal vessel of its class by roughly 20% and allowing anyone on board to live like a king.
- **Station [Free]** - *Not designed as means of transportation space stations nonetheless are exceedingly common, acting as staging points, fortifications, or habitats.*
 - **Stationary:** Rather than a ship you possess an orbital installation. This precludes you from taking any Drive options save the free Sub-Light Thrusters used for corrections of your orbit and the options explicitly discounted for the Station. On the upside Stations can be truly vast, and double the maximal size given for Sections.
- **Auxiliary [50 SP]** - *Sometimes one ship is not enough. Auxiliary vessels may be used for a wide variety of purposes. From supply ship to landing craft, there are many applications.*
 - **Longboat:** You get another vessel, for which you may buy any ship size up to that of your main ship. You may upgrade this ship with options from this list as usual.

Ship Size:

Any options you buy for your ship, should a Rating apply to them, will start out at the rating of the ship by default.

- **<250m [free]** - Maximal Section Size: 200,000 m³, Rating: III
- **<1000m [100 SP]** - Maximal Section Size: 20,000,000 m³, Rating: III
- **<4000m [200 SP]** - Maximal Section Size: 1 km³, Rating: IV

- **<10000m [300 SP]** - Maximal Section Size 20 km³, Rating: IV
- **10000+m [400 SP]** - Maximal Section Size: Starts at 20 km³ each time your ship doubles in length, its Section size is increased by a factor of eight, Rating: V

Free Components:

- **Basic Sensor Suite** - Every ship or station needs a sensor array so as to not drift blindly in the void. These basic sensors will let you know what happens around you - though they are not necessarily precise and responsive enough to be a good choice for a combat situation. Also included is a basic communication relay.
- **Bridge** - There is a central control room where all the important decisions are made. Contrary to popular design this room shouldn't be located in an elevated position, at the prow, or in another, similarly exposed position, but rather at the center of the ship, though you have the choice. Looking at Space during battles is overrated. Comes with a big screen to display the tactical data you couldn't have gleaned from a direct view into space anyway.
- **Collectors** - For those that are really patient there always is the option to collect ambient energy from nearby sources.
- **Fission Reactor** - Good old nuclear fission provides your ship with the energy it needs. Try to avoid meltdowns or reactor breaches, as the radioactive residuum of such an accident will take additional effort to clean up - in addition to the repairs required by ship and reactor in the first place.
- **Life Support System** - This gets the ship as close to a closed system as possible, providing recycling for air, water and waste, essentially making it independent from outside sources.
- **Radiator Fins** - Contrary to popular belief, the vacuum of space is an excellent insulator, so the only way for a vessel to lose heat is to simply radiate it off its surface. These fins drastically increase the ship's surface area, allowing it to radiate more heat and operate for longer stretches of time.
- **Sub-light Thrusters** - A very primitive and limited system, these thrusters merely allow for maneuvering speeds at negligible fractions of the speed of light as well as taking forever to accelerate to a meaningful fraction even when accelerating in a straight line. This Propulsion System cannot exceed a Rating of I.

General Upgrades:

- **Alt-Form [free, exclusive, and mandatory The Completely Alien]** - The 'Ship' you're currently building is in fact no mere ship, but instead an Alt-Form you are able to change into. Your new body will maintain full function as a space-worthy vessel and be unaging, only accidents or enemy action being a danger to you in that form.
- **Artificial Gravity [100 SP]** - The high-tech kind. Rotating your ship for artificial gravity is free, this one is the one where some manner of gravitic generator just lets you assign some parts of

your ship 'floor' and people will be able to walk around as if they were on the surface of a planet.

- **Atmospheric Proofing [200 SP, discount <250m]** - Despite its size your ship is capable of making planetfall and in-atmosphere flight. If taken together with Physical Armor also is capable of operating under water, though naturally at slower speeds than exhibited during atmospheric flight.
- **Auto-Repair System [200 SP, free Exotic Material: Flesh]** - The vessel is capable of automated self-repair, requiring little input or work from its crew to go from almost derelict to nearly pristine in a little less than a month, resources permitting.
- **Containment Shielding [100 SP]** - While most larger ships have a segmented inner structure allowing them to seal off compromised sections of the ship yours has an additional countermeasure specifically to prevent the loss of breathable air. An almost imperceptible shield automatically seals off any hull breaches, preventing depressurization, while letting through solid objects unhindered.
- **Modular [200 SP]** - The Vessel can attach itself to another spaceship, effectively providing that ship with access to the components bought from this document.
- **Exotic Materials [100 SP, discount The Completely Alien]** - Each purchase unlocks one of the following options, in addition to being a reskin of the ship this will also provides some discounts further down the line:
 - **Flesh** - Large parts of the ship's exterior and interior in fact consists of living matter, thick layers of bone, horn or enamel providing rudimentary armor, titanic strings of muscle cording through the vessel, and trachea-like antra providing space for crew and utilities.
 - **Crystal** - Consisting of vast crystalline structures your ship is a true marvel to behold, filigree crystal lattices substituting for more conventional circuitry and thick deposits on the ship's surface acting as armor.
 - **Energy** - Large parts of the ship only exist as energy constructs, from forcefield structures or gravitic fields to clouds of highly energetic plasma. Somehow this does not impair the vessel's capacity to carry a crew, however.
 - **Dark Matter** - The Ship consists of far more than just observable matter, a good portion of its bulk being made up of dark matter.
 - **Nanomaterials** - The main bulk of the ship does not consist of conventional materials, but rather a closely monitored and strictly regulated hive of nanomachines, allowing for a highly variable layout and quick redistribution of infrastructure and armor from one place to another.
 - **Wood** - A significant amount of your ship consists of living plant matter, carrying a wellspring of life of life among its branches.
- **Secure [200 SP]** - While there are measures in place to prevent control of the vessel falling into the wrong hands on any ship, yours is protected by one of the most advanced systems

available, consisting of unobtrusive, but effective, authentication methods and other powerful countermeasures against cyber warfare effectively making it impervious to such attacks. This effectively increases the ship's rating by two when resisting such attacks.

- **Upgrade Component [100/200 SP]** - One Component of your choosing is one Rating above what it would be. Up to Rating V this costs 100 SP, from then on 200 SP per increase. Upgrading past a Rating of VIII has no effect.
- **Upgrade Ship [200/400 SP]** - Increase the overall Rating of the ship by one. Up to a Rating of V this costs 200 SP and 400 SP from then on. Upgrading past a Rating of VIII has no effect.

Sections:

A ship may maximally have ten section-type components. Sections cannot be upgraded using the Upgrade Component option. Optionally Sections purchased may be added directly to the Warehouse, in which case the section added to the Warehouse will have the size it would have had in the ship.

- **Cargo Bay [100 SP]** - Lots of empty space for storing and transporting goods. May be one big, empty space, or further sectioned off into smaller, but more useful Storage units. Additional Cargo Bay Sections may be taken at no SP cost.
 - **Hidden Compartments [50 SP]** - The cargo space loses one third of its volume. In return it cannot be detected from the outside and its access points are hidden in a way only those knowing exactly where to look will find them. May not be taken for more than one Cargo Bay Section.
- **Cryo-Chambers [200 SP]** - Countless chambers allowing you to place everyone on the ship in a form of suspended animation that prevents the affected from aging, allowing to reach far away systems even at sub-light speeds. Should you yourself choose to use one of these chambers, the time spent in suspended animation will not be counted towards the duration of your jump.
- **Habitat [200 SP, discount Exotic Material: Wood]** - An artificial biotope, closely simulating living conditions like they are found on the surface of a planet.
- **Hangar [100 SP]** - Storage Space with a large entrance on the ship's surface. Can be used to hold other ships small enough or be upgraded with one or multiple of the options below.
 - **Drones [50 SP]** - One hundred semi-autonomous vessels yours to deploy. All Drone equipment is treated as two levels below the Ship's Rating. Should you buy multiple options from the list below you may choose if this represents employing one general purpose model, or several specialised ones.
 - **Combat [50 SP]** - Autonomous weapons platforms, armed with lesser versions of your other armaments and defences, that can be deployed from your vessel, allowing for greater tactical variability.

- **Envoy [50 SP]** - Small drones, equipped with data storage, antenna and your fastest propulsion system, potentially able to ferry data and communication to known targets at far higher speeds than electromagnetic waves ever could.
- **Sensor [50 SP]** - Sometimes it can be advantageous to have eyes closer to the action. Equipped with smaller versions of your ship's sensor arrays, these drones can get a better picture of a situation, allowing them to potentially detect hidden or cloaked vessels, and send back the data to your ship.
- **Utility [50 SP]** - Drones for everything from salvaging to maintenance, come with an array of tools assisting them in their tasks.
- **Microdrones [Free]** - Reduce the Drone's Rating by another stage in exchange for having ten times the numbers. May be taken repeatedly until the Drone's Rating is reduced to I.
- **Fighter Craft [50 SP]** - Crewed vessels employing weaponry and defences two levels below the Ship's Rating. Requires your ship to be crewed by more than a Skeleton Crew.
- **Shuttles [Free]** - Small vessels capable of atmospheric flight that allow groups of persons to make planetfall or reach other ships nearby.
- **Hydroponics [100 SP, free Exotic Material: Wood]** - An expansive space, optimized for producing organic food for the crew, making you less dependent or even fully independent of external supplies in this regard.
- **Living Quarters [50 SP]** - A step above the usual narrow and cramped bunks usually found in ships, your accommodations allow for a certain luxury while traveling between the stars.
- **Production Lines [200 SP]** - Vast industrial complexes, capable of producing almost anything you could think of, from resupplying the ship with only access to the very base materials the missing provisions are made from to outfitting an army with your tech.
- **Subsection [50 SP]** - Instead of gaining one section component at the size applicable for your ship, gain two at a size of one third that size.

Controls:

- **A.I.-Core [100 SP, first purchase free A.I.]** - Your ship is equipped to house an artificial intelligence and have it monitor and guide its functions. Any purchase by non-A.I., as well as any further purchase by A.I. allows a single Companion imported as Crew to choose A.I. as their species. This companion will not get a free purchase of an A.I.-Core.
- **Synapses [Free, exclusive, and mandatory The Completely Alien]** - As you are a living thing you possess an analogue to a central nervous system that allows you to control your body as if it were, well, your body. Depending on if you choose to incorporate a Bridge or buy the Distributed option below you will have one central cluster akin to a brain or evenly distributed nodes regulating local functions and sharing the burden of maintaining your consciousness. Buying an A.I.-Core will allow an A.I. companion to ride along within you as a

voice inside your head, and buying Augmented Reality allows you to contact and be contacted by people you consider crew through measures comparable to what is proposed in the option.

- **Distributed [50 SP, free Exotic Material: Crystal]** - Why only have one bridge? In case the main bridge gets disabled somehow, there are a number of secondary control rooms, able to take over the functions required to control the ship in case of emergency.
- **Augmented Reality [100 SP]** - Through the use of things like augmented reality or authorised handhelds the ship can be piloted by authorized crew from literally everywhere on board.
 - **Extended Reach [100/200/300 SP]** - One does not, in fact have to be on board of the ship to be able to pilot it. For 100 SP it may be piloted from anywhere within the same system, for 200 SP over even interstellar distances and for 300 SP it can be controlled from literally anywhere.
- **Quantum Communicators [400 SP]** - A communication system allowing for real-time communication with anyone anywhere, as long as they are using the same (or a similar) system.

Crew:

- **Skeleton Crew [free]** - The absolute minimum of personnel required to keep your ship running.
- **Follower Crew [100 CP]** - Your ship can, at your choice, be automatically manned by generic crew members in color coded overalls or jumpsuits in a futuristic design, comprised of the various sapient species in this jump. Future losses may at your choice be replenished either from the inhabitants of this Jump or the one you are currently in. Do note that under no circumstances the crew will ever exceed a number that would enable the ship to be fully staffed 24/7.
- **Crew Equipment [100 CP]** - The entire Crew is equipped with Communicators and Space suits equivalent to the Item-options of those names at all times. Those pieces of equipment rapidly deteriorate if removed from the crew member and respawn on their person if destroyed for any reason.
- **Crew Armaments [200 CP]** - The entire crew has access to Body Armor equivalent to the Item of that name and a light firearm that can be donned at a moment's notice.
- **Automated Ship [100 SP, Free and mandatory The Completely Alien]** - Similarly your ship can be largely autonomous, not actually requiring any human element beyond commanding staff.
- **Officers [50 CP]** - For every purchase you get a persistent Follower with your choice of one of the following specialisations:
 - **Communications** - The Communication Officer both possesses fluency in any living language they encounter and are a diplomatic powerhouse, able to defuse even tense standoffs.

- **Engineering** - There is next to nothing the Engineering Officer cannot fix. As long as you or one of your companions can either build it or reverse engineer it, the Engineering Officer can maintain it.
- **Medic** - A veritable medical miracle worker the Medical Officer can, with access to the right tools and utilities, even revive the recently dead.
- **Navigation** - The Navigation Officer is a natural when it comes to getting you from one place to another in addition to automatically duplicating any navigation perk you or one of your companions possess.
- **Science** - The Science Officer is an invaluable help in all scientific pursuits, halving the time required to reverse engineer or prototype devices, analyse foreign lifeforms or research new technology.
- **Sensors** - The Sensors Officer knows how to calibrate any sensor system to make the most of even antiquated or otherwise subpar systems, elevating your awareness of your surroundings above what anyone else could achieve using the same sensors. Furthermore they have an impeccable instinct for where to focus their attention to gather the most relevant information, and a good feeling for when some interference on the screen really just is interference and when it is something important.
- **Weapons** - The Weapons Officer not only has the arithmetic capabilities to solve complex targeting formulae in their head, allowing them to input data in a way that minimizes the requirement for additional calculations on behalf of the targeting computers, they also have an unerring sense for the tides of battle, oftentimes anticipating even sudden maneuvers and feints.

This Follower can, at a later point, be imported as if they were a Companion, or this option can be used to upgrade a Companion that is crew on this ship.

Propulsion:

- **Fuel-Less Propulsion [50 SP]** - Some propulsion methods, like the Bussard ramjet, or magnetic or solar sails, do not rely on reaction mass transported on your vessel, allowing you to use them for virtually forever in exchange for rather limited immediate effects or requirements regarding the space you travel through. One purchase allows you to employ any number of such technologies. This Propulsion System is locked at a Rating of I.
- **Torch Drive [100 SP]** - While technically still sub-light, this propulsion system lets you reach and maneuver at relativistic speeds with little difficulty. This Propulsion System is locked at a Rating of II.
- **Alcubierre Drive [200 SP]** - *So, you can only move so fast through space, but what if you used technology to manipulate space itself?* The Alcubierre Drive allows you to exceed the speed of light in practice, not by actually accelerating to such speeds, but by compressing space in front of the ship and expanding it once it has passed.

- **Hyperdrive [300 SP]** - *What do you do when the laws of the universe prevent you from going faster than light? - You sidestep into a dimension where they don't!* This drive works by employing interdimensional mechanisms to let you travel many times faster than light.
- **Inertialess Drive [300 SP]** - Somehow this drive manages to violate one of the basic laws of physics, requiring a completely separate framework of physical formulae to even understand how it works. In effect this drive allows you to accelerate past the speed of light due to ignoring the conventional physical law of inertia, as well as providing pinpoint accuracy in maneuvering, even at superluminal speeds.
- **Jump Drive [300 SP]** - Whenever you want to travel somewhere, why not just skip that bit? The Jump Drive allows you, through a variety of combined means including spatial manipulation and dimensional travel, to instantly transition from one point in space to another, with no need to travel the distance in between. Any point you can conceivably target you can reach with only a short lead time needed to calibrate the jump. This Propulsion System has to be upgraded to at least a Rating of VI.
- **Hyperlane Beacon [400 SP, discount Station]** - Less an actual propulsion system and more a gateway to using existing infrastructure, this device lets nearby ships access a network enabling rapid travel between this and other beacons.
- **Beacon [400 SP, discount Station]** - Also not an actual propulsion system, this allows other ships possessing a Jump Drive to safely jump from and to the station or vessel, while drastically reducing the lead time required to properly calculate the jump.
- **Jumpgate [400 SP, discount Station]** - A massive structure that allows even vessels without FTL-capable drives to instantly travel interstellar distances by passing through it, so long their individual length does not exceed a quarter of that of your ship. May either link up with another jumpgate for higher precision or project a passage into empty space.

Reactors:

- **Battery Banks [50 SP, free Exotic Material: Crystal]** - Some ships may be constructed in a way that allows their energy requirements to exceed their reactor's output. In this case it is prudent to invest into a proper storage method, stockpiling unused energy for later use.
- **Fusion Reactor [50 SP]** - All the energy yield of the Fission Reactor, if not more, and none of the radioactive fallout in case of accidents - the Fusion Reactor clearly is the better choice.
- **Emergency Reactors [50 SP]** - Redundancy sometimes can make the difference between victory and drifting in the void aimlessly, slowly freezing and suffocating as your ship bleeds the last of its energy into space.
- **Black Hole Generator [200 SP]** - Using a contained spinning singularity this generator can extract roughly 70% of the complete energy stored in the mass used to fuel it, making it exceedingly effective, compared to other methods.

- **Antimatter Reactor [300 SP]** - Generating power through the annihilation of matter-antimatter particle pairs, an Antimatter Reactor can output an incredible amount of energy. However, if the reactor is damaged or containment is breached, the damage can be catastrophic.
- **Annihilation Engine [400 SP]** - A device which, through utilizing the inverse of the process a Matter Printer uses to create matter from energy, can convert 100% of the mass of an object into energy, making it capable of meeting truly staggering requirements.
- **Negentropy Reactor [400 SP]** - An engine that allows to turn ambient and excess heat back into usable energy directly. On a ship it will provide much needed cooling in addition to energy, but will require an additional source of energy to begin with.
- **Zero Point Tap [400 SP]** - A safe and reliable method of power generation, drawing energy from the fluctuating quantum fields that pervade the universe. However, while it can indefinitely - or at least as long as the machinery lasts - produce a fairly impressive output, it cannot be stepped up in an emergency situation, requires highly advanced tools to repair and yields diminishing returns if employed too close to another one of its kind.
- **Hyperspace Tap [400 SP]** This device exploits higher-dimensional principles to, effectively, 'multiply' the energy fed into it using a small dimensional rift that can be adjusted in size to cope with a wide range of power throughputs. Can create a fairly significant explosion if damaged, and admittedly carries a small risk of strange dimensional phenomena or a runaway cascade of power multiplication that worsens near other dimensional rifts, or with growing energy throughputs, but at the level needed to power a spaceship usually is far more stable than any atomic reactions.

Sensors:

- **Navigation Suite [50 SP]** - Optimized for long range scans, as to provide better data from which to plot interstellar trajectories, this sensor suite only barely outperforms the most basic sensors in other regards.
- **Military Grade Sensors [100 SP]** - Aiming for an optimal fusion between precision, and fast refresh rates this cutting edge sensor suite almost is a must if you intend to use your ship in combat.
- **Analytic Suite [100 SP]** - Instead of maximising responsiveness like military sensors or reach like those used for navigation, this sensor suite instead is optimised for short range, in-depth scanning and information gathering, allowing to minimise errors in measurement while observing stellar phenomena.
- **Predictive Suite [200 SP]** - Using sensor data about things like trajectories and energy emissions, this computer will calculate the most probable current state of the surrounding universe. However, while correct enough to be reliable this projection is not one hundred percent accurate.
- **Objective Sensors [400 SP]** - This sensor suite is somehow capable of tracking objects operating at relativistic distances and speeds in real time, as well as allowing to target FTL-

and interdimensional navigation using them. While this System can observe anywhere in the local multiverse (and after you obtain a Spark simply anywhere) it will require a comparatively narrow focus to yield anything other than a overwhelming and thus unusable torrent of data, requiring you to know where to look, or to incrementally ramp up the sensor sensitivity as you narrow your focus on your desired target.

Shields

Shields protect your vessel, against force of nature and enemy action alike.

- **Physical Armor [50 SP, free Exotic Material: Crystal]** - Your vessel is already resilient to damage, simply by means of its construction. Sheets of metal or reactive composite materials, on bigger ships often meters thick protect you from the vacuum of space and enemy fire.
- **Point Defense [50 SP]** - Sometimes it is the most cost effective option to simply shoot down incoming projectiles, instead of constantly maintaining a cost intensive screen around the whole ship. This is that option.
- **Diffusion Screens [50 SP]** - Laser beams have been a staple of space combat since its very beginnings, and this shield is specialised in protecting your vessel from them by refracting light beams and preventing their energy from being focused on a small enough area of your ship's hull to do damage.
- **Gravitic Shields [50 SP]** - Your ship is hidden behind a maelstrom of gravitic fluctuations, jerking any projectiles coming close to it wildly off course, away from the ship.
- **Jump Suppression Field [100 SP]** - A device that, when active, suppresses all cross-dimensional or wormhole travel in proximity to the ship, preventing anything from teleporting close-by or from close by. Despite the name this does in no way interact with the Jumpchain side of things.
- **Deflector Shields [100 SP]** - Your ship projects a magnetoplasmonic and gravitic screen that serves to deflect the attacks from weapons using charged particles or radiation.
- **Generic Shields [100 SP]** - Basically a secondary health bar for your ship these shields will soak up a certain amount of damage from any source before failing and needing some time to recharge. The more damage a shield can take before failing the longer the recharge time will be.
- **Stealth Field [200 SP]** - Not really a shield, but based on the same principles; this field doesn't stop things from coming close to the ship, but rather prevents any telltale signs of your ship's presence from getting out. Contrary to the other shields this device will work more effectively the smaller your vessel actually is.
- **Phase Field [400 SP, discount Exotic Material: Dark Matter]** - This field, instead of making it more difficult for enemy fire to penetrate your ship, reactively shifts your vessel into a state of half-existence in which enemy fire can pass through it without causing actual damage. The

field does not differentiate between incoming fire and you deliberately going on a collision course with something, and will phase you through such objects unless you specifically shut it down for that moment.

- **Conflagration Shields [400 SP, discount Exotic Material: Energy]** - Less an actual defensive measure and more a coincidence of the massive amounts of energy concentrated in this little space, your ship is wreathed in an aura of star-like heat, causing many conventional weapons systems to overload and detonate their payloads early as well as potentially blinding sensors. In addition to protecting the ship the Conflagration Shields can bleed off any excess heat produced within the ship.
- **Inertial Dampener [400 SP]** - This device produces a shield that will spread the energy of any physical impact evenly over every single atom within it, effectively making it impossible to damage the ship with physical impacts below its capacity to disperse.
- **Quantum-Locking [800 SP]** - This technology effectively places the vessel into a constantly updating, quantum-locked state, protecting the ship and its inhabitants from any physical force. This effect replaces the usual rating for this device.

Utilities

You may choose to have any option bought from this section apply to your Warehouse, instead of being integrated into your spaceship.

- **Auditorium [50 SP]** - Ideal for teaching space-born descendants of the original crew in a generation-ship, or addressing the whole of the crew in general.
- **Docking Port [50 SP]** - As an easy method of exchanging persons or cargo between ships, the Docking Port allows your ship to establish a physical connection with any other vessel or structure sporting an equivalent mechanism.
- **Entertainment Deck [100 SP]** - This place offers everything one could wish for from a recreational center, from places to exercise, to virtual reality environments for training, play, or historical re-enactment.
- **Med-Bay [200 SP]** - A state of the art medical facility that can remedy anything short of brain-death, though replacing missing body parts or organs will take some time, and may require the patient to be placed into suspended animation.
- **Menagerie [200 SP]** - Many a scientist, collector, or regent have scoured the galaxies for the most exotic of pets since the time the first lifeforms left their home planets. Now you can do the same. The Menagerie will hold any lifeform within inviolable from the inside holding fields and allow you to take them along on your Chain. Should anything escape the Menagerie's holding fields, it will immediately be transported back to the Jump it came from, if not maintained by another fiat backed method. At your behest the individual holding fields will either function as an enclosure, freeze everything within them in time or establish a time loop.

- **Transporter Room [400 SP]** - A quick way to get on and off the ship, this device disembodies its 'passengers' in order to reconstitute them in another place. Comes with a sensor suite that can lock onto single lifeforms on a planet's surface from orbit, and a guarantee that being disassembled into your constituent atoms does not count as being killed in this specific case.
 - **Unauthorised Tinkering [200 SP]** - Someone has used their understanding of transporter technology to modify the Transporter in a way that lets it permanently maintain the cache where a person's molecular and metaphysical makeup is stored in between atomisation and reassembly. This enables you to just print new copies of anyone that has been teleported using the Transporter Room. Should this functionality be used to print a person that has died the first new copy will be that person, both metaphysically and for the rules of Jump Chain.
- **Quantum-Flux Inversion Modulator [400 SP]** - Nobody even knows what this device actually does. Nonetheless you can use it once per jump to avert calamity befalling your ship, up to and including the modulator automatically activating should the ship be destroyed otherwise.
 - **Fine Tuning [200 SP]** - Even marginal insight in its diffuse workings has allowed you to calibrate the modulator in a way that will ensure smoother running regarding technical difficulties in general, as well as allowing the it to save the ship up to once a year should it be necessary.
- **Matter Printer [400 SP]** - One of the most fundamental pieces of technology available to man and alien alike this is what allows things like replicators or some teleportation systems to work. This device allows you to essentially print objects consisting of any combination of non-supernatural matter, requiring only a blueprint and a sufficient energy supply.
 - **Clarketech Module [200 SP]** - The clarketech version of this device has surpassed certain restrictions and is now even capable of printing substances with magic, mythic, or other supernatural properties.

Weapons

Any Weapon System bought here may, at your choice, signify entire batteries of weapons of that type with the combined maximum damage output indicated by the rating of the system.

- **Battering Ram [50 SP, free Exotic Material: Crystal]** - For when you want to get close and personal. Your ship has been designed explicitly to use its own bulk as a weapon, the wedge profile of the reinforced prow helping to let you punch through smaller vessels with nary a sign of resistance. Cannot be taken by Stations and may not be upgraded separately.
- **Beam Weapons [50 SP]** - Lasers and other beams are a staple of sci-fi. Here is your opportunity to equip your vessel with them. It also stands to reason they would be quite effective, seeing that the near vacuum of space does little to refract them, and that they save a lot of resources, not needing to rely on stockpiled ammunition.

- **Ballistics [50 SP]** - *Even in space one of the easiest ways of ranged combat is throwing heavy stuff at the enemy really hard.* Massive railguns, gravitic accelerators or similar means that can be used to propel massive projectiles, sometimes weighing tons, towards enemy ships at significant fractions of light speed. Buying upgrades for this option at your choice simply replaces basic ballistic projectiles or allows you to choose which projectiles to stockpile and use.
 - **Missiles [50 SP]** - Where ballistic projectiles fail self propelled ones, capable of adjustments to their trajectory, often fair much better. Missiles require much less calculation and guesswork to actually hit what you were intending to hit.
 - **Boarding Pods [100 SP]** - For when you want to take a ship more or less intact there is this invention of a madman. Boarding Pods are projectiles that can carry a small number of soldiers or robots and release them into an enemy vessel once it has breached its hull.
- **Cyber Warfare Suite [200 SP]** - One of the most effective ways to disable an enemy ship is not to strike at its defenses, but at the fragile systems controlling it. This weapon system provides you with a multitude of options, ranging from subtle to brute force, to inject harmful code or virtual agents in another ship's systems, compromising its effectiveness in combat, in an optimal case even paralyzing it. In addition this also provides you with the tools to counter such attacks. Instead of inflicting physical damage this system is able to incapacitate any ship that has a lower rating than it. A ship possessing a Cyber Warfare Suite may substitute that suite's Rating to withstand such an attack.
- **Nanite Shroud [400 SP, discount Exotic Material: Nanomaterials]** - Your vessel can emit a corrosive mist consisting of nanites that will convert anything they come into contact with into more of themselves until a shut-off signal is broadcast. While this approach will fail against most shields it is highly effective against unshielded, but highly durable targets. This weapons system damages targets not protected by shields equivalently to what is shown for a Rating of VII if left alone long enough. The lower its actual rating is the longer it takes until it ramps up to that level of damage, with Rating I requiring up to a month, Rating VII up to half an hour and rating VIII a few minutes.
- **Breach Weaponry [400 SP]** - Hyperspace travel is a glorious thing, but intelligent life would not be itself if no one had managed to weaponize a means of transportation. Breach Weaponry tears an opening between real space and whatever dimension is used for faster than light travel, the conflicting laws of physics leading to cataclysmic chain reactions. Furthermore there always exists the chance to leave opponents incapable of that specific way of travel stranded on the wrong side of dimensional boundaries once the breach decays.
- **Transporter Weaponry [400 SP]** - Few things can be more effective than delivering the payload directly where it needs to be, and with the advent of the Jump Drive and Transporters this became a startling possibility. This weapons system uses Jump Drive and Transporter

technology to teleport payloads directly where they will do the most good - or damage, respectively - with a short lead time of one to five minutes.

- **Gravitic Manipulator [400 SP]** - This weapons system manipulates one of the basic forces of the universe to devastating effect, creating singularities near or in enemy vessels that cause massive structural damage by dragging nearby matter into their event horizon, before evaporating in a devastating explosion.
 - **Effector [400 SP]** - Less a weapon and more a general purpose tool with immense destructive potential an Effector allows you to play around with the fundamental forces of the universe. Alter the flow of gravity or induce electrical currents, manipulate things through telekinesis or play with atomic forces - whatever you come up with, the Effector can probably do it.

Scenarios

There are many things that can happen out there in the vast unexplored reaches of the universe and surely marvellous prizes to be found, too. You may attempt multiple scenarios.

Guard Duty - All over the galaxy, there are people in need of protection - and willing to pay a hefty price to obtain that protection. You have been hired to protect a VIP and their vessel from the dangers of space, hostile forces, and lawless elements:

- The **VIP**: An Alien of high standing, maybe a heir of a governor of some sort or a rich industrial magnate, they can be of any gender you choose and possess the perks Post Scarcity Medicine, Bred For Excellence, Expert Negotiator, The Right Thing To Do, Above Law and Reason, Precursor Genes, That's Not How Convergent Evolution Works! and Space Elf. They are intelligent, but have grown up very sheltered and will oftentimes fail to realize the danger they are in.
- Their **Ship**: A Yacht of five hundred meters of length, with an overall rating of five (V), the ship is a Symbol of the wealth of their father, the ship sports an Auto-Repair System, Artificial Gravity, Atmospheric Proofing, a Jump Drive, solar sails for Fuelless Propulsion, Deflector Shields, a Zero Point Tap, Living Quarters, an Entertainment Deck, a Med-Bay and a Menagerie. It also is sinfully luxurious - even beyond what the Symbol upgrade would normally imply.

Your contract will last at least five years, or for the entirety of your jump, if something (other than failure to complete the jump) causes it to last a shorter amount of time than that, and you will be required to accompany your ward into several situations that prove a credible danger to them and/or their ship. If taken in conjunction with Yes Captain, My Captain! You may elect to be stationed on, and

buy additional upgrades for the VIP's ship in exchange for the aforementioned choices being already locked in and you forfeiting the ship should you fail the scenario.

Reward: If you have established a good relationship with your ward they will join you as a companion, taking their ship along with them. If you wish there may be involved a more official bond, like being granted their hand in marriage.

To Boldly Go - *Be it for prestige, out of thirst for knowledge or out of boredom, your mission is to venture out there and find new worlds and phenomena. Probably to document them, and eventually report back to your kind.* - You have made it your task to explore and map an expansive nebula of a volume of three hundred and fifty cubic light years that obstructs any and all readings at a distance of more than 0.12 light years from even the most advanced sensors. Your mission is counted as a success once you have explored at least 80% of the nebula. Naturally, the boredom of long days of eventless scanning will not be the only challenge, the nebula will likely conceal a few other surprises as well, from pirates using the nebula to hide their base of operations, to space-whales calling it their home, to species never before encountered. If taken together with the No FTL drawback you instead have to at least explore a total of ten cubic light years of the same nebula.

Reward: You gain four cubic light years of mostly empty space, possessing the same sensor blocking properties of the nebula, that will maintain its contents, retains modifications, should you find something to alter the properties of the space itself, and can be imported in future jumps or kept as a Warehouse Attachment on a case by case basis. If you wish you can toggle the sensor blocking properties off while using the space as a Warehouse attachment.

Big Dumb Object - A curious interstellar object has been spotted on a course that will come close to wherever you currently are, and there surely will be many with an interest in this strange artifact. You will have little time to reach the object, secure it against competitors, and manually explore its interior, before it will drift into an exceedingly dangerous region of space, where it likely will be destroyed by asteroids, black holes or some other hazard.

Reward: Once you have secured and sufficiently explored the **Object** in question, it will become a property that you can import into any future setting, where it will take a similar role to the one it has occupied here, appearing far out from where you are, but on a trajectory that will come close to you at the halfway point of your Jump at the latest, and remain in your vicinity from then on.

The Age Of Solar Sail - *While widespread civilisations exist, most of space still is uncharted, providing refuge for those that would wish to forge their own destiny. Piracy will be quite common, as well as the interstellar trade it preys on.* - In the best imitation of a classical pirate tale you have come into the possession of a mysterious hologram apparently indicating a trail to a rogue star that supposedly is orbited by a single station filled with a large store of valuable technology and other riches. And you are not the only one privy to this information. If you want to claim the treasures for yourself you will have to outrace other soldiers of fortune, and from time to time fight off the less upright of your rivals.

Reward: If you make it to the **Rogue Star** you will gain it and the **Station** orbiting it. Sadly, as was to be expected with such a widely available treasure map, the station has already been picked clean centuries ago. At least it makes a decent place to live once some repair work is done. The star itself is comparable to the sun in size. Through some anomaly the Star and everything orbiting it will remain hidden from even the best sensors in future jumps as well, requiring you to give out the coordinates to others to be found.

Honest John36055512's Used Spaceships - You spend more of your time buying and selling spaceships than flying around in them. On the downside, you actually have to keep track of things like cashflow, employee morale, and competition. On the further downside, you have to at least break even every quarter, and on the furthest downside, you have to do it all using in-jump resources or else the Space IRS will close you down. (And if you take the 'Yes Captain, My Captain' drawback, you don't even run the place, you're just an employee. At 200 CP you'll still have far reaching responsibilities, just not the final say, at 400 you'll be the sci-fi equivalent of a used car salesman beholden to a boss, basically gambling on the survival of the company, since you yourself won't have all that much influence on it. Taking the option of making your superior inept will force you to cover up some legally questionable business decisions your boss made during your time here.)

Reward: After completing this Jump any vehicle you manage to acquire will be treated as if you had bought it with CP, including it respawning in or near one of your properties if it was destroyed and working in settings with different physics, no matter if you bought it, stole it, found it, built it yourself, or won it in a children's card game. This also extends to any vehicle you already possess. Furthermore you are exceedingly skillful at repairing and refurbishing vehicles, both doing it in person and directing workers.

Gold Rush - *Space is full of resources, and your kind has entered into a race to parcel off the juiciest bits for themselves. Who knows, maybe you'll manage to stake your own claim on a resource rich planet or asteroid belt somewhere. Just look out for the cutthroat competition!* - A barren system is to

be parceled off and you have the opportunity to stake a claim with the authorities. This will require you to show a measure of diplomatic finesse and, most importantly the capability and willingness to extract the resources found in your claim to seriously enter into consideration.

Reward: You gain the **Planet or Asteroid Belt** you have claimed for yourself. This property follows you, but does not retain modifications between Jumps, effectively replenishing its resources at the beginning of each jump that way.

Conquest - *Your kind has turned to the stars with one main goal - to expand to new planets and open up more living space for their brethren. And they are willing to make a few sacrifices when aboriginal species object to those goals being realised. Or maybe it is exactly the reverse and you are the sole defender of a planet against an invading force.* - There exist two options for this scenario - you either can elect to be the defender of a single planet civilisation (that doesn't necessarily have to be yours) against an outside invading force, making it more difficult to extract yourself, or you can take the role of the extraplanetary invader. In both cases you won't be able to rely on reinforcements and are pitted against a military force genuinely threatening, especially regarding their numerical superiority, demanding great strategic acumen and ingenuity to successfully defeat.

Reward: You gain the **Planet** you conquered or managed to defend. It follows you to other jumps and retains any modifications you deign to make, up to and including any structures orbiting it. Should you have chosen to defend the planet it will be inhabited by an intelligent species numbering roughly two billion and loyal to your cause, while as an attacker you will have to contend with a malcontent populace numbering half that, that will need quite some work to bring on your side.

Galactic War - *There are clashing forces in the galaxy - waging a war among the stars that will leave systems littered with the carcasses of dead ships and planets burning. Pick your side and join the carnage, or keep your distance and swoop in once the fighting dies down, digging through the glowing hulls of derelicts like a vulture of old.* - You will be dragged into a war raging across the stars that may potentially last for centuries, either experiencing the start or the end of the conflict - or if you choose so, and the time you are required to stay in this jump suffices you may experience its entirety - no matter the side you choose you will spend at least five years engaging in active combat regularly, or hiding from it.

Reward: Should you have fought in the war you will be granted a military rank equivalent to a lieutenant general you will retain in future jumps. You will be able to just walk up to one military institution, show your credentials and assume the position, though it will only work once per jump. Should you manage to get yourself discharged and try to pull the trick again, or try it with a second

military you will fail if you solely rely on this effect. Should you have chosen to avoid hostilities you instead will find yourself incredibly lucky in regards to avoiding the open fighting happening around you. You might show up at the moment the last shot is fired, and duck out mere hours before the next attack. You also will always be able to scavenge the most valuable piece of equipment left on the battlefield, should you put in a little effort and try.

Dying Of The Light - *The bright early days of the universe are long gone. Starless skies hang over barren planets circling dying dwarf stars or black holes. Civilisations will inevitably be resource starved and in decline. Have you ever wondered what will happen when a universe dies? You might get to witness it here.* - The planet you see before you is dying. An ever-cooling star provides less and less warmth for a slowly freezing world. Even the greatest technical marvels of the inhabitants can do little to prevent the inevitable. You will need to exceed the scientific advances made by even this advanced civilisation in order to be capable of saving it.

Reward: Genesis Engine, a device capable of providing an arbitrarily large energy output for an infinite amount of time, requiring no resources at all. It will, however, only ever produce as much energy as needed, allowing all devices connected to it to operate at peak efficiency and charging any storage medium at an optimal speed.

Displaced In Time - *Time is a fickle thing. While exploring an unknown system you encountered an anomaly, and from one moment to the next - at least from your perspective - you were in a system seemingly entirely different. That is until you studied the planets and star more closely to find them to be the very system you were exploring, just a few billion years younger. And then, after another sudden shift and survey, towards the end of the star's lifetime.* - Somehow you are trapped in a temporal anomaly, randomly shifting to the future - or past - in random intervals and have to find a way back to your time. Intense study of the anomaly that displaced you and careful prototyping will be required to harness these powers. Should you still be trapped within the anomaly when your Jump ends you will automatically be treated as if you had chosen to stay.

Reward: You gain access to a functional **Time Machine**, powerful enough to move your spaceship, or anything up to a similar size, through time. While it only ever will allow you to travel to random possible futures it has two modes for travel to the past, one enforcing a stable time loop, making whatever you do ultimately futile, save for the knowledge and objects you take with you to the present, while the other effectively erases the present you came from, replacing it with a new range of possible futures causally following from the altered state of the past you created. This will under no circumstances erase you from existence, but you won't be able to go back to the future you came from..

Dreams, Better than Reality - *Something is... off. You clearly remember exploring a new and unknown system. But now you are in a lavish bath, tended to by beautiful maidens (or handsome men, or both - according to your preferences). Didn't you have a mission to get back to? Though... is it really so urgent that you can't stay awhile and luxuriate in this peaceful atmosphere...* - You and your companions have been caught by the automated security system of a lotus eater world and added to the number of dreamers. You will need to overcome the urge to just stay in the dream, all but the most esoteric of your wants seemingly fulfilled, in an eternal state of virtual bliss, and find a way to escape the simulation, if you want to move on at the end of the jump.

Reward: During your (successful) escape you stumble upon a finished, but deactivated **Dream Engine**. Combining holodeck technology with dimensional manipulation and psychometric sensors, this device allows you to create your own world, half dream, half parallel dimension from virtual likenesses of places real and imagined and populate it with the simulacra of people you once knew or would want to know - or some real people caught in your dreamworld, as you were in theirs.

Drawbacks

The overall maximum of CP gained from drawbacks is 1600. Drawbacks taken beyond this threshold still apply, but provide no additional points.

- **Other Life Is Such A Fragile Thing [0 CP, exclusive to and mandatory for The Completely Alien]** You think on scales and timeframes so utterly different to humans they would register to you less than ants. Recognising Companions that have chosen species other than The Completely Alien will be very difficult, and establishing communication even worse.
- **Fanfiction [0 CP]** - You can use this jump to visit any setting that already contains interplanetary or interstellar travel, and for which no jump-document has yet been written. You may skip the Setting rolls.
- **Theme [0 CP]** - Choose a specific aesthetic you want your setting to have. It could be anything from clockpunk to gaslight fantasy, to cyberpunk.
- **Shipless [0 CP, incompatible with Yes Captain, My Captain!]** - You do not gain a ship or alt-form from the Spaceship Builder. Instead you can distribute your SP to Companions with a ship freely, using either their or your discounts when buying ship parts with your SP.
- **Vintage [100 CP]** - Everything around looks somehow fake. Other species look as if rubber prosthetics had been attached to humans or move as if they were animatronics. Your consoles and weapons look as if they were built by sticking together random appliances, and the exterior of spaceships looks like cheap visual effects.
- **Lens Flares, Lens Flares Everywhere [100 CP]** - The future is bright and shiny! Reflective surfaces and glaring lights everywhere - it really is a strain on the eyes sometimes. There also

seems to be no dimming switch, the only two settings you seem to have access to is 'looking at the sun' and 'utter darkness'.

- **A Bit Literal [100 CP]** - Through some mix up you've gotten too much 'opera' for your 'space'. Expect a lot of Italian singing. Jumpchan sends her apologies.
- **Planet of Hats [100/200 CP]** - Wherever you go, and whatever species you encounter, their culture will always be strangely one-note, having a single aspect of human life shifted to be at the center of theirs. They might be Warriors, or Artists, or greedy, but the fact is you will scarcely find a member of that species that will not conform to that stereotype. For an added 100 CP your own species is typecast in that manner, too, and all your actions have to be informed by the stereotype you now embody.
- **No FTL [100/200 CP]** - For the duration of this jump, you cannot travel faster-than-light, even using methods from outside this jump, except for the possibility of using an existing network of Hyperlane Beacons or Jumpgates. For an additional 100 CP you cannot use FTL travel at all. You may choose to have your setting be affected by the Great Filter option 'FTL' additionally, or have it replace the option you rolled, or would roll. This is not mandatory.
- **Years, What Years? [200 CP]** - *Sure, stay ten years. That's a perfect way to measure time in space. You know, without a planet as a reference!* Your stay here may last anything from two to two thousand 'regular' years, randomly determined. You will not know the actual time-frame, or that you took this drawback until one week before the jump ends.
- **How Hasn't That Become A Planet Yet? [200 CP]** - Asteroid fields like in the movies, rocks of all sizes constantly crashing into each other, grinding against each other and breaking apart into even more rocks - and they are everywhere. Take care to carefully circumnavigate those death traps or risk potential damage to your ship.
- **Interesting Times [200 CP]** - There rarely will be a month where there's nothing but routine. You will constantly happen upon unexpected events, some of them amusing, some inconvenient, and a few even dangerous.
- **No Crew, Just Organs [200 CP, exclusive The Completely Alien]** - *Your body functions perfectly entirely without being infested by miniscule lifeforms, thank you very much!* Taking this drawback you cannot gain additional points to spend on your own ship by purchasing the companion import option 'Crew Member'. You still can buy Crew Members to increase the SP of ships of Fellow Captains. Furthermore you cannot take any options from the Crew-section other than Automated Ship when building your Alt-Form with the Ship-Builder.
- **The Alleged Starship [200/400 CP]** - Your ship is more like Serenity or the Millennium Falcon than the Enterprise. Every identifiable piece, and several unidentifiable ones, will break down at least once during this jump. For an additional 200 CP your ship instead is a wreck or ancient relic that has to be salvaged and repaired before being able to be used.
- **Rules Of Engagement [200/400 CP]** - For some reason all the marvellous high powered weapon systems the marvellous technologies present in this setting should allow are conspicuously absent. As a rule of thumb any weapon system worth 400 SP or more, or

comparable out-of jump technologies are outlawed by pretty much everyone and using them will be met with outrage and persecution. For an additional 200 CP all the weapons in question do not exist within the jump's setting, and your equivalent armaments are missing from the ship for the duration of the jump, though you still are free to buy them, in which case the ships you bought them for will be outfitted with them at the end of the Jump.

- **Yes Captain, My Captain! [200/400/600 CP, cannot be taken by The Completely Alien] -** Did this document call the ship you created 'your ship'? Our mistake. For the duration of the Jump the ship will always be under the authority of someone else, though they will be an approachable, decent and intelligent sort. For 200 CP you will be a member of the commanding staff, while for 400 CP you will be just some random member of the crew. For an added 200 CP the Captain will instead be unfit for their position, causing unnecessary problems through their actions and taking stupid risks for little payoff. Also, they play favourites and you aren't one of their favourites. This status quo will reassert itself within a week should you ever manage to gain control of the ship.
- **Hunted [200/400/600 CP] -** You will have to watch out for hostiles pursuing you. The following options provide 200 CP each and can be stacked:
 - The pursuers are after you/your vessel specifically, as opposed to just after your general faction.
 - The pursuers are technologically superior to your faction. Assume your ship will be at a disadvantage, unless you upgrade it with out of context technology.
 - The pursuers are numerous. Where before a Bounty Hunter or mercenary group might have been after you, now it is an armada of space-pirates or an interstellar empire.
- **Proprietary Space Wizardry [300 CP] -** No out-of-jump powers, items, or access to the Warehouse allowed. An exception is made for technology.
- **Bound To The Ship [400 CP] -** For the time of your stay you are utterly unable to leave the ship, no matter how advantageous it would be to assist an away team, or how vital to your survival it might be. The Completely Alien instead will be locked in their ship form for the entirety of their jump upon taking this drawback instead.
- **Five Year Mission [400 CP] -** Through your assignments or unfortunate circumstance you will only rarely have access to resources beyond those you can procure by yourself, any larger factions allied to your cause facing shortages of said resources themselves when you're asking, or being unavailable.
- **No OSHA Compliance [400 CP] -** Some 'marvel' of engineering has led to all manner of problems - like energy spikes, or failing generators - not just gently lighting up a control light on the corresponding console, but rather outright electrocuting whoever is currently manning said console. Also expect heavier hits to shake your vessel something fierce. No you don't get to install seat belts or handrails.
- **A Cosmic Lifetime [400 CP] -** (Warning: Taking this drawback without having a Perk or Alt-Form that prevents you from dying due to old age will almost certainly cause you to fail your

chain.) - You are required to stay in this Jump for its entire lifetime, from your birth, cosmically speaking mere moments from the Big Bang, to the heat death of the universe billions and billions of years from now. For you this time won't appear all that long. Due to obvious reasons you may not choose to stay at the end of the jump. Also due to obvious reasons this drawback is incompatible with the 'Years, What Years?' drawback.

- **HFY [600 CP]** - Humans are where it's at! They're like an entire race of Mary-Sues, routinely outshining even civilisations millenia older than them. And somehow you managed to end up on the receiving end of their wrath... Prepare to face a species that not only will have a ridiculous amount of plot armor, but also will somehow be able to compensate for even insurmountable technological superiority with nothing but their tenacity, capabilities of reverse engineering, dumb luck, or some other attribute basically anyone could have, but they have especially - or something. Cannot be taken if the Jumper, or a companion has bought Humanity, Fuck Yeah!. Will not enhance any humans allied to the Jumper in the manner described above.

Supplement Mode

You may combine this jump with another jump-document to produce a combined setting. Points must be kept separate, etc. You can choose from two options. Option A, the other jump-doc remains as normal, and is a small piece of a larger setting; eg, Naruto's planet is just one of many other worlds. Option B, the other setting is stretched out to cover interstellar space; eg, instead of Naruto's Hidden Villages, you might have Hidden Moons.

Final Choices

Upon completing the last year of your mandatory stay here all drawbacks chosen are revoked and you are required to make the choice regarding your future:

The Journey is at an end - There comes the time every captain finds his way back to port, should they not find their end out there. For you that time has come today. With a wealth of adventures weathered and treasure trove of stories to tell you have decided to return home.

There is still so much to learn, see and do - In your time here you have barely managed to scratch the surface of what can be learned and discovered here! Why would you move on, leaving all those mysteries unsolved? Your stay here hardly will grow boring!

On to ever more unknown places - There is no way a single universe will contain enough to sate your thirst for knowledge and adventure! Your time here is at an end, and you can once more move on to a different setting.

Notes

- If you have constructive criticism or Ideas you think might fit this document consider dropping by the [Google-Doc](#) and leaving a comment. You will also be able to find an extensive change-log at the end of that document.
- Any text in italics is intended purely as flavour text and does not inform the function of Perks, Items, Ship Parts or Drawbacks.
- Regarding species: For any species save human feel free to assume that any member of exactly the same species/model of A.I. as you shares the species perks you bought. This does not preclude other species, with differing perklines from existing in the same category.
- Post Scarcity Medicine: As a rule of thumb this perk protects you from any real illness and disease, but not from supernatural diseases, extremely rare and potent diseases or bioweapons.
- Moral Compass: this is not precog, and does not protect from accidents. An action will only be avoided if you could reasonably expect the negative outcome, knowing all necessary information beforehand. Assuming you don't kill you wouldn't shoot at a drywall someone was standing behind, but this perk alone wouldn't prevent you from discharging a gun into the air if the bullet will strike and kill a person on the way back down.
- Tinkerer: You basically have the power of technobabble, without having to tell people what you are doing: You can basically make a random set of sci-fi devices do almost anything - once. After that, if you do not take the time to repair the used devices and do general maintenance, there will be a significant risk of unforeseen and unwanted side effects or even a completely different outcome. Like with Clarketech Research below you cannot create omnipotence effects or manipulate Jumpchain rules this way.
- Galactic Standard: This perk does not enable you to e.g. buy bottle-caps at industry prices and then use them as currency (as they are currency in the Fallout-series), because that would enable you to effectively acquire arbitrary amounts of money.
- Clarketech Research: This perk allows to create magitech/divinetech/etc., as well as 'completely normal' tech doing the same things. It also allows for a wide variety of effects that have been covered by other perks already, but really, if it didn't it wouldn't do anything, because *everything* has already been covered in one perk or another, so using this as a metric is flawed in the first place. You are not able to create omnipotence-effects, just as you cannot manipulate jumpchain rules. Also note that you will need a sufficient infrastructure for your projects, meaning that trying to create a device significantly more advanced or powerful than your tech-base will take an exponential amount of time, while you are stuck in a loop of creating infrastructure that is required to build the infrastructure required for your project.
- Yes, the aging bonuses of Post Scarcity Medicine and Bred For Excellence stack multiplicatively.

- A.I. perks: If you have the capability to build A.I. you may create them in a way that they also have your A.I.-perks. Just being an A.I. by itself does not enable you to program new A.I., however.
- Crew Members: Any Crew Members you buy have to be assigned to one specific ship and the bonus SP they grant can only be used to upgrade that specific ship. The bonus SP can be used to partially pay for an option (such as buying a 400 SP option using SP from two Crew Members, or one Crew Member and 200 SP of the original budget). Later in the Jump it is permitted for Crew Members to change ships or even acquire their own ships, which will however not alter SP distributions anymore.
- 10000+m: You are pretty much free to choose how large your ship would be, as long as you keep it below the size of a planetoid. You could buy an artificial moon, but not a dyson-sphere.
- Hyperdrives, as well as Jump drives, may be used to travel to alternate dimensions, provided there exists a way to target said destination.
- Hangar Bays: Since only the length of a specific vessel is given in this document I have decided on this ruling.
- Transporter Room: The clarketech upgrade can reprint the Jumper as well, but won't prevent chain failure from dying. You may elect to spend any 1ups you possess to be instantly reprinted, however.
- The Age Of Solar Sail: Assume the map works like a scavenger hunt, requiring you to travel from system to system to unlock the corresponding next destination one step at a time. In the end the challenge of the scenario isn't finding the place, but rather weathering the attempts at sabotage and attacks committed by your rival treasure hunters.
- Dying Of The Light: No, stacking the planet full of Zero Point Taps and/or Hyperspace Taps will not work - Zero Point Taps will only be able to draw so much energy from surrounding space and Hyperspace Taps will become too unstable long before they would be able to handle the energy throughput required. Other, out of context, sources of infinite energy may face similar problems - fanwank accordingly.

Changelog:

v1.1 to v1.1.1:

- Perks:
 - Changed discount rules regarding Upgrades
 - Reworded Subroutines
- Items:
 - Changed discount rules regarding Upgrades
 - Explorer: Reworded Objective Scanner
- Spaceship Builder:
 - Lowered several prices: Military Vessel, Fusion Reactor, Emergency Reactors, Gravitic Shields, Deflector Shields, Generic Shields, Stealth Field, Hidden Compartments, Hangar with upgrades, Unauthorised Tinkering, Fine Tuning, Clarketech Module, Cyber Warfare Suite